Recursion Methods

Agenda

- Recall recursion
- Define tail recursion
- Define non-tail recursion
- Process a String recursively
- Examples
- Classwork: CodingBat

Recall

Recursion: It is the process where a function calls itself to solve problems by breaking them into smaller subproblems.

```
public static int fact(int x)
{
    if (x == 1)
        return 1;
    else
        return x * fact(x - 1);
}
Recursive Case
```

Tail Recursion

In tail recursion, **no other operation is needed** after the successful execution of a recursive function call.

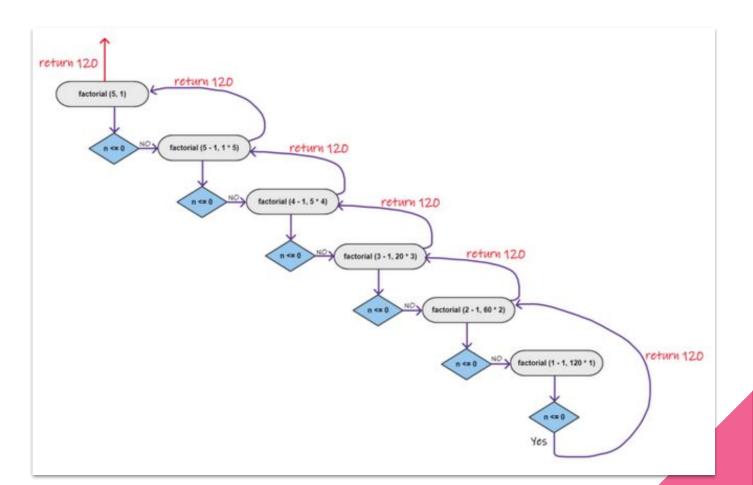
The **function directly returns the result** of a recursive call without performing any operations

on it.

The **prevMult** parameter accumulates the product as the recursion progresses.

The base case stops when x <= 0 and returns the accumulated product (prevMult). To ensure the multiplication starts correctly, **prevMult should be initialized to 1** because multiplying by 1 does not alter the result.

Example: fact(5, 1);



Tail Recursion

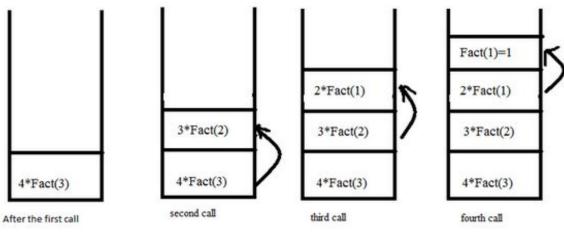
Non-Tail Recursion

In non-tail recursion, some operations must be performed after successfully executing a recursive function.

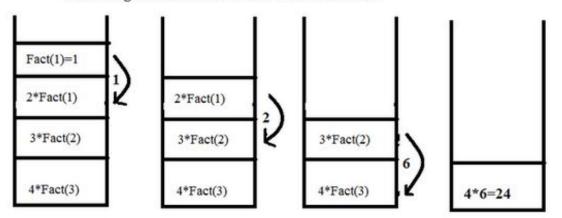
The function **never directly returns the result of a recursive call**. It performs some operations on the returned value of the recursive call to achieve the desired output.

```
public static int fact(int x) {
   if (x == 1)
      return 1;
   else
      return x * fact(x - 1);
   }
```

When function call happens previous variables gets stored in stack



Returning values from base case to caller function



Non-Tail Recursion

Tail Recursion vs. Non-Tail Recursion

Tail recursion is considered better than non-tail recursion because tail recursive functions can be **optimized by modern compilers**.

Tail recursion: modern compilers know that since it is tail recursive and no other operations will be performed after the recursive call, there is **no need to maintain a stack**. Thus retaining the current function call in the stack frame is of no use. **It avoids stack overflow when calling a recursive method.**

Non-tail recursion fully utilizes the stack frame and uses the value returned from the recursive call. **JVM must retain all the stack frames**, no matter how many they are, to compute the end result correctly. This leads to memory overuse and sometimes results in errors.

Java compiler does not currently optimize tail recursion.

Convert a Non-Tail Recursion to a Tail Recursion?

It is possible to make the conversion by passing additional parameter to maintain the state of the recursive call.

The idea is to maintain the result of calculation throughout the recursive calls, from start to end. Do not wait to compute the result until the terminal condition is met.

```
public static int factorial(int n);  // Non-tail recursion
public static int factorial(int n, int prevMult);  // Tail recursion _____
```

How to process a String?

You know:

"A string is set of characters, so we can say a string is a character followed by a string."

Let's say myStr is a string variable, and you have to write a recursive function that examines the character in that string.

Strategy:

- 1) Your recursive method should do something with the first element.
- 2) Use the rest of the string to make a recursive call to process it.

Use recursion to find the length of a String

Solution: myLength

```
public static int myLen(String s) {
   if (s.equals(""))
      return 0;
   else
      return myLen(s.substring(1)) + 1;
}
```

Step by step

```
myLen("dog")
s = "dog"
myLen("og") + 1
```

```
myLen("og")
s = "og"
myLen("g") + 1
```

```
myLen("g")
s = "g"
myLen("") + 1
```

```
public static int myLen(String s) {
    if (s.equals(""))
       return 0;
    else
       return myLen(s.substring(1)) +1;
}
```

```
myLen("")
s = ""
Base case => return 0
```

Example: pairStar

Given a string, compute recursively a new string where identical chars that are adjacent in the original string are separated from each other by a "*".

```
pairStar("a") \rightarrow "a"
pairStar("hello") \rightarrow "hel*lo"
pairStar("xxyy") \rightarrow "x*xy*y"
pairStar("aaaa") \rightarrow "a*a*a*a"
```

```
pairStar("a") \rightarrow "a
pairStar("hello") \rightarrow "hel*lo"
pairStar("xxyy") \rightarrow "x*xy*y"
pairStar("aaaa") \rightarrow "a*a*a*a"
```

Strategy:

- Your recursive method should do something with the first element.
- Use the rest of the string to make a recursive call to process it.
- 1. What should be the base case? Hint: string length, what value should it be?
- 2. Recursive cases? Hint: Look at the strategy

```
public String pairStar(String str) {
   if(str.length() <= 1)
      return str;
   else if(str.charAt(0) == str.charAt(1))
      return str.charAt(0) + "*" + pairStar(str.substring(1));
   else
      return str.charAt(0) + pairStar(str.substring(1));
}</pre>
```

Classwork

https://codingbat.com/home/jnovillo@stuy.edu/recursion_2_strings

https://codingbat.com/home/jnovillo@stuy.edu/recursion_3

Extra Problems:

https://codingbat.com/home/jnovillo@stuy.edu/apcsa_extra_recursion