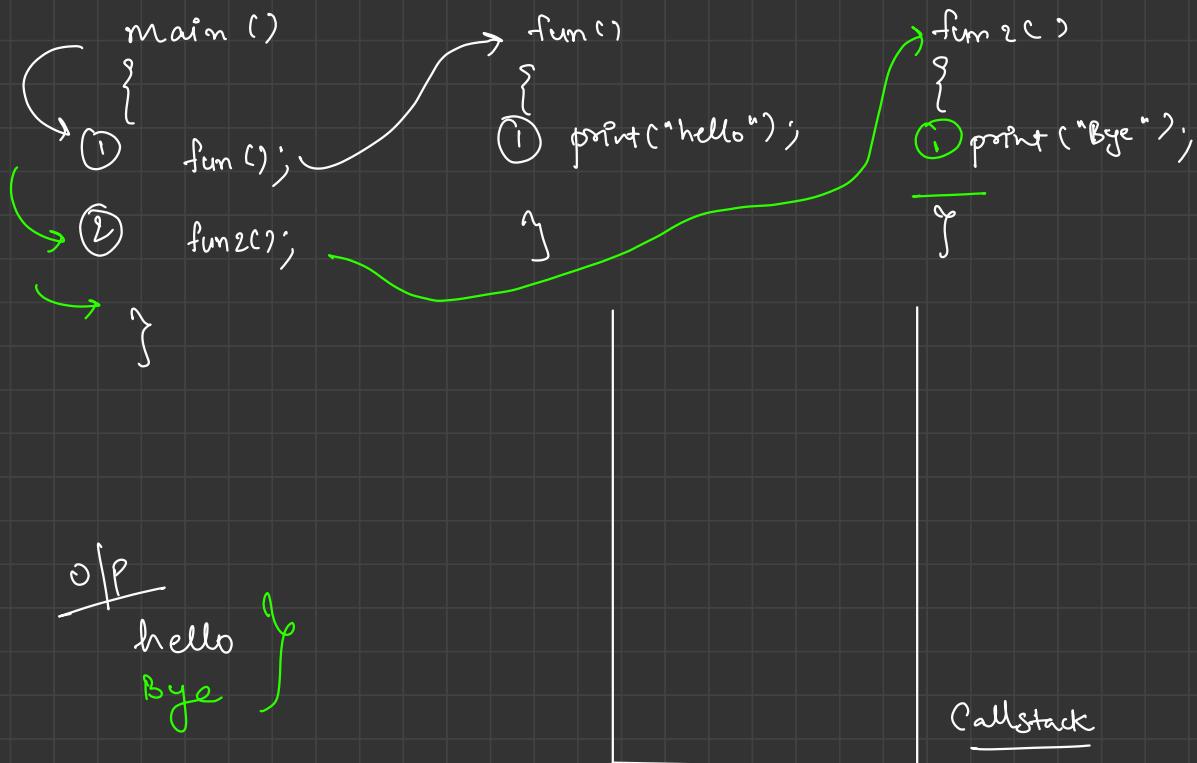
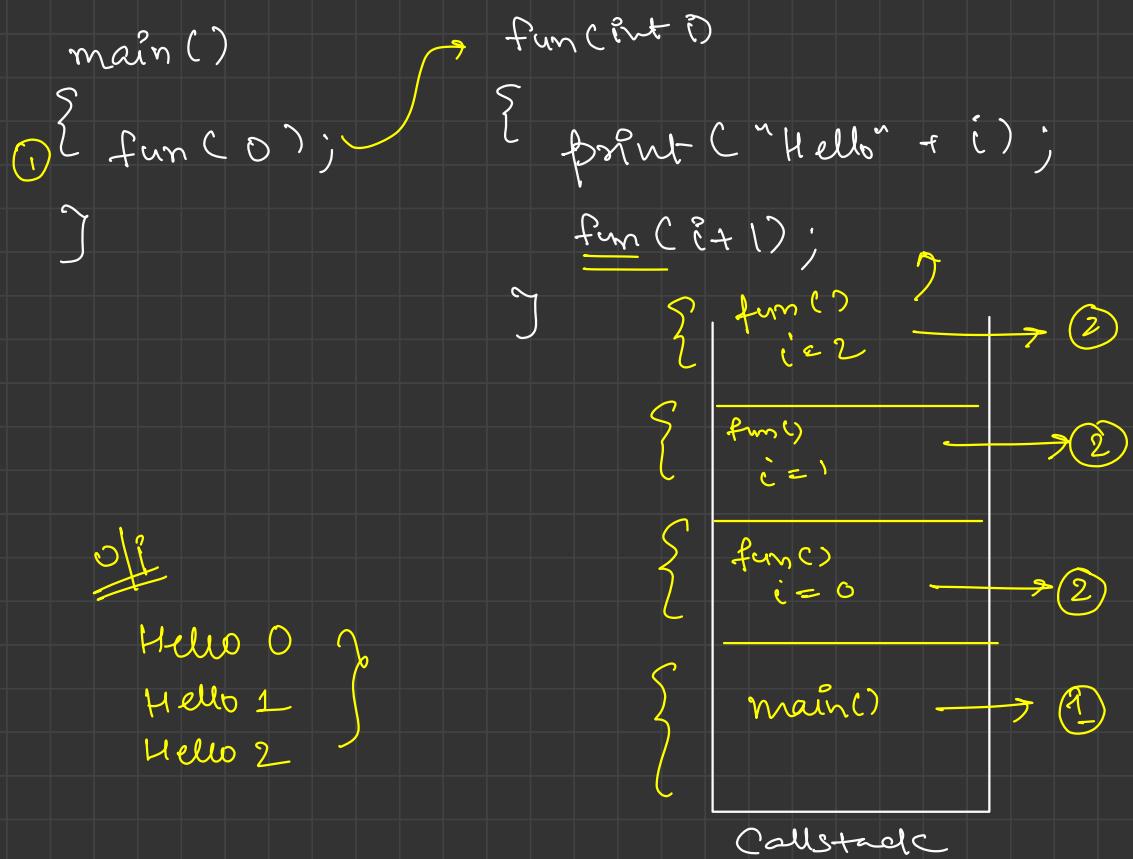



Recursion

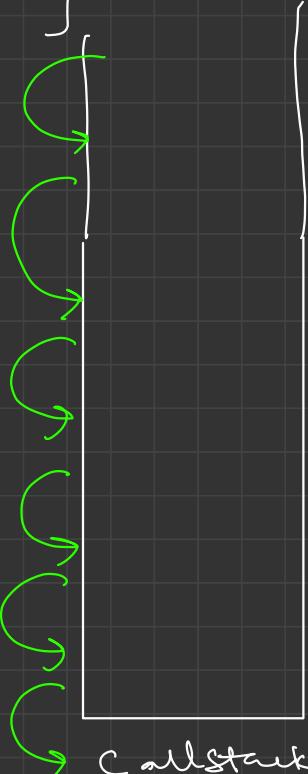


{ When a function calls itself then it is known recursion.



main()

```
{ fun(0); }
```



✓ fun(int i)

```
{  
    ① if (i == 4)  
    {  
        ② return;  
    }  
}
```

→ terminated recursion
① Base Case

③ print("Hello" + i); } ② recursive call

→ ④ fun(i+1);
 ↓
 {

OR

```
{  
    Hello 0  
    Hello 1  
    Hello 2  
    Hello 3  
}
```

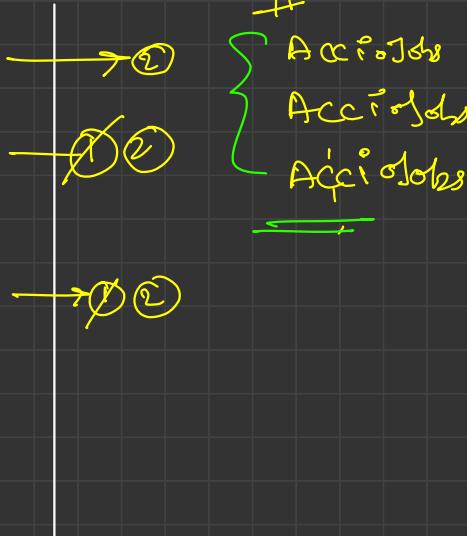
Q Given a num N ;

print (AcciJobs) , N times using recursion!

```
public static void main(String[] args) {  
    → Scanner sc = new Scanner(System.in);  
    int N = sc.nextInt();  
  
    printtillN(N, 1);  
}  
  
public static void printtillN(int N, int i) {  
    → if (i == N + 1) return;  
  
    ① print (" AcciJobs");  
    ② printtillN (N, i+1);  
    → }  
}
```

