

# CS 2

## Introduction to Programming Methods



### Last Week: Convex Hull

Introduced recursion

- and first algorithm for sorting in  $n \log n$

#### Using Recursion on Printers?

```
%PS
N 7 def
/K ( dup 0 ne
  { 1 sub 4 (dup) repeat - F X ++ F Y - }
  if pop ) def
/Y ( dup 0 ne
  { 1 sub 4 (dup) repeat + F X -- F Y + }
  if pop ) def
/F { 0 eq { 10 0 rlineto } if } bind def
/- { -45 rotate } bind def
/+ { 45 rotate } bind def
1 setlinejoin 1 setlinecap
newpath
220 150 moveto
50 N { 2 sqrt div } repeat dup scale
90 rotate N X stroke
showpage
```

← less than 20, or you'll wait a while...

X → -FX++FY-  
Y → ++FX-FY+  
F →

angle 22.5  
3 < 7  
F → FF-[-F+FF]+[+F-F-F]



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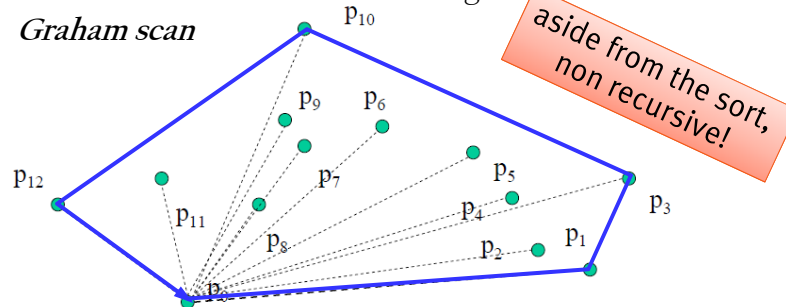
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# Back to Convex Hull

Got  $n \log n$  sorting algorithm, now what?

- find lowest point
- order points by angle
- advance and remove all concave angles
- *Graham scan*



# Recursive Convex Hull?

You guessed it...

- split points in two sets
- find convex hulls of each
- then “zipper” them up
  - a bit tedious, so left as home exercise.

Conclusion: Recursion is a great concept

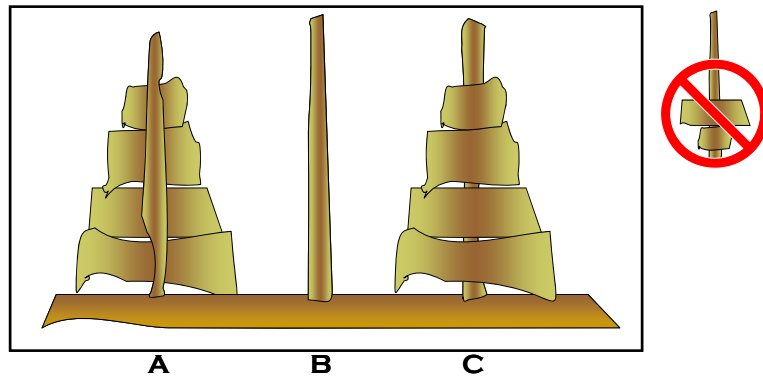
- help solving lots of problems
  - but has its own problems as well...



# Towers of Hanoi

Move 4 disks from pole A to pole C

- one disk at a time, never on top of a smaller disk



# Visual Solution



Find a recursive way to do that for  $n$  rings...



# Matrix multiplication?

## Normal way

Complexity?

```
public static double[][] mult(double a[][], double b[][])
{
    // early checks
    if (a.length == 0) return new double[0][0];
    if (a[0].length != b.length) return null; //invalid dimensions

    // a is mxn, b is nxp
    int n = a[0].length; int m = a.length; int p = b[0].length;

    double ans[][] = new double[m][p];

    for(int i = 0; i < m; i++){
        for(int j = 0; j < p; j++){
            for(int k = 0; k < n; k++){
                ans[i][j] += a[i][k] * b[k][j];
            }
        }
    }
    return ans;
}
```



## Strassen Idea

For 2x2 matrices, can factor out operations

$$\begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix} = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix} = \begin{bmatrix} P_5 + P_4 - P_2 + P_6 & P_1 + P_2 \\ P_3 + P_4 & P_5 + P_1 - P_3 - P_7 \end{bmatrix}$$

- with:  $P_1 = A_{11}(B_{12} - B_{22})$   
 $P_2 = (A_{11} + A_{12})B_{22}$   
 $P_3 = (A_{21} + A_{22})B_{11}$   
 $P_4 = A_{22}(B_{21} - B_{11})$   
 $P_5 = (A_{11} + A_{22})(B_{11} + B_{22})$   
 $P_6 = (A_{12} - A_{22})(B_{21} + B_{22})$   
 $P_7 = (A_{11} - A_{21})(B_{11} + B_{12})$
- not worth it!! 7 x and 18 + instead of 8 x and 4 +. Right?
- but... for larger matrices, + is/was much faster than x
- using Strassen idea recursively leads to  $O(n^{2.81})$ 
  - why?  $T(n) = 7 T(n/2) + O(n^2)$  [for nxn matrices]



