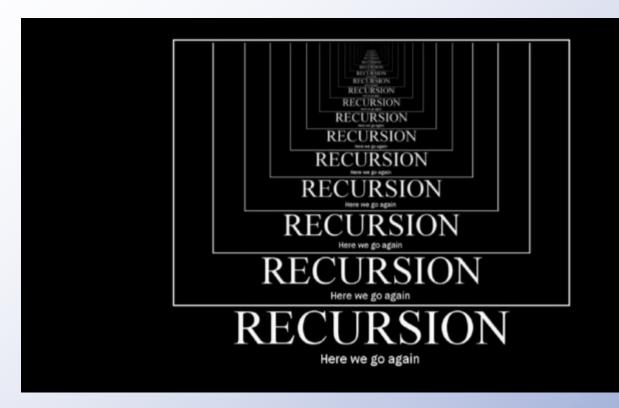
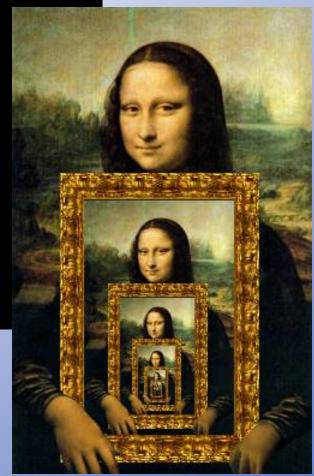
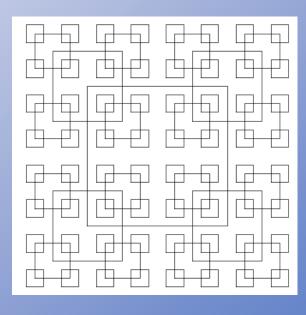
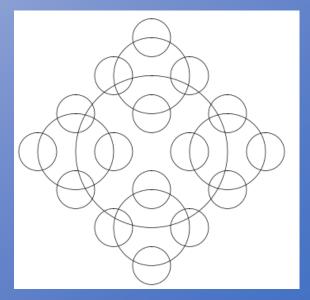
Recursion

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Recursion

- **Recursion** is a method of solving a problem where the solution depends on solutions to smaller instances of the same problem.
- Recursion solves such problems by using functions that call themselves from within their own code.
- The approach can be applied to many types of problems,
- Recursion is one of the central ideas of computer science.

Is recursion ever necessary?

The short answer is:

NO

Anything that can be achieved with recursion can be achieved with iteration

Iteration is usually more efficient than recursion

When should we use recursion (non-exhaustive list):

- 1. When the algorithm to implement is defined recursively
 - Mergesort
 - Quicksort
 - Binary search
- 2. To traverse a data structure that is defined recursively
 - Linked lists
 - Binary search trees
- 3. To explore all possibilities
 - Permutations find all the permutations of the characters in a string
 - p('cat') = 'cat', 'cta', 'act', 'atc', 'tca', 'tac'
 - Combinations find all the binary numbers that have n digits
 - b(3) = '000','001','010','011','100','101',110','111'
- 4. To search incrementally and exhaustively for solutions to a problem (a.k.a backtracking):
 - Subset sum: is there a subset of a set of integers S that adds up to g?
 - Subsetsum({2,5,8,12}, 4) = No
 - Subsetsum({2,5,8,12},17) = Yes (subset = {5,12})

Elements of recursion:

- Bases case(s) You must ALWAYS have some base cases which can be solved without recursion
- 2. Making progress-For the cases that are to be solved recursively, the recursive call must always be to a case that makes progress towards the base case
- 3. Design rule Assume all recursive calls work, then show that the original call will work Ignore the fact that the function is recursive!
- 4. Compound interest rule Never duplicate work by solving the same instance of a problem in separate recursive calls

More on the design rule

What do we mean when we say: 'assume all recursive calls work'?

- 1. They **return** the expected value(s), according to the definition of the problem or
- They produce the expected output, according to the definition of the problem

Remember:

Every call to a recursive function has its own local variables (even if the have the same name in all calls)

Recursive calls cannot change the values of local variables in the calling function - this is the most common error when writing recursive functions!

What does the **return** statement do?

Misunderstanding of **return** statements is another source of problems for beginning programmers

Do you understand exactly what return does?

A **return statement ends** the execution of a function and **returns** control to the calling function. Execution resumes in the calling function at the point immediately following the call. A **return statement** may also **return** a value to the calling function.

Elements of recursion:

- Bases case(s) You must ALWAYS have some base cases which can be solved without recursion
- 2. Making progress-For the cases that are to be solved recursively, the recursive call must always be to a case that makes progress towards the base case
- 3. Design rule If all recursive calls work, then the original call will work (assume recursive calls work, show original call will work) Ignore the fact that the function is recursive!
- 4. Compound interest rule Never duplicate work by solving the same instance of a problem in separate recursive calls

An example: factorial

```
1 def factorial(n):
2    if n<=0:
3        return 1  #(1) Base case - solved without recursion
4    else:
5        return n*factorial(n-1)  #(2) Making progress - recursive call is made to a simpler instance of the problem</pre>
```

(3) Design rule:

Assume factorial(n-1) returns the factorial of n-1 (DON'T TRACE!) Then the function works correctly, since n! = n(n-1)! (line 5)

(4) Compound interest rule:

An example: adding the digits of an integer

(3) Design rule:

Assume sum_digits(n//10) returns the sum of all the digits except for the last one, then the function works correctly, since n%10 is the last digit

(4) Compound interest rule:

An example: Fibonacci numbers

```
1 def fib(n):
2    if n<2: #(1) Base case - solved without recursion
3        return n
4    else:
5        return fib(n-1) + fib(n-2) #(2) Making progress - recursive calls are made to simpler instances of the problem</pre>
```

(3) Design rule:

Assume fib(n-1) and fib(n-2) return the correct values, then the function works correctly, since fib(n) = fib(n-1) + fib(n-2)

(4) Compound interest rule:

It breaks the compound interest rule. For example, fib(n-2) will be called by both fib(n) and fib(n-1). Thus the function will run in exponential time; it will never finish for most values of n.

An example: adding the elements of a list

```
1 def sum_list(L):
2    s = 0
3    if len(L)==0: #(1) Base case - solved without recursion
4        return s
5    s += L[0]
6    sum_list(L[1:]) #(2) Making progress - recursive call is
7    return s made to a simpler instance of the problem
```

(3) Design rule:

Assume $sum_list(L[1:])$ returns the sum of L from index 1 to the end. Then the function does not work, since it returns s, which is equal to L[0].

(4) Compound interest rule:

An example: adding the elements of a list

```
1 def sum_list(L):
2    s = 0
3    if len(L)==0: #(1) Base case - solved without recursion
4        return s
5    s += L[0]
6    s += sum_list(L[1:]) #(2) Making progress - recursive call is
7    return s
```

(3) Design rule:

Assume $sum_list(L[1:])$ returns the sum of L from index 1 to the end. Then the function works correctly, since the sum of L is L[0] plus the sum of L[1:].

(4) Compound interest rule: