Recursion

What is a Recursive Function?

- By definition, a recursive function is one that calls itself
- Can be thought of as taking a big problem and reducing it to smaller chunks
- When you cannot reduce anymore, then you combine the solutions
 - When you can't combine anymore, it's often called a base case

```
def factorial(num):
    # factorial code here
    factorial_minus_one = factorial(num - 1)
    # factorial code here
```

Template for a Recursive Function

- Check for base cases first
- Then, reduce the problem as many times as you can
- Combine all of the reduced results with your arg
- Return combined results
- Note: usually only 1 base case and only 1 reduction/ combination

```
def recursion(arg):
    if arg is at base case 1:
        return base case
    ...
    if arg is at base case n:
        return base case

return base case

reduced_result_1 = recursion(reduction 1 on arg)
    ...
    reduced_result_m = recursion(reduction m on arg)

combine arg and reduced_result_1 and ... and reduced_result_m
    return combined arg and reduced_results
```

Live Coding: Recursive Sum Function

```
def recursive sum(num):
    # Base cases - 2 in this case
    if num == 0:
        return 0
   if num < 0:
        return 0
    # Reduction - only 1 in this case
    reduced result 1 = recursive sum(num - 1)
    # Combining reduced result and num
    combined value = reduced result 1 + num
    return combined value
```

Recursive sum walkthrough

```
recursive_sum(5) => 0+1+2+3+4+5 recursive_sum(4) + 5 => 10+5; return 15 recursive_sum(4) => 0+1+2+3+4 recursive_sum(3) + 4 => 6+4; return 10 recursive_sum(3) => 0+1+2+3 recursive_sum(2) + 3 => 3+3; return 6 recursive_sum(2) => 0+1+2+3 recursive_sum(1) + 2 => 1+2; return 3 recursive_sum(1) => 0+1 recursive_sum(0) + 1 => 0+1; return 1 recursive_sum(0) => 0 Problem is at its simplest; return base case (0)
```

Large Group
Project 1:
Factorial

Recursive Data Structures

- By definition, a recursive data structure is one that uses itself in its member variables
- Usually, can be thought of as "pointing to" another version of itself
- Linked lists, trees, and graphs can all be implemented using a recursive data structure
- None typically indicates the end of the data structure, if needed

```
class Node:

def __init__(self, value, next_node):

self.value = value  # Value of item in List

self.next_node = next_node  # Must be a Node, or None if the end of list

linked_list = Node(1, Node(2, Node(3, Node(4, None))))
```

Recursive Data Structure (cont.)

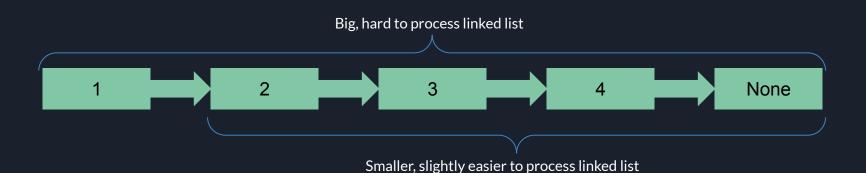


Live Coding: Summing a Linked List

```
class Node:
   def __init__(self, value, next_node):
       self.value = value # Value of item in List
       self.next node = next node # Must be a Node, or None if the end of list
def sum linked list(linked list):
   if linked list == None:
       return 0
   reduced_linked_list_sum = sum_linked_list(linked_list.next_node)
   # Combining reduced result and current value
    combined value = reduced linked list sum + linked list.value
   # Return combined values
   return combined value
```

Recursive Functions and Data Structures

- Recursive functions work really well with recursive data structures
- Recursive data structures by their own definition can easily be split up into smaller data structures
- In our linked list example, a large linked list was split into many smaller linked lists until you got to the smallest linked list possible: an empty list represented by None



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Project 2:
Find max in Tree

Pair Project: Family Tree