

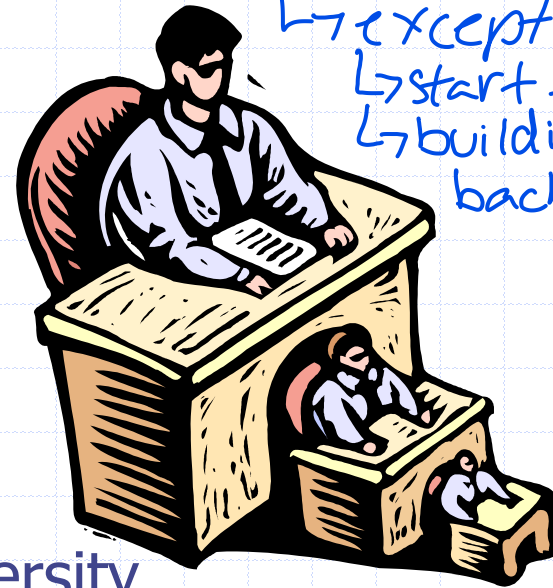
CH4

fractal \rightarrow pattern that repeat } loop
 \hookrightarrow different zoom levels

\hookrightarrow depend on one another

Recursion

\hookrightarrow except inner
 \hookrightarrow start-base case
 \hookrightarrow building backwards



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Introduction

- ❑ Recursion: When one function calls itself during execution.
- ❑ Fractals are recursive in nature
- ❑ Russian dolls have recursive pattern in art.
- ❑ In computing, recursion provides an elegant and powerful alternative for performing repetitive tasks.



3 factorial: $3 \times 2 \times 1 \rightarrow 3$ factorial \leftarrow Find permutations?
 6 permutations
 ABC CAB BAC
 BCA CBA ACB
 3 options 2 options 1 option
 $\boxed{3} \times \boxed{2} \times \boxed{1}$

The Recursion Pattern

□ The factorial function:

□ $n! = 1 \cdot 2 \cdot 3 \cdot \dots \cdot (n-1) \cdot n = n \cdot (n-1)!$

□ $0! = 1$ $1! = 1$

□ Recursive definition:

$$f(n) = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot f(n-1) & \text{else} \end{cases}$$

$O(n) \leftarrow$
 $\alpha(i) \leftarrow$
`def fac(n):` // return factorial
 // $n! = n \times (n-1) \times \dots \times 2 \times 1$
`fact = 1`
`for i in range(2, n):`
`fact = i * fact`
`return fact`
`// fact = 1`

□ As a Python method:

```
1 def factorial(n):
2     if n == 0:
3         return 1
4     else:
5         return n * factorial(n-1)
```

// $fact = 1 \times 2$
 \downarrow
 // $fact = 2 \times 3$
 \downarrow
 // $fact = 6 \times 4$

Content of a Recursive Method

□ Base case(s)

- Values of the input variables for which we perform no recursive calls are called **base cases** (there should be at least one base case). *if : known → base case
else: recursion
↳ known answers*
- Every possible chain of recursive calls **must** eventually reach a base case.

□ Recursive calls

- Calls to the current method.
- Each recursive call should be defined so that it makes progress towards a base case.

