



Computational Thinking

Lecture 11: Recursion

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Outline

- Recursion: repetition without for-loops
- Iterative and recursive arithmetic functions
- Base cases and recursive cases
- Infinite recursion
- Recursion with Multiple Base Cases
- Recursion on Nested Data
- Recursion vs. for-loops
- Recursive Programming Pattern

Reading for today: Think Python, 3rd ed., 5.8-10, 6.6-8





Repetition Without Loops





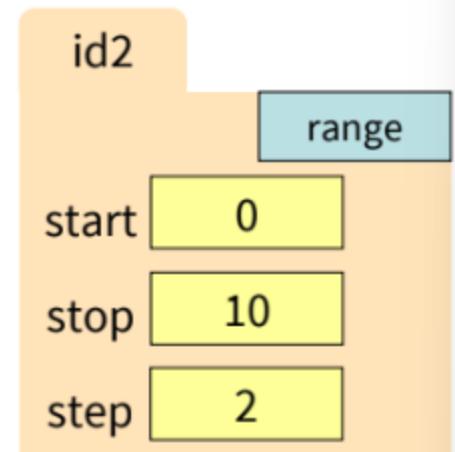
How to Print a Countdown — with Loop

```
def blast_off_loop(n):
    """Print a countdown starting at n.
       n: a non-negative int"""
    for n in range(n, 0, -1):
        print(n)
    print('BLAST OFF!')
```

New range() feature: **step**

New range feature: step

```
>>> r3 = range(3)          r10 id2
>>> r3.step
1
>>> r10 = range(0, 10, 2)
>>> r10.step
2
>>> list(r10)
[0, 2, 4, 6, 8]
>>> r_down = range(10, 0, -1)
>>> list(r_down)
[10, 9, 8, 7, 6, 5, 4, 3, 2, 1]
```





How to Print a Countdown — with Loop

```
def blast_off_loop(n):
    """Print a countdown starting at n.
       n: a non-negative int"""
    for n in range(n, 0, -1):
        print(n)
    print('BLAST OFF!')
```

Could you do this **without** a loop?

Yes, and it doesn't require any new features!

How to Print a Countdown — without Loop

```
def blast_off_no_loop(n):
    """Print a countdown starting at n.
       n: a non-negative int"""
    if n == 0:
        print('BLAST OFF!')
    else:
        print(n)
        blast_off_no_loop(n-1)
```



The Function Calls Itself

- A function can call **other** helper functions
- A function can call **itself** as a helper function
 - **Recursive call:** a call from a function to itself
 - **Recursive function:** a function that contains a recursive call
- Some will tell you that execution of recursive functions is mysterious or magical
 - We have been carefully teaching you exactly what you need to know, in part to reach this moment and understand how recursive functions work
 - **Execution diagrams**, especially call stacks, are the key to understanding

Recursion vs. Iteration

- **Recursion**: the programming pattern of using recursive functions
- **Iteration**: the programming pattern of using loops
- Both accomplish the task of repetition
 - For-loop: repeat body of loop
 - Recursion: repeat body of function
- Recursion is **strictly more powerful** than iteration with **for-loops***
- Both can be found not just in programming but also in **high-school mathematics...**

* That is, over collections that do not change during the iteration. Recursion is equivalent in power to iteration with while-loops, which we will learn at the end of the semester.



Factorial



How many ways to order n distinct items?

$n = 2$:

- A, B
- B, A
- 2 ways to order = $2 * 1$

$n = 3$:

- A, B, C
- A, C, B
- B, A, C
- B, C, A
- C, A, B
- C, B, A
- 6 ways to order = $3 * 2 * 1$

In general:

- There are n ways to pick the first item.
- Then $n-1$ ways to pick the second item.
- ...
- Then 2 ways to pick the next-to-last item.
- Then only 1 way to pick the last item.
- For a total of:
 $n * (n-1) * \dots * 2 * 1$
ways to order,
aka permutations



