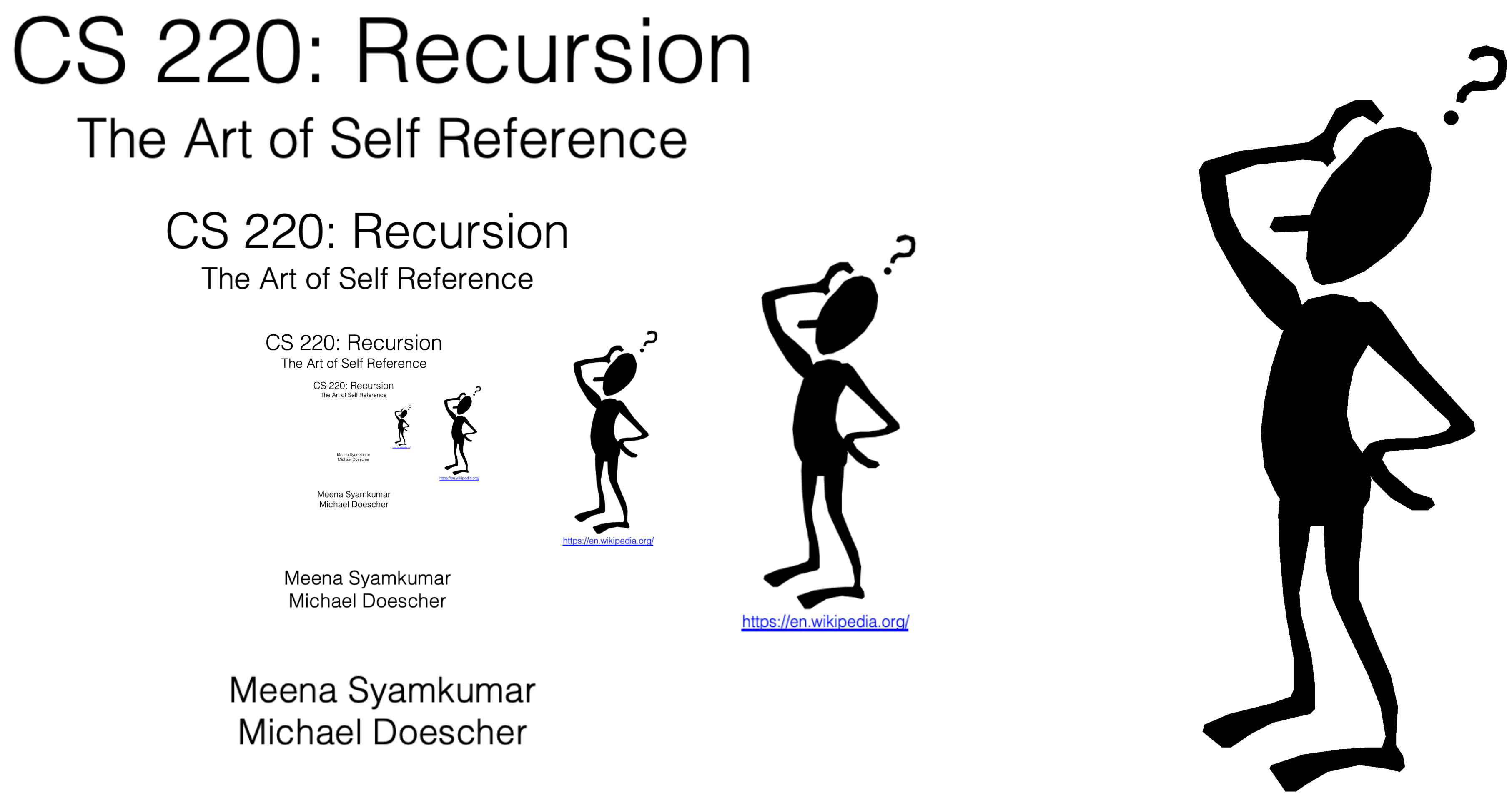
CS 220: Recursion

The Art of Self Reference



https://en.wikipedia.org/

Meena Syamkumar
Michael Doescher

Part 2 of CS220 - Data Structures

- Lists and Dictionaries
- CSV and JSON
- Objects and References
- Fancy Functions
  - Recursion
  - Generators
  - Functions are Objects
- Files
- Errors

