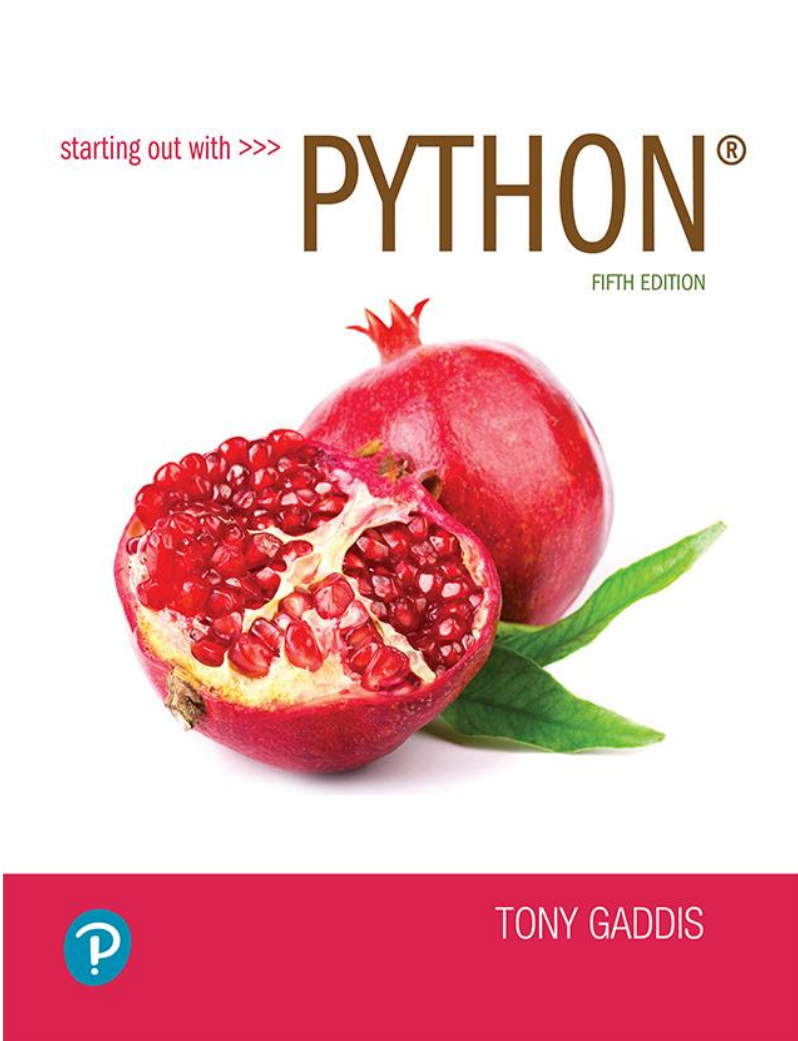


# Starting out with Python

Fifth Edition



## Chapter 12

### Recursion