The Factorial Operator/Function

$$n! = n * (n - 1) * \dots * 2 * 1$$

or

$$n! = 1 * 2 * \dots * (n - 1) * n$$

or

$$n! = n * (n - 1)!$$

and in all cases, $0! = 1$





Iterative Factorial

$$n! = 1 * 2 * \dots * (n - 1) * n$$
$$0! = 1$$

```
def factorial_iter(n):
    """Returns n!.
    n: a non-negative integer"""
    product = 1
    for i in range(1, n+1): # 1..n
        product = product * i
    return product
```



Recursive Factorial

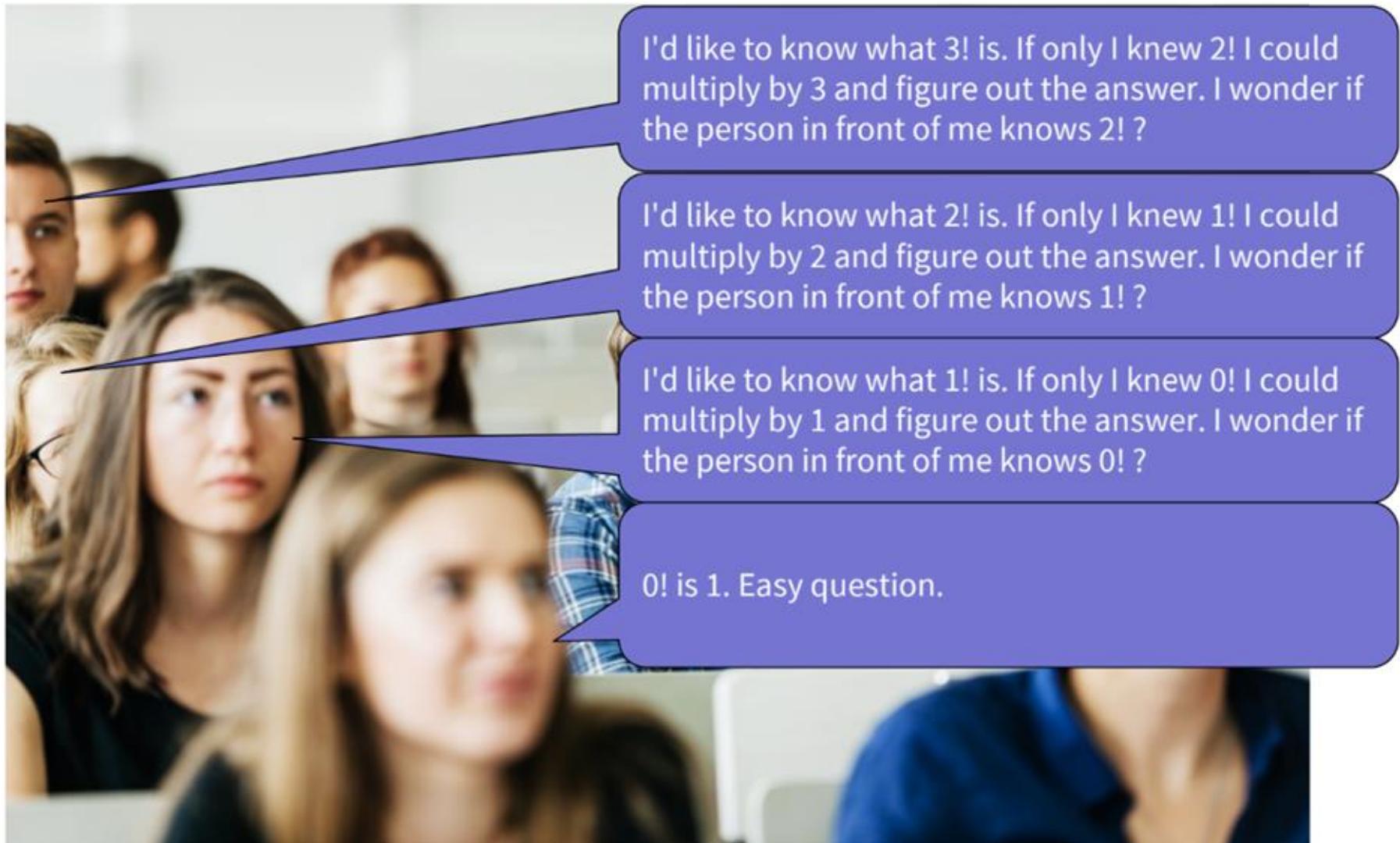
$$n! = n * (n - 1)!$$

$$0! = 1$$

```
def factorial_rec(n):
    """Returns n!.
    n: a non-negative integer"""
    if n == 0:
        return 1
    else:
        n_minus_1_fact = factorial_rec(n-1)
    return n * n_minus_1_fact
```



