



Recursion and the basic components of recursive algorithms

Properties of recursion

Designing recursive algorithms

Recursion and backtracking

Recursion implementation in C/C++

# Chapter 3

## Recursion

*Data Structures and Algorithms*

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- **L.O.8.1** - Describe the basic components of recursive algorithms (functions).
- **L.O.8.2** - Draw trees to illustrate callings and the value of parameters passed to them for recursive algorithms.
- **L.O.8.3** - Give examples for recursive functions written in C/C++.
- **L.O.8.5** - Develop experiment (program) to compare the recursive and the iterative approach.
- **L.O.8.6** - Give examples to relate recursion to backtracking technique.



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- ① We would like to thank **Dr. The-Nhan LUONG**, a former instructor of our Department, for the composing of this document.
- ② This document also uses figure, sentences and demo source code from the following sources:
  - The old presentation for course *Data Structures and Algorithms* edited by other members in our Department
  - Book entitled **Data Structures - A Pseudocode Approach with C++ (first edition, 2001)** written by Richard F. Gilberg and Behrouz A. Forouzan



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# Recursion and the basic components of recursive algorithms

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# Recursion

## Definition

Recursion is a **repetitive process** in which an algorithm **calls itself**.

- Direct :  $A \rightarrow A$
- Indirect :  $A \rightarrow B \rightarrow A$

## Example

### Factorial

$$Factorial(n) = \begin{cases} 1 & \text{if } n = 0 \\ n \times (n - 1) \times (n - 2) \times \dots \times 3 \times 2 \times 1 & \text{if } n > 0 \end{cases}$$

Using recursion:

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



# Basic components of recursive algorithms

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## Two main components of a Recursive Algorithm

- ① Base case (i.e. stopping case)
- ② General case (i.e. recursive case)

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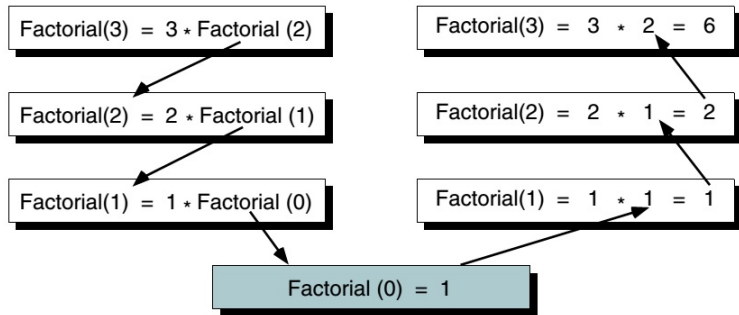
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## Example

### Factorial

$$Factorial(n) = \begin{cases} 1 & \text{if } n = 0 \quad \text{base case} \\ n \times Factorial(n - 1) & \text{if } n > 0 \quad \text{general case} \end{cases}$$

# Recursion



**Hình:** Factorial (3) Recursively (source: Data Structure - A pseudocode Approach with C++)



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## Factorial: Iterative Solution

**Algorithm** iterativeFactorial( $n$ )

Calculates the factorial of a number using a loop.

**Pre:**  $n$  is the number to be raised factorially

**Post:**  $n!$  is returned - result in `factoN`

$i = 1$

`factoN` = 1

**while**  $i \leq n$  **do**

`factoN` = `factoN` \*  $i$

$i = i + 1$

**end**

return `factoN`

**End** iterativeFactorial



## Factorial: Recursive Solution

**Algorithm** recursiveFactorial( $n$ )

Calculates the factorial of a number using a recursion.

**Pre:**  $n$  is the number to be raised factorially

**Post:**  $n!$  is returned

**if**  $n = 0$  **then**

    |   return 1

**else**

    |   return  $n * \text{recursiveFactorial}(n-1)$

**end**

**End** recursiveFactorial



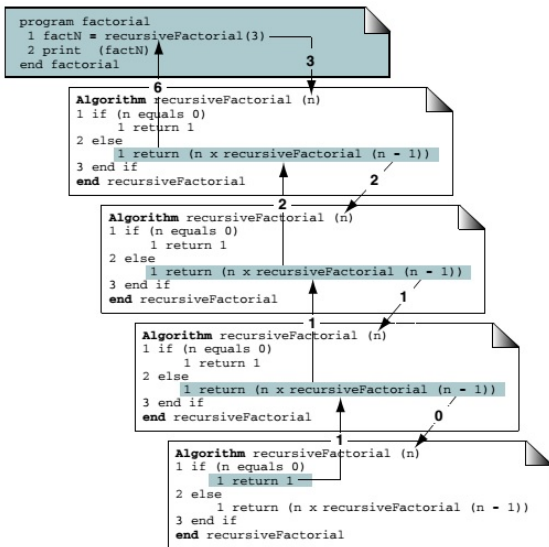
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**Hình:** Calling a Recursive Algorithm (source: Data Structure - A pseudocode Approach with C++)



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# Properties of recursion

# Properties of all recursive algorithms

- A recursive algorithm solves the large problem by using its solution to a simpler sub-problem
- Eventually the sub-problem is simple enough that it can be solved without applying the algorithm to it recursively.  
→ This is called the **base case**.





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# Designing recursive algorithms

# The Design Methodology

Every recursive call must either **solve a part** of the problem or **reduce the size** of the problem.

## Rules for designing a recursive algorithm

- ① Determine the **base case** (stopping case).
- ② Then determine the **general case** (recursive case).
- ③ **Combine** the base case and the general cases into an algorithm.



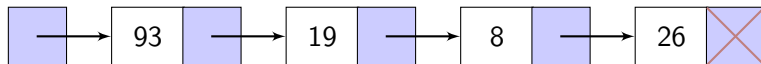
## Limitations of Recursion

- A recursive algorithm generally runs **more slowly** than its nonrecursive implementation.
- BUT, the recursive solution **shorter** and **more understandable**.





# Print List in Reverse



26      8      19      93

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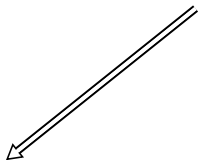
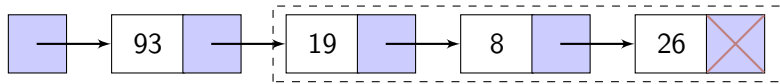
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# Print List in Reverse



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## Print List in Reverse

**Algorithm** printReverse(list)

Prints a linked list in reverse.

**Pre:** list has been built

**Post:** list printed in reverse

**if** *list is null* **then**

    |    return

**end**

printReverse (list -> next)

print (list -> data)

**End** printReverse



# Greatest Common Divisor

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## Definition

$$\gcd(a, b) = \begin{cases} a & \text{if } b = 0 \\ b & \text{if } a = 0 \\ \gcd(b, a \bmod b) & \text{otherwise} \end{cases}$$

## Example

$$\gcd(12, 18) = 6$$

$$\gcd(5, 20) = 5$$

# Greatest Common Divisor

**Algorithm** gcd( $a$ ,  $b$ )

Calculates greatest common divisor using the Euclidean algorithm.

**Pre:**  $a$  and  $b$  are integers

**Post:** greatest common divisor returned

**if**  $b = 0$  **then**

    return  $a$

**end**

**if**  $a = 0$  **then**

    return  $b$

**end**

return gcd( $b$ ,  $a \bmod b$ )

