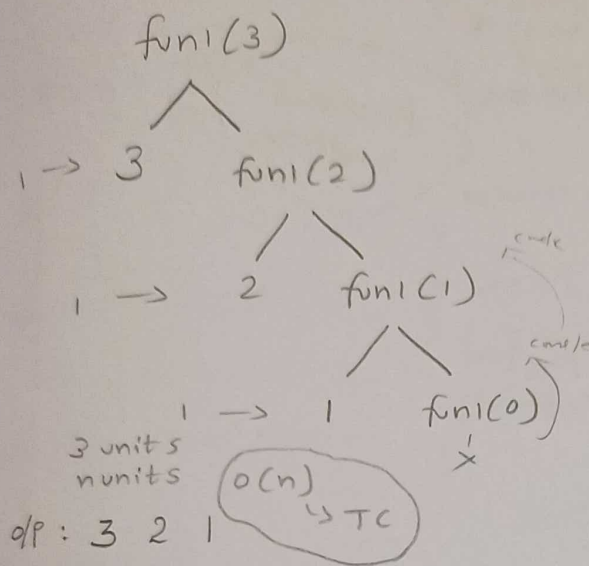


Recursion

→ function calling itself.

→ There must be some base condition That will Terminate recursion.



```

void fun1(int n)
{
    if (n > 0)
    {
        printf("%d", n);
        fun1(n-1);
    }
}

void main()
{
    int x = 3;
    fun1(x);
}
    
```

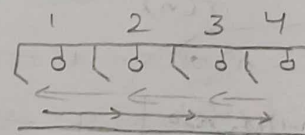
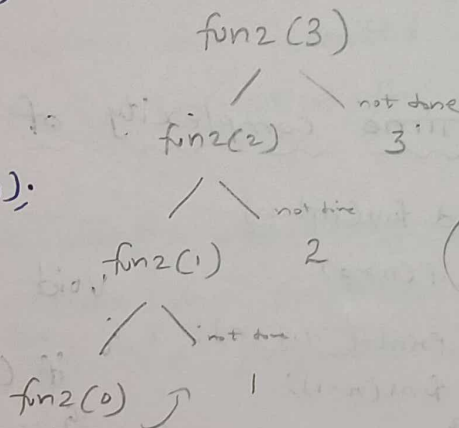
```

void fun2(int n)
{
    if (n > 0)
    {
        fun2(n-1);
        printf("%d", n);
    }
}
    
```

```

void main()
{
    int x = 3;
    fun2(x);
}
    
```

o/p: 1 2 3



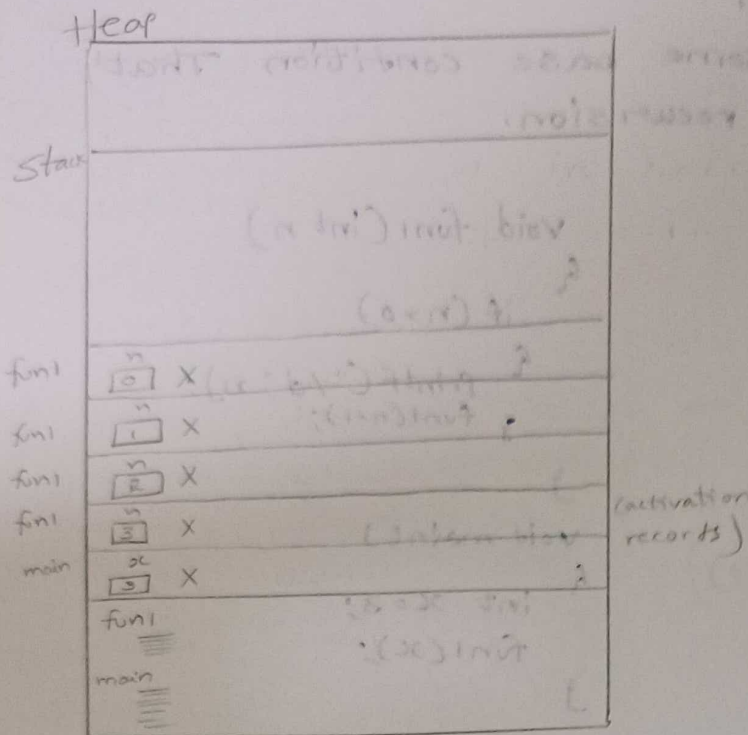
1. Switch on
2. go to next room (recursive call)

→ recursion having two phases
calling & returning phases.

```

void fun(int n)
{
    if (n > 0)
    {
        1. Calling (Ascending)
        2. fun(n-1) * 2
        3. Returning (Descending)
    }
}
    
```

How Recursion uses Stack



Code seen

calls $O(n)$ space.

