

More Recursion

Tiziana Ligorio
tligorio@hunter.cuny.edu

Today's Plan



Recursion Review

8 Queens Problem

Permutations

Combinations

Announcements and Syllabus Check

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

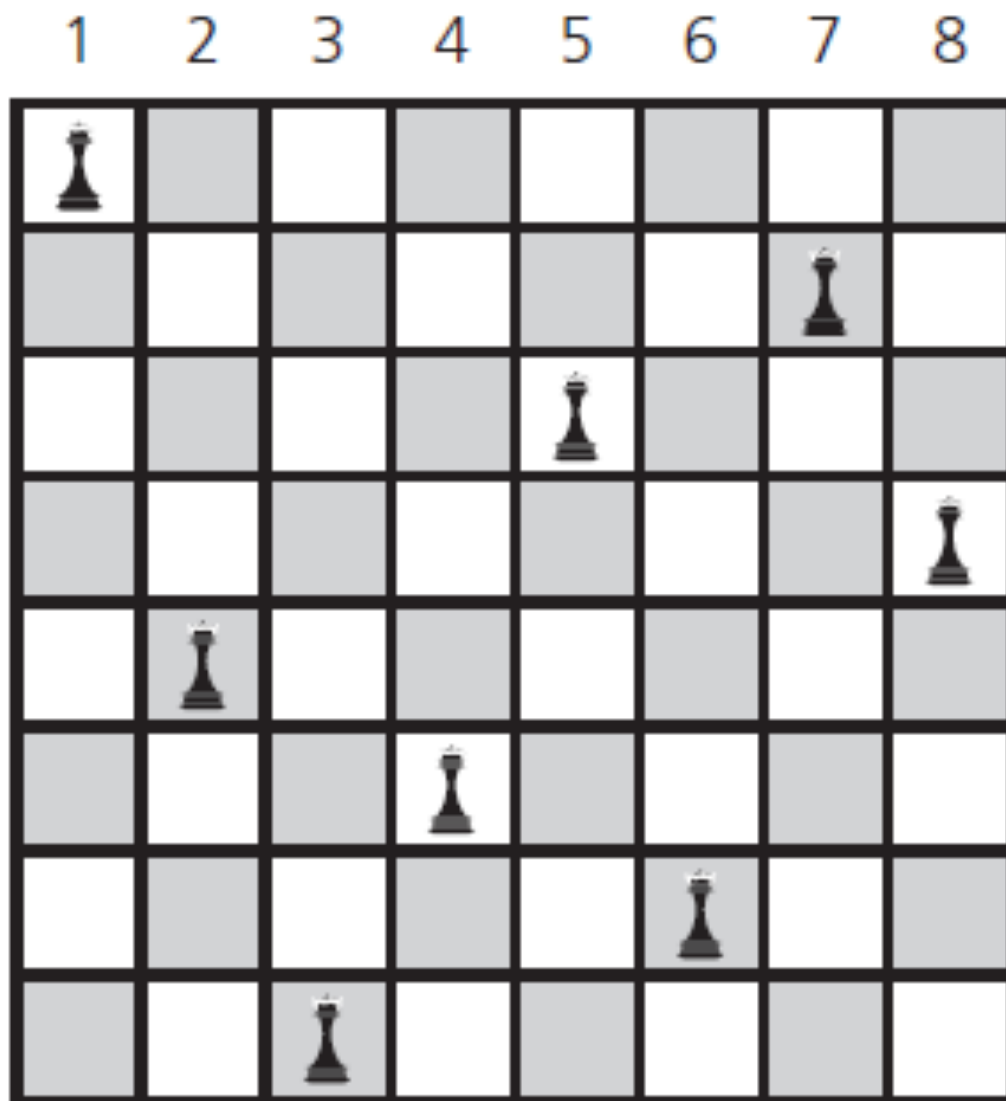
Factorial:

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

Recursive Searching and Sorting

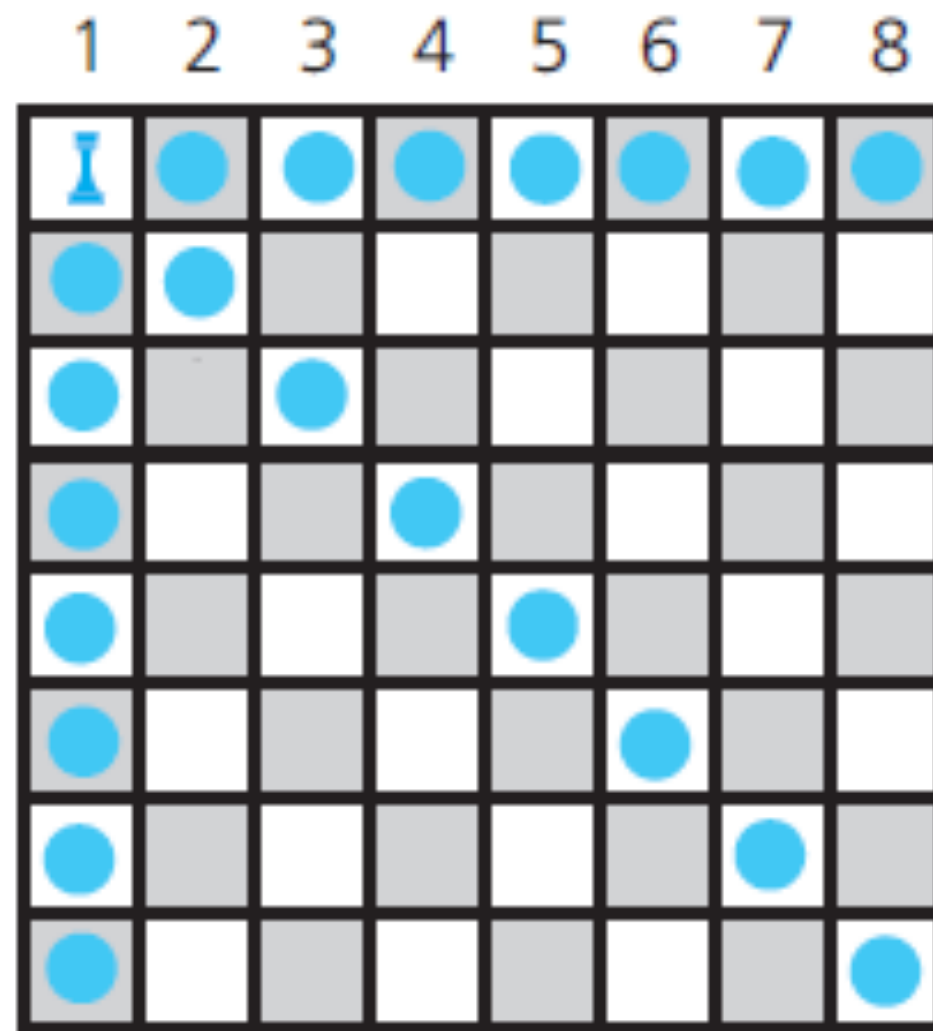
Binary Search	$O(\log n)$	$\Omega(1)$
MergeSort	$O(n \log n)$	$\Omega(n \log n)$
QuickSort	$O(n^2)$	$\Omega(n \log n)$

The Eight Queens Problem



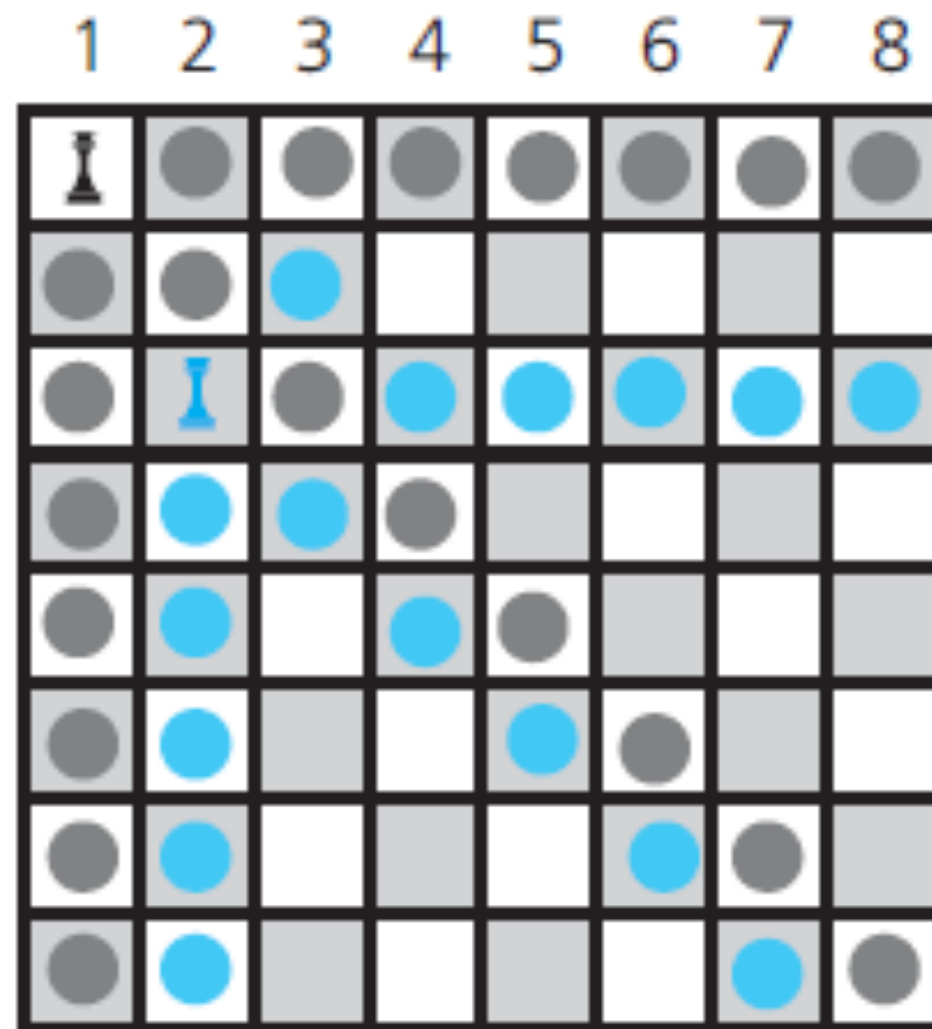
Place 8 Queens on the board s.t. no queen is on the same row, column or diagonal

