

# ENG 346

# Data Structures and Algorithms for Artificial Intelligence

## Recursion

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<https://github.com/mehmetpekmezci/GTU-ENG-346>

ENG-346 Teams code is **0uv7jlm**

# Agenda

- Define: Recursion
- Examples: Factorial, Fibonacci Numbers
- Designing Recursive Algorithms
- Example: Towers of Hanoi
- Tail Recursion

# Recursion

- When a function calls itself...We have *recursion*.
- Such function/algorithm is called *recursive* function/algorithm.
- Base case(s)
  - Values of the input variables for which we perform no recursive calls are called base cases (there should be at least one base case).
  - Every possible chain of recursive calls must eventually reach a base case.
- Recursive calls
  - Calls to the current method.
  - Each recursive call should be defined so that it makes progress towards a base case.

# Example: Factorial

$$f(n) = \begin{cases} 1, & n = 0 \\ n \times f(n - 1), & \text{otherwise} \end{cases}$$

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

# Example: Factorial – continued

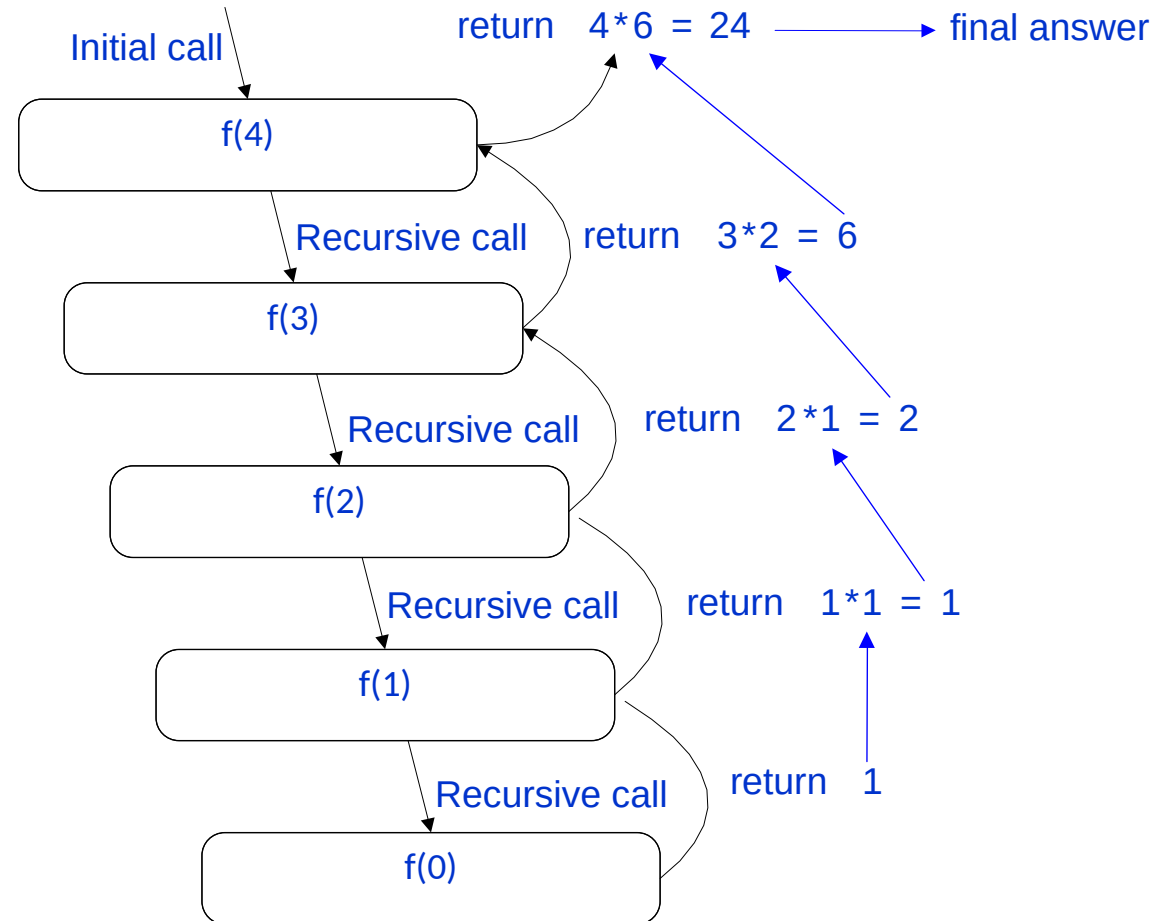
```
def f(n):  
    print ("Called with n=", n)  
    if n == 0: return 1  
    else: return n * f(n-1)
```

```
f(4) # 4!
```