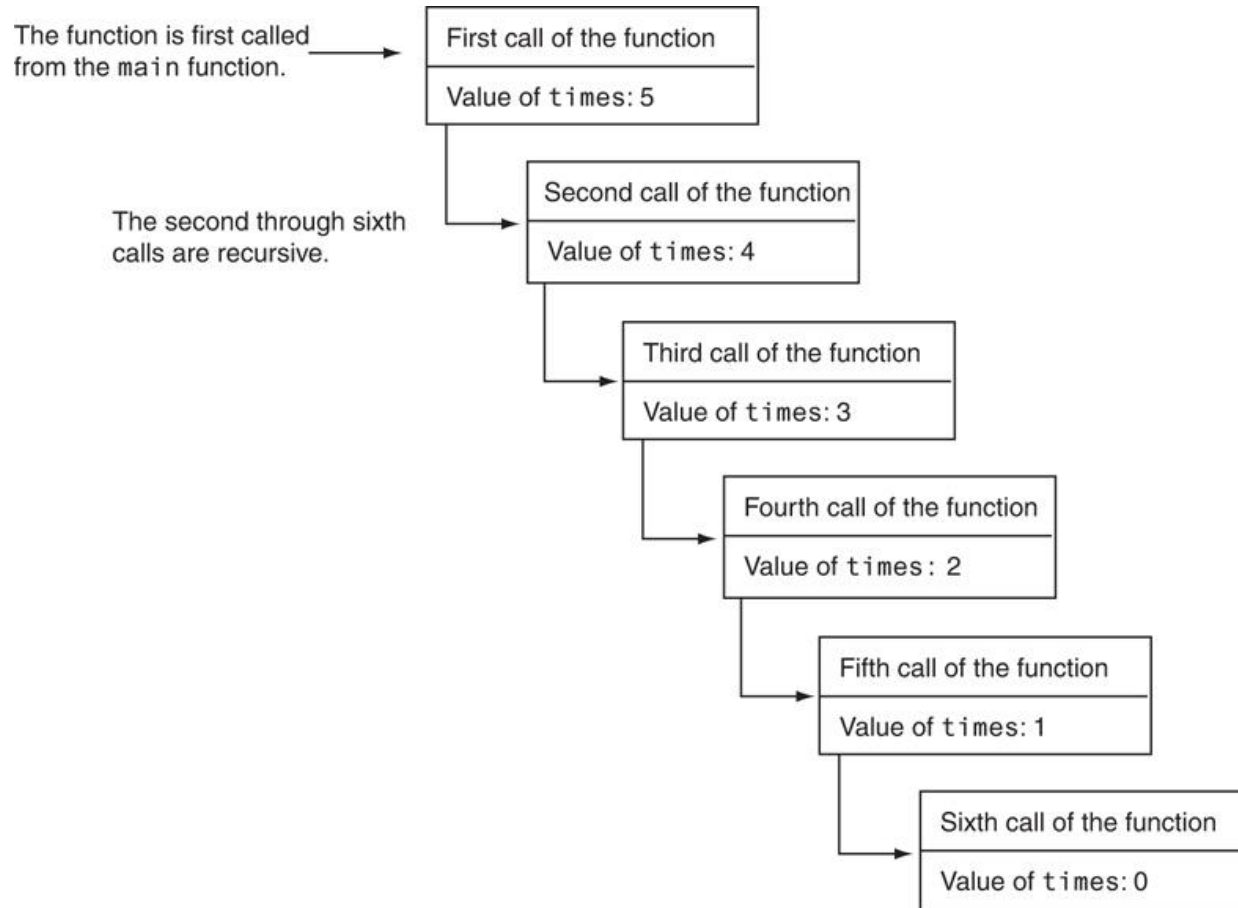
# Topics

- Introduction to Recursion
- Problem Solving with Recursion
- Examples of Recursive Algorithms