The Eight Queens Problem



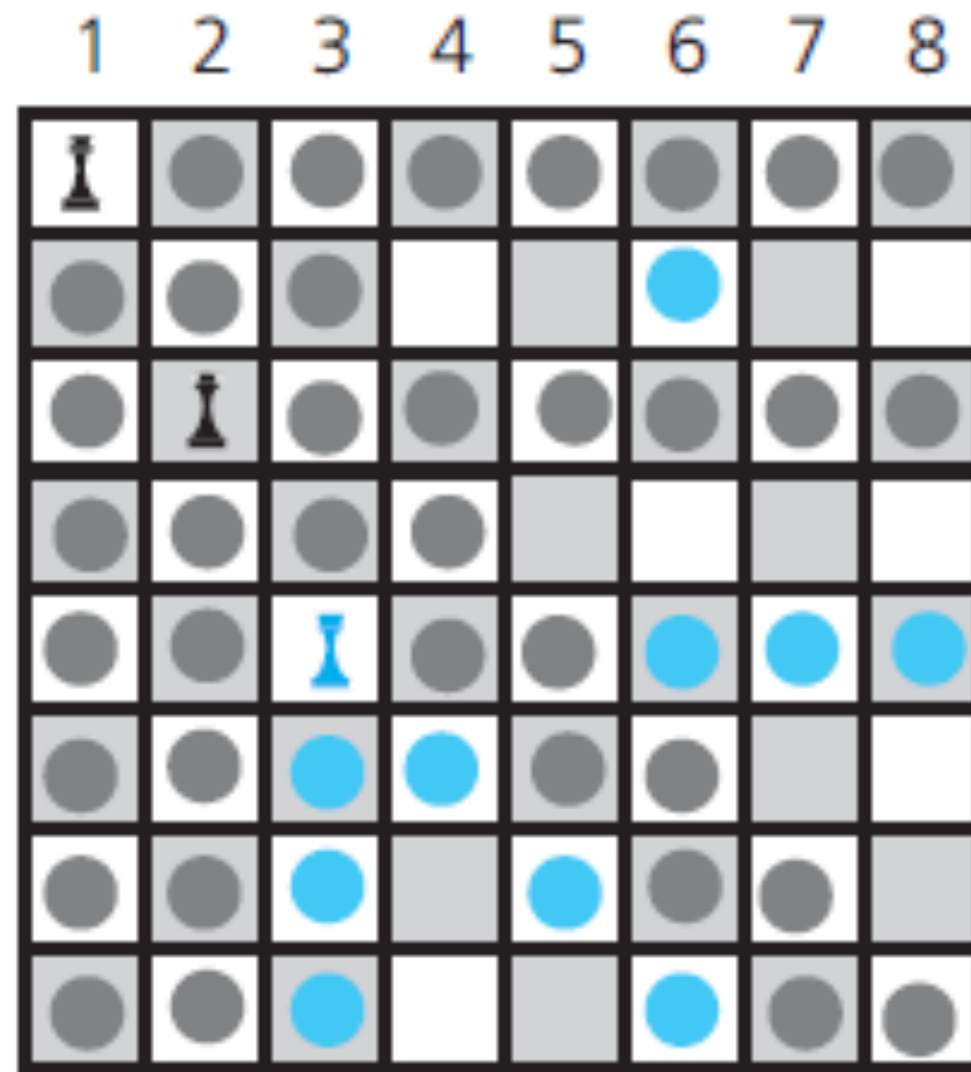
(a) The first queen in column 1

The Eight Queens Problem



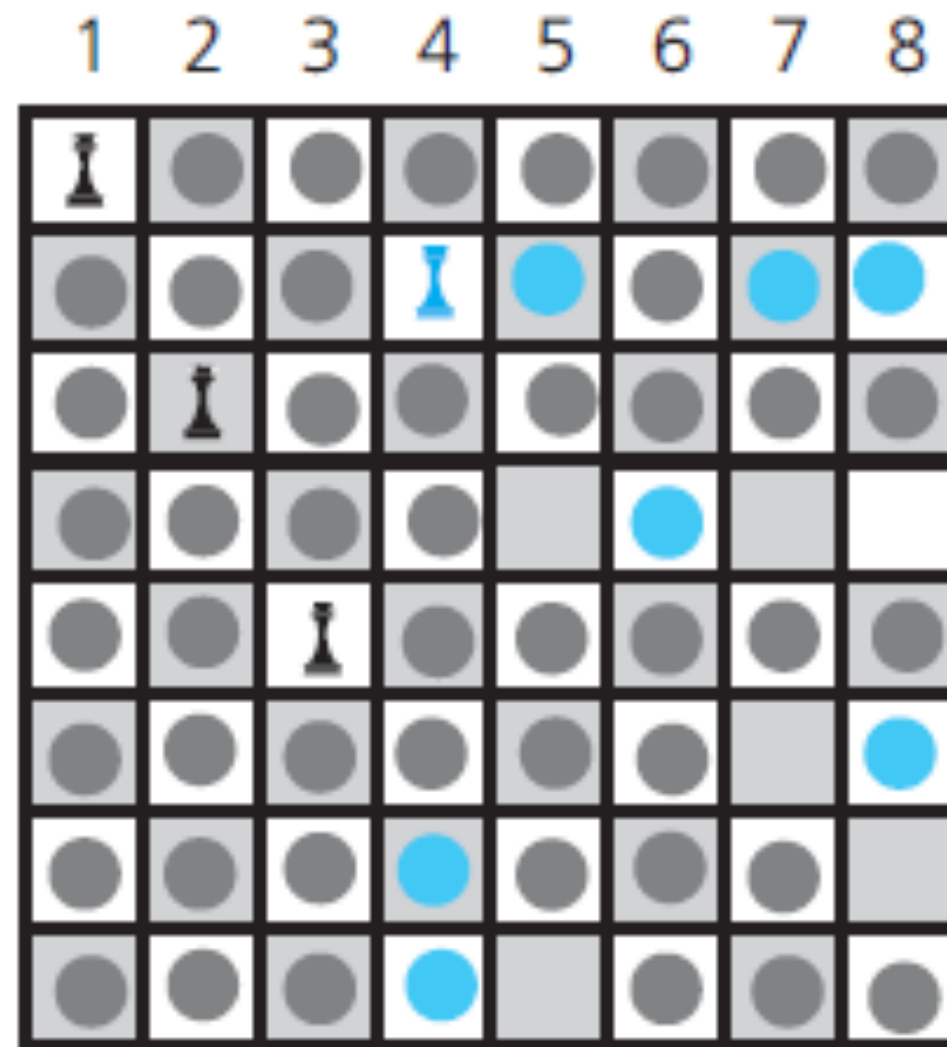
(b) The second queen in column 2

The Eight Queens Problem



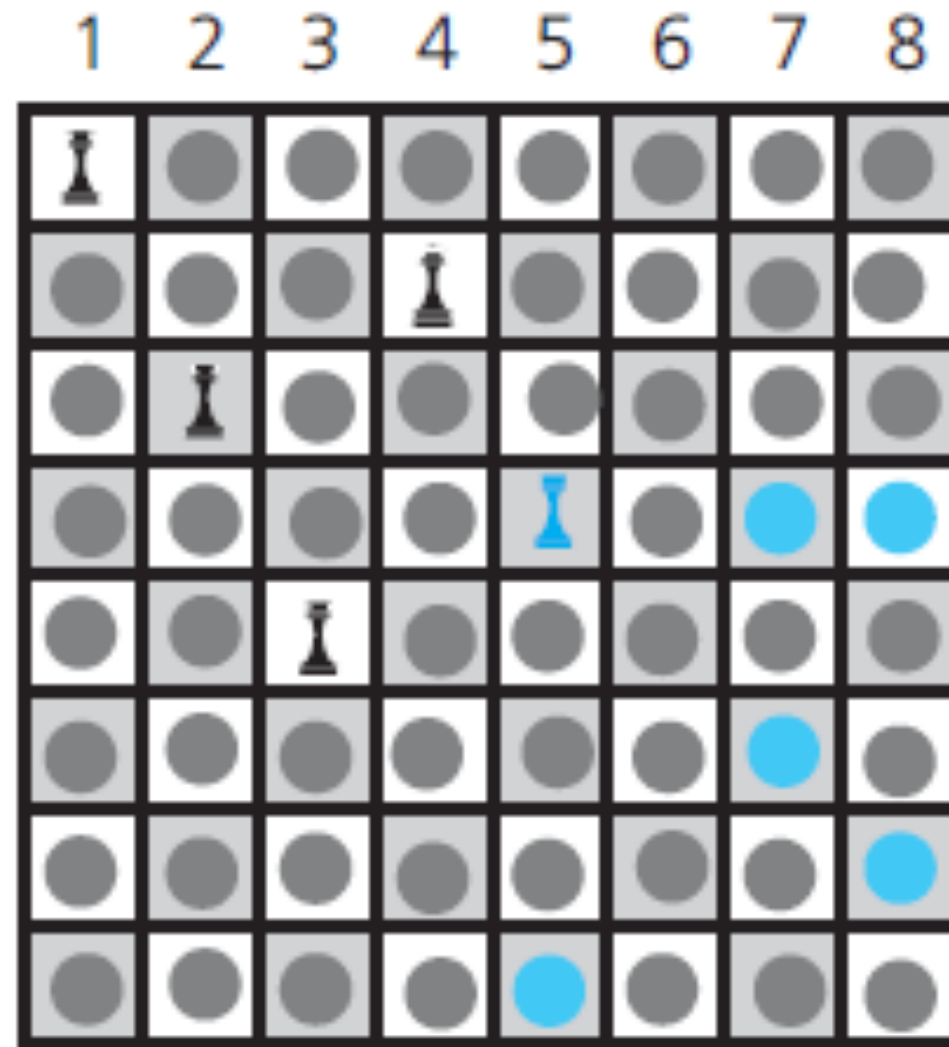
(c) The third queen in
column 3

The Eight Queens Problem



(d) The fourth queen in
column 4

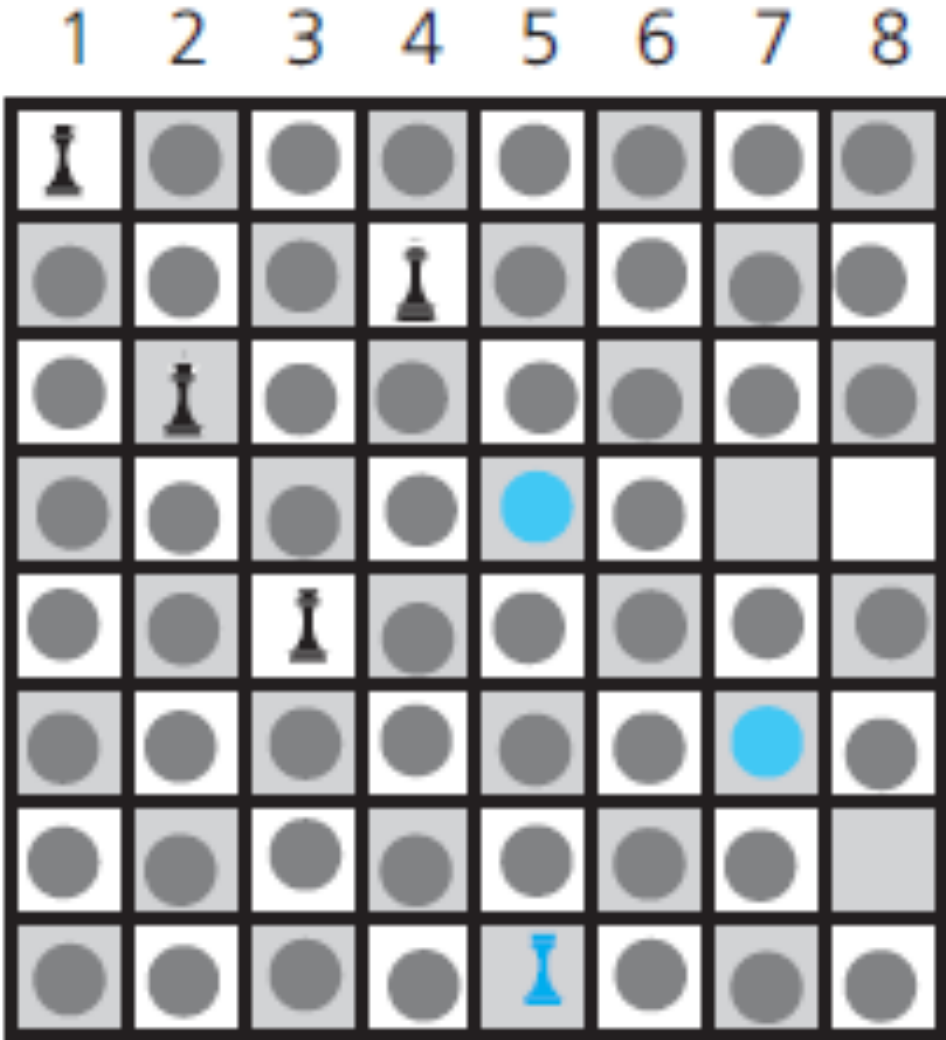
The Eight Queens Problem



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

The Eight Queens Problem

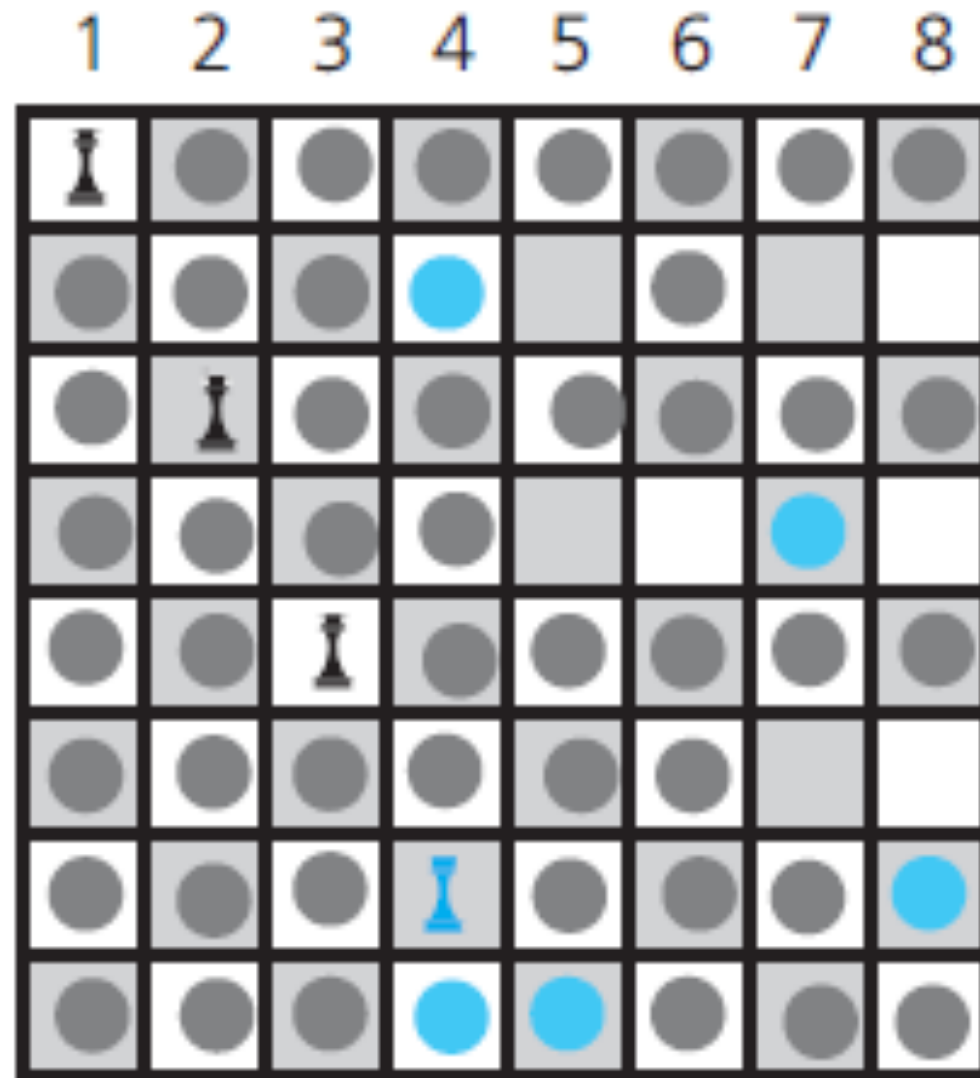
Recursive Backtracking!