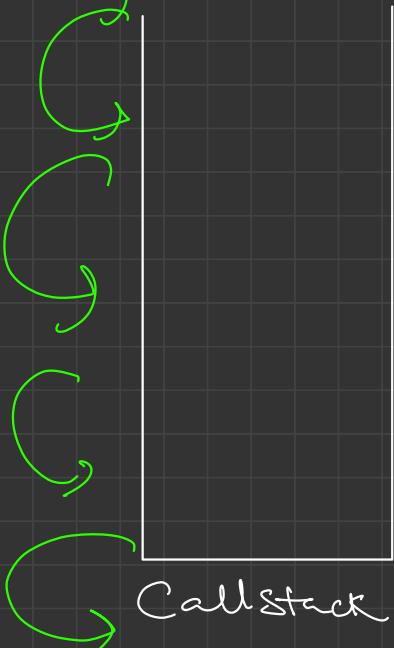


$$\underline{i = N + 1}$$



Callstack

```
fun ( int n )  
{  
    if ( n == 0 ) return ;  
    ① cout << "Accio" << ;  
    ② fun ( n - 1 ) ;  
}
```



```
main()  
{  
    fun ( 3 ) ;  
}
```

~~off~~

{ AccioJobs
AccioJobs
AccioJobs }
2^n times

Q

$$N \in S ,$$

5 4 3 2 1

$$\text{fun}(5) = \underline{\underline{5}} + \text{fun}(4)$$

recurrence
relation

main ()

{

 fun(5);

}

fun (int N)
{ if (N == 0)
 return ;

 print (N);
 fun (N -1);

$$\begin{aligned} 4 & 3 & 2 & 1 \rightarrow \text{fun}(4) \\ & = 4 + \text{fun}(3) \end{aligned}$$

$$\begin{aligned} 3 & 2 & 1 \rightarrow \text{fun}(3) \\ & = 3 + \text{fun}(2) \end{aligned}$$

$$\begin{aligned} 2 & 1 \rightarrow \text{fun}(2) \\ & = 2 + \text{fun}(1) \end{aligned}$$

$$\text{fun}(1) = 1 + \text{fun}(0)$$

no fun(0)
=

Base Case
=

N given

of form $(N, N-1, N-2, \dots, 3, 2, 1)$

① $\underline{\underline{f}un(N)} = \underline{\underline{N}} + \underline{\underline{f}un(N-1)}$ } $\left\{ \begin{array}{l} f \text{orm}(N) \\ f \text{orm}(N-1) \end{array} \right.$

② Base Case

$$N = = 0$$

\rightarrow return

main ()

{

① fun (n)

}

off

n , n -1 , n -2 , ... , 1

fun (n)

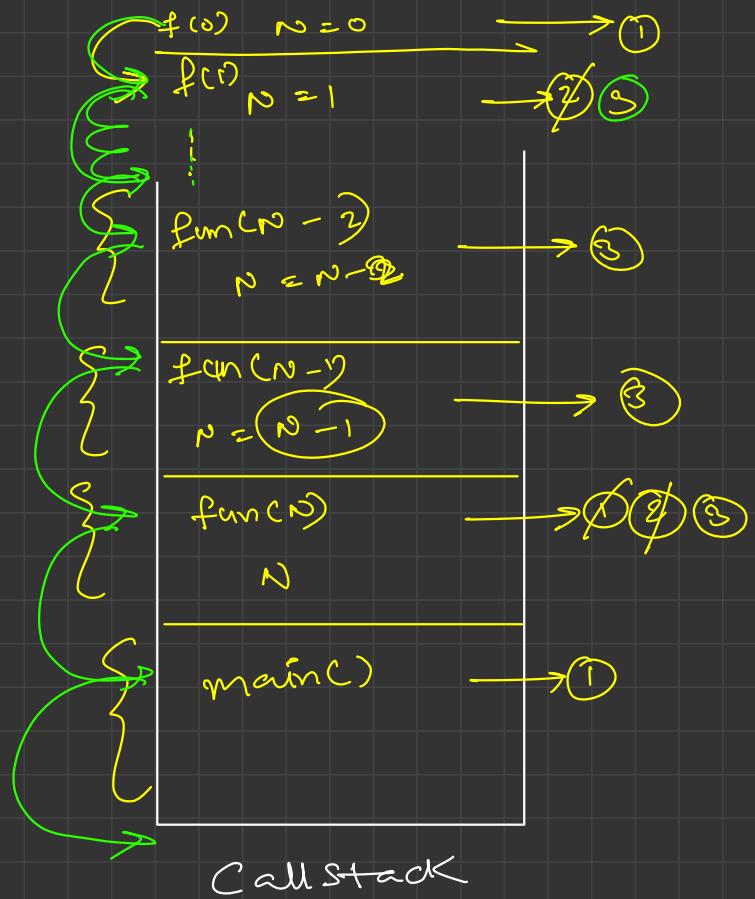
{

① if (n == 0)
return ;

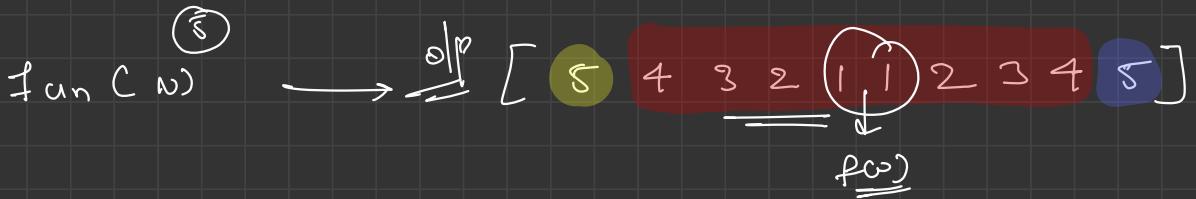
② print (n);

③ fun (n -1);

}



Q



$$\left. \begin{aligned} f(5) &= \text{print}(5) + f(4) + \text{print}(5) \\ f(4) &= \text{print}(4) + f(3) + \text{print}(4) \\ f(3) &= \text{print}(3) + f(2) + \text{print}(3) \\ f(2) &= \text{print}(2) + f(1) + \text{print}(2) \\ f(1) &= \text{print}(1) + f(0) + \text{print}(1) \end{aligned} \right\}$$

$f(0)$

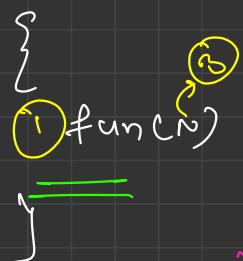
Base Case / terminating Condition

The diagram shows the base case $f(0)$ leading to the terminating condition. A curly brace groups the first three equations: $f(5) = \text{print}(5) + f(4) + \text{print}(5)$, $f(4) = \text{print}(4) + f(3) + \text{print}(4)$, and $f(3) = \text{print}(3) + f(2) + \text{print}(3)$. Below these is the equation $f(2) = \text{print}(2) + f(1) + \text{print}(2)$. From $f(1) = \text{print}(1) + f(0) + \text{print}(1)$, a curved arrow points down to a circle containing $f(0)$, which then has an arrow pointing down to the text "Base Case / terminating Condition".

$$\text{fun}(n) \leftarrow \underline{\text{print}(n)} + \underline{\text{fun}(n-1)} + \underline{\text{print}(n)}$$

Recurrence

main()



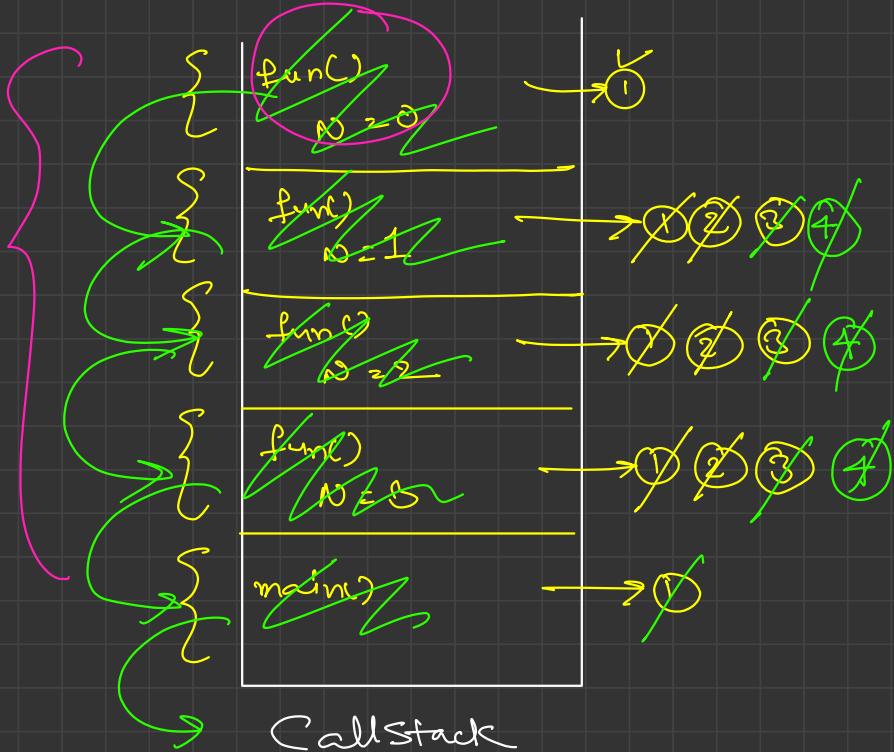
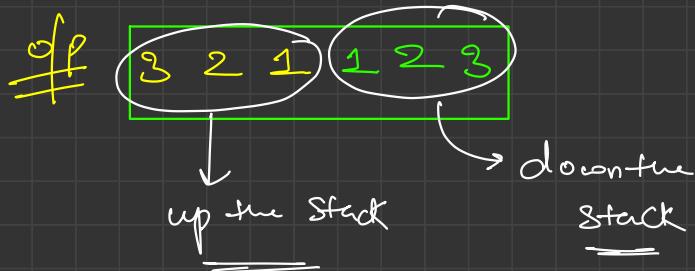
TC: $O(n^2)$
SC: $O(n^2)$

fun($i \neq n$)

```

    {
        ① if ( $n \leq 0$ )
            return n;
        ② print(n);
        ③ fun(n-1);
        ④ print(n);
    }