- Output:

Called with n= 4  
Called with n= 3  
Called with n= 2  
Called with n= 1  
Called with n= 0  
24

# Example: Factorial – continued

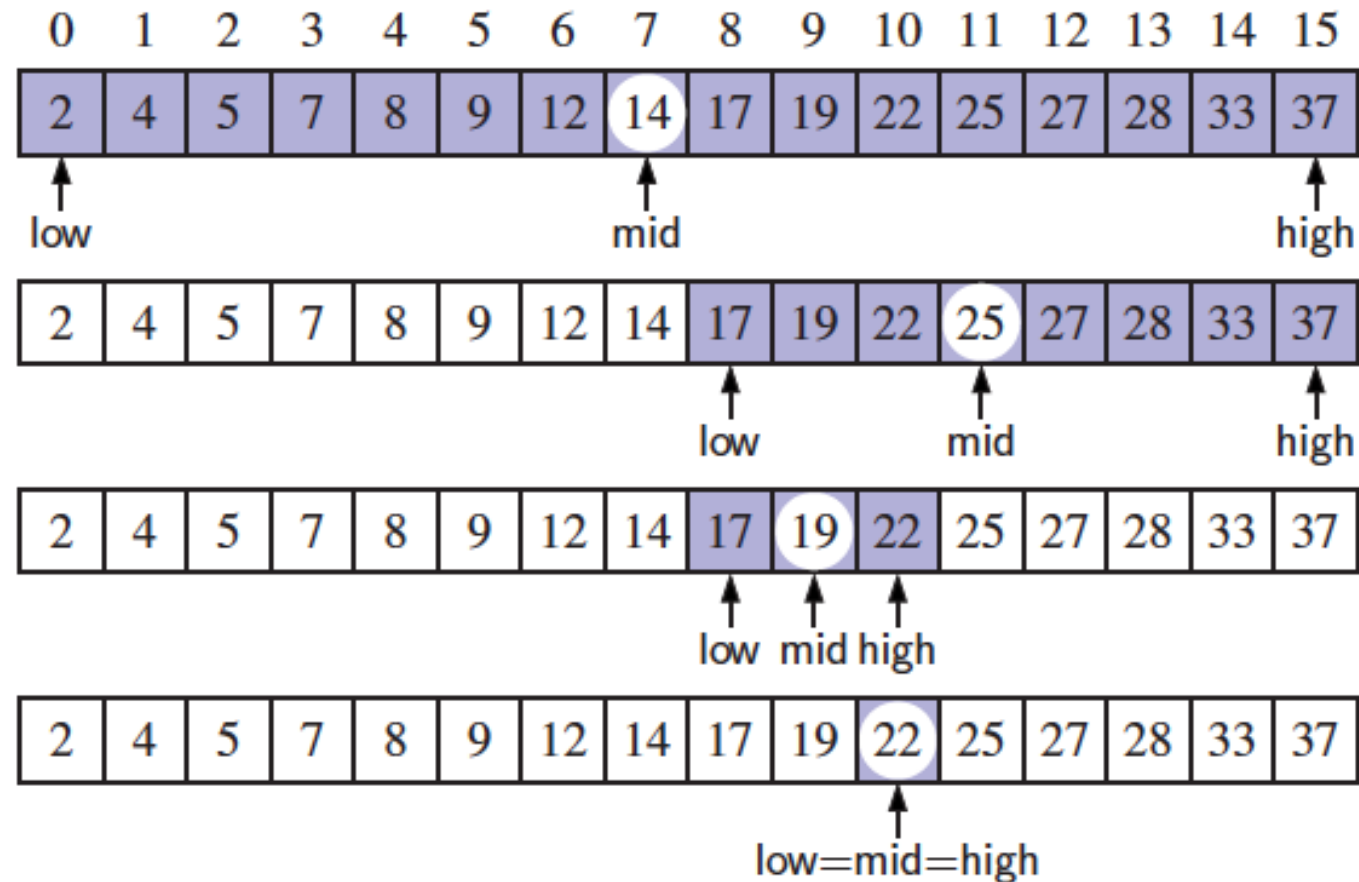


# Example: Number Guess

- Pick a number between 1 and 100.

# Example: Binary Search

- Search for an integer “target” in an ordered list.





# Example: Binary Search – continued

```
1 def binary_search(data, target, low, high):
2     """ Return True if target is found in indicated portion of a Python list.
3
4     The search only considers the portion from data[low] to data[high] inclusive.
5     """
6     if low > high:
7         return False                # interval is empty; no match
8     else:
9         mid = (low + high) // 2
10        if target == data[mid]:      # found a match
11            return True
12        elif target < data[mid]:
13            # recur on the portion left of the middle