# Introduction to Recursion (1 of 3)

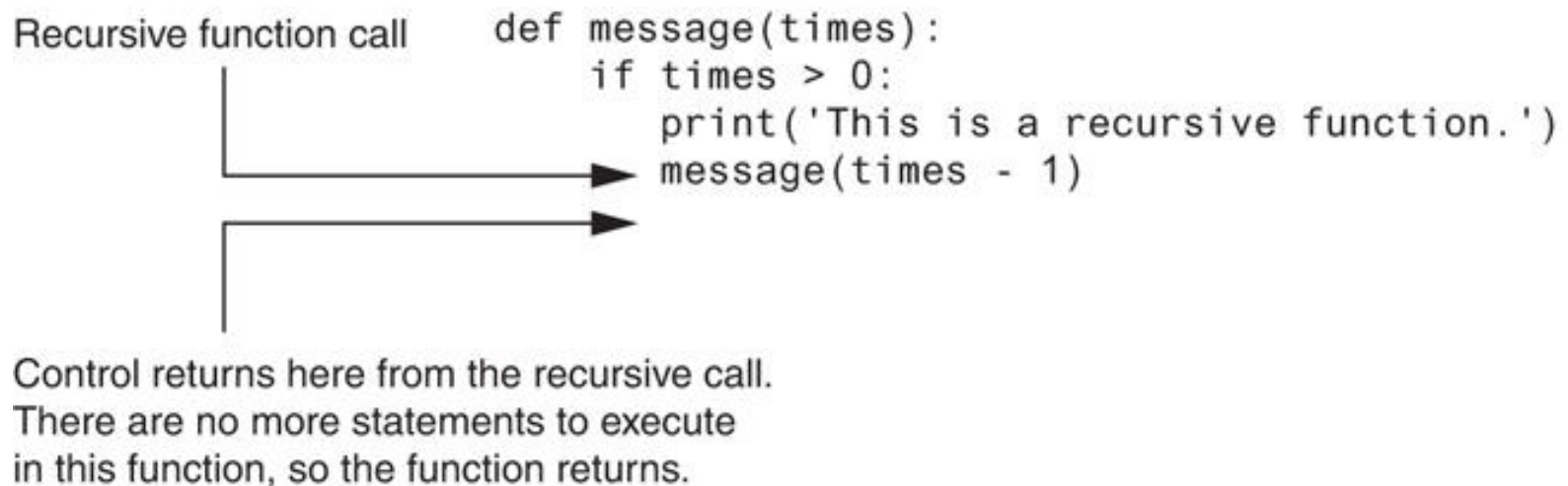
- Recursive function: a function that calls itself
- Recursive function must have a way to control the number of times it repeats
  - Usually involves an `if-else` statement which defines when the function should return a value and when it should call itself
- Depth of recursion: the number of times a function calls itself

# Introduction to Recursion (2 of 3)



**Figure 12-2** Six calls to the message function

# Introduction to Recursion (3 of 3)



**Figure 12-3** Control returns to the point after the recursive function call

# Problem Solving with Recursion (1 of 2)

- Recursion is a powerful tool for solving repetitive problems
- Recursion is never required to solve a problem
  - Any problem that can be solved recursively can be solved with a loop
  - Recursive algorithms usually less efficient than iterative ones
    - Due to *overhead* of each function call

# Problem Solving with Recursion (2 of 2)

- Some repetitive problems are more easily solved with recursion
- General outline of recursive function:
  - If the problem can be solved now without recursion, solve and return
    - Known as the *base case*
  - Otherwise, reduce problem to smaller problem of the same structure and call the function again to solve the smaller problem
    - Known as the *recursive case*

