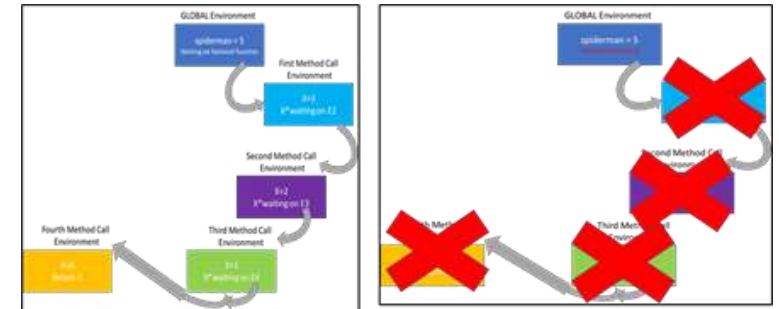


Lecture 4: Recursion



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Recursion is horrifying!

...or is it?



Factorial Function


$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

Can you code the factorial function in Python?

```
1  #Define the factorial function
2  def factorial(n):
3      x = 1 #start with initial solution value
4      for i in range(n, 1, -1): #Goes from n, n-1,... all the way to 1
5          x = x * i #This is same as n*(n-1)...
6      return x
7
8  solution = factorial(5)
9  print(solution)
```

Let's figure out what is going on line by line...


GLOBAL Environment



```
1  #Define the factorial functio
2  def factorial(n):
3      x = 1 #start with initial
4      for i in range(n, 1, -1):
5          x = x * i #This is sa
6      return x
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GLOBAL Environment



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1  #Define the factorial functio
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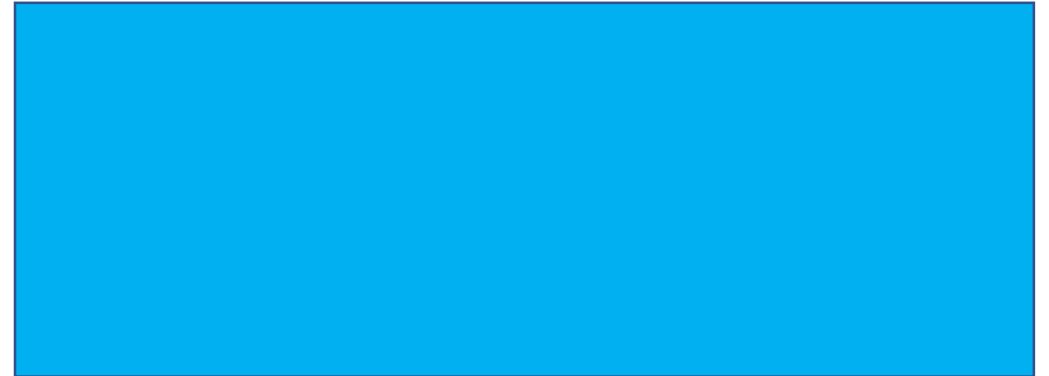


```
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2  def factorial(n):
3      x = 1 #start with initial
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6      return x
7
8  solution = factorial(5)
9  print(solution)
```


GLOBAL Environment



Method Environment

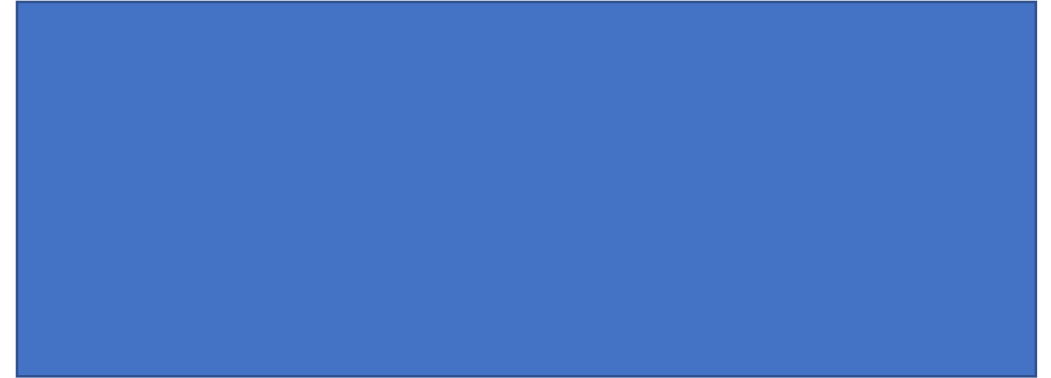


Let's figure out what is going on line by line...



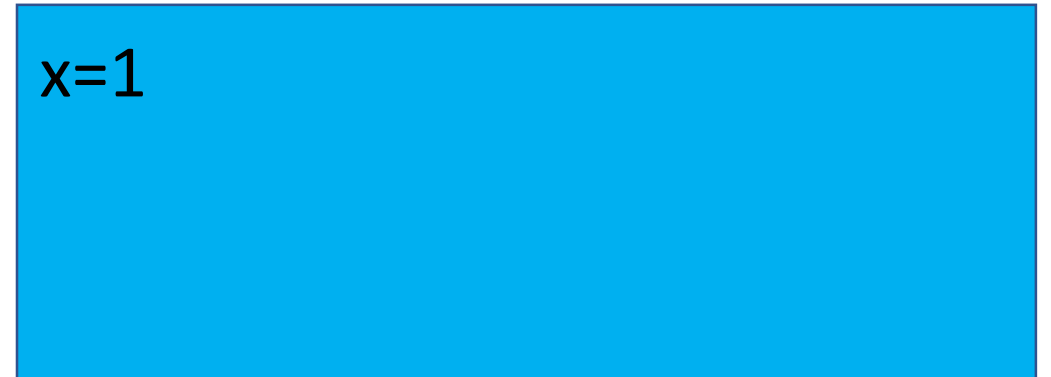
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8  solution = factorial(5)
9  print(solution)
```

GLOBAL Environment

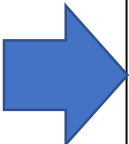


Method Environment

x=1

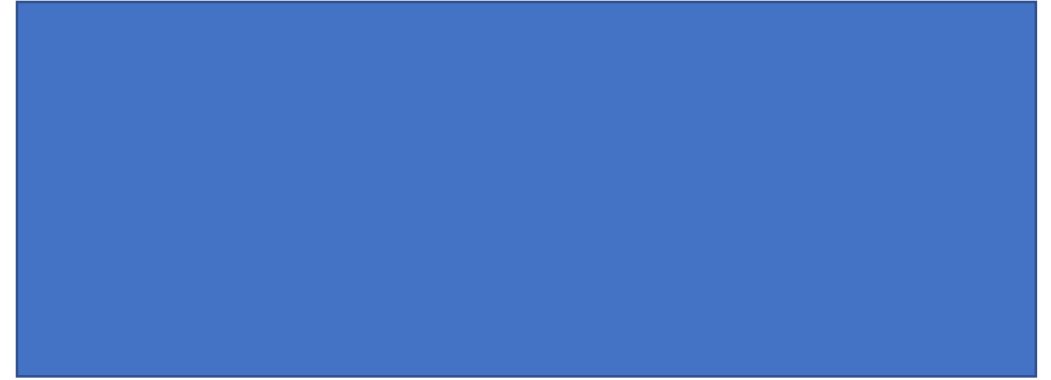


Let's figure out what is going on line by line...



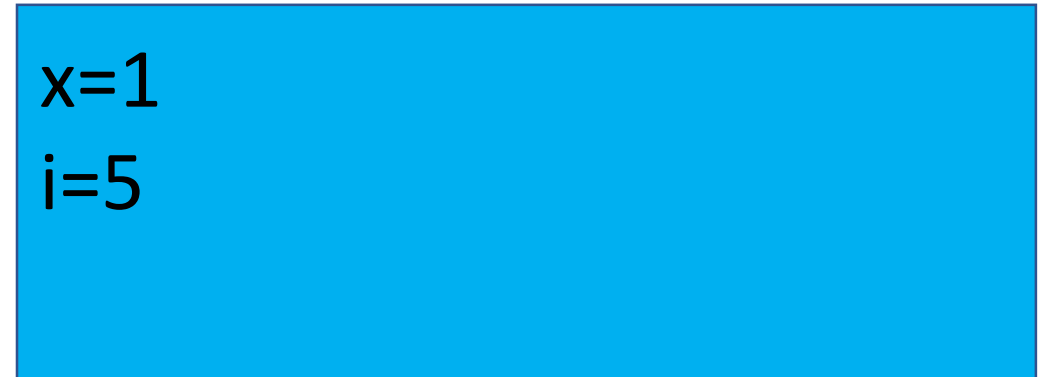
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6      return x
7
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9  print(solution)
```

GLOBAL Environment

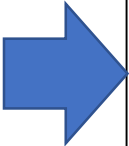


Method Environment

x=1
i=5



Let's figure out what is going on line by line...



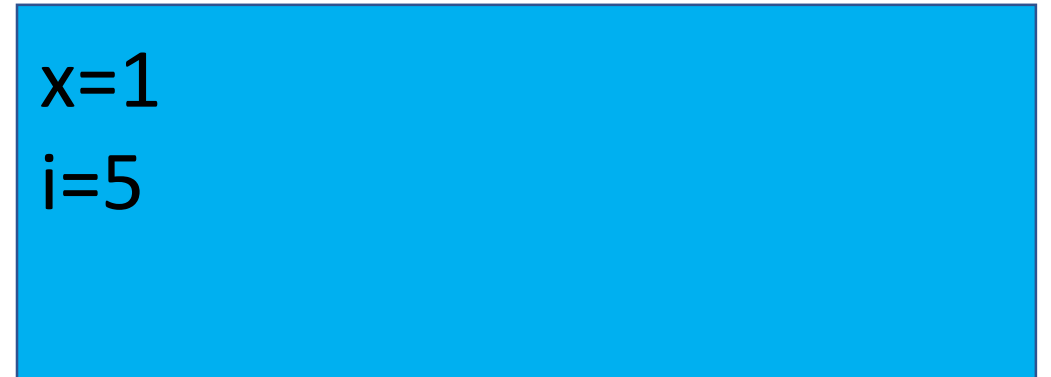
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7
8  solution = factorial(5)
9  print(solution)
```

