

Recursion

2020 Spring: AP Computer Science A

February 5th, 2020

Today

- **Recursion**
- **Complexity**
- **Memoization**

Recursion

- ***recursion***: The definition of an operation in terms of itself
 - Solving a problem using recursion depends on solving smaller occurrences of the same problem
- ***recursive programming***: Writing methods that call themselves to solve problems recursively
 - An equally powerful substitute for iteration
 - Particularly well-suited to solving certain types of problems

Recursive Programming

- Every recursive algorithm involves at least 2 cases
- ***base case***: A simple occurrence that can be answered directly
- ***recursive case***: A more complex occurrence of the problem that cannot be directly answered, but can instead be described in terms of smaller occurrences of the same problem
 - Some recursive algorithms have more than one base or recursive case, but all have at least one of each
- Always identify these cases!

Example

- Let's try to write this method recursively
 - The objective is to **print n stars**
 - Notice that for each iteration, the problem gets smaller
 - After 1 iteration, now the objective is to **print $n - 1$ stars**
 - Other than the problem size, it is identical to the original problem

```
public static void printStars(int n) {  
    for(int i = 0; i < n; ++i)  
        System.out.print("*");  
    System.out.println();  
}
```

Base Case

- **Base case should...**
 - Be relatively easy to compute/handle
 - Provide a termination condition for the recursive calls

```
public static void printStars(int n) {  
    if (n == 1) {  
        System.out.println("*");  
    } else {  
        // ...  
    }  
}
```

Recursive Case

- Call the smaller version of the same problem

```
public static void printStars(int n) {  
    if (n == 1) {  
        System.out.println("*");  
    } else {  
        System.out.print("*");  
        printStars(n - 1);  
    }  
}
```

Exercise

- Guess the value of `mystery(648)`

```
public static int mystery(int n) {  
    if(n < 10) {  
        return n;  
    } else {  
        int a = n / 10;  
        int b = n % 10;  
        return mystery(a + b);  
    }  
}
```


Exercise

- Guess the value of `mystery(648)`

```
public static int mystery(int n) {  
    if(n < 10) {  
        return n;  
    } else {  
        int a = n / 10;  
        int b = n % 10;  
        return mystery(a + b);  
    }  
}
```

- `mystery(648)`

- `a = 64, b = 8`
- return `mystery(72)`
 - `a = 7, b = 2`
 - return `mystery(9)`
 - return 9

Relation to Sequences

- What are factorials?

- Let $f(n) = n!$

- $$f(n) = \begin{cases} 1 & (n = 0) \\ n \times f(n - 1) & (n > 0) \end{cases}$$

- Factorials can be written recursively!

- #10872 팩토리얼

Relation to Sequences

- The famous *Fibonacci sequence*

- Let f_n denote the n -th Fibonacci number

- $$f_n = \begin{cases} 0 & (n = 0) \\ 1 & (n = 1) \\ f_{n-1} + f_{n-2} & (n \geq 2) \end{cases}$$

- #10870 피보나치 수 5

Tower of Hanoi

- #11729 하노이의 탑 이동 순서
- Problem: *Move n disks from post 1 to post 3 !*
- Base case: moving a single disk
- *Recursive case*
 - Move $n - 1$ disks from post 1 to post 2
 - Move a single disk from post 1 to post 3
 - Move the $n - 1$ disks from post 2 to post 3

Tower of Hanoi

- **Observation**

- Number of disks matters, obviously
- The posts that we use also matter

- **Define $f(n, s, t)$ as the sequence of operations to**

- Move n disks from post s to post t
- Define the leftover post as u

- **Base case:** moving a single disk from post s to post t $f(1, s, t)$

- ***Recursive case***

- Move $n - 1$ disks from post s to post u $f(n - 1, s, u)$
- Move a single disk from post s to post t $f(1, s, t)$
- Move the $n - 1$ disks from post u to post s $f(n - 1, u, s)$

Complexity

- *Running time is proportional to the number of operations (roughly)*

- How many operations does this take?

```
int x = 1;  
int y = 3;  
int z = x + y;  
System.out.println(z);
```

- How many operations does this take?

```
int[] arr = new int[10];  
for (int i = 0; i < arr.length; ++i) {  
    arr[i] = i * i;  
}
```

Complexity

- If there is an input for a program, its running time may depend on the input
 - Ex. Input is an array of size n , whose length can vary

- *We ignore the details and try to find the part of code that **dominates the overall running time!***








- **Big-O notation:** Suppose our program takes an input of size n . We say that "This program has complexity $\mathcal{O}(f(n))$ " if the *running time of the program is proportional to $f(n)$* .
 - Mathematically, if the running time our program is $T(n)$,
 - $T(n)$ is $\mathcal{O}(f(n))$ if and only if $\lim_{n \rightarrow \infty} \frac{T(n)}{f(n)} = c < \infty$
 - And we write $T(n) = \mathcal{O}(f(n))$

Complexity

- **What are the complexities of these operations?**
 - `(ArrayList) add(int idx, E e)`
 - `(Stack) push(E e)`
 - `(Queue) pop()`
 - `(IntQueue) pop()`
 - `(Deq) pushFront(E e)`
 - `(ArrayList) remove(int idx)`
 - `(ArrayList) get(int idx)`