# Using Recursion to Calculate the Factorial of a Number

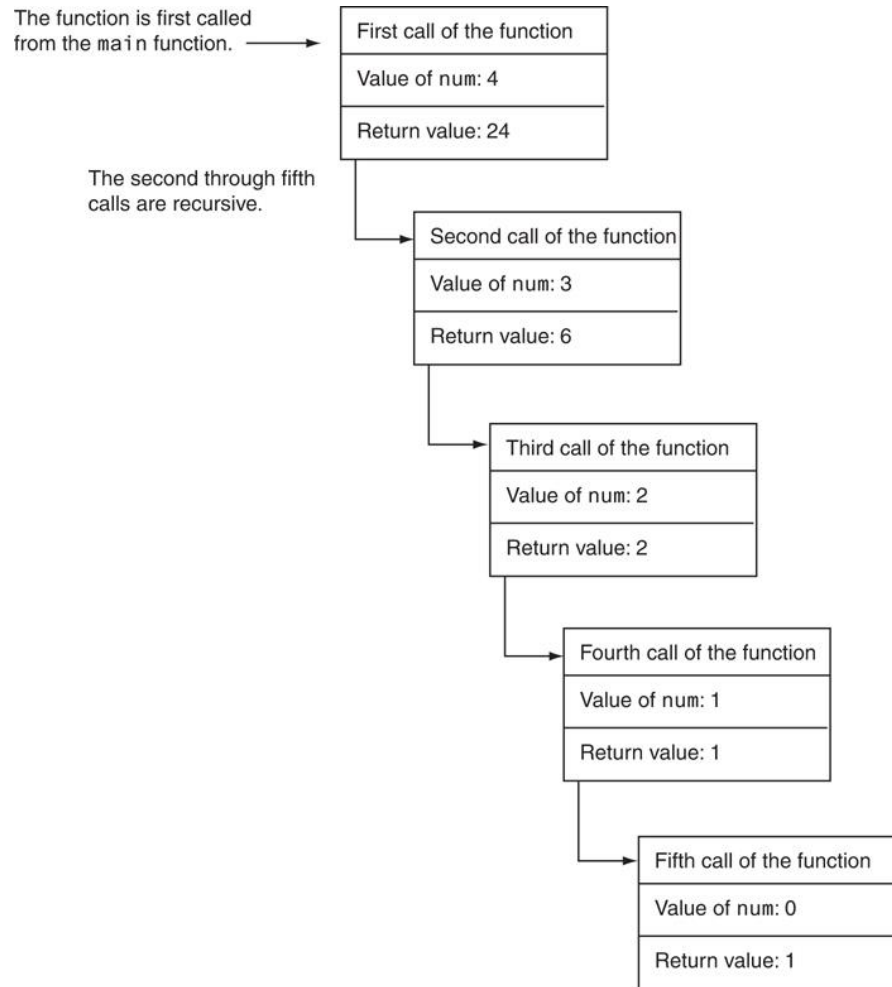
- In mathematics, the  $n!$  notation represents the factorial of a number  $n$ 
  - For  $n = 0$ ,  $n! = 1$
  - For  $n > 0$ ,  $n! = 1 \times 2 \times 3 \times \dots \times n$
- The above definition lends itself to recursive programming
  - $n = 0$  is the base case
  - $n > 0$  is the recursive case
    - $\text{factorial}(n) = n \times \text{factorial}(n-1)$



# Using Recursion (1 of 3)

```
# The factorial function uses recursion to
# calculate the factorial of its argument,
# which is assumed to be nonnegative.
def factorial(num):
    if num == 0:
        return 1
    else:
        return num * factorial(num - 1)
```

# Using Recursion (2 of 3)



**Figure 12-4** The value of num and the return value during each call of the function

# Using Recursion (3 of 3)

- Since each call to the recursive function reduces the problem:
  - Eventually, it will get to the base case which does not require recursion, and the recursion will stop
- Usually the problem is reduced by making one or more parameters smaller at each function call

# Direct and Indirect Recursion

- Direct recursion: when a function directly calls itself
  - All the examples shown so far were of direct recursion
- Indirect recursion: when function A calls function B, which in turn calls function A

# Examples of Recursive Algorithms (1 of 2)

- Summing a range of list elements with recursion
  - Function receives a list containing range of elements to be summed, index of starting item in the range, and index of ending item in the range
  - Base case:
    - `if start index > end index return 0`
  - Recursive case:
    - `return current_number + sum(list, start+1, end)`

# Examples of Recursive Algorithms (2 of 2)

```
# The range_sum function returns the sum of a
# specified
# range of items in num_list. The start parameter
# specifies the index of the starting item. The end
# parameter specifies the index of the ending item.
def range_sum(num_list, start, end):
    if start > end:
        return 0
    else:
        return num_list[start] +
            range_sum(num_list, start + 1, end)
```

# The Fibonacci Series

- Fibonacci series: has two base cases

- `if n = 0 then Fib(n) = 0`
- `if n = 1 then Fib(n) = 1`
- `if n > 1 then Fib(n) = Fib(n-1) + Fib(n-2)`

- Corresponding function code:

```
# The fid function returns the nth number
# in the Fibonacci series
def fib(n):
    if n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return fib(n - 1) + fib(n - 2)
```

# Finding the Greatest Common Divisor

- Calculation of the greatest common divisor (GCD) of two positive integers
  - If  $x$  can be evenly divided by  $y$ , then
  - $\text{gcd}(x, y) = y$
  - Otherwise,  $\text{gcd}(x, y) = \text{gcd}(y, \text{remainder of } x/y)$
- Corresponding function code:

