

Algorithms and Programming

Lecture 8 – Recursion. Computational complexity

Mihai Ioan Popescu

Course content

Big image in programming

Detailed image in programming

- Introduction in the software development process
- Procedural programming
- Modular programming
- Abstract data types
- Software development principles
- Testing and debugging
- Recursion
- Complexity of algorithms
- Search and sorting algorithms
- Backtracking and other problem solving methods
- Recap

Last time

- Testing
 - Black box testing
 - White box testing
 - Examples
- Design patterns
 - GRASP
 - Information Expert
 - Pure Fabrication (Repository)
 - Controller

Today

- Recursion
 - Basic concept
 - Mechanism
 - Examples
- Computational complexity
 - Why?
 - Examples
 - Analyzing the efficiency of a program

Recursion

- What is recursion?
 - A way to solve a problem by reducing it to simpler versions of itself
 - A programming technique where a function calls itself
- Basic concepts
 - Recursive element an element that is defined by itself
 - Recursive algorithm an algorithm that calls itself
 - Note: condition to stop recursion
- Recursion can be:
 - Direct a function calls itself (f calls f)
 - Indirect a function f calls a function g, function g calls f

Example: factorial

- n! = n*(n-1)*(n-2)*...*2*1
- n! = n*(n-1)! = n*(n-1)*(n-2)! = ...

```
n! = \begin{cases} 1 & \text{if } n = 0 \\ n * (n - 1)! & \text{otherwise} \end{cases}
```

```
def testFactorial():
    assert factorial(5) == 120
    assert factorial(4) == 24
    assert factorial(1) == 1
    assert factorial(0) == 1

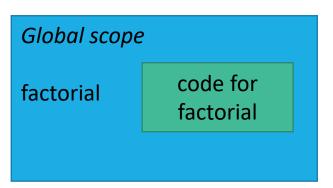
testFactorial()
```

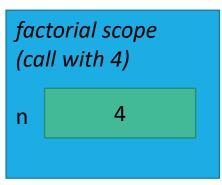
Example: factorial

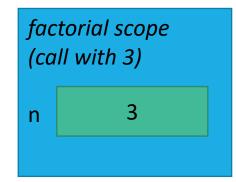
```
def factorial(n):
    if n == 1:
        return 1
    else:
        return n * factorial(n - 1)

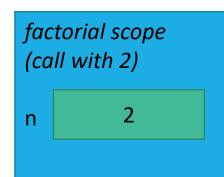
print(factorial(4))
```

Function scope









```
factorial scope
(call with 1)
n 1
```

```
print(factorial(4))
print(12)
```

```
return
4*factorial(3)
4*3=12 ◀
```

```
return
3*factorial(2)
2*factorial
2*factorial
```

```
return
2*factorial(1)

2*1=2
```

Recursion: mechanism

- Main idea of developing a recursive algorithm for a problem of size n
 - Base case
 - How to stop recursion
 - Identify the base case solution (for n=1)
 - Inductive step
 - Break the problem into a simpler version of the same problem plus some other steps
 - e.g. A smaller problem (of size n-1) and some simple computations
 - e.g. Two smaller problems (of size n1, n2 such that n1+n2=n-1) and simple computations
- How recursion works
 - On each method invocation a new symbol table is created: it contains all the parameters and the local variables defined in the function
 - The symbol tables are stored in a stack: when a function is returning, the current symbol table is removed from the stack

Inductive reasoning

- How do you know that your recursive algorithm works?
- Mathematical induction
 - To prove a statement is true for all values of n:
 - Prove that the statement is true for smallest value of n (n=0 or n=1)
 - Assume that the statement is true for n, then prove that it is also true for n+1
- Same logic applies here:
 - Base case: n=1, correctly returns 1
 - Recursive case: assume that the answer is correct for problem size smaller than k, then for k+1 the answer will be (k+1)*k! = (k+1)!
 - By induction, the result returned is correct

