







# Recursividade



Recursividade

PROUD SPONSOR



VISA

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International

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Service

---

Association

**PROUD SPONSOR**

**VISA**

---

**I**nternational

---

**S**ervice

---

**A**ssociation

**V**ISA

---

**I**nternational

---

**S**ervice

---

**A**ssociation

---

**I**nternational

---

**S**ervice

---

**A**ssociation



caso **recursivo**

---

caso **base**



caso **recursivo**  
(sub-caso ou caso anterior)

---

caso **base**

caso **recursivo**  
(sub-caso ou caso anterior)

---

caso **base**  
(caso atômico ou inicial)

caso **recursivo**

(o que fazer a cada nível da recursão)

---

caso **base**

caso **recursivo**

(o que fazer a cada nível da recursão)

---

caso **base**

(o que fazer ao atingir o caso base)



# cálculo **fatorial**

```
int fat_iter(int n)
{
    int fat = 1;
    while (n > 1) { fat *= n; n--; }
    return fat;
}
```

- $5! = 5 * 4 * 3 * 2 * 1$
- $4! = 4 * 3 * 2 * 1$
- $3! = 3 * 2 * 1$
- $2! = 2 * 1$
- $1! = 1$
- $0! = 1$

# cálculo **fatorial**

- $5! = 5 * 4 * 3 * 2 * 1$

- $4! = 4 * 3 * 2 * 1$

- $5! = 5 * 4!$

- $4! = 4 * 3 * 2 * 1$

- $3! = 3 * 2 * 1$

- $4! = 4 * 3!$

cálculo **fatorial**

caso **recursivo**

---

caso **base**

cálculo **fatorial**

caso **recursivo**

$$n! = n * (n-1)!$$

---

caso **base**



# cálculo **fatorial**

caso **recursivo**

$$n! = n * (n-1)!$$

---


caso **base**

$$0! = 1! = 1$$

# cálculo **fatorial**

```
int fat_iter(int n)
{
    int fat = 1;
    while (n > 1) { fat *= n; n--; }
    return fat;
}
```

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```

A movie still showing Neo (Keanu Reeves) in a white shirt and tie, looking slightly to the side. The background is a blurred office setting.


**LEVEL 1**  
**REALITY**


**No one...**  
We think

Cobb, Arthur,  
Ariadne, Eames,  
Saito, Yusuf and  
Robert Fischer Jr.

To drug Fischer  
Jr. and bring  
his subconscious  
into a dream.

There isn't one.  
The timer  
counts down  
and the machine  
shuts off.

A large, light gray arrow pointing upwards, positioned at the bottom right of the banner.




**LEVEL 1**  
**REALITY**

**No one...**  
We think

Cobb, Arthur,  
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**LEVEL 2**  
**VAN  
CHASE**

**Yusuf**  
"The Chemist"


Cobb, Arthur,  
Ariadne, Eames,  
Saito, Yusuf and  
Robert Fischer Jr.

Fisher Jr. is  
kidnapped. They  
force him to give  
them random  
numbers which are  
used later, and  
begin planting the  
idea in his head  
that his father  
wants him to break  
up the company.

Yusef drives  
the van off a  
bridge. That  
fails. A second  
Kick occurs  
when the van  
hits the water.








**LEVEL 1**  
**REALITY**

**No one...**  
We think

Cobb, Arthur, Ariadne, Eames, Saito, Yusuf and Robert Fischer Jr.

To drug Fischer Jr. and bring his subconscious into a dream.

There isn't one. The timer counts down and the machine shuts off.




**LEVEL 2**  
**VAN CHASE**

**Yusuf**  
"The Chemist"

Cobb, Arthur, Ariadne, Eames, Saito, Yusuf and Robert Fischer Jr.

Fischer Jr. is kidnapped. They force him to give them random numbers which are used later, and begin planting the idea in his head that his father wants him to break up the company.

Yusef drives the van off a bridge. That fails. A second Kick occurs when the van hits the water.



