



# Computer Programming

Dr. Deepak B Phatak  
Dr. Supratik Chakraborty  
Department of Computer Science and Engineering  
IIT Bombay

**Session: Recursive Functions – Part B**

# Quick Recap of Relevant Topics

---



- Use of simple functions in programs
- Contract-centric view of programming with functions
- Flow of control in function call and return
- Activation records and call stack
- Parameter passing by value and reference
- Recursive functions

# Overview of This Lecture

---



- Designing recursive functions
  - Termination and recursive changing of parameters
- Recursion vs iteration

# Acknowledgment

---



- Some examples in this lecture are from  
**An Introduction to Programming Through C++**  
by Abhiram G. Ranade  
**McGraw Hill Education 2014**
- All such examples indicated in slides with the citation  
**AGRBook**

# Recall: Encoding Example



- We want to store quiz 1 and quiz 2 marks of CS101 students in an encoded form
- Encoding strategy:  $\text{encode}(m, n) = 2^m \times 3^n$
- Assume all marks are integers in  $\{1, 2, \dots, 10\}$

Observe:  $\text{encode}(m, n) = \text{encode}(m, n-1) \times 3$ , if  $m, n > 1$   
 $= \text{encode}(m-1, 1) \times 2$ , if  $m > 1, n=1$   
 $= 2 \times 3 = 6$ , if  $m=1, n=1$

# A Recursive Solution

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

```
int newEnc(int q1Marks,
```

```
int main()
```

```
for ( ...
```

```
cipher
```

```
...}
```

```
...
```

```
return 0;
```

```
}
```

Are we really sure that every call to newEnc that satisfies precondition eventually terminates?

```
// PRECONDITION: ...
```

```
int newEnc(int q1Marks,
            int q2Marks)
```

```
(q2Marks) {
```

```
:
```

```
1Marks == 1) {return 6;}
```

```
{return
```

```
2*newEnc(q1Marks - 1, 1);
```

```
}
```

```
break;
```

```
default: ... }
```

```
}
```

```
// POSTCONDITION: ...
```

# Caveats Using Recursive Functions

- Must specify how to terminate the recursion  
Otherwise, recursion (calling a function from itself) can go on forever
- Must ensure parameters in function call change eventually terminates

Changing parameters in an orderly way to ensure termination

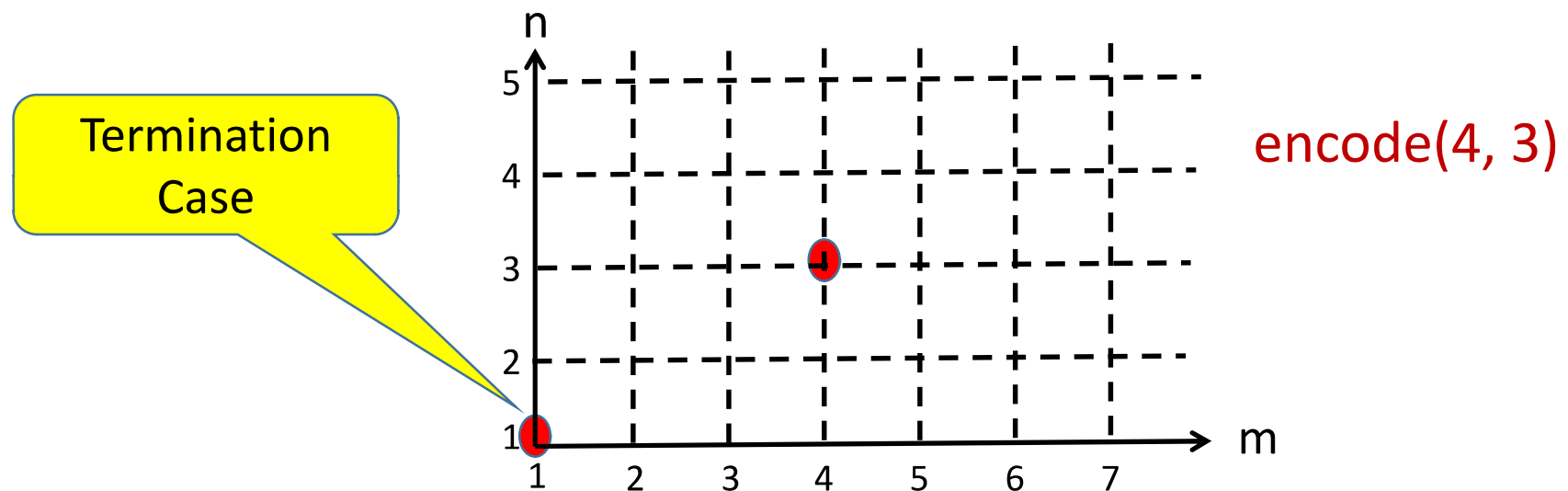
$\text{encode}(m, n) = \text{encode}(m, n-1) \times 3, \text{ if } m, n > 1$   
 $= \text{encode}(m-1, 1) \times 2, \text{ if } m > 1, n=1$