**End** gcd



# Fibonacci Numbers

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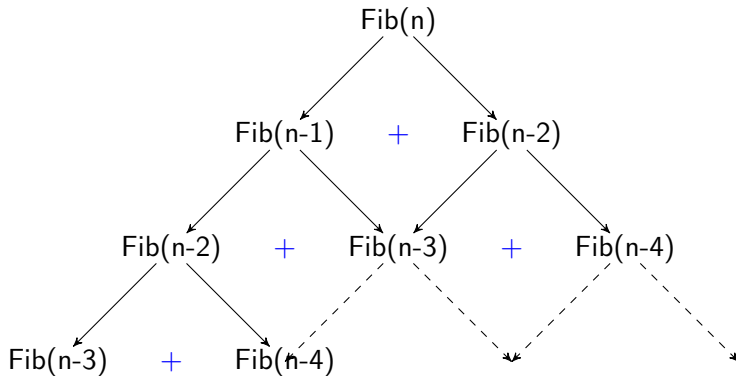
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### Definition

$$Fibonacci(n) = \begin{cases} 0 & \text{if } n = 0 \\ 1 & \text{if } n = 1 \\ Fibonacci(n - 1) + Fibonacci(n - 2) & \text{otherwise} \end{cases}$$

# Fibonacci Numbers



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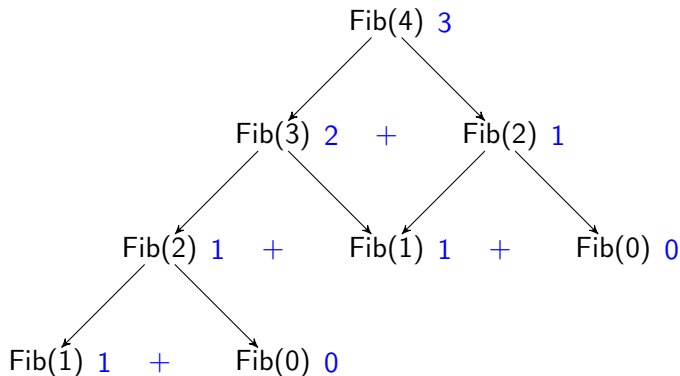
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# Fibonacci Numbers



## Result

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...



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# Fibonacci Numbers

## Algorithm fib(n)

Calculates the  $n^{\text{th}}$  Fibonacci number.

**Pre:**  $n$  is positive integer

**Post:** the  $n^{\text{th}}$  Fibonacci number returned

**if**  $n = 0$  or  $n = 1$  **then**

    |    return  $n$

**end**

return fib( $n-1$ ) + fib( $n-2$ )

**End** fib

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# Fibonacci Numbers

No	Calls	Time	No	Calls	Time
1	1	< 1 sec.	11	287	< 1 sec.
2	3	< 1 sec.	12	465	< 1 sec.
3	5	< 1 sec.	13	753	< 1 sec.
4	9	< 1 sec.	14	1,219	< 1 sec.
5	15	< 1 sec.	15	1,973	< 1 sec.
6	25	< 1 sec.	20	21,891	< 1 sec.
7	41	< 1 sec.	25	242,785	1 sec.
8	67	< 1 sec.	30	2,692,573	7 sec.
9	109	< 1 sec.	35	29,860,703	1 min.
10	177	< 1 sec.	40	331,160,281	13 min.



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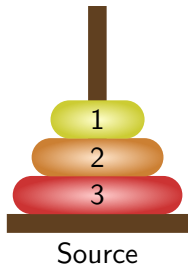
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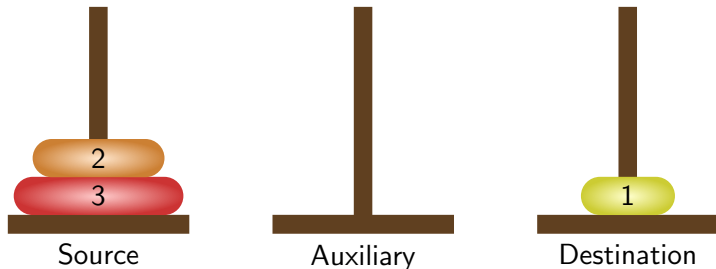
# The Towers of Hanoi

Move disks from Source to Destination using Auxiliary:

- ① Only one disk could be moved at a time.
- ② A larger disk must never be stacked above a smaller one.
- ③ Only one auxiliary needle could be used for the intermediate storage of disks.



# The Towers of Hanoi



Moved disc from pole 1 to pole 3.