GLOBAL Environment

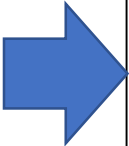


Method Environment

x=1
i=5

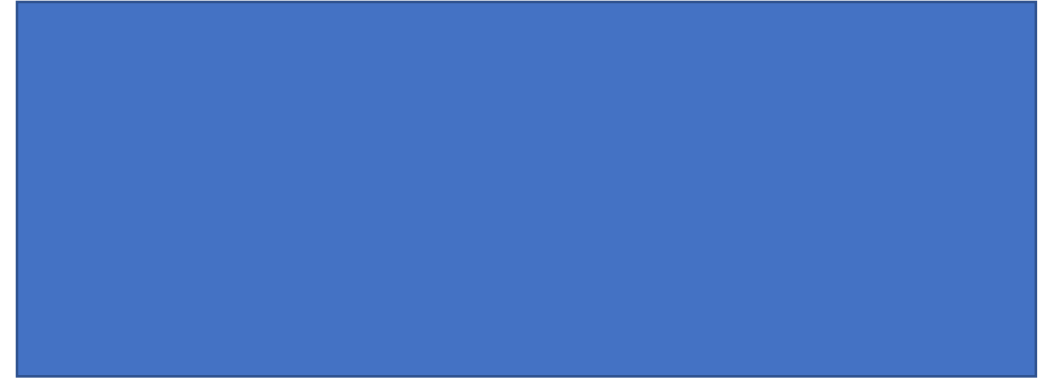


Let's figure out what is going on line by line...

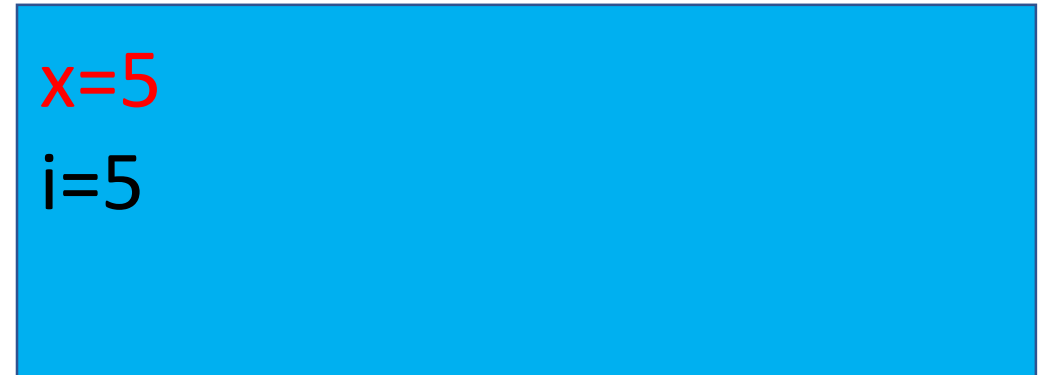


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1  #Define the factorial functio
2  def factorial(n):
3      x = 1 #start with initial
4      for i in range(n, 1, -1):
5          x = x * i #This is sa
6      return x
7
8  solution = factorial(5)
9  print(solution)
```

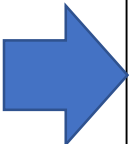
GLOBAL Environment



Method Environment



Let's figure out what is going on line by line...



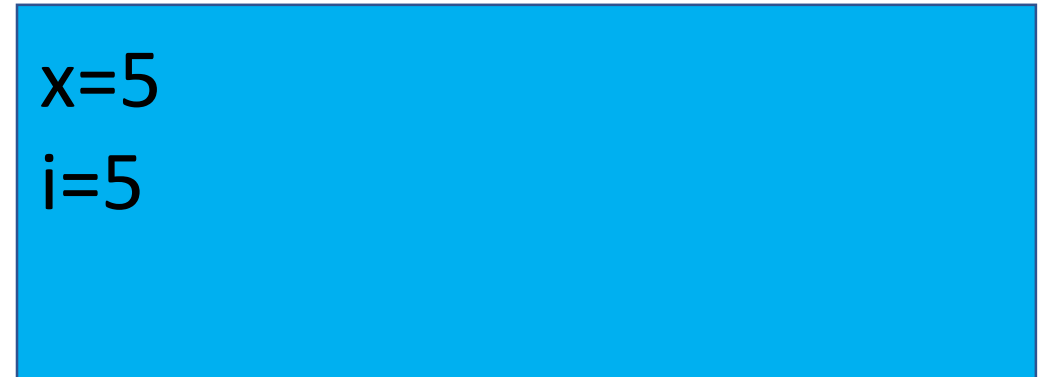
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3      x = 1 #start with initial
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6      return x
7
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9  print(solution)
```

GLOBAL Environment

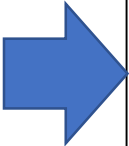


Method Environment

x=5
i=5

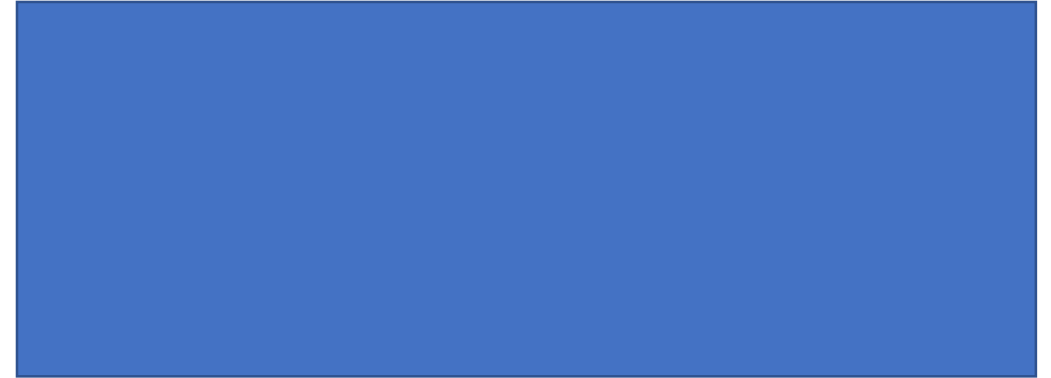


Let's figure out what is going on line by line...



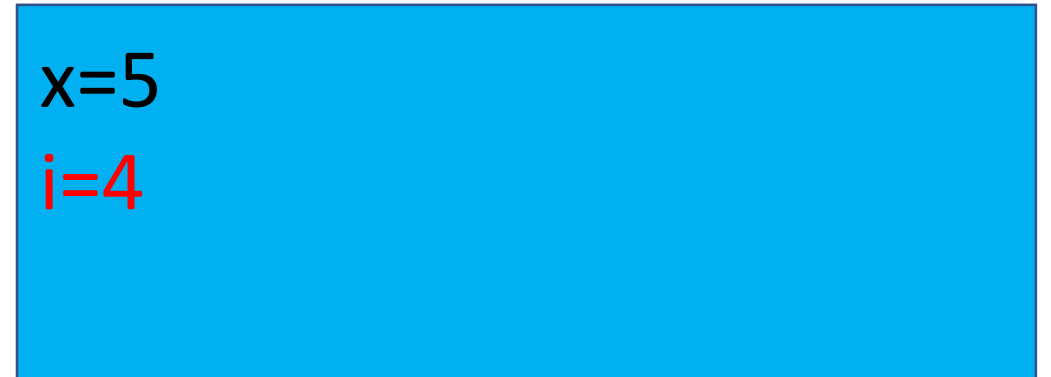
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2  def factorial(n):
3      x = 1 #start with initial
4      for i in range(n, 1, -1):
5          x = x * i #This is sa
6      return x
7
8  solution = factorial(5)
9  print(solution)
```

GLOBAL Environment

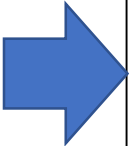


Method Environment

x=5
i=4

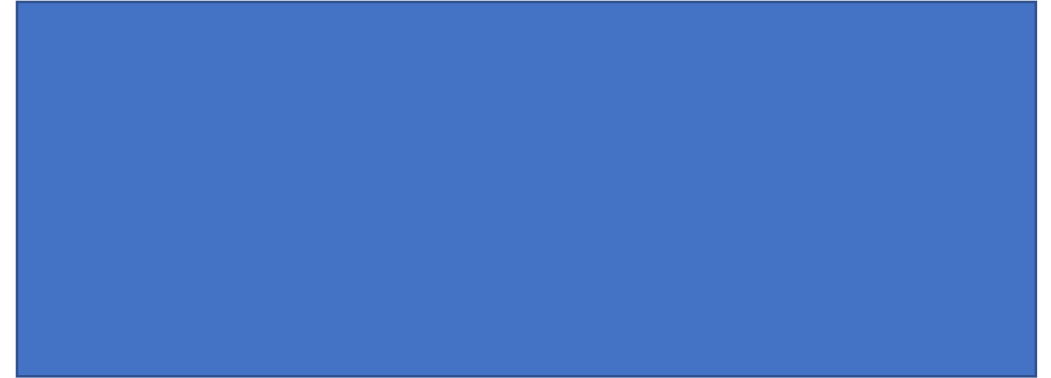


Let's figure out what is going on line by line...



