

# Announcements

- ▶ Homework
  - ▶ If you haven't gotten HW4 in yet, get it finished up! I'm around all afternoon today if you have any last little questions.
  - ▶ HW5 should be posted.
- ▶ I'm trying to get some grade reports generated this week so you can know where you are sitting at in the class currently.
  - ▶ I'll send out a blast on Campuswire when that happens
- ▶ Polling: `rembold-class.ddns.net`

# Review Question

What would be the final printed value of the code to the right?

- A) 50
- B) 12
- C) 10
- D) This code would error out

```
def func(a, b=5, c=True):  
    if c:  
        return a + b  
    else:  
        return a * b  
  
b = 2  
print(func(10, False))
```

# Functional Communication

- ▶ We've already mentioned using comments to communicate important ideas in your code to readers
- ▶ Communication even more important with the introduction of functions
  - ▶ What does this function even do?
  - ▶ What types of values can I pass into it?
  - ▶ What types of values does it return?
  - ▶ Are there any restrictions or qualifications about what can be input or output?
- ▶ Supposedly, all of this can be gleaned from the code, but it makes far more sense to present it all upfront
  - ▶ Introducing **docstrings**!

# What's up doc?

- ▶ A docstring (or specification) is like an elaborate comment at the start of a function
- ▶ Is surrounded in triple quotes to inform the interpreter

```
def important_function(a,b,c):  
    """ This is a docstring yo! """  
    <code here>
```

# Tis Binding

- ▶ Contract between function writer and function users (even if they are the same person!)
  - ▶ What does the function do in broad terms?
  - ▶ Assumptions:
    - ▶ What variable types are allowed as inputs?
    - ▶ Are there any restrictions or restraints on those input parameters?
  - ▶ Guarantees:
    - ▶ What will the program return under potential conditions?
    - ▶ How accurate will answers be?

# Specific Benefits

## ▶ Teamwork

- ▶ Individual team-members can work on different functions from the same program
- ▶ Good specifications let them know that everything will work when they bring it all together

## ▶ Testing

- ▶ Good specifications state exactly how a function should operate
- ▶ Makes it easy to write small tests to ensure than everything is working as intended
- ▶ Writing a few short tests early can save lots of time later

# Functional Summary

- ▶ Functions are all about providing two main things:
  - ▶ Decomposition
    - ▶ Allows us to break a program into smaller chunks
    - ▶ Makes troubleshooting more efficient
    - ▶ Can reuse chunks of code in different settings
  - ▶ Abstraction
    - ▶ Hides details that are not currently relevant to the problem at hand
    - ▶ Let's us focus only on what is important

# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way



# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way
- ▶ Algorithmically: method of finding solutions to problems with a divide and conquer strategy

# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way
- ▶ Algorithmically: method of finding solutions to problems with a divide and conquer strategy
  - ▶ Reduce a problem to solving simpler versions of the same problem

# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way
- ▶ Algorithmically: method of finding solutions to problems with a divide and conquer strategy
  - ▶ Reduce a problem to solving simpler versions of the same problem
- ▶ Programatically: a technique of writing a function which *calls itself* within the body of the function.

# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way
- ▶ Algorithmically: method of finding solutions to problems with a divide and conquer strategy
  - ▶ Reduce a problem to solving simpler versions of the same problem
- ▶ Programatically: a technique of writing a function which *calls itself* within the body of the function.
  - ▶ We do NOT want infinite recursion

# Recursion

- ▶ **Recursion** is the process of repeating items in a self-similar way
- ▶ Algorithmically: method of finding solutions to problems with a divide and conquer strategy
  - ▶ Reduce a problem to solving simpler versions of the same problem
- ▶ Programatically: a technique of writing a function which *calls itself* within the body of the function.
  - ▶ We do NOT want infinite recursion
    - ▶ Need 1 or more **base cases** that we can solve without recursion

# Looping vs Recursion

## Example

It can be illustrative to look at a very simple example of how a looping algorithm compares to a recursive algorithm.

