

# More Recursion

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# Today's Plan



Recursion Review

8 Queens Problem

Permutations

Combinations

# Announcements

Midterm Exam postponed to **Friday March 22**

It will cover everything up to and including Recursion

Review requires your active participation

# Types of Recursion

## Reverse String:

- single recursive call
- Base case: stop => no return value

## Dictionary:

- split problem into halves but solve only 1
- Base case: stop => no return value

## Fractal Tree:

- split problem into halves and solve both
- Base case: stop => no return value

## Factorial:

- single recursive call
- Base case: return a value for computation in each recursive call

# Why/When use recursion

Usually less efficient than iterative counterparts (we will see example later in the course)

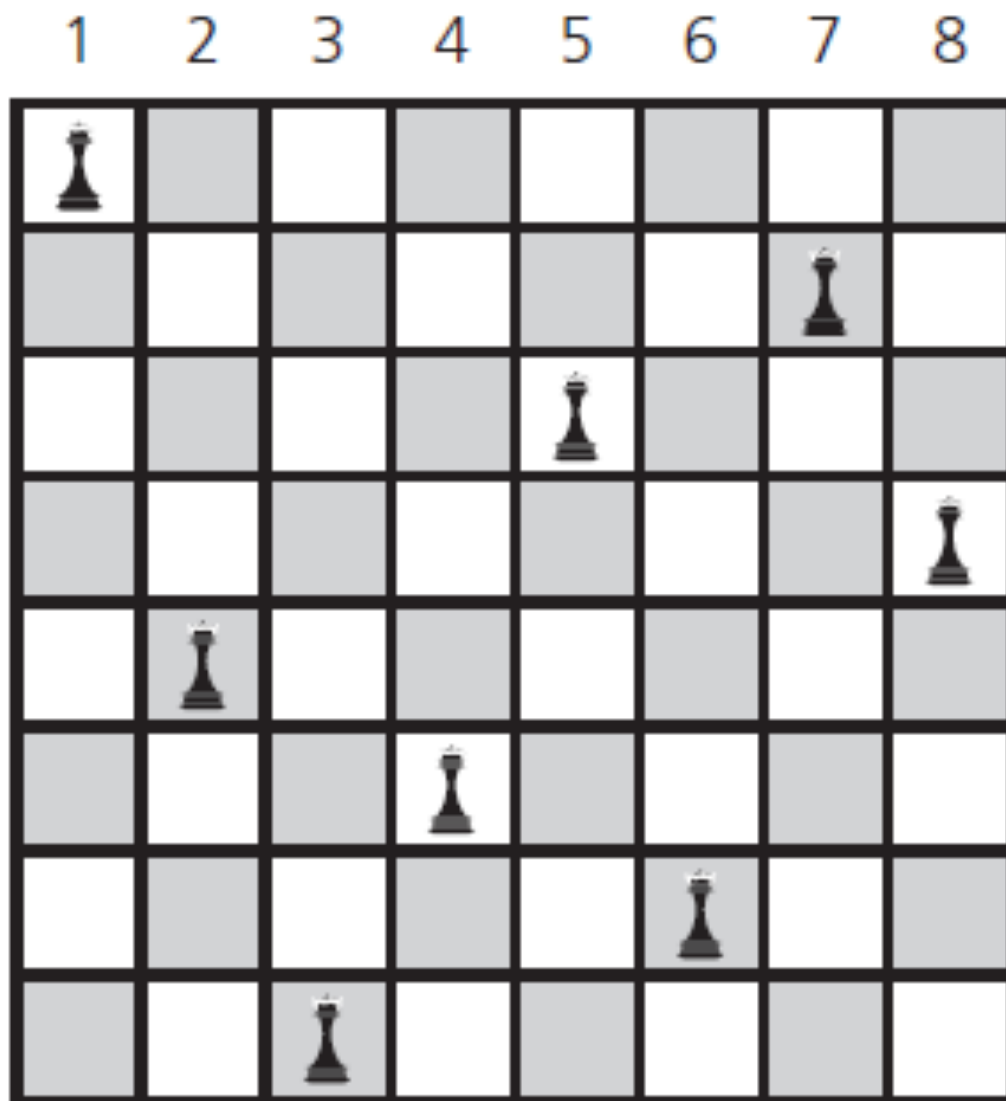
Inherent overhead associated with function calls

Repeated recursive calls with same parameters

Compilers can optimize tail-recursive (recursive call is the last statement in the function) functions to be iterative

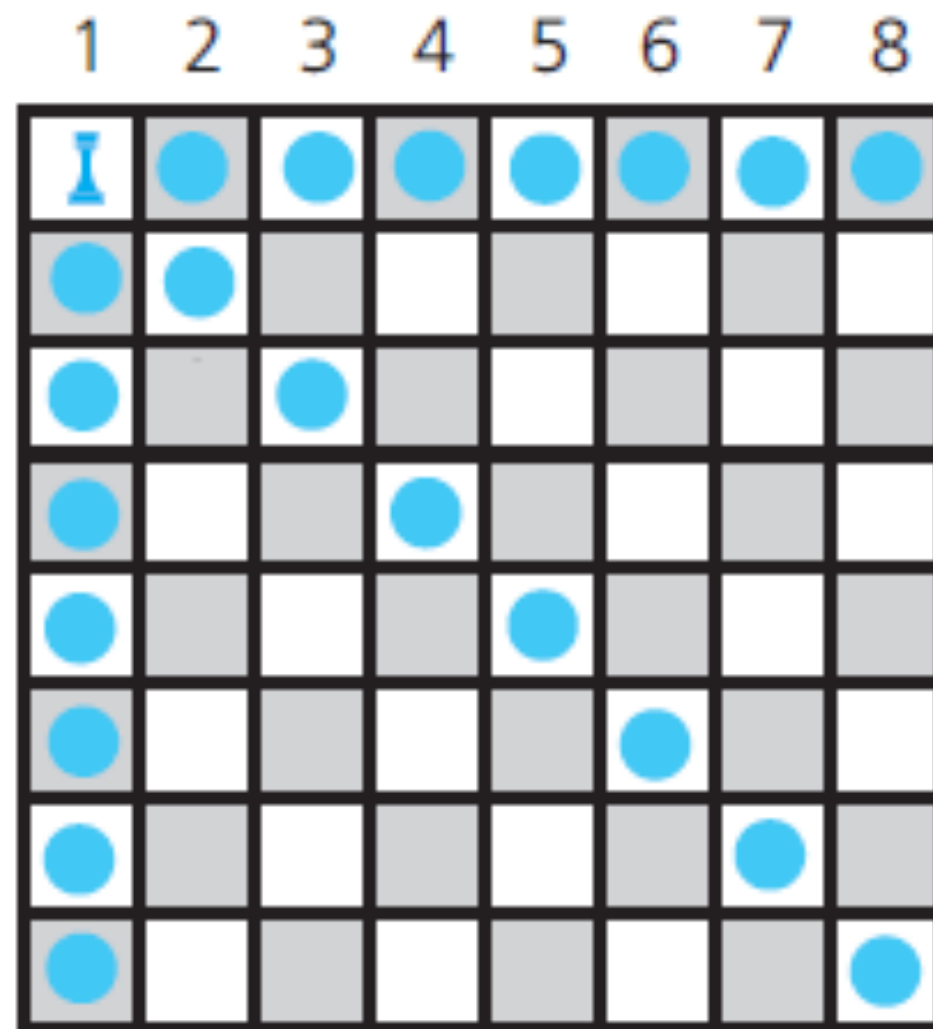
Sometimes logic of iterative solution can be very complex in comparison to recursive solution

# The Eight Queens Problem



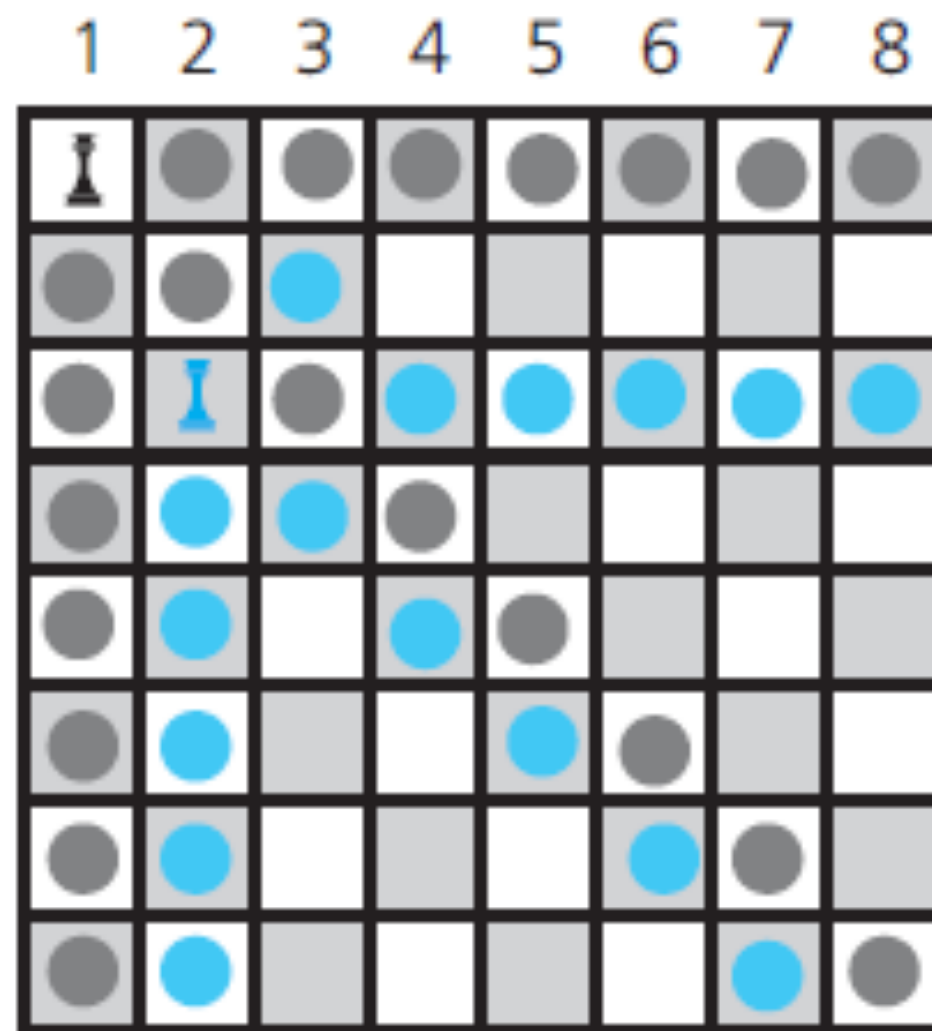
**Place 8 Queens on the board s.t. no queen is on the same row, column or diagonal**