```
1  #Define the factorial functio
2  def factorial(n):
3      x = 1 #start with initial
4      for i in range(n, 1, -1):
5          x = x * i #This is sa
6      return x
7
8  solution = factorial(5)
9  print(solution)
```

GLOBAL Environment



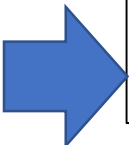
Method Environment

x=20
i=4



**A FEW
MOMENTS LATER**

Let's figure out what is going on line by line...

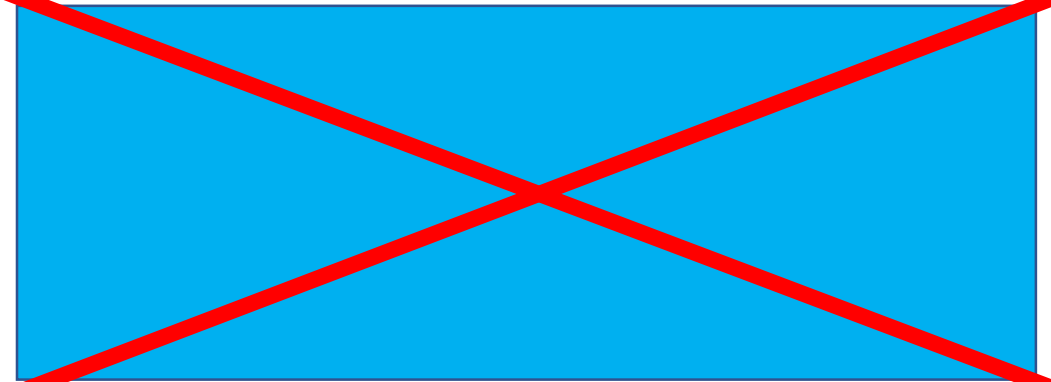


```
1  #Define the factorial functio
2  def factorial(n):
3      x = 1 #start with initial
4      for i in range(n, 1, -1):
5          x = x * i #This is sa
6      return x
7
8  solution = factorial(5)
9  print(solution)
```

GLOBAL Environment

Solution = 120

Method Environment



Important Question: *How many local method environments were created?*

Factorial Function

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

Can you code the factorial function in the same way in Scheme?

```
1 #Define the factorial function
2 def factorial(n):
3     x = 1 #start with initial solution value
4     for i in range(n, 1, -1): #Goes from n, n-1,... all the way to 1
5         x = x * i #This is same as n*(n-1)...
6     return x
7
8 solution = factorial(5)
9 print(solution)
```

Do we know how to write functions in Scheme?



Do we know how to write multiplication in Scheme?



For loops?



Scary Factorial
function



Program in Python
with **for** loops



Program in Scheme...
no **for** loops



When you don't have FOR loops...you must use recursion....



- Simple idea behind recursion:
 1. Write a method and figure out a base case.
 2. Reduce the problem until you reach the base case.
 3. Then go from the base case back up.

How do you reduce the problem? By calling the SAME method repeatedly with smaller and smaller inputs.

Step 1: Figure out the base case

$$n! = n * (n - 1) * (n - 2) * \cdots * 1$$

Think about some examples of the factorial function:

$$5! = 5 * 4 * 3 * 2 * 1$$

$$4! = 4 * 3 * 2 * 1$$

$$3! = 3 * 2 * 1$$

$$2! = 2 * 1$$

OK 1 is common among all computations...let's make 1 our base case!

Step 1: Figure out the base case

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

```
1 (define (factorial x)
2   (if (= x 0)
3       1))
```

What if $n = 1$?



Step 2: Reducing to the Base Case

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

What if $n = 1$?

```
1 | (define (factorial x)
2 |   (if (= x 0)
3 |       1))
```



```
1 | (define (factorial x)
2 |   (if (= x 0)
3 |       1)
4 |   (if (= x 1)
5 |       1)
6 |   )
```

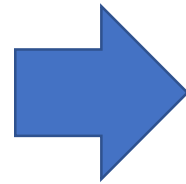
What if $n = 2$?



Step 2: Reducing to the Base Case

What if $n = 2$?

```
1 | (define (factorial x)
2 |   (if (= x 0)
3 |       1)
4 |   (if (= x 1)
5 |       1)
6 |   )
```



```
1 | (define (factorial x)
2 |   (if (= x 0)
3 |       1)
4 |   (if (= x 1)
5 |       1)
6 |   (if (= x 2)
7 |       2)
8 |   )
```

Obviously this is a bad approach...

THE FACTORIAL FUNCTION

- Recall the factorial function:

$$n! = n \cdot (n - 1) \cdot \dots \cdot 1$$

- Alternatively, we could write:

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

Step 2: Reducing to the Base Case

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

```
1 (define (factorial x)
2   (if (= x 0)
3       1)
4   (if (= x 1)
5       1)
6   (if (= x 2)
7       2)
8   )
```



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
```

Recall the steps in designing a recursive function:



1. Write a method and figure out a base case.
2. Reduce the problem until you reach the base case.
3. Then go from the base case back up.

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

```
1 | (define (factorial x)
2 |   (if (= x 0)
3 |       1
4 |       (* x (factorial (- x 1)))))
5 | )
```

Question: These two codes return the same values. Are they functionally the same?




```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
```

```
1 #Define the factorial function
2 def factorial(n):
3     x = 1 #start with initial
4     for i in range(n, 1, -1):
5         x = x * i #This is sa
6     return x
```




Understanding the recursive calls...

GLOBAL Environment

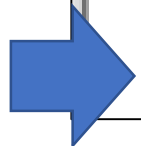


```
1  (define (factorial x)
2    (if (= x 0)
3        1
4        (* x (factorial (- x 1)))))
5  )
6
7  (define spiderman 5)
8  (factorial 3)
```

Understanding the recursive calls...


GLOBAL Environment

spiderman = 5



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

Understanding the recursive calls...

