

Introduction to Data Structures and algorithms (F28SG)

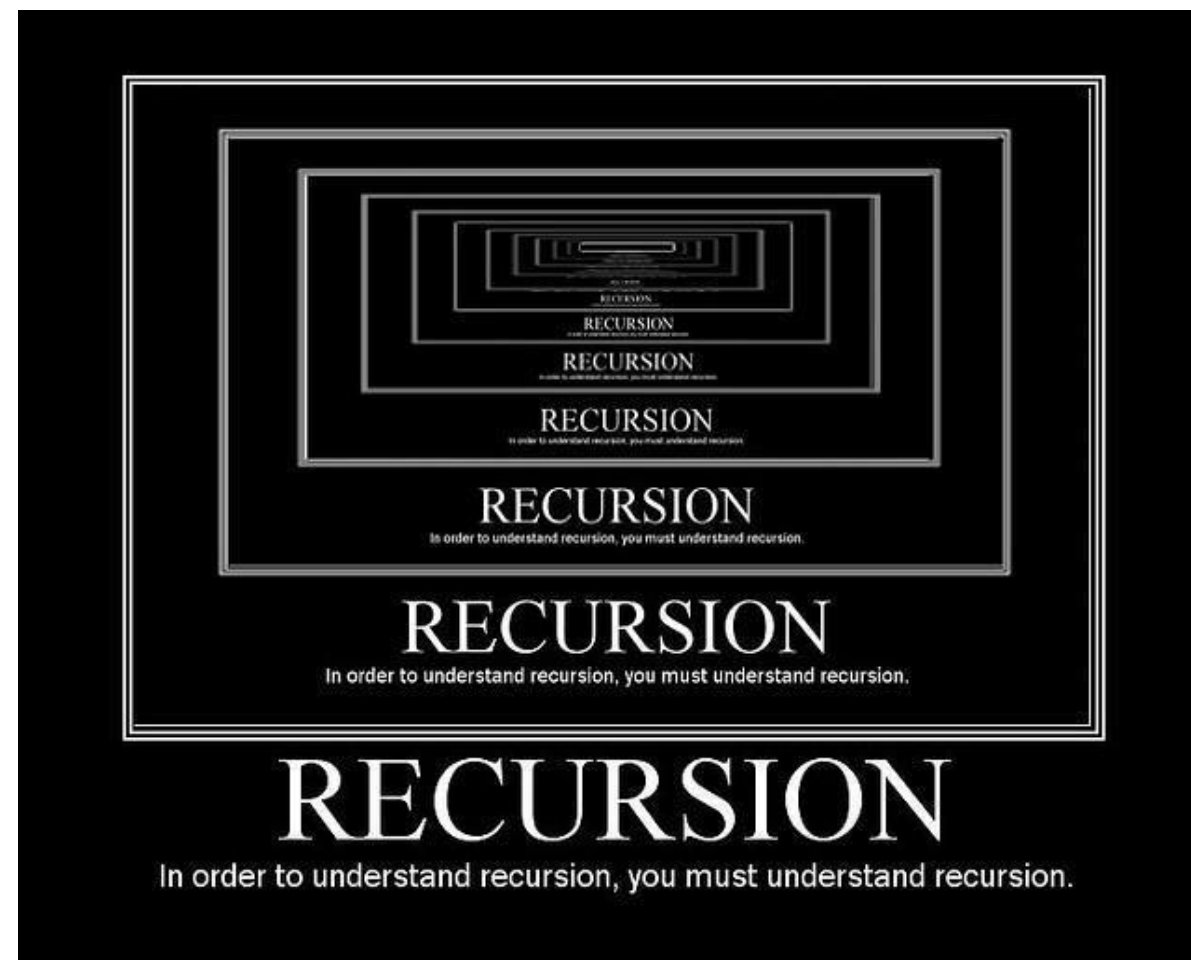
Lecture 4

Recursion

Rob Stewart

Recursion

- Dynamic data structures often uses a technique called **recursion**



Recursion

- Recursion is a very powerful technique
 - heavily used in **functional programming languages**
 - it may feel unnatural at first
 - but provides clear and elegant solution to many problems
- In Java a **recursive method** is a method that calls itself
 - typically with changed arguments,
 - or the with global class variables changed
- *Anything you can do with recursion in Java, you can also do with iteration (for/while loops)*
 - ... but the code may be harder to understand