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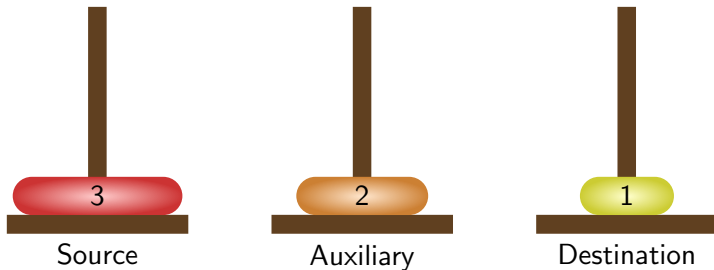
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# The Towers of Hanoi



Moved disc from pole 1 to pole 2.



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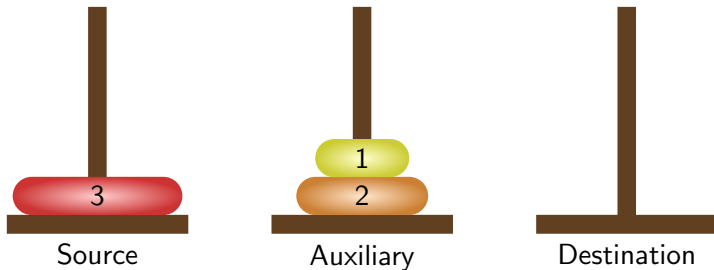
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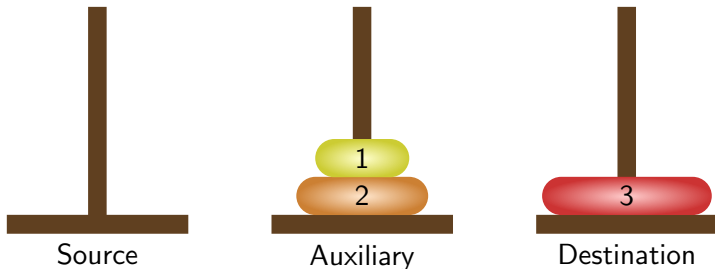
# The Towers of Hanoi



Moved disc from pole 3 to pole 2.



# The Towers of Hanoi



Moved disc from pole 1 to pole 3.



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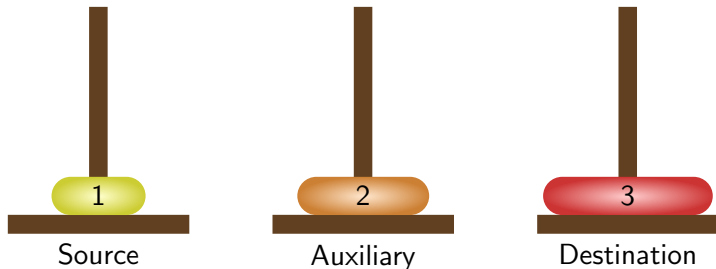
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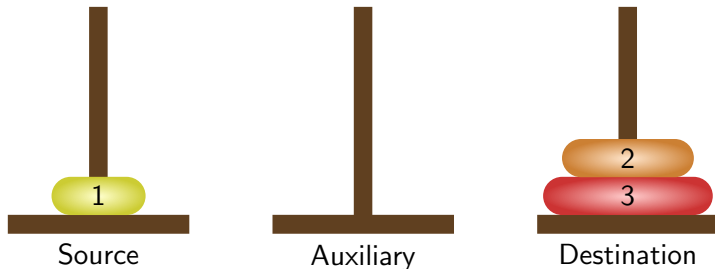


Moved disc from pole 2 to pole 1.