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

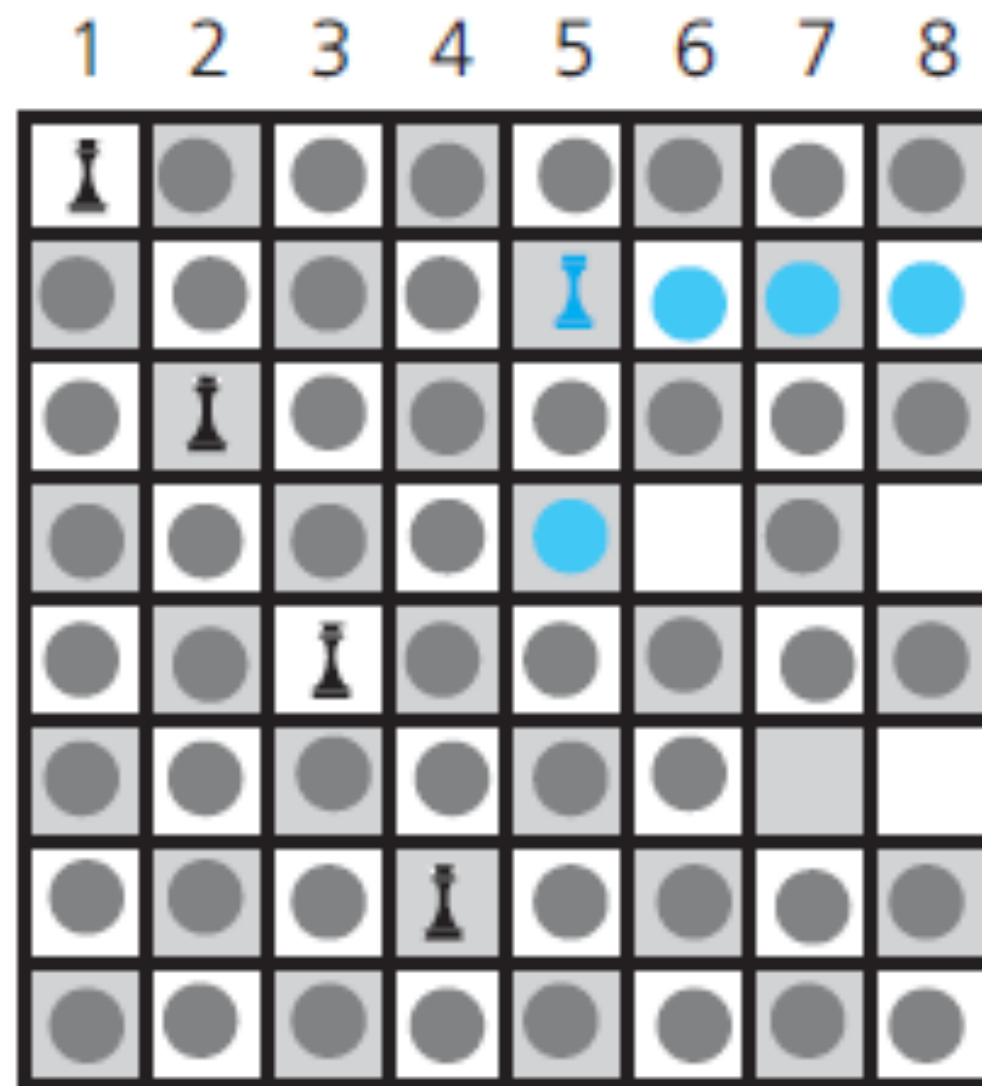
The Eight Queens Problem

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
    }
}
```

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	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

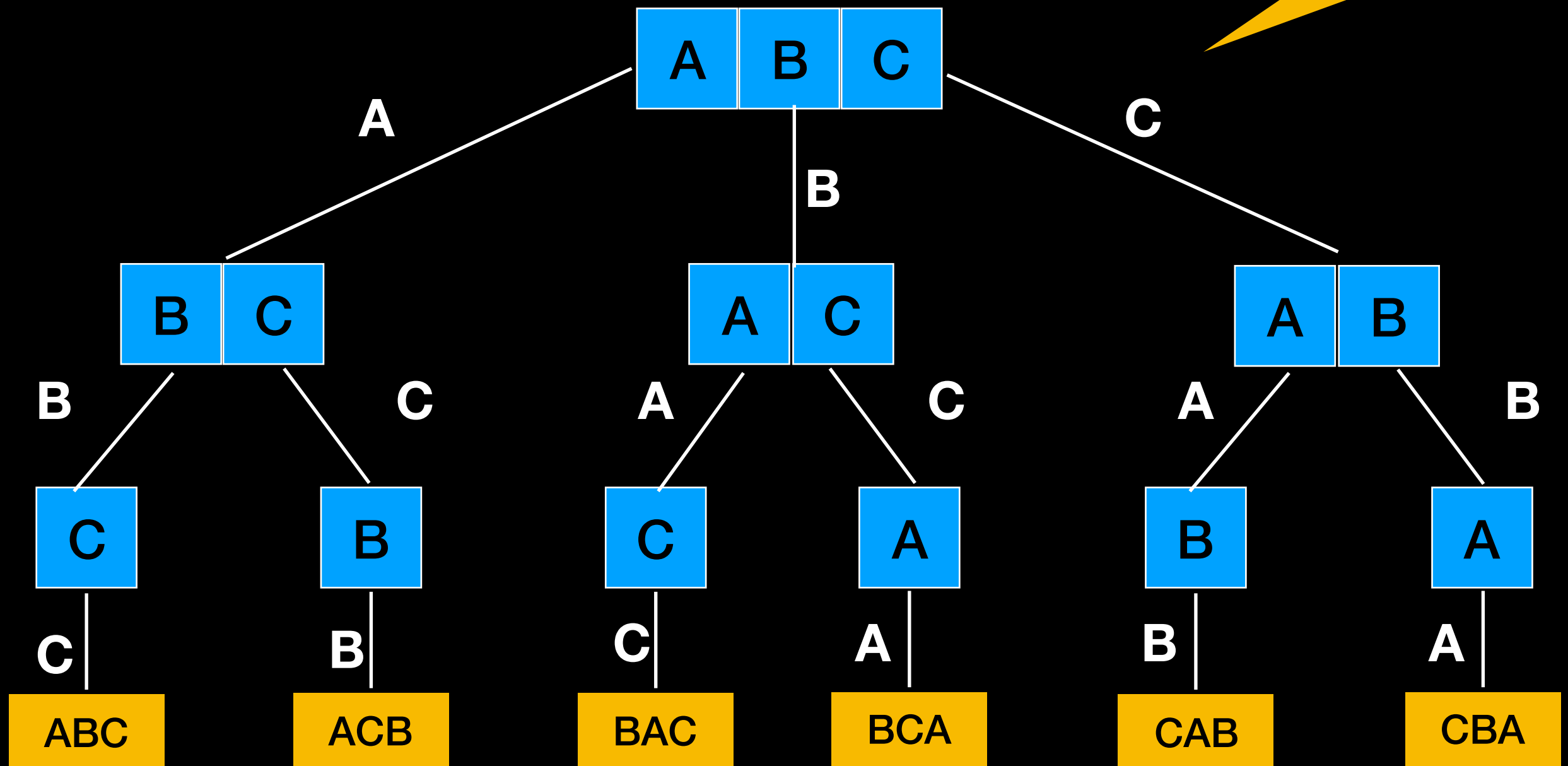
Find Permutations

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



```

vector<string> generatePermutations(string word)
{
    vector<string> result;
    if (word.length() == 0)
    {
        // The empty string has only itself as a permutation
        result.push_back(word);
        return result;
    }
    for (int i = 0; i < word.length(); i++)
    {
        // The word without the ith letter
        string shorter_word = word.substr(0, i) + word.substr(i + 1);
        vector<string> shorter_permutations =
             generatePermutations(shorter_word);


        // Add the ith letter to the front of all permutations
        // of the shorter word
        for (int j = 0; j < shorter_permutations.size(); j++)
        {
            string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}

```

Exam Drill:

Analyze the worst-case time complexity of this algorithm

$O(?)$

```
vector<string> generatePermutations(string word)
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    vector<string> result;
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    }
    for (int i = 0; i < word.length(); i++)
    {
        // The word without the ith letter
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             generatePermutations(shorter_word);

        // Add the ith letter to the front of all permutations
        // of the shorter word
        for (int j = 0; j < shorter_permutations.size(); j++)
        {
            string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}
```

```

vector<string> generatePermutations(string word)
{
    vector<string> result;
    k if (word.length() == 0)
    {
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    n for (int i = 0; i < word.length(); i++)
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        for (int j = 0; j < shorter_permutations.size(); j++)
        {
            string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}

```

```

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        // The word without the ith letter
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        vector<string> shorter_permutations =
            → generatePermutations(shorter_word);

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        // of the shorter word
        n for (int j = 0; j < shorter_permutations.size(); j++)
        {
            k string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}

```

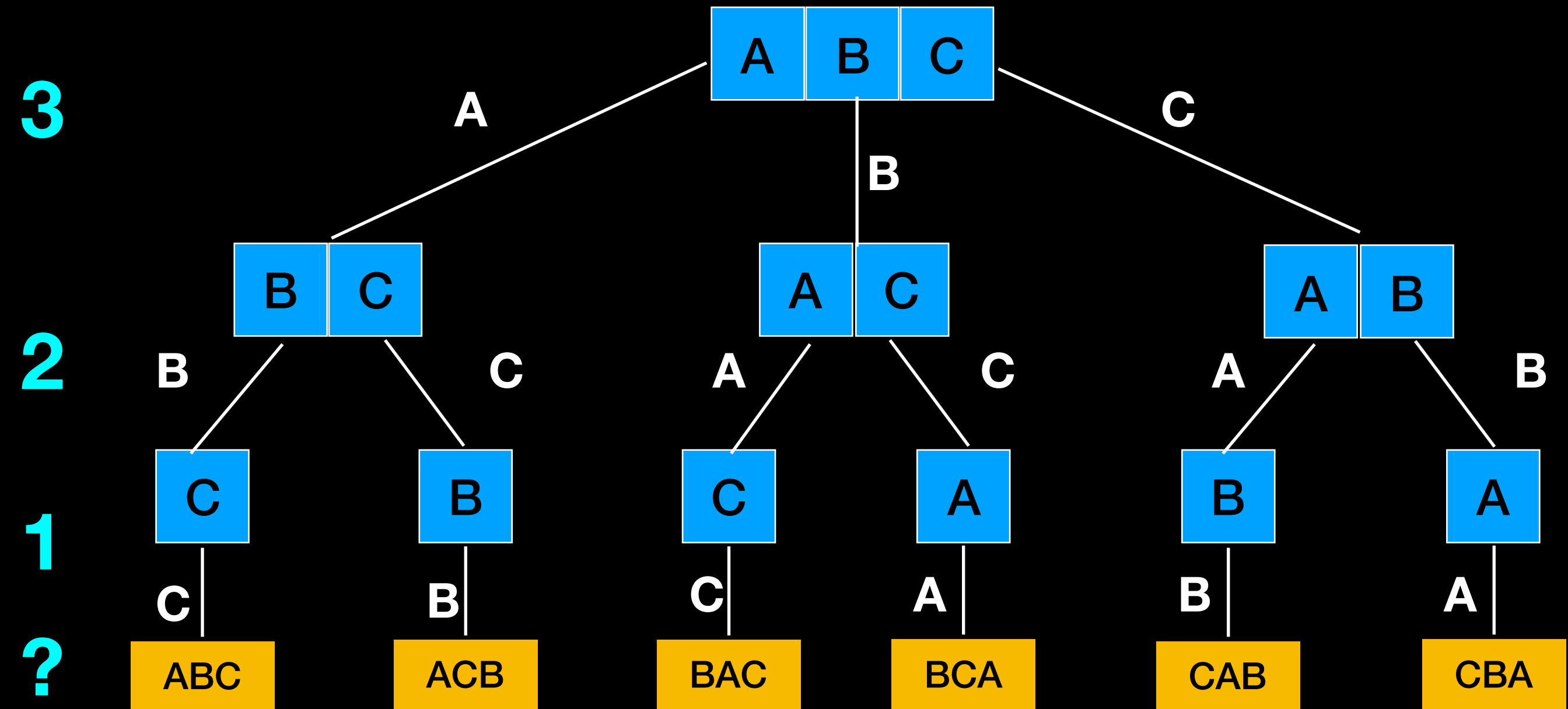
```

