

# Introduction to Computer Science

Recursion and Wrap-up

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# Recap

- With Dave:
  - Efficiency
    - Complexity in time and space
    - Complexity classes
  - Correctness
    - Ways in which programs can be incorrect
    - Specifications
    - Invariants
- Today
  - Recursion
    - Not always very efficient
    - But easier to prove correctness
    - **NOT EXAMINABLE**

# Recursion

- Iteration (loops) typically starts with a simple case and “adds complexity”

- Example: sum a list of numbers x:

```
thesum = 0;
for(i=0, i<N; i++) {
    thesum += x[i];
}
```

- In recursion, we will try to do the opposite and break the problem down into simpler problems

# Recursion

```
x = [1, 3, 5, 7, 11, 13, 17, 19]
```

```
thesum = sum([1, 3, 5, 7, 11, 13, 17]) + 19  
        = sum([1, 3, 5, 7, 11, 13]) + 17 + 19  
        = sum([1, 3, 5, 7, 11]) + 13 + 17 + 19  
        = ...  
        = sum([1]) + 3 + 5 + 7 + 11 + 13 + 17 + 19  
        = 1 + 3 + 5 + 7 + 11 + 13 + 17 + 19
```

- Algorithmically....

```
int sum(x) {  
    if(x.length==1) {  
        return x[0];  
    }  
    else {  
        return last(x) + sum(x[0:length(x)-2]);  
    }  
}
```

# Recursion

- Recursive functions are those that call themselves
  - Usually on a “simpler” version of the problem
- Why do it?
  - Recursion is expensive
  - Have to store a “call stack” that records arguments, return address, local variables etc for each function call.
  - Iteration is “obvious”
    - Or is it?
  - Mathematical tools for “proving” things about iteration are underdeveloped
  - Recursion much easier to “reason” about
  - Some problems much easier to express recursively

# General Pattern

- Two parts:
  - A “base case”
    - Simplest possible situation that cannot be further reduced
    - The recursive call

```
int sum(x) {  
    if(x.length==1) {  
        return x[0];  
    }  
    else{  
        return last(x) + sum(x[0:length(x)-2]);  
    }  
}
```

# Binary Search

- Problem: is an item in a list?
- Unsorted list: have to look at all the elements
  - Linear search – easy to iterate
  - $O(N)$
- Sorted list: much more efficient:  $O(\log N)$ 
  - Binary Search
  - Split the list in half
  - Look at the upper/lower bounds
  - If item is within bounds, search appropriate sublist
  - “Natural” to do recursively
    - Dave showed you an iterative version

# Binary Search

Is 17 in my list?

[1, 3, 5, 7, 11, 13, 17, 19]

[1, 3, 5, 7]

17 is greater than 7, look no further

[11, 13, 17, 19]

17 is greater than 11 and less than 19

[11, 13]

17 is greater than 13, look no further

[17, 19]

17 is in range 17 to 19

[17]

Yes

[19]



# Binary Search

```
int binarySearch(x,item) {  
    int middle = (start + end) / 2;  
    if(end < start) {  
        return -1;  
    }  
    if(item==x[middle]) {  
        return middle;  
    } else if(item < x[middle]) {  
        return binarySearch(x, start, middle - 1, item);  
    } else {  
        return binarySearch(a, middle + 1, end, item);  
    }  
}
```

# Why recursion?

- Prove correctness by “induction”
  - Prove true for simplest case (list of length 1)
  - Assume true for general case (list of length  $r$ )
  - Prove true for list of length  $r+1$
  - “Structural Induction” is general proof method
- Allows rigorous proofs of program correctness
  - No equivalent tools for iterative algorithms
- Many algorithms operating on “tree-like” data structures can be expressed elegantly recursively
  - This will be studied in detail next term
- But – not usually efficient
  - Building the “Call stack” costs time and memory
  - Machines work iteratively

# Module Summary

- Number representations
  - Whole numbers
  - Fixed point
  - Negative numbers using two's complement
- Organisation of Computers
  - von Neuman architecture
  - Instruction sets
  - Translation of code into machine instructions (by hand!)

# Module Summary

- Java and its virtual machine
  - Compilation and interpretation
  - Virtual machines combine them
  - Portability of bytecode (write once, run anywhere)
  - Stack-based computing – stacks and frames
  - Mechanisms for subroutines (methods)
  - Bytecode
  - Objects and the heap
  - Garbage collection

# Module Summary

- Efficiency
  - Time complexity
  - Complexity classes
- Correctness
  - Types of errors (syntax, run-time, etc)
  - Specification & correctness
  - Programming by contract
  - Invariants
- Recursion

# Assessment Reminder

- MSc and YiCS
  - Two quizzes (one currently open)
  - Exam in May
    - 90 minutes
- MSc only
  - Reflection assignment
  - Currently being marked