14            return binary_search(data, target, low, mid - 1)
15        else:
16            # recur on the portion right of the middle
17            return binary_search(data, target, mid + 1, high)
```

# Fibonacci Numbers

$$fib(n) = \begin{cases} 0, & n = 0 \\ 1, & n = 1 \\ fib(n - 1) + fib(n - 2), & n > 1 \end{cases}$$

- $fib(0) = 0$
- $fib(1) = 1$
- $fib(2) = 1 + 0 = 1$
- $fib(3) = 1 + 1 = 2$
- $fib(4) = 2 + 1 = 3$
- $fib(5) = 3 + 2 = 5$
- $fib(6) = 5 + 3 = 8$
- $fib(7) = 8 + 5 = 13$
- $fib(8) = 13 + 8 = 21$

# Fibonacci Numbers – continued

$$fib(n) = \begin{cases} 0, & n = 0 \\ 1, & n = 1 \\ fib(n-1) + fib(n-2), & n > 1 \end{cases}$$

- Calls for  $fib(0) = 1$
- Calls for  $fib(1) = 1$
- Calls for  $fib(2) = 1 + 1 + 1 = 3$
- Calls for  $fib(3) = 1 + 3 + 1 = 5$
- Calls for  $fib(4) = 1 + 5 + 3 = 9$
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- Basically:

Call for  $fib(n) > 2^{(n/2)}$

- Exponential runtime!