Goal: use self-reference is a meaningful way

***Hofstadter's Law**: "It always takes longer than you expect, even when you take into account **Hofstadter's Law**."*

(From Gödel, Escher, Bach)

good advice for CS assignments!

"Dialectical Materialism is materialism that involves dialectic."

"The Marxist theory (adopted as the official philosophy of the Soviet communists) that political and historical events result from the conflict of social forces and are interpretable as a series of contradictions and their solutions. The conflict is believed to be caused by material needs."

https://en.wikipedia.org/wiki/Circular_definition

Goal: use self-reference is a meaningful way

***Hofstadter's Law**: "It always takes longer than you expect, even when you take into account **Hofstadter's Law**."*

(From Gödel, Escher, Bach)

***mountain**: "a landmass that projects conspicuously above its surroundings and is higher than a **hill**"*

***hill**: "a usually rounded natural elevation of land lower than a **mountain**"*

(Example of **unhelpful** self reference from Merriam-Webster dictionary)

https://en.wikipedia.org/wiki/Circular_definition

Overview: Learning Objectives

Recursive definitions and recursive information

- What is a **recursive definition/structure**?
- Arbitrarily vs. infinitely

Recursive code

- What is **recursive code**?
- Why write recursive code?
- Where do computers keep local variables for recursive calls?
- What happens to programs with **infinite recursion**?

Read *Think Python*

- Ch 5: “Recursion” through “Infinite Recursion”
- Ch 6: “More Recursion” through end

What is Recursion?

Recursive definitions

- Contain the term in the body
- Dictionaries, mathematical definitions, etc

A number **x** is a positive even number if:

- **x** is 2

  OR

- **x** equals another positive even number plus two

What is Recursion?