An Analogy for the Call Frames



Quiz

What does this print?

```
def mystery(n):  
    if n == 0:  
        return 0  
    else:  
        n_minus_1_result = mystery(n-1)  
        return n + n_minus_1_result  
print(mystery(4))
```

- A: 0
- B: 1
- C: 4
- D: 7
- E: 10

Vocabulary for Recursive Definitions

$$n! = n * (n - 1)!$$

$$0! = 1$$

Case

Recursive Case
Base

```
def factorial_rec(n):
    """Returns n!.
    n: a non-negative integer"""
    if n == 0:
        return 1
    else:
        n_minus_1_fact = factorial_rec(n-1)
        return n * n minus 1 fact
```



Vocabulary for Recursive Definitions

- **Base case:**
 - **Does not** make a recursive call
 - Is able to compute the answer **on its own**
- **Recursive case:**
 - **Does** make a recursive call
 - Needs **help** to compute the answer
 - It gets that help from itself...

How to Get Help from Yourself (without falling off a cliff)





The "Leap of Faith" with Recursion

- When **recursive** function f calls itself in the recursive case, f is making an **assumption** that f satisfies f 's specification.
- But this is no different than when you call a **library** function f and make the **assumption** that f satisfies f 's specification.
- In fact, the **library** function might be recursive!
You'd never know without reading its source code.
- With recursion, some authors call this a **leap of faith**:*
a recursive function calls itself having faith that it will work.
- But, the reason it works is reasonable: functions promise to meet their specifications.
 - You can **rely** on function to produce correct output.
 - As long as you **guarantee** precondition is met.

*[Søren Kierkegaard]: believing something but not based on reason



But How Can Something Be Defined in Terms of Itself?!

$$n! = n * (n - 1)!$$

$$0! = 1$$

```
def factorial_rec(n):
    """Returns n!.
    n: a non-negative integer"""
    if n == 0:
        return 1
    else:
        n_minus_1_fact = factorial_rec(n-1)
        return n * n_minus_1_fact
```





But How Can Something Be Defined in Terms of Itself?!

Q: Isn't that **circular** or **illogical**?

A1: Obviously it does work, as our demos show.

A2: But you're right to be suspicious — if we're not careful, defining something in terms of itself could lead to a big problem...**infinite recursion**.





"Infinite" Recursion

```
# recursionerrors.py
def infinite_recursion():
    infinite_recursion()
```

```
>>> import recursionerrors
>>> recursionerrors.infinite_recursion()
...
RecursionError: maximum recursion depth exceeded
```



"Infinite" Recursion

```
# recursionerrors.py

def bad_blast_off_v1(n):
    if n == 0:
        print('BLAST OFF!')
    else:
        print(n)
        bad_blast_off_v1(n) # BUG: need "n-1"

def bad_blast_off_v2(n):
    # BUG: no base case
    print(n)
    bad_blast_off_v2(n-1)
```





Python Prevents Infinite Recursion

- Number of stack frames is **limited**
- If your recursion is broken — is **circular** — your program will get stopped with a **RecursionError**
- Without that check by Python, such a broken program would potentially run forever — **"infinite"**
- So we don't actually observe infinite recursion; instead, we get **RecursionErrors**



"Infinite" Recursion

```
# recursionerrors.py
def infinite_recursion():
    infinite_recursion()
```

```
>>> import recursionerrors
>>> recursionerrors.infinite_recursion()
...
RecursionError: maximum recursion depth exceeded
```

Number of stack frames is **limited** (to 1000 by default).
So if your recursion would be infinite, your program will
actually get stopped with a **RecursionError**.