Take the case of multiplication, where multiplying a value  $A$  by  $B$  is the same as “adding  $A$  to itself  $B$ ”

$$A \times B = A_1 + A_2 + A_3 + \cdots + A_B$$

How would we approach this using both looping and recursion?

# The Looping Case

- ▶ Define a variable (often called a **state variable** to keep track of the current state of the multiplication and which gets updated each iteration
- ▶ Loop through the necessary number of iterations, updating the state variable each time

```
def mult_w_loop(A, B):  
    total = 0  
    for i in range(B):  
        total += A  
    return total
```

# The Recursive Case

- ▶ Need a Recursive Step

- ▶ How to reduce the problem to a simpler/smaller version of the same problem?

$$A \times B = A + \underbrace{A + A + A + \dots + A}_{B-1}$$

$$A \times B = A + A \times (B - 1)$$

- ▶ Need a Base Case

- ▶ When  $B = 1$ ,  $A \times B = A$

```
def mult_w_rec(A,B):  
    if B == 1:  
        return A  
    else:  
        return A + mult_w_rec(A, B-1)
```



# Example!

## Example

The factorial of a number is defined as the product of all the positive integers equal to or smaller than that number. In variable form, this would look like:

$$n! = n \times (n - 1) \times (n - 2) \times \cdots \times 1$$

Write a recursive function to return the factorial of any provided positive integer.

# Factorial in Pictures

fact(4)

→ return 4\*fact(3)

fact(3)

return 3\*fact(2)

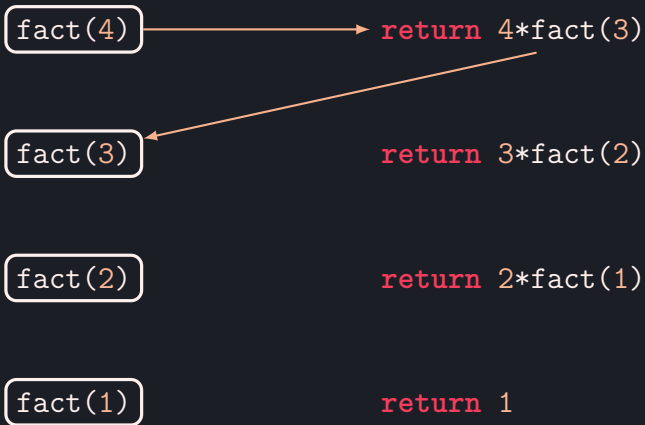
fact(2)

return 2\*fact(1)

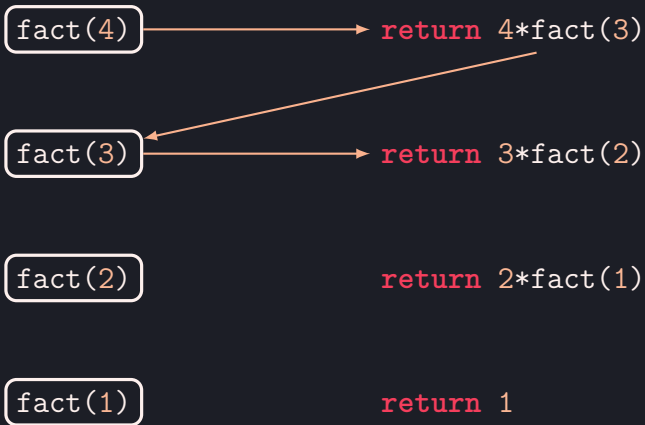
fact(1)