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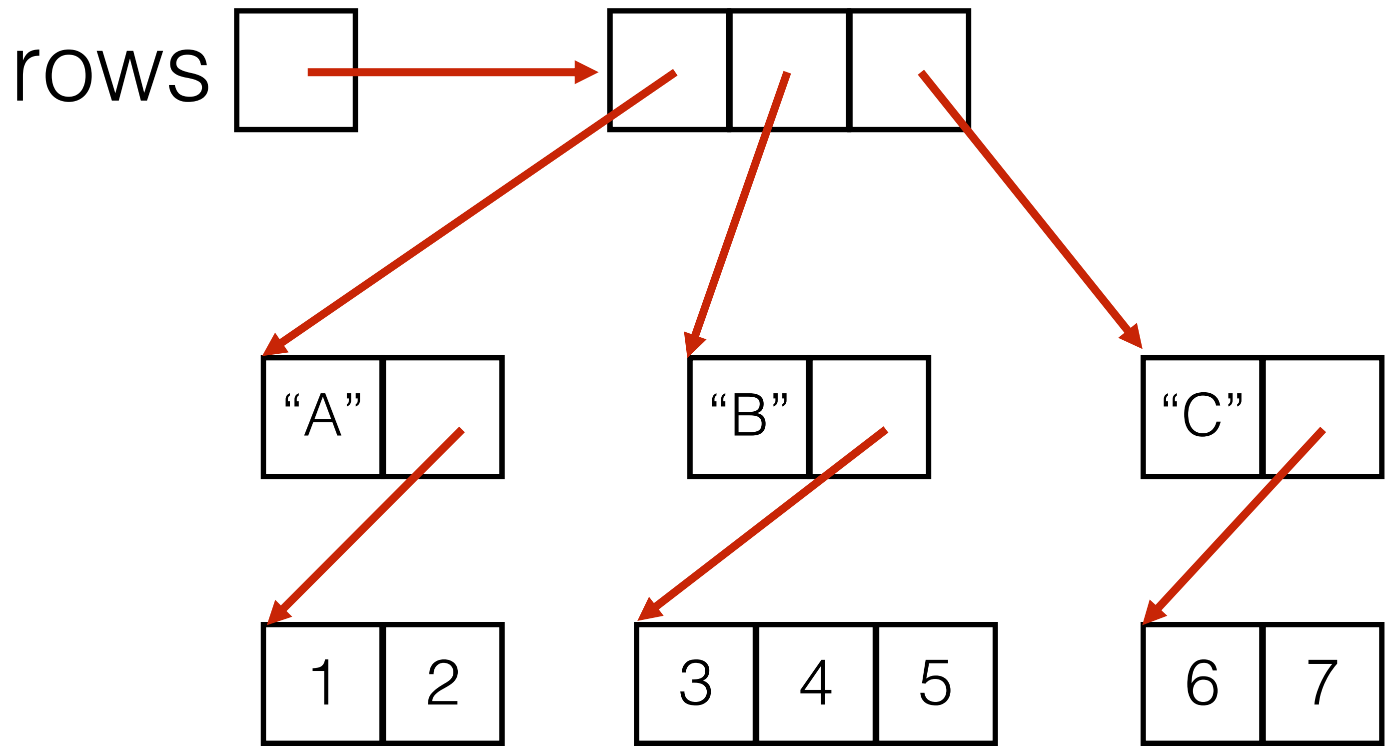
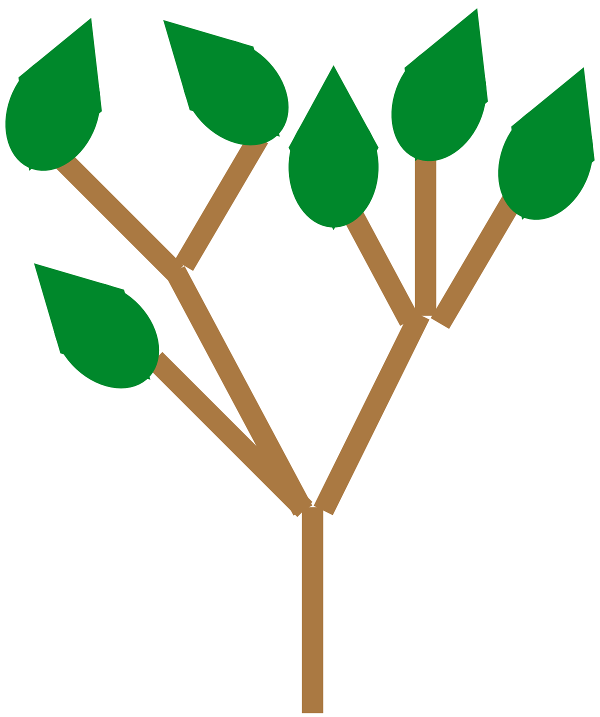
Recursive structures may refer to structures of the same type

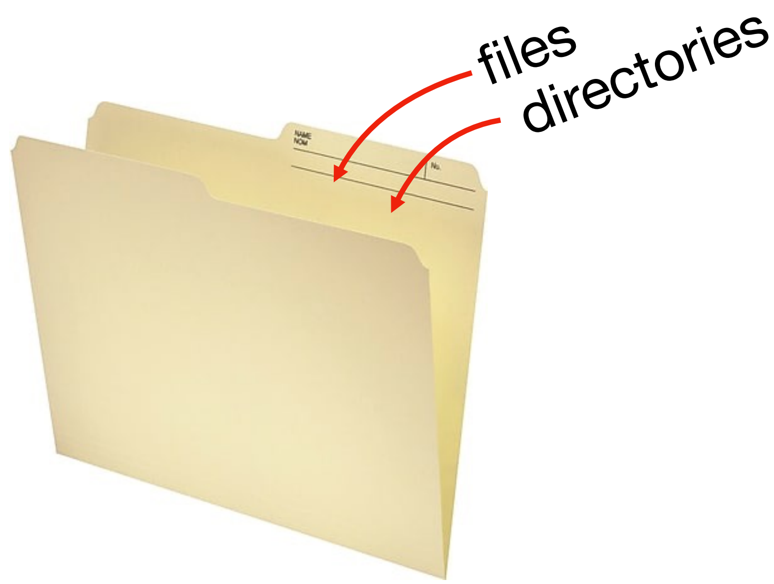
- data structures or real-world structures

```
rows = [
  ["A",[1,2]],
  ["B",[3,4,5]],
  ["C",[6,7]]
]
```