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{
    vector<string> result;
    k if (word.length() == 0)
    {
        // The empty string has only itself as a permutation
        result.push_back(word);
        return result;
    }
    n for (int i = 0; i < word.length(); i++)
    {
        // The word without the ith letter
        k string shorter_word = word.substr(0, i) + word.substr(i + 1);
        vector<string> shorter_permutations =
            ? → generatePermutations(shorter_word);

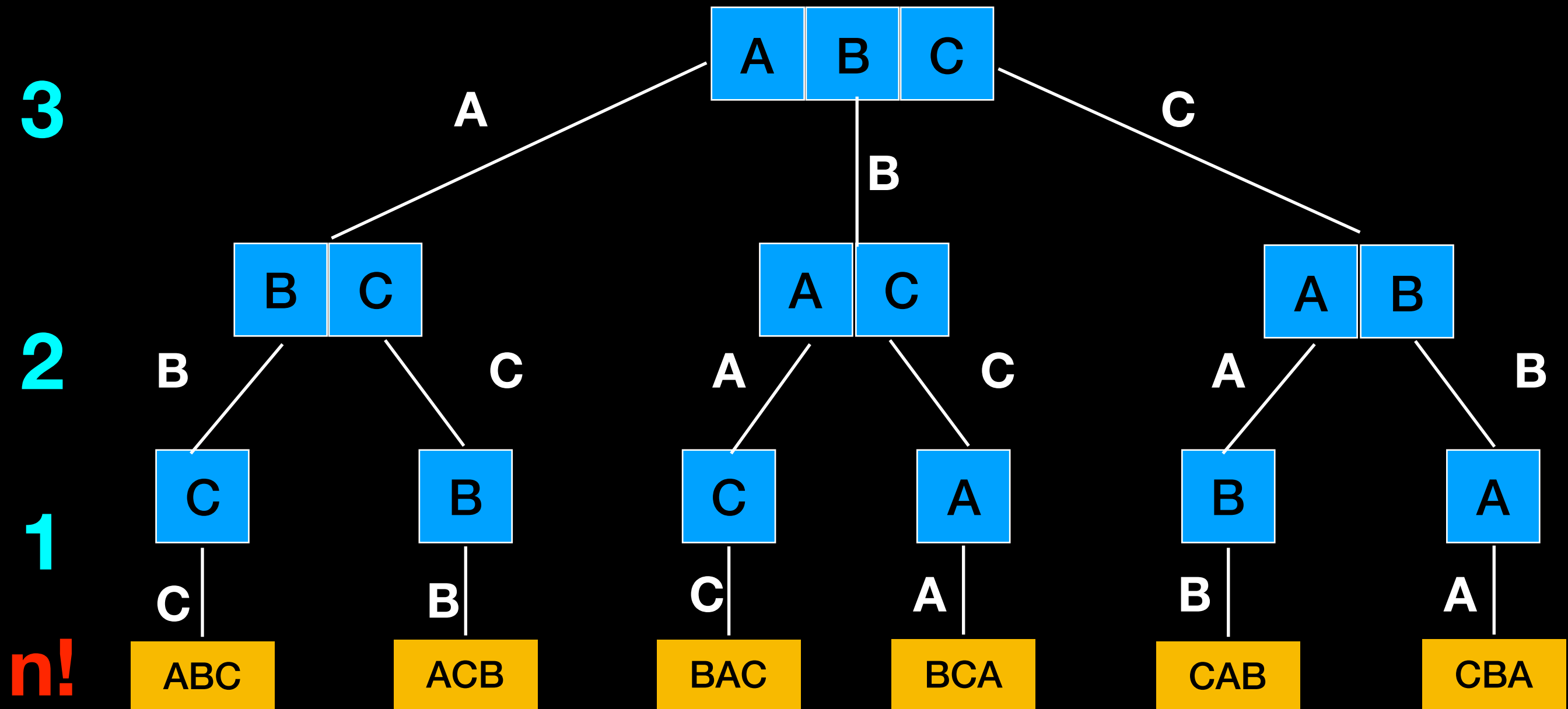
        // Add the ith letter to the front of all permutations
        // of the shorter word
        n for (int j = 0; j < shorter_permutations.size(); j++)
        {
            k string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}

```

Find Permutations



Find Permutations




```

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    vector<string> result;
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    {
        // The word without the ith letter
        k string shorter_word = word.substr(0, i) + word.substr(i + 1);
        vector<string> shorter_permutations =
            n! → generatePermutations(shorter_word);