# The Eight Queens Problem



(a) The first queen in  
column 1

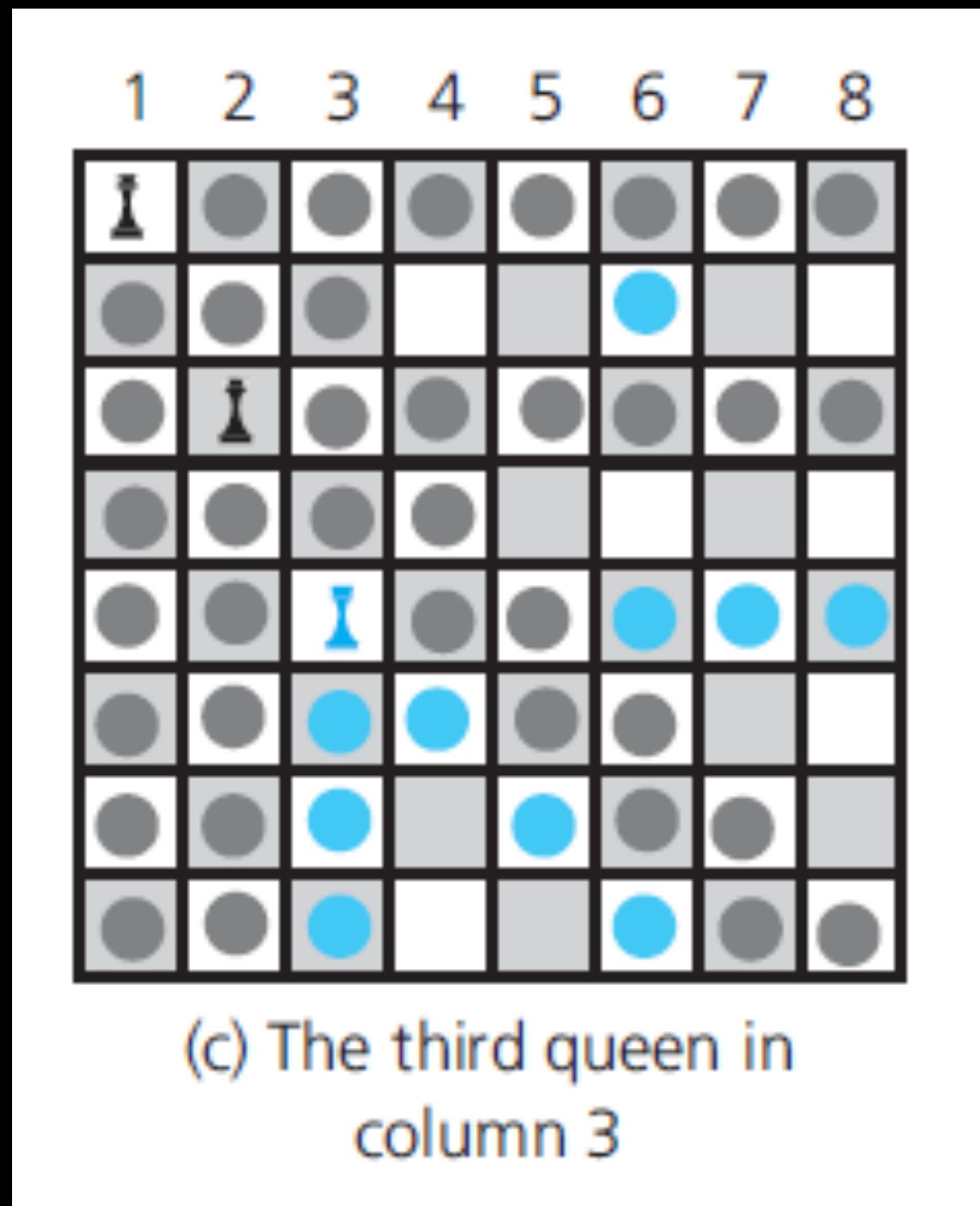
# The Eight Queens Problem



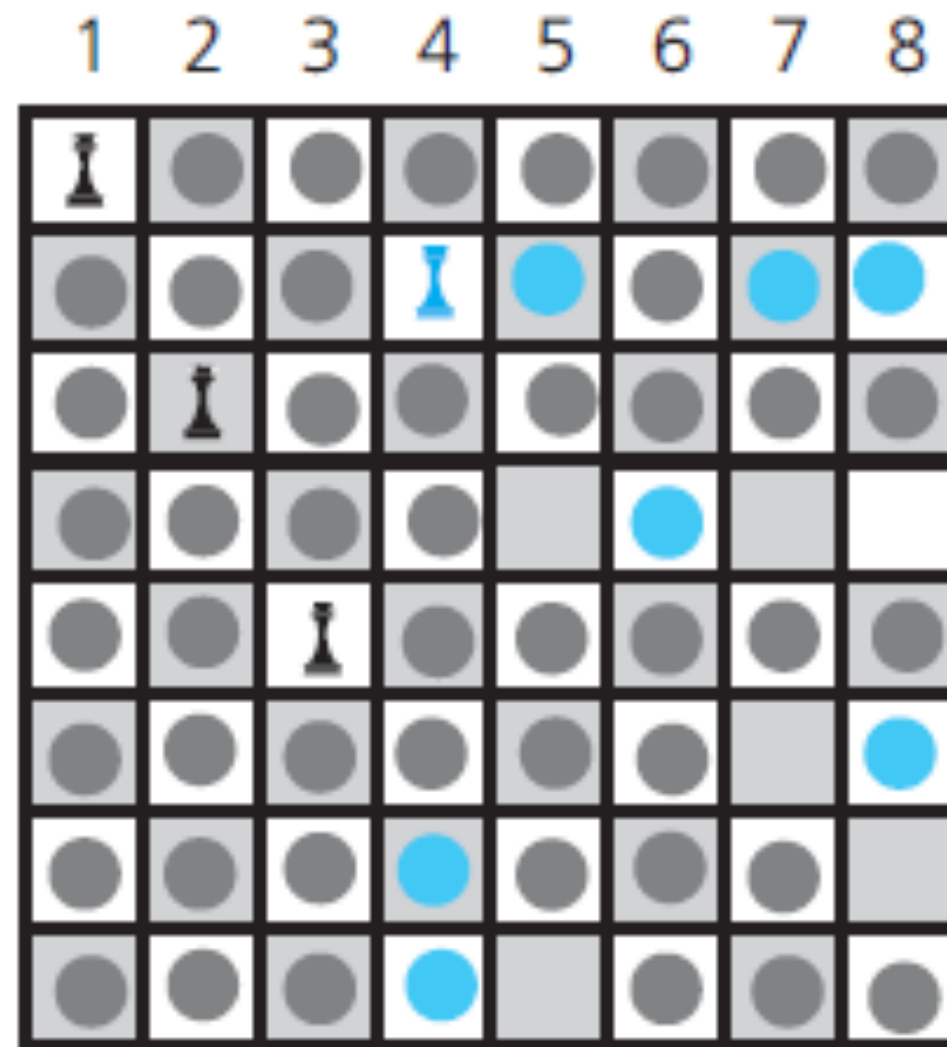
(b) The second queen in column 2



# The Eight Queens Problem

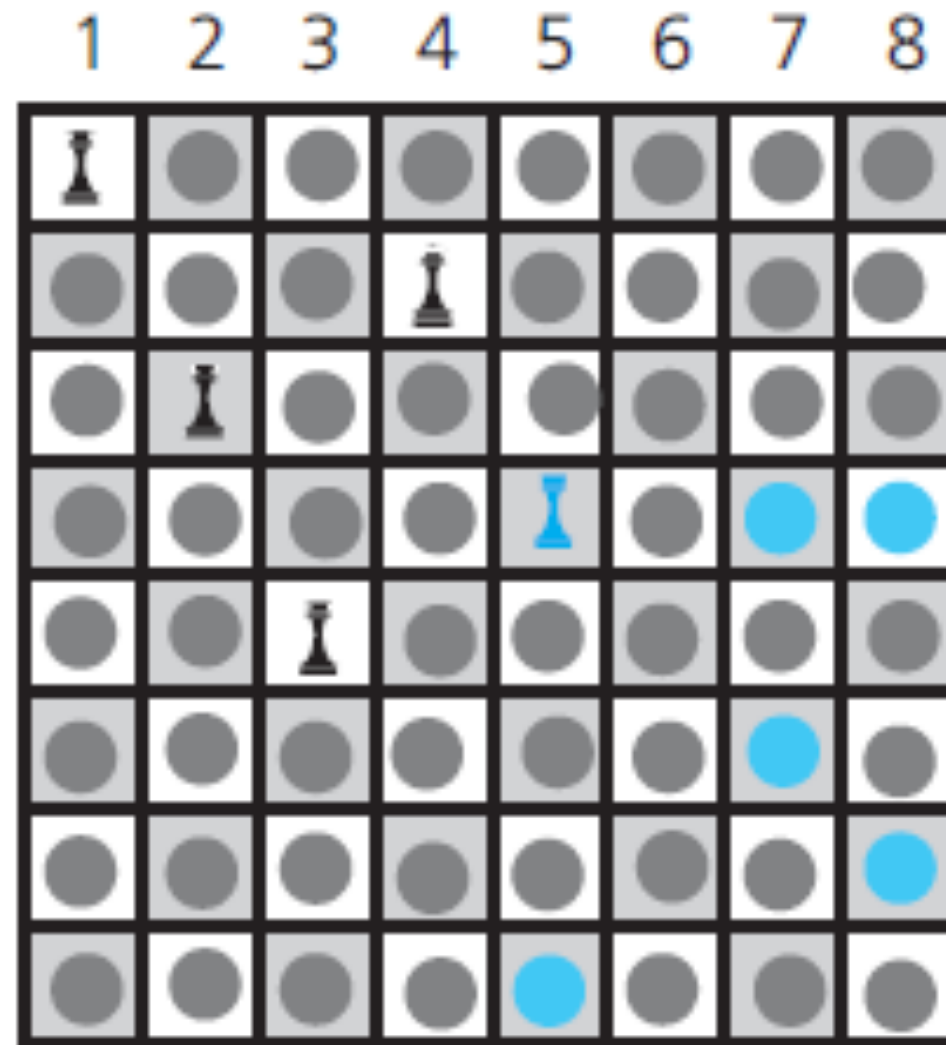


# The Eight Queens Problem



(d) The fourth queen in  
column 4

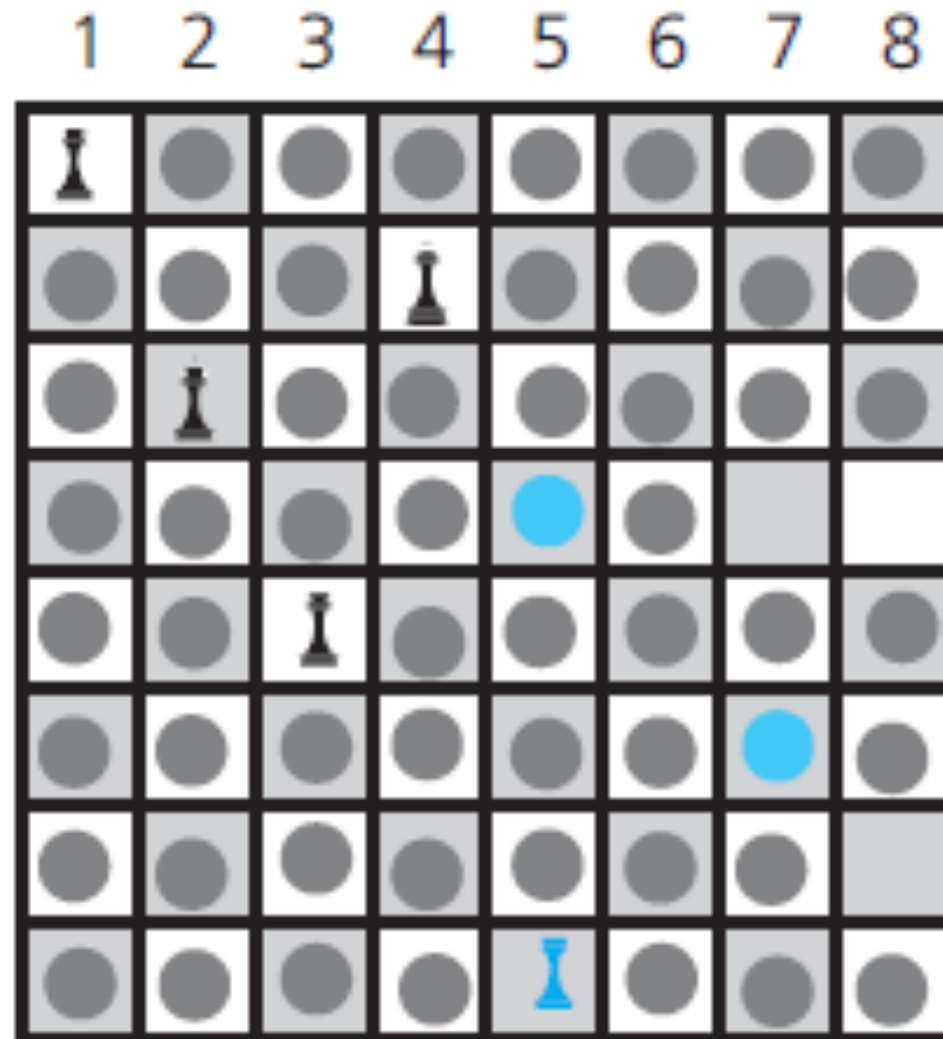
# The Eight Queens Problem



(e) The five queens  
can attack all of column 6

# The Eight Queens Problem

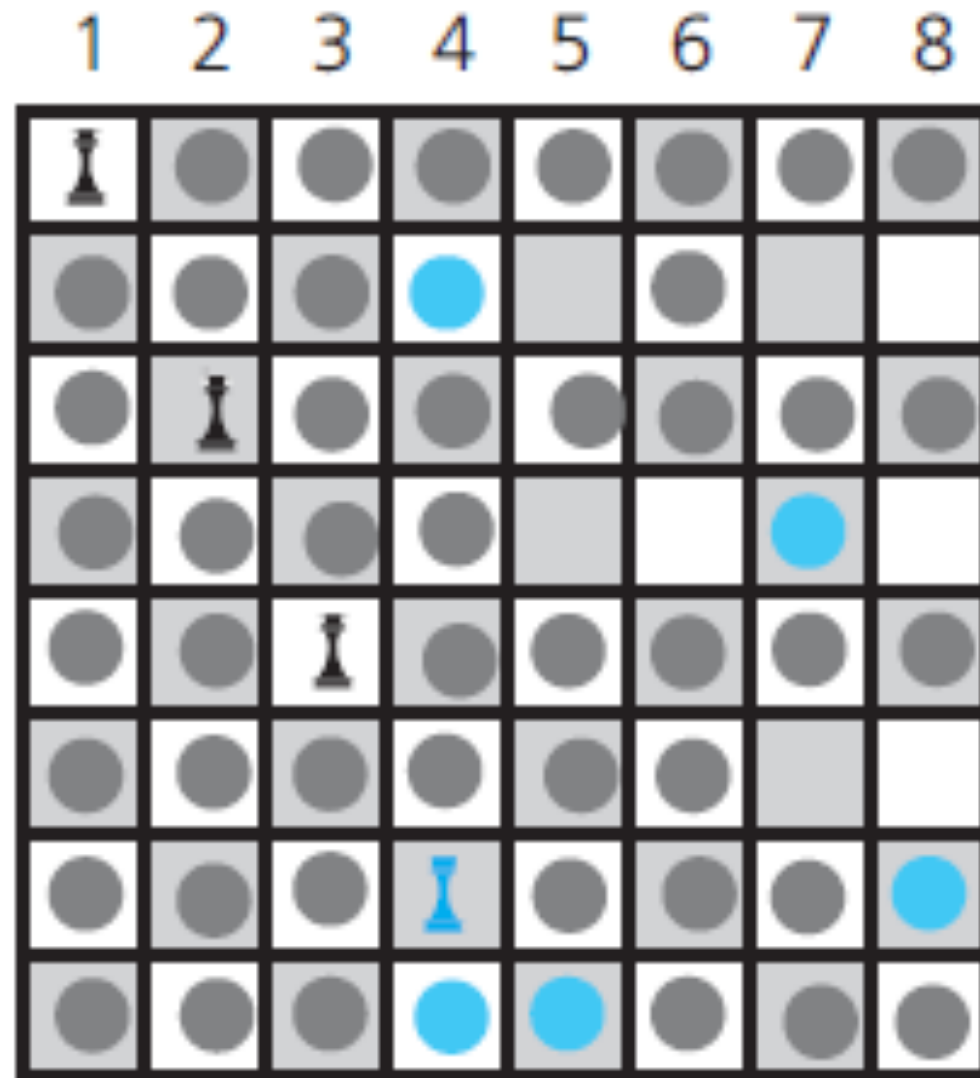
Recursive  
Backtracking!