return 1

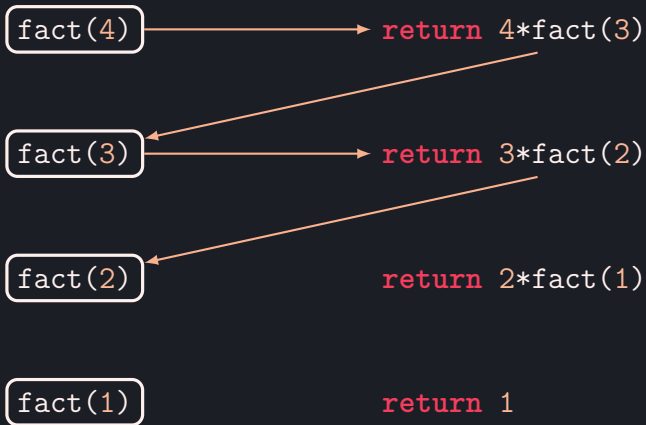
# Factorial in Pictures



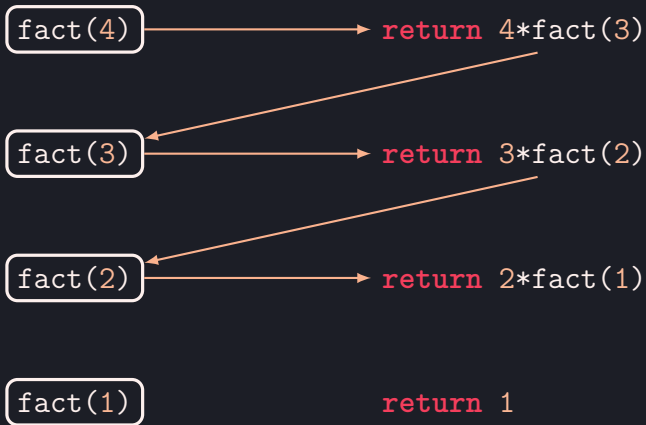
# Factorial in Pictures



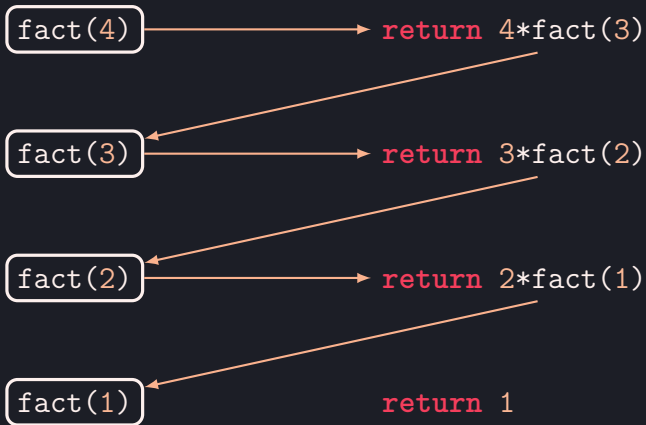
# Factorial in Pictures



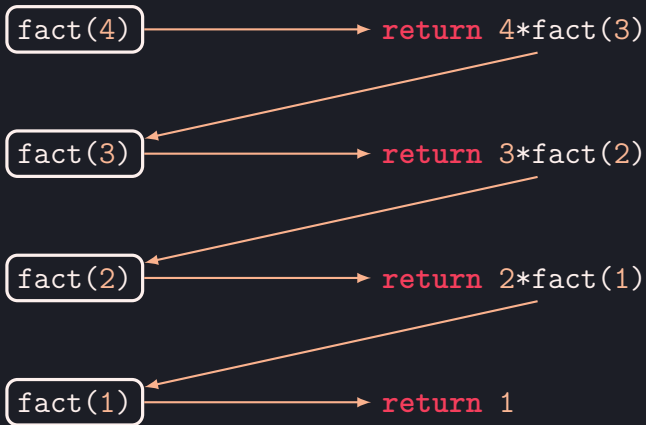
# Factorial in Pictures



# Factorial in Pictures

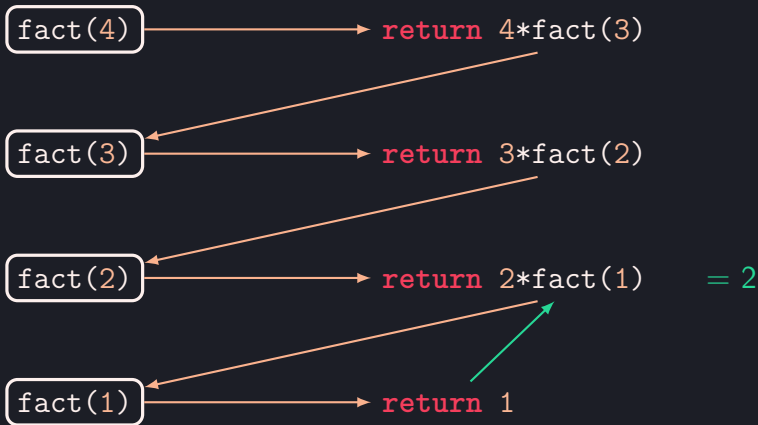


# Factorial in Pictures

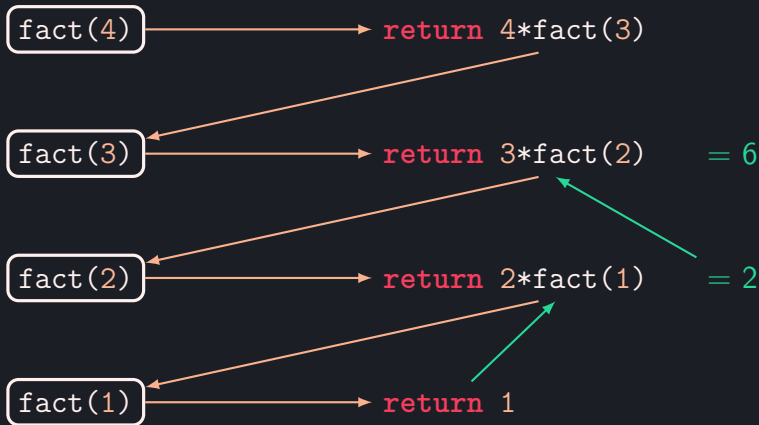




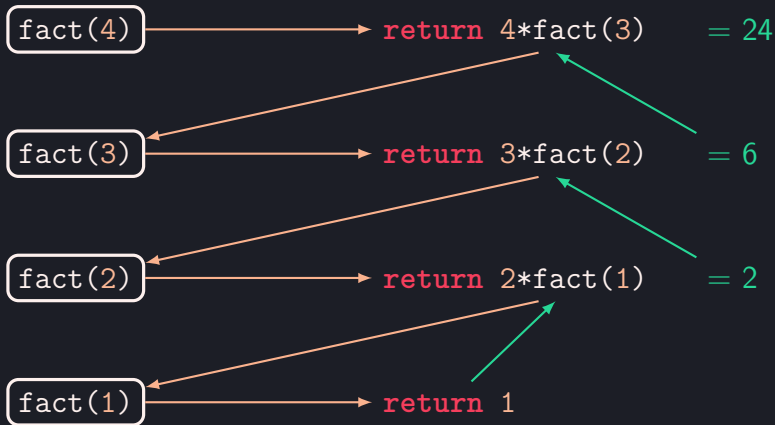
# Factorial in Pictures



# Factorial in Pictures



# Factorial in Pictures



# Some Observations

- ▶ Each call of the function (even the same function) *creates its own scope*.
- ▶ Variable values defined in a particular scope are not changed by further recursive calls
- ▶ Once a function returns its value, the flow of control passes back to the previous scope

# Iteration vs Recursion

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

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

- ▶ Recursion may be simpler or more intuitive in some cases
- ▶ Recursion might be more efficient from a programmer's POV
- ▶ Recursion may not be efficient at all from a computer's POV