        // Add the ith letter to the front of all permutations
        // of the shorter word
        n for (int j = 0; j < shorter_permutations.size(); j++)
        {
            k string longer_word = word[i] + shorter_permutations[j];
            result.push_back(longer_word);
        }
    }
    return result;
}

```

$$T(n) = O(n!n^2)$$

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

{ }

A

A B

A B C

A B C D

B

A C

A B D

C

A D

A C D

D

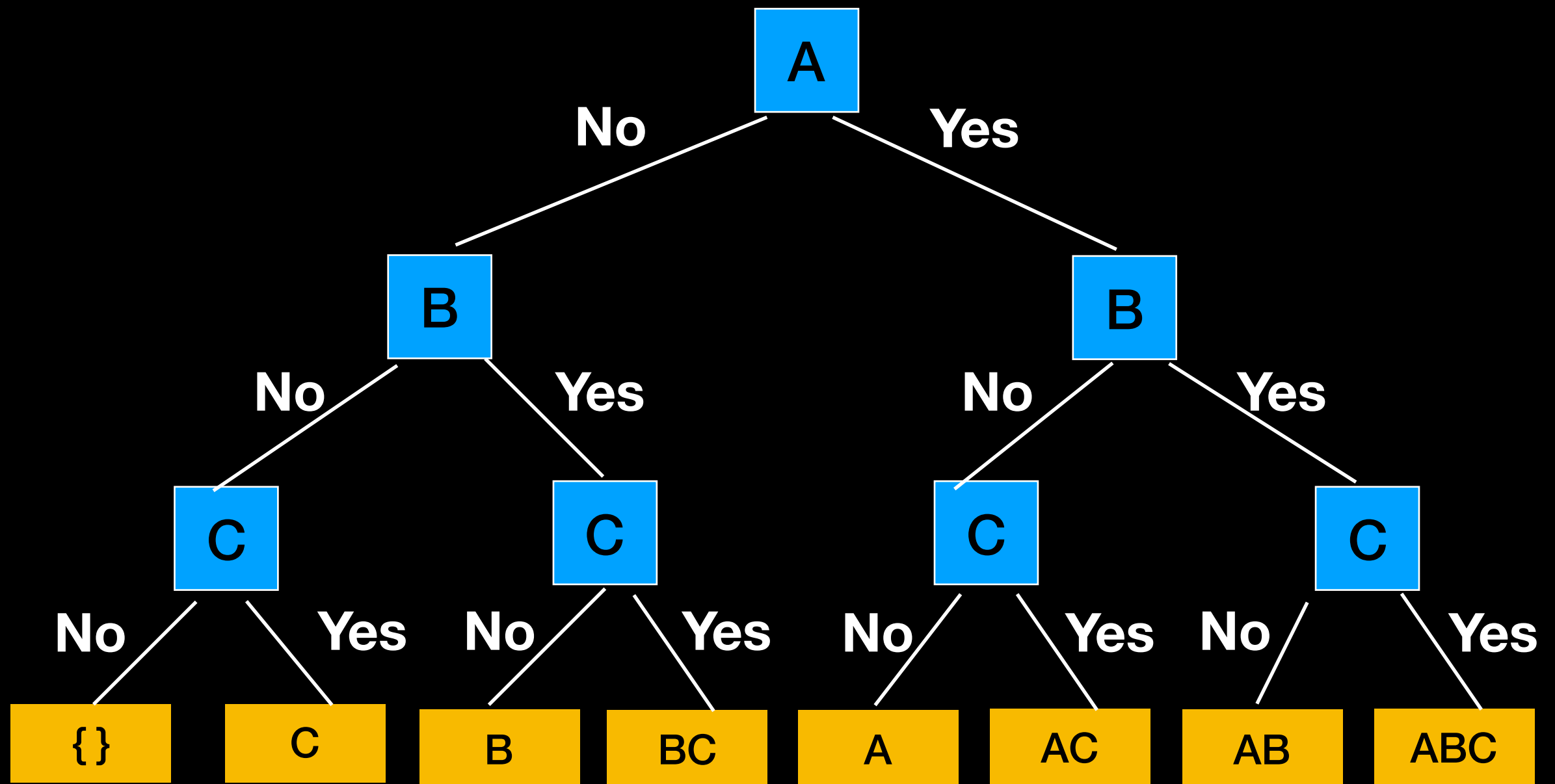
