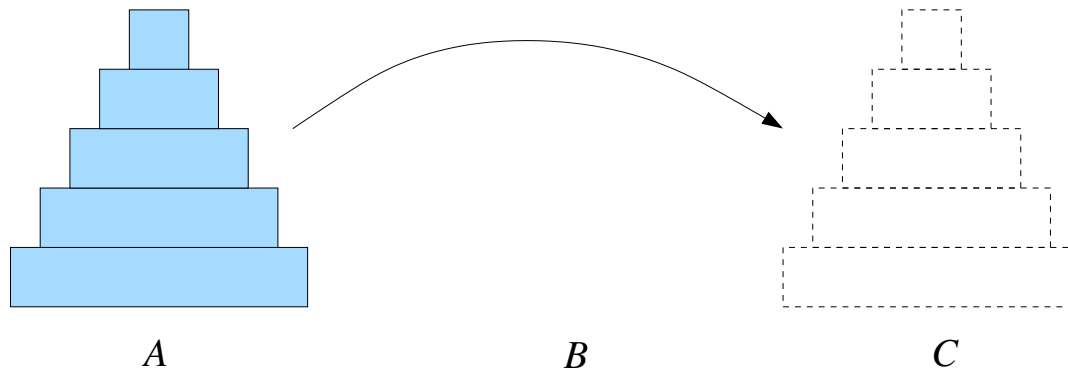


Recursion: Two examples.

Tower of Hanoi



A stack of tiles of different sizes to be moved from place **A** to place **C**, observing the following rules:

- Only one tile may be moved at a time
- You must never put a larger tile on top of a smaller one

In order for this to be possible, a "help place" **B** is needed.

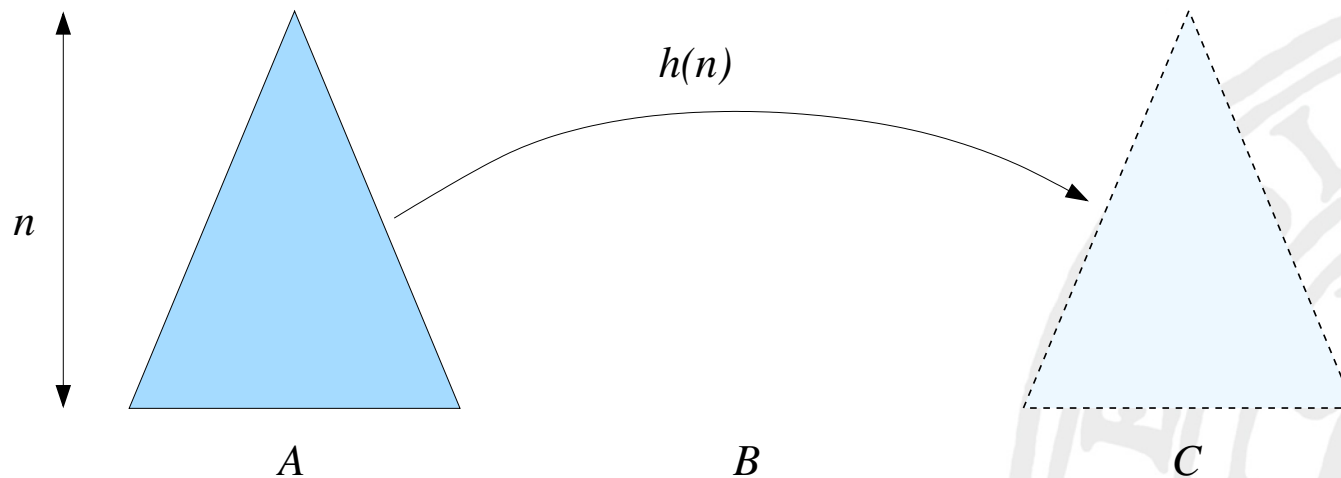
Tower of Hanoi

A small demonstration.
There are more on YouTube!

Tower of Hanoi

Denote the problem of moving n tiles from one place to another by $h(n)$.