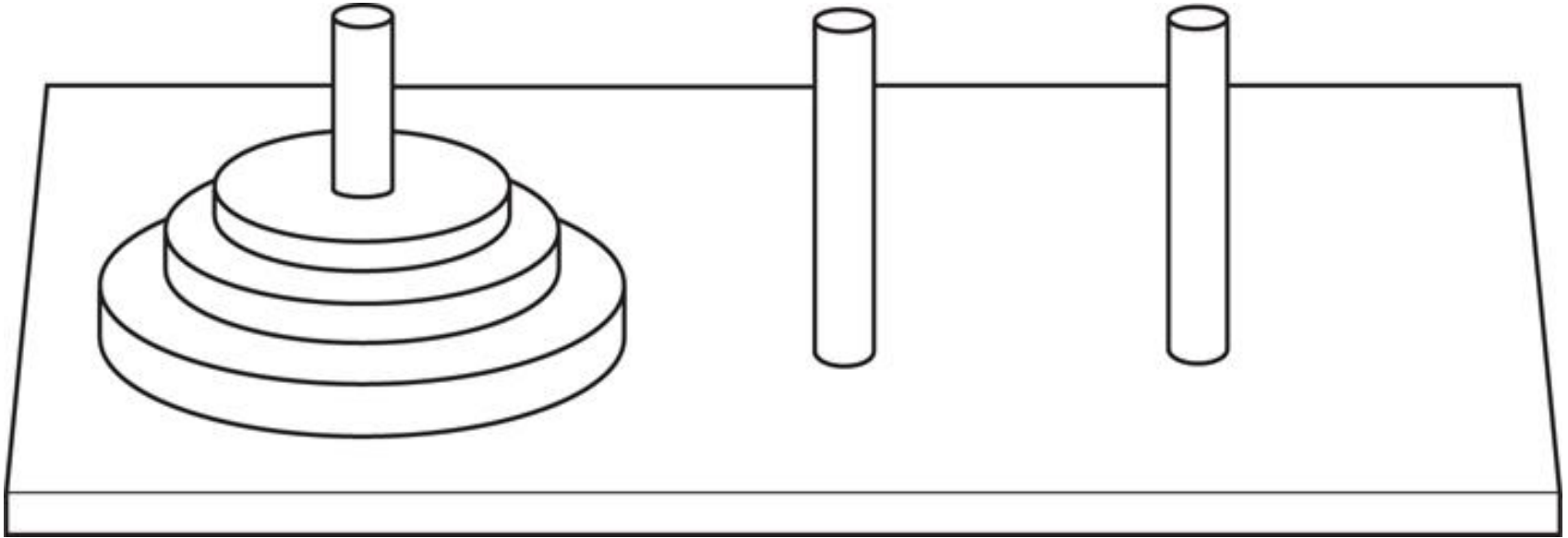
```
# The gcd function returns the greatest common
# divisor of two numbers.
def gcd(x, y):
    if x % y == 0:
        return y
    else:
        return gcd(x, x % y)
```



# The Towers of Hanoi (1 of 5)

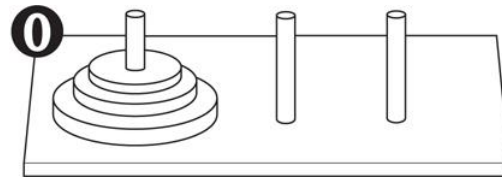
- Mathematical game commonly used to illustrate the power of recursion
  - Uses three pegs and a set of discs in decreasing sizes
  - Goal of the game: move the discs from leftmost peg to rightmost peg
    - Only one disc can be moved at a time
    - A disc cannot be placed on top of a smaller disc
    - All discs must be on a peg except while being moved

# The Towers of Hanoi (2 of 5)

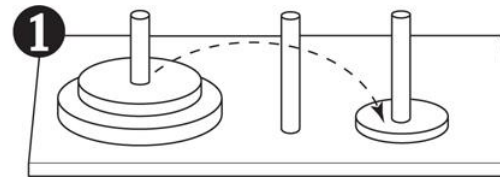


**Figure 12-5** The pegs and discs in the Tower of Hanoi game

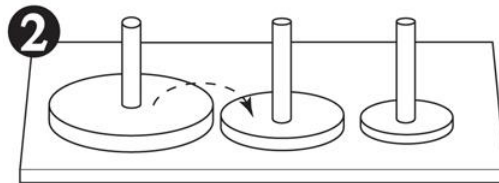
# The Towers of Hanoi (3 of 5)