B C

B C D

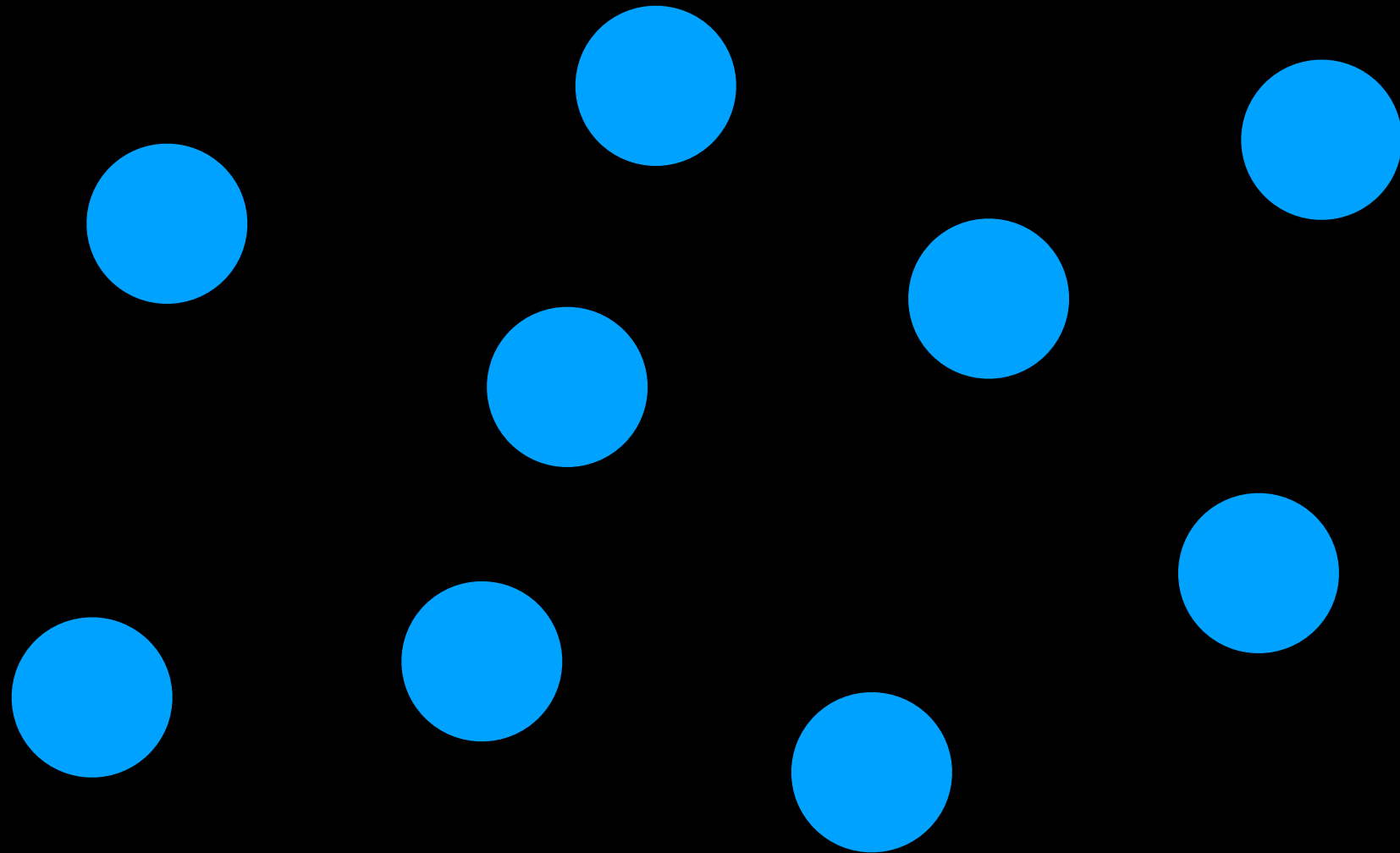
B D

C D

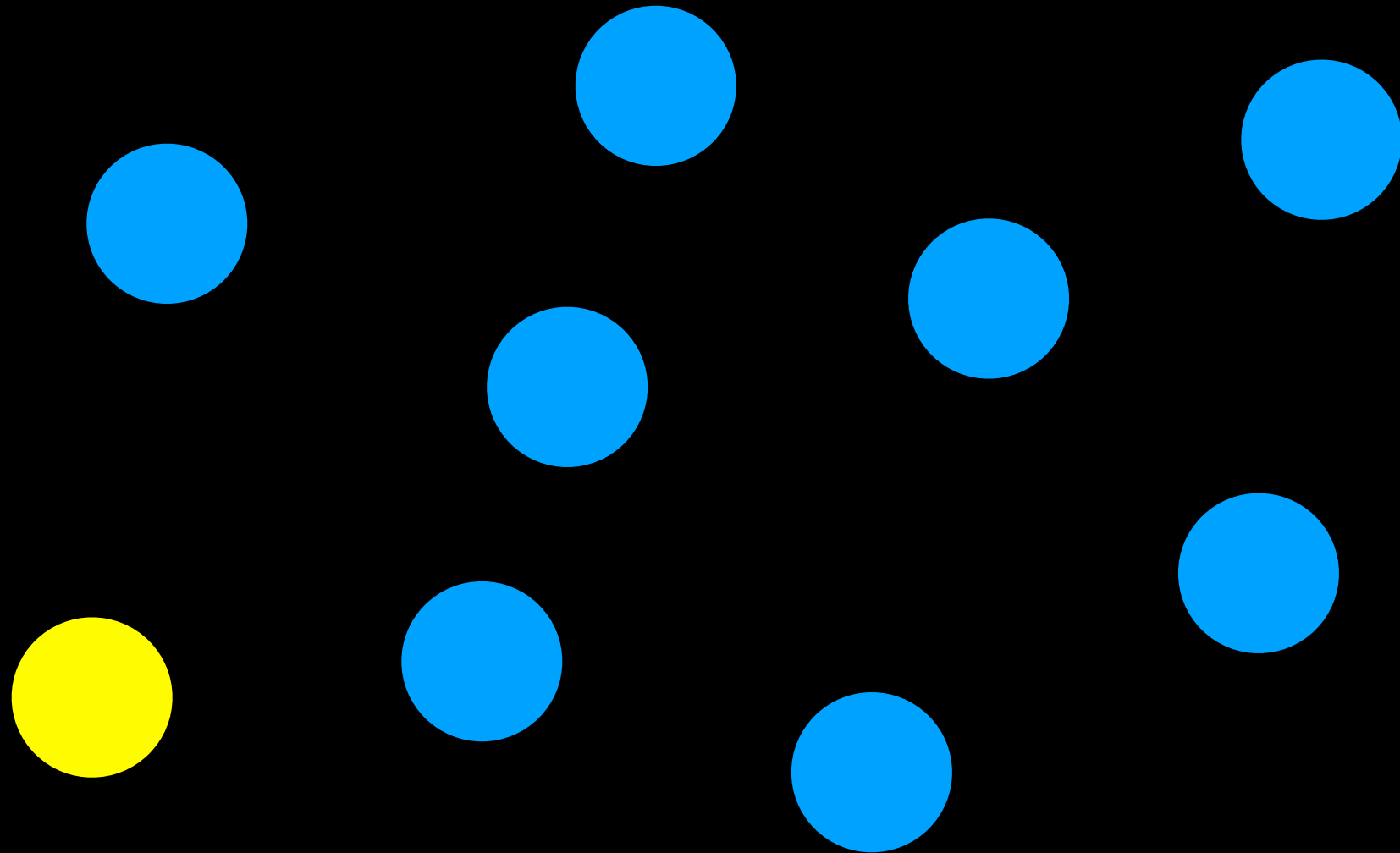
Find All Combinations



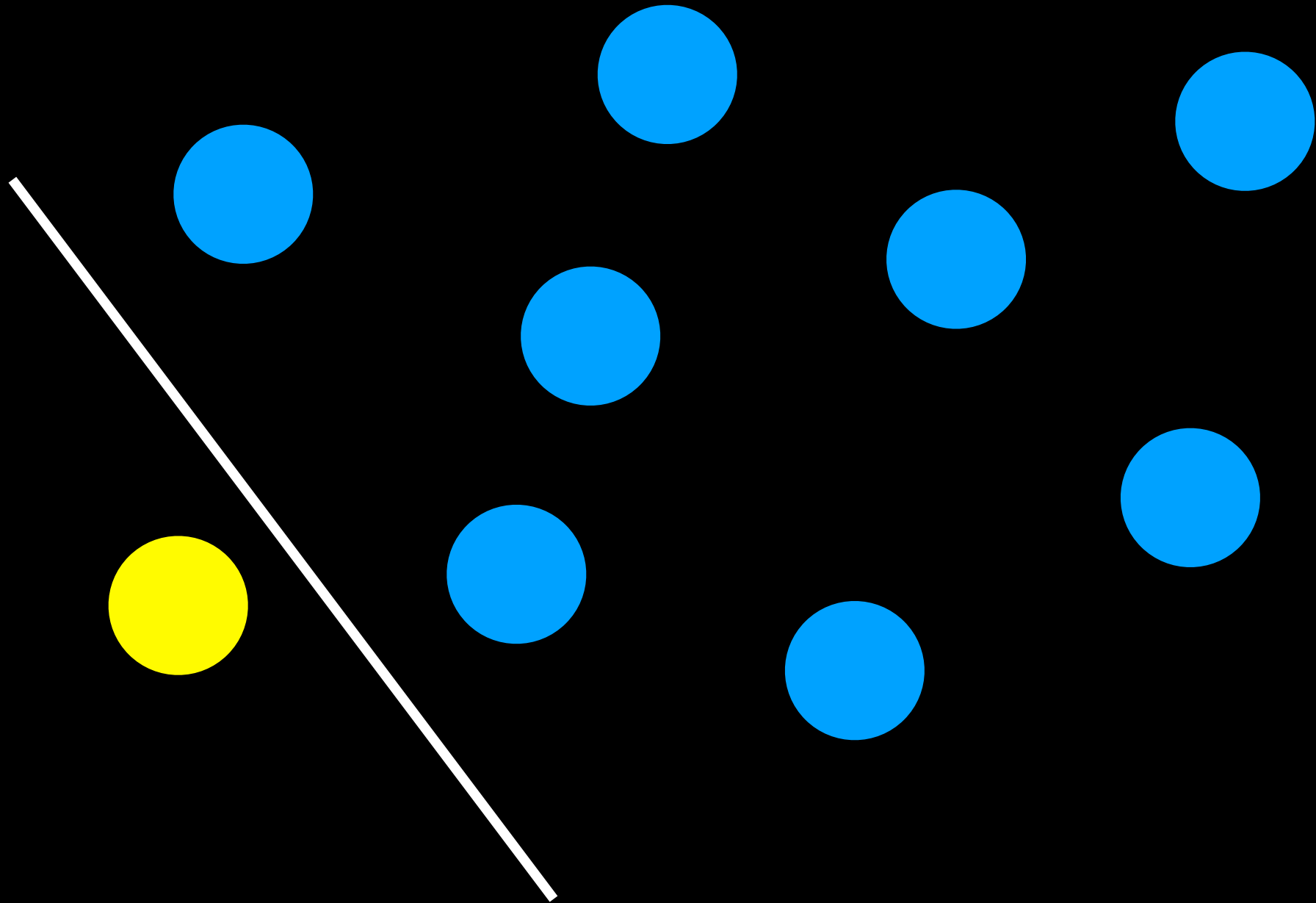
Find Combinations (n choose k)



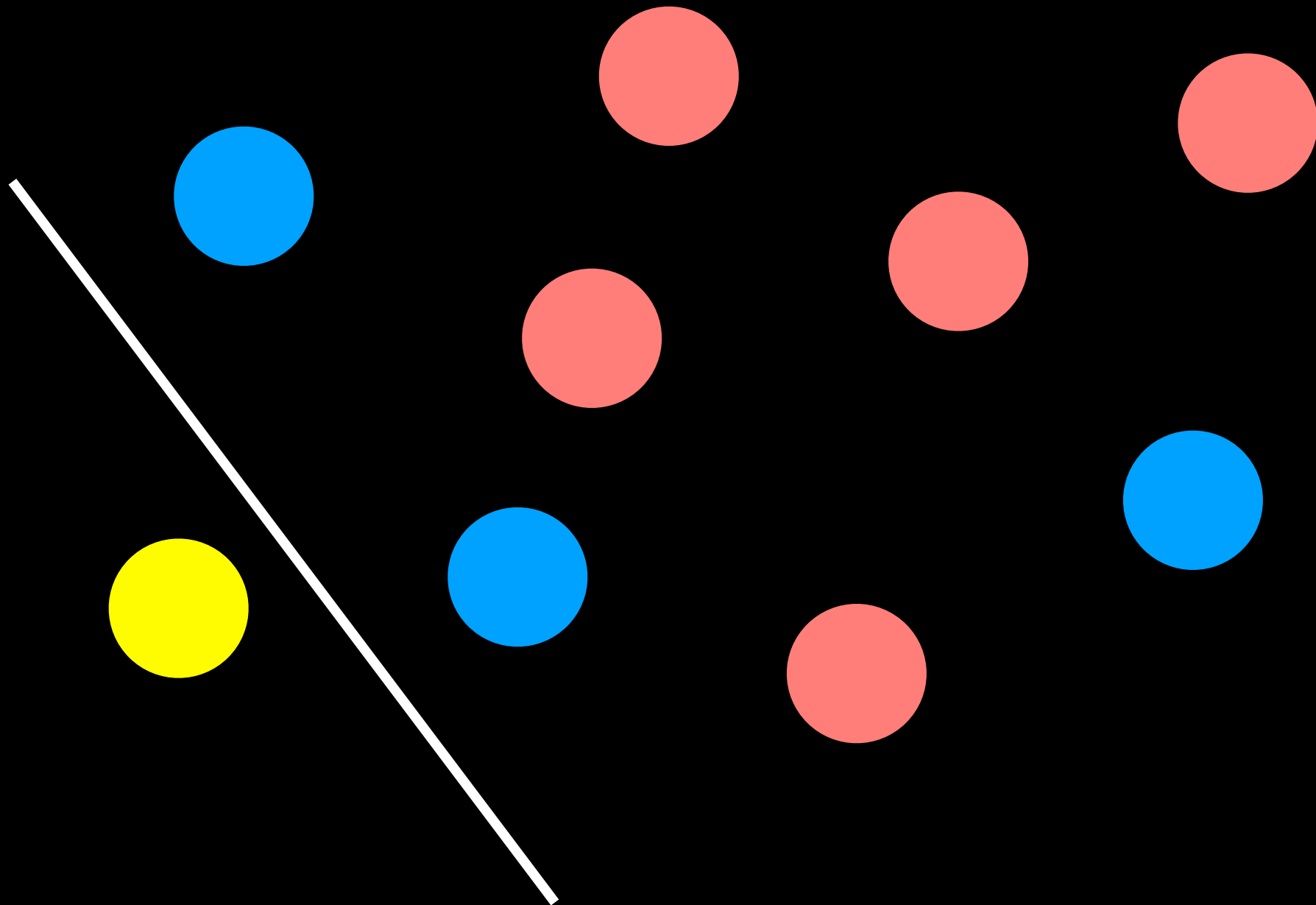
Find Combinations (n choose k)



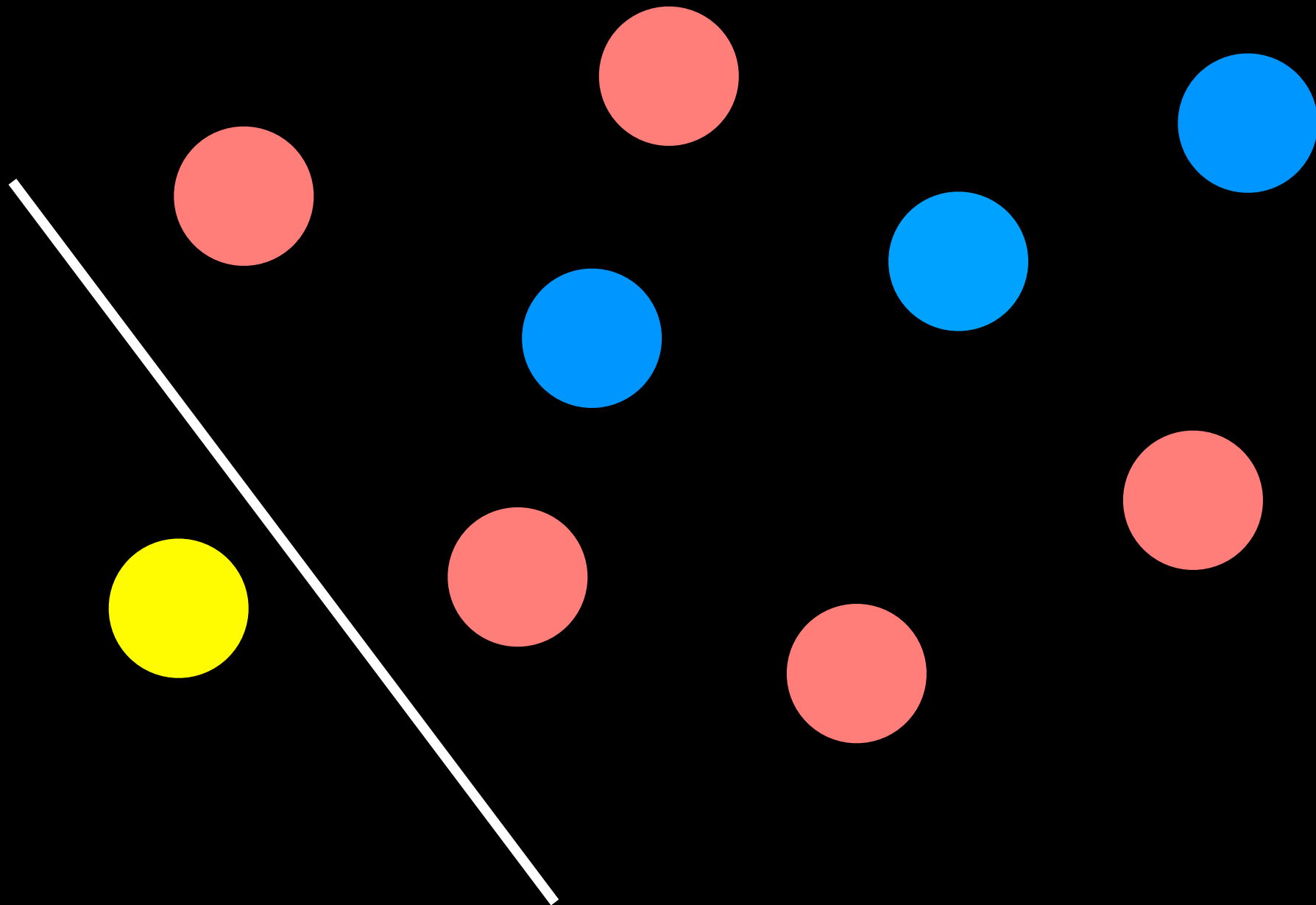
Find Combinations (n choose k)



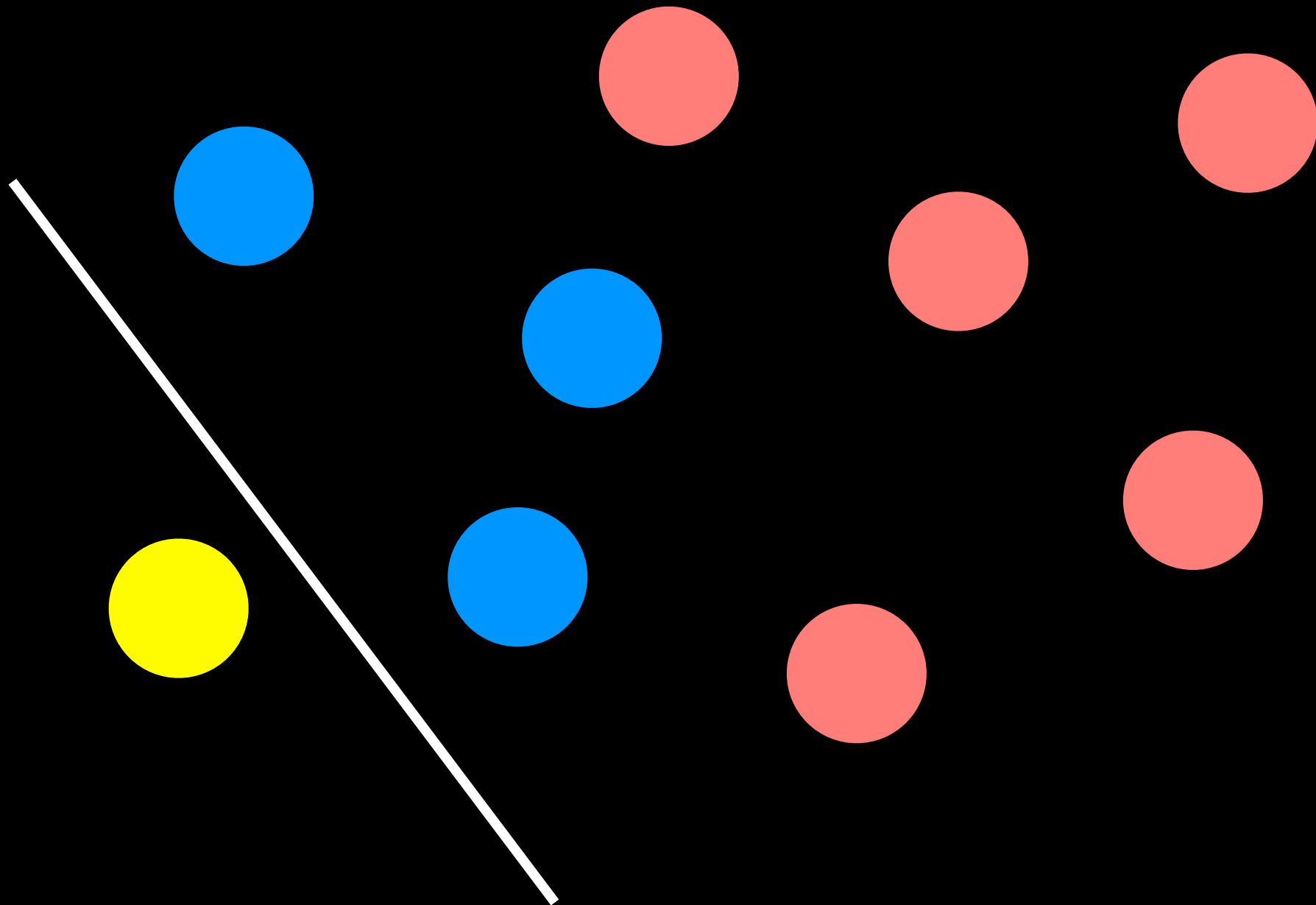
Find Combinations (n choose k)



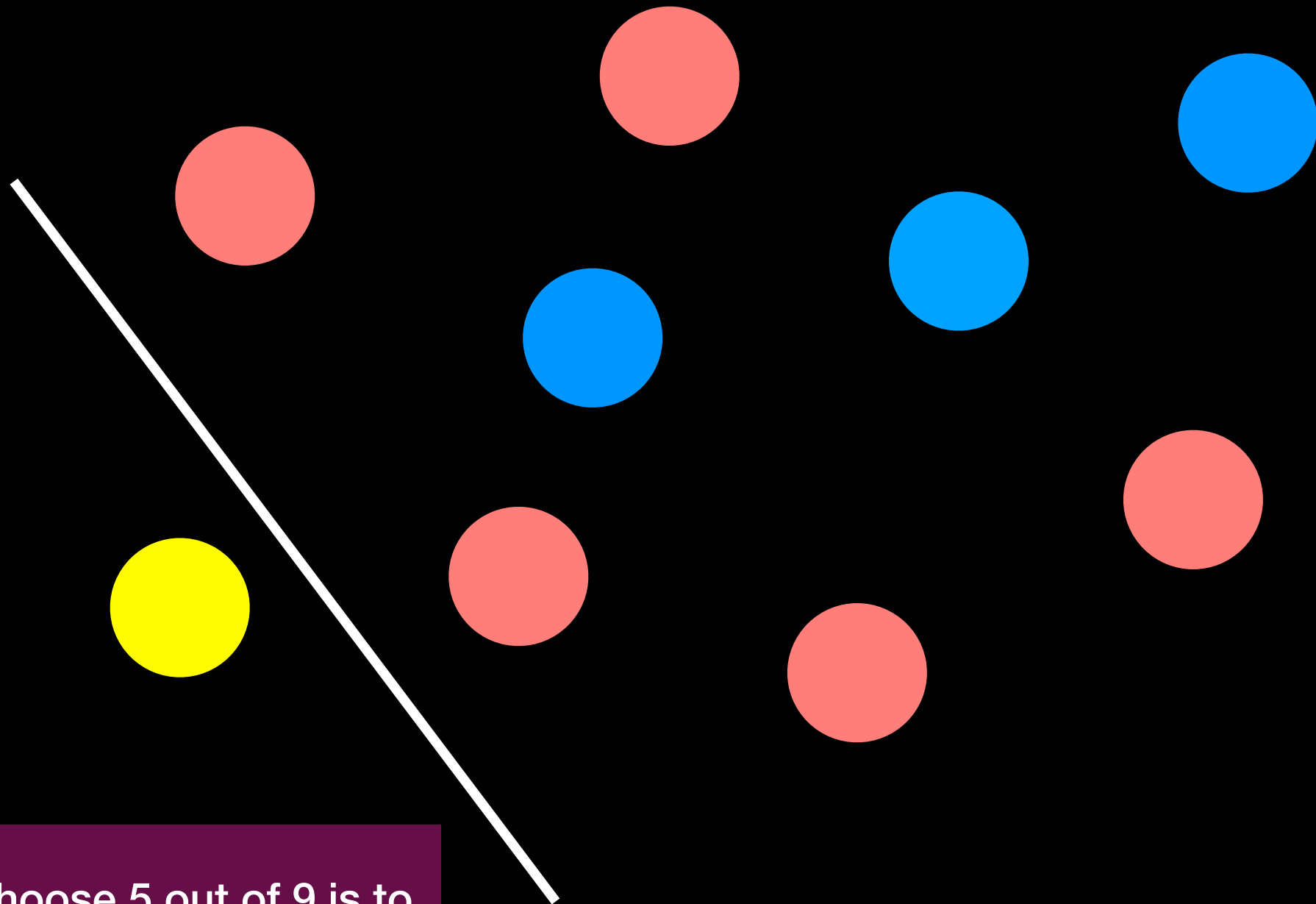
Find Combinations (n choose k)



Find Combinations (n choose k)

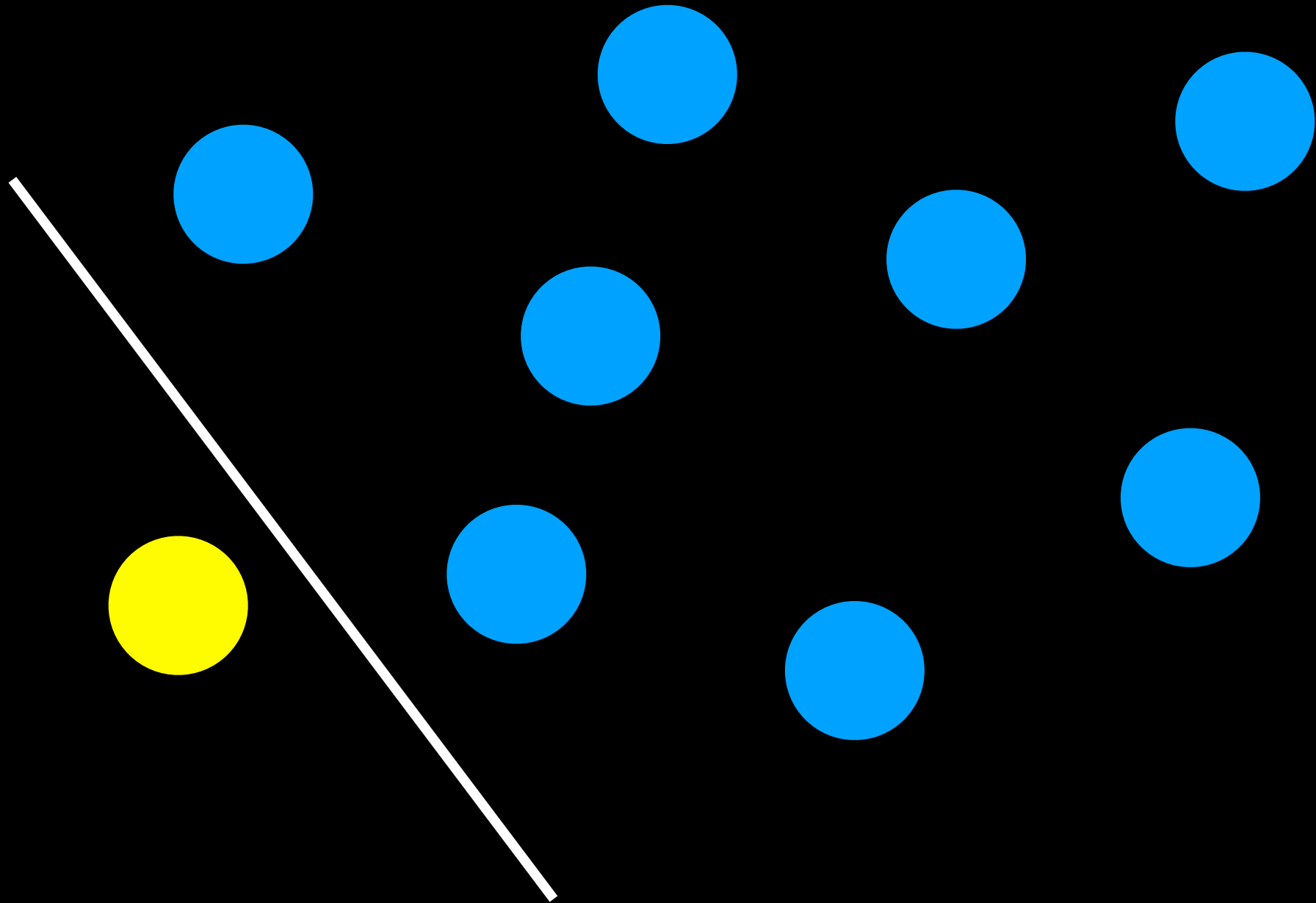


Find Combinations (n choose k)

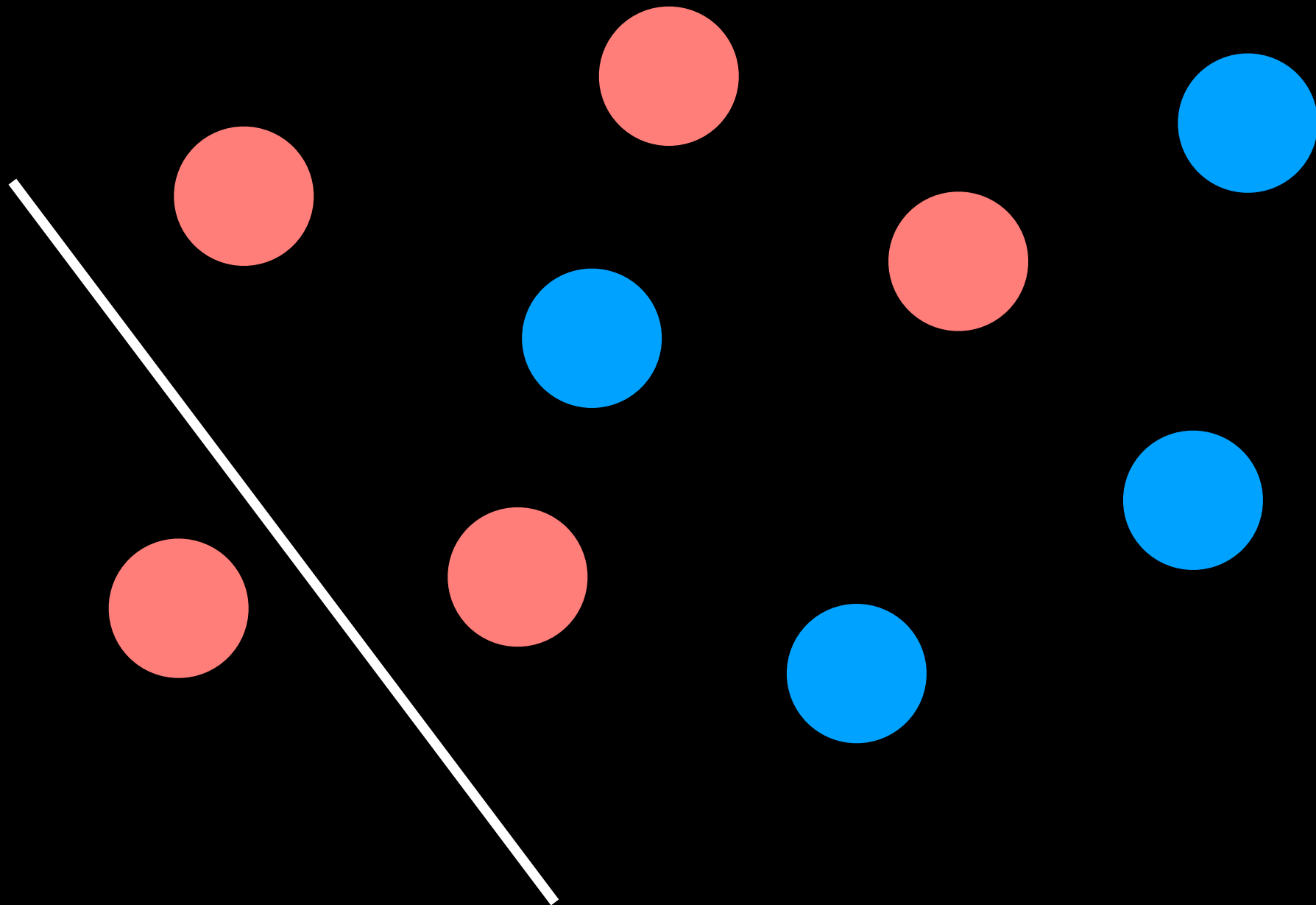


One way to choose 5 out of 9 is to
Exclude 1 and **choose 5 out of 8**

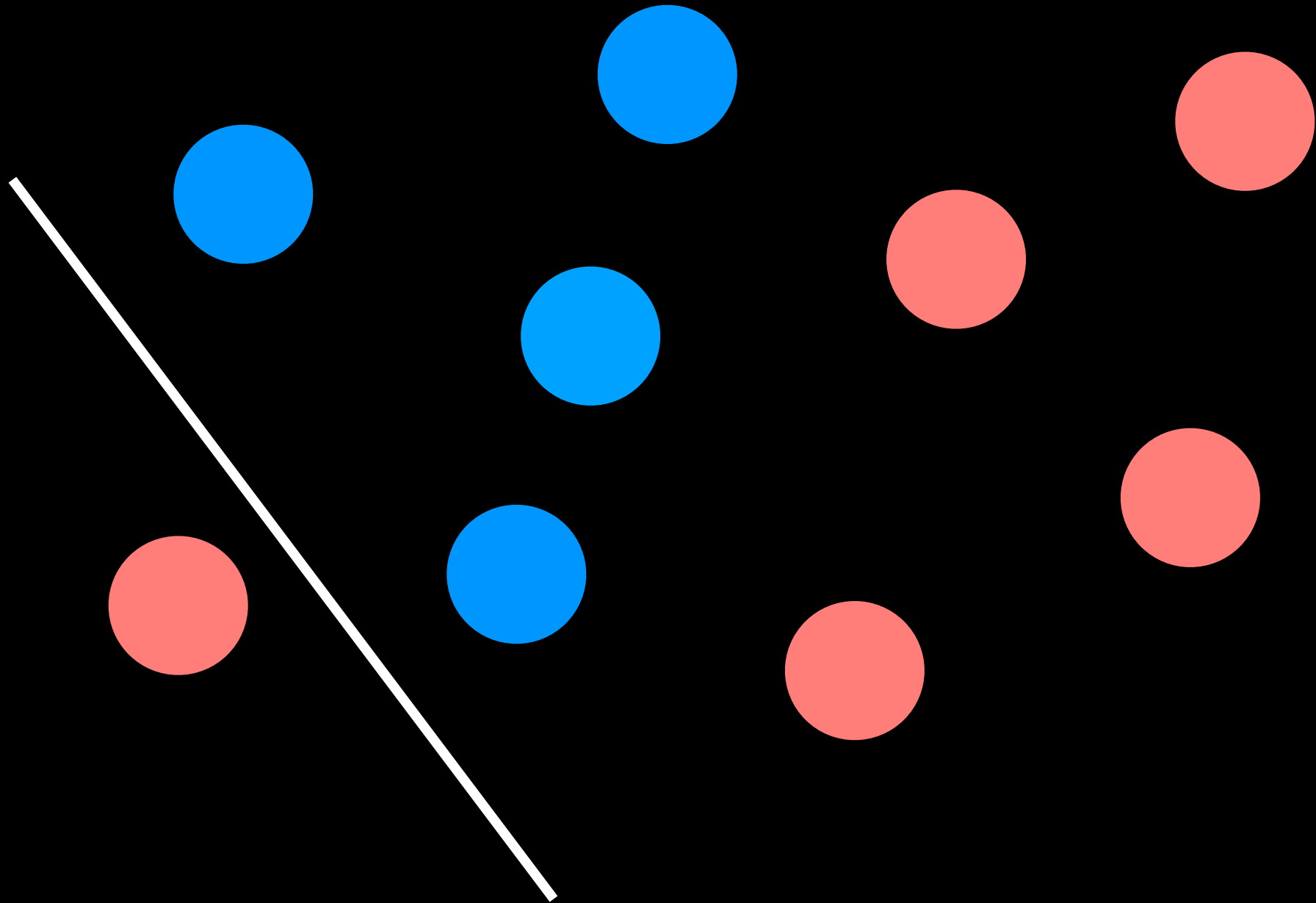
Find Combinations (n choose k)



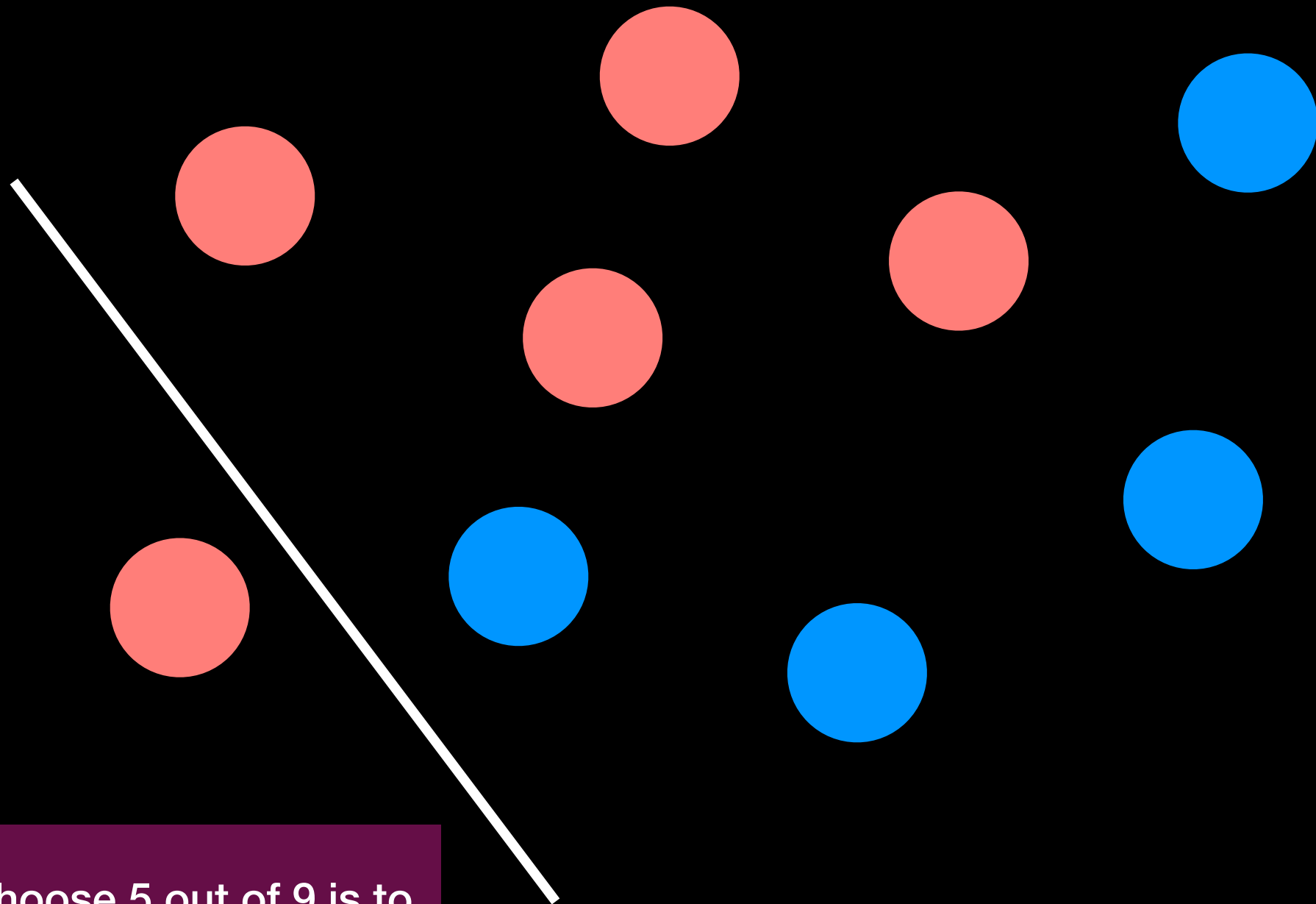
Find Combinations (n choose k)



Find Combinations (n choose k)



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