**LEVEL 3**  
**THE HOTEL**

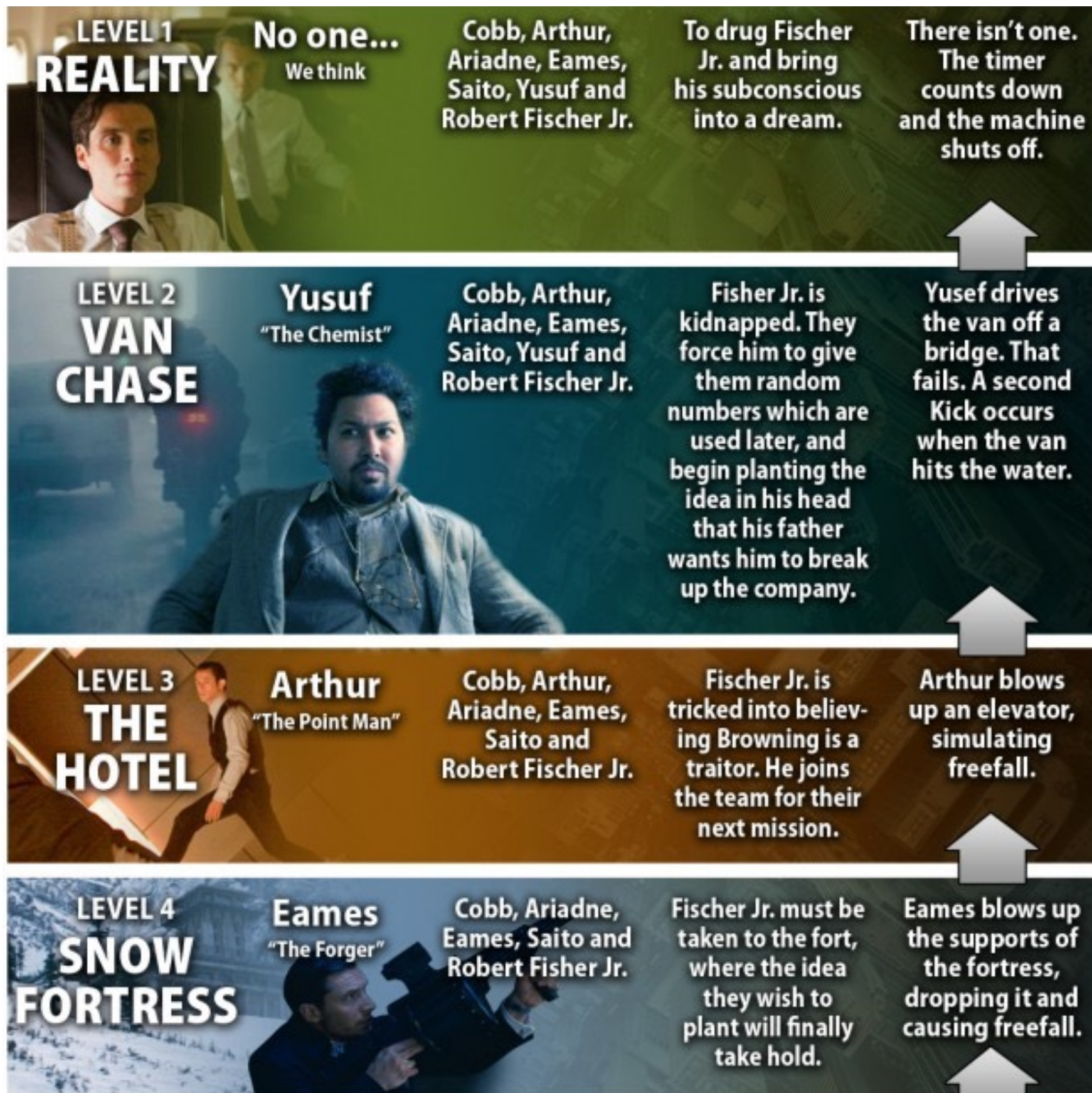
**Arthur**  
"The Point Man"

Cobb, Arthur, Ariadne, Eames, Saito and Robert Fischer Jr.

Fischer Jr. is tricked into believing Browning is a traitor. He joins the team for their next mission.

Arthur blows up an elevator, simulating freefall.