```



$$n=5 \longrightarrow f(5+4+3+2 \circled{1} 2+1+5)$$

$$f(5) = 5 + f(4) + 5$$

$$f(4) = 4 + f(3) + 4$$

$$f(3) = 3 + f(2) + 3$$

$$f(2) = 2 + f(1) + 2$$



Base Case
 { print(); }
 return;

factorial

$$\left. \begin{array}{l} 5! = 5 \times 4 \times \underbrace{3 \times 2 \times 1}_{\circ} = 5 \times 4! \\ 4! = 4 \times 3 \times \underbrace{2 \times 1}_{\circ} = 4 \times 3! \\ 3! = 3 \times \underbrace{2 \times 1}_{\circ} = 3 \times 2! \\ 2! = 2 \times \textcircled{1} = 2 \times 1! \\ 1! = \textcircled{1} \xrightarrow{\text{Base Case}} 1! \end{array} \right\}$$

$$\frac{f(n)}{\underline{\underline{=}}} \longrightarrow n!$$

$$f(n) = \underline{\underline{n}} \times f(n-1) = \textcircled{f(n-1)} \times \textcircled{n}$$

```

main()
{
    ans = fact(n);
    cout << ans;
}

```

4

```

int fact( int n )
{
    if ( n == 1 )
        return 1;
}

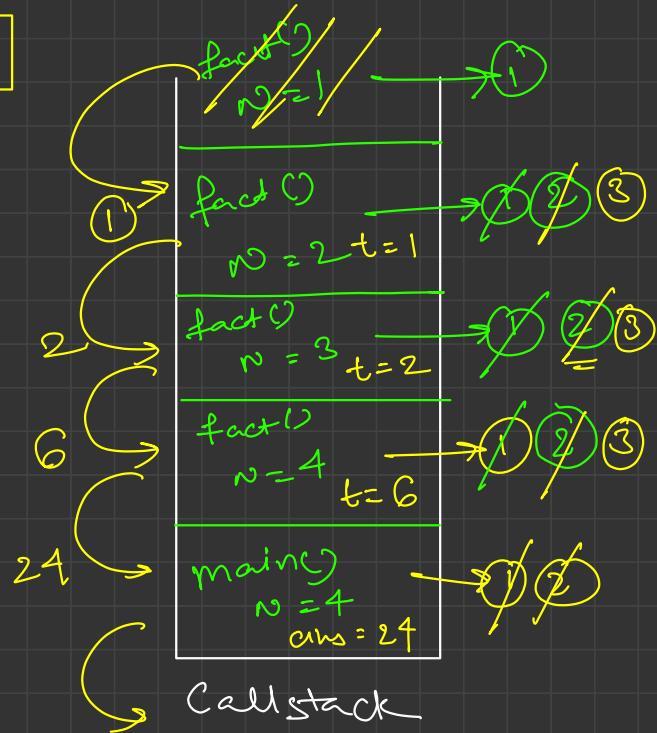
```

```

    2) int t = fact( n - 1 );
    3) return t * n;
}

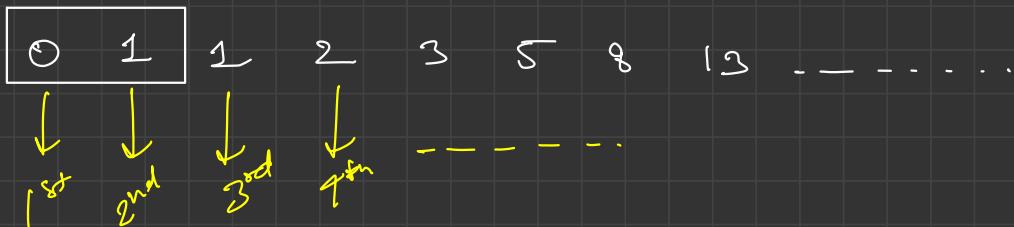
```

def
not
24



Get N^{th} Fibonaci Number

Base Case

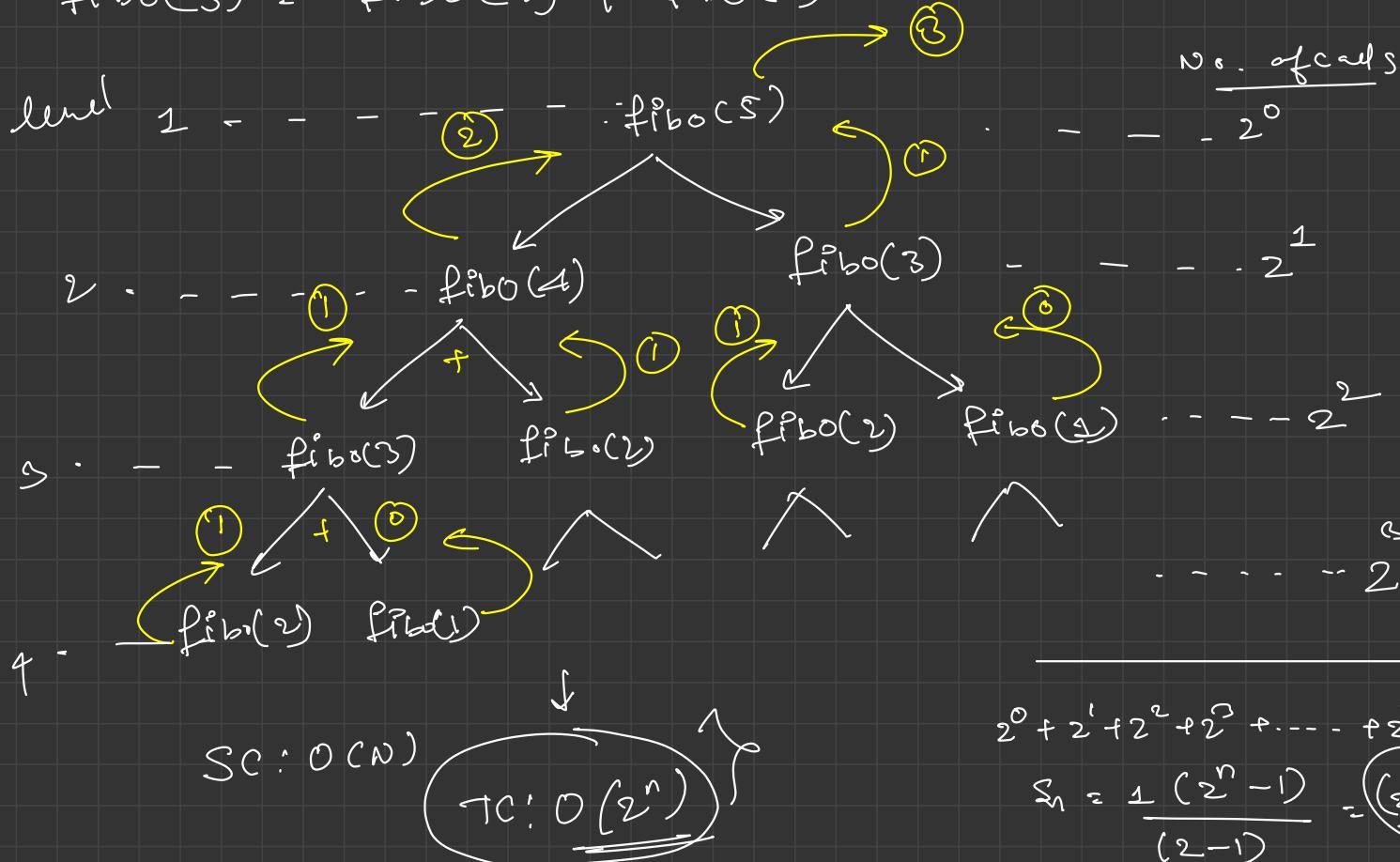


$\text{fib}_0(N) \rightarrow N^{\text{th}} \text{ terms}$

$$\text{fib}(N) = \underline{\text{fib}(N-1)} + \underline{\text{fib}(N-2)}$$

relation

$$\text{fib}(5) = \text{fib}(4) + \text{fib}(3)$$



main()

{
① int ans = fibo(N);
② point(ans)
}
}

int fibo (int N)

{
③ if (N == 0) return 0;
④ if (N == 1) return 1;
⑤ int prev1 = fibo(N-1);
⑥ int prev2 = fibo(N-2);
⑦ return prev1 + prev2;
}
}

off 3

Call stack

$$\stackrel{Q}{=} \circ (P, q) \rightarrow P^q$$

$$\rightarrow \text{func}(P, q) \rightarrow P^q$$

$$P^q = \underbrace{P \times P \times P \times \dots \times P}_{q \text{ times}}$$

$$P^{q-1} = \underbrace{P \times P \times P \times P \times \dots \times P}_{(q-1) \text{ times}}$$

$$P^0 = \boxed{\begin{matrix} P \\ \uparrow \end{matrix}} = 1$$

Base Case

$$P^{\alpha} = P \times P^{\alpha-1}$$

$$f(p, q) = \underline{P \times f(p, q^{-1})} = f(p, q^{-1}) \times P$$

main()

