



Recursion

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CS8 – Computational Structures in Data Science

<http://inst.eecs.berkeley.edu/~cs88>

Lecture 4

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Computational Concepts Toolbox



- Data type: values, literals, operations,
 - e.g., int, float, string
- Expressions, Call expression
- Variables
- Assignment Statement
- Sequences: tuple, list
 - indexing
- Data structures
- Tuple assignment
- Call Expressions
- Function Definition Statement
- Conditional Statement
- Iteration:
 - data-driven (list comprehension)
 - control-driven (for statement)
 - while statement
- Higher Order Functions
 - Functions as Values
 - Functions with functions as argument
 - Assignment of function values
- Higher order function patterns
 - Map, Filter, Reduce
- Function factories – create and return functions



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Today: Recursion



re·cur·sion

/riˈkərZHən/ ⓘ

noun MATHEMATICS LINGUISTICS

the repeated application of a recursive procedure or definition.

- a recursive definition.
- plural noun: recursions

re·cur·sive

/riˈkərsiv/ ⓘ

adjective

characterized by recurrence or repetition, in particular.

- MATHEMATICS LINGUISTICS
relating to or involving the repeated application of a rule, definition, or procedure to successive results.
- COMPUTING
relating to or involving a program or routine of which a part requires the application of the whole, so that its explicit interpretation requires in general many successive executions.

- Recursive function calls itself, directly or indirectly

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Administrative Issues



- Windows conda install resolved ???
- Project 1 due Wednesday
- Tourney play to take place in stages
 - Early rounds prior to Monday 2/29
 - Final rounds in lab !!!
 - PreSeason games anyone?
- Midterm Friday 3/4 5-7 pm
 - Review next week
- HW 03 out today

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Review: Higher Order Functions



- Functions that operate on functions
- A function

```
def odd(x):  
    return x%2  
  
>>> odd(3)  
1
```

- A function that takes a function arg

```
def filter(fun, s):  
    return [x for x in s if fun(x)]  
  
>>> filter(odd, [0,1,2,3,4,5,6,7])  
[1, 3, 5, 7]
```

Why is this
not 'odd'?

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Review Higher Order Functions (cont)



- A function that returns (makes) a function

```
def leq_maker(c):  
    def leq(val):  
        return val <= c  
    return leq
```

```
>>> leq_maker(3)  
<function leq_maker.<locals>.leq at 0x1019d8c80>
```

```
>>> leq_maker(3)(4)  
False
```

```
>>> filter(leq_maker(3), [0,1,2,3,4,5,6,7])  
[0, 1, 2, 3]  
>>>
```

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One more example



- What does this function do?

```
def split_fun(p, s):  
    """ Returns <you fill this in>."""  
    return [i for i in s if p(i)], [i for i in s if not p(i)]
```

```
>>> split_fun(leq_maker(3), [0,1,2,3,4,5,6])  
([0, 1, 2, 3], [4, 5, 6])
```

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Recursion Key concepts – by example



1. Test for simple "base" case

2. Solution in simple "base" case

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return n**2 + sum_of_squares(n-1)
```

4. Transform soln of simpler
problem into full soln

3. Assume recursive solution
to simpler problem

- Linear recursion

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In words



- The sum of no numbers is zero
- The sum of 1^2 through n^2 is n^2 plus the sum of 1^2 through $(n-1)^2$

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return n**2 + sum_of_squares(n-1)
```

Why does it work



`sum_of_squares(3)`

```
# sum_of_squares(3) => 3**2 + sum_of_squares(2)  
#                  => 3**2 + 2**2 + sum_of_squares(1)  
#                  => 3**2 + 2**2 + 1**2 + sum_of_squares(0)  
#                  => 3**2 + 2**2 + 1**2 + 0 = 14
```

How does it work?



- Each recursive call gets its own local variables
 - Just like any other function call
- Computes its result (possibly using additional calls)
 - Just like any other function call
- Returns its result and returns control to its caller
 - Just like any other function call
- The function that is called happens to be itself
 - Called on a simpler problem
 - Eventually bottoms out on the simple base case
- Reason about correctness “by induction”
 - Solve a base case
 - Assuming a solution to a smaller problem, extend it

Local variables



```
def sum_of_squares(n):  
    n_squared = n**2  
    if n < 1:  
        return 0  
    else:  
        return n_squared + sum_of_squares(n-1)
```

- Each call has its own “frame” of local variables
- What about globals?
- Let’s see the environment diagrams

Environments Example



Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

<< First < Back Step 2 of 17 Forward > Last >>

Frames

Global frame

sum_of_squares

Objects

func sum_of_squares(n) (parent=Global)

Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

<< First < Back Step 3 of 17 Forward > Last >>

pythonhottutor.com

Frames

Global frame

sum_of_squares

f1: sum_of_squares (parent=Global)

n 3

Objects

func sum_of_squares(n) (parent=Global)