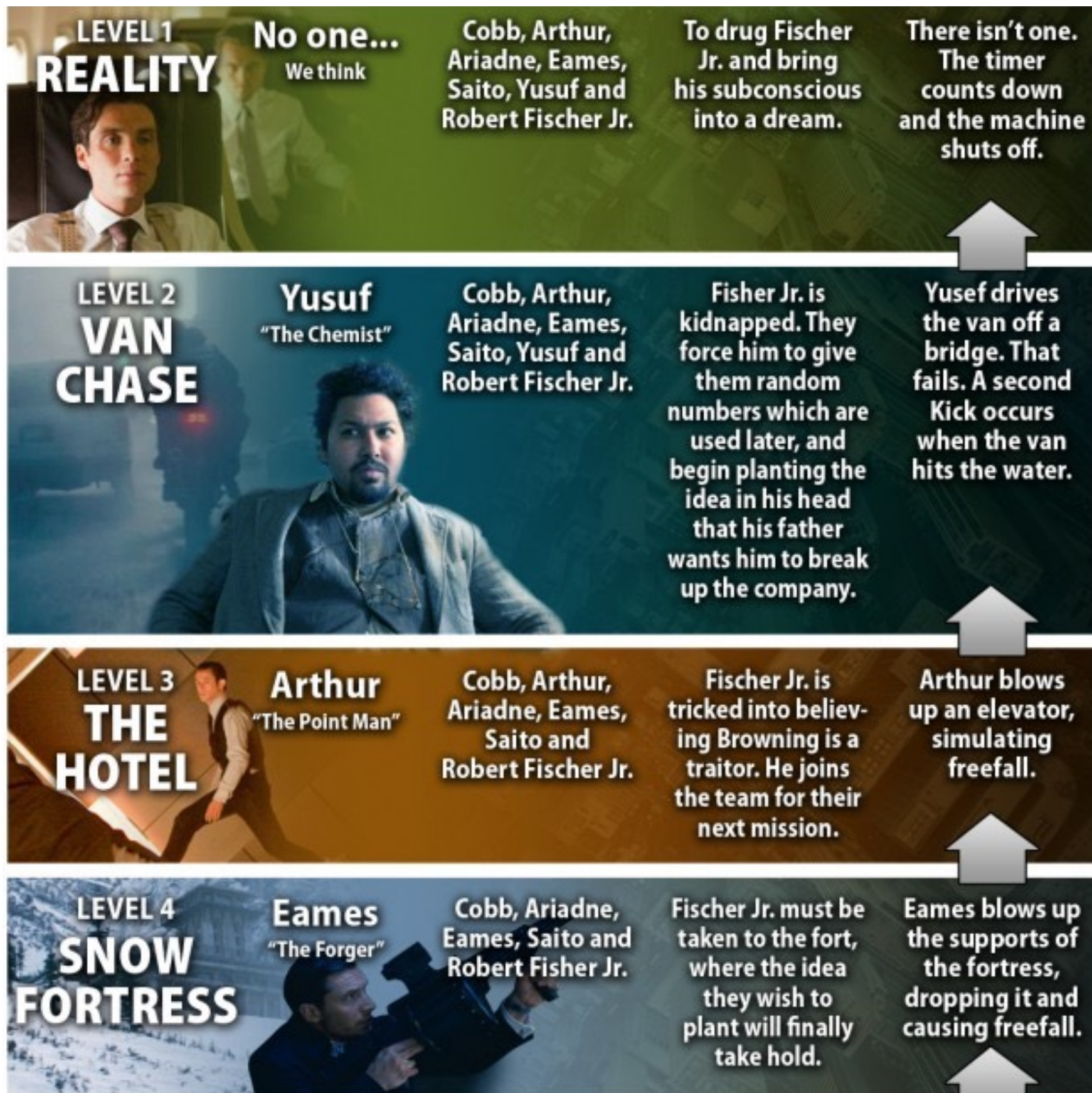

















**LEVEL 1**  
**REALITY**

**No one...**  
We think

Cobb, Arthur,  
Ariadne, Eames,  
Saito, Yusuf and  
Robert Fischer Jr.

To drug Fischer  
Jr. and bring  
his subconscious  
into a dream.

There isn't one.  
The timer  
counts down  
and the machine  
shuts off.




**LEVEL 2**  
**VAN CHASE**

**Yusuf**  
"The Chemist"

Cobb, Arthur,  
Ariadne, Eames,  
Saito, Yusuf and  
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Fischer Jr. is  
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when the van  
hits the water.




**LEVEL 3**  
**THE HOTEL**

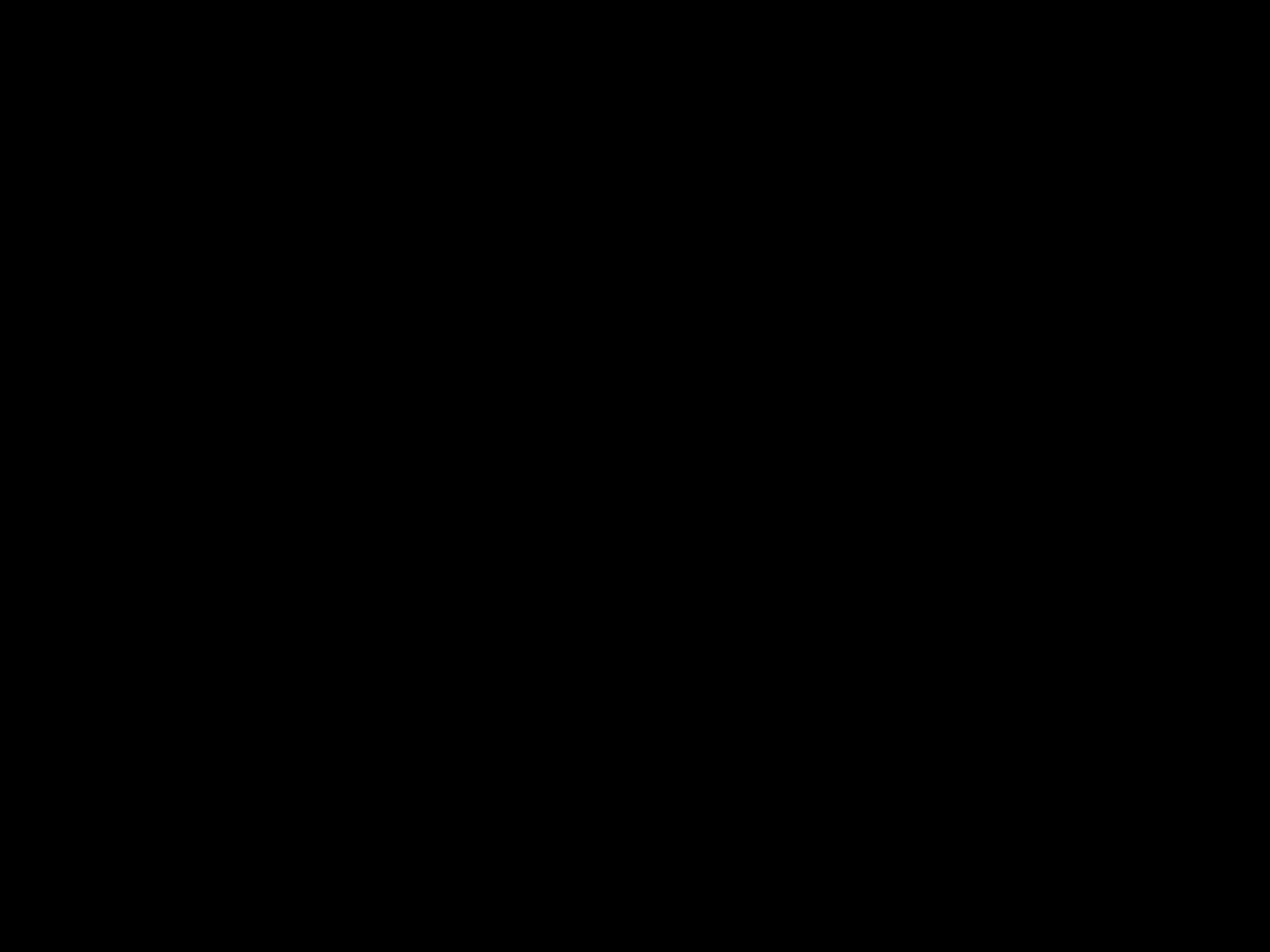
**Arthur**  
"The Point Man"

Cobb, Arthur,  
Ariadne, Eames,  
Saito and  
Robert Fischer Jr.