Recurrence Relation - Time complexity of Recursion:

void fn1(int n)

$$T(n) = \begin{cases} 1 & n=0 \\ T(n-1) + 1 & n>0 \end{cases}$$

constant

$$T(n) = T(n-1) + 2$$

$$T(n) = T(n-1) + 1 \quad \text{--- (1)}$$

$$\begin{aligned} \therefore T(n) &= T(n-1) + 1 \\ \therefore T(n-1) &= T(n-2) + 1 \end{aligned}$$

$$T(n) = T(n-2) + 1 + 1$$

$$T(n) = T(n-2) + 2 \quad \text{--- (2)}$$

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

$$T(n) = T(n-3) + 3 \quad \text{--- (3)}$$

$$T(n) = T(n-k) + k \quad \text{--- (4)}$$

Assume $n-k=0 \therefore n=k$

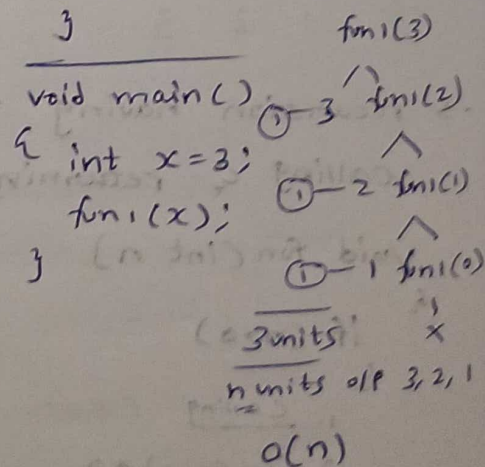
$$\begin{aligned} T(n) &= T(n-n) + n \\ T(n) &= T(0) + n \\ T(n) &= 1 + n = O(n) \end{aligned}$$

void fn1(int n)

```

{
    if (n > 0)
        printf("%d", n);
        fn1(n-1);
}

```

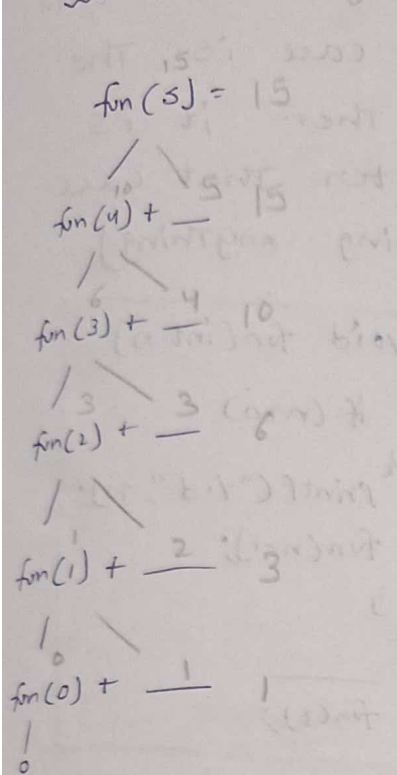


Program code ✓
debugging ✓

→ Global

Static variables in Recursion

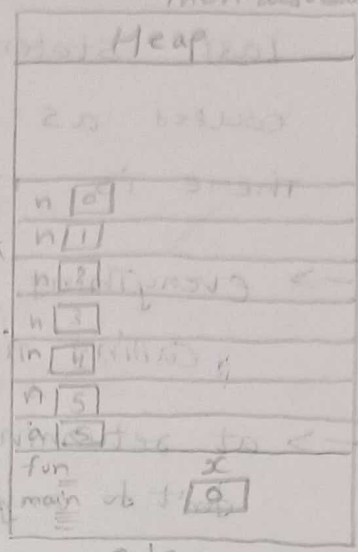
if remove this & writing it globally then also same



```

int x = 0;
int fun(int n)
{
    static int x = 0;
    if (n > 0)
    {
        x++;
        return fun(n-1) + x;
    }
    return 0;
}

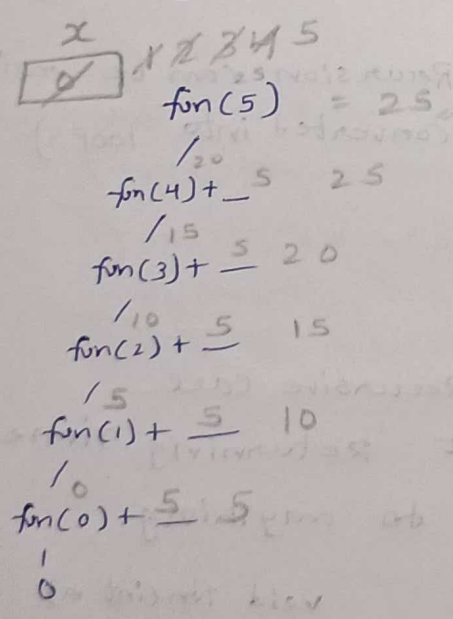
main()
{
    int a = 5;
    printf("%d", fun(a));
}
  
```



code section

→ static variables are created in code section
(There will be a subsection for global & static variables).

