

Q0: Recursion on Arrays

1. Problem Understanding

- Recursion on arrays means processing one element at a time using function calls.
 - Each recursive call works on a smaller part of the array.
 - Useful for operations like:
 - Traversal
 - Sum/Product
 - Searching
 - Sorting (Merge/Quick)
 - Backtracking (Subsets/Permutations)
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2. Constraints

- Array size = n
 - Usually index-based recursion (i, l, r)
 - Base case should ensure termination ($i == n, l > r$)
 - Stack depth equals recursion depth (typically $O(n)$)
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3. Edge Cases

- Empty array ($n = 0$)
 - Single element array
 - Duplicate elements (for searching or subsets)
 - Already sorted or completely reversed arrays
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4. Examples

Input: `[1, 2, 3]` → Output: `1 2 3`

Input: `[2, 4, 6]` → Sum = 12

Input: `[1, 2, 3]` → Reverse = `[3, 2, 1]`

Input: `[1, 2]` → Subsets = `[], [1], [2], [1, 2]`

5. Approaches

Approach 1: Traversal (Forward / Backward)

Java Code:

Forward Traversal

```
void printArray(int[] arr, int i) {  
    if (i == arr.length) return;  
    System.out.print(arr[i] + " ");  
    printArray(arr, i + 1);  
}
```

Backward Traversal

```
void printReverse(int[] arr, int i) {  
    if (i == arr.length) return;  
    printReverse(arr, i + 1);  
    System.out.print(arr[i] + " ");  
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 2: Sum / Product of Array

Java Code:

Sum

```
int sumArray(int[] arr, int i) {  
    if (i == arr.length) return 0;  
    return arr[i] + sumArray(arr, i + 1);  
}
```

Product

```
int productArray(int[] arr, int i) {  
    if (i == arr.length) return 1;  
    return arr[i] * productArray(arr, i + 1);  
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 3: Search in Array

Java Code:

Linear Search

```
boolean search(int[] arr, int i, int key) {  
    if (i == arr.length) return false;  
    if (arr[i] == key) return true;  
    return search(arr, i + 1, key);  
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 4: Last Occurrence

Idea:

- Go till the end and check while returning.

Java Code:

```
int lastIndex(int[] arr, int i, int key) {  
    if (i == arr.length) return -1;  
    int res = lastIndex(arr, i + 1, key);  
    if (res == -1 && arr[i] == key) return i;  
    return res;  
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 5: Find Maximum / Minimum Element

Java Code:

Maximum

```
int maxElement(int[] arr, int i) {  
    if (i == arr.length - 1) return arr[i];  
    return Math.max(arr[i], maxElement(arr, i + 1));  
}
```

Minimum

```
int minElement(int[] arr, int i) {
    if (i == arr.length - 1) return arr[i];
    return Math.min(arr[i], minElement(arr, i + 1));
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 6: Reverse Array (In-Place)

Idea:

- Swap from both ends and move inward.

Java Code:

```
void reverse(int[] arr, int l, int r) {
    if (l >= r) return;
    int temp = arr[l];
    arr[l] = arr[r];
    arr[r] = temp;
    reverse(arr, l + 1, r - 1);
}
```

Complexity (Time & Space):

- Time: $O(n)$
- Space: $O(n)$

Approach 7: Check if Array is Sorted

Idea:

- Compare adjacent elements recursively.

Java Code:

```
boolean isSorted(int[] arr, int i) {
    if (i == arr.length - 1) return true;
    if (arr[i] > arr[i + 1]) return false;
    return isSorted(arr, i + 1);
}
```

Complexity (Time & Space):

- Time: $O(n)$

- Space: $O(n)$

Approach 8: Binary Search (Divide & Conquer)

Idea:

- Recursively search halves.

Java Code:

```
int binarySearch(int[] arr, int l, int r, int key) {  
    if (l > r) return -1;  
    int mid = (l + r) / 2;  
    if (arr[mid] == key) return mid;  
    else if (key < arr[mid]) return binarySearch(arr, l, mid - 1, key);  
    else return binarySearch(arr, mid + 1, r, key);  
}
```

Complexity (Time & Space):

- Time: $O(\log n)$
- Space: $O(\log n)$

Approach 9: Merge Sort

Idea:

- Divide array, sort halves, and merge.

Java Code:

```
void mergeSort(int[] arr, int l, int r) {  
    if (l >= r) return;  
    int mid = (l + r) / 2;  
    mergeSort(arr, l, mid);  
    mergeSort(arr, mid + 1, r);  
    merge(arr, l, mid, r);  
}
```

Complexity (Time & Space):

- Time: $O(n \log n)$
- Space: $O(n)$

Approach 10: Quick Sort

Idea:

- Partition around pivot and sort halves.

Java Code:

```
void quickSort(int[] arr, int l, int r) {
    if (l >= r) return;
    int p = partition(arr, l, r);
    quickSort(arr, l, p - 1);
    quickSort(arr, p + 1, r);
}
```

Complexity (Time & Space):

- Time: $O(n \log n)$ average, $O(n^2)$ worst
- Space: $O(\log n)$ average, $O(n)$ worst

Approach 11: Subsets (Backtracking)

Idea:

- For each element → include or exclude.

Java Code:

```
void subsets(int[] arr, List<Integer> curr, int i) {
    if (i == arr.length) {
        System.out.println(curr);
        return;
    }
    curr.add(arr[i]);
    subsets(arr, curr, i + 1);
    curr.remove(curr.size() - 1);
    subsets(arr, curr, i + 1);
}
```

Complexity (Time & Space):

- Time: $O(2^n)$
- Space: $O(n)$

Approach 12: Permutations (Backtracking)

Idea:

- Pick each element and mark used ones.

Java Code:

```
void permute(int[] arr, boolean[] used, List<Integer> curr) {
    if (curr.size() == arr.length) {
```

```

        System.out.println(curr);
        return;
    }
    for (int i = 0; i < arr.length; i++) {
        if (used[i]) continue;
        used[i] = true;
        curr.add(arr[i]);
        permute(arr, used, curr);
        used[i] = false;
        curr.remove(curr.size() - 1);
    }
}

```

Complexity (Time & Space):

- Time: $O(n \times n!)$
- Space: $O(n)$

Approach 13: Subset Sum

Idea:

- Either include or exclude element in sum.

Java Code:

```

void subsetSum(int[] arr, int i, int sum) {
    if (i == arr.length) {
        System.out.print(sum + " ");
        return;
    }
    subsetSum(arr, i + 1, sum + arr[i]);
    subsetSum(arr, i + 1, sum);
}

```

Complexity (Time & Space):

- Time: $O(2^n)$
- Space: $O(n)$

6. Justification / Proof of Optimality

- Recursion replaces loops for clarity in logic.
- Helps visualize array problems as smaller subproblems.
- Foundation for divide & conquer and backtracking algorithms.

7. Variants / Follow-Ups

- Recursion on lists or strings (same logic)
 - 2D array recursion (matrix problems)
 - Recursion with memoization for optimization
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8. Tips & Observations

- Always define a clear base case ($i == n$ or $l \geq r$).
 - Visualize using recursion tree or stack frames.
 - Avoid extra space unless necessary.
 - Restore array state after backtracking.
 - Recursive depth generally equals array size.
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