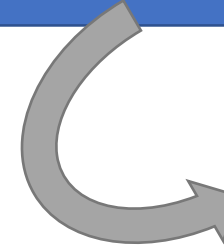


```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```


GLOBAL Environment

spiderman = 5
Waiting on Factorial function

First Method Call
Environment



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment


spiderman = 5
Waiting on Factorial function

First Method Call
Environment

X=3



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment


spiderman = 5
Waiting on Factorial function

First Method Call
Environment

X=3



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function


First Method Call
Environment

X=3
X*waiting on E2

Second Method Call
Environment



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

First Method Call
Environment


X=3
X*waiting on E2

Second Method Call
Environment

X=2



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function


First Method Call
Environment

X=3
X*waiting on E2

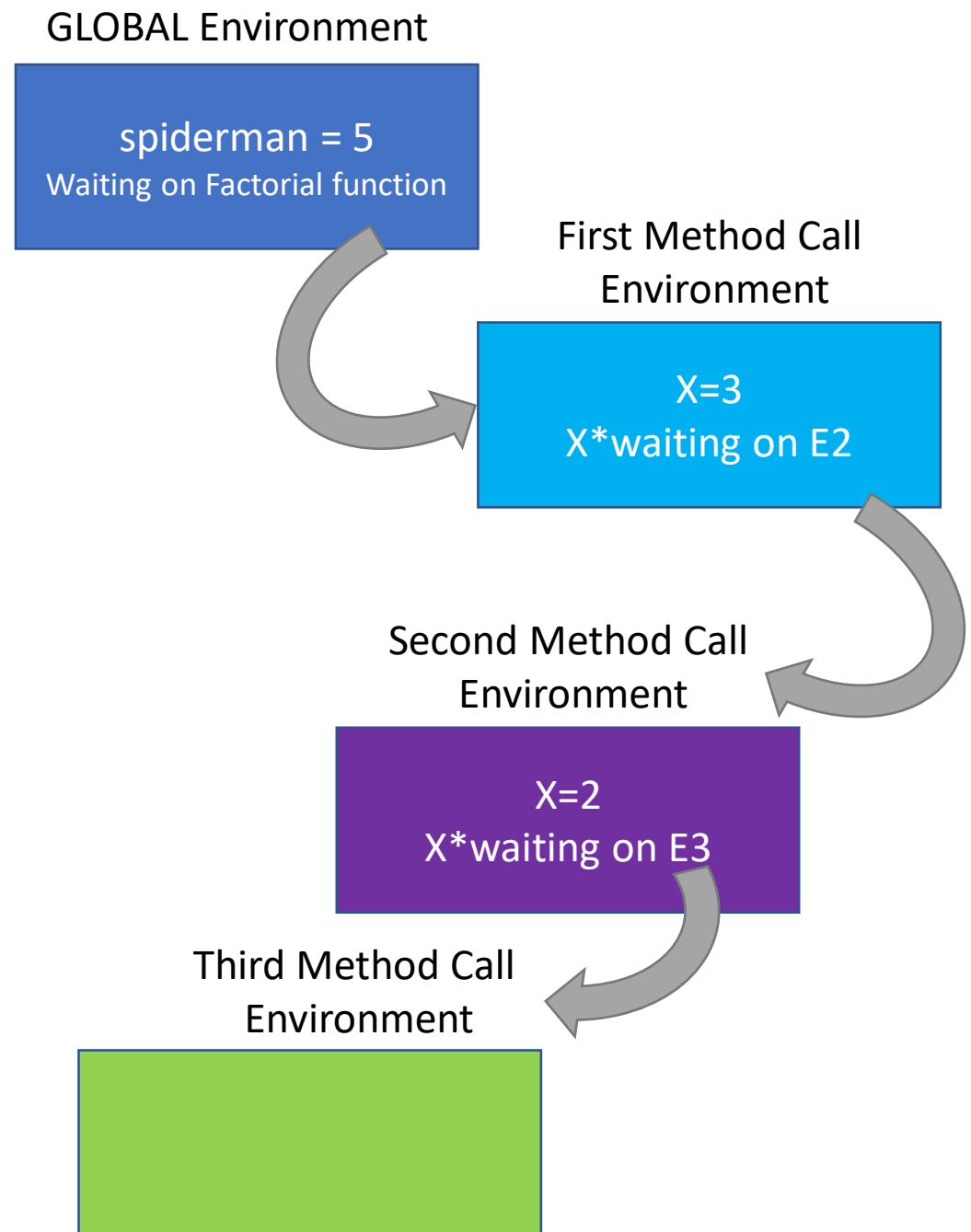
Second Method Call
Environment

X=2


Understanding the recursive calls...



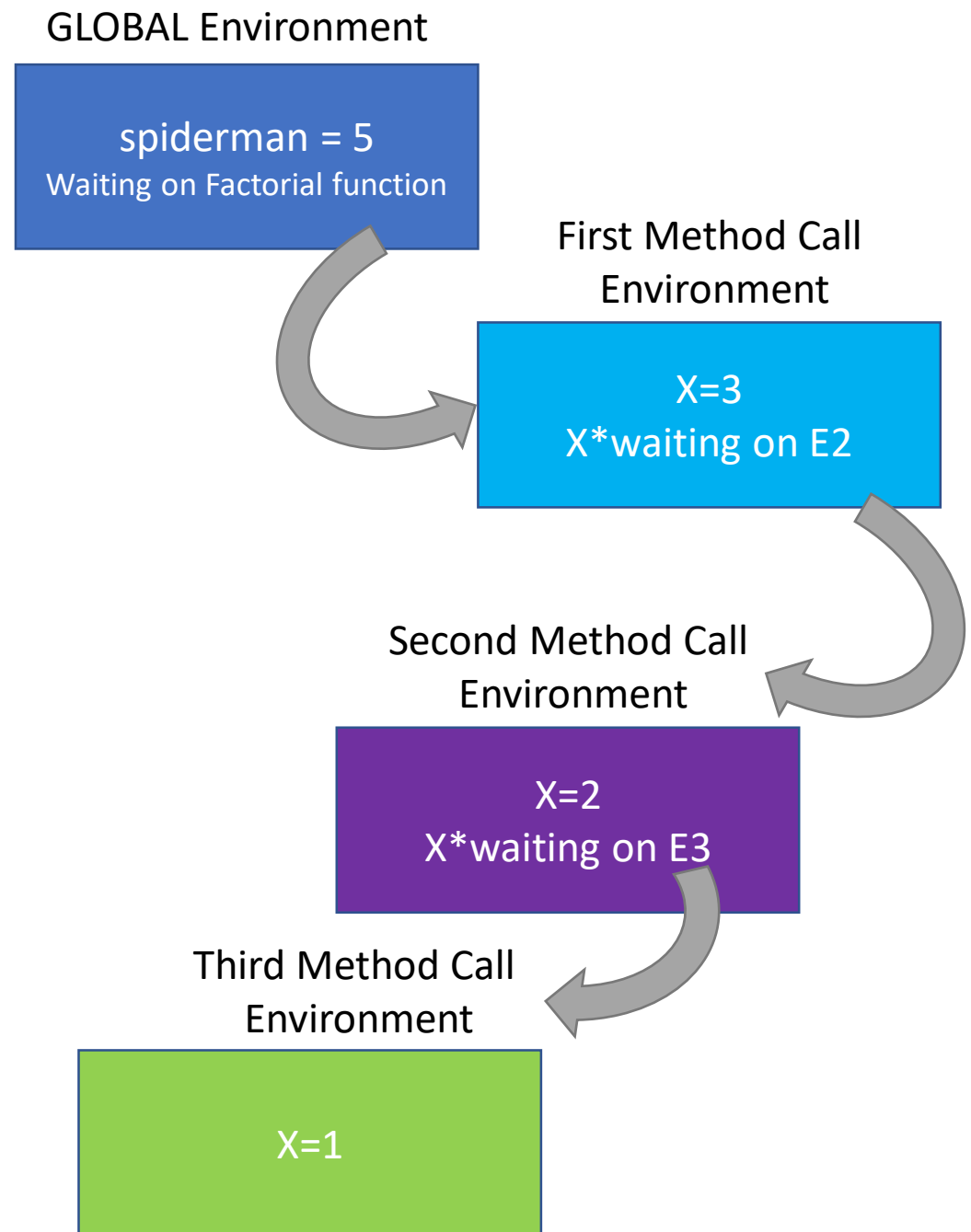
```
1 (define (factorial x)
2   (if (= x 0)
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5 )
6
7 (define spiderman 5)
8 (factorial 3)
```




Understanding the recursive calls...



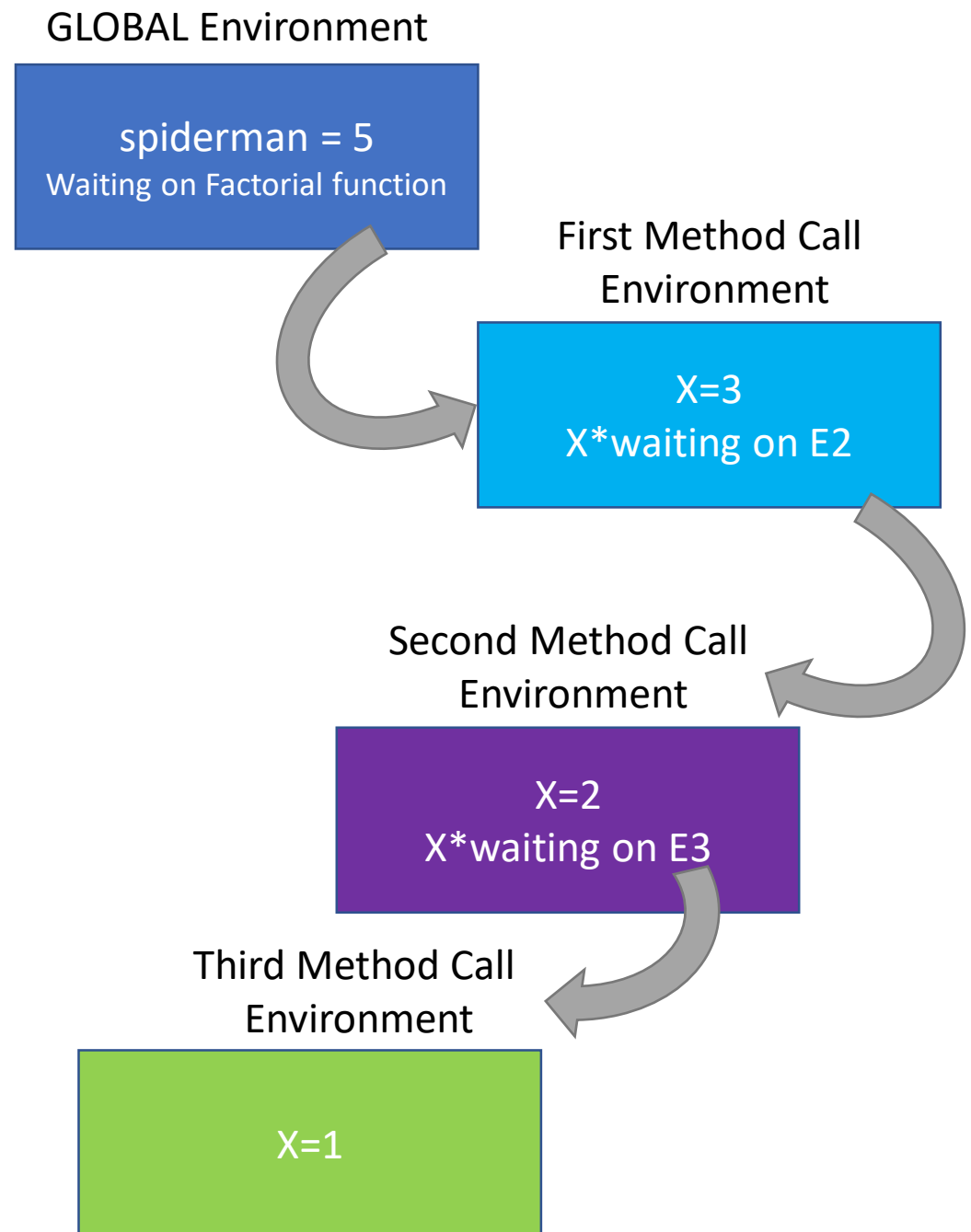
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5 )
6
7 (define spiderman 5)
8 (factorial 3)
```



Understanding the recursive calls...

