

# Lecture 6 - Recursion

# Review: Abstraction

# Describing Functions

A function's **domain** is the set of all inputs it might possibly take as arguments.

A function's **range** is the set of output values it might possibly return.

A pure function's **behavior** is the relationship it creates between input and output.

```
def square(x):  
    """Return X *  
X""""
```

*x is a number*

*square returns a non-negative real number*

*square returns the square of x*

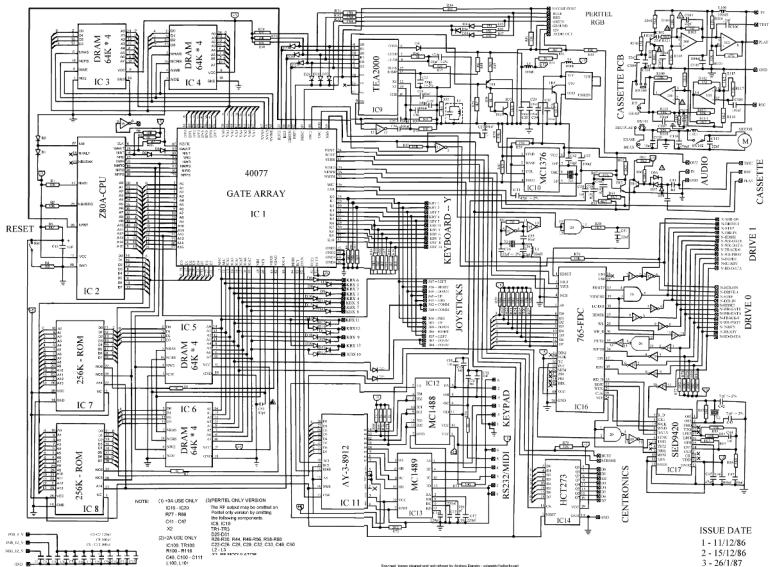
# Functional Abstraction

Demo

## Mechanics

How does Python execute this program line-by-line (e.g. Python Tutor)

What happens when you evaluate a call expression, what goes on its body, etc.



## Use (**functional abstraction**)

- `square(2)` always returns 4
- `square(3)` always returns 9
- ...

Without worrying about *how* Python evaluates the function



# Recursion

Suppose you're waiting in line for a concert.

You can't see the front of the line, but you want to know what your place in line is. Only the first 100 people get free t-shirts!

You can't step out of line because you'd lose your spot.

**What should you do?**



An **iterative algorithm** might say:

1. Ask my friend to go to the front of the line.
2. Count each person in line one-by-one.
3. Then, tell me the answer.

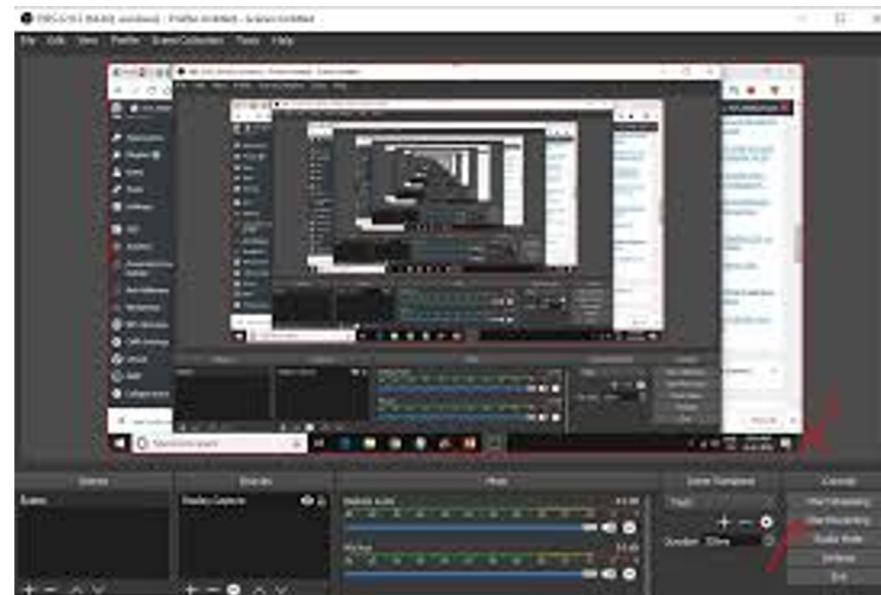
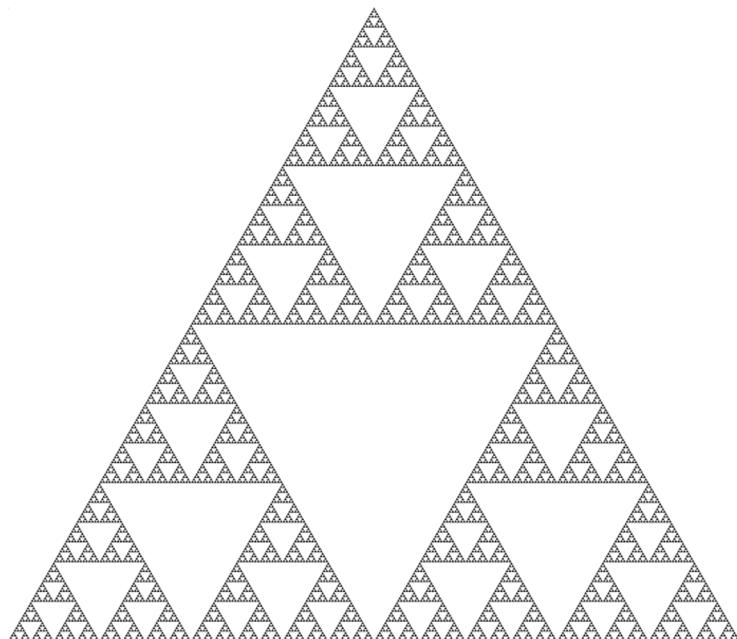
A **recursive algorithm** might say:

- If you're at the front, you know you're first.
- Otherwise, ask the person in front of you,  
**"What number in line are you?"**
- The person in front of you figures it out by  
asking the person in front of them who asks  
the person in front of them etc...
- Once they get an answer, they tell you and  
you add one to that answer.