{

int ans = fun(p, q); ①
cout << ans; ②

}

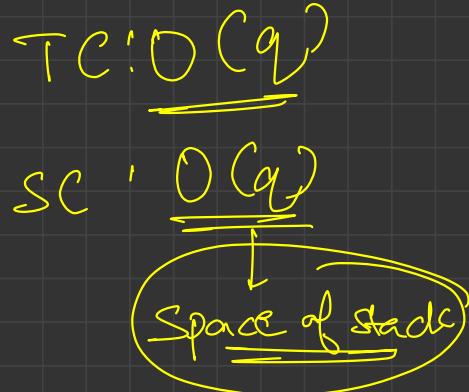
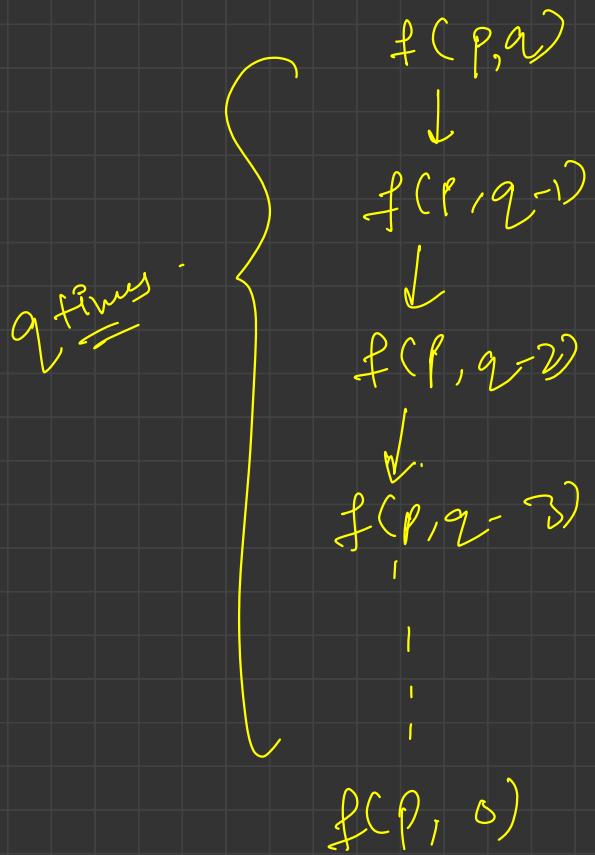
int fun(p, q)
{
 if (q == 0) ①
 return 1;
 int f = f(p, q - 1); ②
 return f * p; ③
}

}

S

callstack

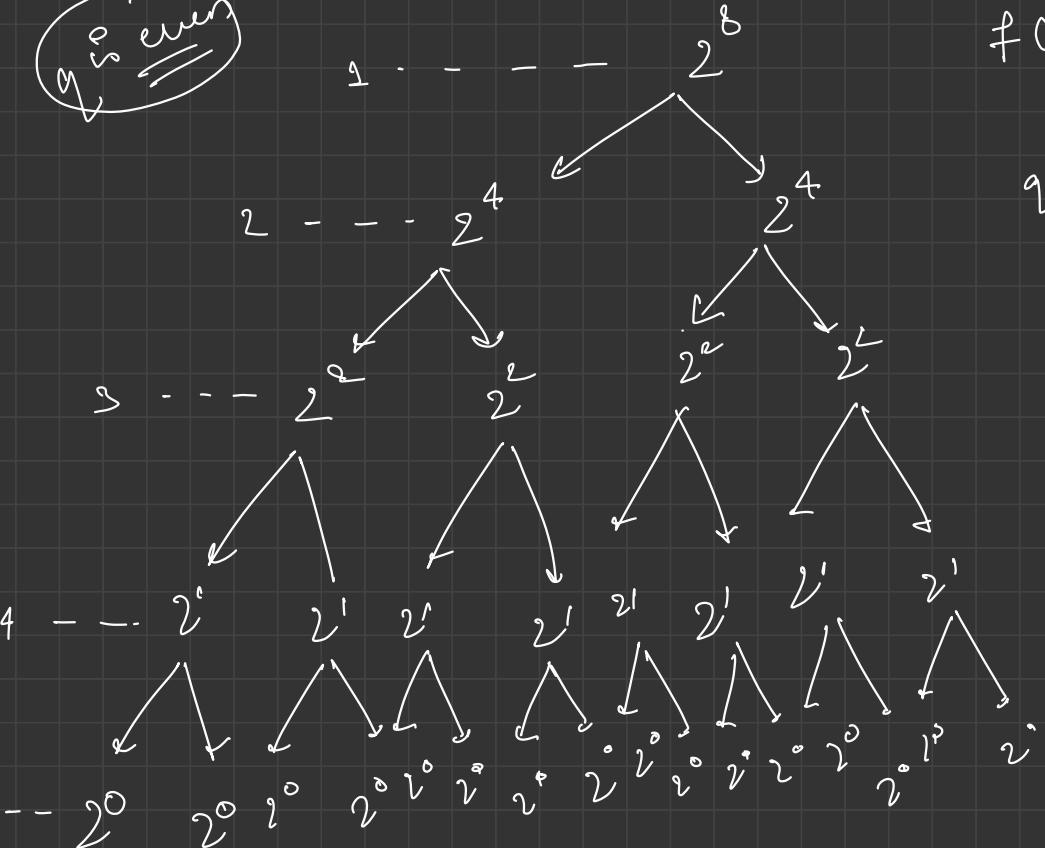




$$p^n = \underbrace{p \times p \times p \times \dots \times p}_{n \text{ times}}$$

$$2^8 = \underbrace{2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2}_{\text{in pairs}} \\ = \underbrace{(2^4 \times 2^4)}_{(2^2 \times 2^2) \times (2^2 \times 2^2)}$$

q is even



$$f(p, q) = f(p, q/2) \times f(p, q/2)$$



$$\begin{aligned} q + \frac{q}{2} + \frac{q}{4} - \dots &= \\ &= \underline{\log(q)} \end{aligned}$$

$$2^0 + 2^1 + 2^2 - \dots + 2^{\log_2 q}$$

$$\therefore 1(2^{\log_2 q} - 1)$$

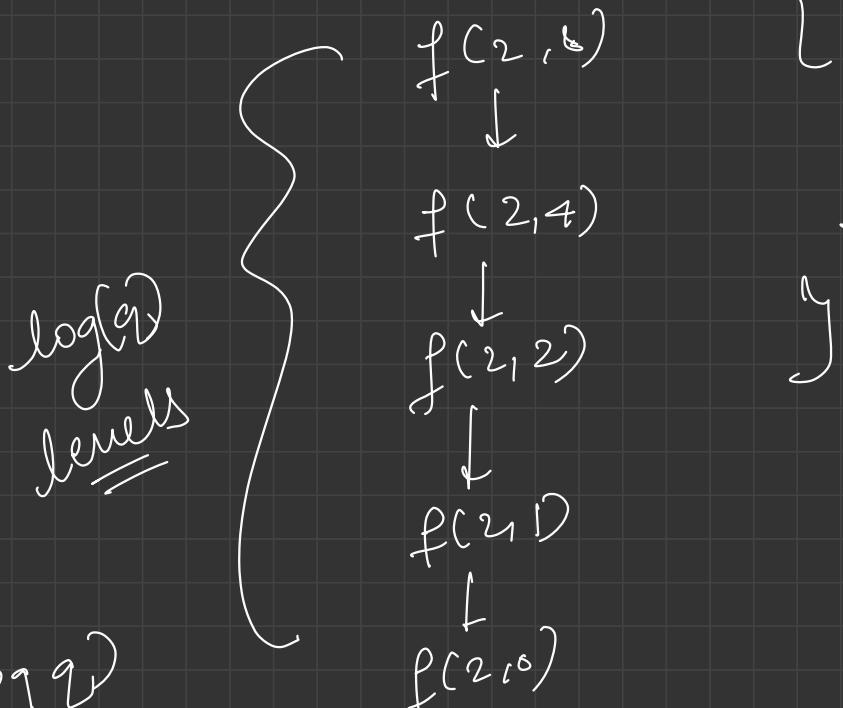
$$(2-1)$$

$$\therefore 2^{\log_2 q}$$

$$f(pq) = \left(f(p, q) \right)^2$$

$\text{func}(p, q)$
 {
 $f(q^2=0) \leftarrow \text{return } 1;$

impl $f = \underline{\underline{f(p, q)}};$
 reduction & $\times t;$



$\underline{\underline{\underline{\underline{\text{TC: } O(\log q)}}}}$

$\underline{\underline{\underline{\underline{\text{SC: } O(\log q)}}}}$

$\tau/2 \approx$

$$2^7 \rightarrow (2^3)^2 \times 2$$

$$p^q = \begin{cases} (p^{q/2})^2 & , q \text{ is even} \\ (p^{q/2})^2 \times p & , q \text{ is odd} \end{cases}$$

func(p, q)

```
{ if (q == 0) return 1;
```

```
int t = f(p, q/2);
```

```
if (q == odd) return t * t * p;
```

```
} else return t * t;
```

```
main ()
```

```
{
```