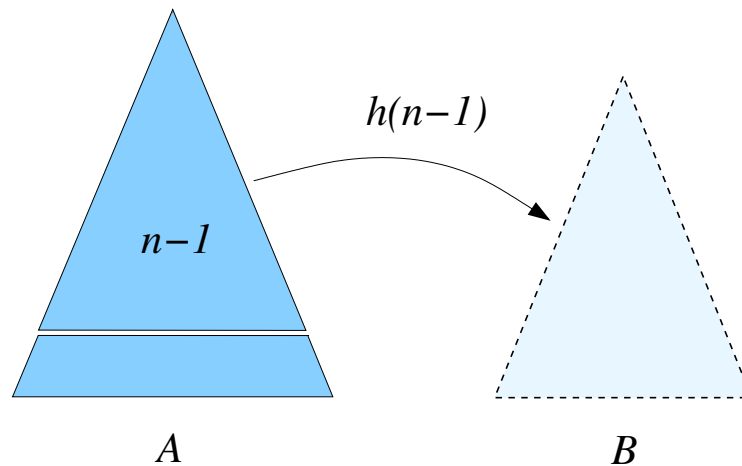
So we want to solve the problem :



Hanoi's tower

In order to move the bottom tile from A to C, all other tiles must be on B.

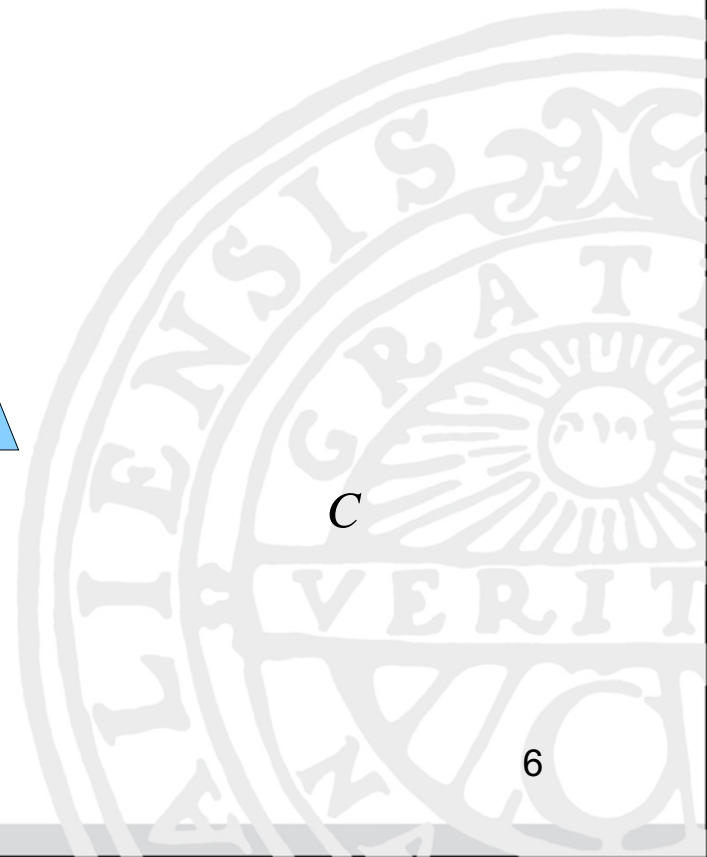
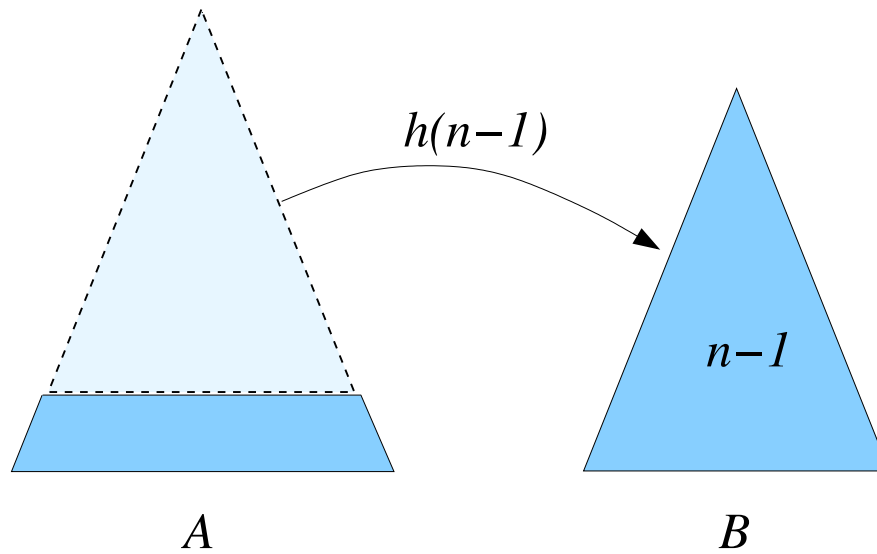
So we have to start by solving the problem of moving $n-1$ tiles from A to B:



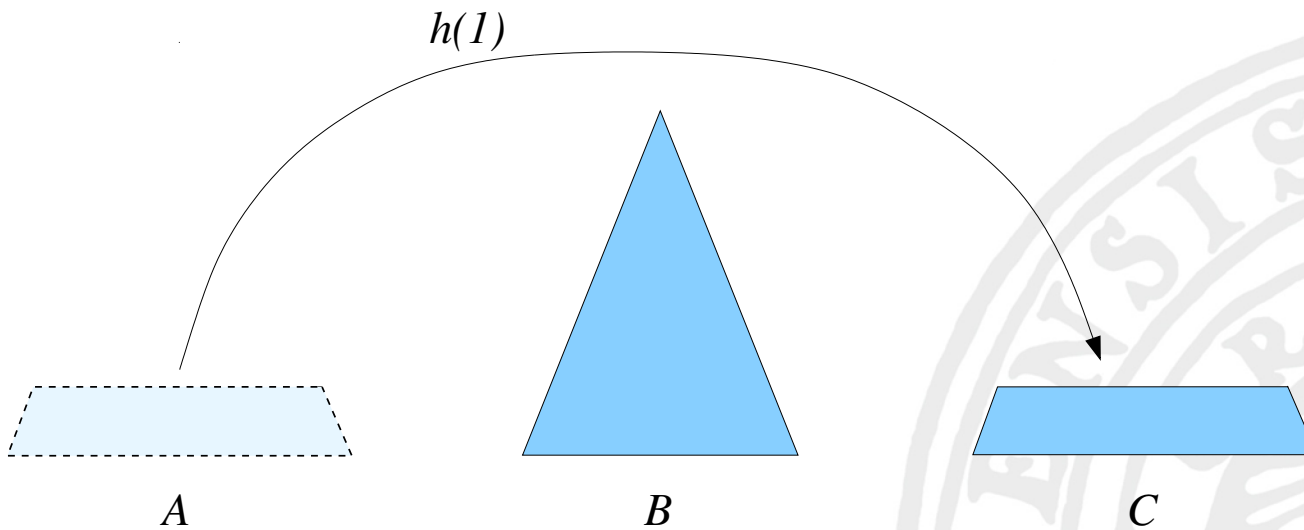
1. Move $n-1$ tiles from A to B using C as temporary storage.



Tower of Hanoi

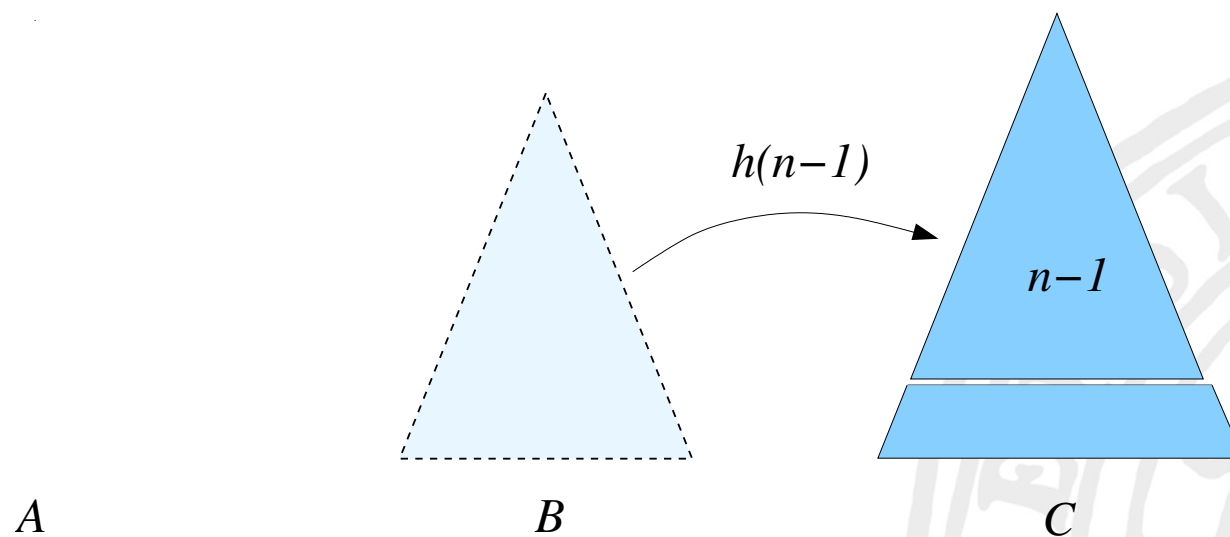


Tower of Hanoi



2. Move 1 tile from A to C .

Tower of Hanoi



3. Move $n - 1$ tiles from B to C using A as temporary storage

Tower of Hanoi

Algorithm:

1. Move $n - 1$ tiles from A to B using C .
2. Move 1 tile from A to C .
3. Move $n - 1$ tiles from B to C using A .

Note that there are two recursive calls and that the information about *from*, *to* and *using* varies. The places A , B and C thus switch roles.