# Recursion Not a Panacea

Recursion is admittedly fun...  
but not always a good idea

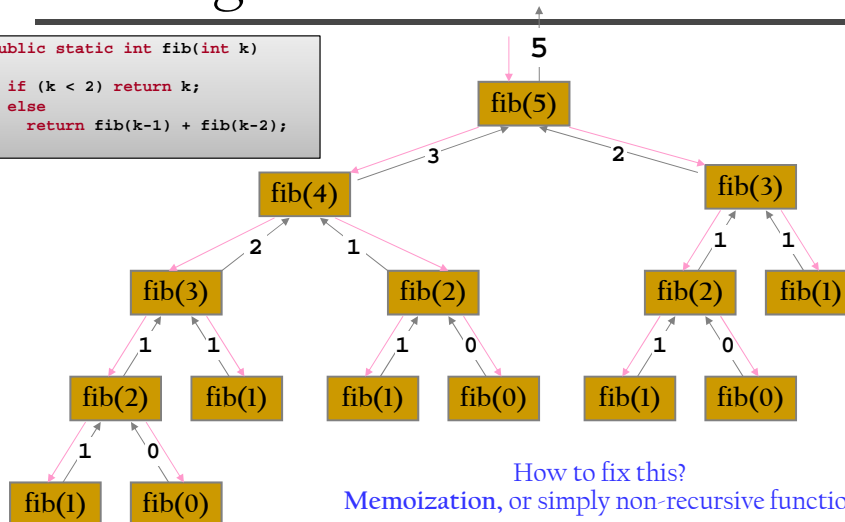
- sometimes just too slow
  - example: Fibonacci!
    - factorial was ok
    - but Fib has lots of redundant computations, lots of memory use to keep track of ongoing computations

```
factorial(5)
factorial(4)
factorial(3)
factorial(2)
factorial(1)
return 1
return 2*1 = 2
return 3*2 = 6
return 4*6 = 24
return 5*24 = 120
```



## Tracing A Fibonacci Call

```
public static int fib(int k)
{
    if (k < 2) return k;
    else
        return fib(k-1) + fib(k-2);
}
```



# Recursion Not a Panacea

Recursion is admittedly fun...  
but not always a good idea

- sometimes just too slow
  - example: Fibonacci!
    - factorial was ok
    - but Fib has lots of redundant computations, lots of memory use to keep track of ongoing computations
- sometimes unnecessary
  - example: binary search

```
factorial(5)
factorial(4)
factorial(3)
factorial(2)
factorial(1)
return 1
return 2*1 = 2
return 3*2 = 6
return 4*6 = 24
return 5*24 = 120
```



# Search

You want to find a value in a **sorted** list

- like a list of existing clients or students
  - example: where is “3” in [1,3,6,9,10]
    - in second position
  - example: where is “4” in [1,3,6,9,10]
    - not found
- complexity?
  - at most n comparisons
  - will recursion help?
    - sure

```
public int Search(int[] arr, int target)
{
    for (int i=0; i<arr.size; i++)
    {
        if (target == arr[i]) { return i; }
    } //for
    return -1; //target not found
}
```



# Recursive *Binary* Search

Can we exploit the sortedness of the list?

- look at the middle of the list...
- if target higher than the mid element, we saved quite a bit of comparisons!
  - divide and conquer all over again

```
public int binSearch(int[] arr, int lower, int upper, int x)
{
    if (lower > upper) { // empty interval
        return -1; } // base case
    int mid = (lower + upper) / 2;
    if (arr[mid] == x) { return mid; } // second base case
    else if (arr[mid] < x) { return binSearch(arr, mid + 1, upper, x); }
    else // arr[mid] > target
        return binSearch(arr, lower, mid - 1, x);
}
```



## How Much Better?

Complexity is easy to analyze

		<u>Linear</u>	<u>Binary</u>
■ best case?		<u><math>N</math></u>	<u><math>N</math></u> <u><math>\log_2(N)</math></u>
■ lucky guess = $O(1)$	10	10	4
■ worst case?	100	100	7
■ each time, eliminate $\frac{1}{2}$	1,000	1000	10
■ so $O(\log_2(N))$	10,000	10,000	14
	100,000	100,000	17
	1,000,000	1,000,000	20
	10,000,000	10,000,000	24



# Do We Really Need Recursion?

Not in this case... Just unroll the recursion

```
public int binSearch(int[] arr, int target){
    int lower = 0;
    int upper = arr.length - 1;
    while (lower <= upper){
        int mid = (lower + upper) / 2;
        if (target == arr[mid]) {
            return mid;
        } else if (target > arr[mid]) {
            lower = mid + 1;
        } else { //target < arr[mid]
            upper = mid - 1;
        }
    } //while
    return -1; //target not found
}
```



# Recursion Pitfalls

Typical issues you may encounter

- infinite loop
  - forgot base case...
- memory running out
  - “stack overflow” (we’ll see about that later)
- obfuscation

```
public static int mystery(int a, int b) {
    if (b == 0) return 0;
    if (b % 2 == 0) return mystery(a+a, b/2);
    return mystery(a+a, b/2) + a;
}
```

```
public static void bad(int a, int b) {
    if (a != b) {
        int m = (a + b) / 2;
        bad(a, m); StdOut.println(m); bad(m, b);
    }
}
```

```
public static void bad(int a, int b) {
    if (a != b) {
        int m = (a + b) / 2;
        bad(a, m - 1); StdOut.println(m); bad(m + 1, b);
    }
}
```