Recursive structures are EVERYWHERE!






```
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  “score”: 96,
  “exams”: {
    “midterm”: {“points”:94,
                “total”:100},
    “final”: {“points”: 98,
              “total”: 100}
  }
}
```

nature

files

formats

Example: Trees (Finite Recursion)

Term: branch

Def: wooden stick, with an end splitting into other branches, OR terminating with a leaf

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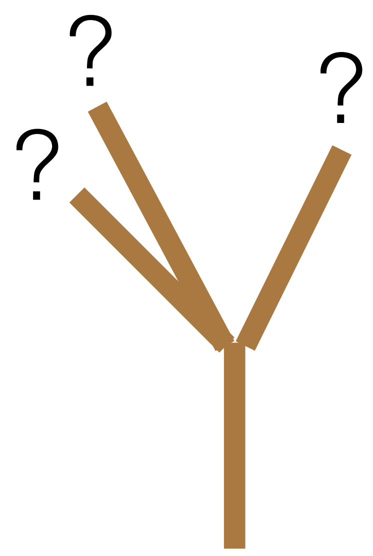

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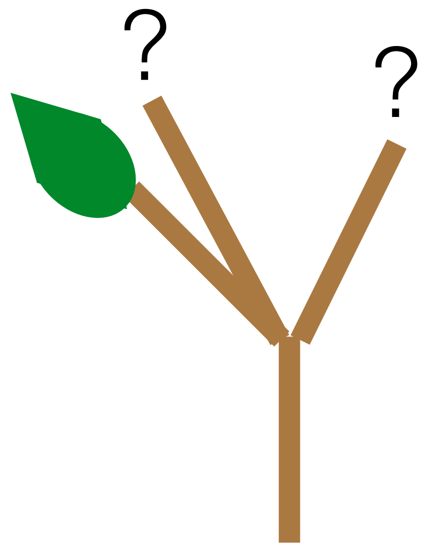

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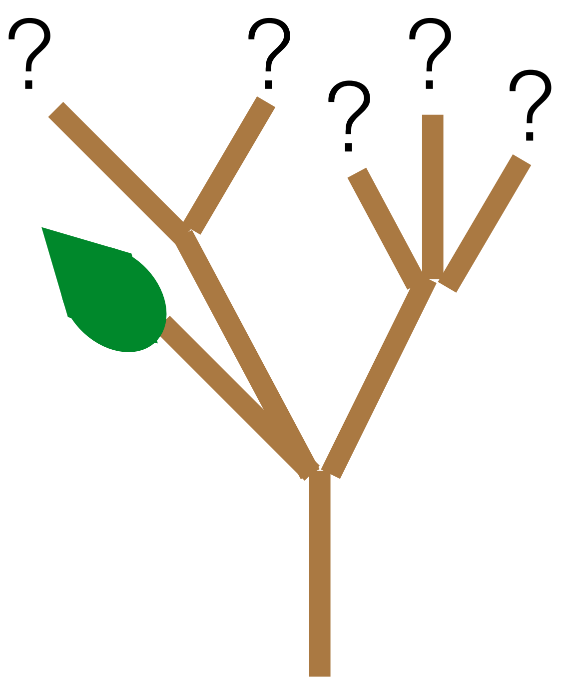