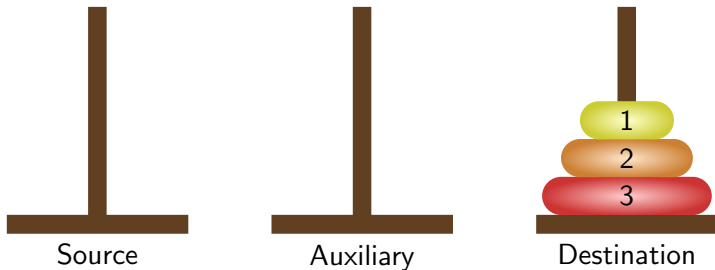
# The Towers of Hanoi



Moved disc from pole 2 to pole 3.



# The Towers of Hanoi



Moved disc from pole 1 to pole 3.



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# The Towers of Hanoi



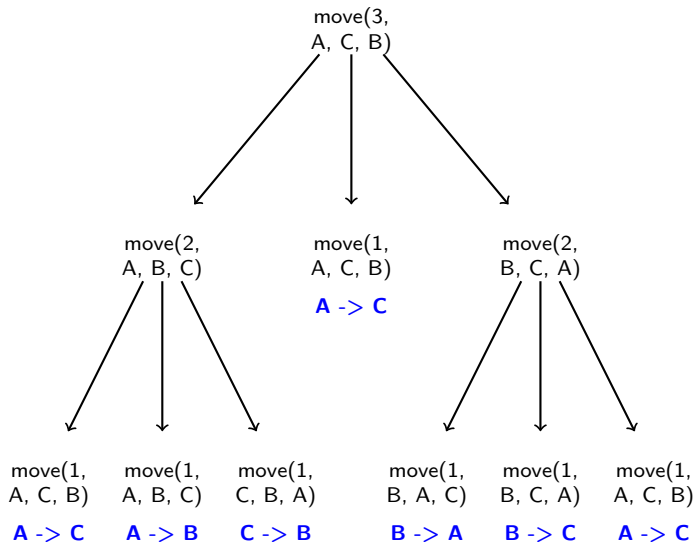
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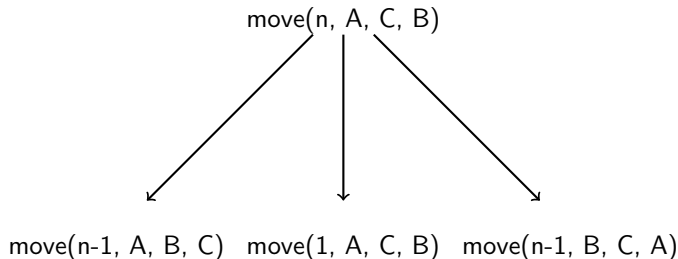
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# The Towers of Hanoi : General



## Complexity

$$T(n) = 1 + 2T(n - 1)$$



# The Towers of Hanoi



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## Complexity

$$T(n) = 1 + 2T(n - 1)$$

$$\Rightarrow T(n) = 1 + 2 + 2^2 + \dots + 2^{n-1}$$

$$\Rightarrow T(n) = 2^n - 1$$

$$\Rightarrow T(n) = O(2^n)$$

- With 64 disks, total number of moves:  
 $2^{64} - 1 \approx 2^4 \times 2^{60} \approx 2^4 \times 10^{18} = 1.6 \times 10^{19}$
- If one move takes 1s,  $2^{64}$  moves take about  $5 \times 10^{11}$  years (500 billions years).

# The Towers of Hanoi

**Algorithm** move(val disks <integer>, val source <character>, val destination <character>, val auxiliary <character>)

Move disks from source to destination.

**Pre:** disks is the number of disks to be moved

**Post:** steps for moves printed

print("Towers: ", disks, source, destination, auxiliary)

**if** *disks* = 1 **then**

    | print ("Move from", source, "to", destination)

**else**

    | move(disks - 1, source, auxiliary, destination)

    | move(1, source, destination, auxiliary)

    | move(disks - 1, auxiliary, destination, source)