Quiz

Which of the following could result in a RecursionError?

Precondition for both: $n \geq 0$.

A

```
def recurse(n):
    if n == 0:
        return
    recurse(n-1)
```

B

```
def recurse(n):
    if n == 0:
        return
    recurse(n+1)
```

C: Both of the above



Recursion with Multiple Base Cases





The Fibonacci Sequence

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...

- Each number is the sum of the previous two
- Applications to:
 - Poetry: possible patterns of Sanskrit poems
 - Biology: branching in trees
 - Ecology: modeling population growth rate
 - And more [Wikipedia]



The Fibonacci Sequence

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...

Recursive definition:

$$F(0) = 0$$

Base case

$$F(1) = 1$$

Base case

$$F(n) = F(n - 1) + F(n - 2)$$

Recursive case





Recursive Fibonacci — Easy to Implement

$$F(0) = 0$$

Base Case

$$F(1) = 1$$

$$F(n) = F(n-1) + F(n - 2)$$

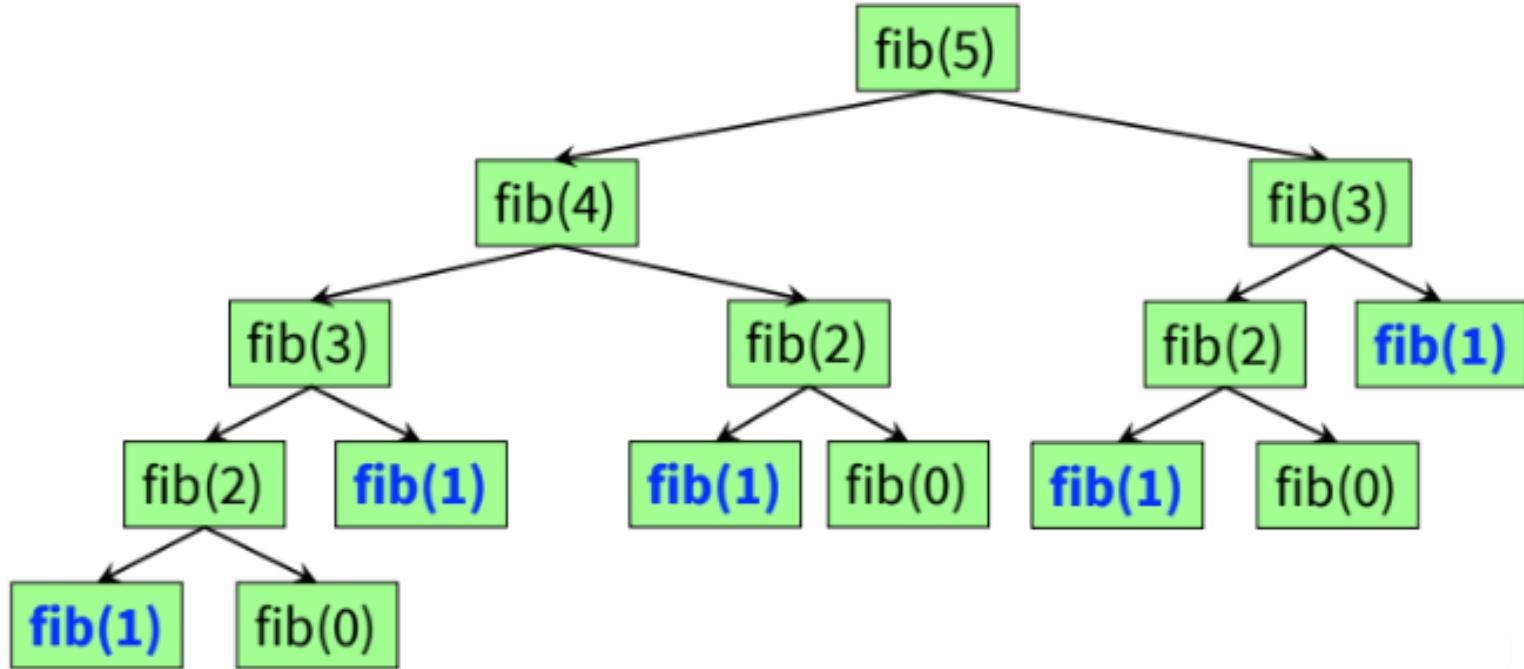
Recursive Case

```
def fibo_rec(n):
    """Returns F(n).
    n: a non-negative integer"""
    if n == 0 or n == 1:
        return n
    else:
        return fibo_rec(n-1) + fibo_rec(n-2)
```



