

Intro to Coding with Python— Recursion Pt 2

Dr. Ab Mosca (they/them)

Slides based off slides courtesy of Jordan Crouser (<https://jcrouser.github.io/>)

Plan for Today

- Tough problems, simple solutions
- More Recursion & Recursive Functions
 - Finding the Largest in a List
 - Finding the Smallest in a List
 - Traversing a Maze
 - Fractal Trees

Basic structure of a recursive algorithm

- **A base case:** what to do in the simplest possible case (i.e. when you have a single disk)
- **A recursive step:** break the original problem into one or more smaller problems, and solve that (saving the intermediate result)

Recursion themes

- “Looping **without a loop**”
- “A function that **calls itself** as part of its definition”
- “Solving a problem by solving **smaller instances**”
- Key components of all three:
 - a recursive step (i.e. knowing when to split)
 - a “base case” (i.e. knowing when to stop)

Recap: recursive functions (Hanoi)

```
*hanoi.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noona...  
  
def moveTower(nDisks, s, e, h):  
    if height >= 1:  
        moveTower(nDisks-1, s, h, e)  
        moveDisk(s, e)  
        moveTower(nDisks-1, h, e, s)  
  
def moveDisk(s, e):  
    print("moving disk from", s, "to", e)  
  
moveTower(3, "A", "B", "C")
```

Ln: 11 Col: 24

Recap: recursive functions (Hanoi)

```
*hanoi.py - /Users/jcrouser/Google Drive/Teaching/Course Material/SCS-Noona...  
def moveTower(nDisks, s, e, h):  
    if height >= 1:  
        moveTower(nDisks-1, s, h, e)  
        moveDisk(s, e)  
        moveTower(nDisks-1, h, e, s)  
  
def moveDisk(s, e):  
    print("moving disk from", s, "to", e)  
  
moveTower(3, "A", "B", "C")
```

Discussion

What actually happens **in memory**
when you **call a function**?

the “stack”

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2
```

f1(3)

in memory

the "stack"

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2
```

f1(3)

in memory

the "stack"

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2
```

f1(3)

in memory

f1(3) : y

the "stack"

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2
```

f1(3)

in memory

f1(3) : y

the "stack"

the program

```
def f1(a):  
    y = f2(a+1)  
    return y
```

```
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/  
    return b^2
```

f1(3)

in memory

f2(4) : z

f1(3) : y

the "stack"

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2
```

f1(3)

in memory

f1(3) : y

the “stack”

the program

```
def f1(a):  
    y = f2(a+1)  
    return y  
  
def f2(b):  
    z = b  
    if (z > 2):  
        z = z/2  
    return b^2  
  
f1(3)
```

in memory

...whatever's next!

Discussion

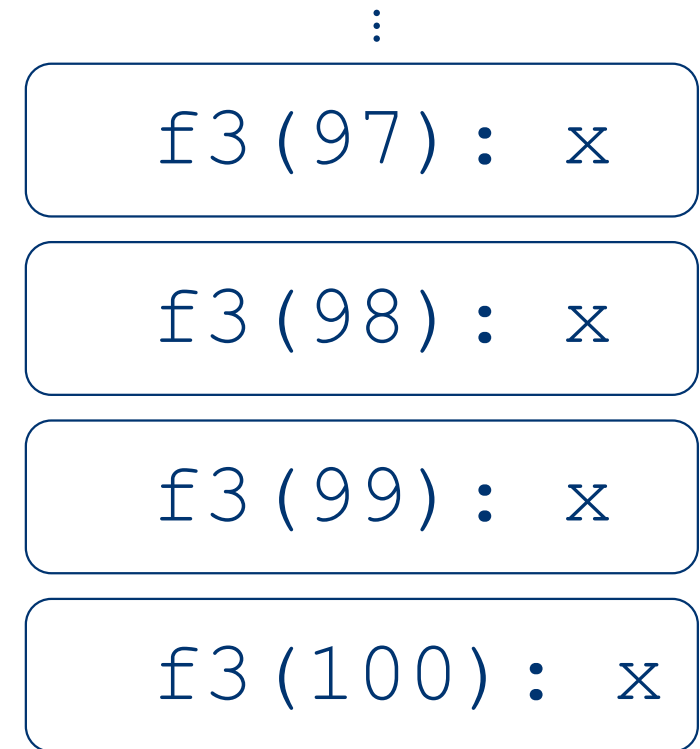
What actually happens **in memory**
when you **call a function**
recursively?

the "stack"

the program

```
def f3(a):  
    if (a == 1):  
        return 1  
    else:  
        x = f3(a-1)+1  
  
f3(100)
```

in memory



...but isn't there **limited space**?

Demo:
recursive
addition



Recursive vs. iterative addition

```
def recursiveSum(lst):  
    if len(lst) == 2:  
        return lst[0]+lst[1]  
    else:  
        return lst[0]+recursiveSum(lst[1:])
```