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Environments Example



Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

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Frames

Global frame

sum_of_squares

f1: sum_of_squares (parent=Global)

n 3

n_squared 9

Objects

func sum_of_squares(n) (parent=Global)

Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

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Frames

Global frame

sum_of_squares

f1: sum_of_squares (parent=Global)

n 3

n_squared 9

Objects

func sum_of_squares(n) (parent=Global)

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Environments Example



Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

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Frames

Global frame

sum_of_squares

f1: sum_of_squares (parent=Global)

n 3

n_squared 9

f2: sum_of_squares (parent=Global)

n 2

Objects

func sum_of_squares(n) (parent=Global)

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Environments Example



Python 3.3

```
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

Edit code

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Frames

Global frame

sum_of_squares

f1: sum_of_squares (parent=Global)

n 3

n_squared 9

f2: sum_of_squares (parent=Global)

n 2

n_squared 4

f3: sum_of_squares (parent=Global)

n 1

Objects

func sum_of_squares(n) (parent=Global)

that has just executed
: line to execute

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Environments Example



```
Python 3.3
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

[Edit code](#)

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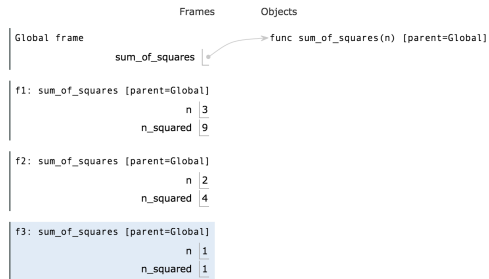
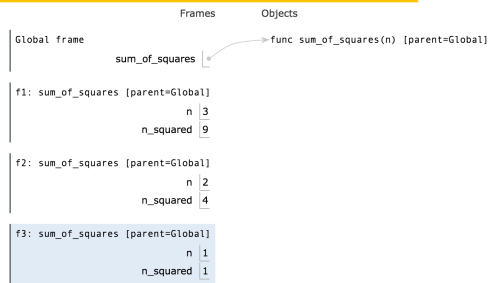
that has just executed
t line to execute

```
Python 3.3
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

[Edit code](#)

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that has just executed
t line to execute



Environments Example

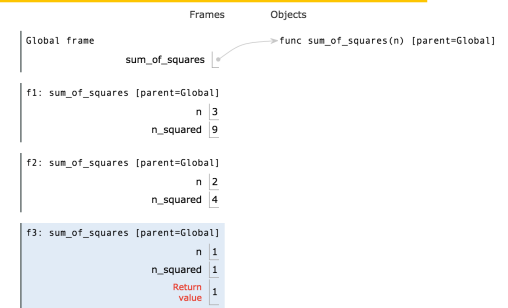


```
Python 3.3
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

[Edit code](#)

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that has just executed
t line to execute



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Environments Example

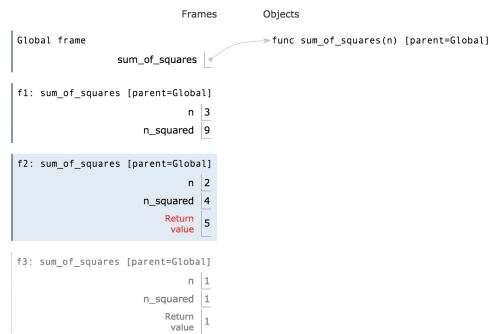


```
Python 3.3
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

[Edit code](#)

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that has just executed
t line to execute



Environments Example

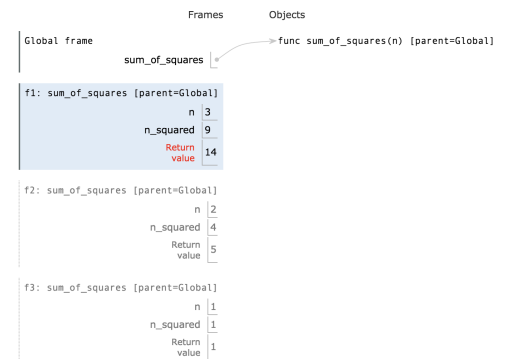


```
Python 3.3
1 def sum_of_squares(n):
2     n_squared = n**2
3     if n == 1:
4         return 1
5     else:
6         return n_squared + sum_of_squares(n-1)
7
8 sum_of_squares(3)
```

[Edit code](#)

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that has just executed
t line to execute



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Questions

- In what order do we sum the squares ?
- How does this compare to iterative approach ?