Fischer Jr. is  
tricked into believ-  
ing Browning is a  
traitor. He joins  
the team for their  
next mission.

Arthur blows  
up an elevator,  
simulating  
freefall.








**LEVEL 1**  
**REALITY**

**No one...**  
We think

Cobb, Arthur,  
Ariadne, Eames,  
Saito, Yusuf and  
Robert Fischer Jr.

To drug Fischer  
Jr. and bring  
his subconscious  
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There isn't one.  
The timer  
counts down  
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**LEVEL 2**  
**VAN  
CHASE**

**Yusuf**  
"The Chemist"

Cobb, Arthur,  
Ariadne, Eames,  
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Fisher Jr. is  
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Yusef drives  
the van off a  
bridge. That  
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Kick occurs  
when the van  
hits the water.







A movie still from Inception showing Cobb (Leonardo DiCaprio) and Arthur (Wylie Dinklage) in a dark, industrial setting. Cobb is in the foreground, looking slightly to the right, while Arthur is behind him, looking forward.


**LEVEL 1**  
**REALITY**

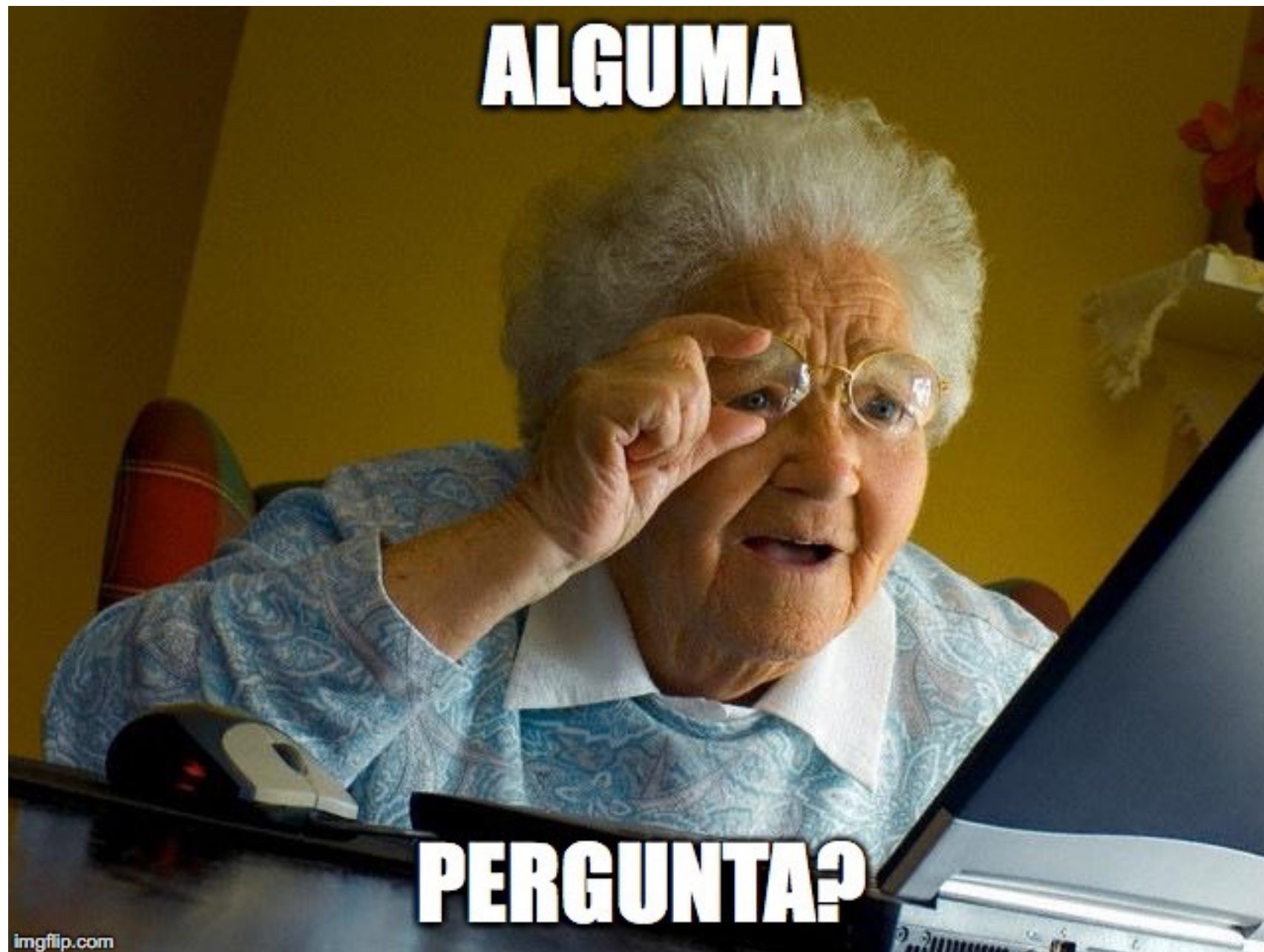
**No one...**  
We think

Cobb, Arthur,  
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Robert Fischer Jr.

To drug Fischer  
Jr. and bring  
his subconscious  
into a dream.

There isn't one.  
The timer  
counts down  
and the machine  
shuts off.

A simple, light gray upward-pointing arrow icon.