(f) Backtracking to column  
5 to try another square  
for the queen

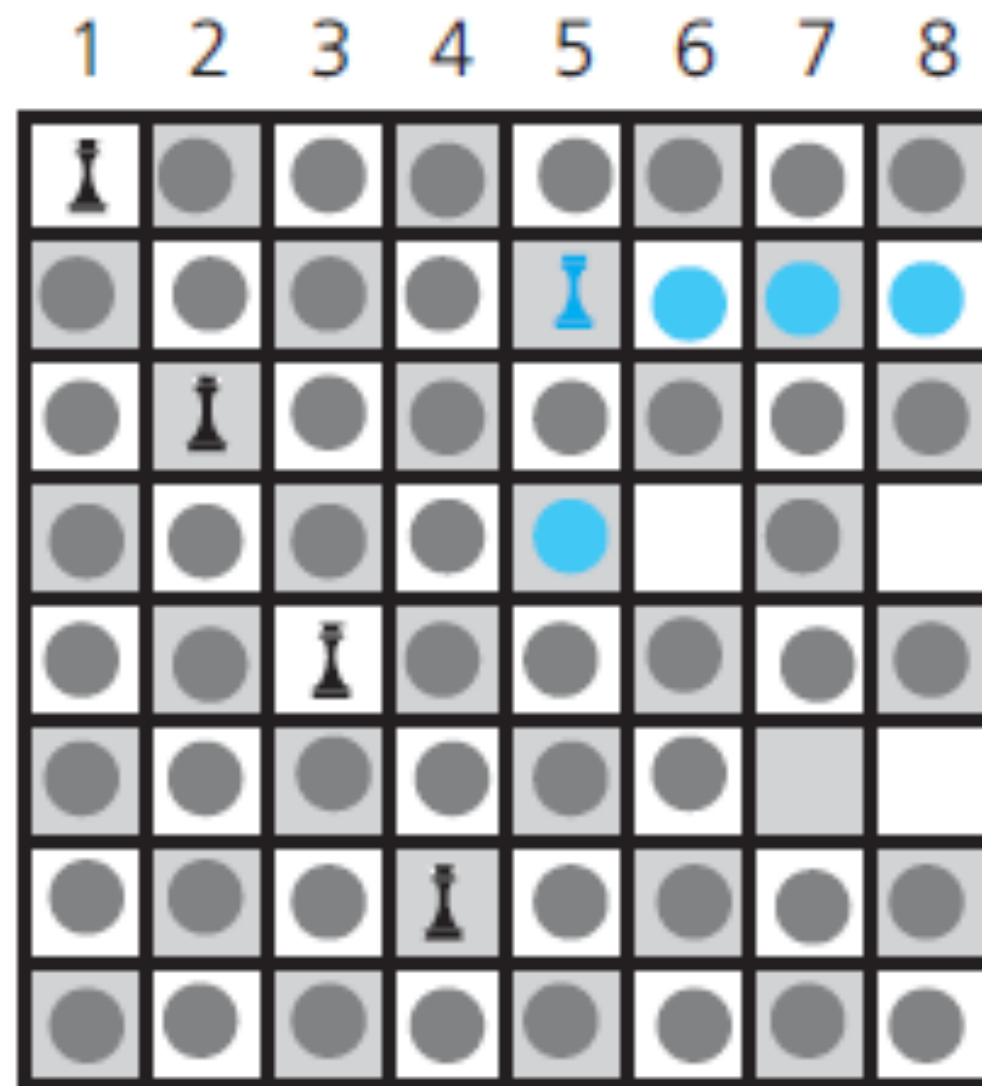
# The Eight Queens Problem

Recursive  
Backtracking!



(g) Backtracking to column 4  
to try another square for  
the queen

# The Eight Queens Problem



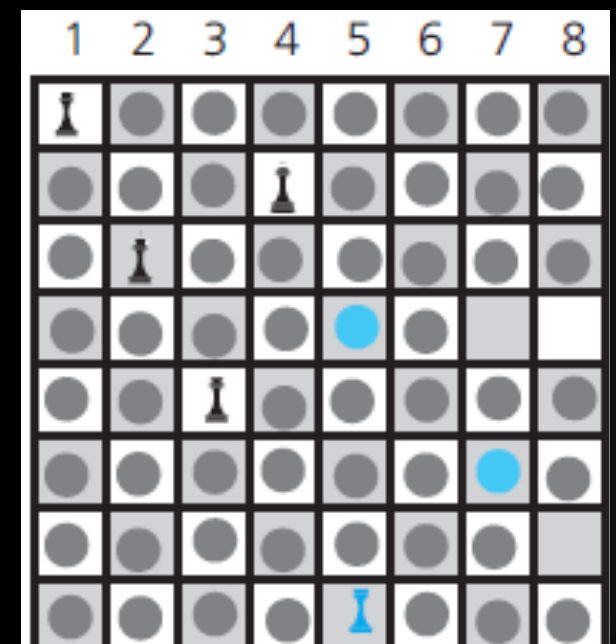
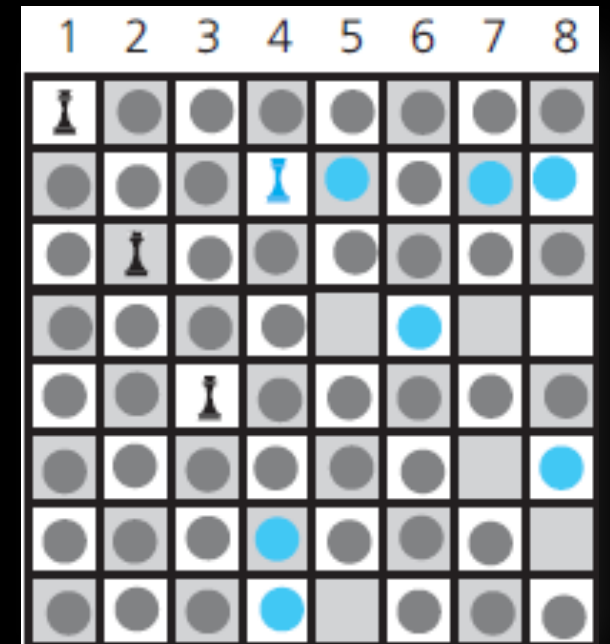
(h) Considering column  
5 again

# The Eight Queens Problem

```

bool placeQueens(board, column)
{
    if(column > BOARD_SIZE)
        return true; //Problem is solved!
    else
    {
        while(there are safe squares in this column)
        {
            place queen in next safe square;
            → if(placeQueen(board, column+1)) //recursively look forward
                return true; //queen safely placed
        }
        return false; //recursive backtracking
    }
}

```

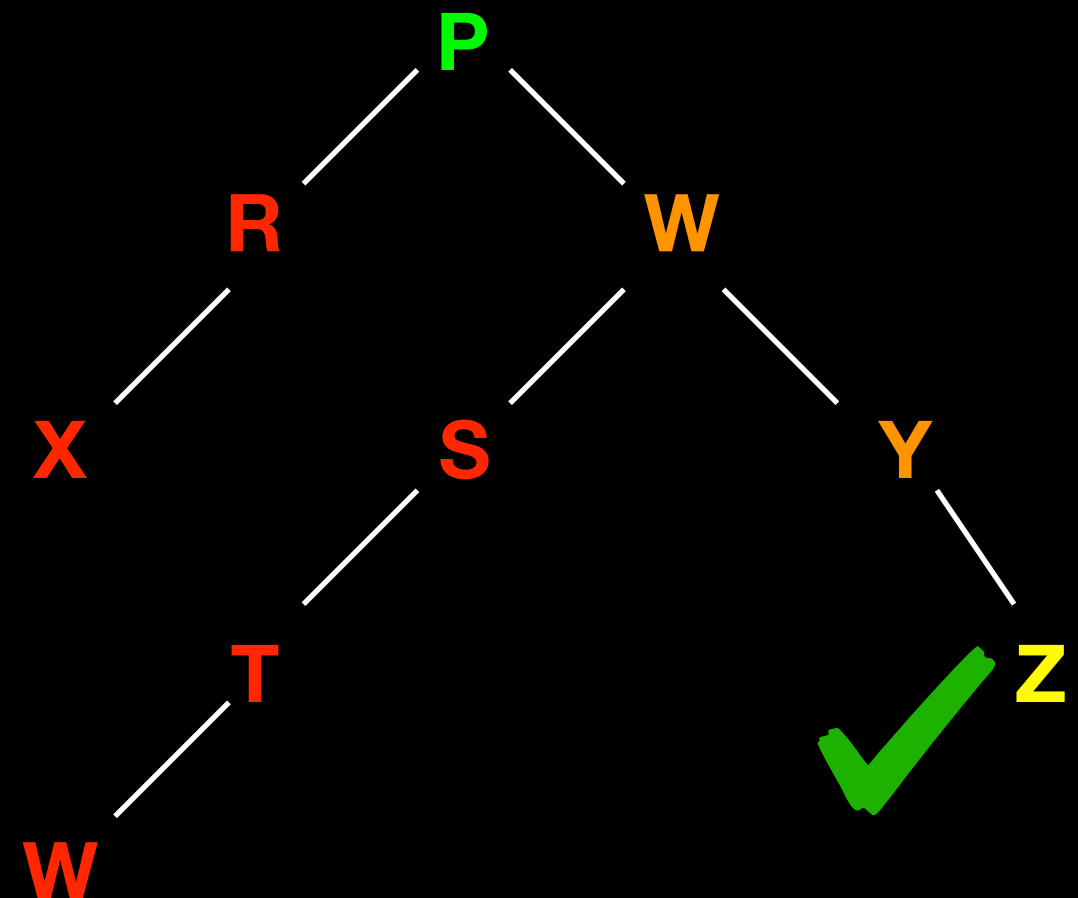
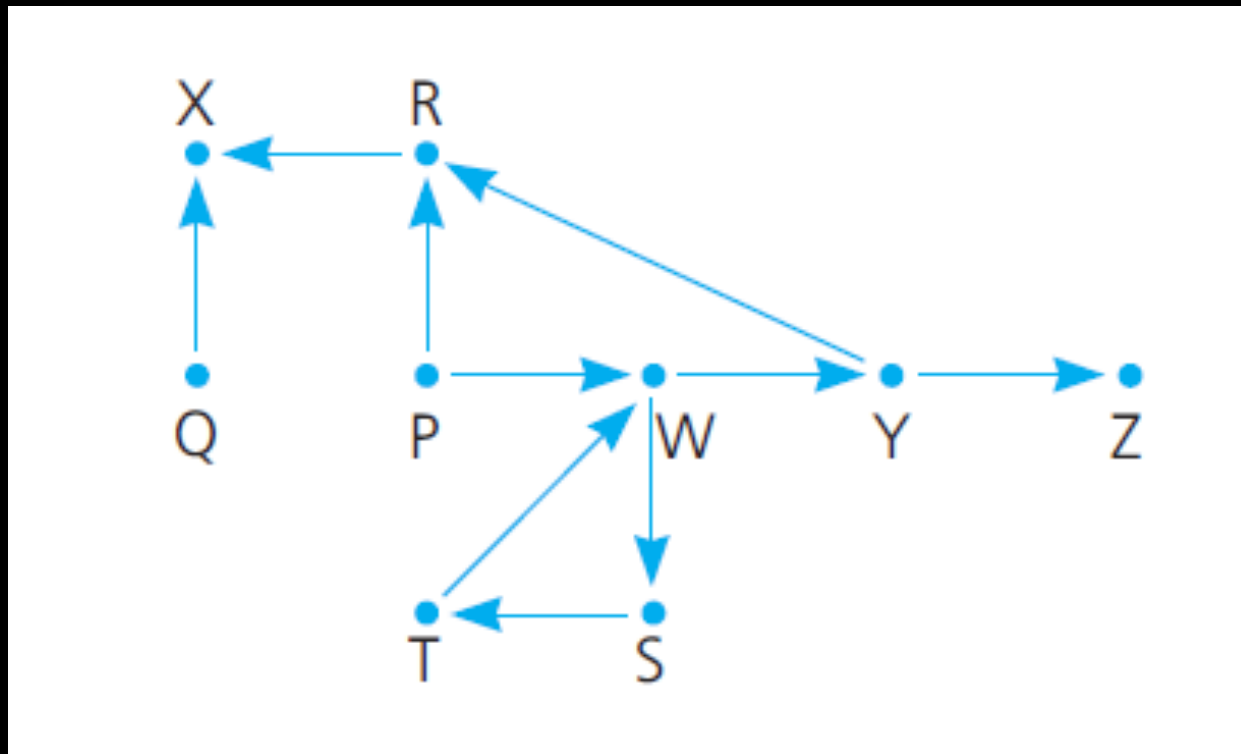


