

```
FUNCTION is_palindrome:
  INPUT: string str
  OUTPUT: bool [TRUE or FALSE]
  USAGE: flag = is_palindrome(str)
BEGIN

  n = length(str)
  IF n <= 1, RETURN TRUE
  ELSE, RETURN str[0] == str[n-1] AND
               is_palindrome(str[1,n-2])

END // is_palindrome
```

## ALGORITHMS AND DATA STRUCTURES

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# RECURSION (II)

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## NON-MATH EXAMPLE: PALINDROMES

- ▶ Recursion is not only applicable to math problems
  - ▶ Any time you can devise a reduced self-similar decomposition strategy to a problem, it admits a recursive solution
- ▶ **Example**: Check whether `string` is a palindrome
  - ▶ *palindrome* is a string that reads identically backward and forward, e.g. "kayak", "noon", "race car"

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## NON-MATH EXAMPLE: PALINDROMES

- ▶ Final task:
  - ▶ Use recursion to test if `string` is a palindrome
- ▶ Recursive strategy:
  - ▶ Check to see that the first and last characters are the same
  - ▶ Check whether the substring generated by removing the first and last characters is itself a palindrome

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# NON-MATH EXAMPLE: PALINDROMES

## ► Inefficient implementation

```
bool isPalindrome(string str)
{
    int len = str.length();
    if(len <= 1) {
        return true;
    } else {
        return str[0] == str[len - 1]
            && isPalindrome(str.substr(1, len - 2));
    }
}
```

## ► How to speed it up?

### ► Remove redundancy in implementation

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## NON-MATH EXAMPLE: PALINDROMES

- ▶ To improve the implementation
  - ▶ Do not calculate `string` length every time
    - ▶ call `length()` once then pass that information down
  - ▶ Do not call the method `substr(...)`
    - ▶ avoid copying of substrings in recursive calls
- ▶ Both require changing the prototype of the original recursive function

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# THINKING RECURSIVELY

- ▶ Two approaches to programming:
  - ▶ Reductionism: the belief that the whole of an object can be understood merely by understanding its parts
  - ▶ Holism: the belief that the whole is more than the sum of the parts that make it up
- ▶ When coding, it is useful to go back and forth between the two strategies
- ▶ however...

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# THINKING RECURSIVELY

- ▶ When designing recursive strategies
  - ▶ Reductionism is the enemy
  - ▶ Stick to a holistic approach
- ▶ How?
  - ▶ Adopt recursive leap of faith
  - ▶ Choose right decomposition level
  - ▶ Identify base case(s)

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# THINKING RECURSIVELY

- ▶ Remember:

- ▶ if there's a problem, it lies in your recursive implementation
- ▶ not in the recursive mechanism itself
  - ▶ solve problem at a single level of recursion
  - ▶ looking further down won't help
- ▶ check always your formulation of the recursive decomposition



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# AVOIDING ERRORS WITH RECURSION

1. Do you begin by checking for the simple case(s)?
  - ▶ Make sure you solved them correctly
2. Does your recursion make the problem simpler?
  - ▶ Check for nonterminating recursion
3. Does your recursion eventually reach the simple case(s)?
4. Are the subproblems really identical to the whole problem?
  - ▶ Check that solutions to subproblems provide the complete solution when combined (relates to leap of faith)

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# RECURSIVE STRATEGIES

- ▶ When problem come as mathematical definition
  - ▶ easy to apply recursion
- ▶ For most complex problems this is not the case
  - ▶ some problems have long iterative solution
  - ▶ but have a short recursive solution
- ▶ Remember: length of the code does **not** relate to complexity of the solution

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# RECURSIVE STRATEGIES

- ▶ There are several instances of complex problems not easily written mathematically
  - ▶ The towers of Hanoi
  - ▶ Graphical recursion
  - ▶ The subset sum problem
  - ▶ String permutations

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# RECURSIVE STRATEGIES

- ▶ There are several instances of complex problems not easily written mathematically
  - ▶ The towers of Hanoi
  - ▶ Graphical recursion
- ▶ Let us look at two such complex examples:
  - ▶ The subset sum problem
  - ▶ String permutations

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## EXAMPLE: THE SUBSET SUM PROBLEM

- ▶ Given a sequence of integers  $a := \{a_1, a_2, a_3, \dots, a_N\}$  find out if it is possible to find a subsequence such that its sum gives a target sum  $target$
- ▶ **Example**
  - ▶ If  $a := \{-2, 1, 3, 8\}$  and  $target = 7$ , the answer is yes, b/c there is a subsequence  $b := \{-2, 1, 8\}$  that amounts to 7
  - ▶ If  $target = 5$  the answer is no, there is no such subsequence that adds up to 5

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# SEARCH FOR A RECURSIVE SOLUTION

- ▶ Pseudocode for predicate solution

```
PREDICATE subsetSumExists:  
  INPUT: integer_set set, integer target  
  OUTPUT: boolean  
  USAGE: subsetSumExists(seq, num)  
BEGIN  
  IF set is empty // base case  
    RETURN target is 0;  
  ELSE  
    Recursive call to simplify the problem  
END // subsetSumExists
```

- ▶ The subset could be find by either removing or keeping an element (*inclusion/exclusion pattern*)

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## SOLUTION: INCLUSION/EXCLUSION PATTERN

- ▶ Inclusion/exclusion pattern (C++ pseudocode)

```
bool subsetSumExists(Set<int> set, int target)
{
    if(set.isEmpty())
        return target == 0;
    else
        int element = set.first();
        Set<int> rest = set - element;
        return subsetSumExists(rest, target)
            || subsetSumExists(rest, target - element);
}
```

- ▶ Strategy has two branches, one including and another not including a particular element, this strategy is called the *inclusion/exclusion pattern*

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## EXERCISE: PERMUTATIONS OF STRINGS

- ▶ How to generate all permutations of a `string` of fixed length?
  - ▶ For instance: given a `string intro = "ABC"`; we should generate the set `{"ABC", "ACB", "BAC", "BCA", "CAB", "CBA"}`
  - ▶ using a function `generatePermutations(intro)`;
- ▶ Think recursively
  - ▶ Base case: empty or literal `string`
  - ▶ Divide problem into smaller ones (*divide-and-conquer*)



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## EXERCISE: PERMUTATIONS OF STRINGS

- ▶ A possible recursive strategy

```
set<string> generatePermutations(const string & str)
{
    set<string> final;

    if (str.size() == 0) {
        final.insert("");
        return final;
    } else {
        char first = str[str.size() - 1];
        string tmp = str.substr(0, str.size() - 1);
        set<string> s_tmp = generatePermutations(tmp);
        final = putCharInGrooves(s_tmp, first);
        return final;
    }
}
```

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## SUMMARY

- ▶ Recursion is similar to stepwise refinement in that both methods simplify a big problem to subproblems
  - ▶ The difference: recursion divides the problem into subproblems similar to the original one
- ▶ To use recursion, you must be able to find the base case and a recursive decomposition
- ▶ Understanding a recursive program would be easier if you keep a holistic approach as opposed to a reductionist one