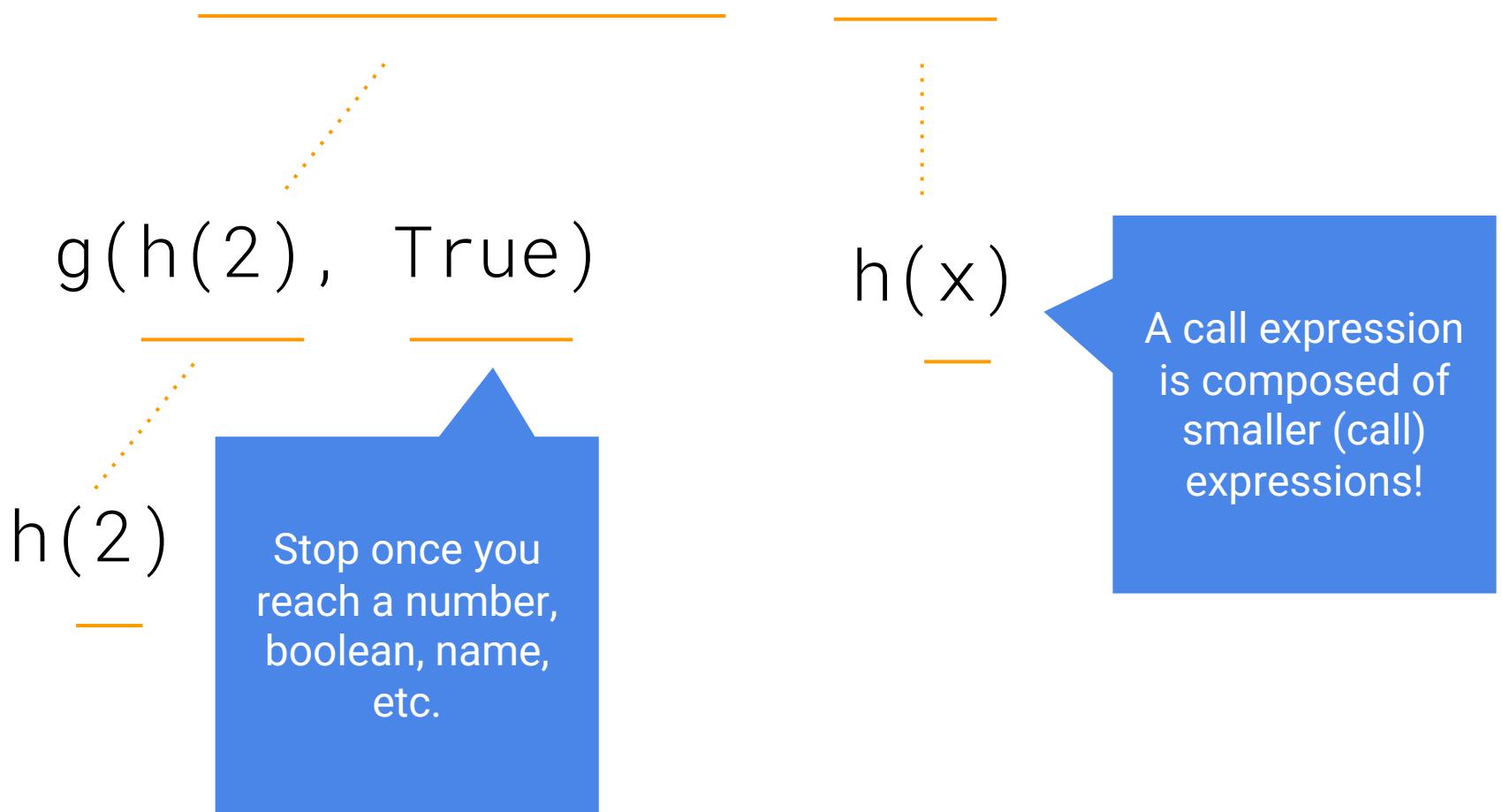
# Recursion

Recursion is useful for solving problems with a naturally repeating structure - they are defined in terms of themselves

It requires you to find patterns of smaller problems, and to define the smallest problem possible



# Recursion in Evaluation

$$f(g(h(2), \text{True}), h(x))$$


# Recursive Functions

# Recursive Functions

- A function is called **recursive** if the body of that function calls itself, either directly or indirectly
- This implies that executing the body of a recursive function may require **applying that function multiple times**
- Recursion is inherently tied to functional abstraction

# Structure of a Recursive Function

1. One or more **base cases**, usually the smallest input.
  - "If you're at the front, you know you're first."
1. One or more ways of **reducing the problem**, and then **solving the smaller problem using recursion**.
  - "Ask the person in front, 'What number in line are you?'"
1. One or more ways of **using the solution to each smaller problem** to solve our larger problem.
  - "When the person in front of you figures it out and tells you, **add one to that answer.**"

Demo

# Functional Abstraction & Recursion

Expression	Value
fact(1)	1
fact(3)	6 ( $3 * 2 * 1$ )
fact(4)	24 ( $4 * 3 * 2 * 1$ )
fact( $n - 1$ )	$n-1 * n-2 * \dots * 1$
fact( $n$ )	<del><math>n * n-1 * n-2 * \dots * 1</math></del>
	$n * \text{fact}(n - 1)$

# Verifying factorial



Is factorial correct?

## 1. Verify the **base cases**.

- Are they **correct**?
- Are they **exhaustive**?

