

Lecture 13:

Recursion

Creation Through Self-Referral Dynamics

Wholeness of the Lesson

Computation of a function by recursion involves repeated self-calls of the function. Recursion is implicit also at the design level when a reflexive association is present. Recursion mirrors the self-referral dynamics of consciousness, the unified field, on the basis of which all creation emerges.

Outline of Topics

- Recursion Defined and two examples: Factorial and Fibonacci
- How to solve problem with recursion: Recursive Thinking
- Examples of Recursive Functions
 - Reversing characters in a string
 - Finding the minimum character in a string
 - Sum of elements in a list of integers
 - Binary Search
 - Anagrams



Introduction to Recursion

- Theoretically, any problem that can be solved using iteration (while and for loops) can be solved using recursion.
- A ***recursive method*** is a method that contains a statement (or statements) that makes a call to itself.
 - Solving a problem using recursion depends on solving smaller occurrences of the same problem.

First Example: factorial

- The *factorial of N* is the product of the first N positive integers:

$$N * (N - 1) * (N - 2) * \dots * 2 * 1$$

- Another way of defining factorial using recursion.

$$N! = N \times (N-1)!$$

$$1! = 1.$$

- *The factorial of N* can be defined *recursively* as

$$\text{factorial}(N) = \begin{cases} 1 & \text{if } N = 1 \\ N * \text{factorial}(N-1) & \text{otherwise} \end{cases}$$

First Example: factorial

- Implementing the factorial of N recursively will result in the following method.

```
public int factorial( int N ) {  
  
    if ( N == 1 ) {  
        return 1;  
    }  
    else {  
        return N * factorial( N-1 );  
    }  
}
```

The Call Stack

- Function calls are placed in the area of memory called the *stack*. When a program calls a function, that function goes on top of the call stack. If a function A calls another function B, then B will be placed on top of A, and A cannot proceed until B is done.
- Example of a stack:



The Call Stack

Call stack for
factorial(5)

factorial(1)
factorial(2)
factorial(3)
factorial(4)
factorial(5)

Sequence of steps return for each
method call

①	→	return 1
②	→	return 2*1
③	→	return 3*2*1
④	→	return 4*3*2*1
⑤	→	return 5*4*3*2*1

Two components

- In order to be a *valid recursion* (one that eventually terminates), the following criteria must be met:
 - *Base Case Exists.* The method must have a base case which returns a value without making a self-call.
 - *Self-calls Lead to Base Case.* For every input to the method, the sequence of self-calls must eventually lead to a self-call in which the base case is accessed.

Base case

```
public int factorial( int N ) {
```

```
    if ( N == 1 ) {
```

```
        return 1;
```

```
    }
```

```
    else {
```

```
        return N * factorial( N-1 );
```

```
    }
```

```
}
```

Recursive calls

Another Example: Fibonacci Numbers

The Fibonacci numbers are defined as follows:

$$F_0 = 0, F_1 = 1, F_2 = 1, F_3 = 2, F_4 = 3, F_5 = 5, \dots,$$
$$F_n = F_{n-1} + F_{n-2}, \dots$$

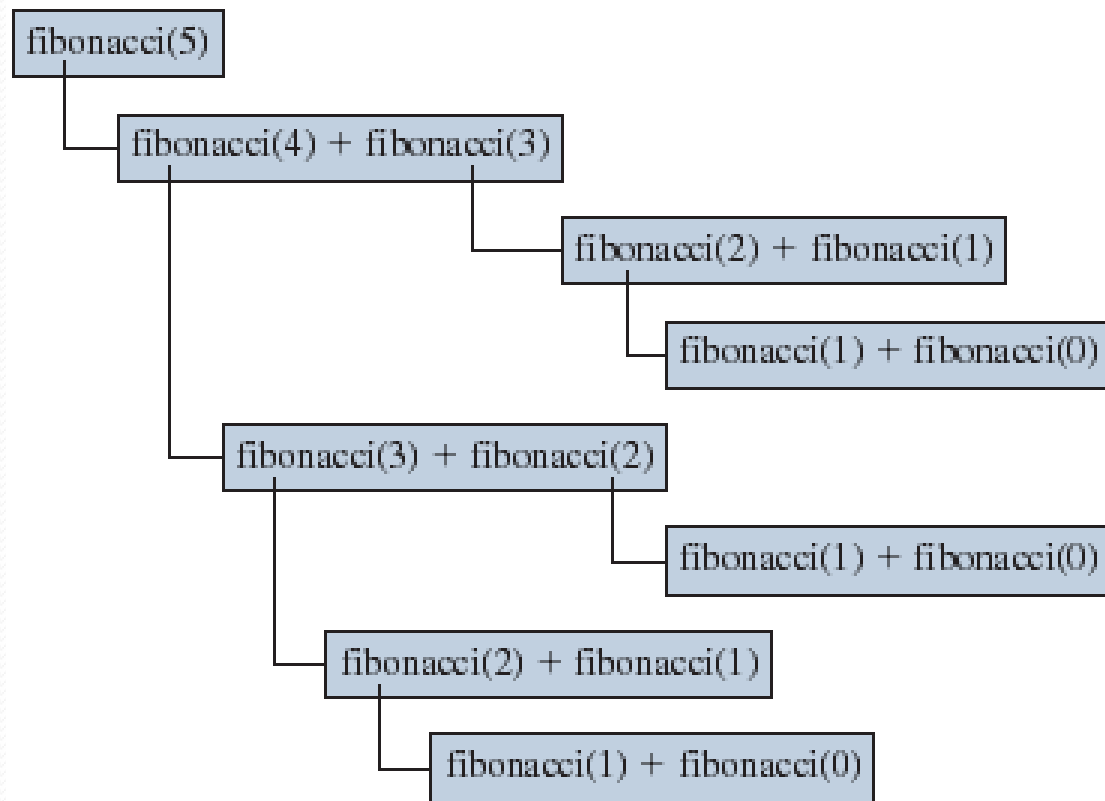
The nth Fibonacci number can be computed by:

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

Exercise: draw the self calls for `fib(3)`

Excessive Repetition

- Recursive Fibonacci ends up repeating the same computation numerous times.



Exercise: implement Fibonacci in a non-recursive way.

Design Guideline

No recursion should involve a large amount of redundant computation.

Usually, if a recursion *does* involve redundant computations, it can be rewritten as a loop or by using a more efficient recursive strategy.

Exercise

Question: What does this method do?

```
public int sum ( int N ) { //assume N >= 1
    if (N == 1)
        return 1;
    else
        return N + sum( N-1 );
}
```

computes the sum of the first N
positive integers 1, 2, ..., N

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Recursive Thinking

Think declaratively

1. Define the base cases
 - Instance(s) that can be calculated without using recursive calls
2. Decompose the problem into simpler or smaller instances of the original problem
 - A smaller/simpler instance must be moving toward one of the base cases (so the function terminates)
3. Determine what to do in addition to the recursive calls

Recursive Thinking – the cheat sheet

To implement a method `someMethod(. . .)` recursively, follow these steps
[could be: `someMethod(int N)`, `someMethod(String s)`, `someMethod(int[] arr)`]

1. Determine the base case

typical base cases: `N` -> 0, 1; `String` -> "" or string of length 1; `array` -> empty array or array of length 1

May have to adjust the base case based on the problem – do this by testing with a few small values.

2. Make the recursive/self call(s)

`someMethod(reduced input)`

typically: `N` -> `N-1`; `string` -> `substring(1)`; `array` -> sub array

3. "Trust" the recursive call - what is the expected output from the recursive call?

4. Use the expected output from the recursive call to construct a solution to the original call.

(There is no general formula for doing this -- it depends on the problem.)

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Using Recursive Thinking: Reversing a String

Attempt to reverse the order of the characters in an input String by using the following strategy:

- Remove the 0th character `ch` from the input string and name the modified string `t`.
- Reverse `t` and append `ch`.

```
static String reverse(String s) {  
    if (s == null || s.length() == 0)  
        return s;  
    char first = s.charAt(0);  
    return reverse(s.substring(1)) + first;  
}
```

Exercises

1. Write pseudocode function, *isEven*(n) to recursively determine whether a natural number, n, is an even number.
2. Write pseudocode function, *findMin*(str), to recursively find the minimum letter in the input string str.
3. Write pseudocode function, *sum*(list), to recursively calculate the sum of the integers in the given list of integers

Another famous Recursive Algorithm

Problem: Given an array of integers in sorted order, is it possible to perform a search for an element in such a way that no more than half the elements of the array are examined? (Assume the array has 8 or more elements.)

Binary Search

Algorithm search(A,x)

Input: An already sorted array A with n elements and search value x

Output: true or false

return binSearch(A, x, 0, A.length-1)

Algorithm binSearch(A, x, lower, upper)

Input: Already sorted array A of size n, value x to be searched for in array section A[lower]..A[upper]