# Lecture Activity

Write **PSEUDOCODE** for a **RECURSIVE** function that finds a path from origin to destination

```
bool findPath(map, origin, destination)
```

**Origin = P** , **Destination = Z**

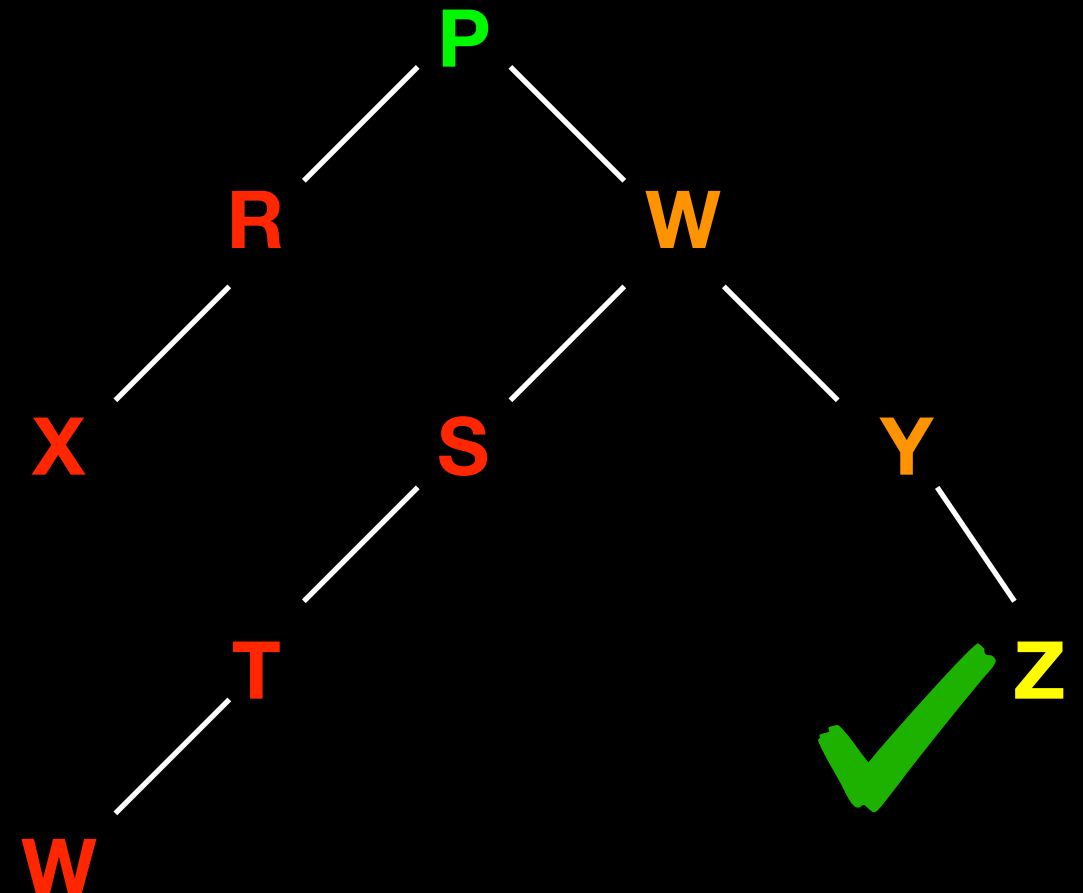
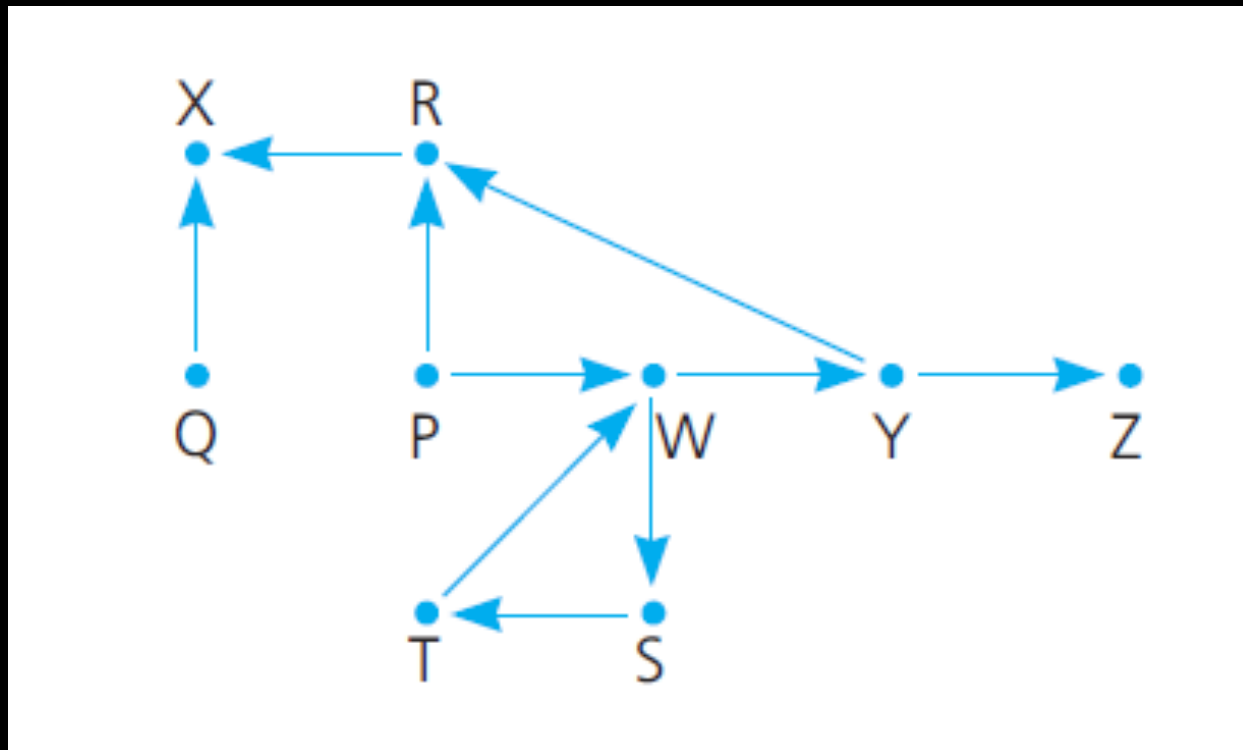




# Lecture Activity

```
bool findPath(map, origin, destination)
{
    mark origin as visited in map
    if origin == destination
        return true
    else
        for each unvisited city C reachable from origin
            if findPath(map, C, destination)
                return true
        return false //recursive backtracking
}
```

**Origin = P , Destination = Z**



# Find Permutations

Order Matters!

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |



# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
| A | B | D | C |
| A | C | B | D |
| A | C | D | B |
| A | D | B | C |
| A | D | C | B |

|   |   |   |   |
|---|---|---|---|
| B | A | C | D |
| B | A | D | C |
| B | C | A | D |
| B | C | D | A |
| B | D | A | C |
| B | D | C | A |

|   |   |   |   |
|---|---|---|---|
| C | A | B | D |
| C | A | D | B |
| C | B | A | D |
| C | B | D | A |
| C | D | A | B |
| C | D | B | A |

|   |   |   |   |
|---|---|---|---|
| D | A | B | C |
| D | A | C | B |
| D | B | A | C |
| D | B | C | A |
| D | C | A | B |
| D | C | B | A |

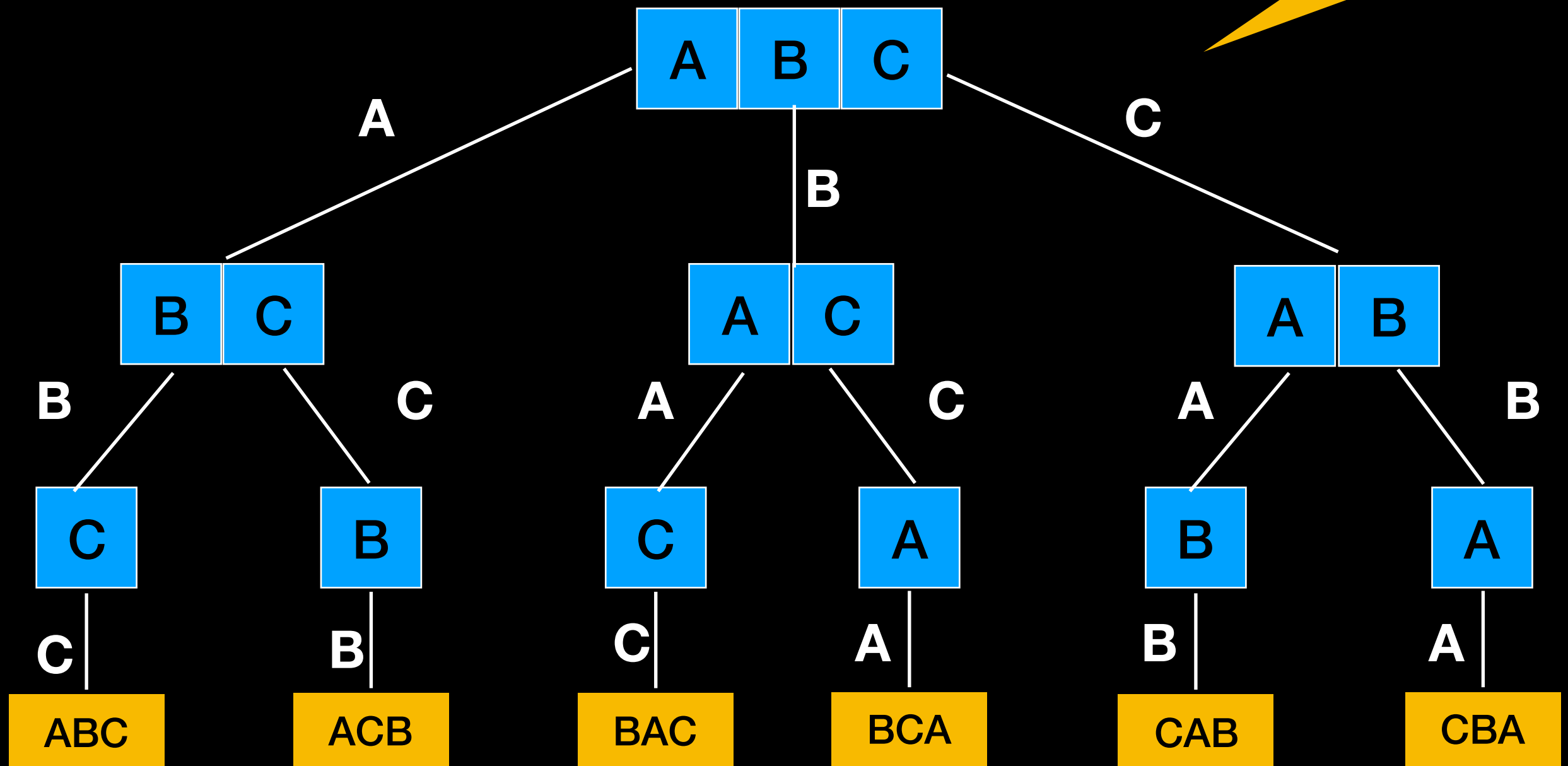
# Find Permutations

|   |   |   |   |
|---|---|---|---|
| A | B | C | D |
|---|---|---|---|

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | B | A | C | D | C | A | B | D | D | A | B | C |
| A | B | D | C | B | A | D | C | C | A | D | B | D | A | C | B |
| A | C | B | D | B | C | A | D | C | B | A | D | D | B | A | C |
| A | C | D | B | B | C | D | A | C | B | D | A | D | B | C | A |
| A | D | B | C | B | D | A | C | C | D | A | B | D | C | A | B |
| A | D | C | B | B | D | C | A | C | D | B | A | D | C | B | A |