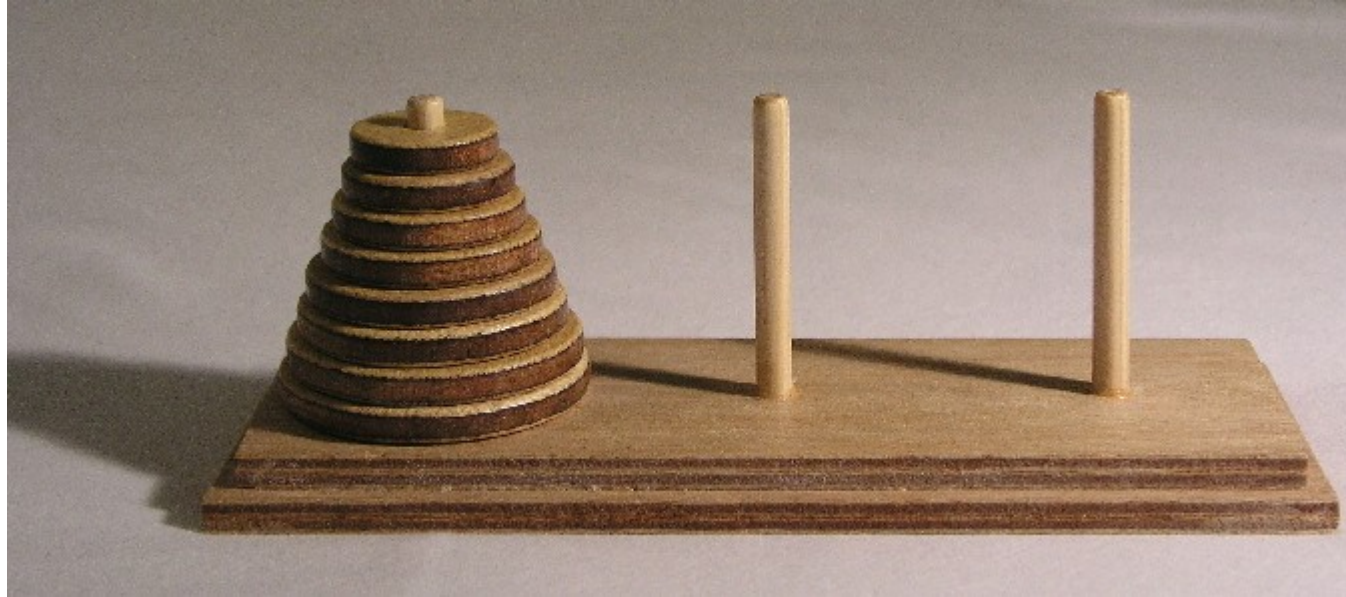
# Fibonacci Numbers – continued

```
def fib2(n):  
    """Return the nth Fibonacci  
    number."""  
    if n <= 1: return (n,0)  
    else:  
        (a, b) = fib2(n-1)  
        return (a+b, a)
```

# Designing Recursive Algorithms

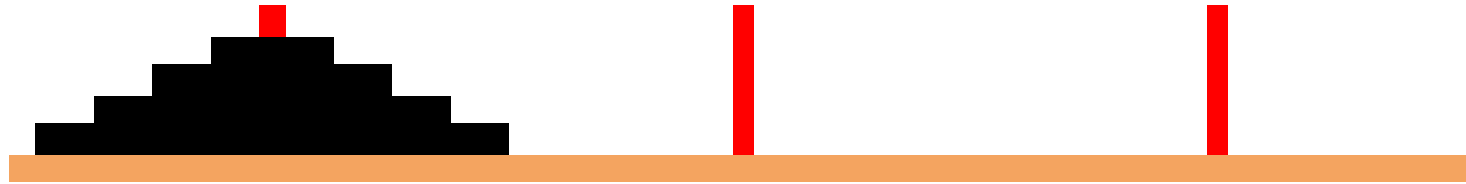
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  - There should be at least one.
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- Recursive step:
  - Perform one or more recursive calls.
  - Input size (or length) should decrease with each recursive call.
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# Example: Towers of Hanoi