```
chooseK(sequence, k)
{
```

```
    if (k == 0) or (sequence.length() == k)
        return sequence; //basecase
```

```
    combinations_k = chooseK(sequence_without_first, k);
    combinations_k-1 = chooseK(sequence_without_first, k-1);
    append first element to combinations_k-1;
    return combinations_k + combinations_k-1;
}
```


Find Combinations

Analysis

```
chooseK(sequence, k)
{
```

```
    if (k == 0) or (sequence.length() == k)
        return sequence; //basecase
```

```
    combinations_k = chooseK(sequence_without_first, k);
    combinations_k-1 = chooseK(sequence_without_first, k-1);
    append first element to combinations_k-1;
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}
```

Find Combinations

```
chooseK(sequence, k)
{
```

```
    if (k == 0) or (sequence.length() == k)
        return sequence; //basecase
```

$T(n-1, k)$

```
    combinations_k = chooseK(sequence_without_first, k);
    combinations_k-1 = chooseK(sequence_without_first, k-1);
    append first element to combinations_k-1;
    return combinations_k + combinations_k-1;
```

$T(n-1, k-1)$

```
}
```

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1)$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1)$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1) + 2T(n-3, k-1) + 2T(n-3, k-2) +$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1) + 2T(n-3, k-1) + 2T(n-3, k-2) + T(n-3, k-2) + T(n-3, k-3) + 3c$$

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

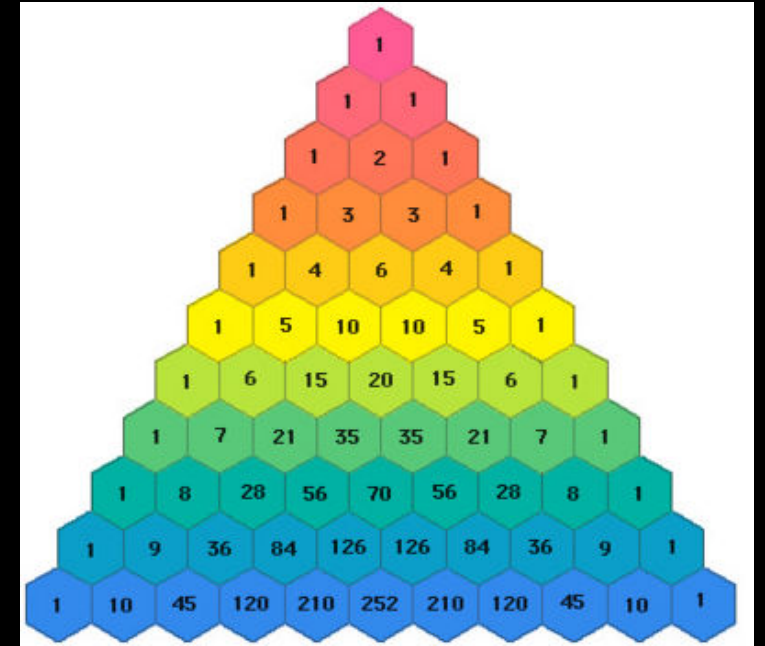
$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1) + 2T(n-3, k-1) + 2T(n-3, k-2) + T(n-3, k-2) + T(n-3, k-3) + 3c$$

$$T(n, k) = T(n-3, k) + 3T(n-3, k-1) + 3T(n-3, k-2) + T(n-3, k-3) + 3c$$

Of Course!!!
It's nChoosek !!!



$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1) + 2T(n-3, k-1) + 2T(n-3, k-2) + T(n-3, k-2) + T(n-3, k-3) + 3c$$

$$T(n, k) = T(n-3, k) + 3T(n-3, k-1) + 3T(n-3, k-2) + T(n-3, k-3) + 3c$$

Binomial Coefficients

But we are looking for Big-O!!!

$$T(n, k) = T(n-1, k) + T(n-1, k-1) + c$$

$$T(n, k) = T(n-2, k) + T(n-2, k-1) + T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-2, k) + 2T(n-2, k-1) + T(n-2, k-2) + 2c$$

$$T(n, k) = T(n-3, k) + T(n-3, k-1) + 2T(n-3, k-1) + 2T(n-3, k-2) + T(n-3, k-2) + T(n-3, k-3) + 3c$$

$$T(n, k) = T(n-3, k) + 3T(n-3, k-1) + 3T(n-3, k-2) + T(n-3, k-3) + 3c$$

Some will stop when $n == 0$

All +
We are looking for
dominant term

Some will stop when $k == n$

We know $n > k$

$T(4, 2)$

$T(3, 2)$

$T(3, 1)$

$T(2, 2)$

$T(2, 1)$

$T(2, 1)$

$T(2, 0)$

Base
Case

Base
Case

$T(1, 1)$

$T(1, 0)$

$T(1, 1)$

$T(1, 0)$

Base
Case

Base
Case

Base
Case

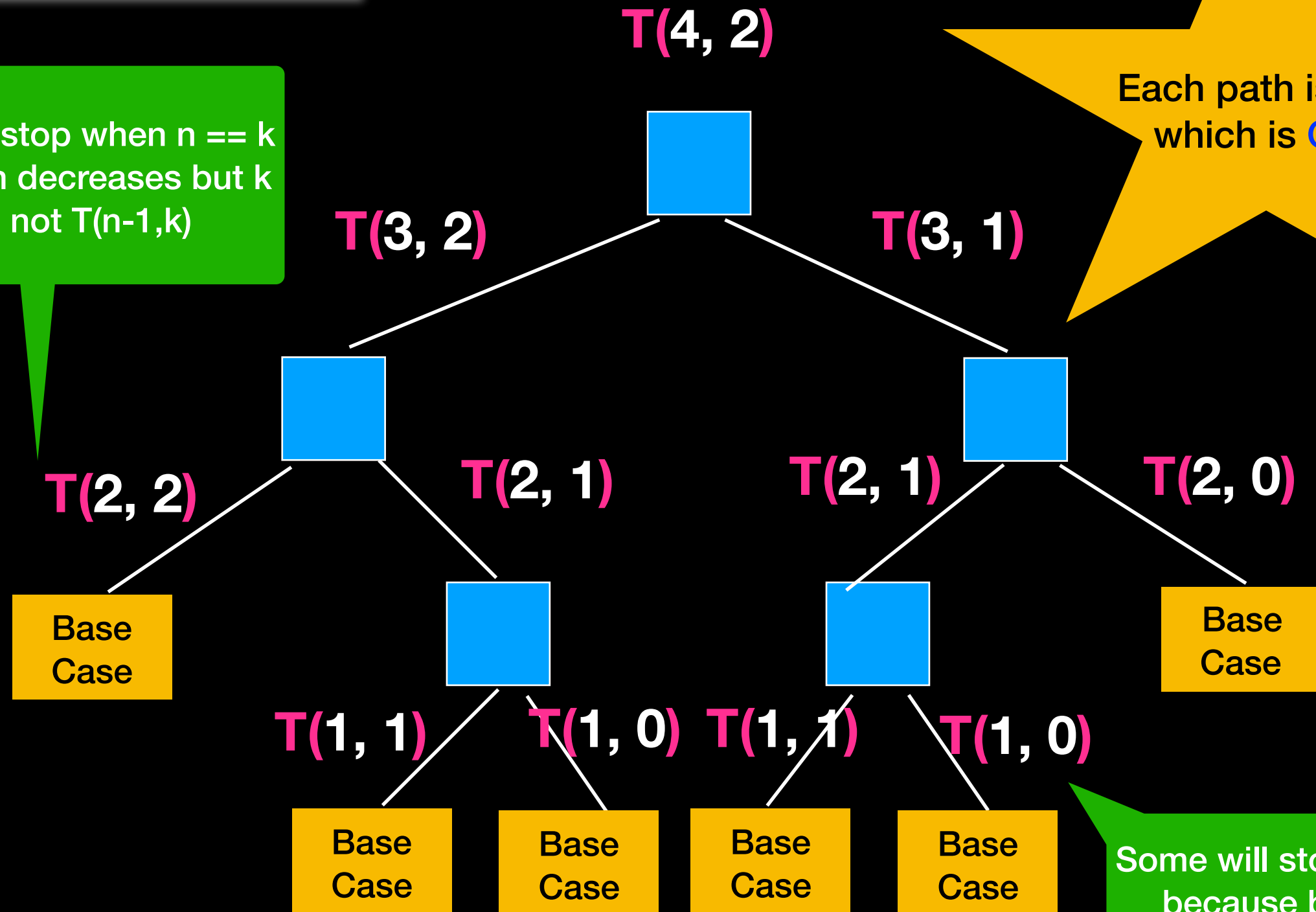
Base
Case

Some will stop when $k == 0$
because both n and k
decrease but $k < n$
 $T(n-1, k-1)$

We know $n > k$

Each path is $O(k)$
which is $O(n)$

Some will stop when $n == k$
because n decreases but k
does not $T(n-1, k)$



Some will stop when $k == 0$
because both n and k
decrease but $k < n$
 $T(n-1, k-1)$

Find Combinations

```
chooseK(sequence, k)  
{
```

```
    if (k == 0) or (sequence.length() == k)  
        return sequence; //basecase
```

$T(n-1, k)$

```
    combinations_k = chooseK(sequence_without_first, k);  
    combinations_k-1 = chooseK(sequence_without_first, k-1);  
    append first element to combinations_k-1;  
    return combinations_k + combinations_k-1;
```

$T(n-1, k-1)$

```
}
```

$$T(n, k) = c_1 O(n) + c_2 O(n) + O(1)$$

Find Combinations

```
chooseK(sequence, k)
{
```

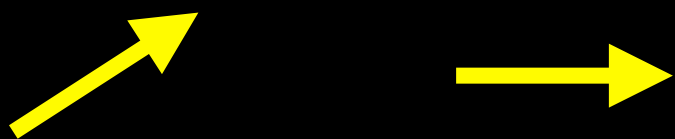
```
    if (k == 0) or (sequence.length() == k)
        return sequence; //basecase
```

```
    combinations_k = chooseK(sequence_without_first, k);
    combinations_k-1 = chooseK(sequence_without_first, k-1);
    append first element to combinations_k-1;
    return combinations_k + combinations_k-1;
}
```

$$T(n) = O(n)$$

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);
}
```

A diagram consisting of two yellow arrows. The first arrow starts from the 'n-1' argument in the first recursive call 'countCombinations(n-1, k-1)' and points diagonally down and to the left towards the closing brace of the function. The second arrow starts from the '(n-1)' argument in the second recursive call 'countCombinations((n-1), k)' and points diagonally down and to the left towards the closing brace of the function.