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

Example: sum and product

Note: Inductive step

```
def sumList(lst):
    Compute the sum of the elements in the list
   input: lst - the list
    output: The sum of the elements
   # base case
   if len(lst) == 0:
        return 0
    else: # 1st has at least one element
        return lst[0] + sumList(lst[1:])
def testSumList():
    assert sumList([]) == 0
    assert sumList([0]) == 0
    assert sumList([1, 2, 6]) == 9
    assert sumList([-1, 4, -100, 50]) == -47
    assert sumList([1, 2, 3, 4, 5, 6]) == 21
testSumList()
```

```
def product(lst):
    if (len(lst) == 0):
       return 1
    else:
        middle = len(lst) // 2
        return product(lst[0:middle]) * lst[middle] *
               product(lst[middle+1:])
def testProduct():
    assert product([1,2,3,4]) == 24
    assert product([]) == 1
    assert product([1,2,3,4,5]) == 120
    assert product([2]) == 2
testProduct()
```

Example: palindrome

Note: symbol table

```
>>> isPalindrom("noon")
49018080 {'s': 'noon'}
49171216 {'s': 'oo'}
48909600 {'s': ''}
True
>>> isPalindrom("redivider")
49020384
          {'s': 'redivider'}
49018080 {'s': 'edivide'}
49171216 {'s': 'divid'}
48909600 {'s': 'ivi'}
48973552 {'s': 'v'}
True
```

```
def isPalindrom(s):
    Checks if a string is palindrom
    Input: a string
    Res: true, if str is palindrom and false, otherwise
    dico = locals()
    print(id(dico), " ", dico)
    if len(s) <= 1:
        return True
    else:
        return s[0]==s[-1] and isPalindrom(s[1:-1])
def testIsPalindrom():
    assert isPalindrom("abcba") == True
    assert isPalindrom("abccba") == True
    assert isPalindrom("abcdba") == False
testIsPalindrom()
```

```
"Able was I, ere I saw Elba" (Napoleon)
"Are we not drawn onward, we few, drawn onward to new era?" (Anne Michaels)
```

Example: belongs

Note: symbol table

```
>>> belongs(2, [4, 2, 3, 5])
49171168 {'1': [4, 2, 3, 5], 'el': 2}
48909648 {'1': [2, 3, 5], 'el': 2}
True
```

```
>>> belongs(7, [4, 2, 3, 5])
48909600 {'1': [4, 2, 3, 5], 'el': 7}
49171168 {'1': [2, 3, 5], 'el': 7}
48909648 {'1': [3, 5], 'el': 7}
49018080 {'1': [5], 'el': 7}
49171600 {'1': [], 'el': 7}
False
```

```
def belongs(el, 1):
   Checks if an element belongs to a list
    Input: an integer and a list of integers
   Output: true, if el is in list
            and false, otherwise
    111
    dico = locals()
    print(id(dico), " ", dico)
   if (1 == []):
       return False
    else:
       if (el == 1[0]):
           return True
       else:
            return belongs(el, l[1:])
def testBelongs():
    assert belongs(5, []) == False
    assert belongs(5, [5,2,6,3]) == True
    assert belongs(5, [1,2,5,4,3]) == True
    assert belongs(5, [6,2,5]) == True
    assert belongs(5, [1,2,3]) == False
testBelongs()
```

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Iteration vs. Recursion

```
def factorial_iter(n):
    res = 1
    for i in range(1,n+1):
       res *= i
    return res
```

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

- ✓ Recursive code is simple and intuitive
- However:
 - May be efficient from programming perspective, but
 - May not be efficient from the computer perspective
 - Why?
 - Large memory needed for in-depth recursion
 - Each function self call creates a new symbol table

Computational complexity

- What is it?
 - Study the efficiency of an algorithm from a mathematical perspective
- Why?
 - Problem: search for a number in a list
 - Solution:
 - Iterative search
 - Recursive search one sub-problem
 - Recursive search two sub-problems
 - Which solution is better?
 - Algorithm efficiency
 - Compare algorithms based on:
 - Time needed for computations
 - Extra memory needed for temporary data
 - Run time depends on:
 - Entry data (structure and size)
 - Changes from one run to another (due to hardware and software environment)
 - Hardware