① int ans = f(2, 8);

② printf("%d");

```
}
```

```
int f (int p, int q)
```

```
{
```

① if (q == 0) return 1;

② int t = f(p, q / 2);

③ pf ("%d", t * t * p);
return t * t * p;

④ else

```
    return t * t;
```

```
}
```

Callstack

off
256

point pattern

$W = S$



$$\underline{f(S)} = \underline{\underline{f(A)}} + \text{front}(S) \text{ tiny}$$

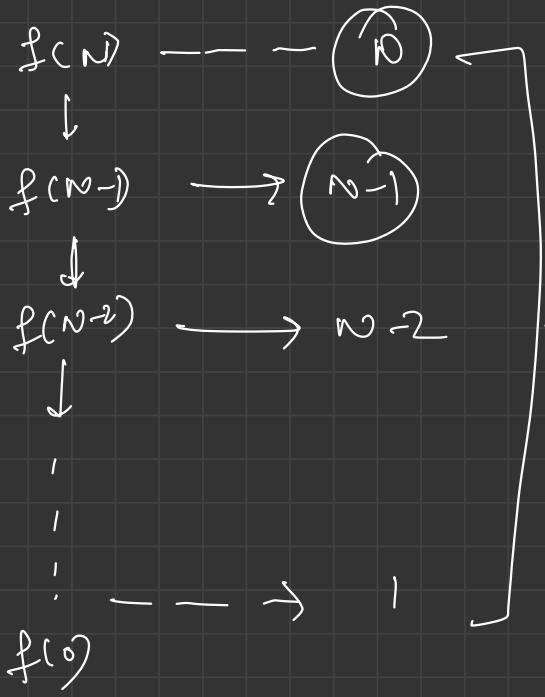
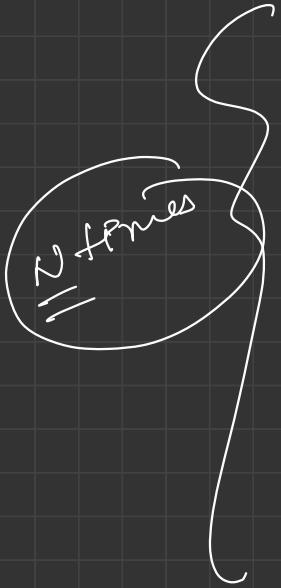
```

main( )
{
    f(n),
}
f(int n)
{
    if(n==0) return;
    f(n-1);
    for(i=0 to n)
        print(* + "n");
}

```

$f(5) = f(4) + \text{print}(5*)$
 $f(4) = f(3) + \text{print}(4*)$
 $f(3) = f(2) + \text{print}(3*)$
 $f(2) = f(1) + \text{print}(2*)$
 $f(1) = \text{f(0)} + \text{print}(1*)$

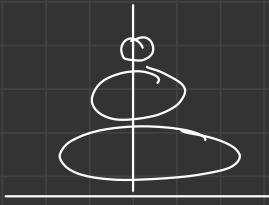

 Base Case
 return



$$\left\{
 \begin{aligned}
 & \frac{N(N+1)}{2} \\[1ex]
 & = \underline{\mathcal{O}(N^2)}
 \end{aligned}
 \right\}$$

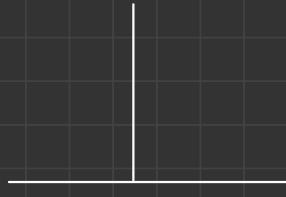
TC: $\mathcal{O}(N^2)$
 SC: $\underline{\mathcal{O}(N)}$

Tower of Hanoi



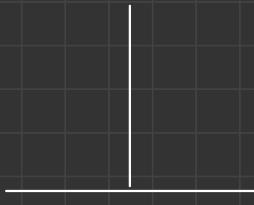
1

(from)



2

(to)

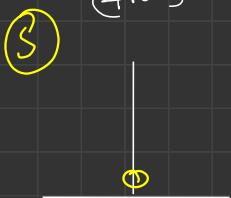
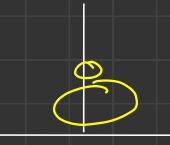
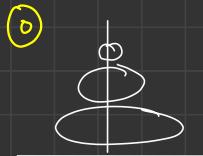


3

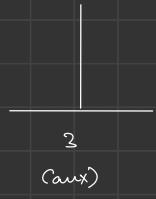
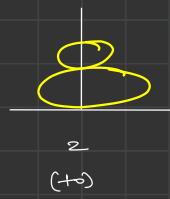
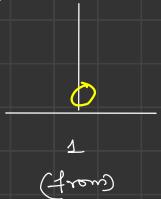
(aux)

transfer all the disk from 1 to 2 in same order.
using aux rod 3

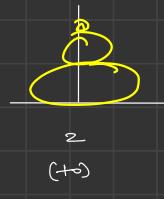
- ① you can only move one disk at a time
- ② you can't place a bigger disk on a smaller disk



6

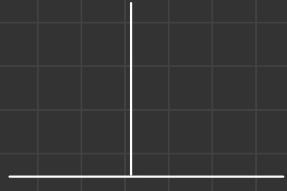
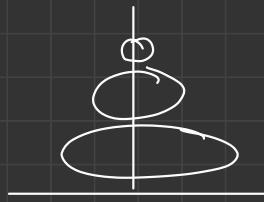


7



7

disk, 8 disk, 9 disk



1

2

3

A

B

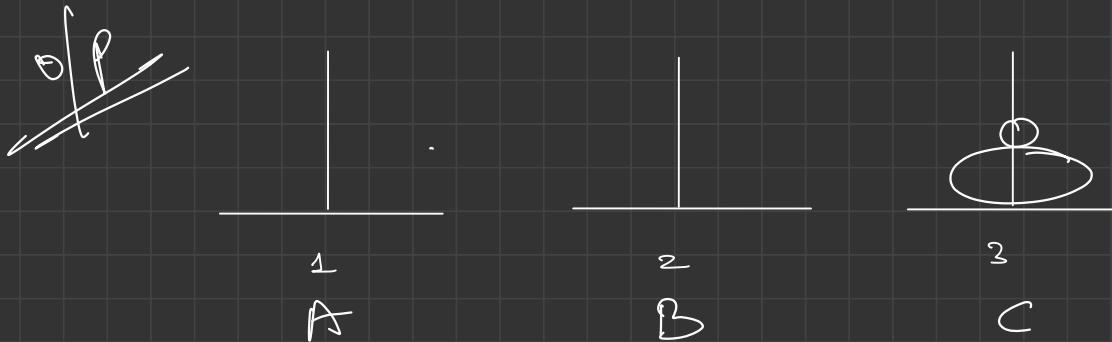
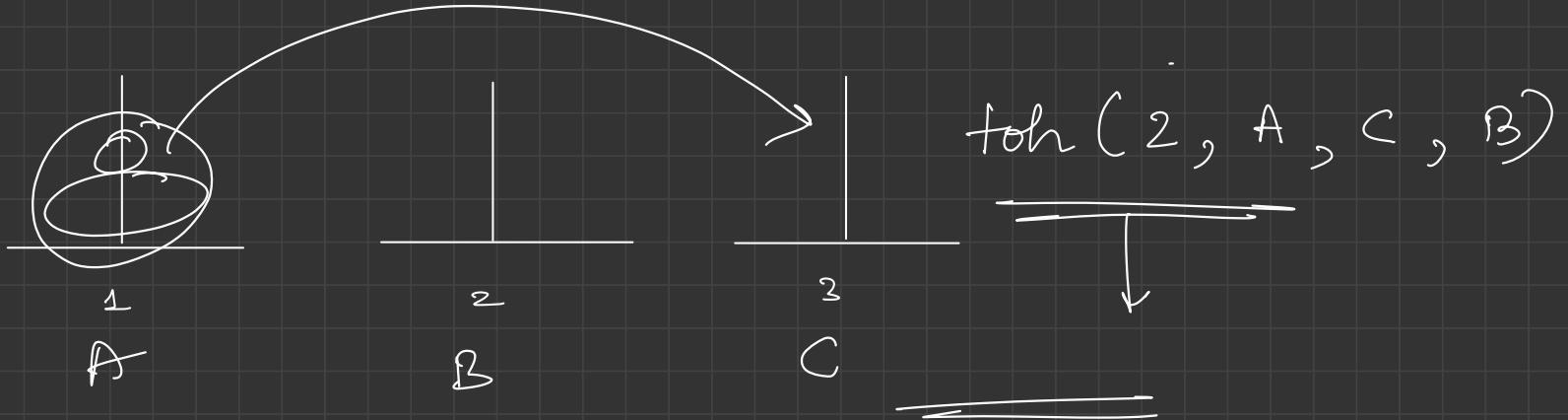
C