Recursion example

- The classic example of recursion is the factorial function:

$$n! = 1 \cdot 2 \cdot 3 \cdot \dots \cdot n$$

- Recursively, this is written:

$$f(n) = \begin{cases} 1 & \text{if } n = 0 \\ n \times f(n-1) & \text{else} \end{cases}$$

- In Java we can write this as

```
public static int recursiveFactorial(int n){  
    if (n == 0) return 1;  
    else return n * recursiveFactorial(n-1);  
}
```

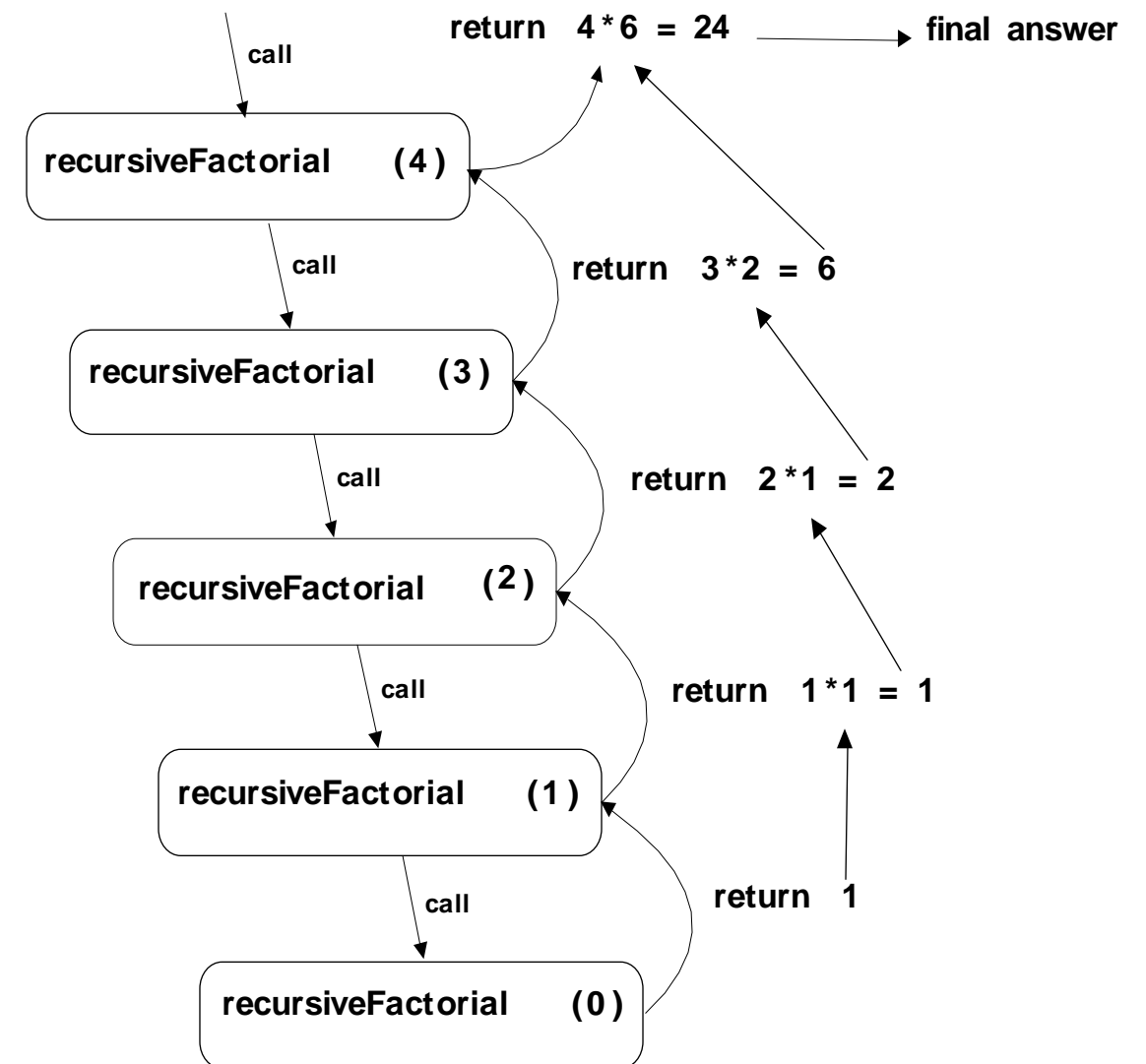
base

step

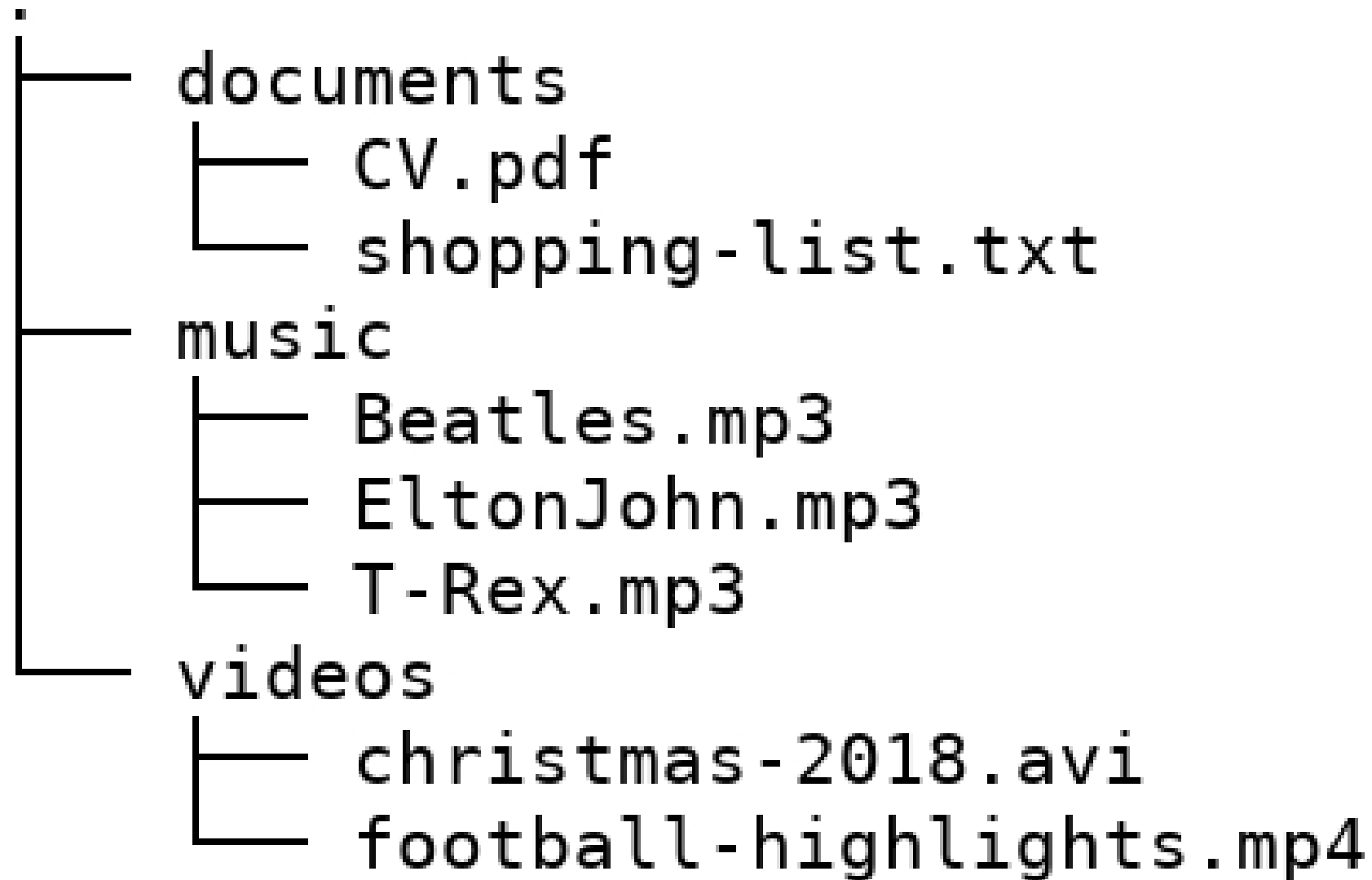
Recursion visualised

- The example shows how 4! is computed
 - each box is a method call
 - a (down) arrow from a caller to a callee
 - an (up) arrow from a callee to a caller with the return value

```
public static int recursiveFactorial(int n){  
    if (n == 0) return 1;  
    else return n * recursiveFactorial(n-1);  
}
```