Example: Fibonacci numbers

 $F_n = F_{n-1} + F_{n-2}$ and $F_0 = F_1 = 1$

```
def fibonacci_recursiv(n):
    Computes the Fibonacci number
    data: a positive integer
    res: fibonacci number of n
    if n == 0 or n == 1:
        return 1
    return fibonacci_recursiv(n-1) +
        fibonacci_recursiv(n-2)
```

```
def fibonacci_iterativ(n):
    '''
    s1 = 1
    s2 = 1
    fibo = 0
    for i in range(2, n + 1):
        fibo = s1 + s2
        s1 = s2
        s2 = fibo
    return fibo
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```

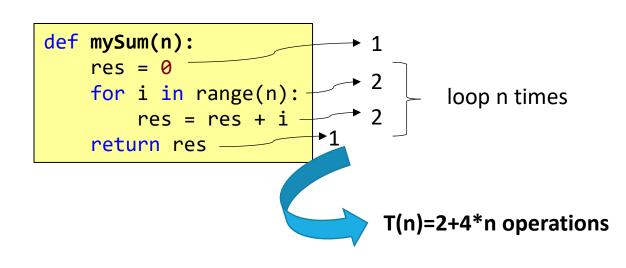
```
def timeFibonacci(n):
   import time
   start time = time.time()
   print("computing Fibbonacci iterativ(", n, ") = ",
                                     fibonacci iterativ(n))
   end time = time.time()
   print(" takes ", end_time - start_time, " seconds")
   start time = time.time()
   print("computing Fibbonacci recursiv(", n, ") = ",
                                      fibonacci recursiv(n))
   end time = time.time()
   print(" takes ", end time - start time, " seconds")
    >>> timeFibonacci(23)
    computing Fibbonacci iterativ( 23 ) = 46368,
     takes 0.07200431823730469 seconds
    computing Fibbonacci recursiv(23) = 46368
     takes 0.13400769233703613 seconds
    >>> timeFibonacci(33)
    computing Fibbonacci iterativ( 33 ) = 5702887
     takes 0.07800436019897461 seconds
    computing Fibbonacci recursiv( 33 ) = 5702887
Algori
                                                         15
     takes 11.261644124984741
```

Algorithm efficiency

- To analyse the efficiency of an algorithm (function):
 - The amount of resources used
 - Time and space efficiency of a program
 - Measure efficiency
 - Asymptotic analysis
 - Can provide the efficiency for all possible input data
 - Can not provide exact execution times
 - Empirical analysis
 - Can not predict the performance of the algorithm for all possible input data
 - Can determine the execution time for specific set of inputs
 - Run time is studied in connection with the size of the input data

Run time complexity

- Complexity in time
- Running time of an algorithm:
 - It is not a fixed number
 - It is a function T(n) that depends on the size n of the input data
 - Measures the basic steps the algorithm makes
- Example
 - Steps that take constant time:
 - Mathematical operations
 - Assignments
 - Comparisons
 - Accessing objects in memory
 - Return statement
 - Count the number of operations executed as a function of the input size



An example

```
def searchElement(1, e):
    for i in 1:
        if e == i:
            return True
    return False
```

- e is the first element in the list best case
 - Minimum running time over all possible inputs
- e is not in the list worst case
 - Maximum running time over all possible inputs
- e is found after about half of the list is searched average case
 - Average running time over all possible inputs

Run time complexity

Best case (BC)

- For the entry data leading to minimum running time of the algorithm
- Algorithm complexity: $BC(A) = \min_{I \in D_A} E_A(I)$
- Gives a lower bound to the running time

Worst case (WC)

- For the entry data leading to maximum running time of the algorithm
- Algorithm complexity: $WC(A) = \max_{I \in D_A} E_A(I)$
- Gives an upper bound to the running time

Average case (AC)

- Average running time of the algorithm
- Algorithm complexity: $AC(A) = \sum_{I \in D_A} P_A(I) E_A(I)$
- Offers a prediction of the running time

where

A – algorithm

D_A – domain of the input data

I – an instance of input data

E_A(I) – number of operations performed by algorithm A having input data I

P_A(I) – probability that algorithm A receives input data I

Run time complexity: Examples

$$T(n) = \sum_{i=1}^{n} 1 = n$$

Case	T(n)
Best case	$\sum_{i=1}^{n} 1$
Worst case	$\sum_{i=1}^{n} 1$
Average case	$\sum_{i=1}^{n} 1$

Run time complexity: Examples

