



UC Berkeley EECS
Lecturer
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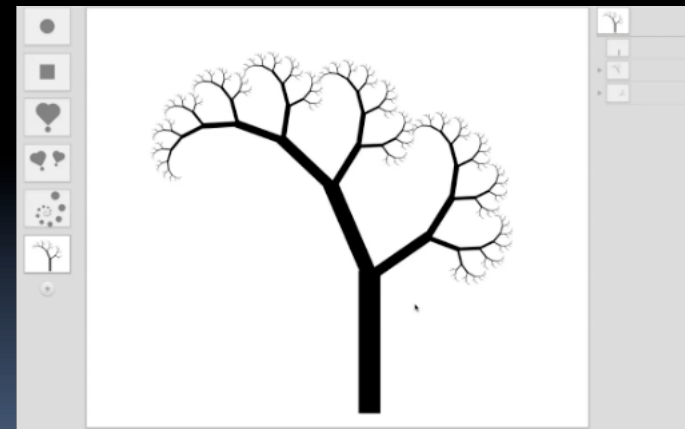
The Beauty and Joy of Computing

Lecture #11 Recursion II



RECURSIVE DRAWING

Toby Shachman created this amazing spatial programming language called "Recursive Drawing" that allows you to create drawings (even recursive ones) without typing a line of code. It's a great example of a next-generation interface...



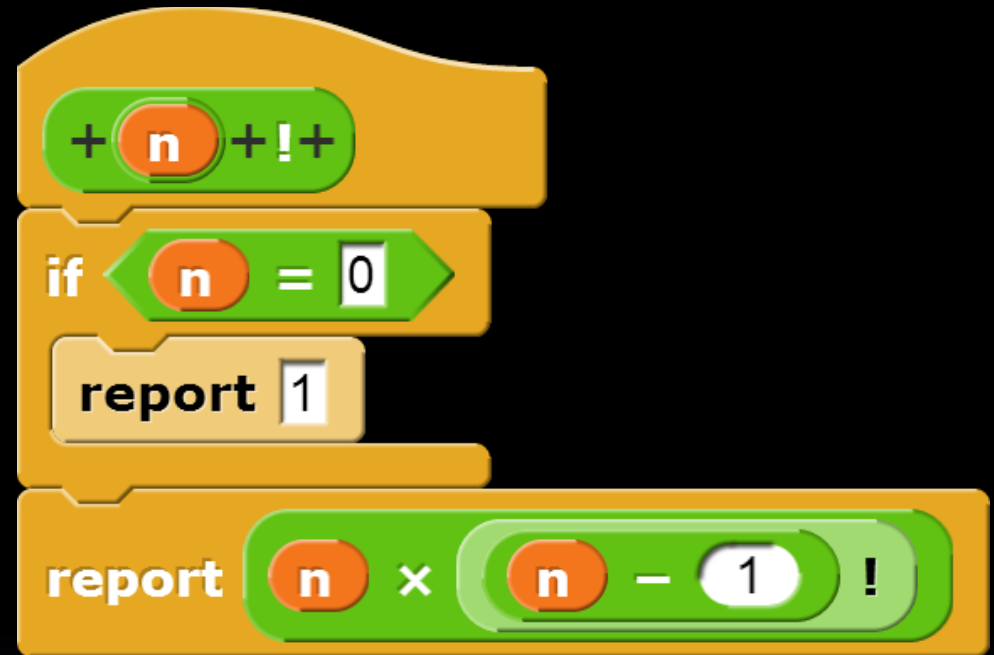
recursivedrawing.com



How the Computer Works ... n!

- **Factorial(n) = n!**
Inductive definition:
 - $n! = 1$, $n = 0$
 - $n! = n * (n-1)!$, $n > 0$
- **Let's act it out...**
 - "contractor" model
 - 5!

n	n!
0	1
1	1
2	2
3	6
4	24
5	120





Order of growth of # of calls of $n!$

- a) Constant
- b) Logarithmic
- c) Linear
- d) Quadratic
- e) Exponential



(source: FallingFifth.com)





How the Computer Works ... fib(n)

- Inductive definition:

- $\text{fib}(n) = n$

- , $n < 2$

- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$, $n > 1$

$$F(n) := \begin{cases} 0 & \text{if } n = 0; \\ 1 & \text{if } n = 1; \\ F(n-1) + F(n-2) & \text{if } n > 1. \end{cases}$$

- Let's act it out...

