

# SICP

God's Programming Book

Lecture-08 Tree Recursion



# Tree Recursion

Slides Adapted from cs61a of UC Berkeley

# Recursive Factorial

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(Demo)

# Order of Recursive Calls

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# The Cascade Function

```
1 def cascade(n):  
2     if n < 10:  
3         print(n)  
4     else:  
5         print(n)  
6         cascade(n//10)  
7         print(n)  
8  
9 cascade(123)
```

Program output:

```
123  
12  
1  
12
```

Global frame

cascade

func cascade(n) [parent=Global]

f1: cascade [parent=Global]

n 123

f2: cascade [parent=Global]

n 12

Return value None

f3: cascade [parent=Global]

n 1

Return value None

- Each cascade frame is from a different call to cascade.
- Until the Return value appears, that call has not completed.
- Any statement can appear before or after the recursive call.

# Two Definitions of Cascade

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```
def cascade(n):  
    if n < 10:  
        print(n)  
    else:  
        print(n)  
        cascade(n//10)  
        print(n)
```

```
def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
        print(n)
```

- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first
- Both are recursive functions, even though only the first has typical structure

# Example: Inverse Cascade

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# Inverse Cascade

---

1  
12  
123  
1234  
123  
12  
1

```
def inverse_cascade(n):  
    grow(n)  
    print(n)  
    shrink(n)
```

```
def f_then_g(f, g, n):  
    if n:  
        f(n)  
        g(n)
```

```
grow = lambda n: f_then_g(grow, print, n//10)  
shrink = lambda n: f_then_g(print, shrink, n//10)
```



# Tree Recursion

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# Tree Recursion

Tree-shaped processes arise whenever executing the body of a recursive function makes more than one recursive call

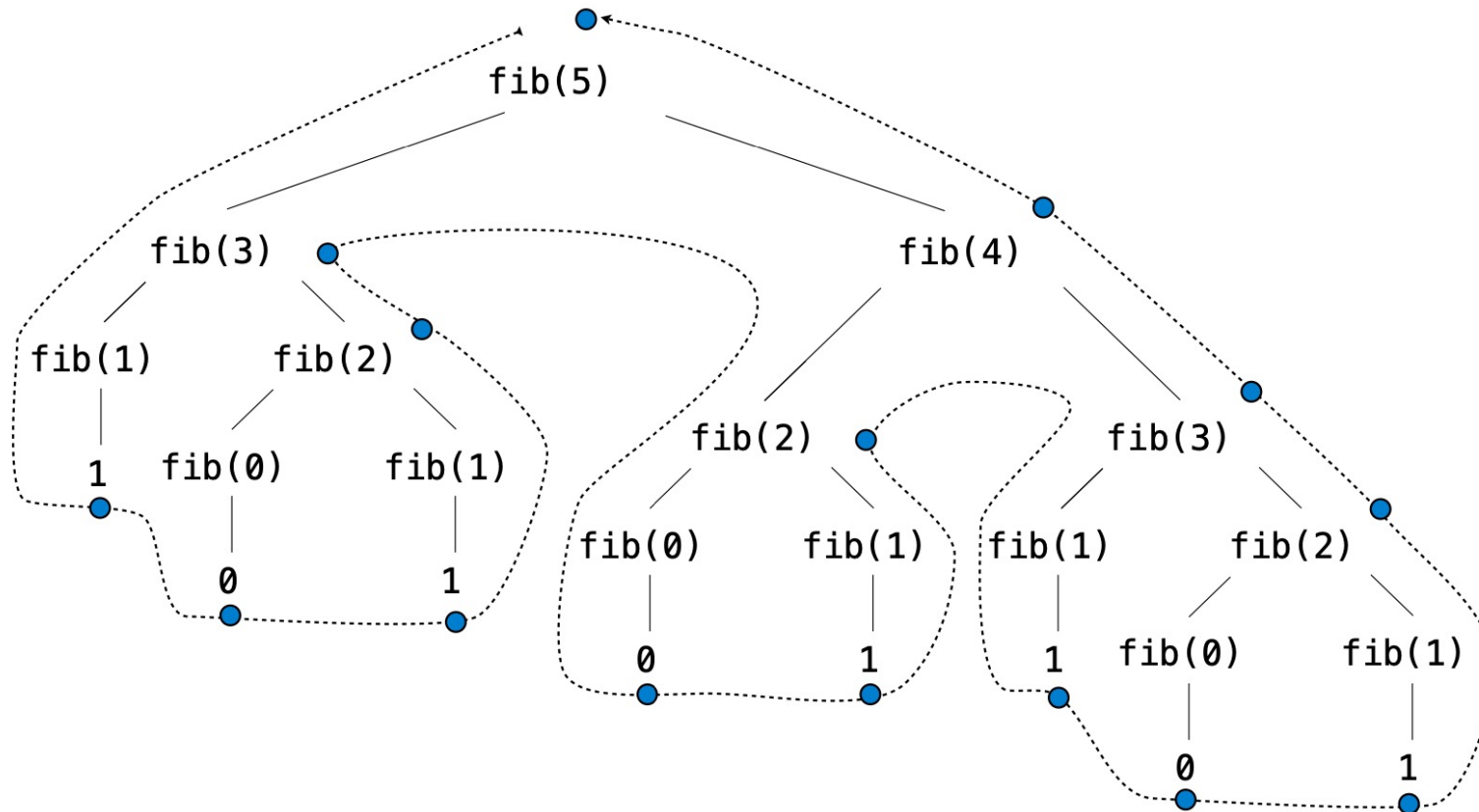
<b>n:</b>	0, 1, 2, 3, 4, 5, 6, 7, 8,	...	35
<b>fib(n):</b>	0, 1, 1, 2, 3, 5, 8, 13, 21,	...	9,227,465