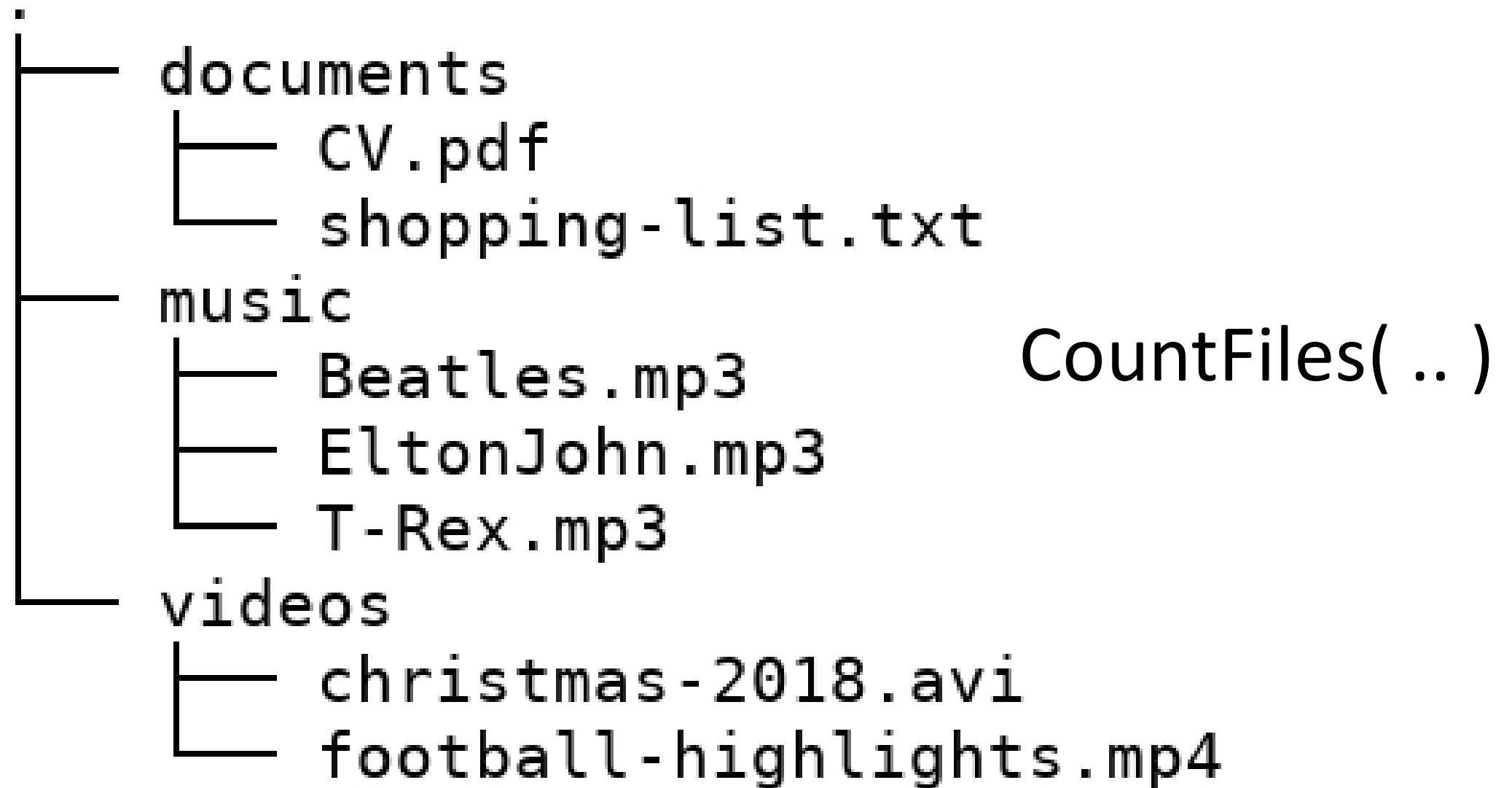


All Files in a Path



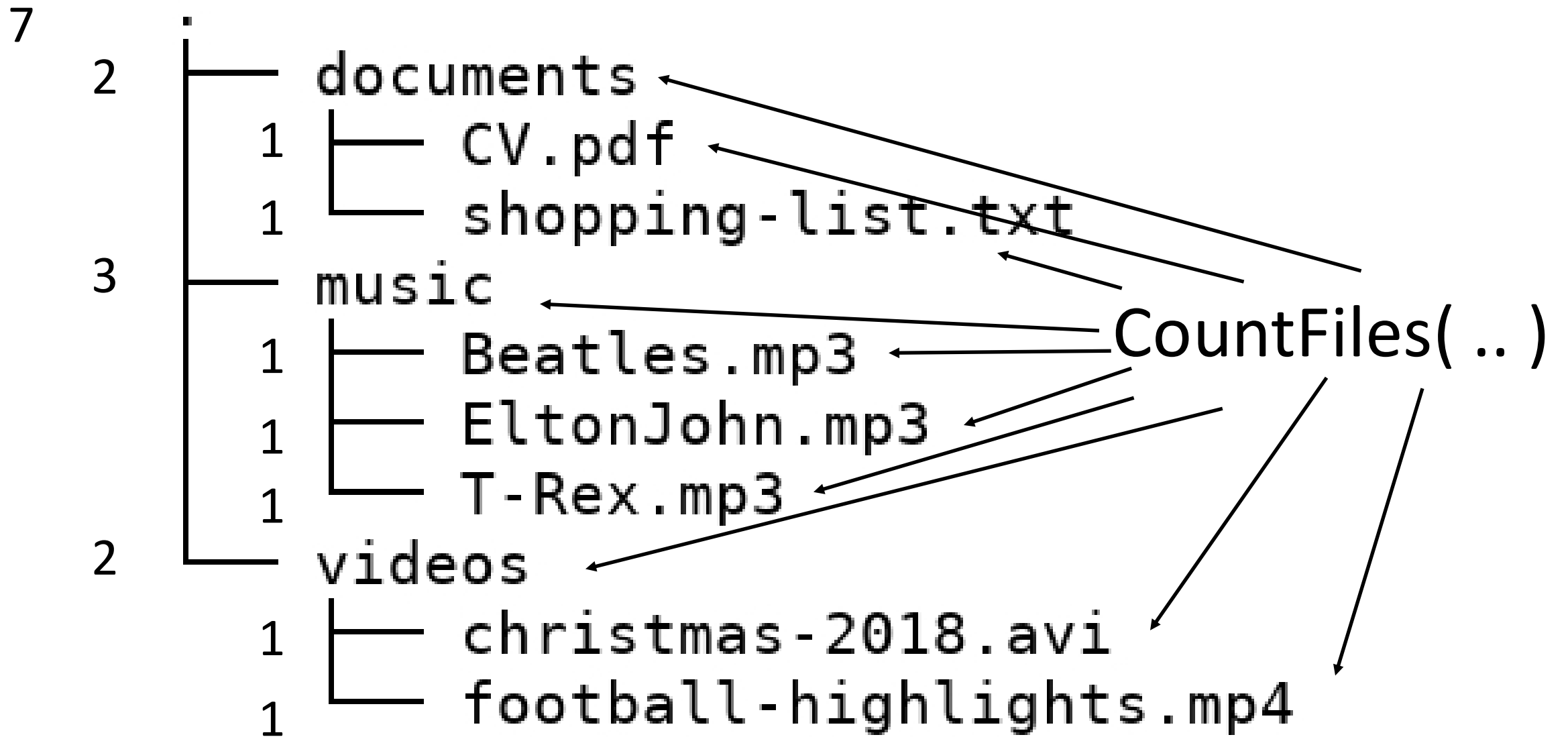
3 directories, 7 files

All Files in a Path



3 directories, 7 files

All Files in a Path

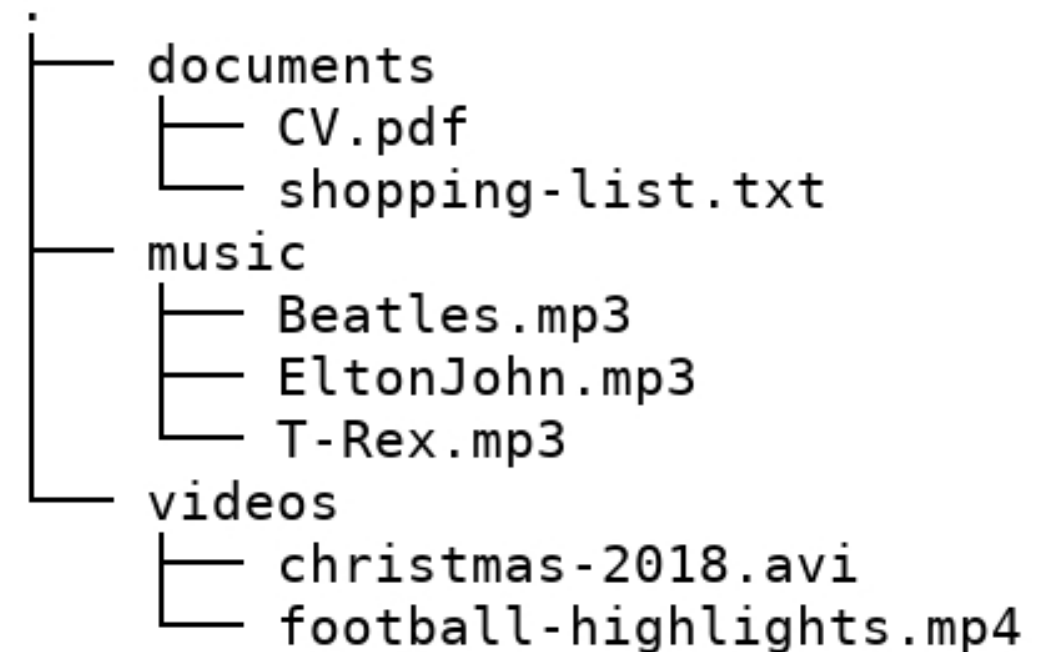


3 directories, 7 files

All Files in a Path

```
public int countFiles(File filePath) {  
    if ( filePath.isFile() ) {  
        return 1;  
    }
```