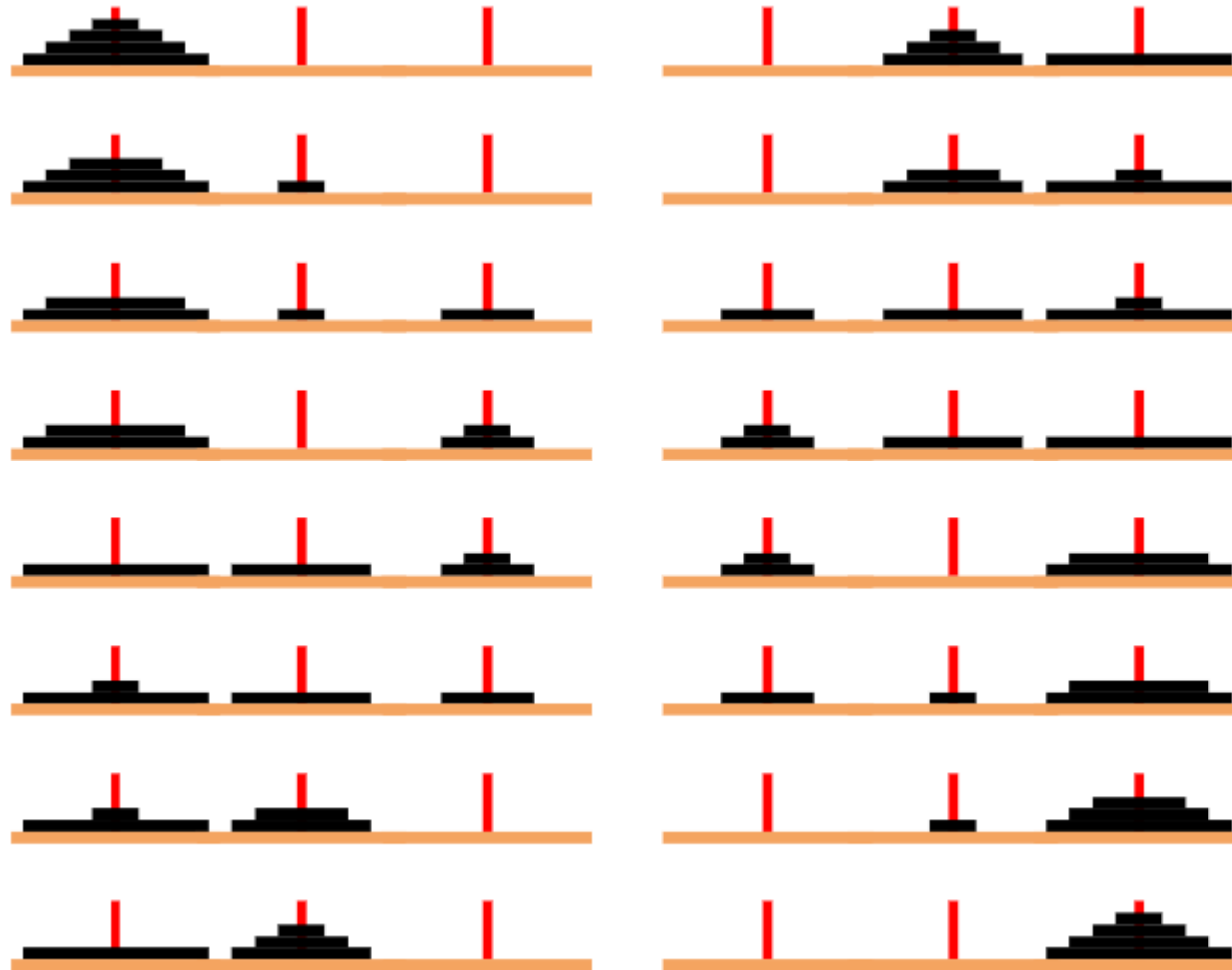


- Game rules:
  - Only one disk may be moved at a time.
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# Example: Towers of Hanoi – continued



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# Example: Towers of Hanoi – continued

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def TowerOfHanoi(n , source, destination, auxiliary):  
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# Tail Recursion

- Recursive call is the last step of the function.
- Function returns immediately after recursive call.
- Eliminating tail recursion will clear any overhead resulting from recursive function calls.