**ALGUMA**

**PERGUNTA?**



# cálculo **fatorial**

```
int fat_iter(int n)
{
    int fat = 1;
    while (n > 1) { fat *= n; n--; }
    return fat;
}
```

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```

# cálculo **fatorial**

```
int fat_iter(int n)
{
    int fat = 1;
    while (n > 1) { fat *= n; n--; }
    return fat;
}
```

**Melhor** caso

- $O(n)$

**Pior** caso

- $O(n)$

# cálculo **fatorial**

Caso **base**

- ?

Caso **recursivo**

- ?

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```

# cálculo **fatorial**

Caso **base**

- 2

Caso **recursivo**

- $2 + T(n-1)$

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```

cálculo **fatorial**

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

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

$$T(n) = T(n-2) + 4$$

$$T(n) = (T(n-3) + 2) + 4$$

$$T(n) = T(n-3) + 6$$

cálculo **fatorial**

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

$$T(n) = T(n-2) + 4$$

$$T(n) = T(n-3) + 6$$

...

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

cálculo **fatorial**

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

Fazendo **k = n**:

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

$$T(n) = \mathbf{T(0)} + 2n$$

$$T(n) = \mathbf{2} + 2n$$

# cálculo **fatorial**

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

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```



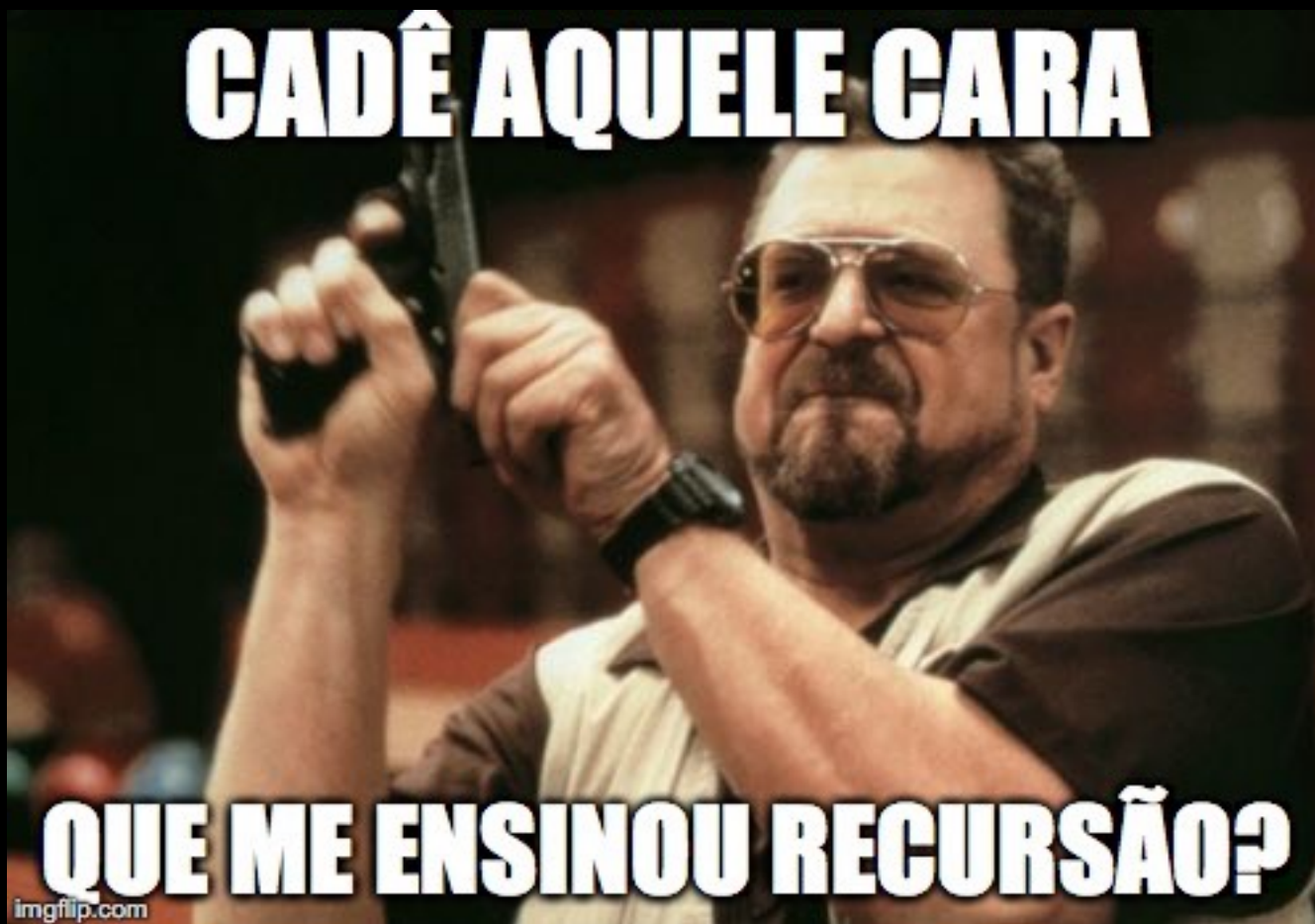
# cálculo **fatorial**

iterativo	recursivo
$O(n)$	$O(n)$

**ALGUMA**

**PERGUNTA?**

**CADÊ AQUELE CARA**



**QUE ME ENSINOU RECURSÃO?**

imgflip.com



dividir para  
conquistar

intersecções entre  
subproblemas

recursão  
de cauda

demais casos

dividir para  
conquistar

intersecções entre  
subproblemas

recursão  
de cauda

demais casos

dividir para  
conquistar

--	--	--	--	--	--	--	--

--	--	--	--

--	--	--	--

--	--

--	--

--	--

--	--



dividir para  
conquistar

1	4	7	10	15	16	18	21
---	---	---	----	----	----	----	----

1	4	7	10