# Find Permutations

A Decision Tree

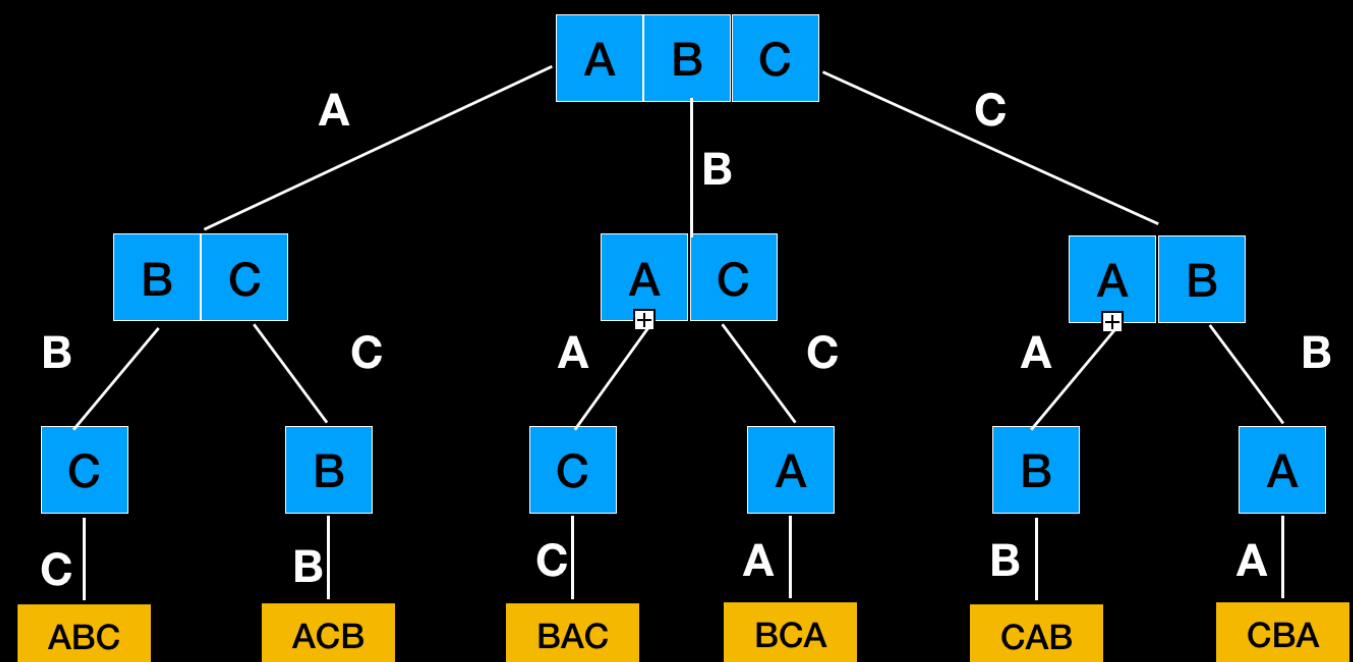


```

/**
 Prints permutations of a string
 @param str the string to be permuted
 @param l the index of the leftmost character in str substring to be permuted
 @param r the index of the rightmost character in str substring to be permuted
 */
void permuteStr(std::string str, int l, int r)
{
    if (l == r)
        std::cout << str << std::endl; //obtained one permutation to print
    else
    {
        for (int i = l; i <= r; i++)
        {
            std::swap(str[l],str[i]); //swap other characters with current first
            → permuteStr(str, l+1, r);
            std::swap(str[l],str[i]); //restore first char
        }
    }
}

```

**A**BCD  
 BA**C**D  
 CB**A**D  
 DB**C**A



# Recursive Decision Tree

```
void exploreFrom(current_state, decisions_made) {  
    if (all decisions have been made) { //base case  
        output the result of the decisions we've made;  
    } else {  
        for (each decision we can make) {  
            → exploreFrom(result of making that decision,  
                           decisions_made + this_decision);  
        }  
    }  
}
```

Generally, if you can express a problem solution with a decision tree you can translate it into a recursive algorithm

# Find Combinations

A B C D

Order does  
Not Matter!