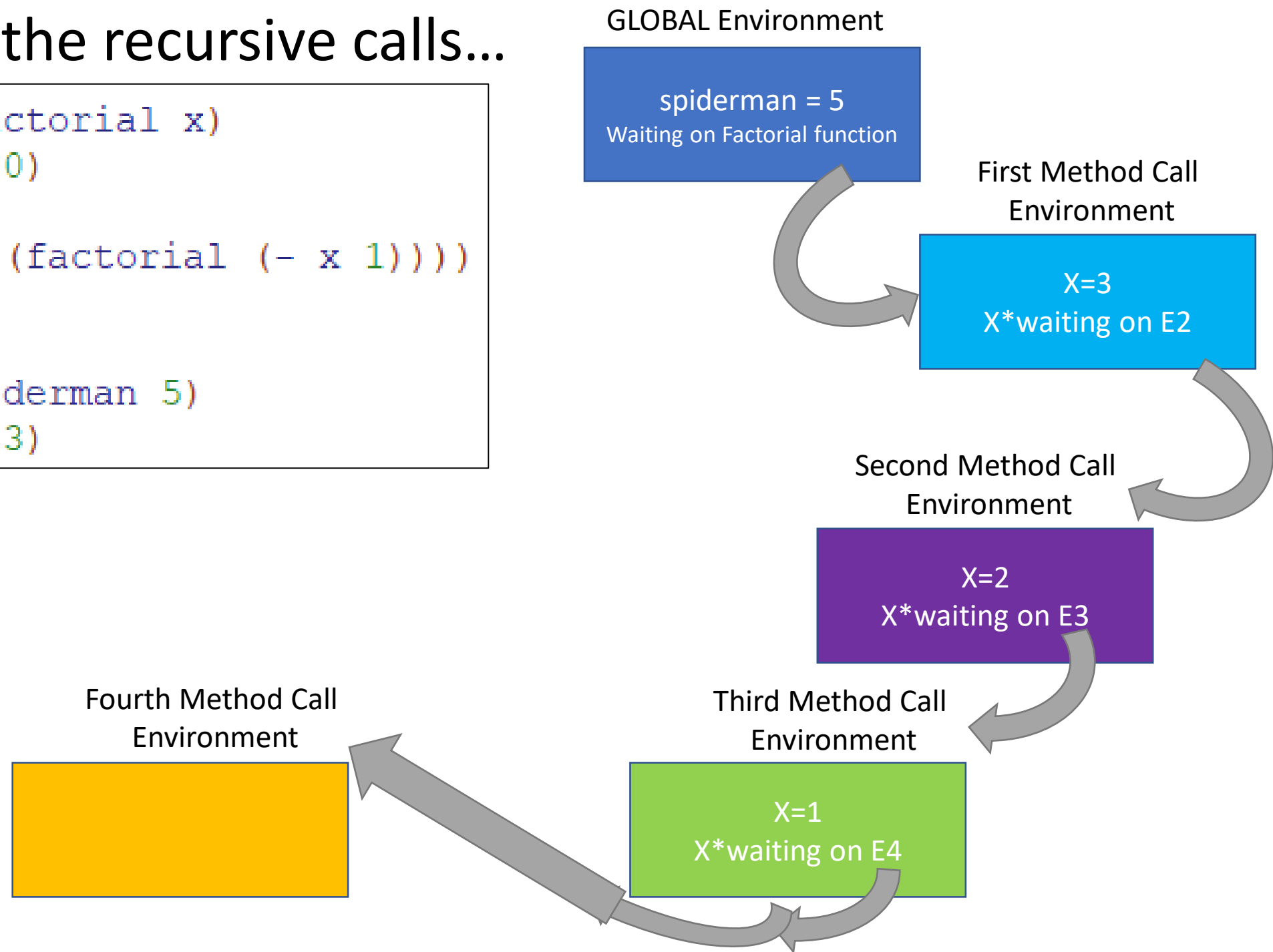


```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```




Understanding the recursive calls...

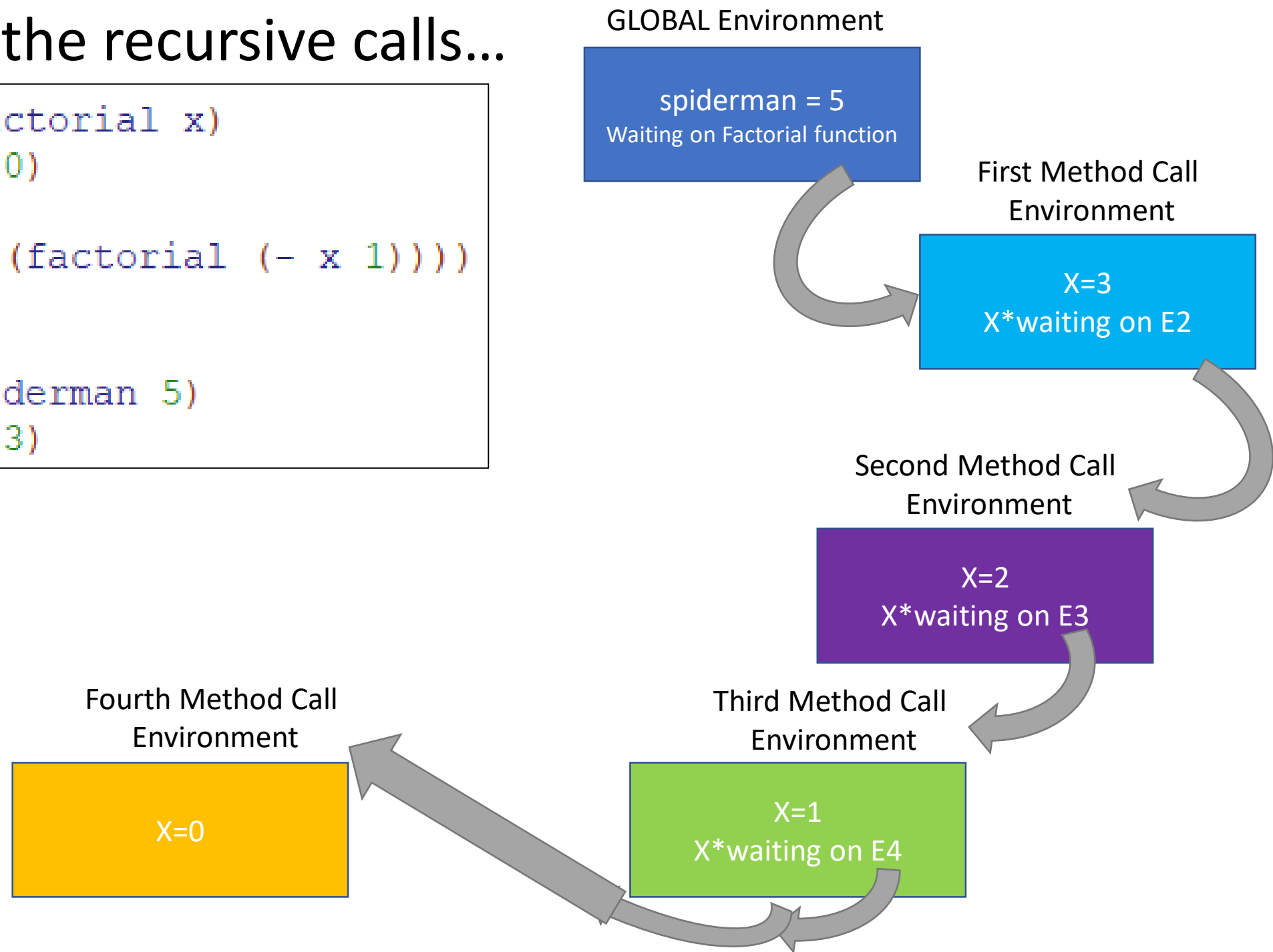
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2   (if (= x 0)
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4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```




Understanding the recursive calls...



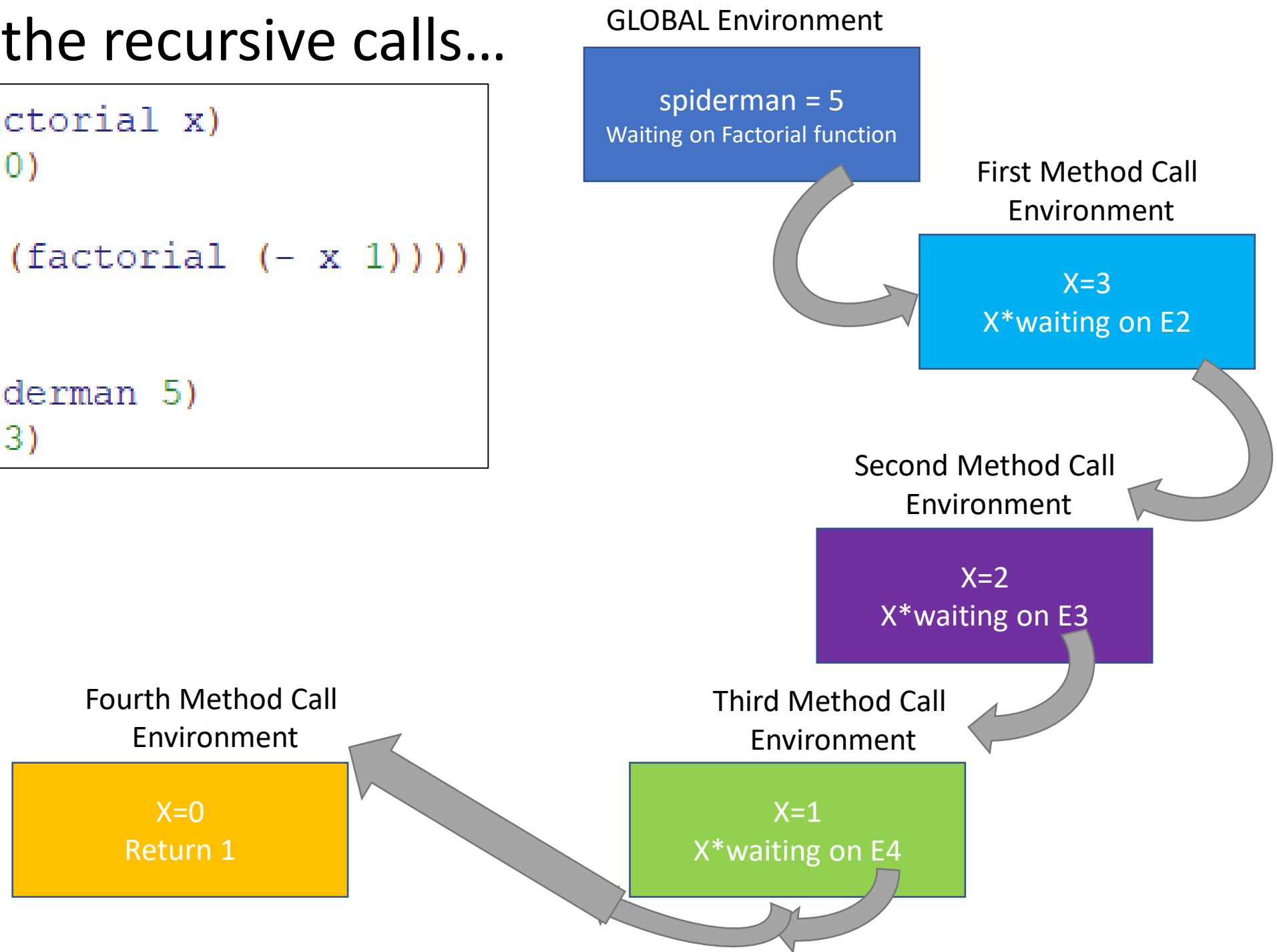
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2   (if (= x 0)
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4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```



Understanding the recursive calls...