---	---	---	----

15	16	18	21
----	----	----	----

1	4
---	---

7	10
---	----

15	16
----	----

18	21
----	----

dividir para  
conquistar

busca(3)  
 $O(\log n)$

1	4	7	10	15	16	18	21
---	---	---	----	----	----	----	----

1	4	7	10
---	---	---	----

1	4
---	---

dividir para  
conquistar

busca(3)  
 $O(n)$

1	7	4	15	10	21	18	16
---	---	---	----	----	----	----	----

1	7	4	15
---	---	---	----

10	21	18	16
----	----	----	----

1	7
---	---

4	15
---	----

10	21
----	----

18	16
----	----

dividir para  
conquistar

$$aT(n/b)$$



dividir para  
conquistar

$$aT(n/b)$$

$a$

fator de arborescência

$b$

fator de divisão



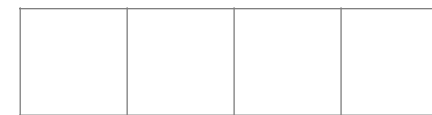
dividir para  
conquistar

$$T(n/2)$$



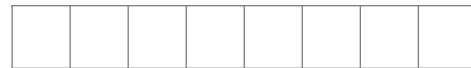
dividir para  
conquistar

$$2T(n/2)$$



dividir para  
conquistar

$$4T(n/2)$$



dividir para  
conquistar

$$4T(n/4)$$



dividir para  
conquistar

$$T(n) = \underbrace{a}_{\text{dividir}} T(n/\underbrace{b}_{\text{conquistar}}) + \underbrace{f(n)}_{\text{conquistar}}$$

# busca binária

```
int bin_rec(int v[], int chave, int inicio, int fim)
{
    int tamanho = fim - inicio;
    if (tamanho == 0) { return -1; }
    int meio = inicio + floor(tamanho / 2);
    if (chave == v[meio]) { return meio; }
    else if (chave < v[meio]) {
        return bin_rec(v, chave, inicio, meio);
    }
    return bin_rec(v, chave, meio + 1, fim);
}
```



dividir para  
conquistar

$$T(n) = \underbrace{aT(n/b)}_{\text{dividir}} + \overbrace{f(n)}^{\text{conquistar}}$$

dividir para  
conquistar



$$T(n/2) + 1$$

1

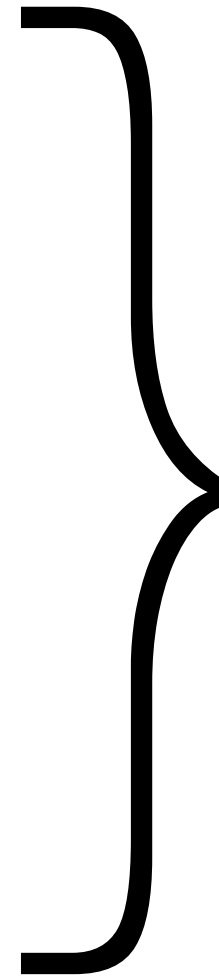
1

1

dividir para  
conquistar



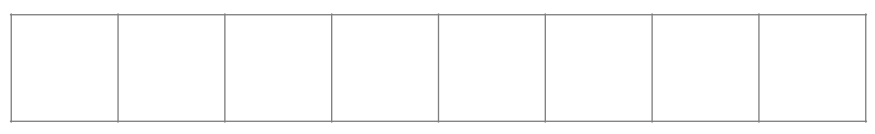
$$T(n/2) + 1$$



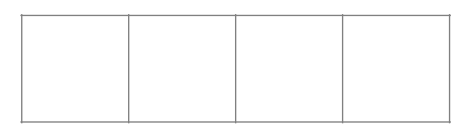
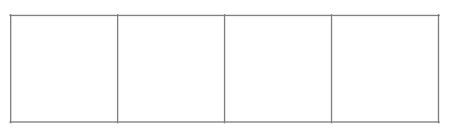
$$\log n$$

dividir para  
conquistar

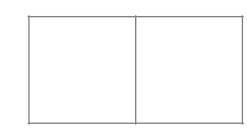
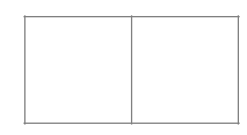
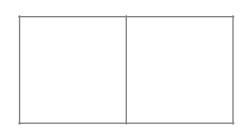
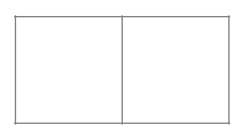
$$2T(n/2) + 1$$



