CS1010S

Tutorial 4: Advanced Recursion

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Announcement

Week 7 tutorial will be a consultation.

NO attendance for week 7 tutorial.

You may come and discuss midterm question with me.

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Recap Tutorial 4

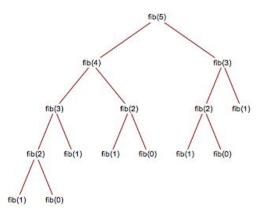
Recap

Recursion model

Recap

For iteration, you can model / trace the process using trace table

Similarly, for recursion, we have model to trace the process!!



Recursion tree



Useful to see how many operations need to be done Useful to model linear and nonlinear recursion

Recursion tree

Useful to see the order of function being called Easy to model for linear recursion

Call stack

Expand expression

Tutorial 4

Advanced Recursion

$$f(n) = \begin{cases} n & n < 3\\ f(n-1) + 2f(n-2) + 3f(n-3) & n \ge 3 \end{cases}$$

(a) Implement a function that computes f(n) by means of a recursive process.

```
def f(n):
    if n < 3:
        return n
    else:
        return f(n-1) + 2*f(n-2) + 3*f(n-3)</pre>
```

$$f(n) = f(n-1) + 2f(n-2) + 3f(n-3)$$

$$f(n-1) = f(n-2) + 2f(n-3) + 3f(n-4)$$

$$f(n-2) = f(n-3) + 2f(n-4) + 3f(n-5)$$

$$f(n-3) = f(n-4) + 2f(n-5) + 3f(n-6)$$

$$d \qquad a \qquad b \qquad c$$

Iterative step:

$$f(n) = f(n-1) + 2f(n-2) + 3f(n-3)$$

$$f(n-1) = f(n-2) + 2f(n-3) + 3f(n-4)$$

$$f(n-2) = f(n-3) + 2f(n-4) + 3f(n-5)$$

$$f(n-3) = f(n-4) + 2f(n-5) + 3f(n-6)$$

$$d \qquad a \qquad b \qquad c$$
Iterative step: $d = a + 2b + 3c$

a, b, c = d, a, b

$$f(n) = \begin{cases} n & n < 3\\ f(n-1) + 2f(n-2) + 3f(n-3) & n \ge 3 \end{cases}$$

(b) Implement a function that computes f(n) by means of an iterative process.

```
def f(n):
    "initial values"
    "iterating step"
```

$$f(n) = \begin{cases} n & n < 3\\ f(n-1) + 2f(n-2) + 3f(n-3) & n \ge 3 \end{cases}$$

(b) Implement a function that computes f(n) by means of an iterative process.

```
def f(n):
    if n < 3:
        return n
    a, b, c = f(2), f(1), f(0)
    i = 0
    while i < n-2:
        d = a + 2*b + 3*c
        a, b, c = d, a, b
        i += 1
    return d</pre>
```

```
What is the value of res?
def f(x, y, z):
   if x < y:
       return 0
   if z != 0:
       return -x + f(x-1, y, (x-y))
   else:
       return x + f(x-1, y, (x+y)) 2)
res = f(7,1,0)
                        Draw the recursion tree model!
                        What are the values of (x, y, z)
                        as you go down the tree?
```

```
What is the value of res?
def f(x, y, z):
    if x < y:
       return 0
    if z != 0:
       return -x + f(x-1, y, (x-y))
    else:
       return x + f(x-1, y, (x+y))
res = f(7,1,0)
                         Draw the call stack model!
                         f(7,1,0) \rightarrow return 7 + f(6, 1, 0)
                         -> return 6 + f(5, 1, 1) -> ...
```

```
Write the expression!
(f(7,1,0))
(7 + f(6,1,0))
(7 + (6 + f(5,1,1)))
 . # continue
 . # expand
(7 + (6 + (-5 + (4 + (-3 + (2 + (-1 + f(0,1,0)))))))) # Base case
(7 + (6 + (-5 + (4 + (-3 + (2 + (-1 + 0))))))) # Base case
 . # just
 . # simple
 . # math
(10)
```

There are different ways to think about recursion

Which one is the best?

It depends on the question ...

Choose the one that makes sense to you!

```
Implement a recursive version of num_pairs!
num_pairs takes in string and return number of
adjacent pair.

def num_pairs_iter(s):
    res = 0
    for idx in range(0, len(s)-1, 1):
        if s[idx] == s[idx+1]:
            res += 1
    return res
```

```
def num pairs iter(s):
    res = 0
    for idx in range (0, len(s)-1, 1):
        if s[idx] == s[idx+1]:
            res += 1
    return res
Convert this to recursion!!
Base case: When do you stop?
Recursive Case 1: What you do if is adjacent pair?
```

Recursive Case 2: What you do if is not adjacent pair?

```
def num_pairs_iter(s):
    res = 0
    for idx in range(0, len(s)-1, 1):
        if s[idx] == s[idx+1]:
            res += 1
    return res
```

Convert this to recursion!!