→ will these static variables be created every time whenever the function called → no
(at loading^{time} of the program only created.)



Program code ✓
debugging ✓

Tail Recursion

→ if a Recursive function is calling itself and That Recursive call, & That call is The last statement in function, Then it is called as Tail Recursion, after That call There is nothing (not performing anything).

→ everything is done at calling time only.

→ at returning time don't do anything.

TC
 $O(n)$

SC
 $O(n+1)$
 $O(n)$

```
void fun(int n)
{
    if (n > 0)
    {
        printf("%d", n);
        fun(n-1);
    }
}
```

fun(3);

Comparison Tail Recursion with loops.

void fun(int n)

```
{
    while (n > 0)
    {
        printf("%d", n);
        n--;
    }
}
```

fun(3);

TC SC
 $O(n)$ $O(1)$ (constant time)

(Tail Recursion can be easily converted into loops)

Head Recursion

- no statements before Recursive call
- everything is done at Returning time only.
- at calling time don't do anything.

```
void fun(int n)
{
    if (n > 0)
    {
        fun(n-1);
        printf("%d", n);
    }
}
```

fun(3);

Comparison Head Recursion with Loops.

void fn(int n)

```
while(n > 0)
{
    n--; → X (with sad face)
    printf("%d", n);
}
```

fn(3);

(So we cannot easily convert)

void fn(int n) ✓

```
int i = 1;
while(i <= n)
{
    printf("%d", i);
    i++;
}
```

fn(3);

Tree Recursion

fn(n)

if (n > 0)

{

① → fn(n-1);

② → fn(n-1);

}

void fn(int n)

if (n > 0)

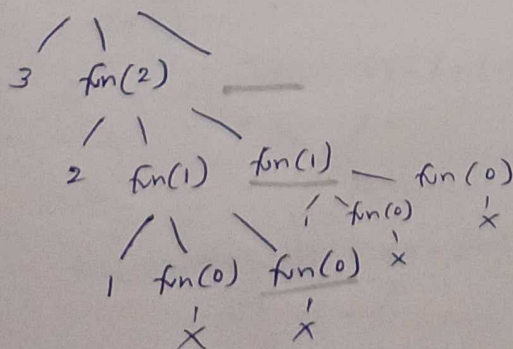
printf("%d", n);

fn(n-1);

fn(n-1);

}

fn(3);



Linear Recursion

fun(n)

if (n > 0)

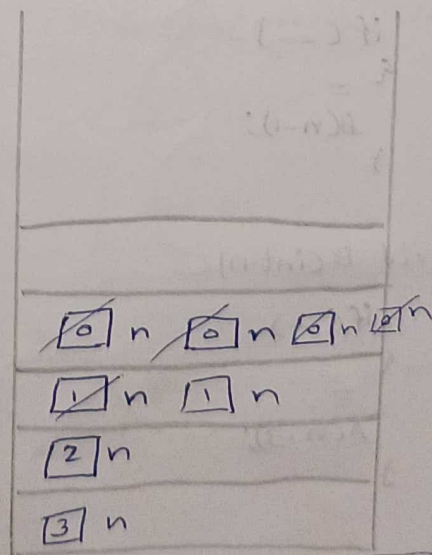
{

① → fun(n-1);

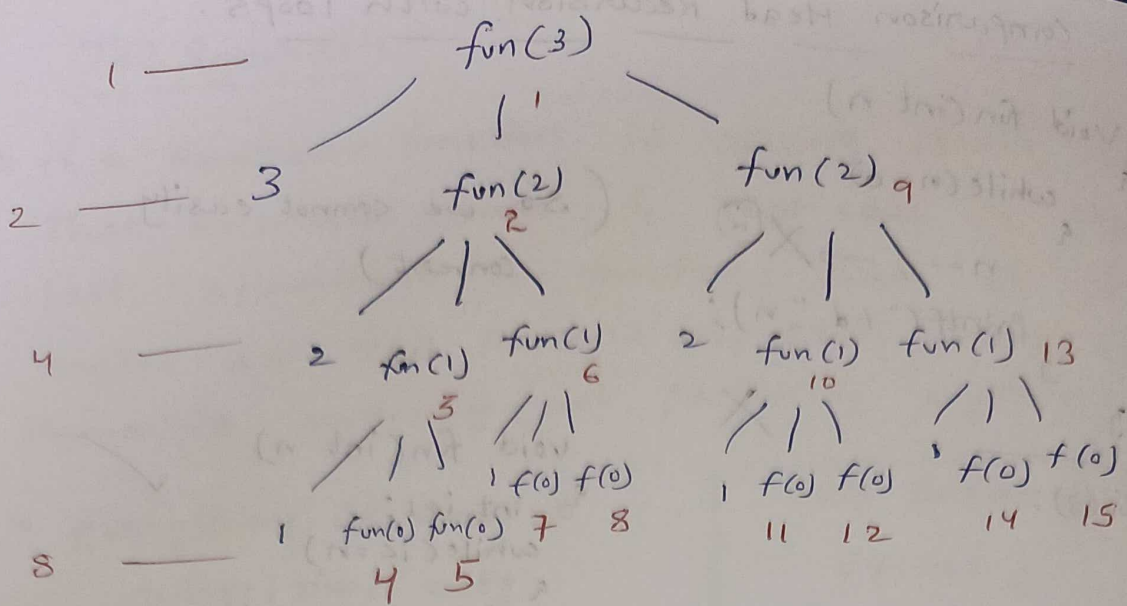
}

if it's calling itself '1' time then linear Recursion.

Tracing



o/p 3, 2, 1, 1, 2, 1, 1



Sum = 15

$$2^0 + 2^1 + 2^2 + 2^3 = 15$$

$$= 2^{3+1} - 1$$

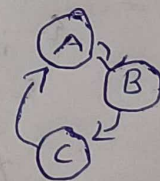
TC
 $O(2^n)$ calls

SC not $O(2^n)$
 its less only,
 bcz same place
 deleting & creating

code for Tree

Indirect Recursion (IR)

in (IR) There may be more than one function & They are calling one another in a circular fashion, so that if the first fn calls second one, & second call third & the third one again call back first function. Then it becomes a cycle, so it becomes a recursion.



void A(int n)

```

{
  if (—)
  {
    = B(n-1);
  }
}

```

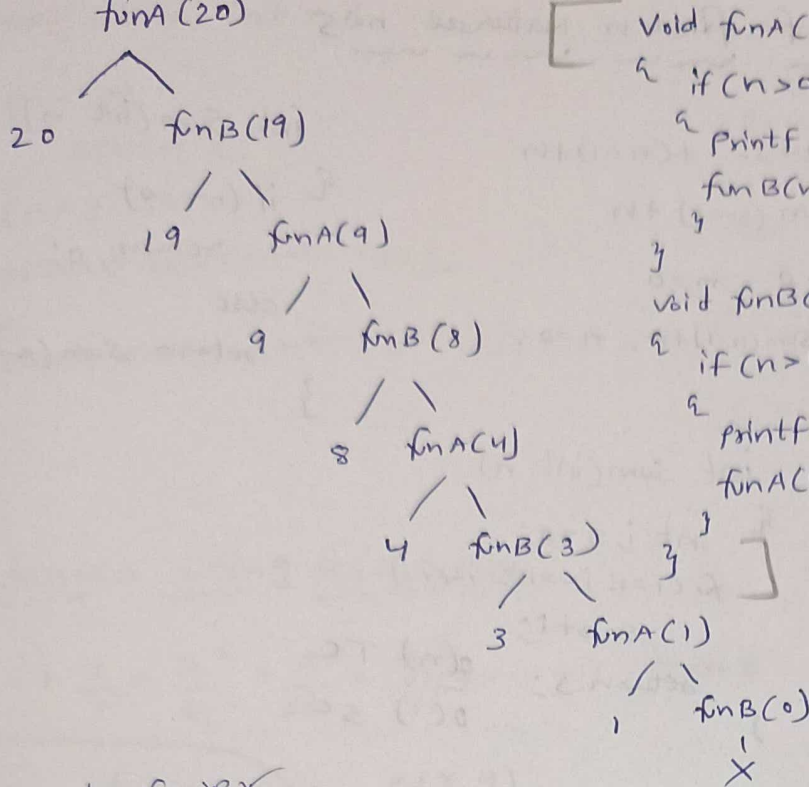
void B(int n)

```

{
  if (—)
  {
    = A(n-3);
  }
}

```

}



```

void funA(int n)
{
    if (n > 0)
    {
        printf("%d", n);
        funB(n-1);
    }
}

void funB(int n)
{
    if (n > 1)
    {
        printf("%d", n);
        funA(n/2);
    }
}
  
```

Program code for iRV

Nested Recursion (NR)

In NR a Recursive fn will pass parameter as a Recursive call.