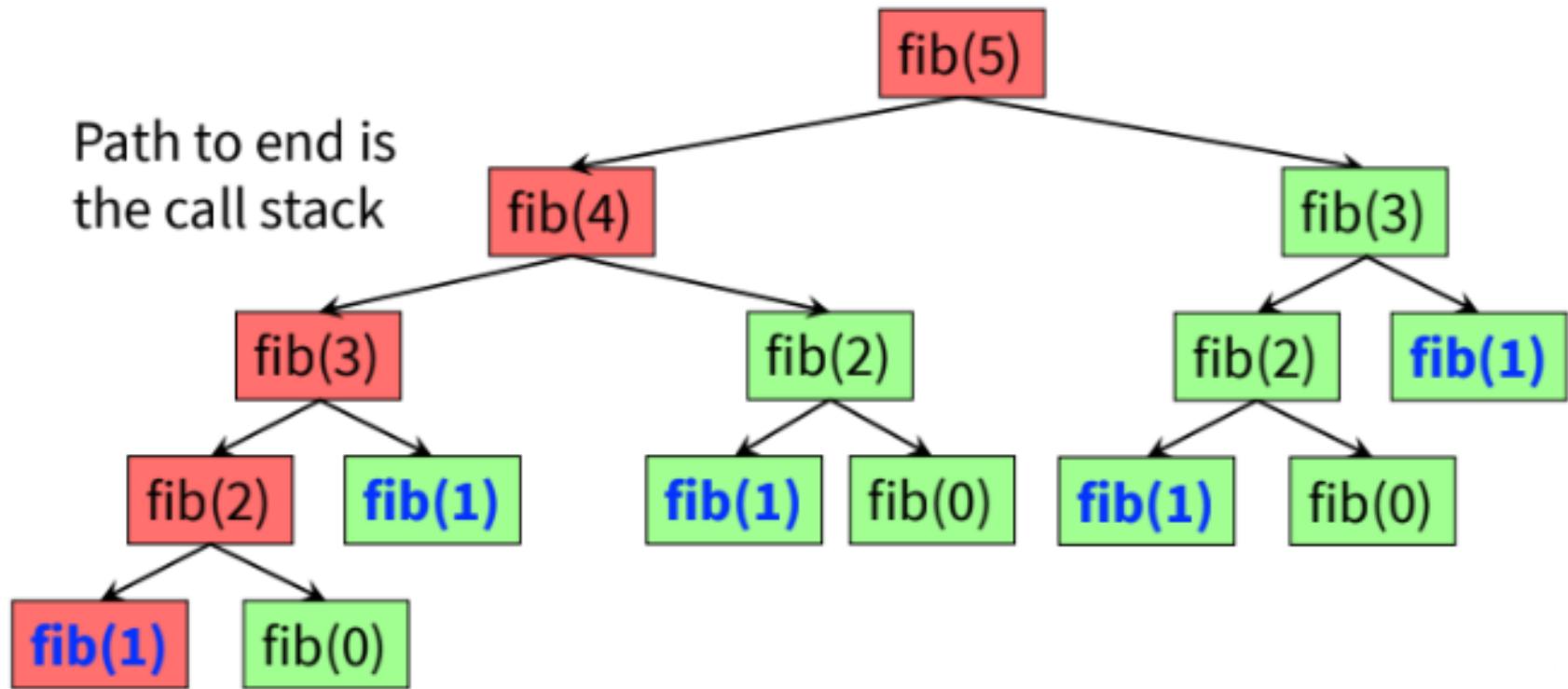
Rec. Fib.: # of Frames vs. # of Calls

`fibo_rec(n)` makes a lot of **redundant calls**



Rec. Fib.: # of Frames vs. # of Calls

`fibo_rec(n)` makes a lot of **redundant calls**



Iterative Fibonacci — Harder to Implement

```
def fibo_iter(n):
    if n == 0 or n == 1:
        return n
    else:
        a = 0
        b = 1
        for i in range(2, n+1):
            t = a
            a = b
            b = a + t
    return b
```