{ }

A

A B

A B C

A B C D

B

A C

A B D

C

A D

A C D

D

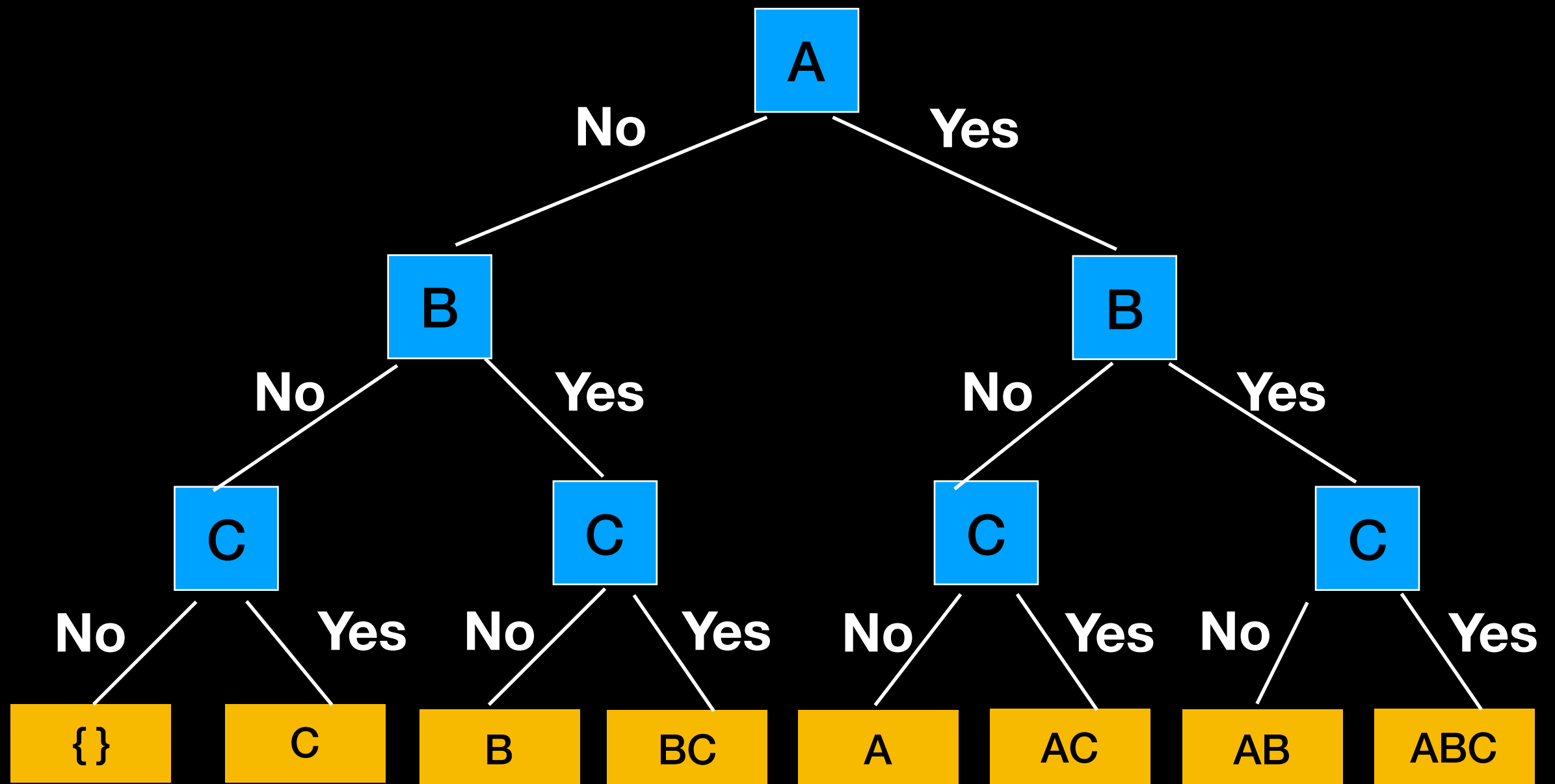
B C

B C D

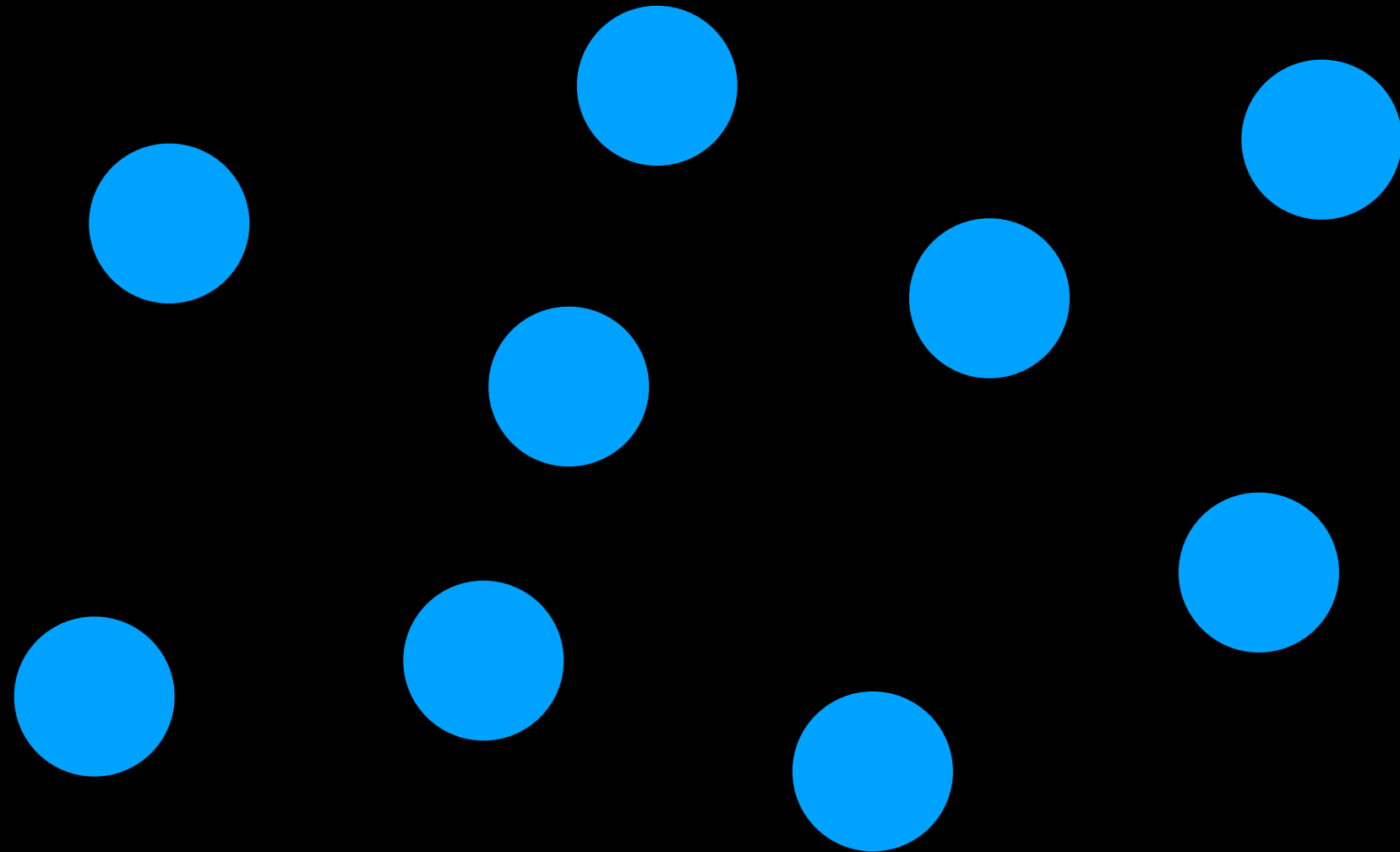
B D

C D

# Find All Combinations



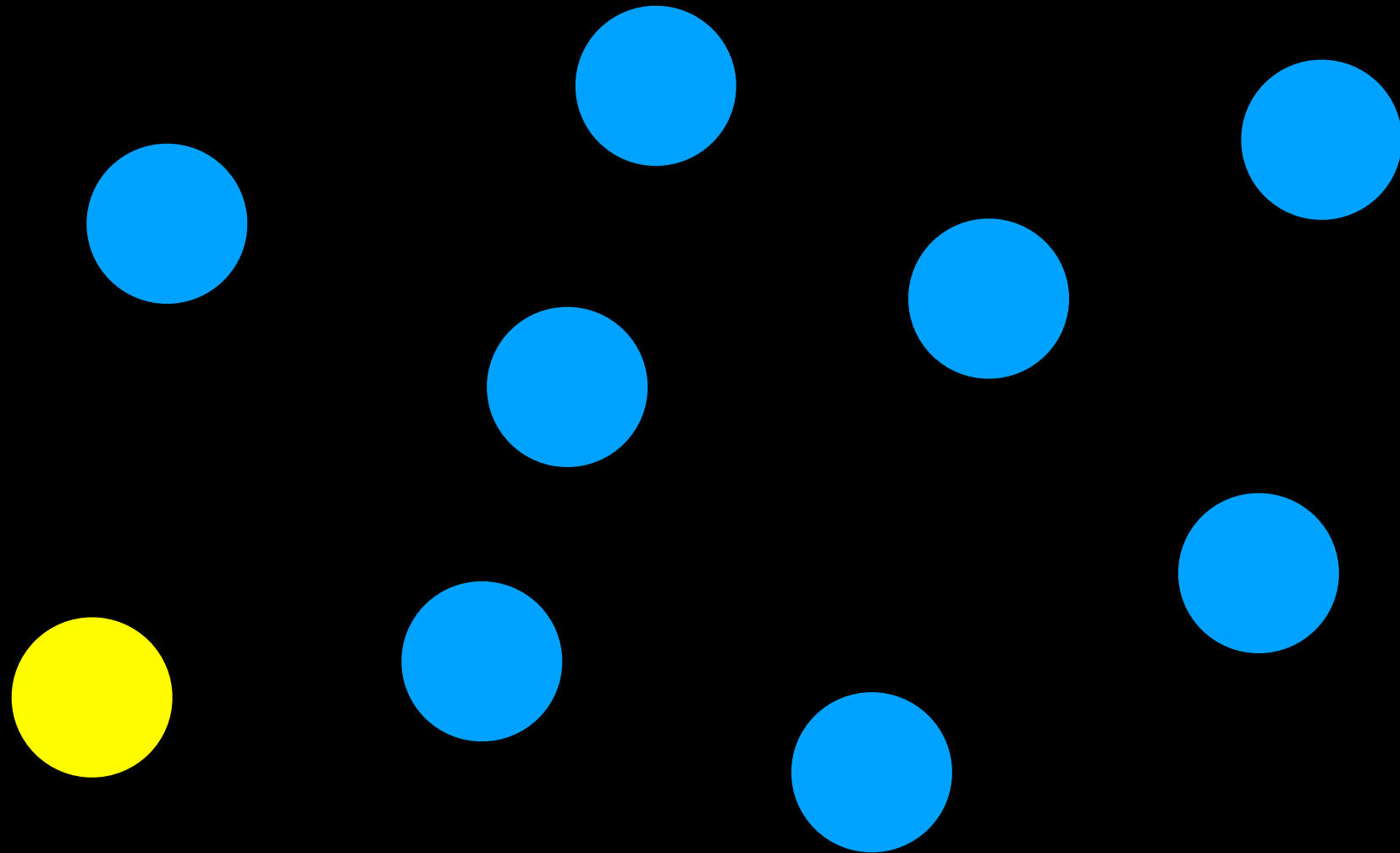
# Find Combinations (n choose k)



One way to choose 5 out of 9 is to  
**Exclude 1** and **choose 5 out of 8**

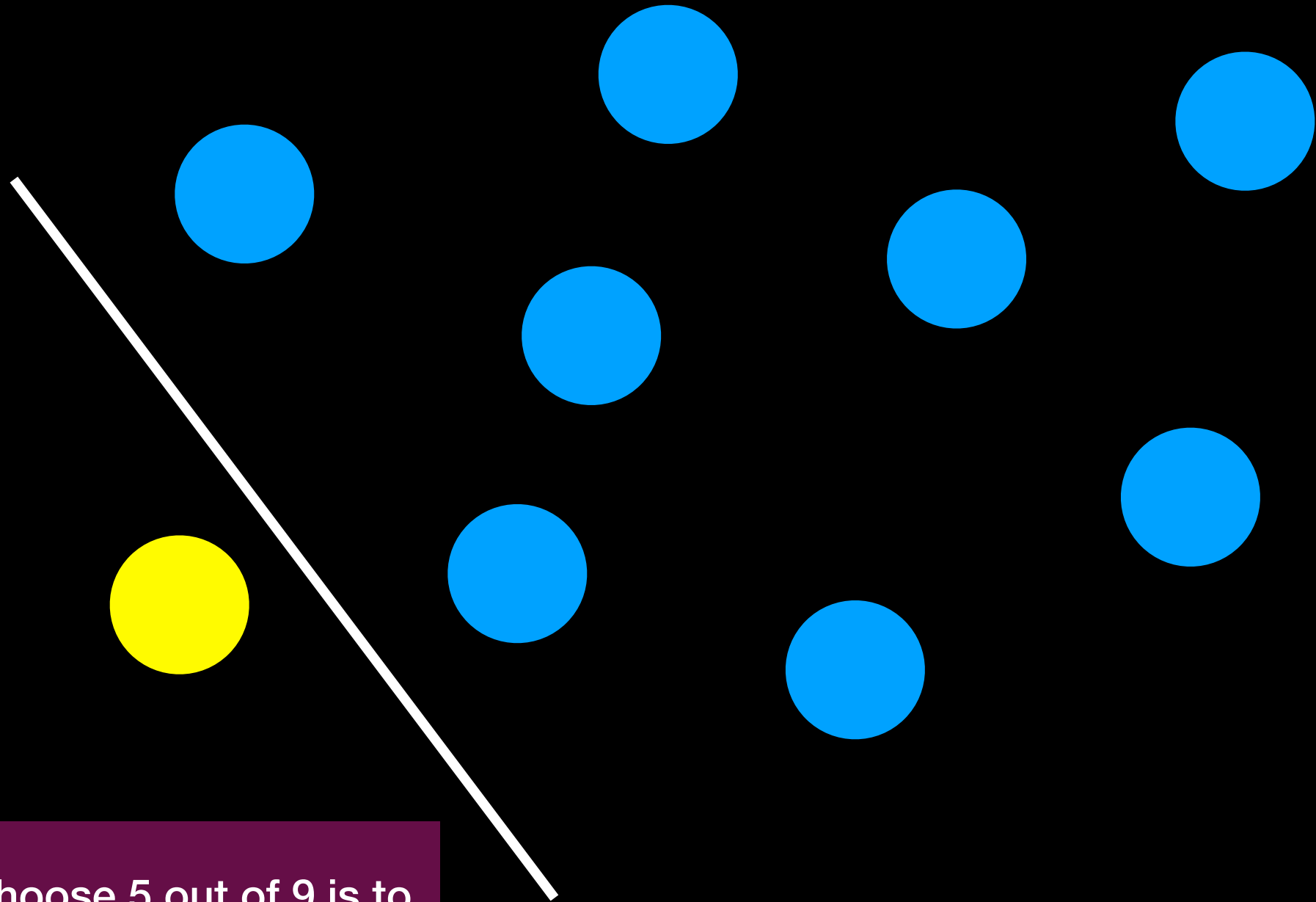


# Find Combinations (n choose k)



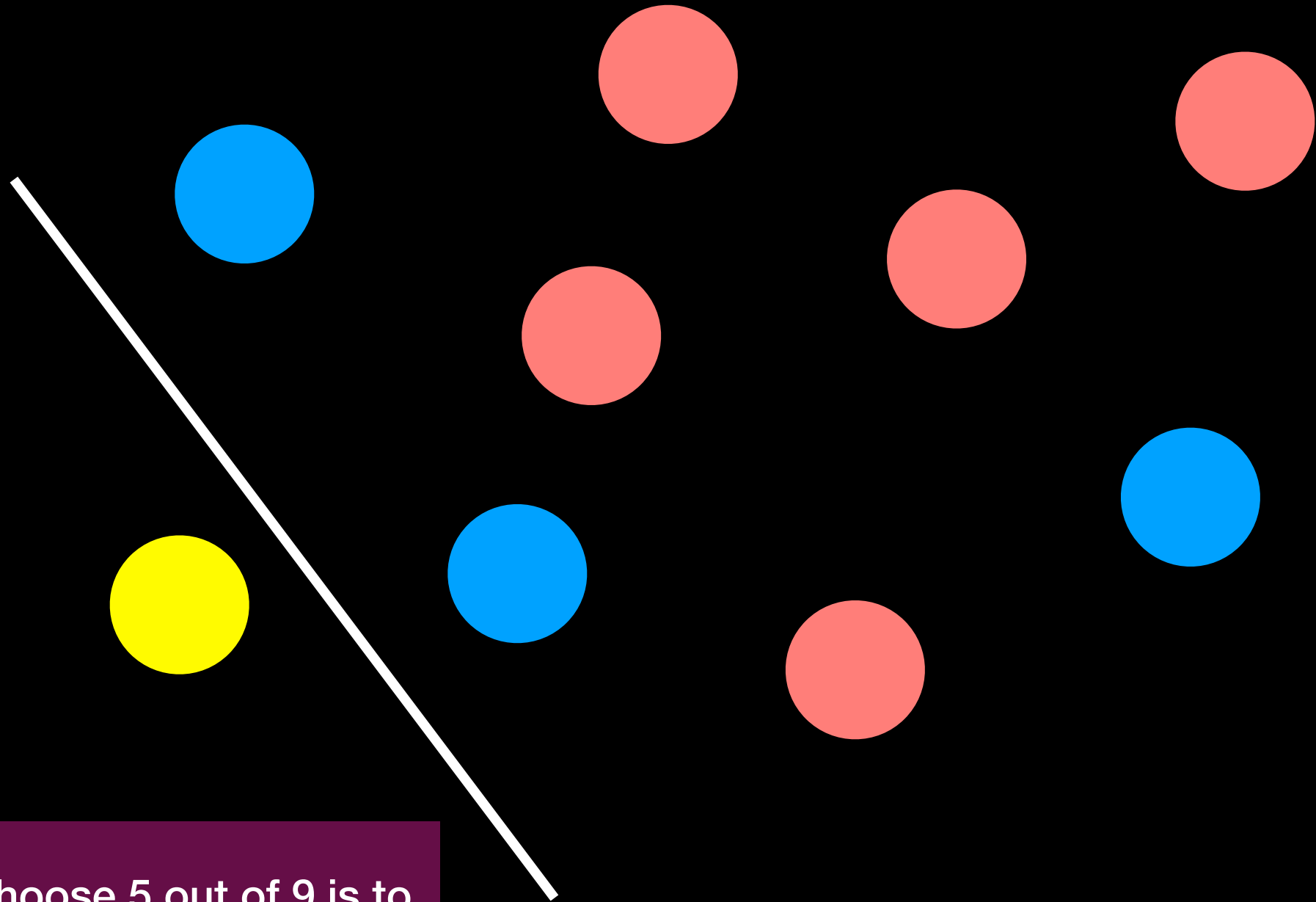
One way to choose 5 out of 9 is to  
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# Find Combinations (n choose k)



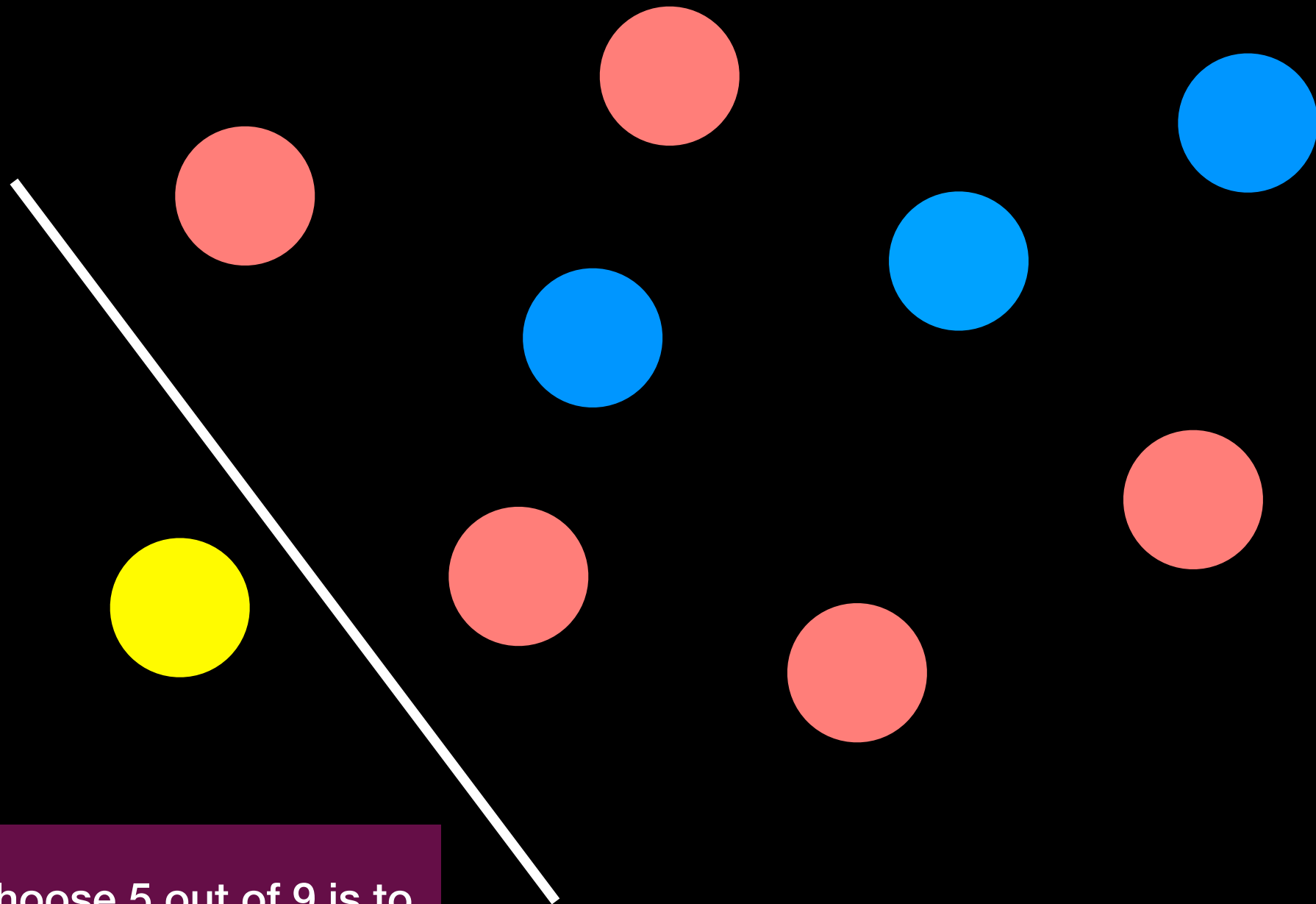
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# Find Combinations (n choose k)



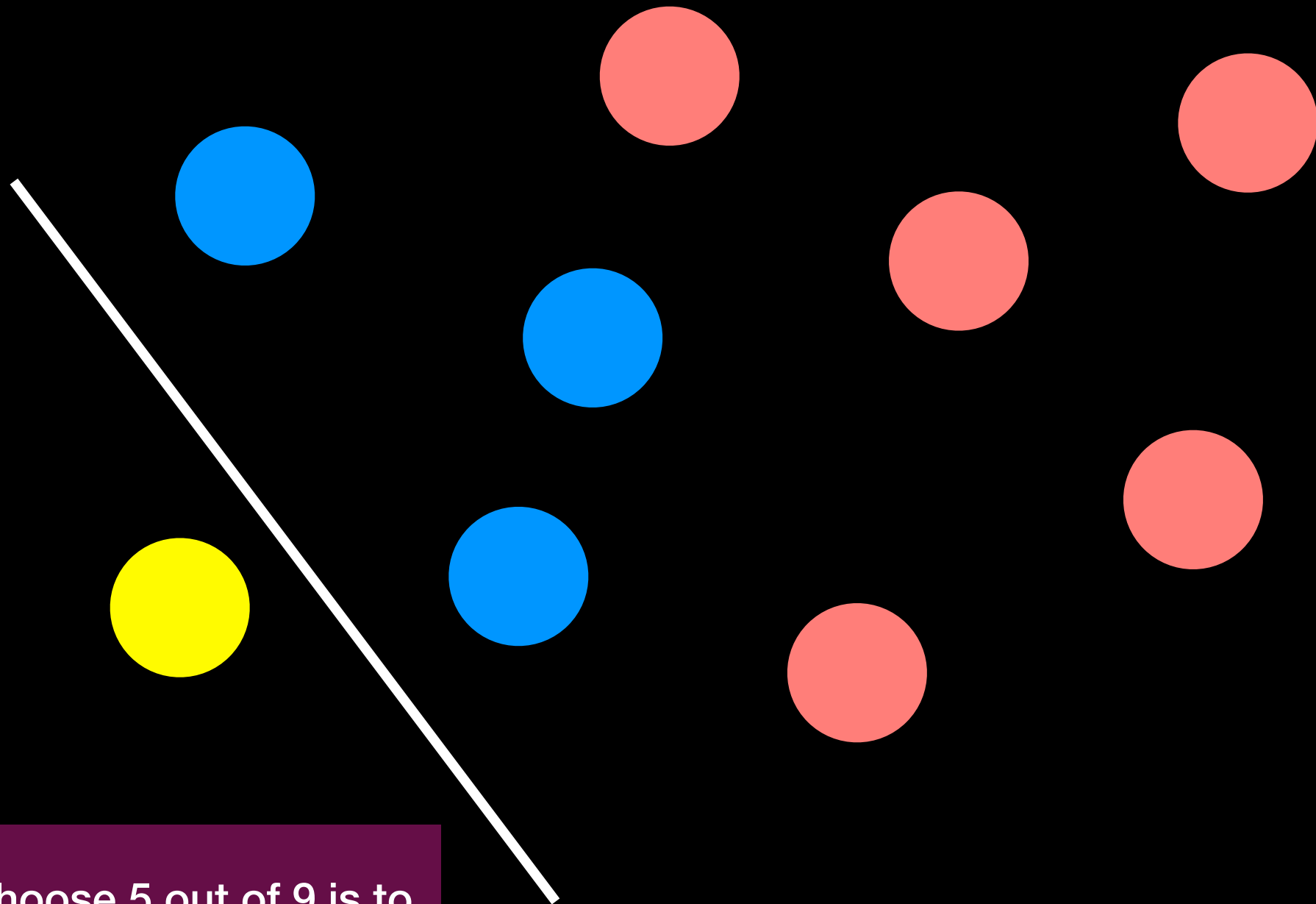
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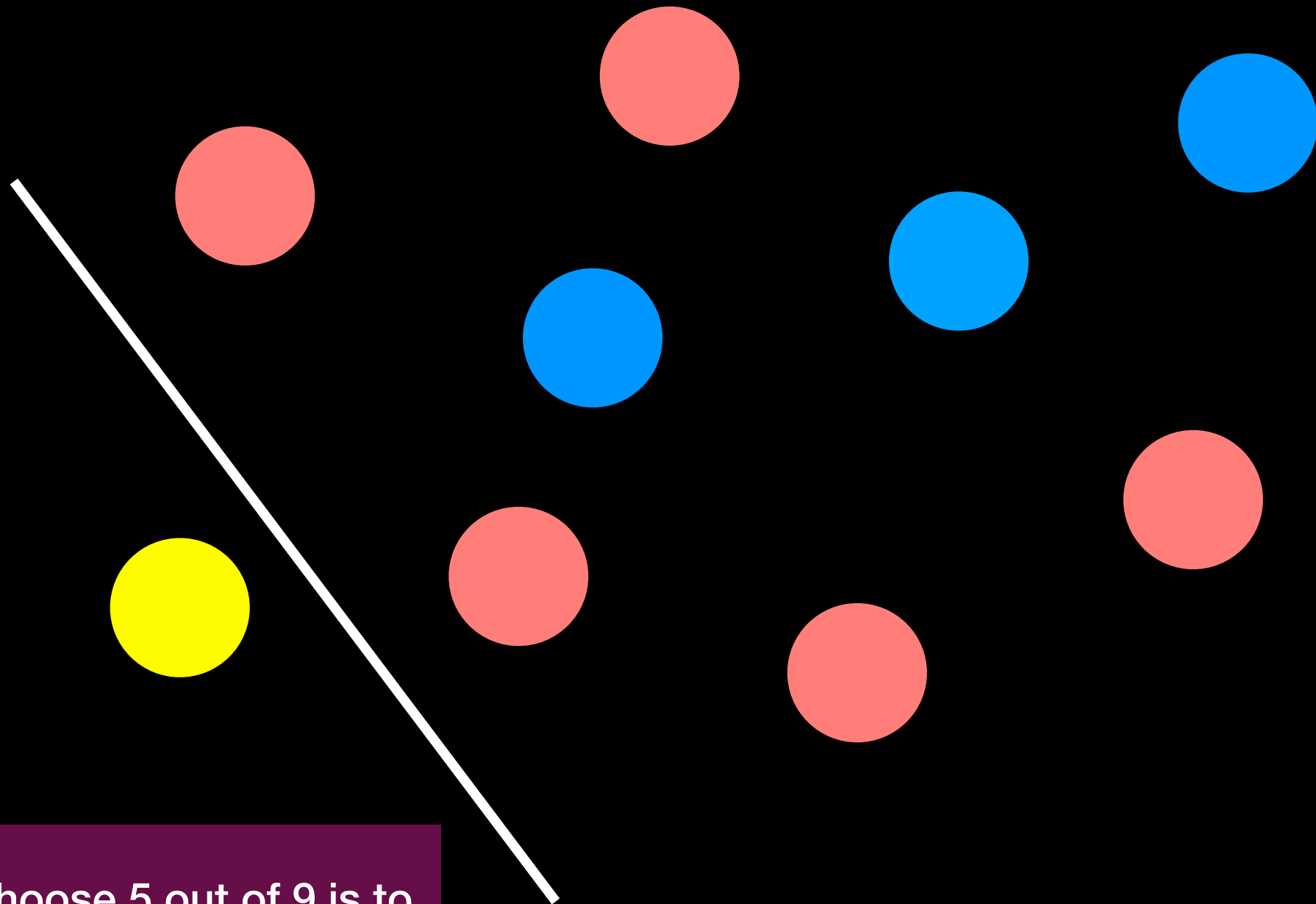
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# Find Combinations (n choose k)



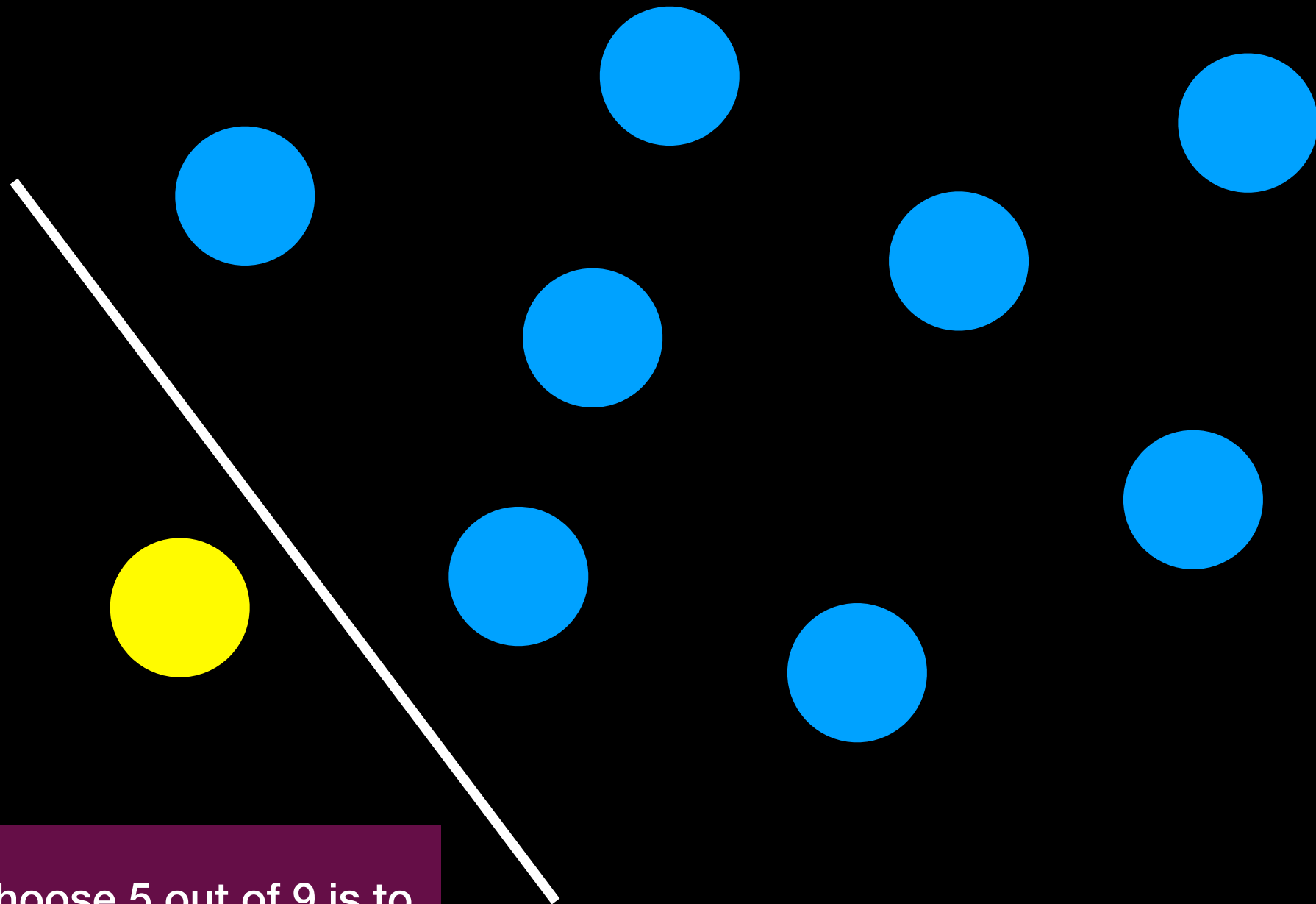
One way to choose 5 out of 9 is to  
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# Find Combinations (n choose k)