Now, harness the power of  
**functional abstraction!**

1. Assume that **factorial(n-1)** is correct.
2. Verify that **factorial(n)** is correct.

```
def fact(n):
```

```
    if n == 0:
```

```
        return 1
```

```
    else:
```

```
        return n * fact(n-1)
```

**Functional abstraction:** don't worry that fact is recursive and just assume that factorial gets the right answer!

# Visualizing Recursion

Demo

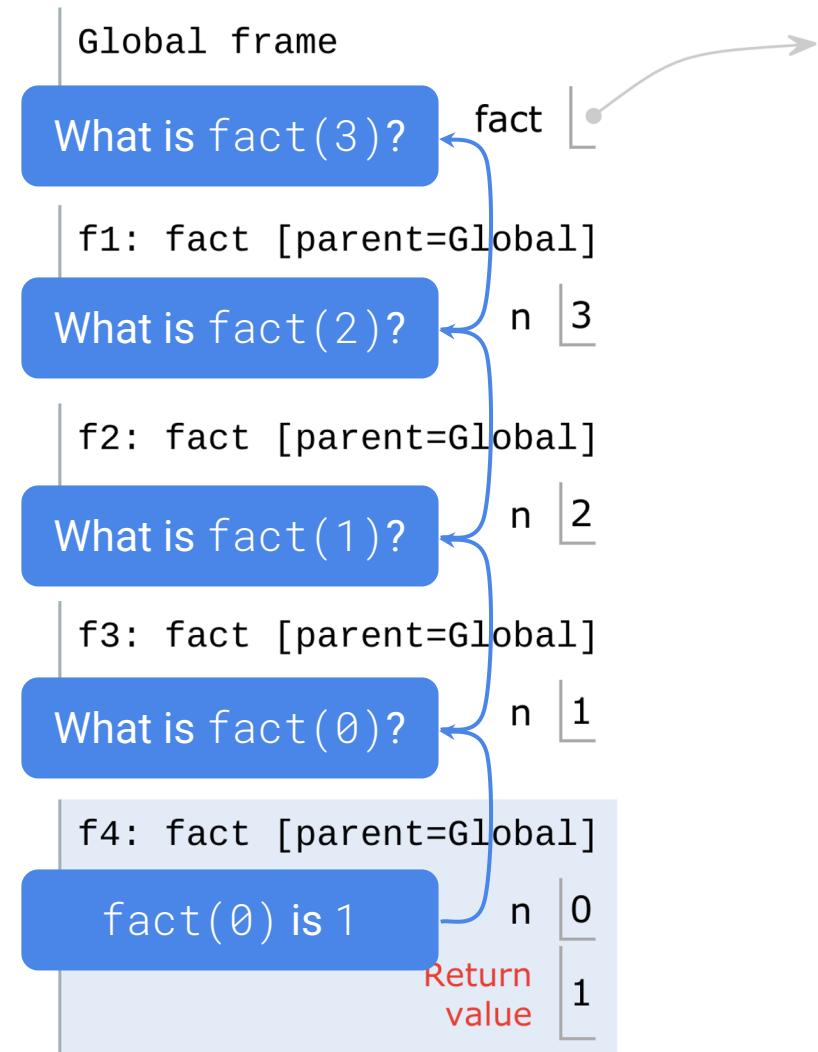
# Recursion in Environment Diagrams

```
1 def fact(n):  
2     if n == 0:  
3         return 1  
4     else:  
5         return n * fact(n - 1)  
6  
7 fact(3)
```

The same function `fact` is called multiple times, each time solving a simpler problem

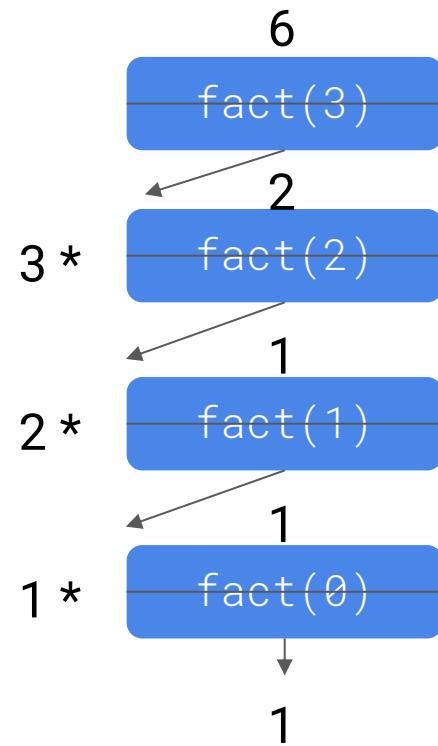
All the frames share the same parent - only difference is the argument

What `n` evaluates to depends upon the **current environment**



# Recursive tree - another way to visualize recursion

```
1 def fact(n):
2     """Calculates n!"""
3     if n == 0:
4         return 1
5     else:
6         return n * fact(n-1)
```



# How to Trust Functional Abstraction

Assume this all works!