**end**

return

**End** move





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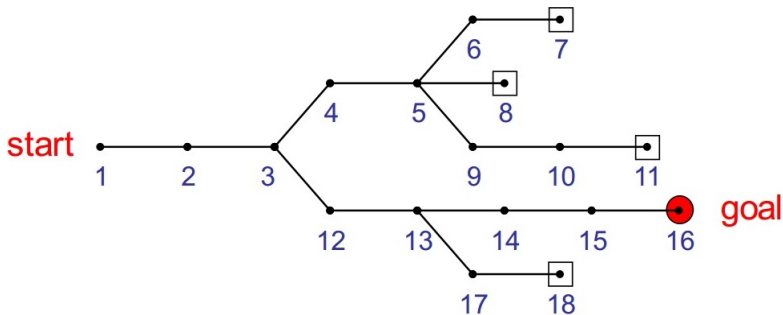
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# Recursion and backtracking

# Backtracking

## Definition

A process to go **back to previous steps** to try **unexplored alternatives**.



**Hình:** Goal seeking



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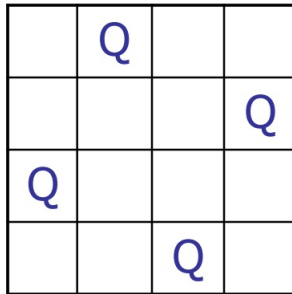
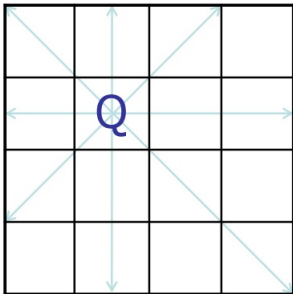
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# Eight Queens Problem

Place eight queens on the chess board in such a way that no queen can capture another.



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## Eight Queens Problem

**Algorithm** putQueen(ref board <array>, val r <integer>)

Place remaining queens safely from a row of a chess board.

**Pre:** board is nxn array representing a chess board

r is the row to place queens onwards

**Post:** all the remaining queens are safely placed on the board; or backtracking to the previous rows is required



## Eight Queens Problem

```
for every column  $c$  on the same row  $r$  do  
  if cell  $r, c$  is safe then  
    place the next queen in cell  $r, c$   
    if  $r < n-1$  then  
      putQueen (board,  $r + 1$ )  
    else  
      output successful placement  
    end  
    remove the queen from cell  $r, c$   
  end  
end  
return  
End putQueen
```



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# Eight Queens Problem

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	1	2	3	4
1	Q			
2				
3				
4				

	1	2	3	4
1	Q			
2				
3			Q	
4				

	1	2	3	4
1	Q			
2				
3				
4				

	1	2	3	4
1	Q			
2				
3				
4				

	1	2	3	4
1		Q		
2				
3				
4				

	1	2	3	4
1		Q		
2				
3				
4				

	1	2	3	4
1		Q		
2				
3				
4				

	1	2	3	4
1		Q		
2				
3				
4				

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# Recursion implementation in C/C++

# Fibonacci Numbers

```
#include <iostream>
using namespace std;

long fib(long num);

int main () {
    int num;
    cout << "What Fibonacci number
    do you want to calculate? ";
    cin >> num;
    cout << "The " << num << "th Fibonacci number
    is: " << fib(num) << endl;
    return 0;
}

long fib(long num) {
    if (num == 0 || num == 1)
        return num;
    return fib(num-1) + fib(num-2);
}
```



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# The Towers of Hanoi

```
#include <iostream>
using namespace std;

void move(int n, char source,
          char destination, char auxiliary);

int main () {
    int numDisks;
    cout << "Please enter number of disks: ";
    cin >> numDisks;
    cout << "Start Towers of Hanoi" << endl;
    move(numDisks, 'A', 'C', 'B');
    return 0;
}
```



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# The Towers of Hanoi

```
void move(int n, char source,
          char destination, char auxiliary){
    static int step = 0;

    if (n == 1)
        cout << "Step_" << ++step << " : _Move_from_"
              << source << "_to_" << destination << endl;
    else {
        move(n-1, source, auxiliary, destination);
        move(1, source, destination, auxiliary);
        move(n - 1, auxiliary, destination, source);
    }
    return;
}
```



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