```
def fib(n):  
    if n == 0:  
        return 0  
    elif n == 1:  
        return 1  
    else:  
        return fib(n-2) + fib(n-1)
```



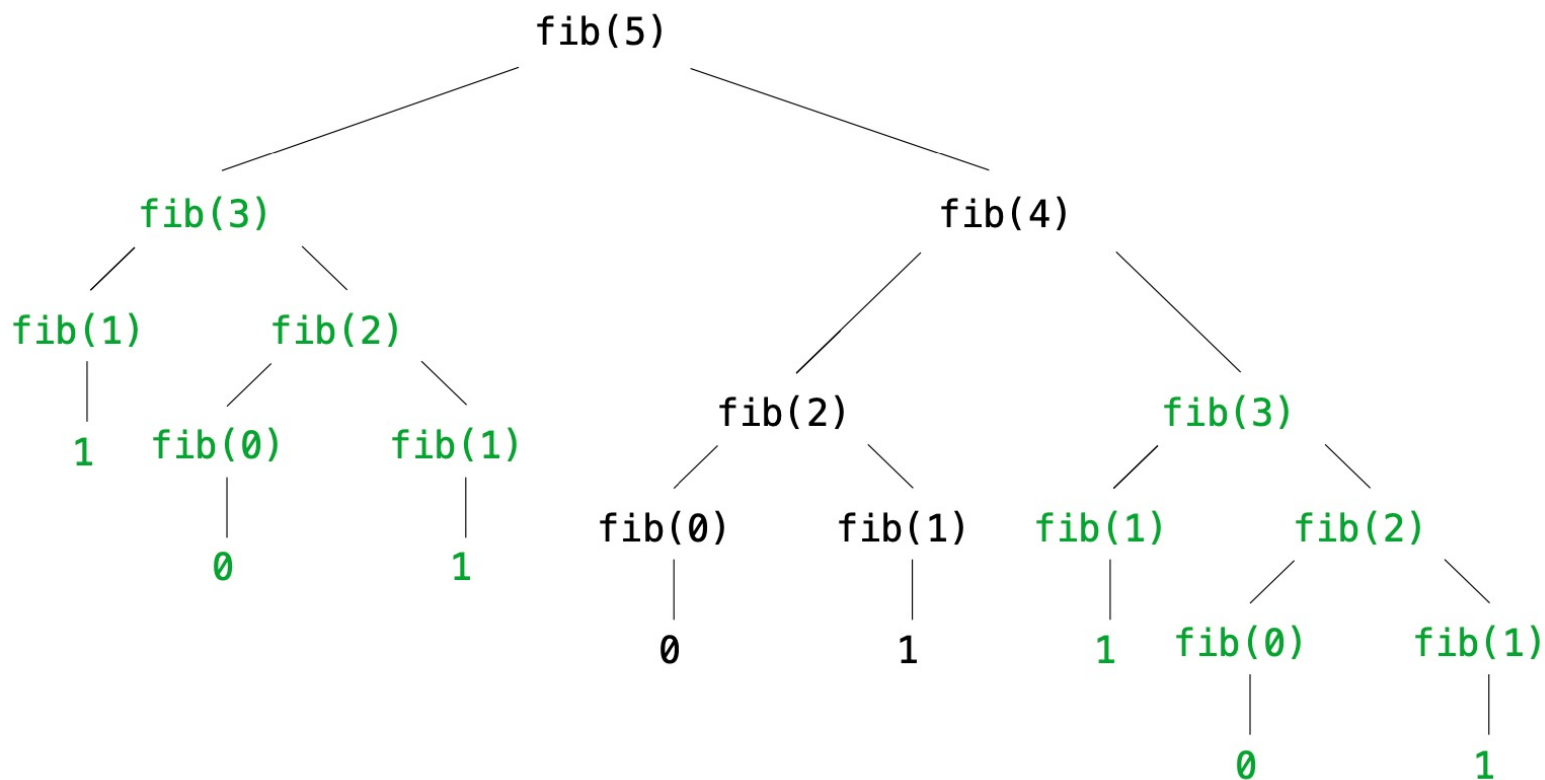
# A Tree-Recursive Process

The computational process of fib evolves into a tree structure



# Repetition in Tree-Recursive Computation

This process is highly repetitive; fib is called on the same argument multiple times

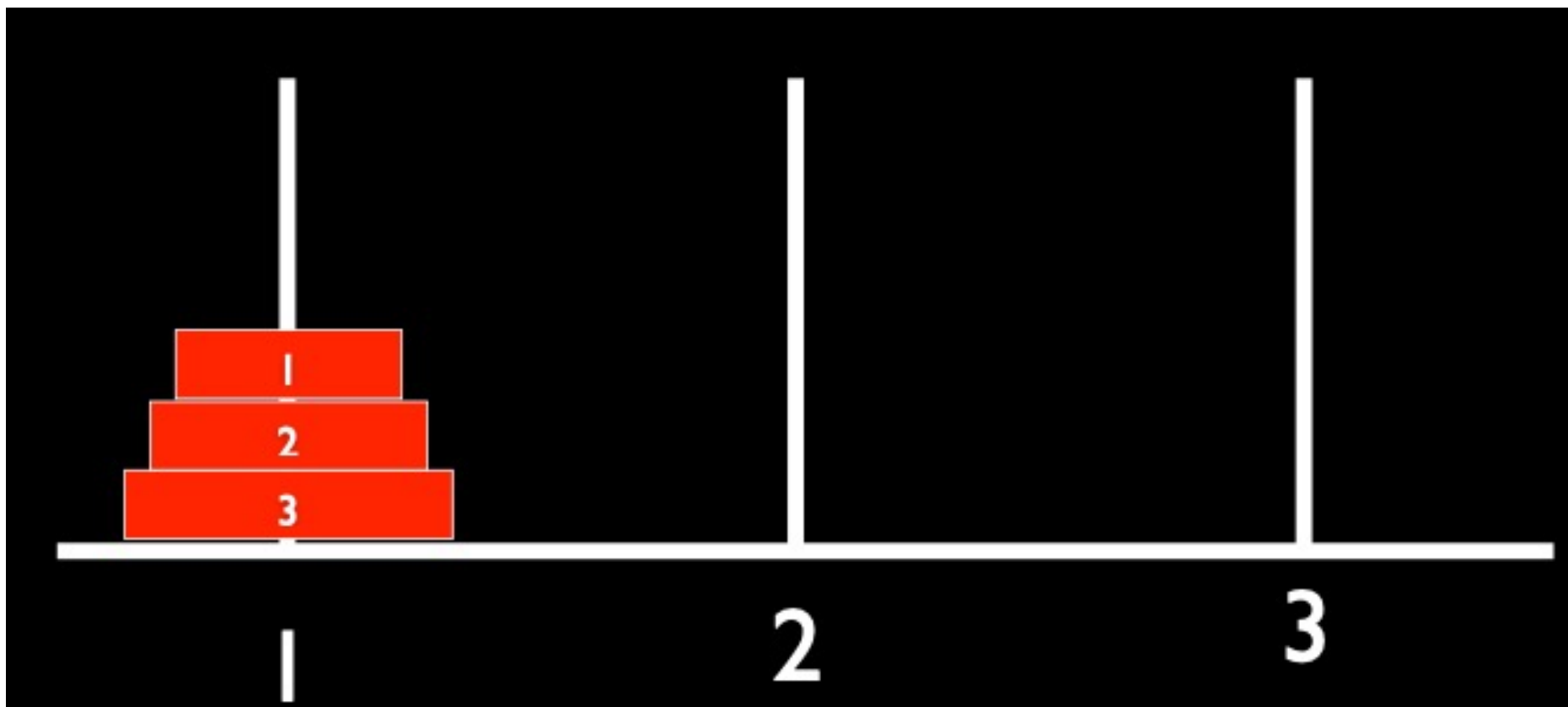


# Example: Towers of Hanoi

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# Towers of Hanoi