```
def search(el, list):
    checks if an element belongs to a list
    data: an integer and a list of integers
    res: true, if elements belongs to list
    false, otherwise
    '''
    for i in range(0, len(list)):
        if (list[i] == el):
            return True
    return False
```

Case	len(list)=n	T(n)
Best case	el=list[0]	1
Worst case	el=list[n-1] el is not in list	$\sum_{i=0}^{n-1} 1 = n$ $\sum_{i=0}^{n-1} 1 + 1 = n + 1$
Average case	el=list[0] el=list[1] el=list[2] el=list[n-1] el is not in list	1 2 3 n n+1 (1+2+3++n+(n+1))/(n+1)=(n+2)/2

Big Oh notation

- O(n) measure
 - How the running time grows depending on the input data size
 - Expression for the number of operations -> asymptotic behavior as the problem gets bigger
- Exact steps vs

Big Oh or O() notation

```
def factorial_iter(n):
    i = 1
    res = 1
    while i <= n:
        res = res * i
        i = i -1
    return res</pre>
```

- Exact steps T(n) = 1 + 1 + n*5 + 1
- Worst case asymptotic complexity O(n)
 - Ignore additive constants
 - Ignore multiplicative constants

0()

- Drop constants and multiplicative factors
- Focus on dominant terms (consider the leading term)

O(n)
$$T(n) = 2n + 2$$

O(n²) $T(n) = n^2 + 2n + 2$
O(n³) $T(n) = n^3 + 1000n + 3^{1000}$
O(n) $T(n) = n + \log n$
O(n log n) $T(n) = n \log n + 100n$

 $O(2^n)$ $T(n) = n^2 + 2^n$



 $T(n) = n^3 + 100n^2 + 10n\log_2 n + 2\sqrt{n} + 27^{100}$