```
def regularSum(lst):  
    sum = 0  
    for num in lst:  
        sum += num  
    return sum
```



in this case,
the **iterative** solution
feels cleaner

Discussion

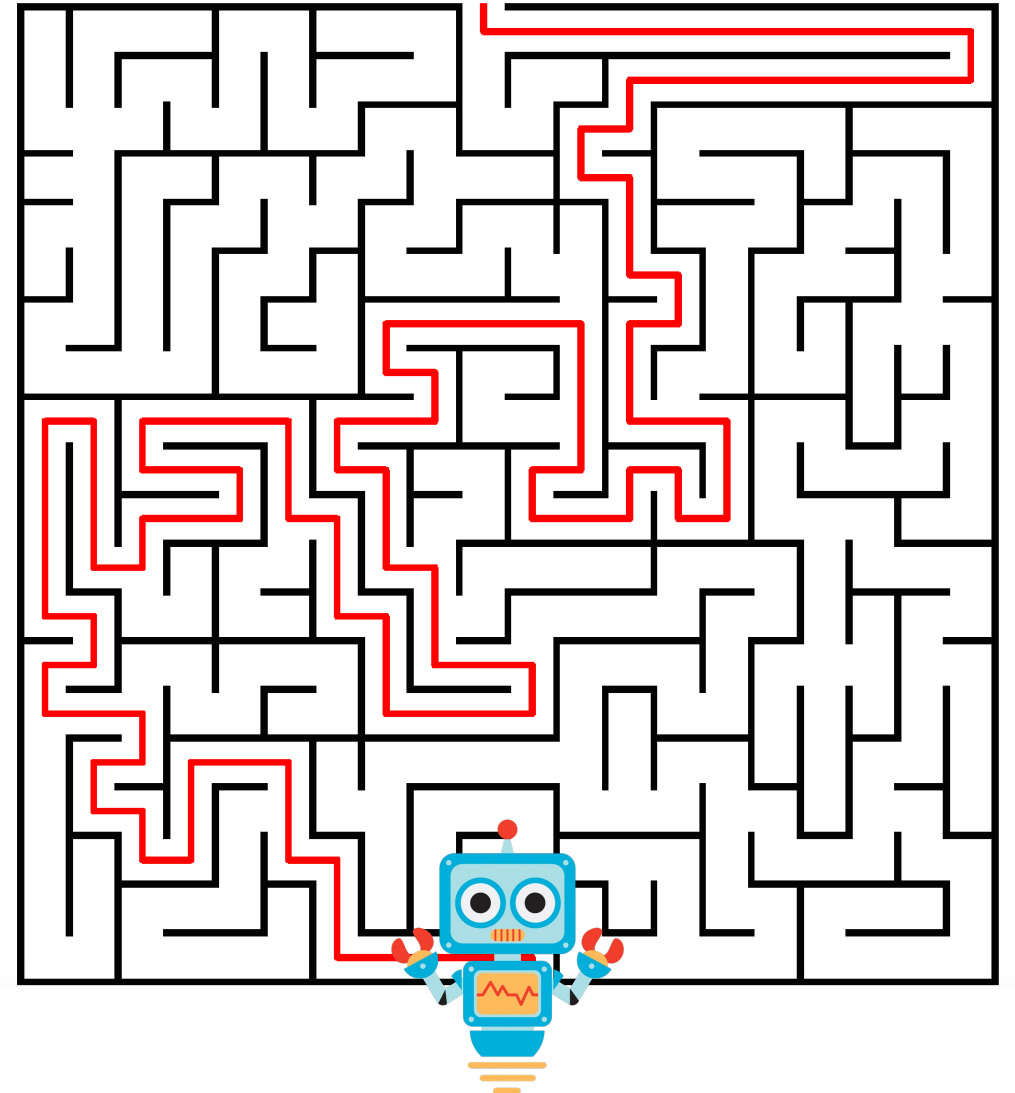
How would you solve Tower of Hanoi **iteratively**?

```
def moveTower(nDisks, s, e, h):  
    if height >= 1:  
        moveTower(nDisks-1, s, h, e)  
        moveDisk(s, e)  
        moveTower(nDisks-1, h, e, s)
```

More problems with recursive solutions

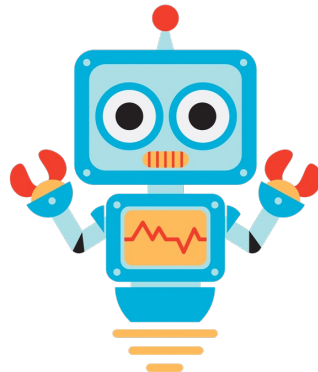
15 minute (non-
programming) Challenge:

How would you program a
robot to solve a maze?



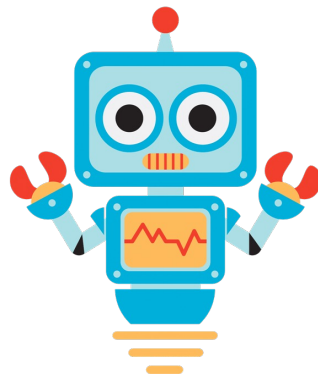
A recursive solution

1. Mark your current location as **visited**
2. If you're at the **end**, you're done!
3. If not:
 - a. If unmarked, go NORTH, solve maze. If not solved, go back and:
 - b. If unmarked, go SOUTH, solve maze. If not solved, go back and:
 - c. If unmarked, go EAST, solve maze. If not solved, go back and:
 - d. If unmarked, go WEST, solve maze. If not solved, NO SOLUTION



Clever
recursion
allows
backtracking!

1. Mark your current location as **visited**
2. If you're at the **end**, you're done!
3. If not:
 - a. If unmarked, go NORTH, solve maze. If not solved, **go back** and:
 - b. If unmarked, go SOUTH, solve maze. If not solved, **go back** and:
 - c. If unmarked, go EAST, solve maze. If not solved, **go back** and:
 - d. If unmarked, go WEST, solve maze. If not solved, NO SOLUTION



Discussion

What is the
most confusing thing
about recursion?