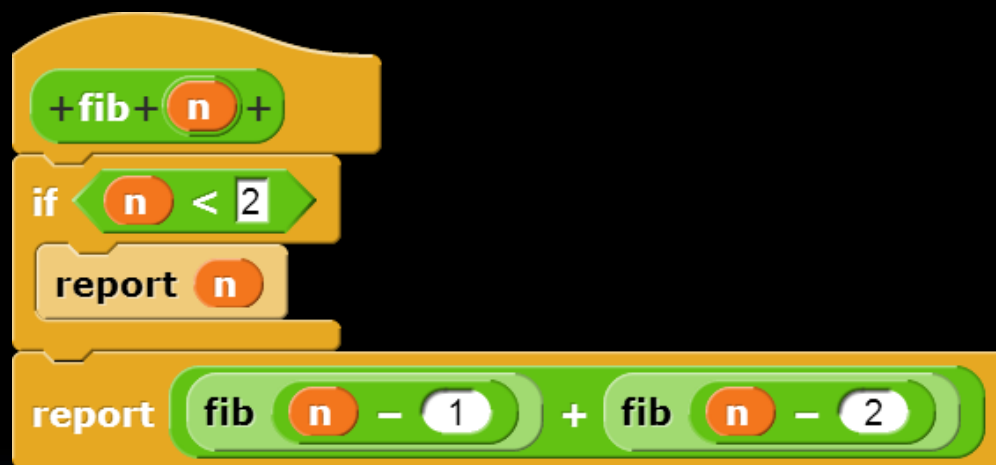
- "contractor" model

- $\text{fib}(5)$

n	fib(n)
0	0
1	1
2	1
3	2
4	3
5	5



Leonardo de Pisa
aka, Fibonacci



Let's now: trace... (gif from Ybungalobill@wikimedia)





Order of growth of # of calls of fib(n)

- a) Constant
- b) Logarithmic
- c) Linear
- d) Quadratic
- e) Exponential



Chimney of Turku Energia, Turku, Finland featuring Fibonacci sequence in 2m high neon lights. By Italian artist [Mario Merz](#) for an environmental art project. (Wikipedia)





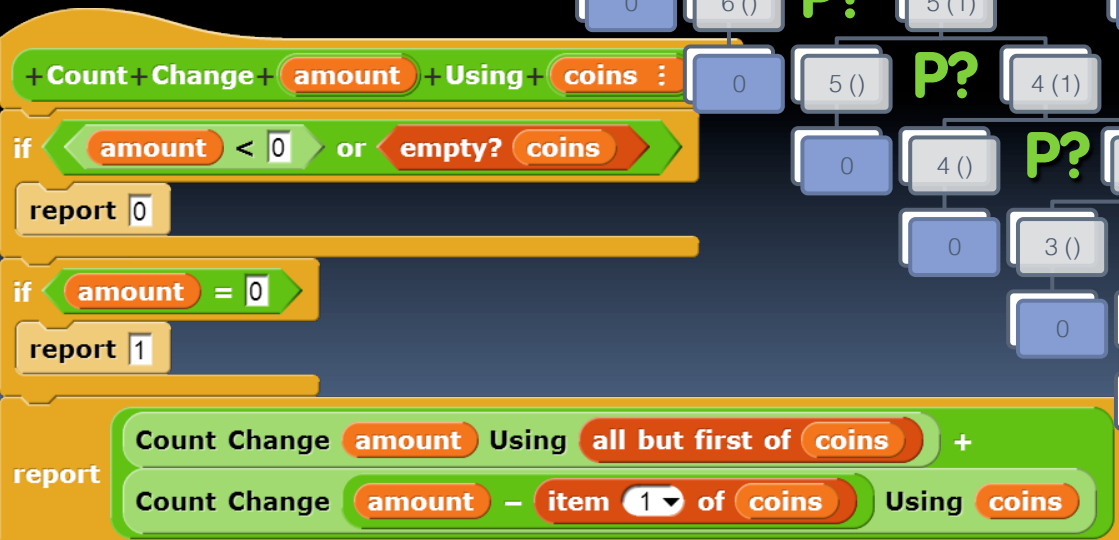
Counting Change (thanks to BH)

- Given coins {50, 25, 10, 5, 1} how many ways are there of making change?



- 5
 - 2 (N, 5P)
- 10
 - 4 (D, 2N, N5P, 10P)
- 15
 - 6 (DN, D5P, 3N, 2N5P, 1N10P, 15P)
- 100?







"I understood Count Change"

- a) Strongly disagree
- b) Disagree
- c) Neutral
- d) Agree
- e) Strongly agree



img4.joyreactor.com/pics/post/drawing-recursion-girl-275624.jpeg





Summary

- It's important to understand the machine model
- It's often the cleanest, simplest way to solve many problems
 - Esp those recursive in nature!
- **Recursion is a very powerful idea, often separates good from great (you're great!)**

Menger Cube by Dan Garcia