Output: true or false

if lower > upper **then return** false

mid \leftarrow (upper + lower)/2

if x = A[mid] **then return** true

if x < A[mid] **then**

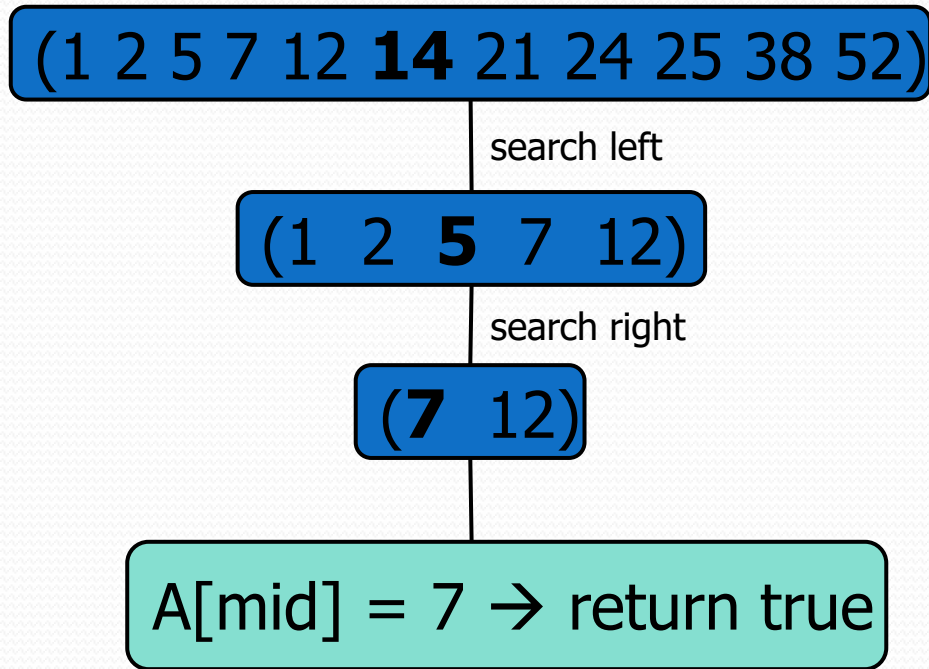
return binSearch(A, x, lower, mid - 1)

else

return binSearch(A, x, mid + 1, upper)

Example

Search key $x = 7$



Example

Search key $x = 20$

(1 2 5 7 **12** 14 21 24 25 38)

search right

(14 21 **24** 25 38)

search left

(**14** 21)

search right

(**21**)

search left

lower > upper \rightarrow return false

Recursive Implementations of a Utility Method

- Sorting, searching, and other manipulations of characters in a string or elements in arrays or lists are often done recursively. Sometimes (but not always), an implementation of such a utility provides a public method

```
public <return-value-type> thePublicMethod(params)
```

whose signature and return type make sense to potential users, and a private recursive method

```
private <ret-value-type> privateRecurMethod(otherParams)
```

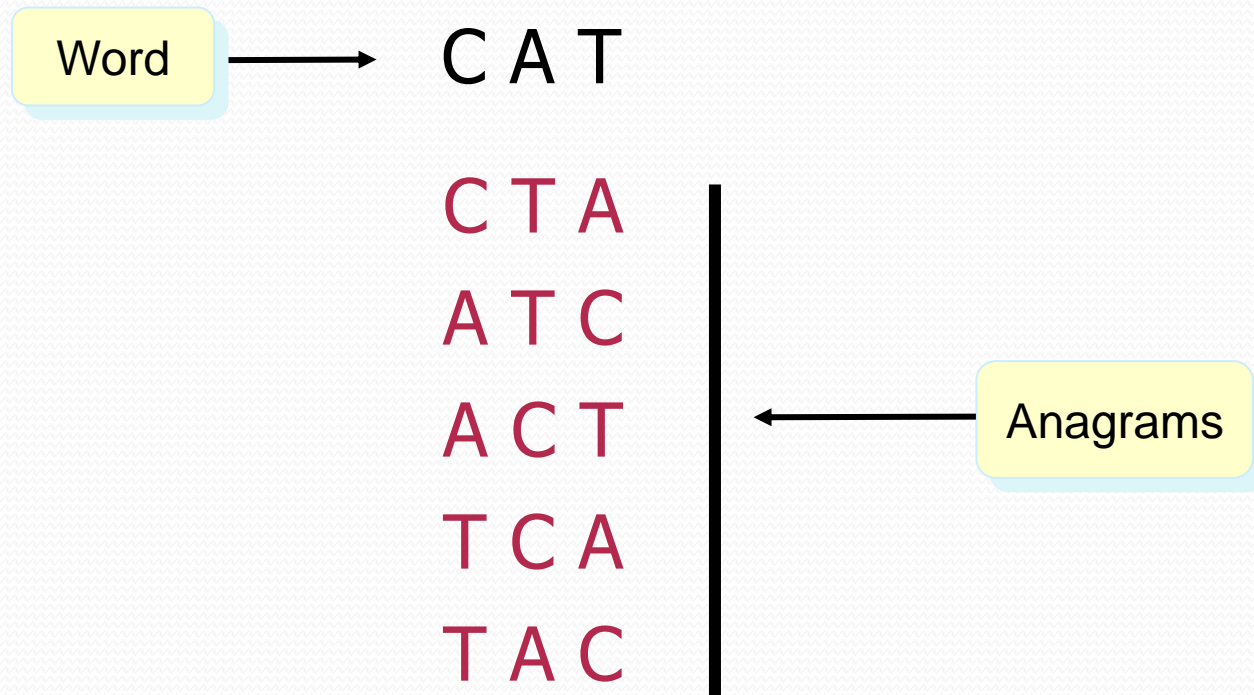
which does the real work and is designed to call itself.