Complexity

- Comparisons of complexities

Complexity	Feel	Meaning
$\mathcal{O}(1)$		Speed doesn't depend on dataset
$\mathcal{O}(\log n)$		10x data means 2x more time
$\mathcal{O}(n)$		10x data means 10x more time
$\mathcal{O}(n \log n)$		10x data means 20x more time
$\mathcal{O}(n^2)$		10x data means 100x more time
$\mathcal{O}(2^n)$		10x data means 1024x more time
$\mathcal{O}(n!)$		10x data means 3628800x more time

Analysis of Recursive Programs

- If the running time is $T(n)$

- #10872 팩토리얼
 - $T(n) = 1 + T(n - 1), T(0) = 1$
 - $T(n) = n + 1$
 - $T(n) = \mathcal{O}(n)$

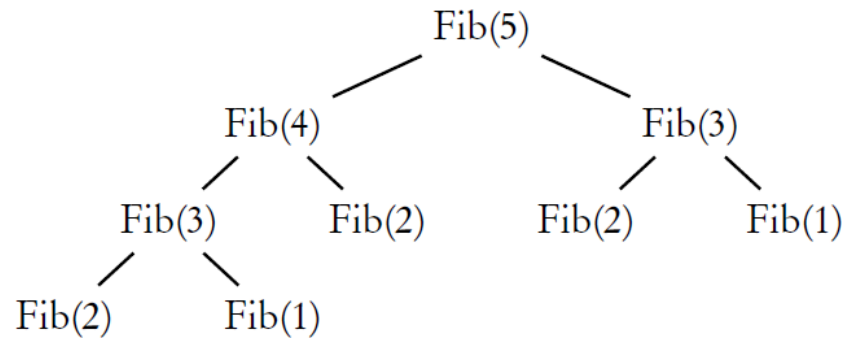
- #10870 피보나치 수 5
 - $T(n) = T(n - 1) + T(n - 2) + 1, T(0) = T(1) = 1$
 - $T(n) = \frac{2}{\sqrt{5}} \left(\left(\frac{1+\sqrt{5}}{2} \right)^{n+1} - \left(\frac{1-\sqrt{5}}{2} \right)^{n+1} \right) - 1$
 - $T(n) = \mathcal{O} \left(\left(\frac{1+\sqrt{5}}{2} \right)^n \right)$ (Terrible)

Improving Fibonacci

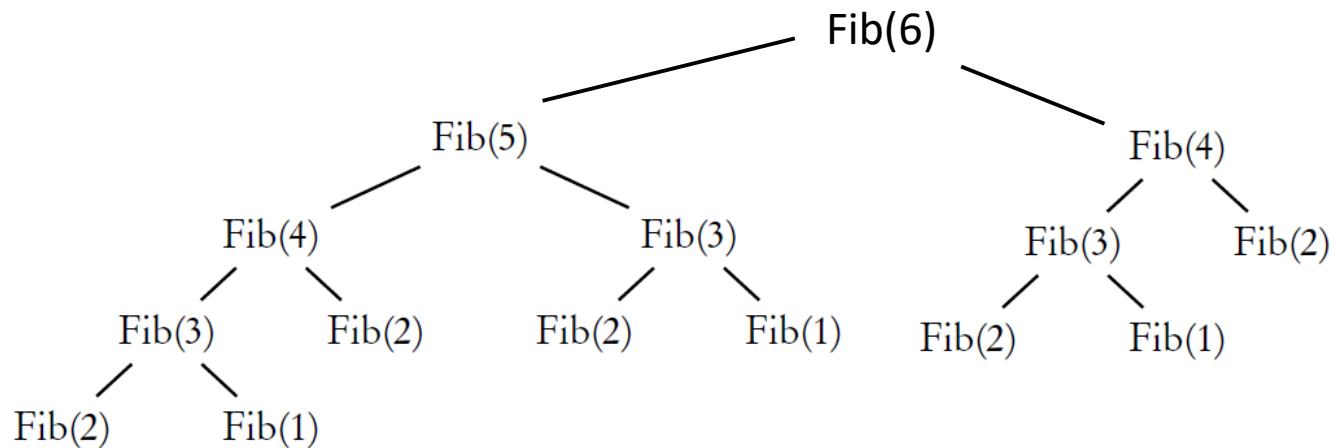
- Why is Fibonacci so inefficient?

Improving Fibonacci

- Same function with same parameter is called multiple times!



- Does this seem okay?



Improving Fibonacci

- What if we saved the values after computing them?
 - If there is a saved value, use the value
 - If there isn't, compute it
- *memoization*: saving computed values for future reference
- Usually the results are stored in an array

Improving Fibonacci

- #2748 피보나치 수 2
- Create an integer array of size 100 to store the results

Pow(x, n)

- Write a function to compute x^n , recursively
- Base case?
- Recursive case?

Pow(x, n)

- Can we do better?
- Find a better recursive case!
- Aim for complexity $\mathcal{O}(\log n)$

Palindrome

- #10988 팰린드롬인지 확인하기
- Write a recursive program to check if a given string is a palindrome
- **palindrome: A string that is same as itself when reversed**
 - The string is read the same forwards and backwards

2D Memoization

- #11051 이항 계수 2
- #2167 2차원 배열의 합

Euclidean Algorithm

- Greatest common divisor
- #2609 최대공약수와 최소공배수
- #1850 최대공약수
- #17504 제리와 톰 2