```
1 (define (factorial x)
2   (if (= x 0)
3     1
4     (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

First Method Call
Environment

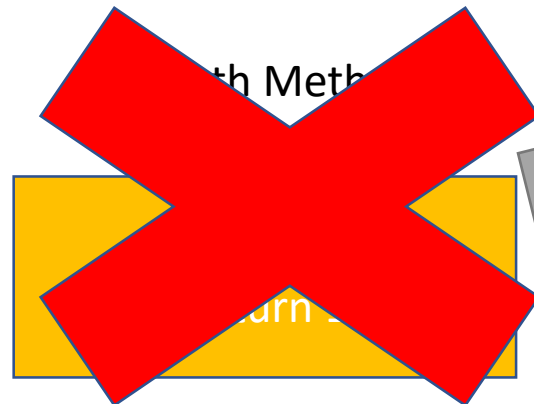
X=3
X*waiting on E2

Second Method Call
Environment

X=2
X*waiting on E3

Third Method Call
Environment

X=1
X*1



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

First Method Call
Environment

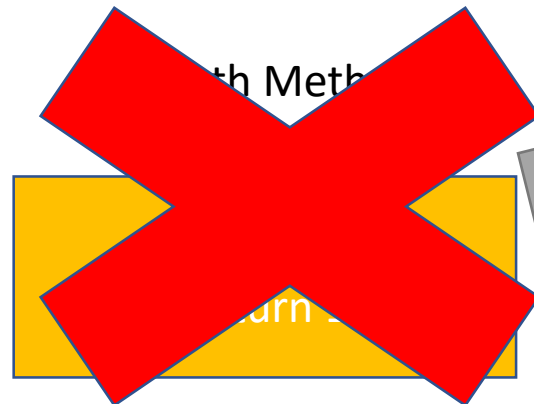
X=3
X*waiting on E2

Second Method Call
Environment

X=2
X*waiting on E3

Third Method Call
Environment

X=1
X*1
Return 1



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

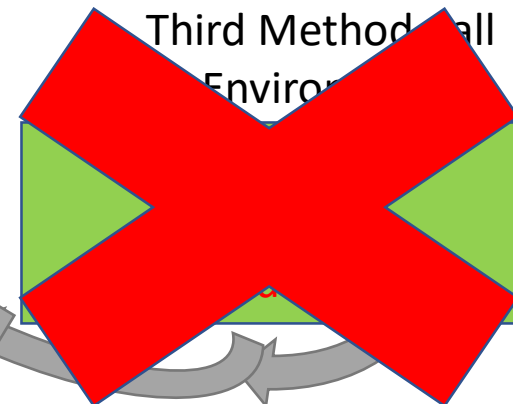
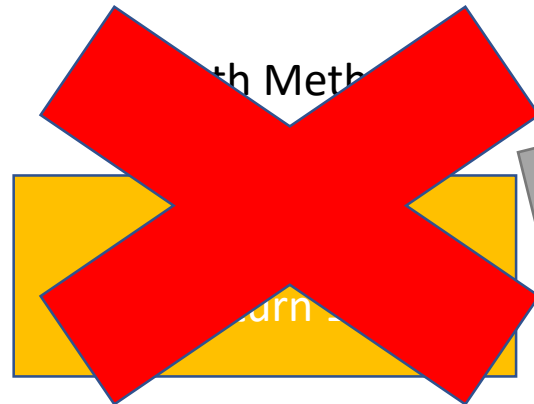
First Method Call
Environment

X=3
X*waiting on E2

Second Method Call
Environment

X=2
X*1

Third Method Call
Environment



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

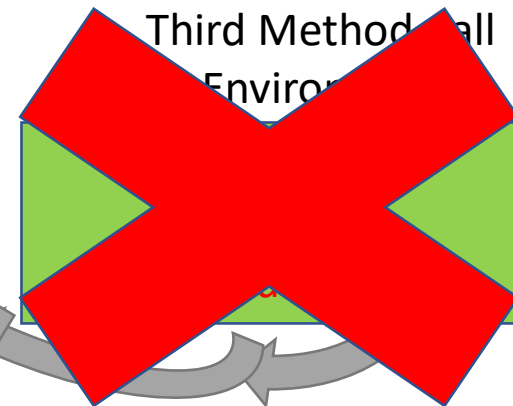
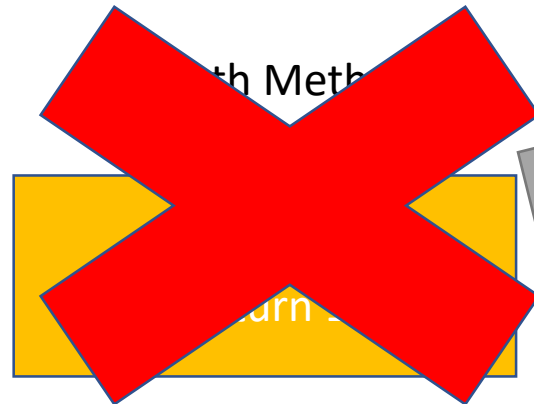
First Method Call
Environment

X=3
X*waiting on E2

Second Method Call
Environment

X=2
X*1
Return 2

Third Method Call
Environment



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

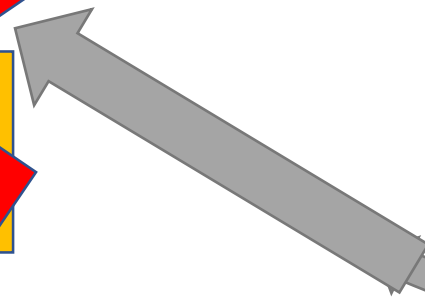
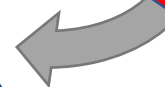
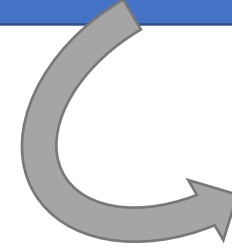
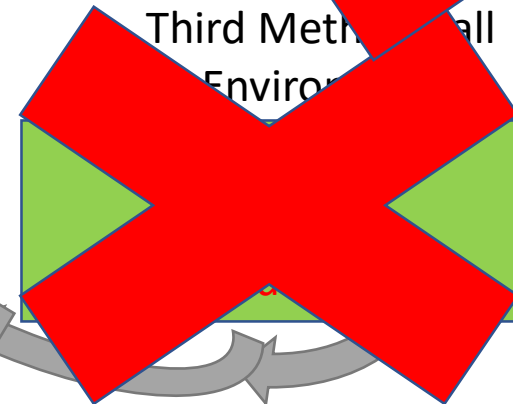
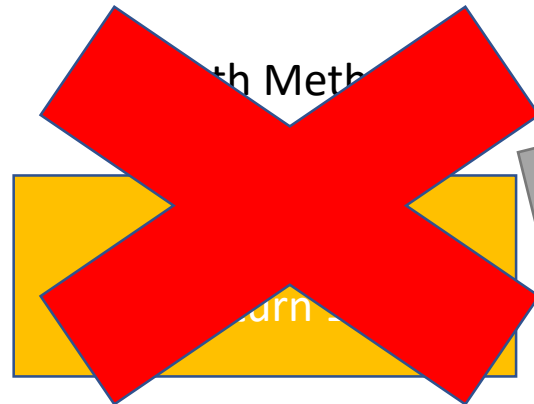
spiderman = 5
Waiting on Factorial function

First Method Call
Environment

X=3
X*2

Second Method Call
Environment

Third Method Call
Environment



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

spiderman = 5
Waiting on Factorial function

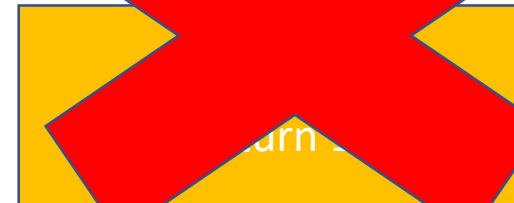
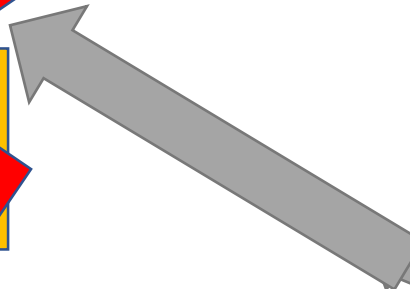
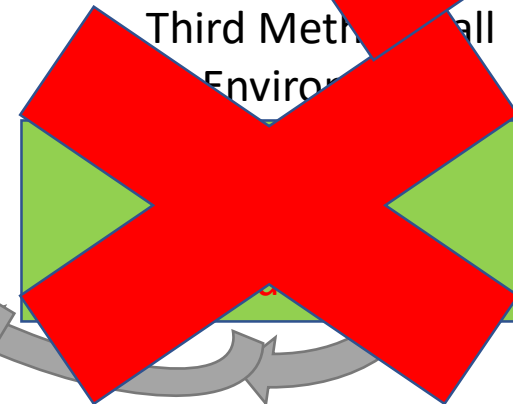
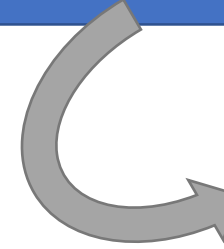
First Method Call
Environment

X=3
X*2
Return 6

Second Method Call
Environment

Third Method Call
Environment

Fourth Method Call
Environment



Understanding the recursive calls...

```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
6
7 (define spiderman 5)
8 (factorial 3)
```

