

Recursion

Lecture 8

Recursion

■ Recursive Function

- A function that calls itself
- The ability to invoke itself enables a recursive function to be repeated with different parameter values

Recursion

- Recursion can be an alternative solution to iteration
- In many instances, the use of recursion enables a very natural, simple solution to a problem that otherwise would be very difficult to solve

Recursion

- Recursion is an important and powerful tool in problem solving and programming

The Nature of Recursion

- Problems that lend themselves to a recursive solution have the following characteristics:
 - One or more **simple cases** of the problem have a straightforward solution
 - The other cases can be **redefined** in terms of problems that are closer to the simple case
 - By **applying this redefinition process** every time the recursive function is called, eventually the **problem is reduced entirely to simple cases**, which are relatively easy to solve

The Nature of Recursion

- General form of a recursive algorithm

if this is a simple case

solve it

else

redefine the problem using recursion

The Nature of Recursion

- A problem of size n can be split into
 - a sub-problem of size 1
 - Can be solved easily
 - a sub-problem of size $n - 1$
 - Can be split further into
 - ✓ a sub-problem of size 1
 - » Can be solved easily
 - ✓ a sub-problem of size $n - 2$
 - » Can be split further into ...
- At the end, we solve easily n problem of size 1

The Nature of Recursion

- Example: Multiply 6 by 3, assuming we know how to add and we know that $x * 1 = x$
 - Split the problem:
 1. Multiply 6 by 2
 2. Add 6 to the result
 - Split 1 further:
 1. Multiply 6 by 2
 1. Multiply 6 by 1
 2. Add 6 to the result of problem 1.1
 2. Add 6 to the result

The Nature of Recursion

■ Implementation

```
int multiply (int m, int n)
{
    int ans;

    if (n == 1)
        ans = m;
    else
        ans = m + multiply (m, n - 1);

    return (ans);
}
```

The Nature of Recursion

- To solve a problem recursively
 - First, trust the function to solve a simpler version of the problem
 - Then, build the solution to the whole problem on the result from the simpler version

Tracing a Recursive Function

- Hand tracing an algorithm's execution provides valuable insight into how that algorithm works
- To understand recursion and debug a function

Recursive Math Functions

- Many mathematical functions are defined recursively

➤ Example: Factorial of n ($n!$) is

$$\square 0! = 1$$

$$\square n! = n \times (n - 1)!, \text{ for } n > 0$$

Recursive Math Functions

- Factorial - implementation is straightforward

```
int factorial (int n)
{
    int ans;

    if (n == 0)
        ans = 1;
    else
        ans = n * factorial (n - 1);

    return (ans);
}
```

Recursive Math Functions

- The **Fibonacci** numbers
 - Sequence of numbers that have many uses
- The Fibonacci sequence is
 - 0, 1, 1, 2, 3, 5, 8, ...
 - The sequence is produced as follows
 - $\text{Fibonacci}_0 = 0$
 - $\text{Fibonacci}_1 = 1$
 - $\text{Fibonacci}_n = \text{Fibonacci}_{n-1} + \text{Fibonacci}_{n-2}$, for $n > 1$

Recursive Math Functions

- Fibonacci - implementation is straightforward

```
int fibonacci (int n)
{
    int ans;

    if (n == 0 || n == 1)
        ans = n;
    else
        ans = fibonacci (n - 1) + fibonacci (n - 2);

    return (ans);
}
```

Recursion

- Recursion is also useful for processing varying-length lists
 - Strings
 - Linked-lists
 - Etc.

Another Example

- Example: Function to count the number of times a particular character `ch` appears in a string `str`
 - Split the problem:
 1. Check the rest of the string
 2. Update the counter if the first character is `x`
 - Split 1 further:
 1. Check the rest of the string
 1. Check the rest of the string
 2. Update the counter if the second character is `x`
 2. Update the counter if the first character is `x`

Another Example

■ Implementation

```
int  
count (char ch, char *str)  
{  
    if (*str == '\0')  
        return 0;  
  
    if (ch == *str)  
        return ( 1 + count (ch, str + 1));  
    else  
        return (count (ch, str + 1));  
}
```