$= 2 \times 3 = 6, \text{ if } m=1, n=1$

Termination case

# Caveats Using Recursive Functions

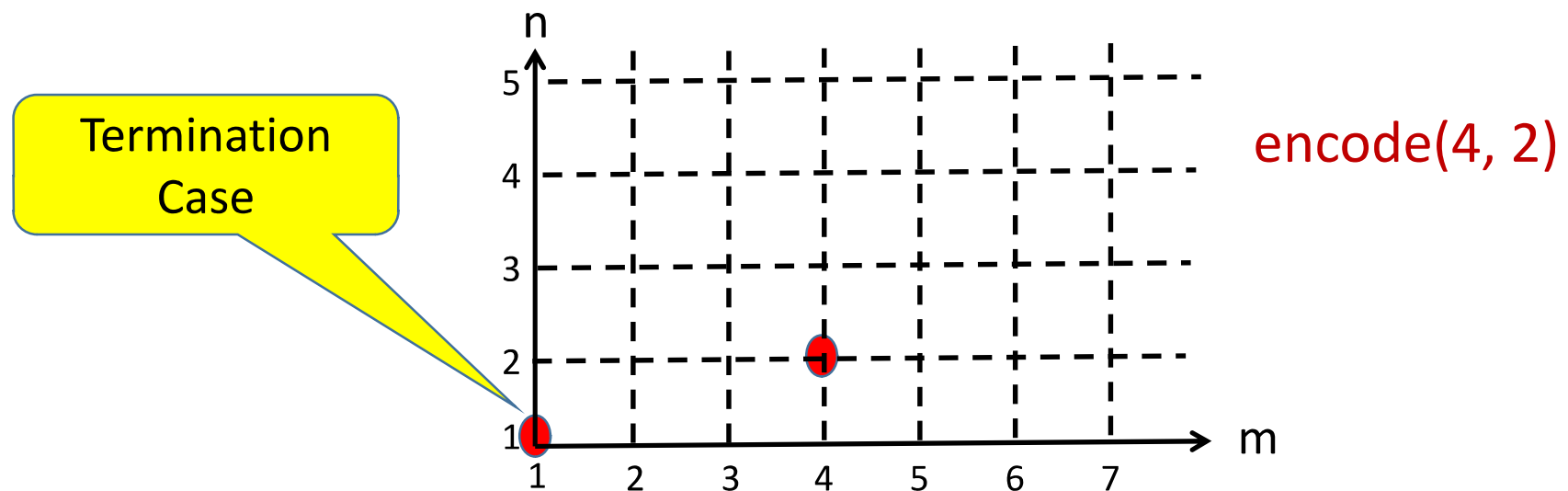
- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end





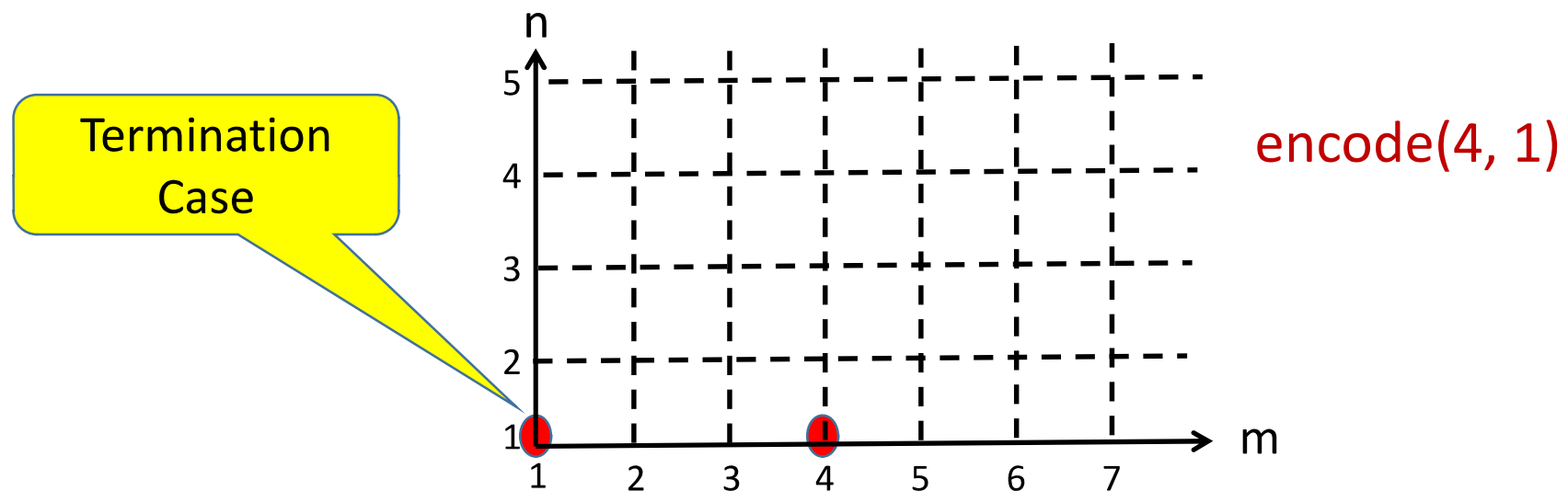
# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



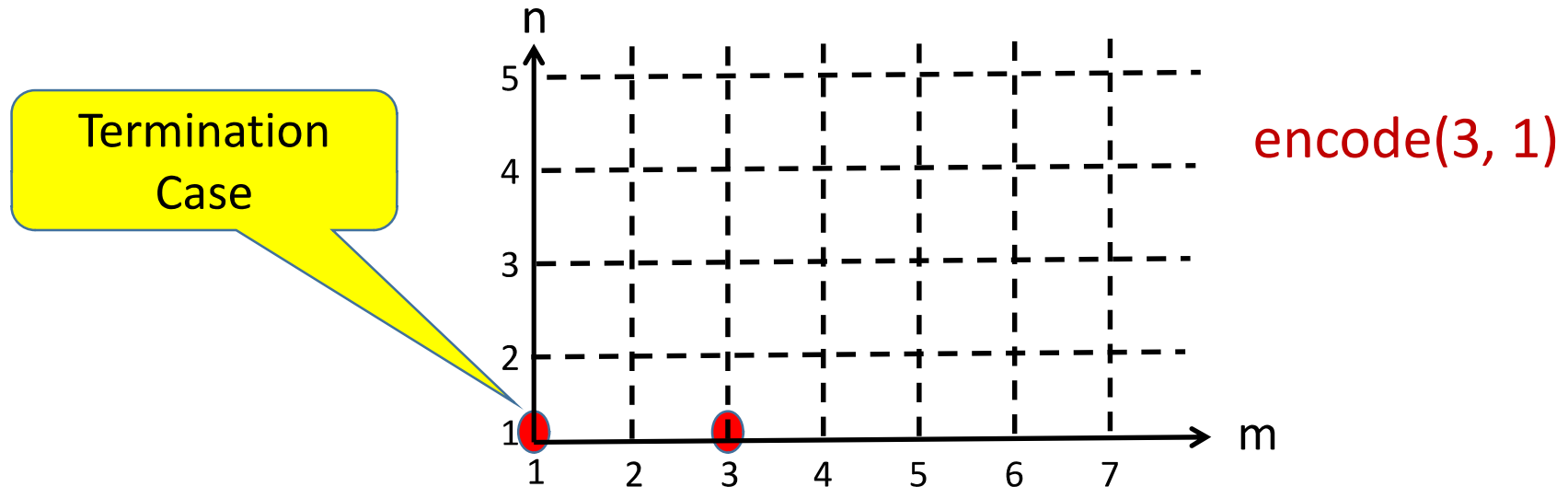
# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



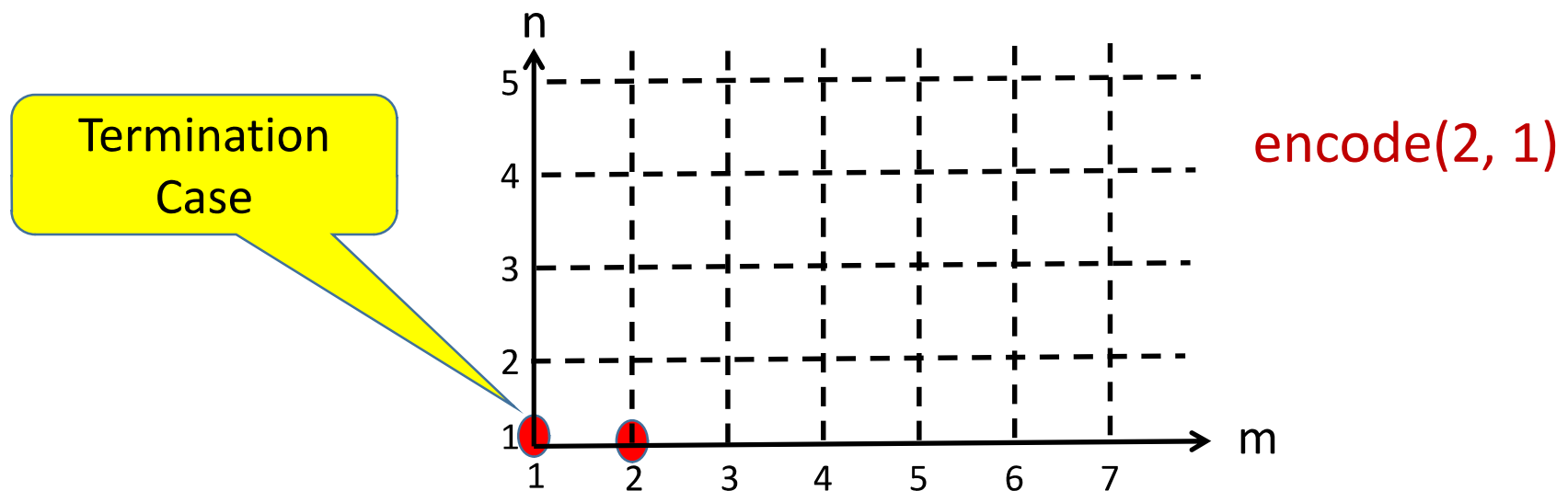
# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



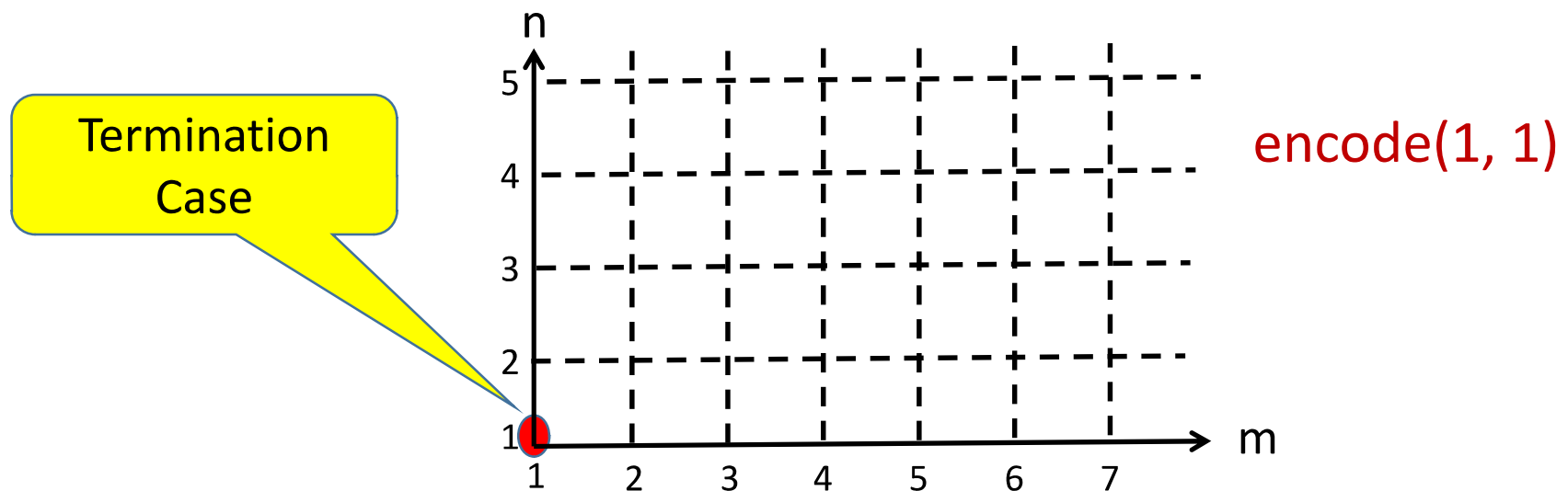
# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



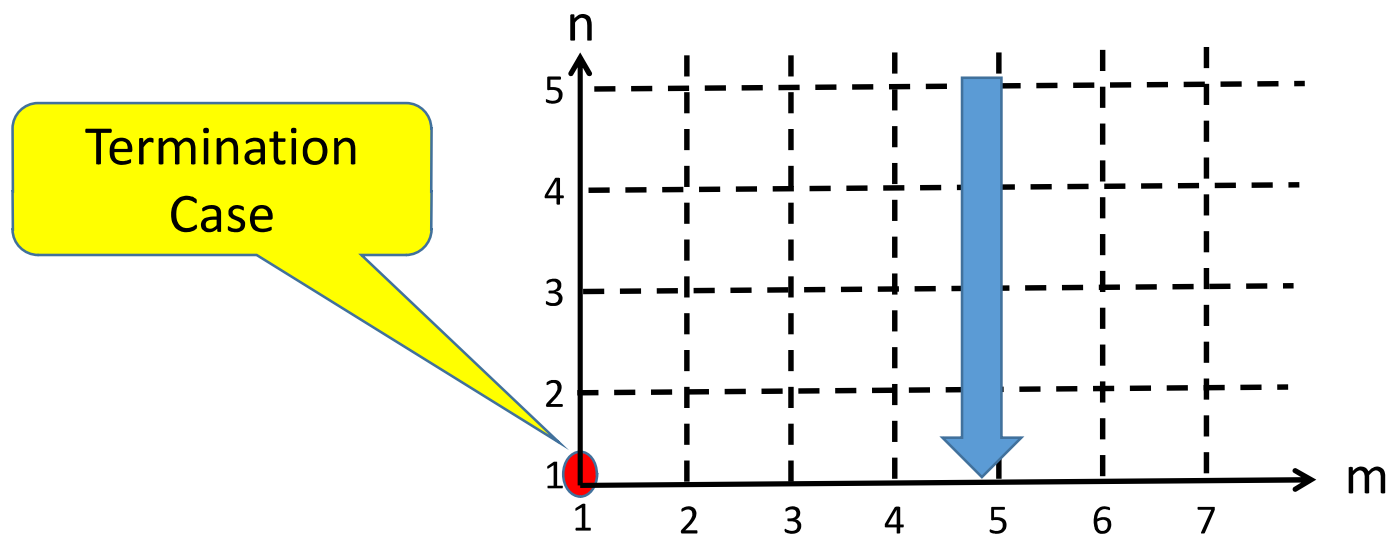
# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end