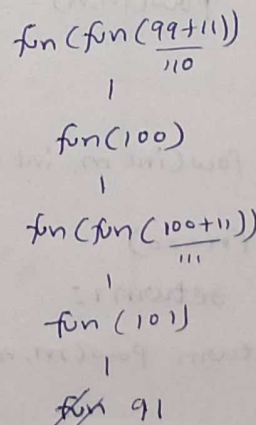
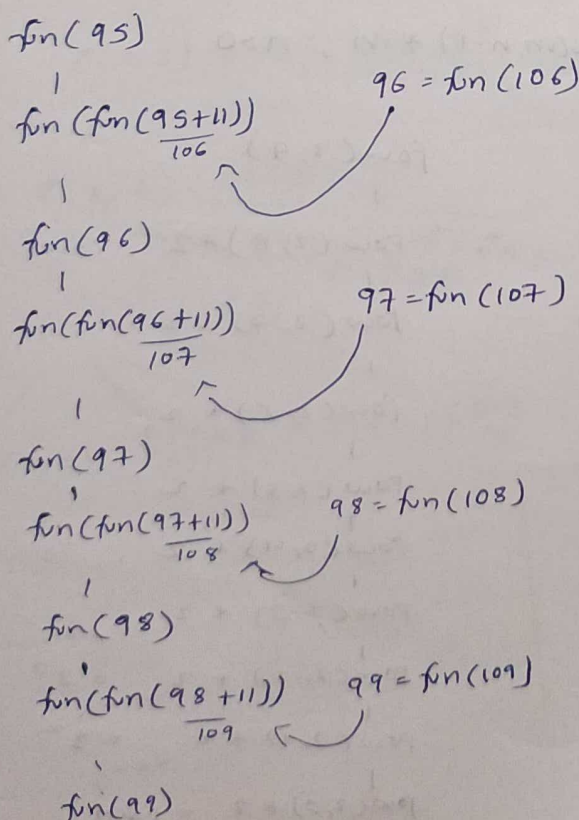
```

void fun(int n)
{
    if (-)
    {
        =
        fun(fun(n-1));
    }
}
  
```

```

int fun(int n)
{
    if (n > 100)
        return n-10;
    else
        return fun(fun(n+11));
}

fun(95);
  
```



Program code for NR

Sum of first n Natural no's

$$\text{Sum}(n) = 1 + 2 + 3 + \dots + (n-1) + n$$

$$\text{Sum}(n) = \text{Sum}(n-1) + n$$

$$\text{Sum}(n) = \begin{cases} 0, & n=0 \\ \text{Sum}(n-1) + n, & n > 0 \end{cases}$$

$$\frac{n(n+1)}{2}$$

$$\text{TC} = O(1)$$

int sum(int n)

{ int i, s=0;
for (i=1; i<=n; i++)

s=s+i;

return s;

}

O(n) TC

O(1) SC

Program code ✓

Factorial ✓
code ✓

Power using Recursion.

Exponent $(m)^n$

$$2^5 = \underbrace{2 * 2 * 2 * 2 * 2}_{5 \text{ times}}$$

$$m^n = m * m * m * m * m \dots \text{for } n \text{ times.}$$

$$\text{pow}(m, n) = (m * m * m * \dots \text{for } n-1 \text{ times}) * m$$

$$\text{pow}(m, n) = \text{pow}(m, n-1) * m.$$

$$\text{pow}(m, n) = \begin{cases} 1, & n=0 \\ \text{pow}(m, n-1) * m, & n > 0 \end{cases}$$

int pow(int m, int n)

{ if (n==0)

return 1;

return pow(m, n-1) * m;

}

pow(2, 9)

$$\text{pow}(2, 8) * 2 = 2^9$$

$$\text{pow}(2, 7) * 2$$

$$\text{pow}(2, 6) * 2$$

$$\text{pow}(2, 5) * 2$$

$$\text{pow}(2, 4) * 2$$

$$\text{pow}(2, 3) * 2$$

$$\text{pow}(2, 2) * 2 = 2^3$$

$$\text{pow}(2, 1) * 2 = 2^2$$

$$\text{pow}(2, 0) * 2 = 1 * 2$$

$$2^8 = (2^2)^4 = (2 * 2)^4$$

$$2^9 = 2 * (2^2)^4 \nearrow$$

int pow(int m, int n)

```

{
    if (n == 0)
        return 1;
    if (n % 2 == 0)
        return pow(m * m, n / 2);
    else
        return m * pow(m * m, (n - 1) / 2);
}

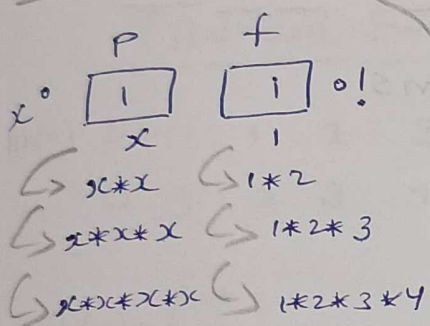
```