Quiz

```
def fibo_iter(n):
    if n == 0 or n == 1:
        return n
    else:
        a = 0
        b = 1
        for i in range(2, n+1):
            # a = F(???), b =
            t = a
            a = b
            b = a + t
            # ...
    return b
```

- A: a = F(i-2),
b = F(i-1)
- B: a = F(i-1),
b = F(i-2)
- C: a = F(i-1),
b = F(i-1)
- D: a = F(i-1),
b = F(i)
- E: a = F(i),
b = F(i-1)

Iterative Fibonacci — Harder to Implement

```
def fibo_iter(n):  
    if n == 0 or n == 1:  
        return n  
    else:  
        a = 0  
        b = 1  
        # a = F(0), b = F(1)  
        for i in range(2, n+1):  
            # a = F(i-2), b =  
            t = a  
            a = b  
            b = a + t  
            # a = F(i-1), b = F(i)  
        # a = F(n-1), b = F(n)  
    return b
```

Have to think carefully about loop bounds

Have to think carefully about maintaining extra variables

This implementation **does** have an advantage: It eliminates all the redundant calls of the recursive version.



Recursion vs. Iteration

- **Factorial:** easy to implement with both **recursion** and **for-loops**
- **Fibonacci:** easier to implement with **recursion**, but possible with **for-loops**
- Do we ever **need recursion...?**





Recursion on Nested Data





How to Store an Outline?

- Preface
- ▶ 1 Fundamentals
 - 1.1 Basic Programming Model
 - 1.2 Data Abstraction
 - 1.3 Bags, Queues, and Stacks
 - 1.4 Analysis of Algorithms
 - 1.5 Case Study: Union-Find
- ▶ 2 Sorting
- ▶ 3 Searching
- ▶ 4 Graphs
- ▶ 5 Strings
- 6 Context
- ▶ Index

```
Book = [  
    'Preface',  
    '1 Fundamentals',  
    ['1.1 Basic Programming Model',  
     '1.2 Data Abstraction',  
     '1.3 Bags, Queues, and Stacks',  
     ['Bags',  
      'Queues',  
      'Stacks'],  
     '1.4 Analysis of Algorithms',  
     '1.5 Case Study: Union-Find'],  
    '2 Sorting',  
    '3 Searching',  
    ...  
]
```





How to Print an Outline?

```
# outline.py
def print_outline_v1(outline):
    for item in outline:
        print(item)
```

Preface

1 Fundamentals

['1.1 Basic Programming Model', '1.2 Data Abstraction',
 '1.3 Bags, Queues, and Stacks', ['Bags', 'Queues',
 'Stacks'], '1.4 Analysis of Algorithms', '1.5 Case Study:
 Union-Find']

2 Sorting

3 Searching



How to Print an Outline?

```
def print_outline_v2(outline):
    for item in outline:
        # handle nested lists
        if isinstance(item, list):
            for subitem in item:
                print(' ' * 4 + str(subitem))
        else:
            print(item)
```

Preface

1 Fundamentals

1.1 Basic Programming Model

1.2 Data Abstraction

1.3 Bags, Queues, and Stacks

[Bags', 'Queues', 'Stacks']

1.4 Analysis of Algorithms

1.5 Case Study: Union-Find

2 Sorting

3 Searching

`str * n` evaluates to `n` copies of `str` concatenated together

`str * 2` is like `str + str`

`str * 3` is like `str + str + str`

etc.



