



RECURSION

CS A150 – C++ Programming I

INTRODUCTION TO RECURSION

- A function that "calls itself"
 - Said to be *recursive*
 - In function definition, call to same function
- C++ allows recursion
 - As do most high-level languages
 - Can be a useful programming technique
 - Has limitations

RECURSIVE VOID FUNCTIONS

- Divide and Conquer
 - Basic design technique
 - Break large task into subtasks
- Subtasks could be smaller versions of the original task
 - When they are → **recursion**

RECURSIVE VOID FUNCTION (CONT.)

- Consider task:
 - Search list for a value
 - Subtask 1: search 1st half of list
 - Subtask 2: search 2nd half of list
 - Subtasks are smaller versions of original task!
 - When this occurs, recursive function can be used
 - Usually results in "elegant" solution

EXAMPLE 1: VOID FUNCTION

○ Task:

- Display digits of number vertically, one per line
- Example call:

```
writeVertical(1234);
```

We would like to produce this output:

```
4
3
2
1
```

EXAMPLE 1: VOID FUNCTION (CONT.)

- Using a **for** loop

```
int num = 1234;

for (int i = 0; i < 4; ++i)
{
    cout << num % 10 << endl;
    num /= 10;
}
```

- We can transform this **for** loop to a **recursive** function

EXAMPLE 1: VOID FUNCTION (CONT.)

- Break problem into *two* cases
 - **Simple/base case:** `if (n < 10)`
 - Simply write number n to screen
 - **Recursive case:** `if (n >= 10)`
 - two subtasks:
 - 1- Ready to output last digit
 - 2 -Re-send all digits except last digit to the function
- Example: argument 1234:
 - 1st subtask ready to display 4
 - 2nd subtask re-sends 123 to the function

EXAMPLE 1: VOID FUNCTION (CONT.)

```
void iterWriteVert(int num)
{
    int num = 1234;
    for (int i = 0; i < 4; ++i)
    {
        cout << num % 10 << endl;
        num /= 10;
    }
}
```

```
void recurWriteVert(int num)
{
    if (num < 10)
    {
        cout << num << endl;
    }
    else
    {
        cout << num % 10 << endl;
        recurWriteVert (num / 10);
    }
}
```


EXAMPLE 1: VOID FUNCTION

```
void recurWriteVert(int num)
{
    if (num < 10)                                //Base case
        cout << num << endl;
    else
    {
        cout << (n%10) << endl;
        recurWriteVert(n/10);                    //Recursive step
    }
}
```

○ Example call: `writeVertical(1234);`

```
→ cout << 4 << endl;
   recurWriteVert(123);
     → cout << 3 << endl;
        recurWriteVert(12);
          → cout << 2 << endl;
             recurWriteVert(1);
               → cout << 1 << endl;
```

EXAMPLE 2: VOID FUNCTION

- You can modify the function to get a different output

1
2
3
4

switch

```
void recurWriteVert(int num)
{
    if (num < 10)                                //Base case
        cout << num << endl;
    else
    {
        recurWriteVert(n/10);                    //Recursive step
        cout << (n%10) << endl;
    }
}
```

EXAMPLE 2: VOID FUNCTION

```
void recurWriteVert(int num)
{
    if (num < 10)                //Base case
        cout << num << endl;
    else
    {
        recurWriteVert(n/10);    //Recursive step
        cout << (n%10) << endl;
    }
}
```

- Example call: `writeVertical(1234);`
 - `writeVertical(123);`
 - `writeVertical(12);`
 - `writeVertical(1);`
 - `cout << 1 << endl;`
 - `cout << 2 << endl;`
 - `cout << 3 << endl;`
 - `cout << 4 << endl;`

RECURSION: A CLOSER LOOK

- Computer tracks recursive calls
 - Stops current function
 - Must know results of new recursive call before proceeding
 - Saves all information needed for current call to be used later
 - Proceeds with evaluation of new recursive call
 - When THAT call is complete, returns to "outer" computation

INFINITE RECURSION

- Base case MUST eventually be reached
- If it is not → **infinite recursion**
 - Recursive calls never ends!
- Recall `recurWriteVert()` example:
 - Base case happened when down to 1-digit number
 - That's when recursion stopped

EXAMPLE 3: INFINITE RECURSION

- Consider alternate function definition:

```
void newRecurWriteVert(int n)
{
    newRecurWriteVert(n / 10);
    cout << n % 10 << endl;
}
```

- Seems "reasonable" enough, BUT
 - Missing "base case"!
 - Recursion never stops

STACKS FOR RECURSION

○ A **stack**

- Specialized memory structure
- Like stack of paper
 - Place new on top
 - Remove when needed from top
- Called "**last-in/first-out**" (**LIFO**) memory structure

○ Recursion uses stacks

- Each recursive call placed on stack
- When one completes, last call is removed from stack

STACK OVERFLOW

- Size of **stack** is limited
 - Memory is **finite**
- Long chain of recursive calls continually adds to stack
 - All are added before base case causes removals
- If stack attempts to grow beyond limit:
 - **Stack overflow error**
- Infinite recursion *always* causes this

RECURSION VERSUS ITERATION

- Recursion not always "necessary"
- Not even allowed in some languages
- Any task accomplished with recursion can also be done without it
 - Non-recursive (called **iterative**) → using loops
- Recursive:
 - Runs slower, uses more storage
 - Elegant solution; less coding

PROJECT 1

- Write an iterative void function, **iterDrawStars()**, that has one parameter, a positive integer indicating the number of stars, and writes out the number of asterisks (*) to the screen all in one line
- Write the corresponding recursive function, **recurDrawStar()**

- Example:

```
iterDrawStars(6);    // function call
*****              // output

recurDrawStars(6);   // function call
*****              // output
```

RETURNING A VALUE

- Recursion is *not* limited to **void** functions
- Can **return value** of any type
- Same technique:
 - Base case
 - Recursive call

EXAMPLE 4: POWER

- Recall predefined function `pow()`:
`result = power(2.0, 3.0);`
 - Returns 2 raised to the power of 3 (8.0)
 - Takes two arguments of type **double**
 - Returns a value of type **double**

EXAMPLE 4: POWER (CONT.)

- Find x to the y (assume y is an integer ≥ 0)
- What is the base case?

$$y = 0 \rightarrow x^0 = 1$$

- How do we find the recursion function?

16	\rightarrow	$2^4 = 2^3 * 2$
8		$2^3 = 2^2 * 2$
4		$2^2 = 2^1 * 2$
2		$2^1 = 2^0 * 2$
1		$2^0 = 1$ (base case)

- So, we can re-write our previous definition:

<code>power(n, exp) = 1</code>	<code>(base case)</code>	<code>if exp = 0</code>
<code>power(n, exp) = power(n, exp - 1) * n</code>		<code>if n > 0</code>

FUNCTION DEFINITION - POWER()

```
int power(int x, int n)
{
    if (n > 0)
        return (power(x, n-1) * x);
    else
        return (1);
}
```

○ Example calls:

- power(2, 0);
- power(2, 1);
- power(2,3);

RECURSIVE DESIGN CHECK: POWER()

- Check **power()** against 3 properties:
 1. No infinite recursion:
 - 2nd argument decreases by 1 each call
 - Eventually must get to base case of 1
 2. Stopping case returns correct value:
 - **power(x, 0)** is base case
 - Returns 1, which is correct for x^0
 3. Recursive calls correct:
 - For $n > 1$, **power(x, n)** returns **power(x, n-1) * x**
 - Plug in values → check if correct

EXAMPLE: FACTORIAL

- Recall

$$4! = 4 * 3 * 2 * 1$$

$$0! = 1$$

- How can we find a recursive definition?

`fact(n) = 1` `if n = 0` (base case)

`fact(n) = ?` `if n > 0`

EXAMPLE: FACTORIAL (CONT.)

- Finding the recursive portion of the function

`fact(n) = ?` `if n > 0`

- Reason on a couple of examples:

`4! = 4 * 3!`

`3! = 3 * 2!`

`2! = 2 * 1!`

- Look for a pattern:

`fact(n) = n * fact(n - 1)`

- Final result:

`fact(n) = 1` `if n = 0` (base case)

`fact(n) = n * fact(n-1)` `if n > 0`

FUNCTION DEFINITION: FACTORIAL

```
int factorial(int n)
{
    if(n == 0)
        return 1;

    return (n * factorial(n - 1));
}
```

- Example call:
 - factorial (0);
 - factorial (1);
 - factorial (4);

PROJECT 2

- Write a recursive function **squares** that has one integer parameter **n** and returns the sum of the square of the numbers 1 to **n**.
- Example: **squares(3)** returns 14, because
 $1^2 + 2^2 + 3^2$ is 14

The left side of the slide features a series of vertical stripes in shades of brown, tan, and grey. Overlaid on these stripes are several orange circles of varying sizes. One large circle is positioned near the top left, with several smaller circles scattered below and to its right.

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Recursion (end)