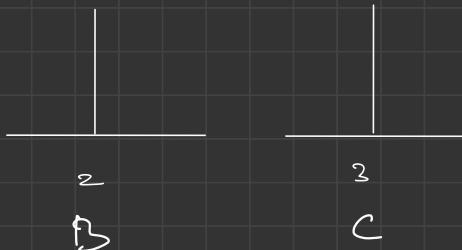
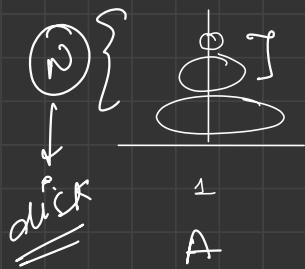
from to aux
↑ ↑ ↑

{ toh (n, A, B, C)

A B
↑ ↗

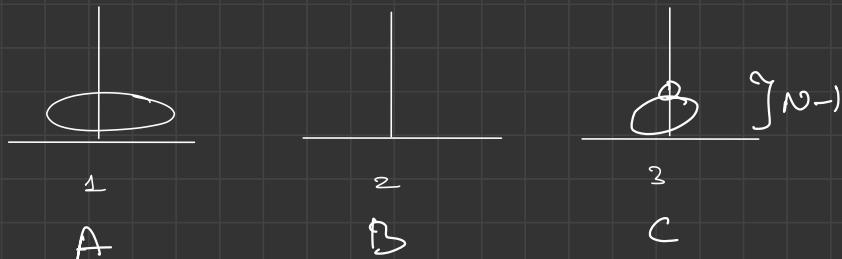
It will transfer n disk from 1 to 2
using 3 → C





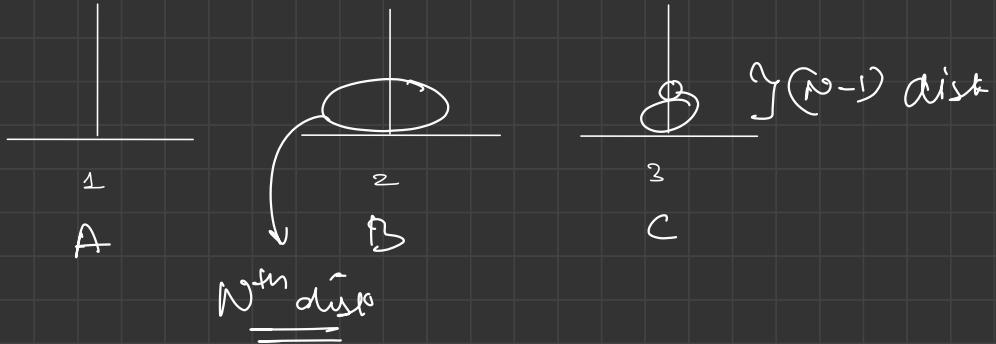
Step 1

$\text{tch}(N-1, A, C, B)$



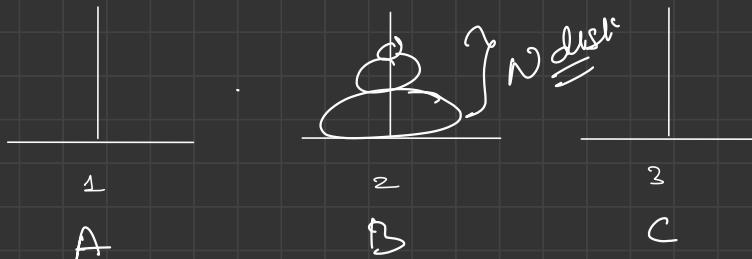
Step 2

move N^{th} disk from A to B



Step 3

toh($N-1$, C, B, A)



$\text{tah}(N, A, B, C)$

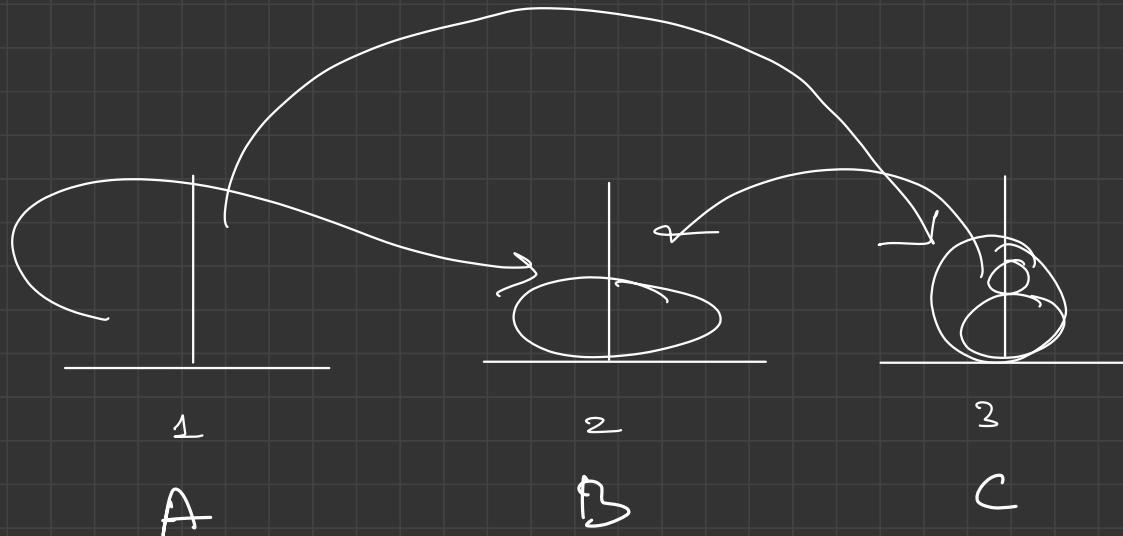
{
 if ($N = 0$)
 return ;

$\checkmark \text{tah}(N-1, A, C, B);$

print move (N^{th}) disk from $(A) \rightarrow (B);$

$\checkmark \text{tah}(N-1, C, B, A);$

}



$\text{tch}(N, A, B, C)$

$\rightarrow \underline{\text{fish}(L, A, C, B)}$

move 3 $\rightarrow A \rightarrow \odot$

$\rightarrow \text{tch}(Z, C, B, A) \sim$

```
static void toh(int N, int A, int B, int C) {  
    //Write code here  
    1 if (N == 0) {  
        return;  
    }  
    2 toh (N - 1, A, C, B);  
    3 System.out.println("move disk " + N + " from rod " + A + " to rod " + B);  
    4 toh (N - 1, C, B, A);
```

move disk 1 from rod 1 to rod 2
move disk 2 from rod 1 to rod 3 }
move disk 1 from rod 2 to rod 3 }
move disk 3 from rod 2 to rod 2 }
move disk 1 from rod 3 to rod 1 }
move disk 2 from rod 3 to rod 2 }
move disk 1 from rod 1 to rod 2 }

```
move disk 1 from rod 1 to rod 2  
move disk 2 from rod 1 to rod 3  
move disk 1 from rod 2 to rod 3  
move disk 3 from rod 1 to rod 2  
move disk 1 from rod 3 to rod 1  
move disk 2 from rod 3 to rod 2  
move disk 1 from rod 1 to rod 2
```

Callstack

Point Array

Q $\text{arr} = [A, B, C, D, E]$ $n = 5$

void fun (arr, n)

{ if ($n == 0$) return;

Fails ← fun (arr, n-1);

point (arr [n-1])

↓
 n^{th} Element

}

Op: A B C D E

$f(n) = A B C D E$

$f(n-1) = A B C D$

$f(n) = f(n-1) + \text{point}(E)$

↓

recurrence relation.

$$f(5) = f(4) + E$$

$$f(4) = f(3) + D$$

$$f(3) = f(2) + C$$

$$f(2) = f(1) + B$$

$$f(1) = \boxed{P(0)} + A$$



Base Case

```
if (N == 0)
    return;
```

$\text{arr} = [A, B, C, D, E]$

```
public static void PrintArray(int[] arr, int n) {  
    // Write your code here  
    ① if (n == 0) {  
        return;  
    }  
  
    ② PrintArray (arr, n - 1);  
  
    ③ System.out.print(arr[n - 1] + " ");  
}
```

~~0~~ A B C D E

Callstack

```

public static void PrintArray(int[] arr, int n) {
    // Write your code here
    ① if (n == 0) {
        return;
    }
    ② PrintArray (arr, n - 1);
    ③ System.out.print(arr[n - 1] + " ");
}

```

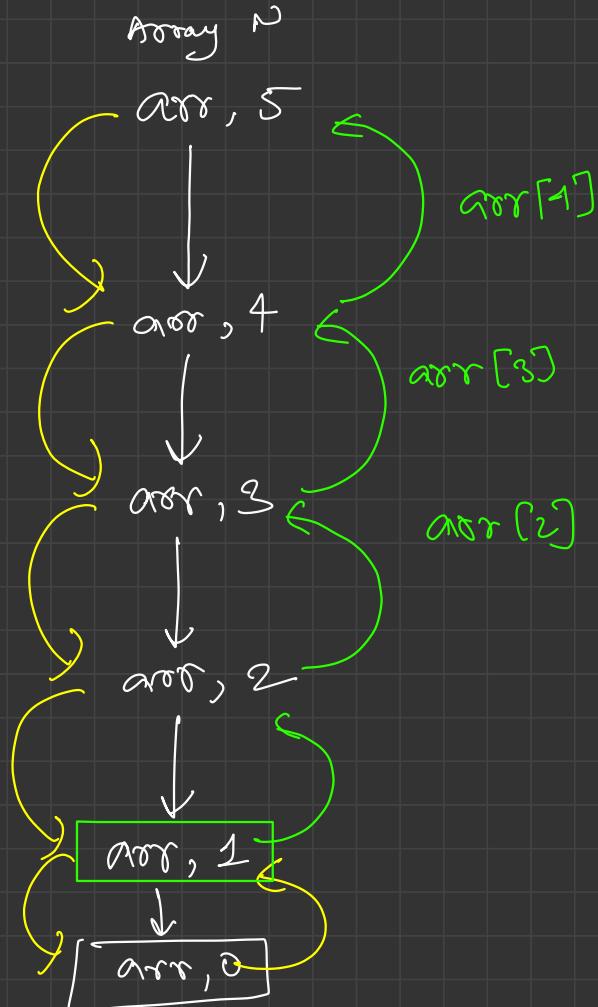
$\{ \overset{1}{A}, \overset{2}{B}, \overset{3}{C}, \overset{4}{D}, \overset{5}{E} \}$

TC: $O(N)$
SC: $O(N)$

① while going down run everything before recursive call.