GLOBAL Environment

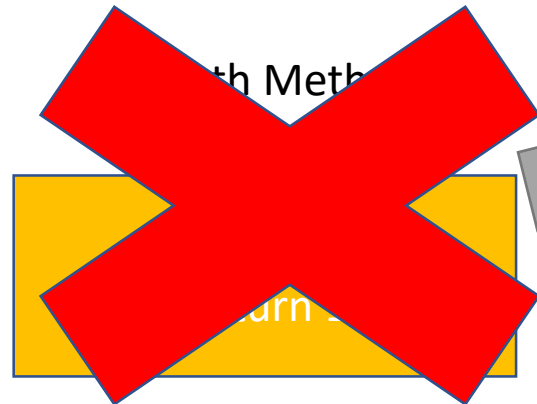
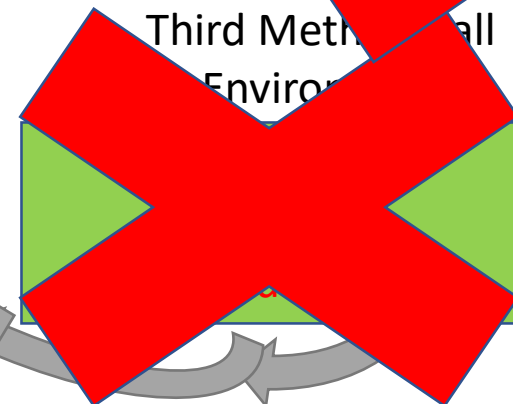
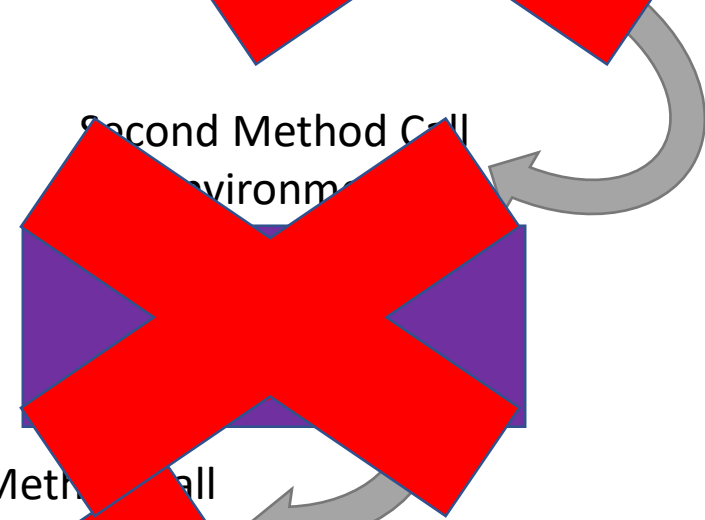
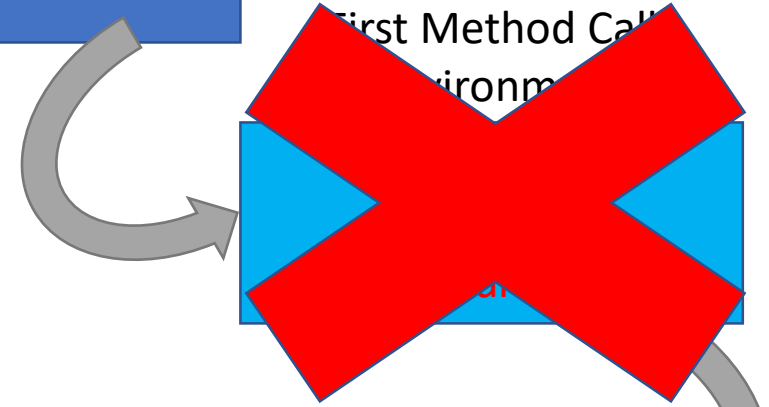
spiderman = 5
Factorial returns 6

First Method Call
Environment

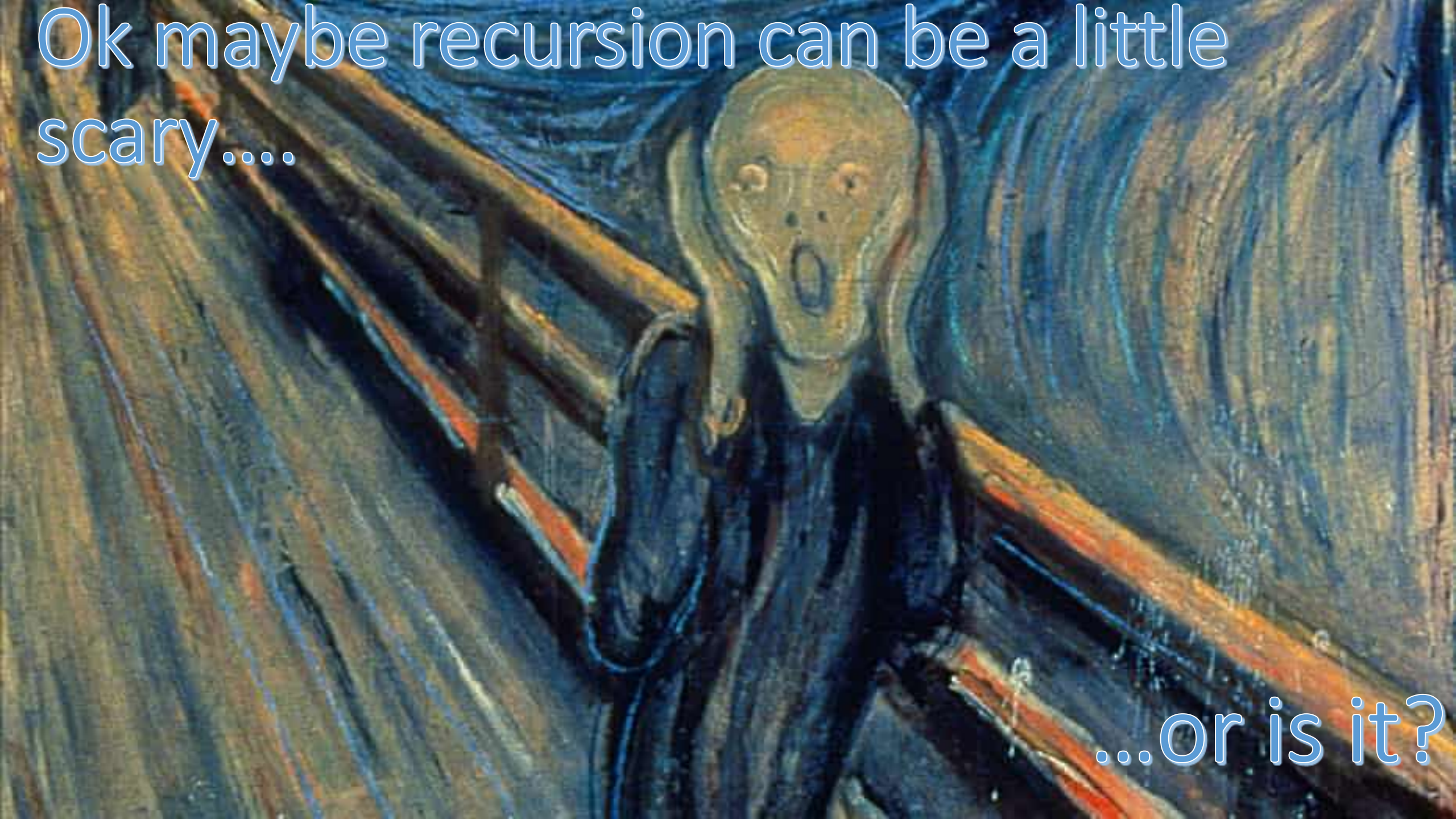
Second Method Call
Environment

Third Method Call
Environment

Fourth Method Call
Environment



Ok maybe recursion can be a little
scary....



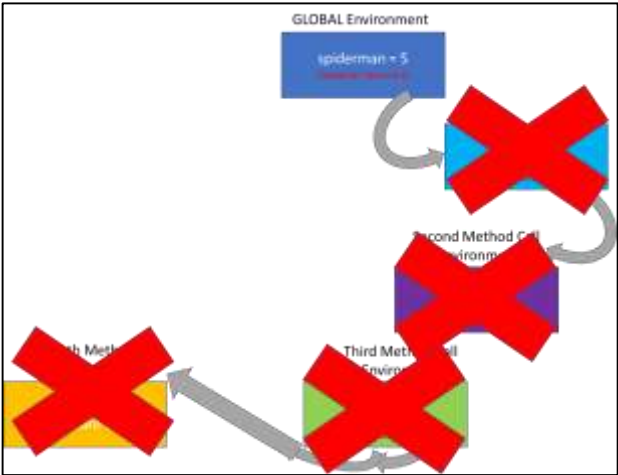
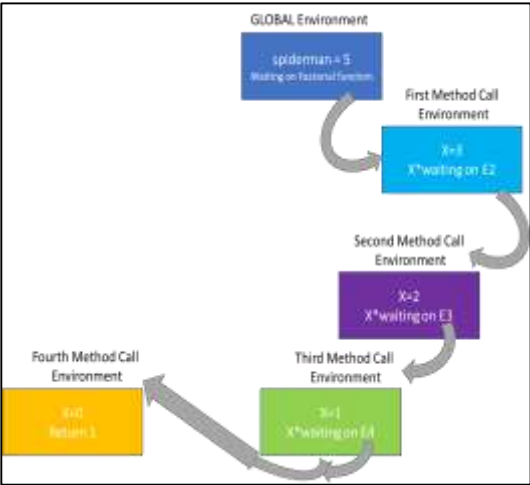
...or is it?

Recall the Original Question: Are these two codes functionally the same?