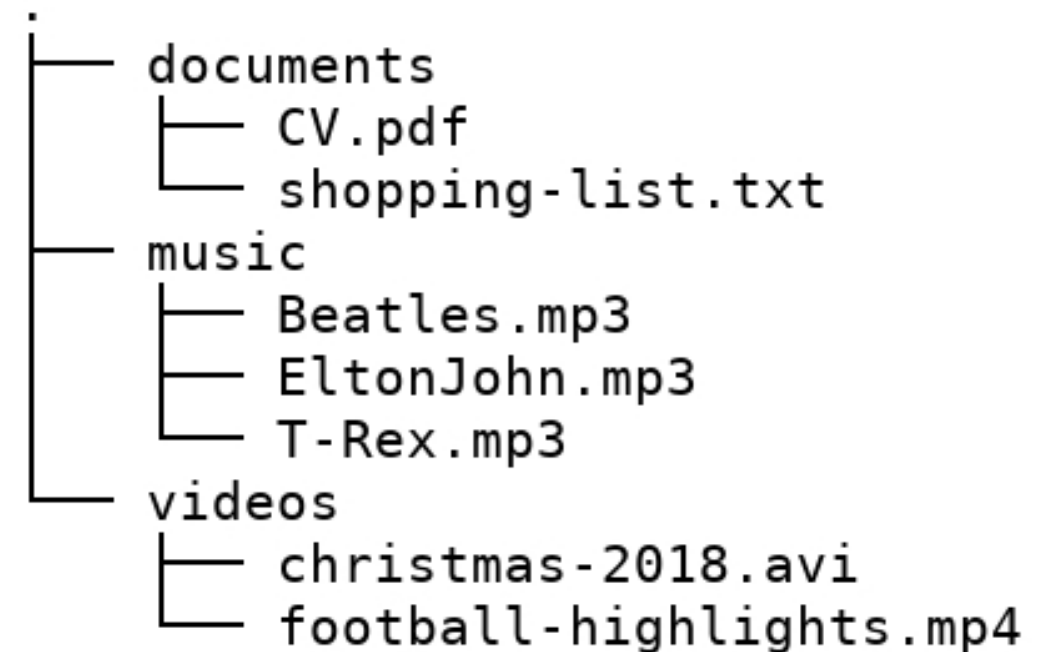
```
    int count = 0;  
    File[] files = filePath.listFiles();  
    for (File fileOrDir : files) {  
  
    }  
    return count;  
}
```



3 directories, 7 files

All Files in a Path

```
public int countFiles(File filePath) {  
    if ( filePath.isFile() ) {  
        return 1;  
    }  
  
    int count = 0;  
    File[] files = filePath.listFiles();  
    for (File fileOrDir : files) {  
        count += countFiles(fileOrDir);  
    }  
    return count;  
}
```



3 directories, 7 files

All Files in a Path

```
public int countFiles(File filePath) {  
    if ( filePath.isFile() ) {  
        return 1;  
    }  
}
```

Base case

```
int count = 0;  
File[] files = filePath.listFiles();  
for (File fileOrDir : files) {  
    count += countFiles(fileOrDir);  
}  
return count;  
}
```