Base case: When only one char left! (for loop condition)

Recursive Case 1: What you do if is adjacent pair?

Recursive Case 2: What you do if is not adjacent pair?

```
res = 0
for idx in range(0, len(s)-1, 1):
    if s[idx] == s[idx+1]:
        res += 1
    return res

Convert this to recursion!!
Base case: When only one char left! (for loop condition)
```

Recursive Case 2: What you do if is not adjacent pair?

Recursive Case 1: Add 1 and continue check

def num pairs iter(s):

```
def num pairs iter(s):
    res = 0
    for idx in range (0, len(s)-1, 1):
        if s[idx] == s[idx+1]:
            res += 1
        else:
            continue # Do nothing and continue check
    return res
Convert this to recursion!!
Base case: When only one char left! (for loop condition)
Recursive Case 1: Add 1 and continue check
Recursive Case 2: What you do if is not adjacent pair?
```

```
def num pairs iter(s):
    res = 0
    for idx in range (0, len(s)-1, 1):
        if s[idx] == s[idx+1]:
            res += 1
        else:
            continue # Do nothing and continue check
    return res
Convert this to recursion!!
Base case: When only one char left! (for loop condition)
Recursive Case 1: Add 1 and continue check
Recursive Case 2: Do Nothing and continue check
```

```
def num pairs(s):
    if len(s) < 2:
        return 0
    elif s[0] == s[1]:
        return 1 + num pairs(substring(s, 1, len(s), 1))
    else:
        return num pairs (substring(s, 1, len(s), 1))
Convert this to recursion!!
Base case: When only one char left! (for loop condition)
Recursive Case 1: Add 1 and continue check
Recursive Case 2: Add 0 (Nothing) and continue check
```

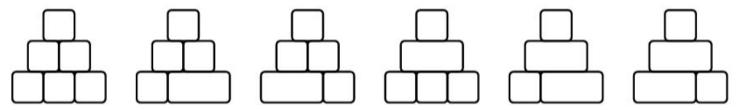
For n = 1, there is only one way to build the pyramid:



For n = 2, there are two possible ways, using either two cubes, or one cuboid at the base:



For n = 3, there are 6 possible ways:



Implement the **pyramids** function that return the number of ways to create an n-layer pyramid

```
def bottom(n):
    # Wishful thinking

def pyramids(n):
    if n == 1:
        return 1
    else:
        return bottom(n) * pyramids(n-1)
```

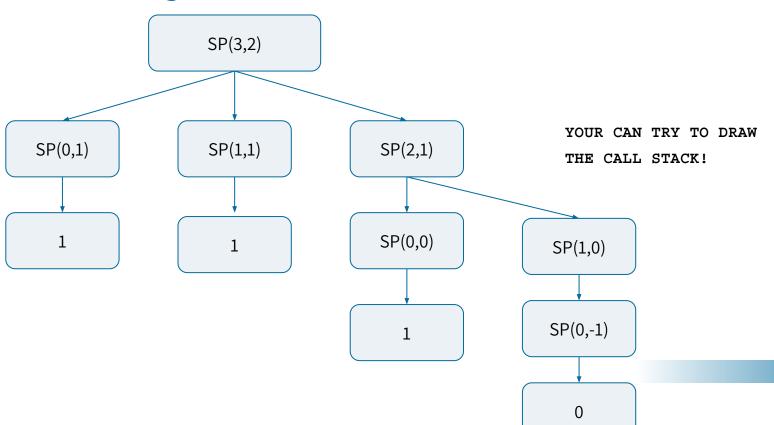
```
def bottom(n):
   # Wishful thinking
 Notice that bottom is a count change problem!!!
 Choose to put 1-unit block
 OR
 Choose to put 2-unit block
```

```
def bottom(n):
    if n <= 2:
        return n
    else:
        return bottom(n-1) + bottom(n-2) # Count Change Idea!!</pre>
```

```
def bottom(n):
   if n <= 2:
       return n
   else:
       return bottom(n-1) + bottom(n-2) # Count Change Idea!!
def pyramids(n):
   if n == 1:
      return 1
   else:
       return bottom(n) * pyramids(n-1)
```

Extra Questions

Extra Questions



The End