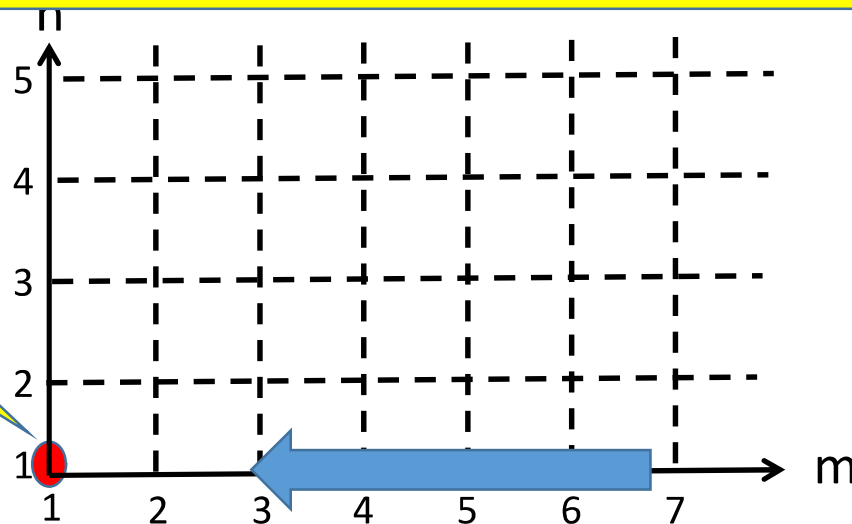


# Caveats Using Recursive Functions

**Well-founded ordering of parameters with a “least” element**

**Move monotonically along order towards “least” element**

Termination  
Case



# Caveats Using Recursive Functions

$\text{encode}(m, n) = 2^m \times 3^n$  can also be thought as

Changing parameters in this way  
doesn't ensure termination

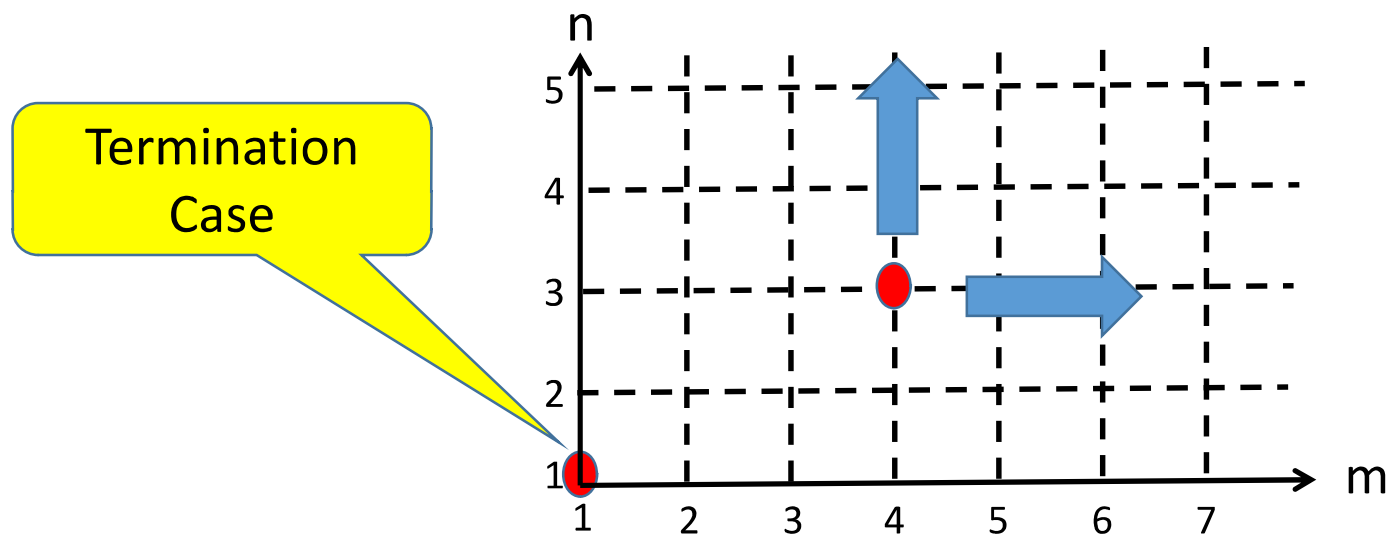
$\text{encode}(m, n) = \text{encode}(m, n+1)/3$ , if  $m, n > 1$   
 $= \text{encode}(m+1, 1)/2$ , if  $m > 1, n = 1$   
 $= 2 \times 3 = 6$ , if  $m = 1, n = 1$

Termination case



# Caveats Using Recursive Functions

- Think of all possible valuations of parameters as ordered with a fixed end (termination case)
- Recursion must change values of parameters so that we move along this order monotonically towards fixed end



## A Second Example of Recursion

**Given  $n$ , compute  $\text{factorial}(n) = 1 \times 2 \times \dots \times n$**

**// PRECONDITION: integer  $n \geq 0$**

```
int factorial(int n)
{
    if ( n == 0 ) {return 1;} // factorial(0) = 1 – Termination case
    else {
        return (n * factorial(n-1)); // Reduce parameter monotonically
                                    // to 0, and use recursion
    }
}
```

**// POSTCONDITION: return value = factorial( $n$ )**

## A Third Example [Sec 10.3 of AGRBook]



Virahanka numbers:  $V_0 = V_1 = 1$ , and  $V_n = V_{n-1} + V_{n-2}$  for  $n \geq 2$

Also known as Fibonacci numbers

(although Virahanka studied these in the context of counting specific types of poetic meters before Fibonacci!)