Look at how we computed `fact(3)`

- Which required computing `fact(2)`
  - Which required computing `fact(1)`
    - Which required computing `fact(0)`
      - Which we know is 1, thanks to the base case!

## Verifying the correctness of recursive functions

1. Verify that the base cases work as expected
2. For each larger case, verify that it works by **assuming the smaller recursive calls are correct**

```
def fact(n):
    if n == 0 or n == 1:
        return 1
    elif n == 2:
        return 2 * 1
    elif n == 3:
        return 3 * 2 * 1
    elif n == 4:
        return 4 * 3 * 2 * 1
    elif n == 5:
        return 5 * 4 * 3 * 2 * 1
    elif n == 6:
        return 6 * fact(5)
    else:
        return n * fact(n-1)
```

## Identifying Patterns

Is factorial correct?

1. List out all the cases.
2. Identify **patterns** between each case.
3. Simplify repeated code with **recursive calls**.

# Examples

# Count Up

Let's implement a recursive function to print the numbers from 1 to `n`. Assume `n` is positive .

```
def count_up(n):
    """Prints the numbers from
    1 to n.
    >>> count_up(1)
    1
    >>> count_up(2)
    1
    2
    >>> count_up(4)
    1
    2
    3
    4
    """
    "*** YOUR CODE HERE"
    ***"
```

1. One or more **base cases**
2. One or more **recursive calls** with simpler arguments.
3. **Using the recursive call** to solve our larger problem.

# Count Up - Summary

1. Base case
  - What is the smallest number where we don't have to do any work?
    - We know `n` is positive so the the smallest positive integer is 1 and if  $n = 1$ , print it out and do nothing else.
2. Recursive call with smaller arguments
  - Have access to the largest number, so try printing smaller numbers
3. Use recursive call to solve the problem
  - Once we've printed up to  $n - 1$ , what value is left?

# Sum Digits

Let's implement a recursive function to sum all the digits of `n`. Assume `n` is positive.

```
def sum_digits(n):
    """Calculates the sum of
    the digits `n`.
    >>> sum_digits(9)
    9
    >>> sum_digits(19)
    10
    >>> sum_digits(2019)
    12
    """
    "*** YOUR CODE HERE
    ***"
```

1. One or more **base cases**
2. One or more **recursive calls** with simpler arguments.
3. **Using the recursive call** to solve our larger problem.

# Sum Digits Discussion

What's our:

**Input?**

Number

**Output?**

Sum of all the digits

**Base case?**

A single digit

**Smaller problem?**

Sum of all digits but one

**Larger problem?**

Sum of all digits but one plus the digit  
that was left out

# Iteration vs. Recursion

- Iteration and recursion are somewhat related
- Converting **iteration to recursion** is formulaic, but converting **recursion to iteration** can be more tricky

## Iterative

```
def fact_iter(n):  
    total, k = 1, 1  
    while k <= n:  
        total, k = total*k, k+1  
    return total
```

## Recursive

```
def fact(n):  
    if n == 0:  
        return 1  
    else:  
        return n * fact(n-1)
```

$$n! = \prod_{k=1}^n k$$

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot (n - 1)! & \text{otherwise} \end{cases}$$

Names: n, total, k, fact\_iter

Names: n, fact

# Summary

- **Recursive functions** are functions that call themselves in their body one or more times
  - This allows us to break the problem down into smaller pieces
  - Using functional abstraction, we do not have to worry about how those smaller problems are solved
- A recursive function has a **base case** to define its smallest problem, and one or more recursive calls
  - If we know the base case is correct, and that we get the correct solution assuming the recursive calls work, then we know the function is correct
- Evaluating recursive calls follow the same rules we've talked about so far