How to Print an Outline?

```
def print_outline_v3(outline):
    for item in outline:
        # handle nested lists
        if isinstance(item, list):
            for subitem in item:
                # handle nested nested lists
                if isinstance(subitem, list):
                    for subsubitem in subitem:
                        print(' ' * 8 + str(subsubitem))
                else:
                    print(' ' * 4 + str(subitem))
        else:
            print(item)
```

Preface

1 Fundamentals

1.1 Basic Programming Model

1.2 Data Abstraction

1.3 Bags, Queues, and Stacks

Bags

Queues

Stacks

1.4 Analysis of Algorithms

1.5 Case Study: Union-Find

2 Sorting

3 Searching





For-loops Do Not Suffice!

- What if we had an outline that nested yet another level? We'd need another nested for-loop!
- If an outline is nested to depth N, then we need N nested **for-loops** in the program
 - **Problem:** We can never write a program with enough **for-loops** to handle an outline of unknown nesting depth!
 - **Problem:** Even a small nesting depth (3) results in unwieldy code
- **Recursion** to the rescue...





How to Print an Outline!

```
def indent(level):  
    return ' ' * level  
  
def print_outline_rec(outline, level):  
    for item in outline:  
        if isinstance(item, list):  
            print outline rec(item, level+1)  
        else:  
            print(indent(level) + item)
```

Recursive Case

Base Case

Now we can print outlines of any reasonable nesting depth with reasonable code!



Quiz

Consider this call. How many times will `print_outline_rec` be called in total, including the initial call?

```
outline = ['Intro', ['Part 1',
    ['Detail 1.1', 'Detail 1.2'], 'Part 2'], 'Conclusion']
print_outline_rec(outline, 0)
```

```
def print_outline_rec(outline, level):
    for item in outline:
        if isinstance(item, list):
            print_outline_rec(item, level+1)
        else:
            print(indent(level) + item)
```

- A: 1
- B: 2
- C: 3
- D: 6
- E: 7



Recursion vs. Iteration

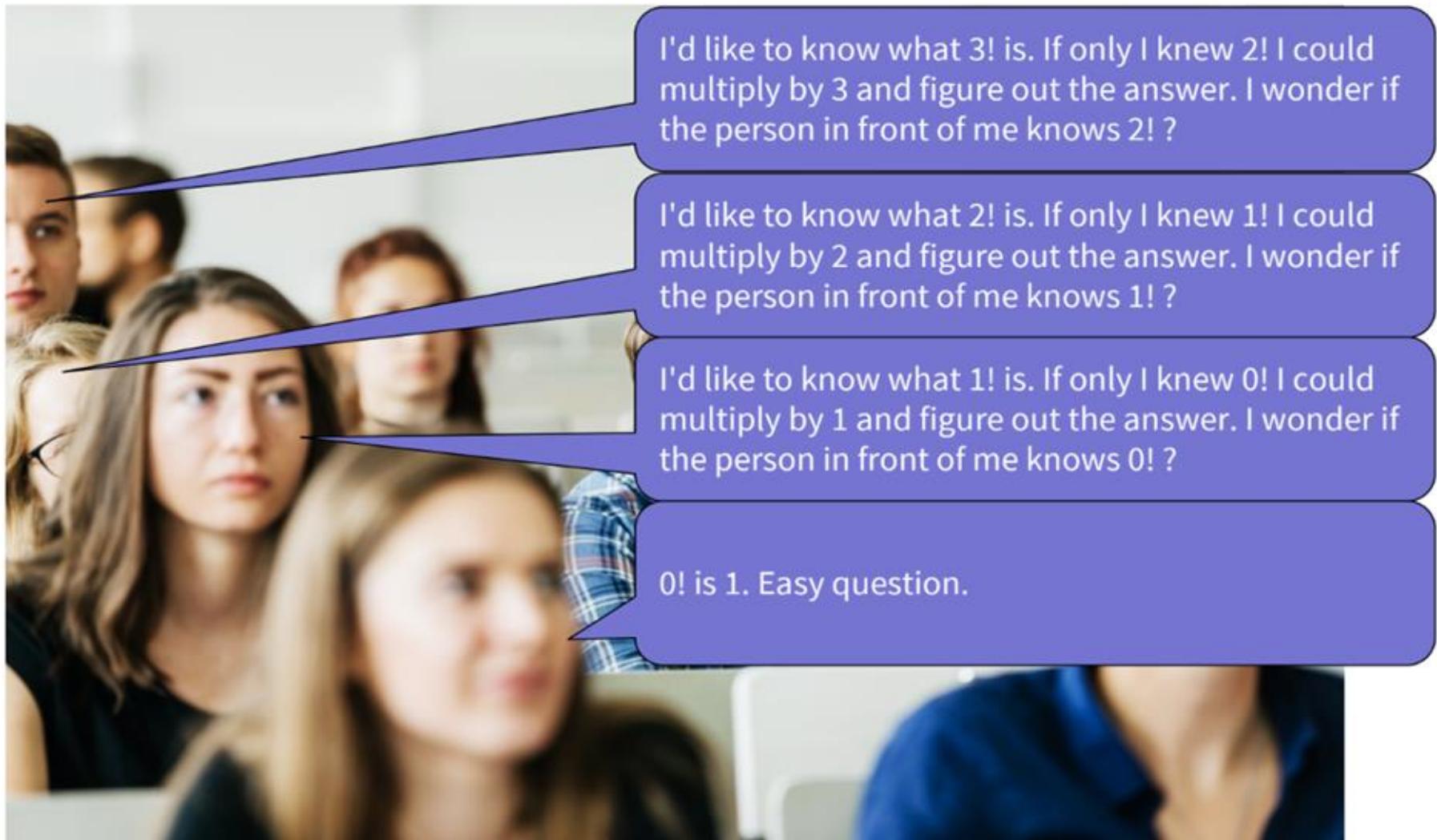
- **Factorial:** easy to implement with both **recursion** and **for-loops**
- **Fibonacci:** easier to implement with **recursion**, but possible with **for-loops**
- **Processing nested data:** requires **recursion** to reach data nested at unknown depths