② while going up, run everything after recursive call

~~of~~ A B C D E



Q
 $\text{arr} = [A, B, C, D, E]$ $N = 5$

fun (arr, N) op : E D C B A

f acts :

$$f(5) = \text{point}(E) + \underline{\underline{f(4)}}$$

point over of N since \Rightarrow reverse order.

$$\begin{aligned} f(5) &:= E + f(4) \\ f(4) &= D + f(3) \\ f(3) &= C + f(2) \\ f(2) &= B + f(1) \\ f(1) &= A + R(0) \end{aligned}$$

$f(N = \infty)$
return;

Base Case

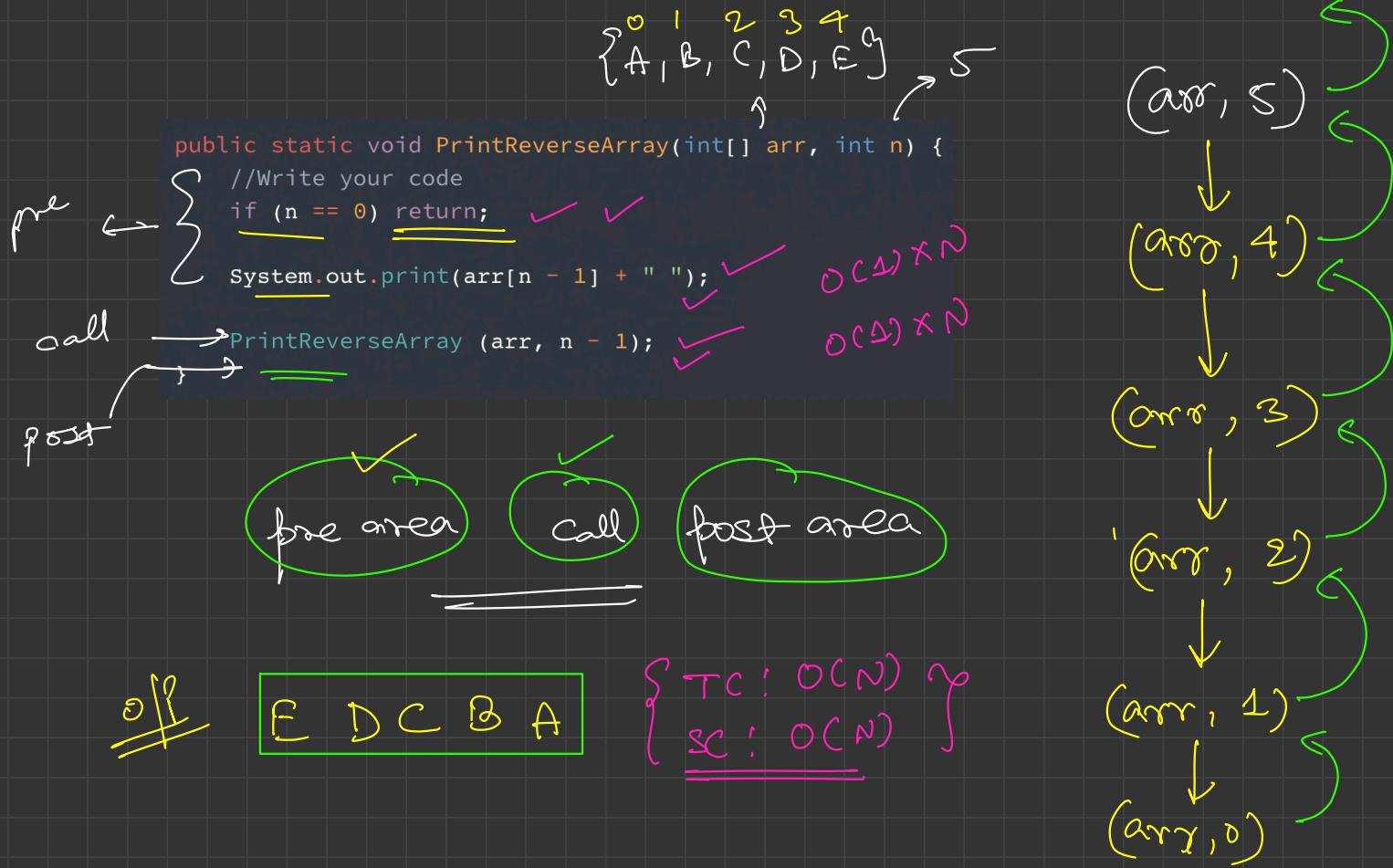
```
void fun( arr, N)
```

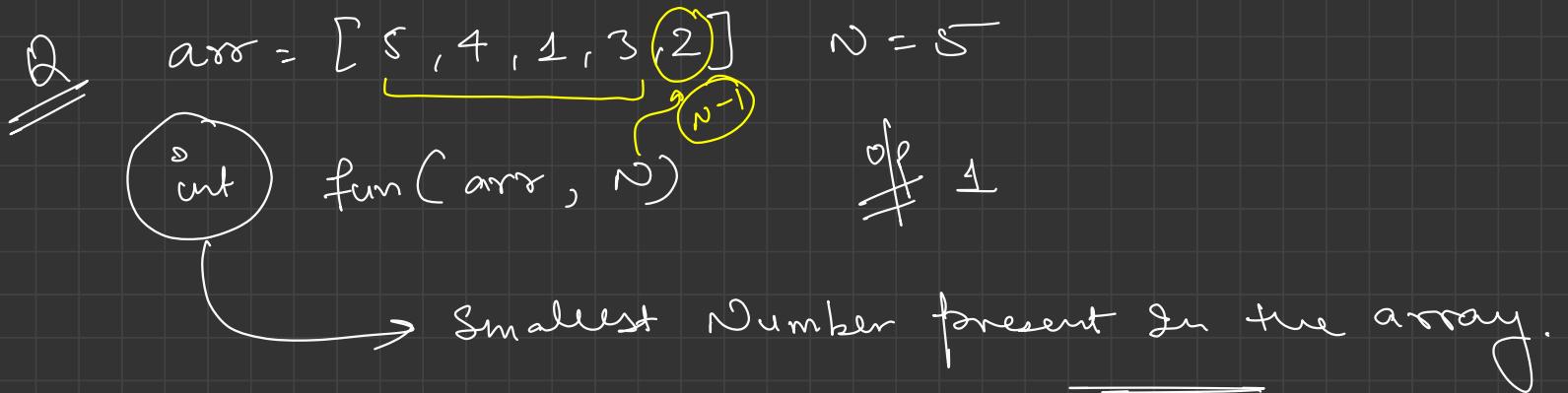
```
{ if( N == 0) action;
```

```
print( arr[N-1]); → my work
```

```
fun( arr, N-1); → fein
```

```
}
```





faith: $fun()$
 give me smallest numbers present in arr of size N .

$$f(5) = \min(f(4), arr[5-1])$$

$\text{arr} = [\underline{\underline{5}}, 4, 1, 3, 2]$ $N = 5$

$$f(5) = \min(f(4), \text{arr}[5-1]);$$

$$f(4) = \min(f(3), \text{arr}[4-1]);$$

$$f(3) = \min(f(2), \text{arr}[3-1]);$$

$$f(2) = \min(\underline{\underline{f(1)}}, \text{arr}[2-1]);$$



✓ Base Case = ($N == 1$)

return $\text{arr}[0]$;

$$\rightarrow f(1) = \min(f(0), \text{arr}[1-1]);$$



Base ($N == 0$)

return Integer.MAX_VALUE;

```
int fun ( int [] arr , int N )  
{  
    if ( N == 1 )  
        return arr [ 0 ] ;  
  
    int t = fun ( arr , N - 1 ) ;  
  
    return Math . min ( t , arr [ N - 1 ] ) ;  
}
```