```
for i in range(n):
    print(i)
for i in range(n):
    for j in range(n):
        print(i,"",j)
O(n)
O(n)=O(n*n)=O(n²)
```

 $O(n)+O(n^2)=O(n+n^2)=O(n^2)$

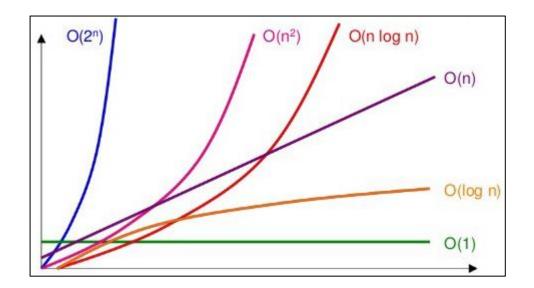
Run time complexity: theoretical aspects

- For a function $f: N \to R$ and $T: N \to N$, how to decide the complexity class of T?
- $T(n) \in O(f(n))$ if there exist 2 positive and independent constants c and n_0 such that $0 \le T(n) \le c * f(n)$, $\forall n \ge n_0$
- Examples
 - O(1) = 1, 5, 500
 - O(n) = n, 2n + 1, 5n 200
 - $O(n^2) = n^2$, $n^2 + 5$, $2n^2 + 3n 1$
- If $T(n) \in O(f(n))$ then $\lim_{n \to \infty} \frac{T(n)}{f(n)} < \infty$ (the limit is constant)

Complexity classes

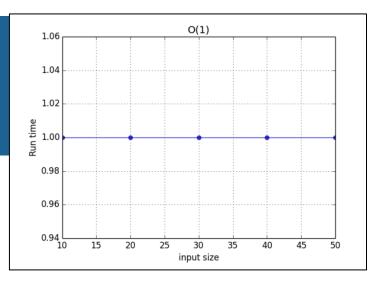
O(1)	Constant running time	e.g. 1, 47, 100	Add an element to a list
O(log n)	Logarithmic running time	e.g. 10 + log n	Find an element in a sorted list
O(n)	Linear running time	e.g. n, 3n, 10n+100	Find an entry in an unsorted list
O(n log n)	Log-linear running time	e.g. n + n log n	Sort a list (MergeSort, QuickSort)
O(n ^c), c is constant	Polynomial running time	e.g. n ² +1, n ³ +n ² +5n	Shortest path between two nodes
O(c ⁿ), c is constant	Exponential running time	e.g. 2 ⁿ +1, 3 ⁿ	Traveling Salesman Problem (TSP)

O(n²) - quadratic time O(n³) - cubic time



Complexity classes: Constant

- $T(n) \in O(1)$
 - Constant running time



- Very good complexity (the algorithm executes a constant number of steps regardless the size of input data)
- Example: add an element to a list, access an element from a list, modify information in an object

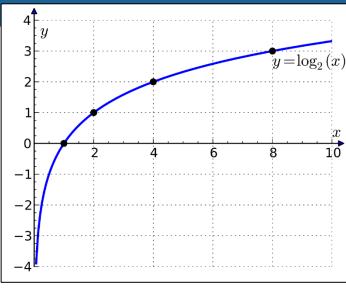
```
def isFirstElementNone(1):
    return l[0] == None
```

	n=1	n=10	n=100	n=1000	
O(1)	1	1	1	1	If n doubles, O(1) remains
					unchanged

Complexity classes: Logarithmic

- $T(n) \in O(\log n)$
 - Logarithmic running time
 - Very good complexity





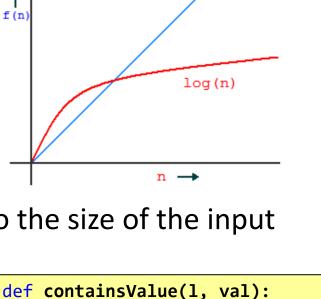
- Q: How many times to divide a problem of size n until arriving to a problem of size 1?
- $n=2^x$, x=?
- See the binary search algorithm in the next lecture

	n=1	n=10	n=100	n=1000
O(log n)	0	1	2	3

If n doubles,
O(log n) increases
slightly

Complexity classes: Linear

- $T(n) \in O(n)$
 - Linear running time
 - Good complexity
 - Performance grows linearly and in direct proportion to the size of the input data set
 - Example: find the minimum / maximum in an unsorted list, find an element in a list



for i in range(0, len(1)):

if (l[i] == val):
 return True

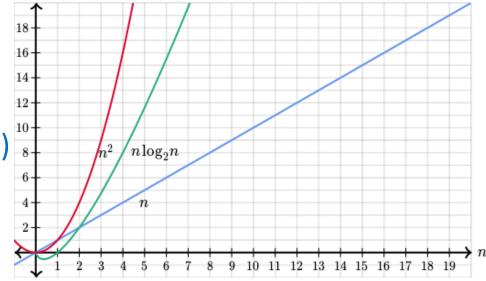
return False

	n=1	n=10	n=100	n=1000
O(n)	1	10	100	1000

If n doubles, O(n) doubles

Complexity classes: Log-linear

- $T(n) \in O(n \log n)$
 - Log-linear running time
 - Good complexity
 - Example: sort a list (MergeSort / QuickSort)
 - See the algorithms in the next lecture



	n=1	n=10	n=100	n=1000
O(n log n)	0	10	200	3000

If n doubles,
O(n log n) slightly
more than doubles

Complexity classes: Quadratic

- $T(n) \in O(n^2)$
 - Quadratic running time
 - Good complexity if n is multiple of 1000
 - Bad complexity if n is multiple of 1 mil.
 - Example: sort a list (BubbleSort)
 - See the algorithms in the next lecture
 - Common when the algorithm involves nested iterations



<pre>def containsDuplicates(1):</pre>			
<pre>for i in range(len(1)):</pre>			
<pre>for j in range(len(1)):</pre>			
<pre>if i != j and l[i]==l[j]:</pre>			
return True			
return False			

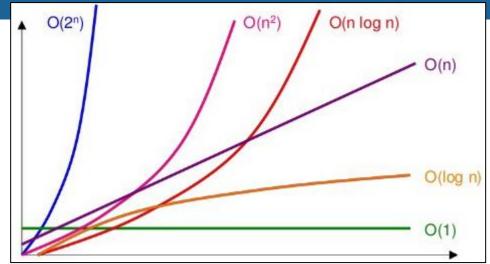
↑	
18	
16	
14	
12	
10	
8-	$n^2 / n \log_2 n$
6+	
4-	
2- /	
	$\rightarrow n$
, i	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

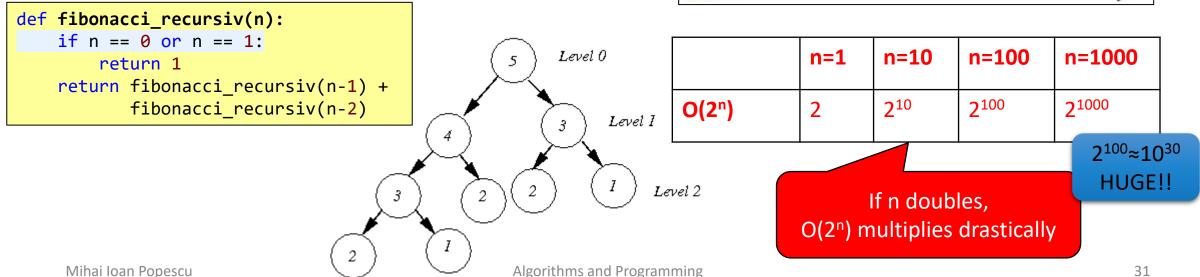
	n=1	n=10	n=100	n=1000
O(n²)	1	100	10000	1 mil.

If n doubles, O(n²) quadruples

Complexity classes: Exponential

- $T(n) \in O(2^n)$
 - Exponential running time
 - Bad complexity
 - Example: TSP, Fibonacci recursively





Complexity growth

Order of growth	n=10	n=100	n=1000	n=1000000
O(1)	1	1	1	1
O(log n)	1	2	3	6
O(n)	10	100	1000	1000000
O(n log n)	10	200	3000	6000000
O(n²)	100	10000	1000000	100000000000
O(2 ⁿ)	1024	1.267.650.600.228. 229.401.496.703.2 05.376	1071508607186267320948425049060001810 5614048117055336074437503883703510511 2493612249319837881569585812759467291 7553146825187145285692314043598457757 4698574803934567774824230985421074605 0623711418779541821530464749835819412 6739876755916554394607706291457119647 7686542167660429831652624386837205668	?? O(2 ⁿ)
Mihai Ioan Popescu			069376 and Programming	32