Recursive case

```
.  
├── documents  
│   ├── CV.pdf  
│   └── shopping-list.txt  
├── music  
│   ├── Beatles.mp3  
│   ├── EltonJohn.mp3  
│   └── T-Rex.mp3  
└── videos  
    ├── christmas-2018.avi  
    └── football-highlights.mp4
```

3 directories, 7 files

Writing Recursive Methods

- We separate between two cases
 - **base** cases
 - **step** cases (recursive cases)
- Base cases
 - values for the input variables
 - *method does not call itself*
- Step/recursive cases
 - *method calls itself* with different parameters
 - must make progress towards a base case

Converging to the base case

```
public static int recursiveFactorial(int n){  
    if (n == 0) return 1;  
    else return n * recursiveFactorial(n-1);  
}
```

recursiveFactorial(n) only works when $n \geq 0$

- if $n < 0$ then it will not move towards a base cases
- and will eventually result in a *stack overflow*

Recursion Example

Count even values in array of integers

Evens.java

```
public static int countEvens(int[] numbers) {  
    // implement this method...  
}  
  
// .. using this method  
private static int countEvens(int[] numbers, int index)  
{  
    // implement this recursively  
}
```

Hint:


base case is when you reach end of the array

Recursion Example

Using only:

- `str.isEmpty()`
- `str.substring(int beginIndex)`
- Recursive call to *length(..)*
- The `+` operator

Hint: consider
Using `equals("")`



```
public int length(String str){  
    // implement this method  
}
```