1



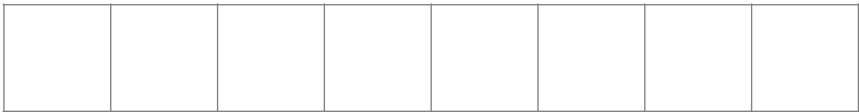
2



4

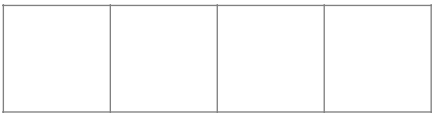
dividir para  
conquistar

$$2T(n/2) + n$$

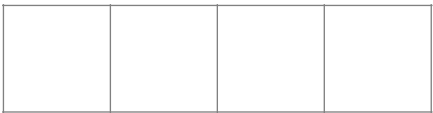


n

n

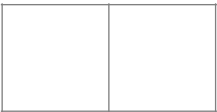


n/2

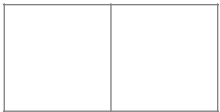


n/2

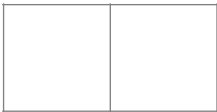
n



n/4



n/4



n/4



n/4

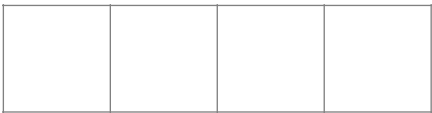
n

dividir para conquistar

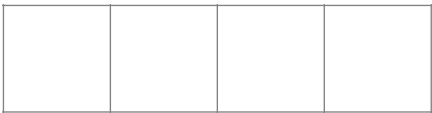
$$2T(n/2) + n^2$$



$$n^2$$



$$(n/2)^2$$

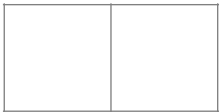


$$n^2/2$$

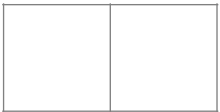
$$(n/2)^2$$



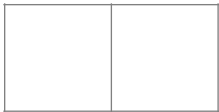
$$(n/4)^2$$



$$(n/4)^2$$



$$(n/4)^2$$



$$(n/4)^2$$

$$n^2/4$$

dividir para  
conquistar

$$T(n) = \underbrace{a}_{\text{dividir}} T(n/\underbrace{b}_{\text{conquistar}}) + \underbrace{f(n)}_{\text{conquistar}}$$



**ALGUMA**

**PERGUNTA?**

dividir para  
conquistar

intersecções entre  
subproblemas

recursão  
de cauda

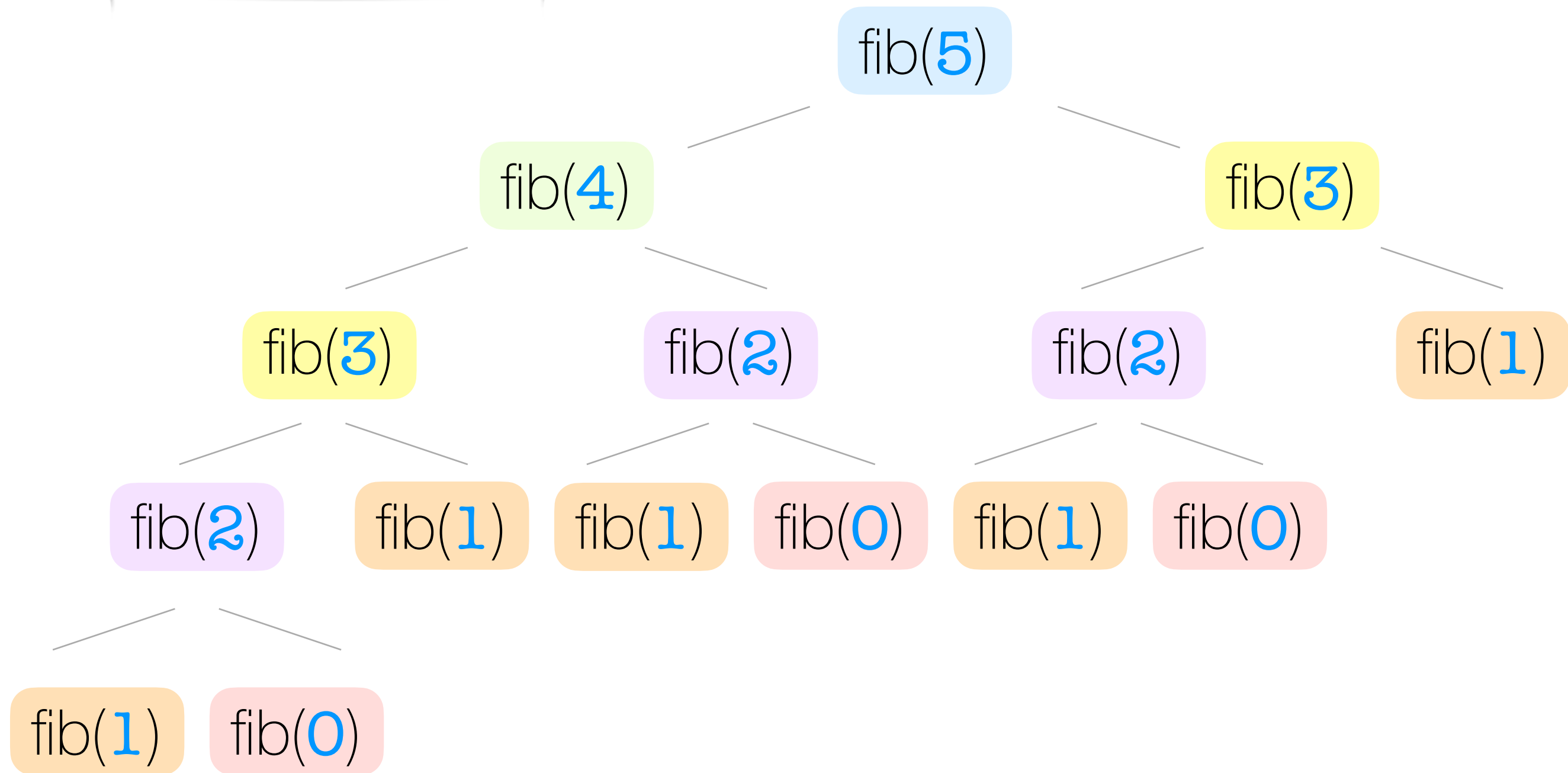
demais casos

# sequência de fibonacci

```
int fib_rec(int n)
{
    if (n <= 1) return n;
    return fib(n-1) + fib(n-2);
}
```

- 1 1 2 3 5 8 13 21 34 ...
- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$
- $\text{fib}(0) = 0, \text{fib}(1) = 1$