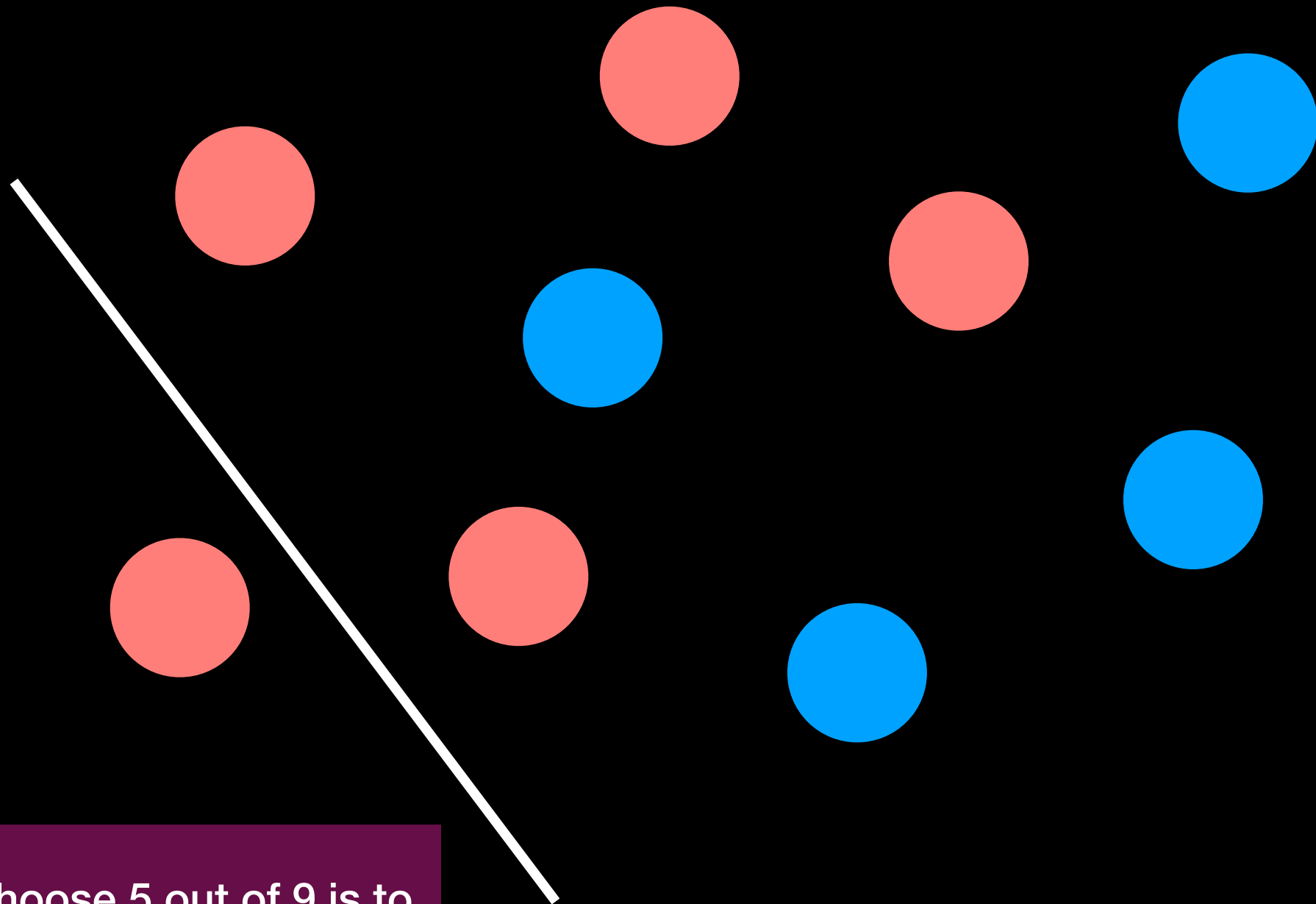
One way to choose 5 out of 9 is to  
**Exclude 1** and **choose 5 out of 8**

# Find Combinations (n choose k)



One way to choose 5 out of 9 is to  
Include 1 and choose 4 out of 8

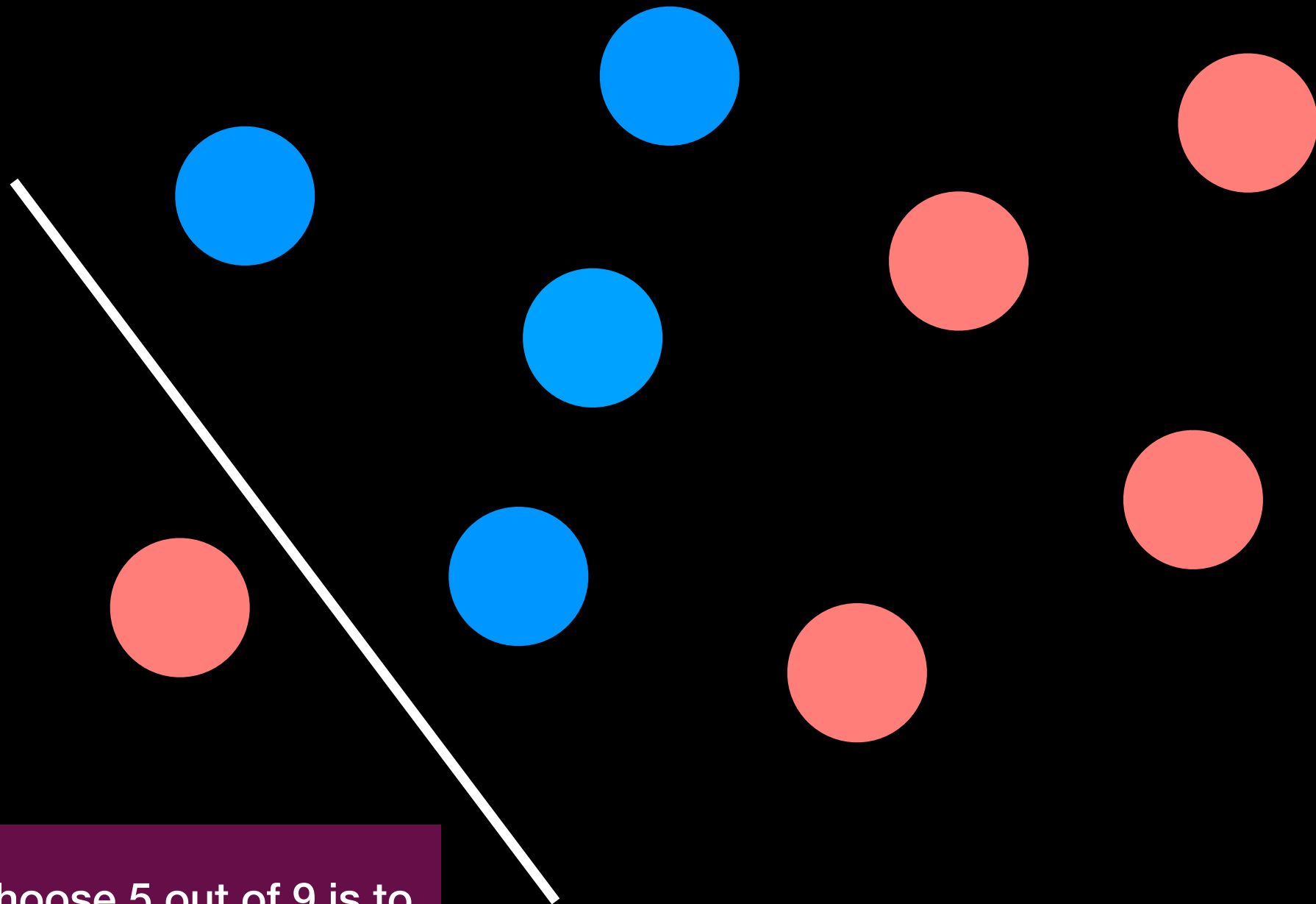
# Find Combinations (n choose k)



One way to choose 5 out of 9 is to  
Include 1 and choose 4 out of 8

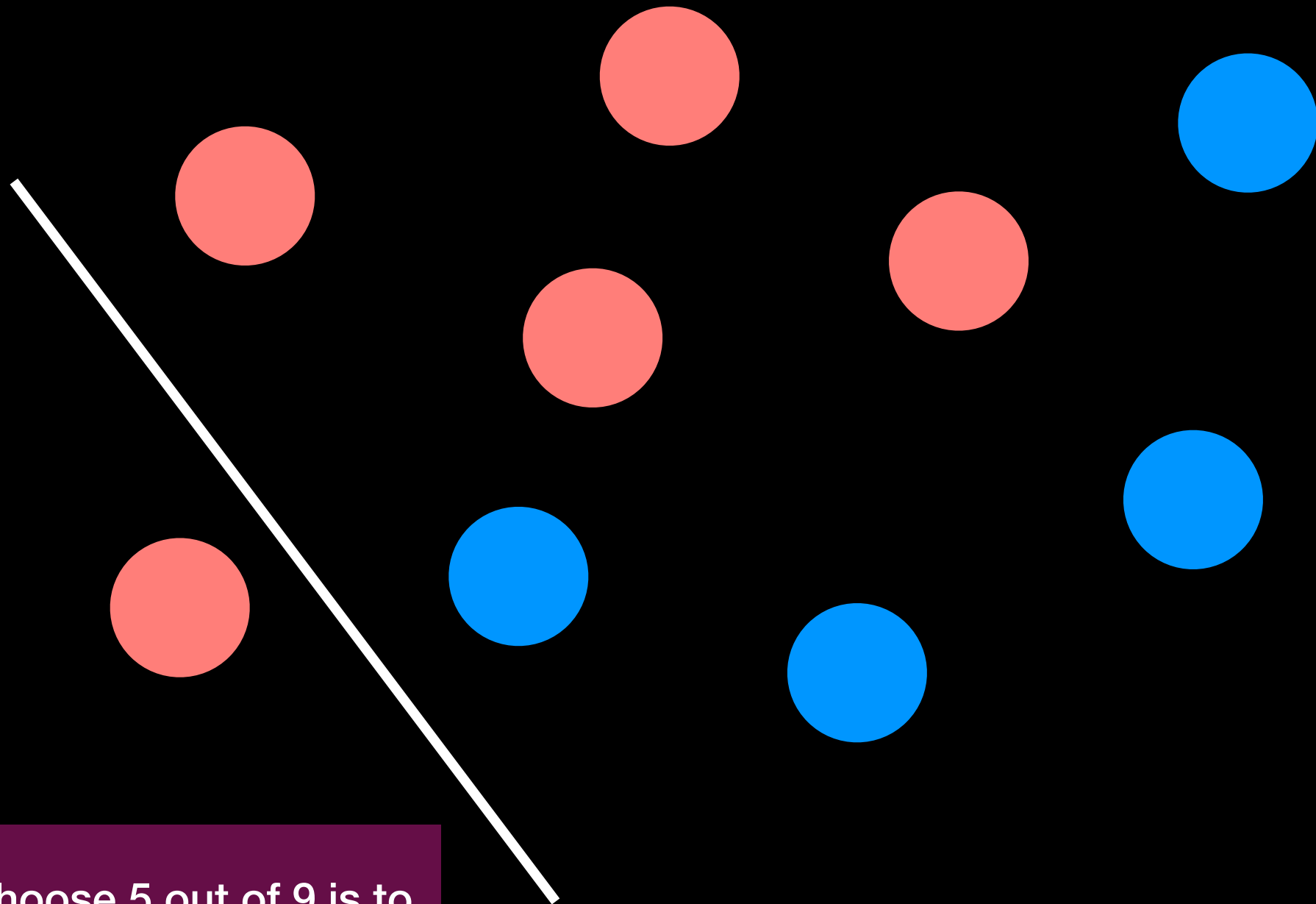


# Find Combinations (n choose k)



One way to choose 5 out of 9 is to  
Include 1 and choose 4 out of 8

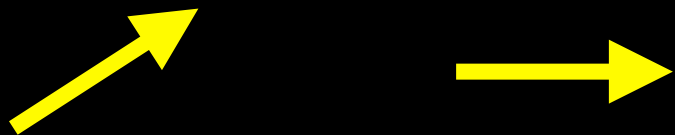
# Find Combinations (n choose k)



One way to choose 5 out of 9 is to  
Include 1 and choose 4 out of 8

# Count Combinations

```
int countCombinations(int n, int k)
{
    if ( (k == 0) || (k == n) )
        return 1;
    else
        return countCombinations(n-1, k-1) +
               countCombinations((n-1), k);
}
```

Two yellow arrows are present. One arrow points from the 'n-1' argument in the first recursive call to the 'n' parameter in the function signature. The other arrow points from the '(n-1)' argument in the second recursive call to the 'n' parameter in the function signature.

# Exam Drill

Write a recursive function that returns true if the input string is a palindrome (same when reversed)

# Exam Drill

Write a recursive function that returns true if the input string is a palindrome (same when reversed)

```
bool isPalindrome(std::string s)
{
    if(s.length() == 0 || s.length() == 1) //base case
        return true; //empty string or string of size 1 are palindrome
    if(s[0] == s[s.length()-1]) //if first and last char are same
        //check substring leaving out first and last character
        return isPalindrome(s.substr(1, s.length()-2));

    return false; //not palindrome
}
```

# Exam Drill

Write a recursive function for the fibonacci numbers  
where  $f(n) = f(n-1) + f(n-2)$

# Exam Drill

Write a recursive function for the fibonacci numbers  
where  $f(n) = f(n-1) + f(n-2)$

```
int fib(int n)
{
    if (n <= 1) //base case
        return n;
    return fib(n-1) + fib(n-2);
}
```

# Exam Drill

Write a recursive function to find the max value in an array of integers



# Exam Drill

Write a recursive function to find the max value in an array of integers

```
int findMax(int* a, int index) {  
    if (index > 0)  
        return std::max(a[index], findMax(a, index-1));  
    else  
        return a[0];  
}
```