`length("foo") = 3`

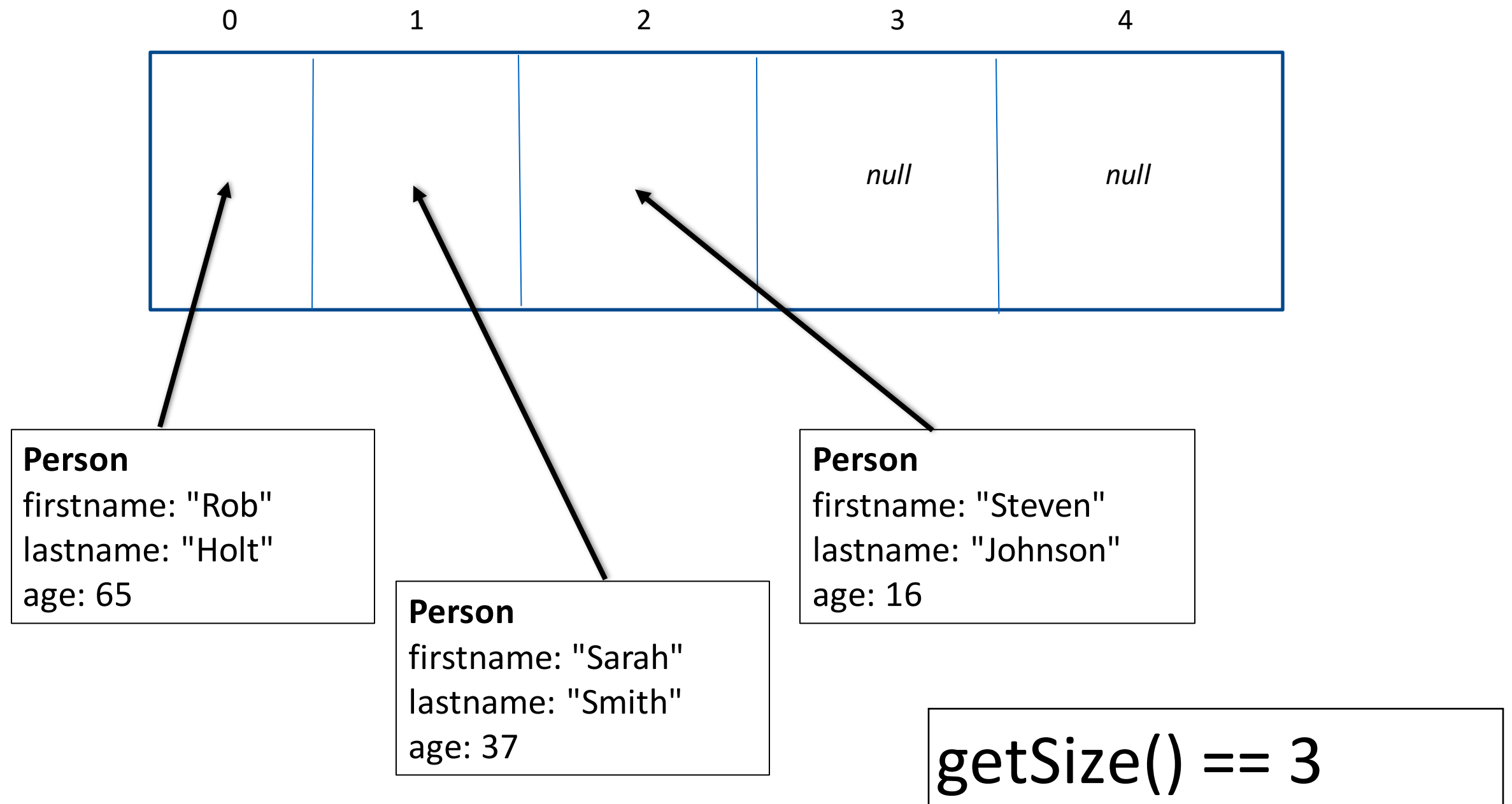
`length("") = 0`

`length("software") = 8`

Hint: this is the
base case



Recursive maxAge()



Recursive maxAge()

```
Public class Collection {  
    ...  
  
    public int maxAge() {  
        // recursive code here  
    }  
  
}
```



Exercise

```
public void swap(int arr[], int i,int j){  
    int tmp = arr[i];  
    arr[i] = arr[j];  
    arr[j] = tmp;  
}
```

The **swap** method swaps two locations in an array. Explain what the following method does:

1. `public void mymethod(int[] arr, int i,int j){`
2. `if (i < j){`
3. `swap(arr,i,j);`
4. `mymethod(arr,i+1,j-1);`
5. `}`
6. `}`

- a) Will it terminate?
- b) What is the base case? What is the step case?
- c) Given that **int[] array A = {4,3,6,2,5}**

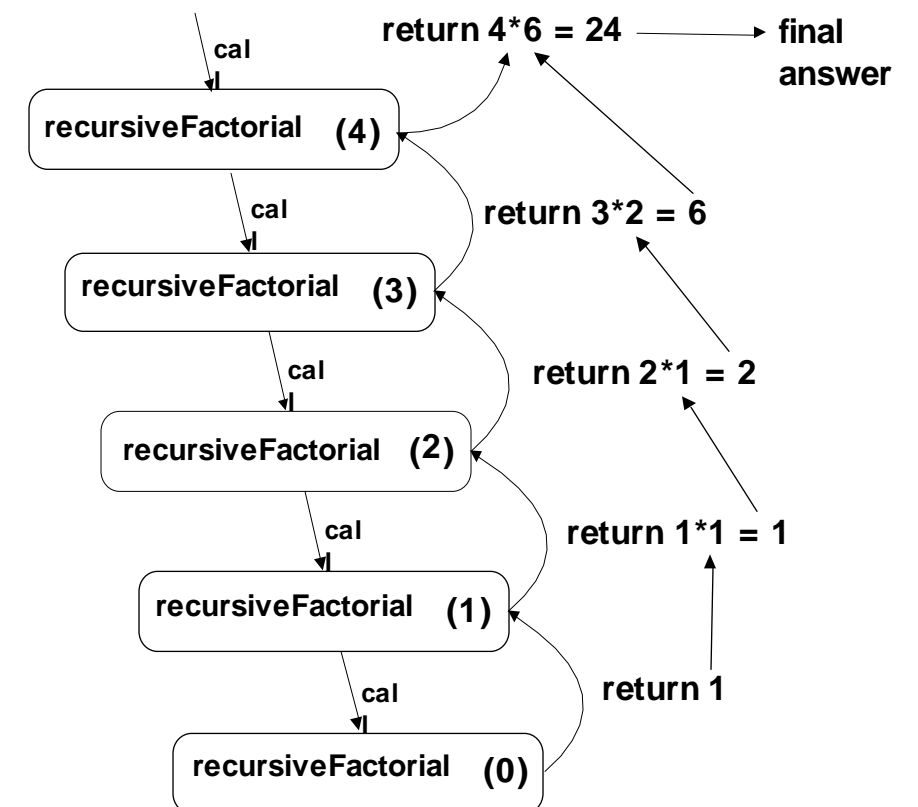
Give the *recursion trace* for when calling

mymethod(A,0,4);

For each step in the recursion trace you should include

- Arguments of mymethod
- Value of A

recursion trace example



Summary

- Introduced programming technique called **recursion**
- **Next lecture:**
 - **Dynamic data structures:** linked lists
 - **Recursive operations:** on linked lists