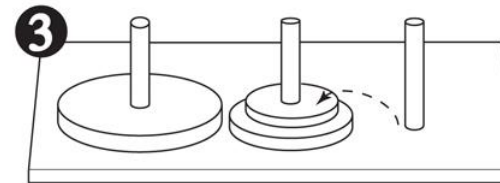
Original setup.



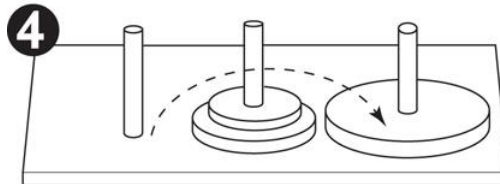
First move: Move disc 1 to peg 3.



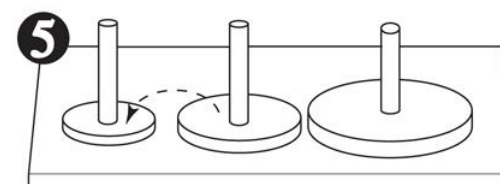
Second move: Move disc 2 to peg 2.



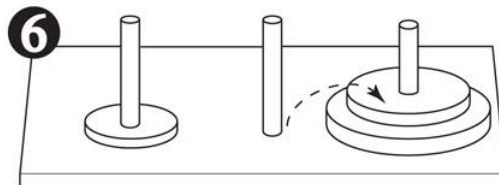
Third move: Move disc 1 to peg 2.



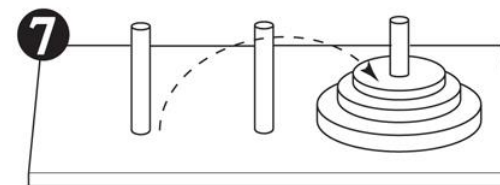
Fourth move: Move disc 3 to peg 3.



Fifth move: Move disc 1 to peg 1.



Sixth move: Move disc 2 to peg 3.



Seventh move: Move disc 1 to peg 3.

**Figure 12-6** Steps for moving three pegs

# The Towers of Hanoi (4 of 5)

- Problem statement: move  $n$  discs from peg 1 to peg 3 using peg 2 as a temporary peg
- Recursive solution:
  - If  $n == 1$ : Move disc from peg 1 to peg 3
  - Otherwise:
    - Move  $n-1$  discs from peg 1 to peg 2, using peg 3
    - Move remaining disc from peg 1 to peg 3
    - Move  $n-1$  discs from peg 2 to peg 3, using peg 1

# The Towers of Hanoi (5 of 5)

```
# The moveDiscs function displays a disc move in
# the powers of Hanoi game.
# The parameters are:
#     num:          The number of discs to move.
#     from_peg:     The peg to move from.
#     to_peg:       The peg to move to.
#     temp_peg:     The temporary peg.
def move_discs(num, from_peg, to_peg, temp_peg):
    if num > 0:
        move_discs(num - 1, from_peg, temp_peg, to_peg)
        print('Move a disc from peg', from_peg, 'to peg',
              to_peg)
        move_discs(num - 1, temp_peg, to_peg, from_peg)
```

# Recursion versus Looping

- Reasons not to use recursion:
  - Less efficient: entails function calling overhead that is not necessary with a loop
  - Usually a solution using a loop is more evident than a recursive solution
- Some problems are more easily solved with recursion than with a loop
  - Example: Fibonacci, where the mathematical definition lends itself to recursion

# Summary

- This chapter covered:
  - Definition of recursion
  - The importance of the base case
  - The recursive case as reducing the problem size
  - Direct and indirect recursion
  - Examples of recursive algorithms
  - Recursion versus looping