**// PRECONDITION: integer  $n \geq 0$**

```
int Virahanka(int n)
```

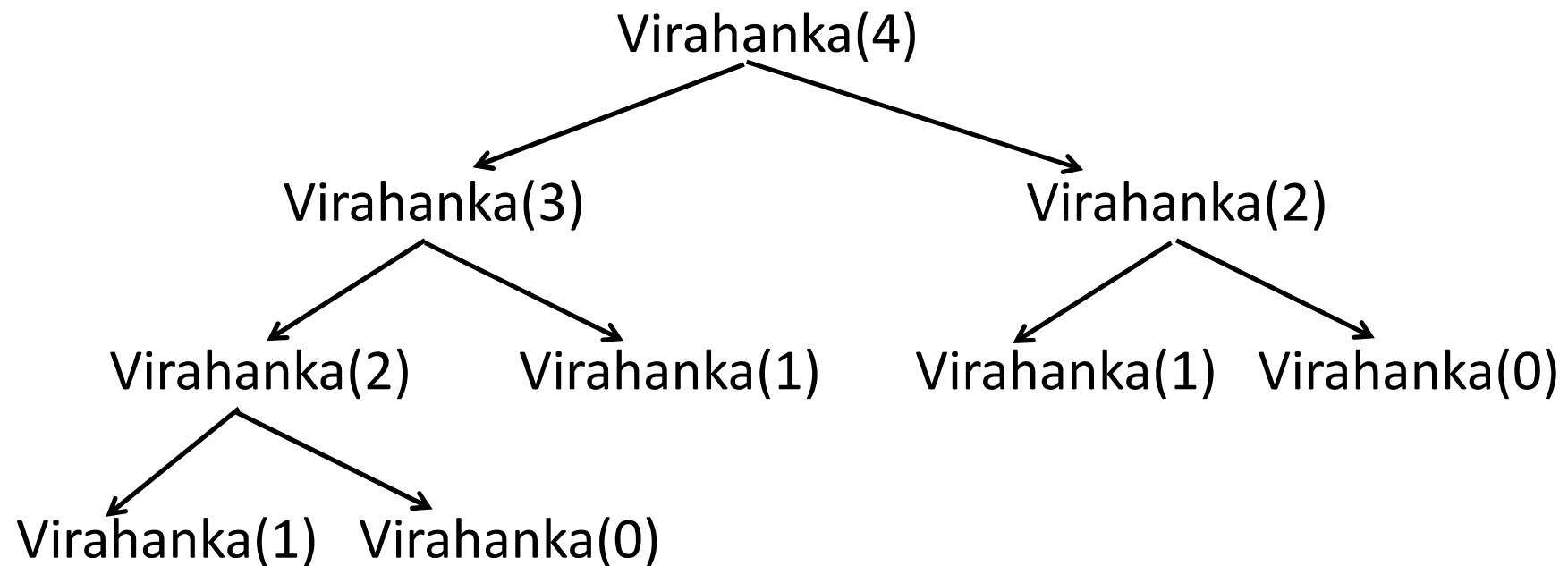
```
{ if ((n == 0) || (n == 1)) { return 1; }
```

```
  else { return ( Virahanka(n-1) + Virahanka(n-2) ); }
```

```
}
```

**// POSTCONDITION: return value =  $V_n$**

# Watch Number of Recursive Calls



Number of calls required to compute `Virahanka(n)` grows exponentially with  $n$

# Is There A Better Way?

An iterative  
solution is much  
better here

```
int Virahanka(int n)
{ int count, result;
  int prevVN = 1, prevPrevVN = 1;
  if ((n == 0) || (n == 1)) { return 1; }
  else {
    for(count = 2; count <= n; count++) {
      result = prevVN + prevPrevVN;
      prevPrevVN = prevVN; prevVN = result;
    }
    return result; }
}
```

# Recursion vs Iteration

---



- Recursive formulation usually clean, intuitive and succinct
  - Need to worry about recursion termination (well-founded ordering of parameter values)
  - Need to worry about number of recursive calls
- Iterative formulation may be less clean or intuitive (not always!)
  - Need to worry about loop invariants, loop variants and termination
  - Can be very efficient if formulated correctly
- Best practice: Judicious mix of iteration and recursion

# Summary

---



- Recursive functions
  - Termination and ordering of parameter values
  - Recursion: Monotonically move towards termination case
- Recursion vs iteration