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# Example: Counting Partitions

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# Counting Partitions

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The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.



# Counting Partitions

`count_partitions(6, 4)`

$$2 + 4 = 6$$

$$1 + 1 + 4 = 6$$

$$3 + 3 = 6$$

$$1 + 2 + 3 = 6$$

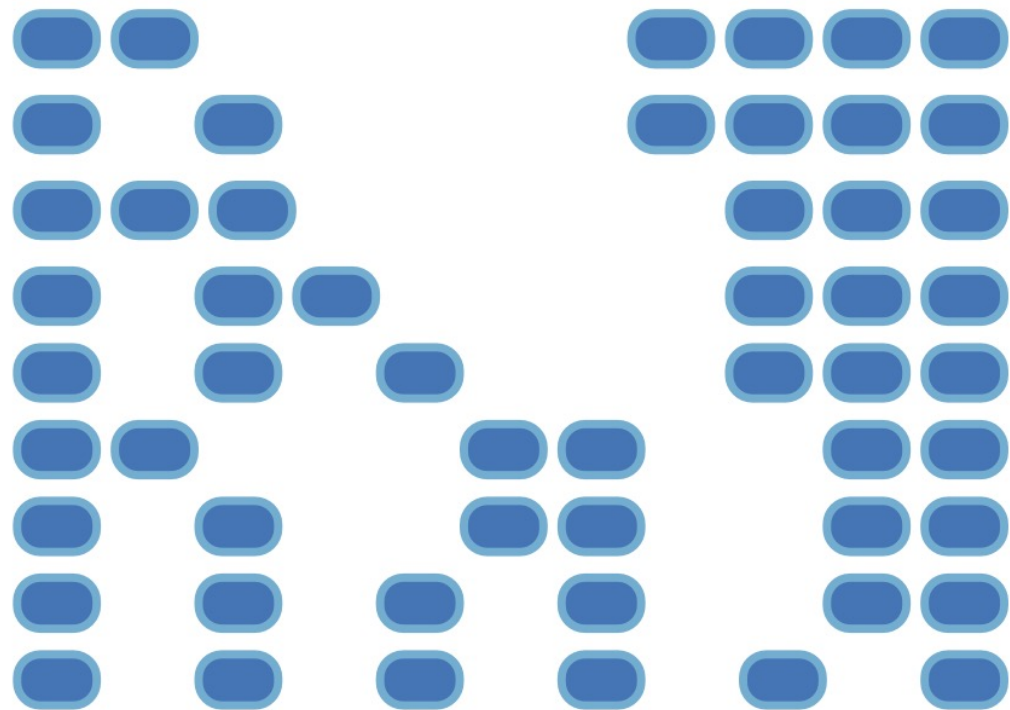
$$1 + 1 + 1 + 3 = 6$$

$$2 + 2 + 2 = 6$$

$$1 + 1 + 2 + 2 = 6$$

$$1 + 1 + 1 + 1 + 2 = 6$$