Recursive Programming Pattern



Review: An Analogy for the Call Frames





Recursive Programming Pattern

Goal: Solve problem P on a piece of data:

data

Pattern: Decompose data into one or more smaller pieces:

piece_1

piece_2

...

piece_n

Base case: If piece is small enough the answer is easy to find.

Recursive case: If piece is big the answer requires computing P on that piece, then **recombining** with other data to get answer.





Example: Outline

Goal: Print outline from nested lists:

nestedlist

Pattern: Decompose into each of its n items

nestedlist[0]

nestedlist[1]

...

nestedlist[n-1]

Base case: If piece is small enough — if it is a string — the line is easy to print. It's just the string, prefixed with appropriate indent.

Recursive case: If piece is big enough — if it is a list — the answer requires printing it as an outline with a greater amount of indent. The **recombination** occurs on the command line as all the output is printed.



Example: Fibonacci

Goal: Compute $F(n)$ on data n :

n

Pattern: Decompose into two smaller pieces, $n-1$ and $n-2$:

$n-1$

$n-2$

Base case: If piece is small enough — if it is 0 or 1 — the answer is easy to find. It's just 0 or 1, respectively.

Recursive case: If piece is big enough — if it is ≥ 2 — the answer requires computing $F(n-1)$ and $F(n-2)$ then **recombining** using addition: $F(n-1) + F(n-2)$.





Example: Factorial

Goal: Compute $n!$ on data n :

n

Pattern: Decompose into a smaller piece, $n-1$:

$n-1$

Base case: If $n-1$ is small enough — if it is 0 —
the answer is easy to find. It's just 1.

Recursive case: If $n-1$ is big enough — if it is >0 —
the answer requires computing $(n-1)!$ then
recombining it using multiplication: $n * (n-1)!$



How to Solve Problems with Recursion

- Decide how to **decompose** data
- Decide how to solve **small (base)** cases
- Decide how to **recombine big (recursive)** cases

This problem-solving technique is also called
"divide and conquer".