






Recursion

09114319: Data Structures and Algorithms

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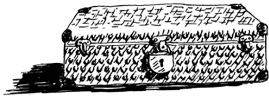
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-  Introduction to Recursion
-  Base Case and Recursive Case
-  Understanding the Call Stack
-  Examples of Recursive Functions
-  Recap and Key Takeaways

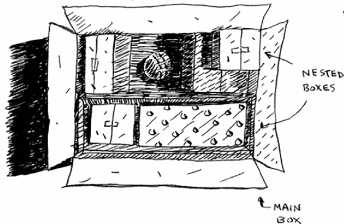
What is Recursion?

- ✎ Recursion is a method of solving problems where a function calls itself.
- ✎ A recursive solution typically has two parts:
 - ✎ **Base Case:** Stops the recursion.
 - ✎ **Recursive Case:** The function calls itself with a modified input.
- ✎ Recursion can simplify the code and make the solution more elegant.
- ✎ However, it is important to write it correctly to avoid infinite loops.

Searching for a Key in Boxes



Imagine you have a large pile of boxes, some of which contain other boxes, and your goal is to find a key.

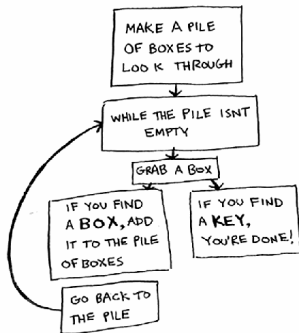


The problem can be approached in two ways:

- ✎ Iterative approach (manually checking every box one by one).
- ✎ Recursive approach (delegating the search to smaller subsets of boxes).

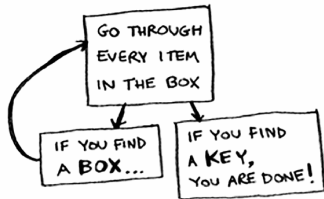
Searching for a Key in Boxes

Example of iterative approach:



1. Make a pile of boxes to look through.
2. Grab a box, and look through it.
3. If you find a box, add it to the pile to look through later.
4. If you find a key, you're done!
5. Repeat.

Searching for a Key in Boxes



Example of recursive approach:

1. Look through the box.
2. If you find a box, go to step 1.
3. If you find a key, you're done!

Searching for a Key in Boxes

Pseudocode:

```
1 def look_for_key(box):  
2     for item in box:  
3         if item.is_a_box():  
4             look_for_key(item) # Recursive case  
5         elif item.is_a_key(): # Base case  
6             print("Found the key!")
```

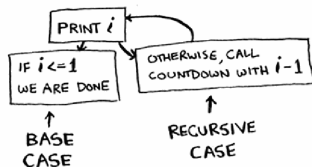




- ✎ This function checks a box for a key.
- ✎ If another box is found, it recursively searches inside it.
- ✎ If the key is found, it prints a success message.

Base Case and Recursive Case

Countdown Example:


```
1 def countdown(i):  
2     print(i)  
3     if i <= 1:  # Base case  
4         return None  
5     else:  
6         countdown(i - 1)  # Recursive case
```




-  The base case ensures the recursion stops when $i \leq 1$.
-  The recursive case calls the function with $i - 1$.


The Stack

A stack is a linear data structure that follows the **LIFO** principle:

 **Last In, First Out:** The last element added to the stack is the first one to be removed.



 Think of a stack of sticky notes:

 You can only add or remove sticky notes from the top of the stack.

The Stack



PUSH

(ADD A NEW ITEM
TO THE TOP)



POP

(REMOVE THE TOPMOST
ITEM AND READ IT)



POP A TODO
OFF THE STACK







IT SAYS "GET FOOD."
YOU NEED TO GET
BUNS, BURGERS AND
BAKE A CAKE.



LET'S PUSH THESE
TODOS ONTO THE STACK

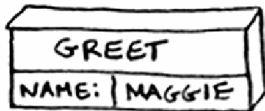
Understanding the Call Stack

-  Every function call is saved onto a stack called the **call stack**.
-  The call stack helps the computer remember the state of each function call.
-  When a function finishes, its data is removed from the stack.
-  Recursive functions use the call stack heavily.

Understanding the Call Stack

```
1 def greet(name):  
2     print(f'Hello {name}!')  
3     greet2(name)  
4     print("see you ...")  
5     bye()  
6  
7 def greet2(name):  
8     print(f'How are you,  
9         ↪ {name}?')  
10  
11 def bye():  
12     print("bye!")
```

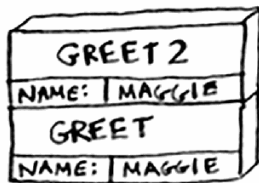
`greet('MAGGIE')`



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Example: Factorial Function

Recursive Function:

```
1 def fact(x):  
2     if x == 1:  
3         return 1    # Base case  
4     else:  
5         return x * fact(x - 1)    # Recursive  
        ↪    case
```

 Computes the factorial of a number using recursion.

 Example: `fact(3)` computes $3 \times 2 \times 1 = 6$.

Recap and Key Takeaways

- ✎ Recursion is a function calling itself.
- ✎ Every recursive function has:
 - ✎ A **base case** to stop recursion.
 - ✎ A **recursive case** to continue solving the problem.
- ✎ The call stack plays a crucial role in recursion.
- ✎ Be cautious of infinite recursion—it can lead to stack overflow.
- ✎ Use recursion when it makes the problem easier to understand.