Hint 1: You get the simplest code if you use $n = 0$ as base case!

Hint 2: It is enough with 5 lines of code inclusive **def**, **if** and **else** to solve the task.



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The exchange problem

The exchange problem

Suppose we have coins/bills with the following values: 1, 5, 10, 50, 100.
In how many different ways can we exchange a given amount?

Example: The amount 12 can be exchanged in 4 different ways :

$1 \times 10 + 2 \times 1$, $2 \times 5 + 2 \times 1$, $1 \times 5 + 7 \times 1$ and 12×1

We want to write a function

`exchange(a, coins)`

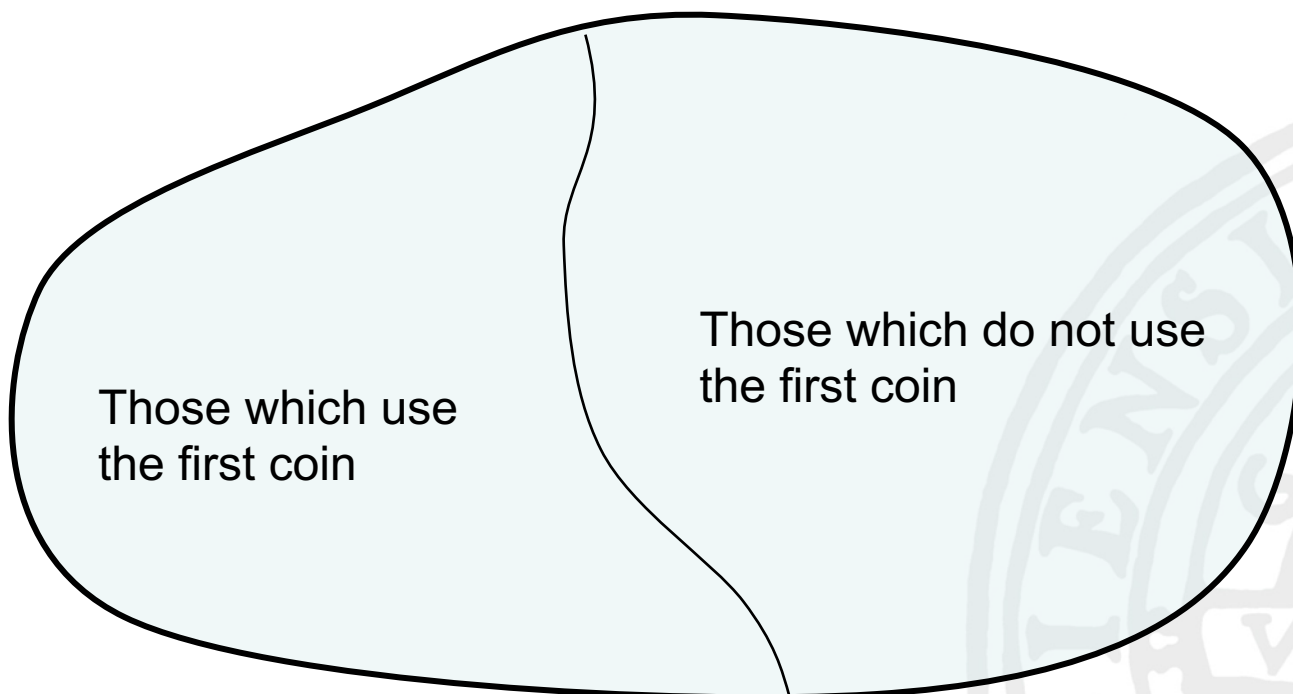
which returns the number of ways that one can exchange the amount `a`.

The second parameter contains the different values of coins.

The call `exchange(12, [1, 5, 10, 50, 100])` should return 4.

The exchange problem

The set of possible exchanges



The exchange problem

Thus we get the following code:

```
def exchange(a, coins):  
    return \  
        exchange(a, coins[1:]) + \  
        exchange(a-coins[0], coins)
```

Base case?

- $a = 0$ Success. Count 1
- $a < 0$ Unsuccessful. Count 0
- coins empty Unsuccessful. Count 0

The exchange problem

Final version:

```
def exchange(a, coins):  
    if a == 0:  
        return 1  
    elif a < 0 or len(coins) == 0:  
        return 0  
    else:  
        return \  
            exchange(a, coins[1:]) + \  
            exchange(a-coins[0], coins)
```

Two challenges (optional):

1. Write a function that lists the exchanges made.
2. List possible exchanges given a limited number of each coin.



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The end