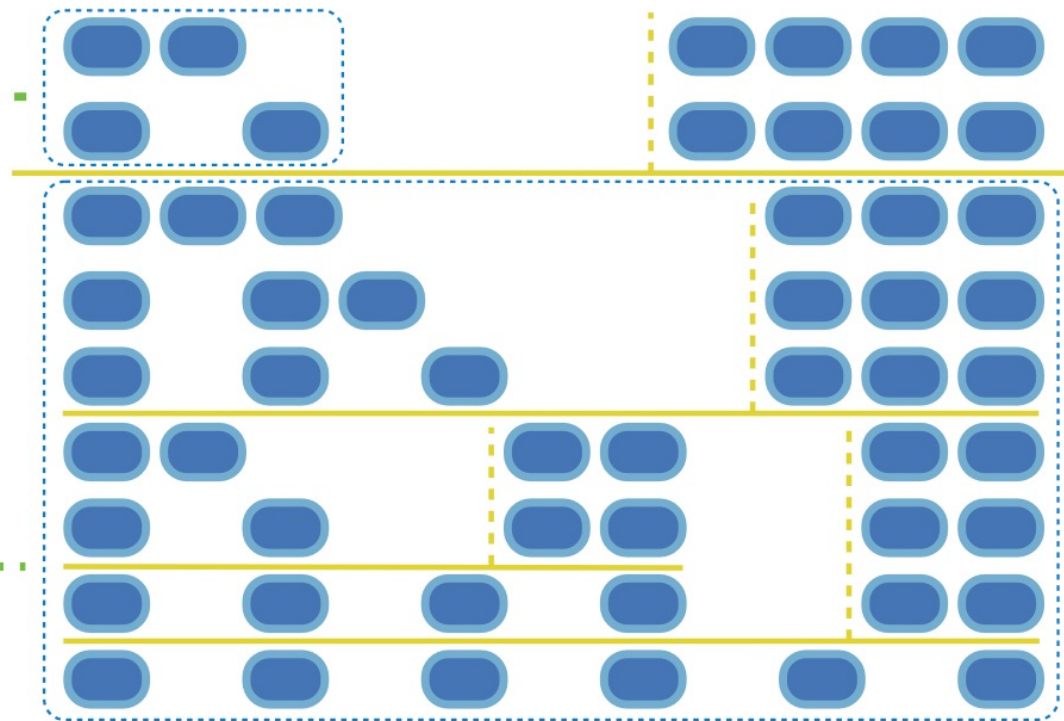
$$1 + 1 + 1 + 1 + 1 + 1 = 6$$



# Counting Partitions

`count_partitions(6, 4)`

- Recursive decomposition: finding simpler instances of the problem.
- Explore two possibilities:
  - Use at least one 4
  - Don't use any 4
- Solve two simpler problems:
  - `count_partitions(2, 4)`
  - `count_partitions(6, 3)`
- Tree recursion often involves exploring different choices.



# Counting Partitions

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- Recursive decomposition: finding simpler instances of the problem.

- Explore two possibilities:

- Use at least one 4

- Don't use any 4

- Solve two simpler problems:

- `count_partitions(2, 4)` 

- `count_partitions(6, 3)` 

- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):  
    if n == 0:  
        return 1  
    elif n < 0:  
        return 0  
    elif m == 0:  
        return 0  
  
    else:  
        with_m = count_partitions(n-m, m)  
        without_m = count_partitions(n, m-1)  
        return with_m + without_m
```

# Thanks for Listening

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