Recursion

Mr. Poole Java

Recursion takes time to understand.

It comes with practice.

Mathematical Recursive Formula

Recursive formulas give us two pieces of information:

- 1. The first term of the sequence
- 2. The pattern rule to get any term from the term that comes before it

Here is a recursive formula of the sequence 3, 5, 7, ... along with the interpretation for each part.

$$\begin{cases} a(1) = 3 & \leftarrow \text{ the first term is 3} \\ \\ a(n) = a(n-1) + 2 & \leftarrow \text{ add 2 to the previous term} \end{cases}$$

Recursion in work

$$\begin{cases} a(1) = 3 & \leftarrow \text{ the first term is 3} \\ \\ a(n) = a(n-1) + 2 & \leftarrow \text{ add 2 to the previous term} \end{cases}$$

$$a(n) = a(n-1) + 2$$
 $a(1) = 3$
 $a(2) = a(1) + 2 = 3 + 2 = 5$
 $a(3) = a(2) + 2 = 5 + 2 = 7$
 $a(4) = a(3) + 2 = 7 + 2 = 9$
 $a(5) = a(4) + 2 = 9 + 2 = 11$

We can apply this same

concept to computer science

How Calling a Method Works

```
public int anotherMethod()
public void someMethod()
                                                                      public int oneMoreMethod()
                                      // stuff
     // stuff
                                                                                 // stuff
                                      int result = oneMoreMethod();
     int r1 = anotherMethod()
                                                                                  // no more methods
                                      // do something with result
                                                                                 // more stuff
     // more stuff
                                      return result;
                                                                                  return some int;
     // and more stuff
                                                                    This would be a really simple
            Code here doesn't get called until the
                                                                     computation, so you don't need to
            oneMoreMethod() call finishes running (and if
                                                                    break it down further
            it doesn't you have a problem)
```

Recursion Steps - MUST HAVE

- 1. Base Case (i.e. when to stop)
- 2. Work towards Base Case
- 3. Recursive Call (i.e. calling itself)

For example, we can define the operation "find your way home" as:

- 1. If you are at home, stop moving.
- 2. Take one step toward home.
- 3. "find your way home".

Recursion Example - Factorial

Factorial (n!): product of all the numbers 1...n. So

Notice:

$$4! = 4 * 3!$$

$$3! = 3 * 2!$$

$$2! = 2 * 1!$$

1! = 1 (by definition) - this is so simple you don't have anything else to do

Base Case - Factorial

When input == 1.

```
public static void factorial(int n){
   if(n == 1)
     return 1;
}
```

2. Work towards Base Case

Multiply n to itself.

```
public static void factorial(int n){
   if(n == 1)
     return 1;
   else
     return n * #;
}
```

3. Recursive Call

Call factorial on -1

```
public static void factorial(int n){
    if(n == 1)
        return 1;
    else
        return n * factorial(n-1);
```

Let's try recursion!

Given one number, print out that number all the way to 1 and back up to the number.

Ex: function(3)

Output: 3 2 1 1 2 3

Example

Lab: Recursion

- 1. Implement factorial as recursive
- 2. Implement a recursive Power function
 - a. public static void recurPower(int base, int n)
 - b. This method should recursively determine the base raised to the nth power.
 - c. Assume $0 \le n$