```
def sumOfFirstNumbers(n):
    computes the sum of first n natural numbers
    data: a natural number
    res: the sum of first n numbers
    in range(1, n + 1):
        sum = sum + i
    return sum

def test_sum():
    assert sumOfFirstNumbers(5) == 15
    assert sumOfFirstNumbers(1) == 1
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} 1 = n$
Average case	$\sum_{i=1}^{n} 1 = n$



```
def sumOfFirstNumbers(n):
    computes the sum of first n natural numbers
   data: a natural number
   res: the sum of first n numbers
    sum = 0
   i = 1
   while (i<=n):
       sum = sum + i
       i = i + 1
   return sum
def test sum():
    assert sumOfFirstNumbers(5) == 15
    assert sumOfFirstNumbers(1) == 1
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} 1 = n$
Average case	$\sum_{i=1}^{n} 1 = n$



```
def searchEven(list):
    checks if a list contains at least an even number
    data: a list of integers
    res: true, if list contains at least an even
    number false, otherwise
   i = 0
    while ((i < len(list)) and (list[i] % 2 != 0)):</pre>
        i = i + 1
    return (i < len(list))</pre>
def test searchEven():
    assert searchEven([2,4,6]) == True
    assert searchEven([1,3,5]) == False
    assert searchEven([1,2,3]) == True
```

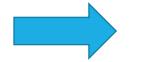
Case	T(n)
Best case	1+1=2
Worst case	$1 + \sum_{i=1}^{n} 1 + 1 = n + 2$
Average case	$\sum_{i=1}^{n} i / n = (n+1)/2$