```
def sum_of_squares(n):
    accum = 0
    for i in range(1,n+1):
        accum = accum + i*i
    return accum
```

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Another Example

```
def first(s):
    """Return the first element in a sequence."""
    return s[0]
def rest(s):
    """Return all elements in a sequence after the first"""
    return s[1:]
```

```
def min_r(s):
    """Return minimum value in a sequence."""
    if Base Case
    else:
        Recursive Case
```

- Recursion over sequence length, rather than number magnitude

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Visualize its behavior (print)

```
In [104]: def min_r(s):
          print('min_r:', s)
          if len(s) == 1:
              return first(s)
          else:
              result = min(first(s), min_r(rest(s)))
              print('min_r:', s, " => ", result)
              return result
```

```
In [105]: min_r([3,4,2,5,11])

min_r: [3, 4, 2, 5, 11]
min_r: [4, 2, 5, 11]
min_r: [2, 5, 11]
min_r: [5, 11]
min_r: [11]
min_r: [5, 11] => 5
min_r: [2, 5, 11] => 2
min_r: [4, 2, 5, 11] => 2
min_r: [3, 4, 2, 5, 11] => 2
```

- What about sum?
- Don't confuse print with return value

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Recursion with Higher Order Fun

```
def map(f, s):
    if Base Case
    else:
        Recursive Case

def square(x):
    return x**2

>>> map(square, [2,4,6])
[4, 16, 36]
```

- Divide and conquer

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Trust ...



- The recursive “leap of faith” works as long as we hit the base case eventually

How much ???



- Time is required to compute `sum_of_squares(n)`?
 - Recursively?
 - Iteratively?
- Space is required to compute `sum_of_squares(n)`?
 - Recursively?
 - Iteratively?
- Count the frames...
- Recursive is linear, iterative is constant !
- And what about the order of evaluation ?

Linear
proportional to n
 cn for some c

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Tail Recursion



- All the work happens on the way down the recursion
- On the way back up, just return

```
def sum_up_squares(i, n, accum):
    """Sum the squares from i to n in incr. order"""
    if i > n:
        Base Case
    else:
        Tail Recursive Case

>>> sum_up_squares(1,3,0)
14
```

Using HOF to preserve interface



```
def sum_of_squares(n):
    def sum_upper(i, accum):
        if i > n:
            return accum
        else:
            return sum_upper(i+1, accum + i*i)
    return sum_upper(1,0)
```

- What are the globals and locals in a call to `sum_upper`?
 - Try [python tutor](#)
- Lexical (static) nesting of function def within def - vs
- Dynamic nesting of function call within call

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Tree Recursion

- Break the problem into multiple smaller sub-problems, and Solve them recursively

```
def split(x, s):
    return [i for i in s if i <= x], [i for i in s if i > x]

def qsort(s):
    """Sort a sequence - split it by the first element,
    sort both parts and put them back together."""
    if not s:
        return []
    else:
        pivot = first(s)
        lessor, more = split(pivot, rest(s))
        return qsort(lessor) + [pivot] + qsort(more)

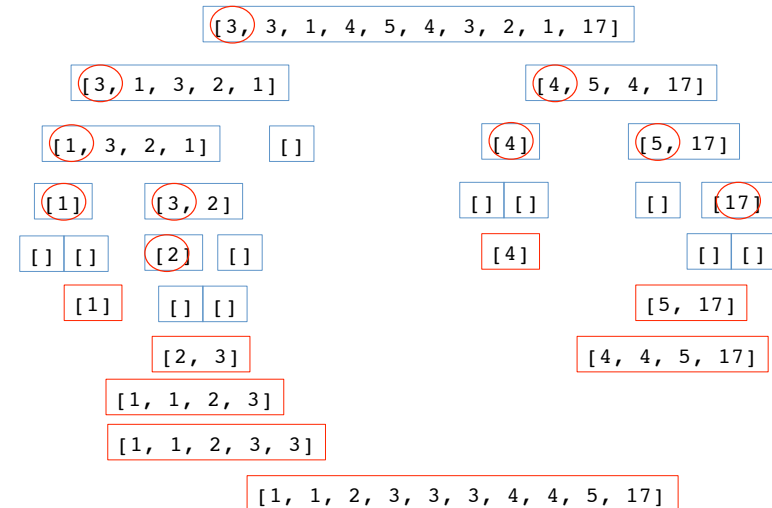
>>> qsort([3,3,1,4,5,4,3,2,1,17])
[1, 1, 2, 3, 3, 3, 4, 4, 5, 17]
```

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QuickSort Example



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Tree Recursion with HOF

```
def qsort(s):
    """Sort a sequence - split it by the first element,
    sort both parts and put them back together."""

    if not s:
        return []
    else:
        pivot = first(s)
        lessor, more = split_fun(leq_maker(pivot), rest(s))
        return qsort(lessor) + [pivot] + qsort(more)

>>> qsort([3,3,1,4,5,4,3,2,1,17])
[1, 1, 2, 3, 3, 3, 4, 4, 5, 17]
```

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