code ✓

pow(2, 9) = 2⁹
 ↓
 2 * pow(2², (9-1)/2) = 2⁹
 ↓
 pow(2² * 2², 2) = 2⁸
 ↓
 pow(2⁴ * 2⁴, 1) = 2⁸
 ↓
 2⁴ * 2⁴ * pow(2¹⁶, 0) = 2⁸
 ↓
 1

Taylor series using Recursion

$$e^x = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \dots + n \text{ Terms}$$



Recursion for e(x, n):

$$e(x, 4) = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!}$$

$$e(x, 3) = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!}$$

$$e(x, 2) = 1 + \frac{x}{1!} + \frac{x^2}{2!}$$

$$e(x, 1) = 1 + \frac{x}{1!}$$

$$e(x, 0) = 1$$

$$e(x, 4) = 1 + \frac{x}{1} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!}$$

$$e(x, 3) = 1 + \frac{x}{1} + \frac{x^2}{2} + \frac{x^3}{3!}$$

$$e(x, 2) = 1 + \frac{x}{1} + \frac{x^2}{2}$$

Recursion relations for p and f:

$$p = p * x \quad f = f * 2 \quad 1 + \frac{x}{1} + \frac{p}{f}$$

$$e(x, 1) = 1 + \frac{x}{1}$$

Recursion relations for p and f:

$$p = p * x \quad f = f * 1 \quad 1 + \frac{p}{f}$$

$$e(x, 0) = 1$$

```
int e(int x, int n)
```

```
{ static int p=1, f=1;
```

```
  int r;
```

```
  if (n==0)
```

```
    return 1;
```

```
  else
```

```
    r = e(x, n-1);
```

```
    p = p * x;
```

```
    f = f * n;
```

```
    return r + p/f;
```

```
}
```

```
}
```

code ✓

Taylor series using Horner's Rule

$$e^x = 1 + \frac{x}{1} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \dots + n \text{ Terms}$$

$$0 \quad 0 \quad \frac{x \times x}{1 \times 2} \quad \frac{x \times x \times x}{1 \times 2 \times 3} \quad \frac{3}{3}$$

$$0 \quad 0 \quad 2 + 4 + 6 + 8 + 10$$

$$2(1 + 2 + 3 + 4 \dots)$$

$$\frac{2(n(n+1))}{2}$$

$\frac{n(n+1)}{2}$ (no. of multiplications required).

TC $O(n^2)$

$$e^x = 1 + \frac{x}{1} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \dots + n \text{ Terms}$$

$$1 + \frac{x}{1} + \frac{x^2}{1 \times 2} + \frac{x^3}{1 \times 2 \times 3} + \frac{x^4}{1 \times 2 \times 3 \times 4}$$

$$1 + \frac{x}{1} \left[1 + \frac{x}{2} + \frac{x^2}{2 \times 3} + \frac{x^3}{2 \times 3 \times 4} \right]$$

$$1 + \frac{x}{1} \left[1 + \frac{x}{2} \left[1 + \frac{x}{3} + \frac{x^2}{3 \times 4} \right] \right]$$

$$1 + \frac{x}{1} \left[1 + \frac{x}{2} \left[1 + \frac{x}{3} \left[1 + \frac{x}{4} \right] \right] \right]$$

↑

↑

↑

↑

$O(n)$

multiplications

if we consider

$$e^x = 1 + \frac{x}{1} \left[1 + \frac{x}{2} \left[1 + \frac{x}{3} \left[1 + \frac{x}{4} \dots \right] \right] \right]$$

$e(x, 4)$

int e(int x, int n)

```
{
  int s=1;
  for (; n>0; n--)
  {
    s = 1 + x/n * s;
  }
  return s;
}
```

using
loop.

int e(int x, int n)

```
{
  static int s=1;
  if(n==0)
    return s;
  s = 1 + x/n * s;
  return e(x, n-1);
}
```

recursion

changed
code ✓

Fibonacci Series

fib(n)	0	1	1	2	3	5	8	13
n	0	1	2	3	4	5	6	7

$$\text{fib}(n) = \begin{cases} 0 & n=0 \\ 1 & n=1 \\ \text{fib}(n-2) + \text{fib}(n-1) & n>1 \end{cases}$$