$\begin{bmatrix} 0 & 1 & 2 & 3 & 4 \\ 4 & 5 & 2 & 1 & 3 \end{bmatrix}$

```
public static int recforMin(int[] arr, int n) {  
    //Write your code here  
    ① if (n == 1) {  
        return arr[0];  
    }  
    ② int t = recforMin (arr, n - 1);  
    ③ return Math.min(t, arr[n - 1]);  
}
```

1 3

0
1 ✓

1 ↗ Callstack

$\begin{bmatrix} 0 & 1 & 2 & 3 & 4 \\ 4, 5, 2, 1, 3 \end{bmatrix}$

```

public static int recforMin(int[] arr, int n) {
    //Write your code here
    if (n == 1) {
        return arr[0]; ✓
    }
    call { int t = recforMin (arr, n - 1); ✓
    post { return Math.min(t, arr[n - 1]); ✓
}

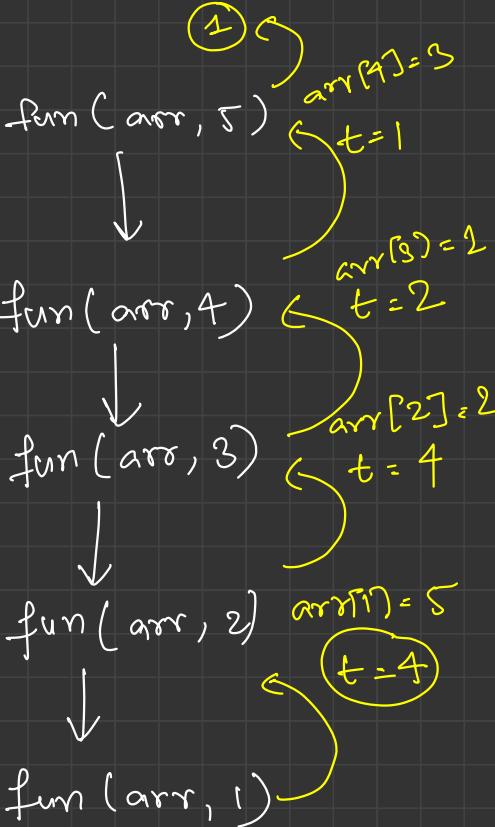
```

pre , call , post

~~0~~

1

$T.C: O(N)$
 $S.C: O(N)$



Q

arr = [1, 2, 3, 2, 1]

↑ ↑
0 n-1

Boolean isPalindrome (arr , start , end)

Ans: It returns true when a array from given to given end index is a palindrome
else it returns false.

$f(\text{arr}, 0, 4) = \text{check}(\text{arr}[0]) == \text{arr}[4]) + f(\text{arr}, 1, 3)$

$\underbrace{\text{check}(\text{arr}[0]) == \text{arr}[4]}$

\downarrow

$\boxed{s = \text{length}}$

$f(\text{arr}, 1, 3) = \text{check}(\text{arr}[1] == \text{arr}[3]) + f(\text{arr}, 0, 0)$

$\underbrace{\text{check}(\text{arr}[1] == \text{arr}[3])}$

\downarrow

$\boxed{\text{Base Case}}$

$\text{if}(start == end)$

$\quad \underline{\text{return true}}$

$$f(\text{arr}, 0, 5) = \underbrace{\text{check}(\text{arr}[0] == \text{arr}[5])}_{\text{length=6}} + f(\text{arr}, 1, 4)$$

$$f(\text{arr}, 1, 4) = \text{check}(\text{arr}[1] == \text{arr}[4]) + f(\text{arr}, 2, 3)$$

$$f(\text{arr}, 2, 3) = \text{check}(\text{arr}[2] == \text{arr}[3]) + \overbrace{f(\text{arr}, 3, 2)}^{\downarrow}$$

Start > end



Base Case

if (start > end)
return true

boolean fun(arr, start, end)

{

 if (start >= end)

 return true;

 g'm
 not good
 enough

 [If (arr[start] ≤ arr[end])
 return false;

 else

 return fun(arr, start + 1, end - 1);

 g'm
 good
 enough

}

bound fun [1, 2, 3, 4, 5, 3, 2, 1]

```
public static boolean isPalindromic(int[] arr, int begin, int end) {  
    // Write your code here  
    ① if (begin >= end) {  
        return true; ✓  
    }  
  
    ② if (arr[begin] != arr[end]) { ✓  
        return false;  
    } else {  
        ③ return isPalindromic (arr, begin + 1, end - 1); ✓  
    }  
}
```

~~off~~
false

{ TC: O(N) }
{ SC: O(N) }

false ↗

callstack

Q

arr [] : [5, 6, 4, 6, 4, 1, 2] N = 7 T = 4

fun(arr, T, startIndex)

pointfun(arr, T, startIndex)
if (startIndex == arr.length)
 return;
 point(arr[startIndex]);
 ← pointfun(arr, T, startIndex + 1);
 y

of

{ 5
6
4
6
4
1
2 }

faith

$\text{arr} = [5, 3, 4, 4, 1]$

$T=4$

$\text{pf}(\text{arr}, 0) \rightarrow 1$

\downarrow

$\text{pf}(\text{arr}, 1) \rightarrow 1$

\downarrow

$\boxed{\text{pf}(\text{arr}, 1)}$

\downarrow

$N=5$

0 5
1 3
2 4

Base Case

?

$\text{pf}(\text{arr}[5]) == \top$

return 1

int firstOcc (arr, T, si)

{ if (si == arr.length)
 return -1;

if (arr[si] == T)

{
 return si;
}

else

{
 return firstOcc(arr, T, si+1);

}

}

arr [4, 1, 2, 3, 4, 4, 5, 5, 7]

```
static int firstIndex(int A[], int T, int startIndex)
{
    //Write your code here
    ① if (startIndex == A.length) {
        return -1;
    }
    ② if (A[startIndex] == T) {
        return startIndex;
    } else {
        ③ return firstIndex (A, T, startIndex + 1);
    }
}
```

{ TC: $O(N)$ }
SC: $O(N)$

if S in index

Callstack

Q

arr = [3, 3, 2, 3, 5, 5, 4, 1, 1]
T = 3
ei = 8

int lastIndex(int arr, int T, int ei)

{

if (ei == -1)
return -1;

if (arr[ei] == T)

{
return ei;

}

else

{
lastIndex(arr, T, ei - 1);

}

}

Q
→
→
→

find first Occurrence?

fun(arr, T, ei)

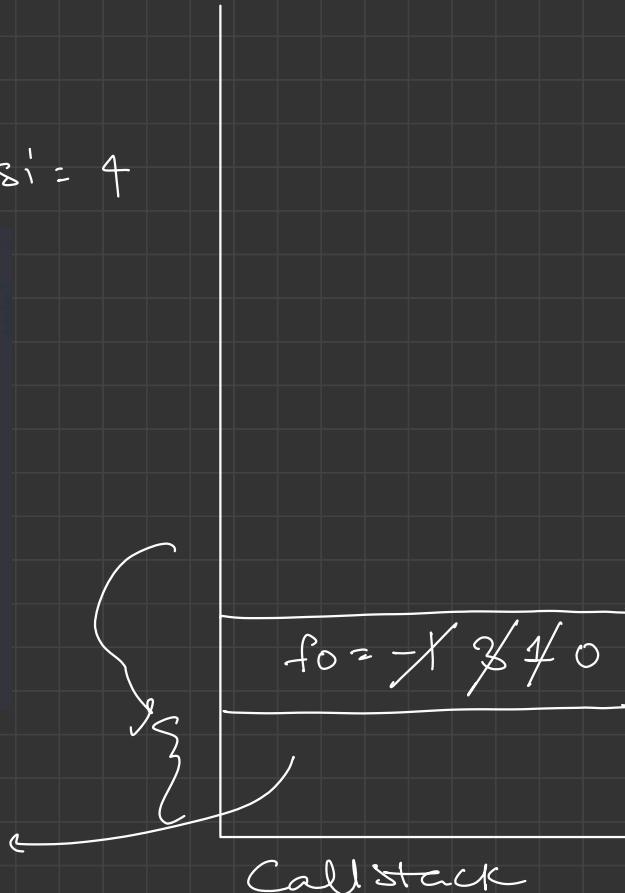
arr = [3, 3, 2, 3, 1], T = 3, ei = 4

```
static int fo = -1;
static void firstIndex(int A[], int T, int startIndex)
{
    //Write your code here
    ① if (startIndex == -1) {
        return;
    }

    ② if (A[startIndex] == T) {
        fo = startIndex;
    }

    ③ firstIndex(A, T, startIndex - 1);
}
```

fo = 0



$A = [1, 3, 3, 2, 3, 4]$

\uparrow \uparrow \uparrow

 1 2 3

\uparrow \uparrow \uparrow

 4 5 5

```
static int firstIndex(int A[], int T, int startIndex)
{
    //Write your code here
    1 if (startIndex == -1) {
        return -1;
    }
    2 int ans = firstIndex(A, T, startIndex - 1);
    3 if (ans != -1) {
        return ans;
    }
    4 } else {
        4.1 if (A[startIndex] == T) {
            return startIndex;
        }
        4.2 else {
            4.2.1 return -1;
        }
    }
}
```

of

1

call stack