# Iterative Binary Search

```
def binary_search_iterative(data, target):  
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    low = 0  
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            high = mid - 1 # only consider values left of mid  
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    return False # loop ended without success
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# Exercises

- **R-4.1** Describe a recursive algorithm for finding the maximum element in a sequence,  $S$ , of  $n$  elements. What is your running time and space usage?
- **R-4.7** Describe a recursive function for converting a string of digits into the integer it represents. For example, “13531” represents the integer 13,531.



# **ENG 346**

# **Data Structures and**

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## **Recursion**

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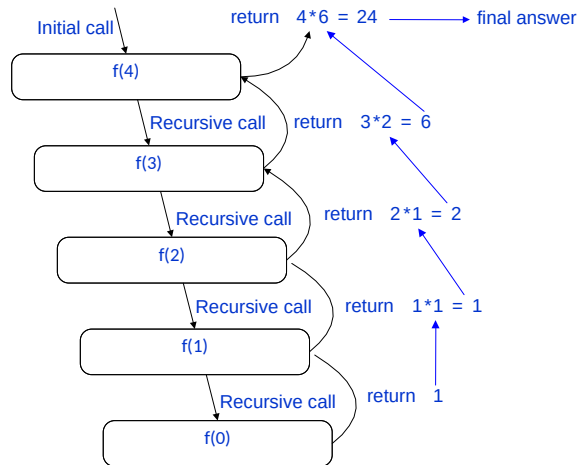
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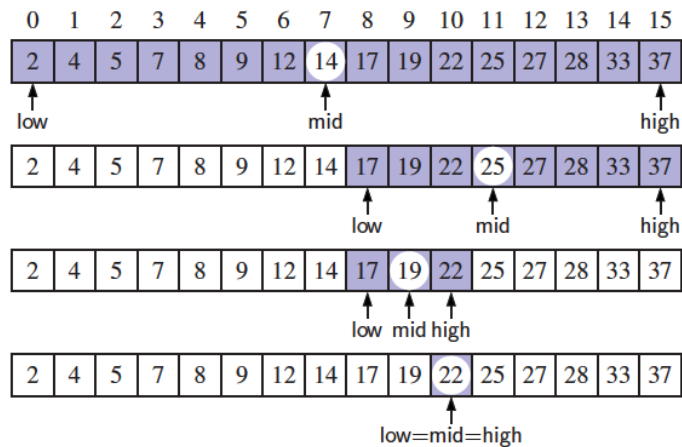


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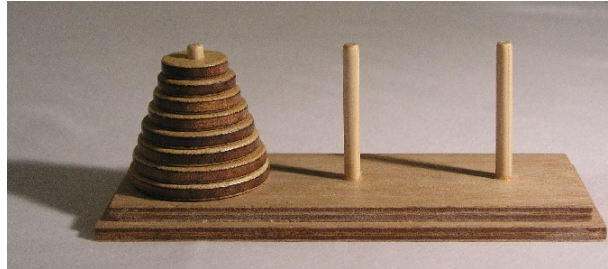
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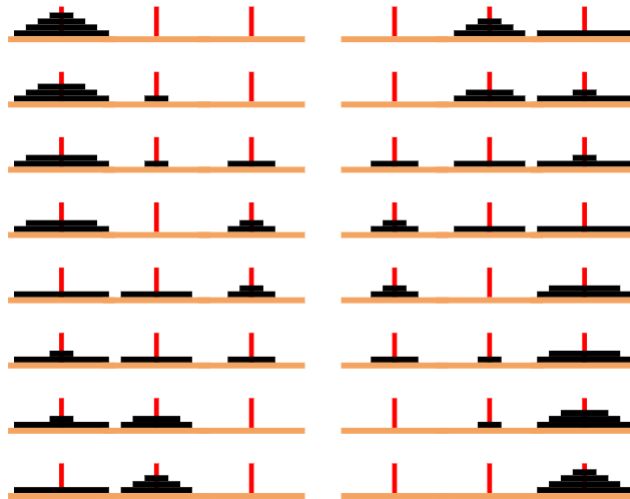
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## Puzzle

## Example: Towers of Hanoi – continued



## Example: Towers of Hanoi – continued



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**R-4.1) Hint** Don't forget about the space used by the function stack.

**R-4.1) Solution** If the sequence has 1 element, that is the maximum. Otherwise, consider the bigger of the first element or the maximum of the other  $n-1$  elements. The running time and space usages is  $O(n)$ .

**R-4.7) Hint** Process the string left to right.

**R-4.7) Solution** Use a single-digit as the base case.

For a multiple-digit string, let  $s' = sd$  for digit  $d$ . We have that  $value(s') = d + 10 * value(s)$ .