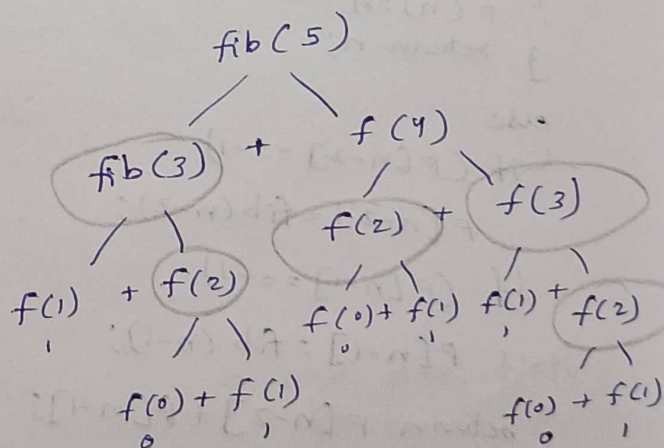
Recursive

int fib(int n)

```
{
  if(n==1 || n==0)
    return n;
  return fib(n-2) +
    fib(n-1);
}
```

int fib(int n) ← iterative

```
{
  int t0=0, t1=1, s, i;
  if(n<=1) return n;
  for(i=2; i<=n; i++)
  {
    s = t0 + t1;
    t0 = t1;
    t1 = s;
  }
  return s;
}
```



calls = 15 for n=5

calls = 9 for n=4

calls = 5 for n=3

approx $O(2^n)$

assume fib(n-2) & fib(n-1) then
2 fib(n-1)

→ So a recursive function is calling itself multiple times for the same values. Such a recursive fn is called excessive recursion.

	0	1	1	2	3	5	
F	1	1	1	1	1	1	1
	0	1	2	3	4	5	6

$$\text{fib}(5) = 5 \checkmark$$

$$\text{fib}(3) = 2$$

$$\text{fib}(4) = 3$$

$$f(1) + f(2) = 1$$

$$f(2) + f(3) = 2$$

$$f(0) + f(1)$$

$$0 + 1$$

avoid
this
call
we know answer.

(6 calls only
O(n))

→ This Process called Memoization.

int F[10];

int fib(int n)

{ if (n <= 1)

{ F[n] = n;

} return n;

else

{ if (F[n-2] != -1)

F[n-2] = fib(n-2);

if (F[n-1] != -1)

F[n-1] = fib(n-1);

return F[n-2] + F[n-1];

}

Code ✓

Combination formula

$$nC_r = \frac{n!}{r!(n-r)!}$$

```
int c(int n, int r)
```

```
{ int t1, t2, t3
```

```
  t1 = fact(n);
```

```
  t2 = fact(r);
```

```
  t3 = fact(n-r);
```

```
  return t1 / (t2 * t3);
```

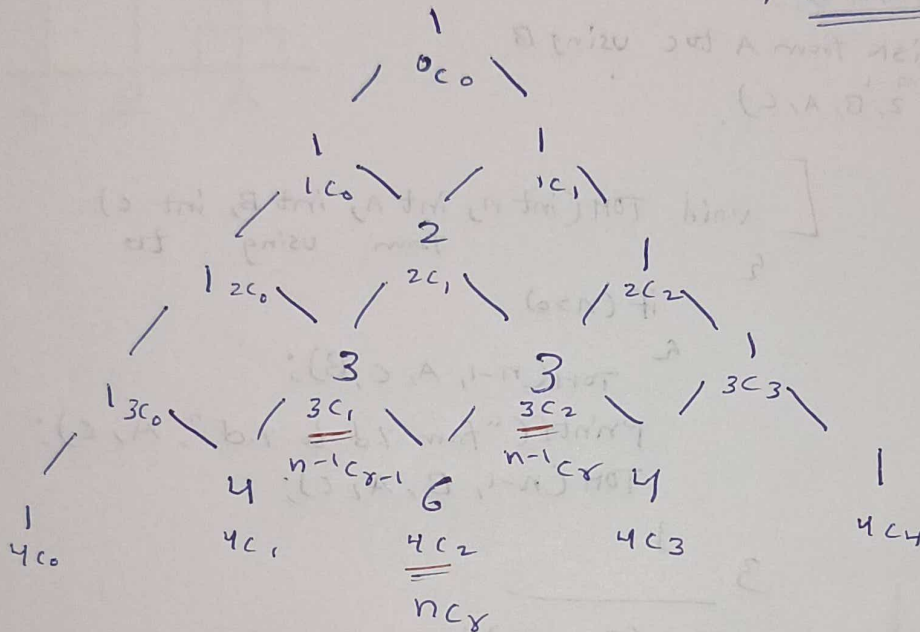
```
}
```

— n
— n
— n

3n

O(n)

Pascal's Δ^{1e}



```
int c(int n, int r)
```

```
{ if (r == 0 || n == r)
```

```
  return 1;
```

```
  else
```

```
    return c(n-1, r-1) + c(n-1, r);
```

```
}
```

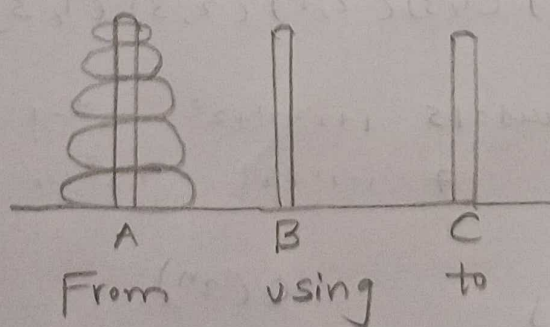
code

Tower of Hanoi

→ move one disk at a time

→ no, larger disk should be kept over a smaller disk.

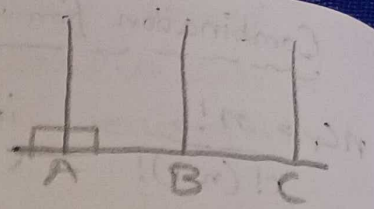
X



TOH(1, A, B, C)

move Disk from A to C using B

1 Disk



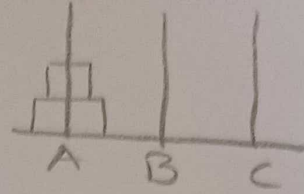
TOH(2, A, B, C)

1. TOH(1, A, C, B)

2. Move Disk from A to C using B

3. TOH(1, B, A, C)

2 Disk



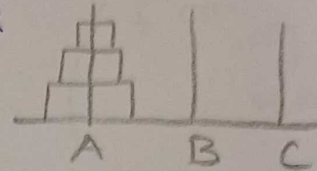
TOH(3, A, B, C)

1. TOH(2, A, C, B)

2. Move Disk from A to C using B

3. TOH(2, B, A, C)

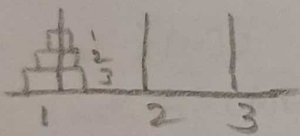
3 Disk



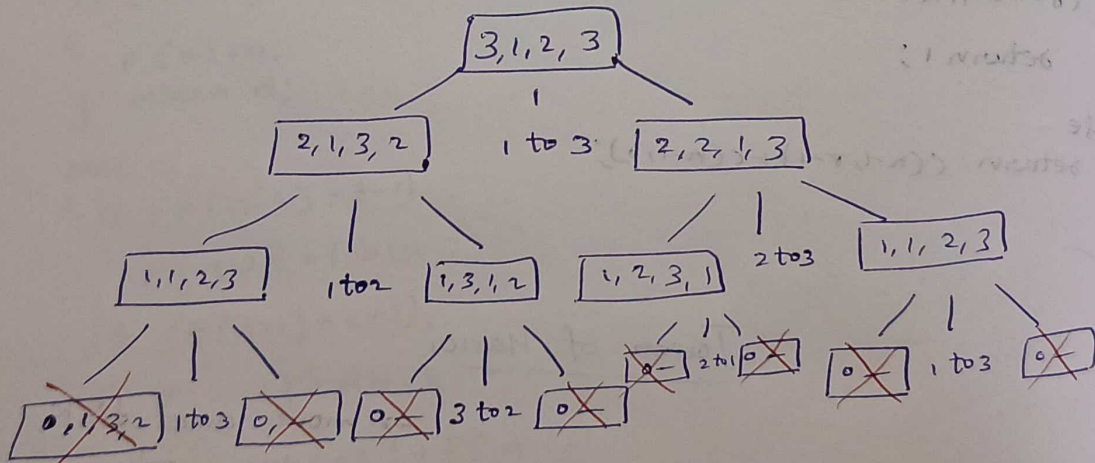
```

void TOH(int n, int A, int B, int C)
{
    if (n > 0)
    {
        TOH(n-1, A, C, B);
        printf("from %d to %d", A, C);
        TOH(n-1, B, A, C);
    }
}

```



3
TOH(3, 1, 2, 3);
n A B C



(1, 3) (1, 2) (3, 2) (1, 3) (2, 1) (2, 3) (1, 3).

disks $n=3$ calls $= 15$ $1+2^1+2^2+2^3 = 2^4 - 1$
 $n=2$ $1+2^1+2^2 = 2^3 - 1$

$1+2+2^2+2^3+\dots+2^n = 2^{n+1} - 1$
 $= O(2^{n+1})$

$O(2^n)$

Code ✓