```
def sumOfElemFromMatrix(m):
    s = 0
    for i in range(0, len(m)):
        for j in range(0, len(m[i])):
            s = s+ m[i][j]
    return s

def test_sumOfElemFromMatrix():
    assert sumOfElemFromMatrix([[1,2],[4,5],[7,9]]) == 28
    assert sumOfElemFromMatrix([[1,2,3],[4,5,6],[7,8,9]]) == 45
```

Case	T(n)
Best case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Worst case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Average case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$



 $O(n^2)$

```
class Book:
    def init (self, t, na, a):
        self.title = t
        self.noAuthors = na
        self.authors = a
    def getAuthors(self):
        return self.authors
def searchBooksOfAnAuthor(books, author):
      res = []
      for h in books:
          authors = b.getAuthors()
          i = 0
          while (i < len(authors)):</pre>
              if (authors[i] == author):
                  res.append(b)
                  i = len(authors)
              else:
                  i = i + 1
      return res
```

```
def test_searchBooksOfAnAuthor():
    b1 = Book("title1", 2, ["author1", "author2"])
    b2 = Book("title2", 3, ["author2", "author3", "author4"])
    b3 = Book("title3", 1, ["author4"])
    books = [b1, b2, b3]
    assert searchBooksOfAnAuthor(books, "a") == []
    assert searchBooksOfAnAuthor(books, "author5") == []
    assert searchBooksOfAnAuthor(books, "author1") == [b1]
    assert searchBooksOfAnAuthor(books, "author2") == [b1, b2]
    assert searchBooksOfAnAuthor(books, "author4") == [b2, b3]
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Average case	$\sum_{i=1}^{n} m = m * n$

 $O(n^2)$

n - number of booksm - average number of authors for a book

```
def sum(1):
    computes the sum of elements from a list
    data: a list of integers
    res: sum of elements
    if (len(1) == 0):
        return -1
    else: #len(1) > 0
        return 1[0] + sum(1[1:])

def testSum():
    assert sum([1,2,3,4]) == 10
    assert sum([]) == 0
    assert sum([3]) == 3
```

$$T(n) = \begin{cases} 1, & \text{if } n = 0 \\ T(n-1) + 1, & \text{otherwise} \end{cases}$$

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

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

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

• •

$$T(1) = T(0) + 1$$

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

Complexity in space

- Estimates the **space** (memory) that an algorithm needs to store input data, output data and any temporary data
- Uses the same notations of run time complexity

```
def minArray_v1():
    a = []
    n = int(input("n = "))
    for i in range(0, n):
        el = int(input("el = "))
        a.append(el)

minim = a[0]
    for i in range(1, n):
        if (a[i] < minim):
            minim = a[i]
    print("minim is " + str(minim))</pre>
```

```
def minArray_v2():
    n = int(input("n = "))
    minim = int(input("el = "))
    for i in range(1, n):
        el = int(input("el = "))
        if (el < minim):
            minim = el
    print("minim is " + str(minim))</pre>
```

```
S(n)=1+1+1=3
O(1)
```

```
S(n)=1+n+1=n+2

O(n)
```

Recap today

- Recursion
 - Basic concept
 - Mechanism
 - Examples
- Computational complexity
 - Examples
 - The efficiency of a program
 - Time and space complexity

Next time

- Algorithms
 - Sort
 - Search

Reading materials and useful links

- 1. The Python Programming Language https://www.python.org/
- 2. The Python Standard Library https://docs.python.org/3/library/index.html
- 3. The Python Tutorial https://docs.python.org/3/tutorial/
- 4. M. Frentiu, H.F. Pop, Fundamentals of Programming, Cluj University Press, 2006.
- MIT OpenCourseWare, Introduction to Computer Science and Programming in Python, https://ocw.mit.edu, 2016.
- K. Beck, Test Driven Development: By Example. Addison-Wesley Longman, 2002. http://en.wikipedia.org/wiki/Test-driven_development
- 7. M. Fowler, Refactoring. Improving the Design of Existing Code, Addison-Wesley, 1999. http://refactoring.com/catalog/index.html