Recursion

SDC OSW 3541

Department of Computer Science & Engineering ITER, Siksha 'O' Anusandhan Deemed To Be University Jagamohan Nagar, Jagamara, Bhubaneswar, Odisha - 751030

Book(s)

Text Book(s)



Jeri R Hanly, & Elliot B. Koffman

Problem Solving & Program Design in C

Seventh Edition

Pearson Education

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Introduction

Definition:- when a function calls itself directly or indirectly its known as recursion.



Figure 1: Splitting Problem into Smaller Problems

The given problem is divided into various sub-problems, the consecutive sub problems are solved to obtain the solution of the given problem.

Introduction (Cont..)

Two most essential elements of the recursion are base case and recursive statement.

Base case is a case where terminating condition becomes true, terminating condition is a condition that indicates the termination of the recursive function and prevent the recursion from the infinite loop.

Recursive statement is a statement that holds the call to corresponding function, which will get called recursively every time function gets executed.

Types of Recursion

There's mainly two type of recursions.

Direct recursion:

If the recursive statement is in function itself then it's known as direct recursion call.

Indirect recursion:

If the recursive statement is in another function or we can say if the call is made by another function its known as indirect recursion call.

```
//Direct Recursion Example:
#include<stdio.h>
int add(int n) {
        int ans;
if (n==1)
return n;
     else{
        ans=n+add(n-1);
        return ans;
void main(){
        printf("%d", add(5));
```

```
//Indirect Recursion Example
#include <stdio.h>
void odd();
void even();
int num = 1;
void odd ()
    if (num <= 10)
        printf (" %d ", num
            + 1);
        num++;
        even();
    return;
```

```
//continued
void even ()
    if ( num <= 10)
        printf (" %d ", num -
            1);
        num++;
        odd();
    return:
int main ()
    odd();
    return 0;
```

```
#include<stdio.h>
int multiply(int m, int n)
int ans;
if (n == 1)
ans = m; /* base case */
else
ans = m + multiply(m, n - 1); /* recursive statement */
return (ans);
void main(){
        int c;
        c=multiply(6,3);
        printf("ANSWER %d", c);
```

Tracing of Recursion (Cont.)

Function Calls Flow

Illustration of splitting problem into smaller problems:

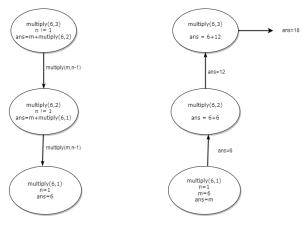


Figure 2: Recursion tracing using Splitting Problem

Function Execution Flow

Tracing of Recursion (Cont.)

Illustration using activation frame:

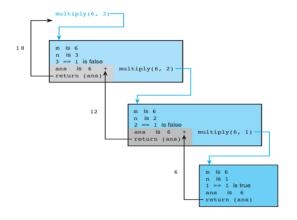


Figure 3: Recursion tracing using Activation Frame

Tracing of Recursion (Cont.)

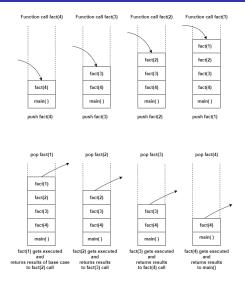


Figure 4: Recursion tracing using Stacks

Difference between Recursion and Iteration

Recursion:

- When a function calls itself directly or indirectly.
- Implemented using function calls.
- Base case and recursive relation are specified.
- The function state approaches the base case.
- Uses stack memory to store local variables and parameters.
- It will cause stack overflow error and may crash the system if the base case is not defined or is never reached.

Iteration:

- When some set of instructions are executed repeatedly.
- Implemented using loops.
- Includes initializing control variable, termination condition, and update of the control variable.
- The control variable approaches the termination value.
- Does not use memory except initializing control variables.
- It will cause an infinite loop if the control variable does not reach the termination value.

```
//Factorial using recursion:
#include<stdio.h>
int factorial(int n)
int ans:
if (n == 0)
ans = 1:
else
ans = n * factorial(n - 1);
return (ans);
void main(){
        int fact;
        fact=factorial(3);
        printf("FACTORIAL is
             %d", fact);
```

```
//Factorial using iterative:
#include<stdio.h>
int factorial(int n)
int i, product = 1;
for (i = n; i > 1; --i) {
product = product * i;
return (product);
 void main(){
        int c:
        c=factorial(3);
        printf("FACTORIAL is %d
            ", c);
```

Algorithm:

```
step1: if n is 1 then
step2: move disk 1 frompeg to topeg
step3: else move n-1 disk frompeg to auxiliarypeg using the topeg.
step4: move disk n from the frompeg to the topeg.
step5: move n-1 disks from the auxiliarypeg to the topeg using the frompeg.
```

```
//Recursive function:
void tower(char from peg, char to peg, char aux peg, int n)
 if (n == 1) {
printf("Move disk 1 from peq %c to peq %c\n", from peq,
   to peq);
} else {
tower(from_peg, aux_peg, to_peg, n - 1);
printf("Move disk %d from peg %c to peg %c\n", n, from_peg,
    to peq);
tower(aux_peg, to_peg, from_peg, n - 1); }
```

Case Study: Tower of Hanoi (Cont.)

Tracing using activation frame:

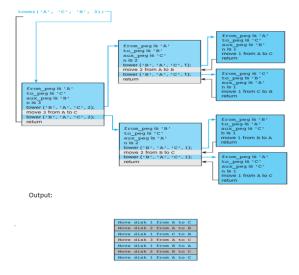


Figure 5: Tracing using Activation Frame

Common Programming Errors

- If recursive statement has no base case, recursion may result into infinite loop of function calls till the whole memory is used.
- A run time error message noting stack overflow or an action violation is an indicator that a recursive function is not terminating.
- The recopying of large arrays or other data structures can quickly consume all available memory. Such copying should be done inside a recursive function only.
- On most systems, pressing a control character sequence (e.g., Control S) will temporarily stop output to the screen.

Sample Questions

Questions

- 1) Write a program for counting the occurrences of a character in a string.
- 2) Write a program to find capital letters in a string using recursive function?
- 3) Write a program to find Fibonacci series using recursive function?
- 4) Write a program for recursive selection sort?
- 5) Write a program to find GCD of two integers using recursive function?

THANK YOU