Visualizing Recursion

$O(N)$
↳ linear time

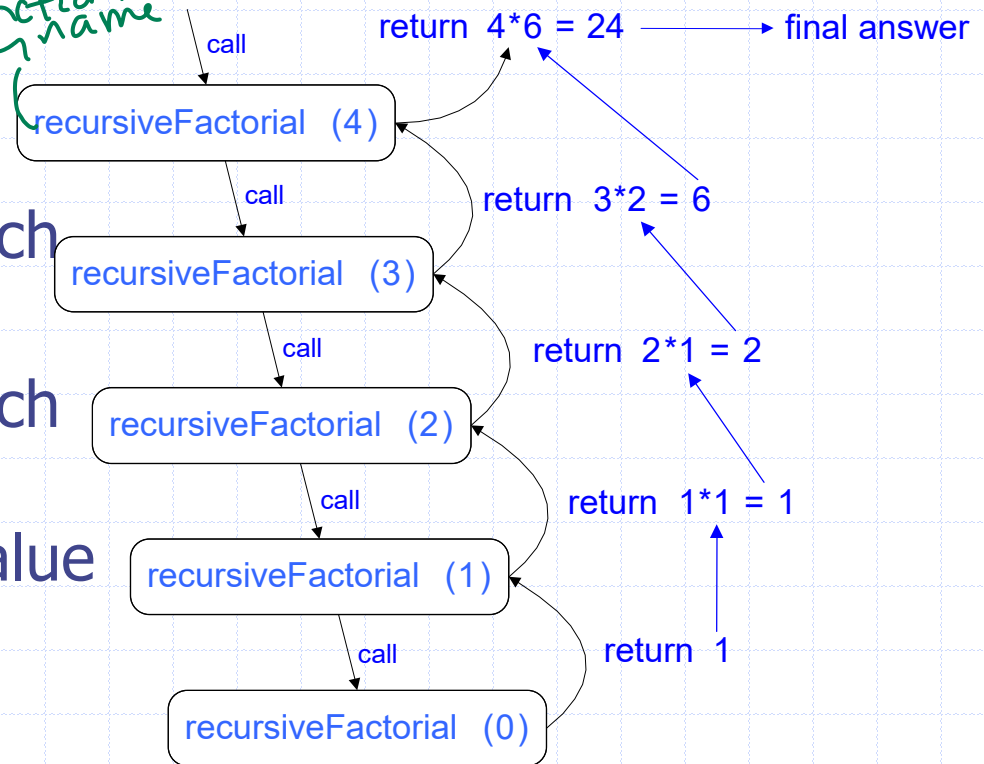
Recursion trace

- A box for each recursive call
- An arrow from each caller to callee
- An arrow from each callee to caller showing return value

calling
itself

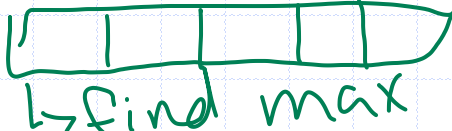
function
name

Example



Analyzing the Recursive Factorial Function

- Analyze inside every activation frame:
 - A total of $n+1$ activations from $n!$ down to $0!$: $o(n)$
 - A constant number of operations in each activation : $o(1)$
- $\text{factorial}(n)$ is $o(n)$

$O(n)$ 
↳ find max

when dealing w/data
↳ sort first

Binary Search

→ Sorted $O(n)$
↳ python function

- Search for an integer, target, in an ordered list.

```
1 def binary_search(data, target, low, high):
2     """ Return True if target is found in indicated portion of a Python list.
3
4     The search only considers the portion from data[low] to data[high] inclusive.
5     """
6     if low > high:
7         return False                                # interval is empty; no match
8     else:
9         mid = (low + high) // 2
10        if target == data[mid]:
11            return True
12        elif target < data[mid]:
13            # recur on the portion left of the middle
14            return binary_search(data, target, low, mid - 1)
15        else:
16            # recur on the portion right of the middle
17            return binary_search(data, target, mid + 1, high)
```

find errors

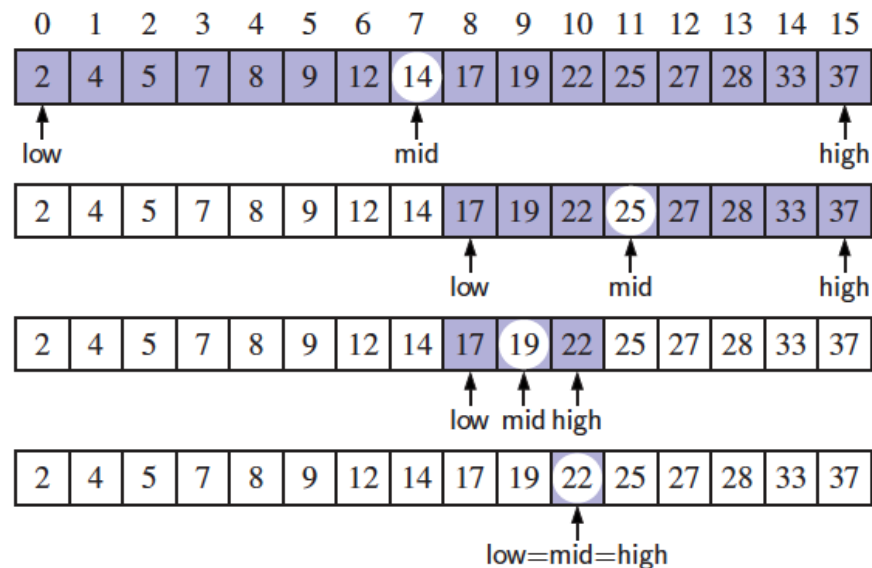
base

recursion

recursion

Visualizing Binary Search

- We consider three cases:
 - If the target equals $\text{data}[\text{mid}]$, then we have found the target.
 - If $\text{target} < \text{data}[\text{mid}]$, then we recur on the first half of the sequence.
 - If $\text{target} > \text{data}[\text{mid}]$, then we recur on the second half of the sequence.



Analyzing Binary Search

- Runs in **$O(\log n)$** time.
 - The remaining portion of the list is of size $\text{high} - \text{low} + 1$.
 - After one comparison, this becomes one of the following:

$$(\text{mid} - 1) - \text{low} + 1 = \left\lfloor \frac{\text{low} + \text{high}}{2} \right\rfloor - \text{low} \leq \frac{\text{high} - \text{low} + 1}{2}$$

$$\text{high} - (\text{mid} + 1) + 1 = \text{high} - \left\lfloor \frac{\text{low} + \text{high}}{2} \right\rfloor \leq \frac{\text{high} - \text{low} + 1}{2}.$$

- Thus, each recursive call divides the search region in half; hence, there can be at most $\log n$ levels.