intersecções entre  
subproblemas



intersecções entre  
subproblemas

fib(5)

fib(4)

fib(4)

fib(3)

fib(3)

fib(3)

fib(2)

fib(2)

fib(2)

fib(1)

fib(1)

fib(1)

fib(1)

fib(1)

fib(0)

fib(0)

fib(0)

intersecções entre subproblemas

fib(6)

fib(5)

fib(4)

fib(3)

fib(3)

fib(2)

fib(2)

fib(2)

fib(2)

fib(2)

fib(1)

fib(1)

fib(1)

fib(1)

fib(1)

fib(1)

fib(1)

fib(1)

fib(0)

fib(0)

fib(0)

fib(0)

fib(0)

intersecções entre  
subproblemas

fib(0)

fib(1)

fib(2)

fib(3)

fib(4)

fib(5)

fib(6)

(programação **dinâmica**)



```
int fib_iter(int n)
{
    int fib, f1 = 1, f2 = 0;
    for (int i = 2; i <= n; i++) {
        fib = f1 + f2;
        f2 = f1;
        f1 = fib;
    }
    return fib;
}
```

```
int fib_rec(int n)
{
    if (n <= 1) return n;
    return fib(n-1) + fib(n-2);
}
```

fib(0)

fib(1)

fib(2)

fib(3)

fib(4)

fib(5)

fib(6)

(programação **dinâmica**)

**ALGUMA**

**PERGUNTA?**

dividir para  
conquistar

intersecções entre  
subproblemas

recursão  
de cauda

demais casos

## recursão de cauda

```
int fat_rec(int n)
{
    if (n <= 1) return 1;
    return n * fat_rec(n-1);
}
```

## recursão de cauda

```
int fat_cauda(int n, int f)
{
    if (n <= 1) return f;
    return fat_cauda(n-1, n * f);
}
```

```
int fat_rec(int n)
{
    return fat_cauda(n, 1);
}
```

## recursão de cauda

```
int fat_cauda(int n, int f)
{
    if (n <= 1) return f;
    return fat_cauda(n-1, n * f);
}
```

```
int fat_rec(int n)
{
    return fat_cauda(n, 1);
}
```

```
int fat(int n)
{
    int f = 1;
    while (n > 1) {
        f = n * f;
        n = n - 1;
    }
    return f;
}
```





~~recursão~~ de  
cauda



recursão de  
cauda



compilador

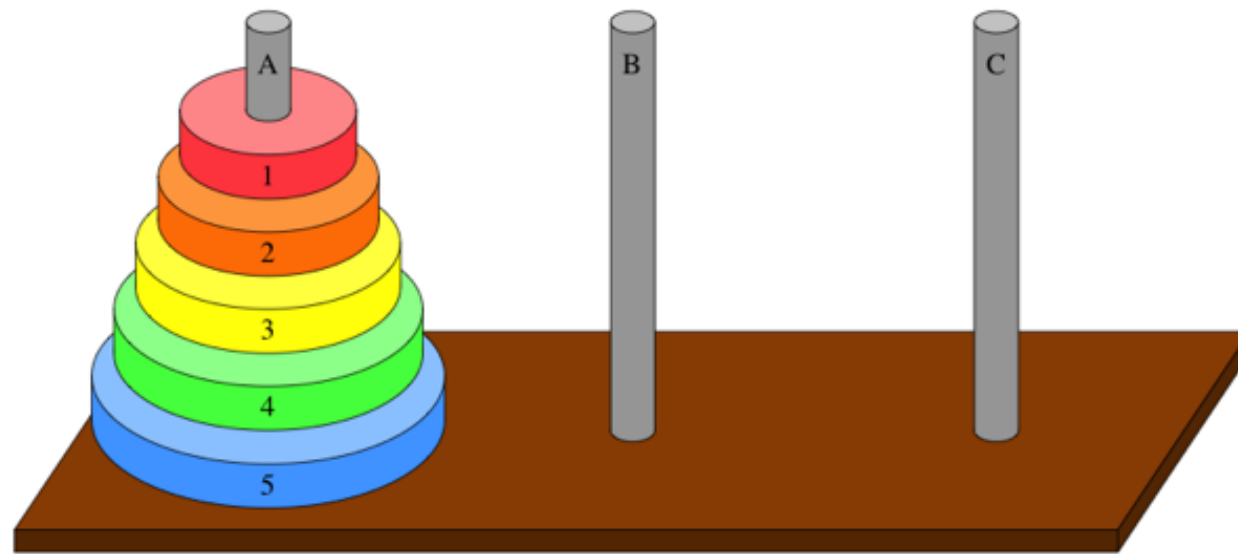
iterativo

dividir para  
conquistar

intersecções entre  
subproblemas

recursão  
de cauda

demais casos



```
hanoi (altura, origem, destino, aux)
  if (altura == 1)
    "Movendo disco 1 da torre origem pra torre destino."
    return
  }
  hanoi (altura - 1, origem, aux, destino);
  "Movendo disco altura da torre origem pra torre destino."
  hanoi (altura - 1, aux, destino, origem);
}
```

dividir para conquistar



intersecções entre subproblemas



recursão de cauda



demais casos