The Divide and Conquer Strategy

- The Binary Search algorithm is an example of a “Divide And Conquer” algorithm, which is typical strategy when recursion is used.
- The method:
 - **Divide** the problem into subproblems (divide input array into left and right halves)
 - **Conquer** the subproblems by solving them recursively (search recursively in whichever half could potentially contain target element)
 - **Combine** the solutions to the subproblems into a solution to the problem (return value found or indicate not found)

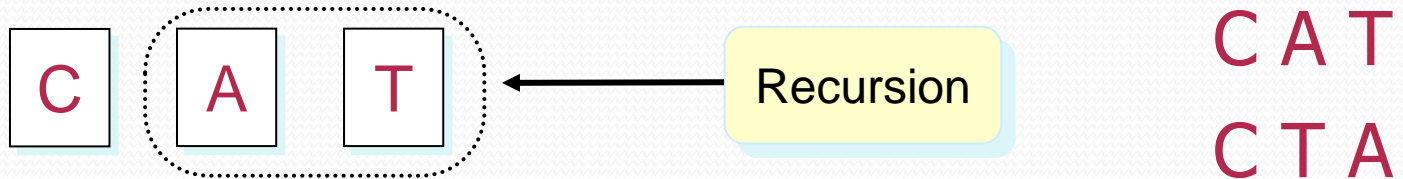
Last Example: Anagram

- List all anagrams of a given word. An ***anagram*** is a word formed by reordering the letters of the given word.

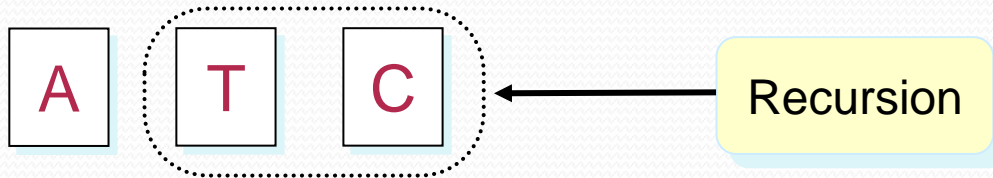


Anagram Solution

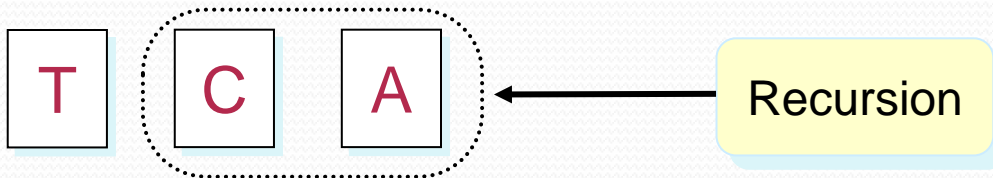
- The basic idea is to make recursive calls on each sub-word. Here's how:



C A T
C T A



A T C
A C T



T C A
T A C

Anagram Method

```
public static String[] anagram(String word) {  
    int n = word.length();  
    if(n == 1)  
        return new String[]{word};  
    String[] anagrams = new String[Factorial.factorial(n)];  
    int j = 0;  
    for(int i = 0; i < n; i++) {  
        char current = word.charAt(i);  
        String sub = word.substring(0,i) +  
                        word.substring(i+1, n);  
        String[] temp = anagram(sub);  
        for(int k = 0; k < temp.length; k++) {  
            anagrams[j] = current + temp[k];  
            j++;  
        }  
    }  
    return anagrams;  
}
```

Main Point

Java supports the creation of recursive methods, characterized by the fact that they call themselves in their method body. A self-calling method is a *valid* recursive function if it contains a *base case* – a branch of code that exits the method under certain conditions but does not involve a self-call – and if the sequence of self-calls, on any input to the method, always converges to the base case. Likewise, a quest for self-knowledge not based in the direct experience of the "Self" is endless (and baseless).

Connecting the Parts of Knowledge With the Wholeness of Knowledge

Recursion creates from self-referral activity

1. In Java, it is possible for a method to call itself.
 2. For a self-calling method to be a legitimate recursion, it must have a base case, and whenever the method is called, the sequence of self-calls must converge to the base case.
-
3. **Transcendental Consciousness:** TC is the self-referral field of existence, at the basis of all manifest existence.
 4. **Wholeness moving within itself:** In Unity Consciousness, one sees that all activity in the universe springs from the self-referral dynamics of wholeness. The "base case" – the reference point – is always the Self, realized as Brahman.