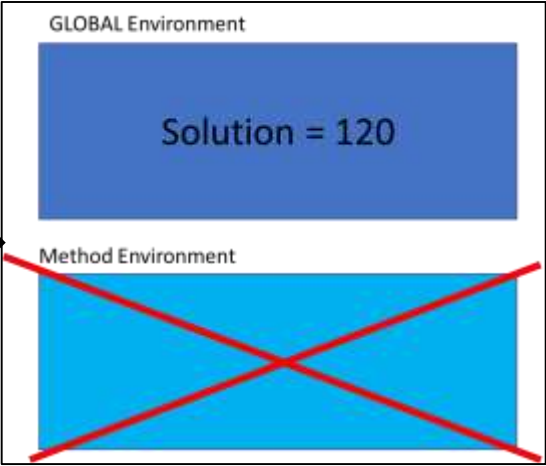
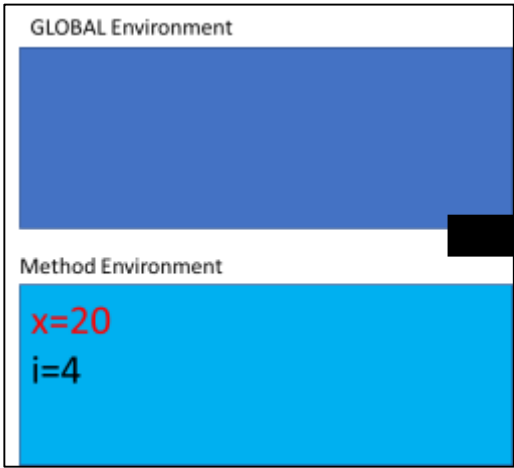
```
1 (define (factorial x)
2   (if (= x 0)
3       1
4       (* x (factorial (- x 1)))))
5 )
```

Step 1: Recur until you hit the base case.

Step 2: Return upward until you hit the original function call



```
1 #Define the factorial functio
2 def factorial(n):
3     x = 1 #start with initia
4     for i in range(n, 1, -1):
5         x = x * i #This is sa
6     return x
```



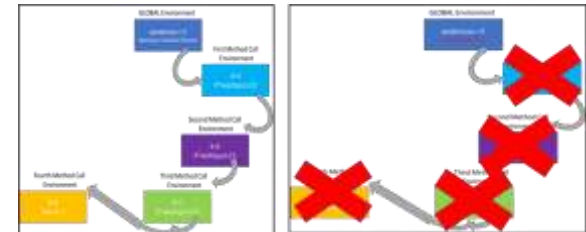
What have we actually discussed so far?

- Two extremely important things.

1. How to program functions recursively:

- A. Write a method and figure out a base case.
- B. Reduce the problem until you reach the base case.
- C. Then go from the base case back up.

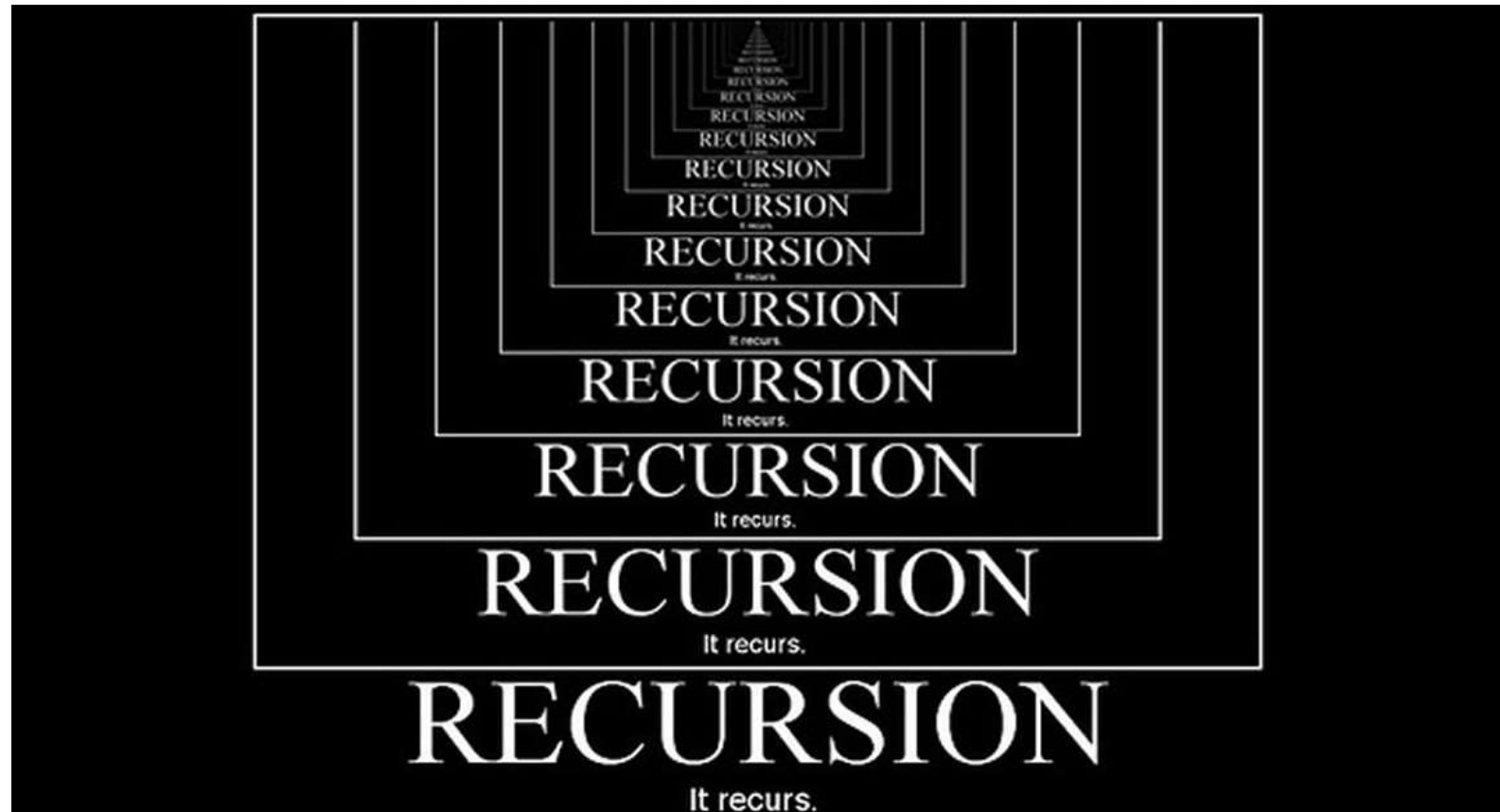
2. *HOW* to trace through a recursive function call:



Question: *Why do we need the If statement to NOT evaluate both the true and the false claim?*

Similar Question: *What happens if we don't have a base case?*

Hint: think ∞ .



`if`, IT'S JUST GOT TO BE SPECIAL

- The special evaluation rule for `if` is critical for this to work.
- Suppose that `(if <pred> <exp1> <exp2>)` evaluated all of its arguments (as per usual evaluation). Then...

```
(factorial 0)
```

expands to

```
(if (= 0 0) 1 (* 0 (factorial (- 0 1))))
```

which would require evaluation of...

```
(= 0 0)
```

and

```
1
```

and

```
(factorial -1)
```

This will never terminate...

“SPECIAL” TREATMENT OF OTHER PRIMITIVE FUNCTIONS

- Thus, special “incomplete” evaluation is essential for meaningful recursive programming. For this reason, other primitive functions whose values can be determined by “incomplete” evaluation are also treated as special forms:
- `(and <x1> <x2> ... <xn>)` uses “short-circuited” evaluation. The expressions `<x1>`, ... are evaluated one at a time, left to right. If any evaluate to `#f`, evaluation stops (and `#f` is returned). Otherwise, `#t` is returned.
- `(or <x1> <x2> ... <xn>)` uses “short-circuited” evaluation. The expressions `<x1>`, ... are evaluated one at a time, left to right. If any evaluate to `#t`, evaluation stops (and `#t` is returned).

Other small points about variable substitution
on the next slides...

SOME CONCLUSIONS ABOUT SCHEME FROM SUBSTITUTION SEMANTICS

- The name of “local variables” does not matter. Why? They are just placeholders for substitution!
- As far as Scheme is concerned

```
(define (double x) (* x 2))
```

and

```
(define (double y) (* y 2))
```

are identical!

- Why? For any value v , $[x/v](* x 2)$

and

```
 $[y/v]( * y 2 )$ 
```

are identical!

VARIABLE SHADOWS

- Substitution semantics explain what happens when a local variable has the same name as a variable in the enclosing environment.

Question: How does the following code snippet behave?

```
> (define x 100)
> (define y 200)
> (define (add-to-y x) (+ x y))
> (add-to-y 2)
```

Hint:

- With substitution semantics, variables are given values by two different processes:
 - Looking up in an environment, and
 - Substitution during function application.



Figure Sources

- <https://i.ytimg.com/vi/-2Z0Y3Kk8nU/maxresdefault.jpg>
- <https://freerangestock.com/sample/32841/russian-dolls-opened.jpg>
- <https://m.media-amazon.com/images/I/812RM8P59QL.AC SX425 .jpg>
- <https://i.imgflip.com/5mhwd2.jpg>
- <https://memegenerator.net/img/instances/55570377.jpg>
- <https://racket-lang.org/img/racket-logo.svg>
- <https://upload.wikimedia.org/wikipedia/commons/thumb/c/c3/Python-logo-notext.svg/800px-Python-logo-notext.svg.png>
- https://attachments.f95zone.to/2020/12/965451_ff9a3c5b50a4115b50a23a69dc8cd7b3.jpg
- https://miro.medium.com/max/1170/1*zXpSJCI4hV6FUZkFOnUQJQ.jpeg