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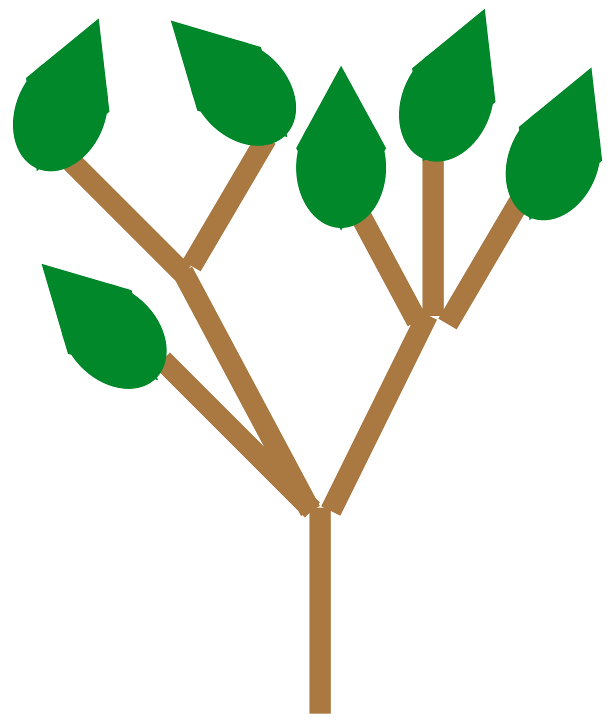

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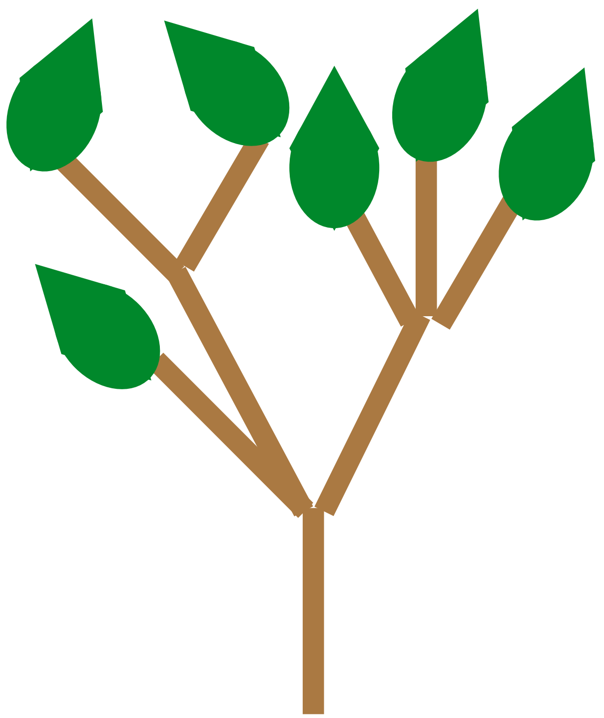
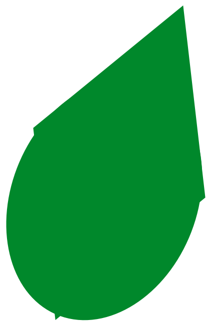


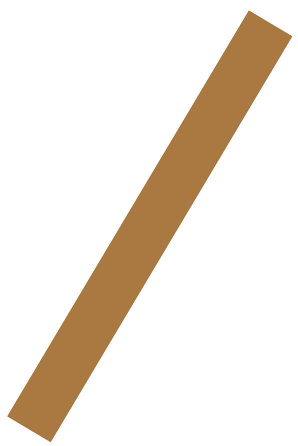
trees are finite:
eventual **base case**
allows completion

trees are arbitrarily large:
recursive case allows
indefinite growth

arbitrarily != infinitely



base case (leaf)



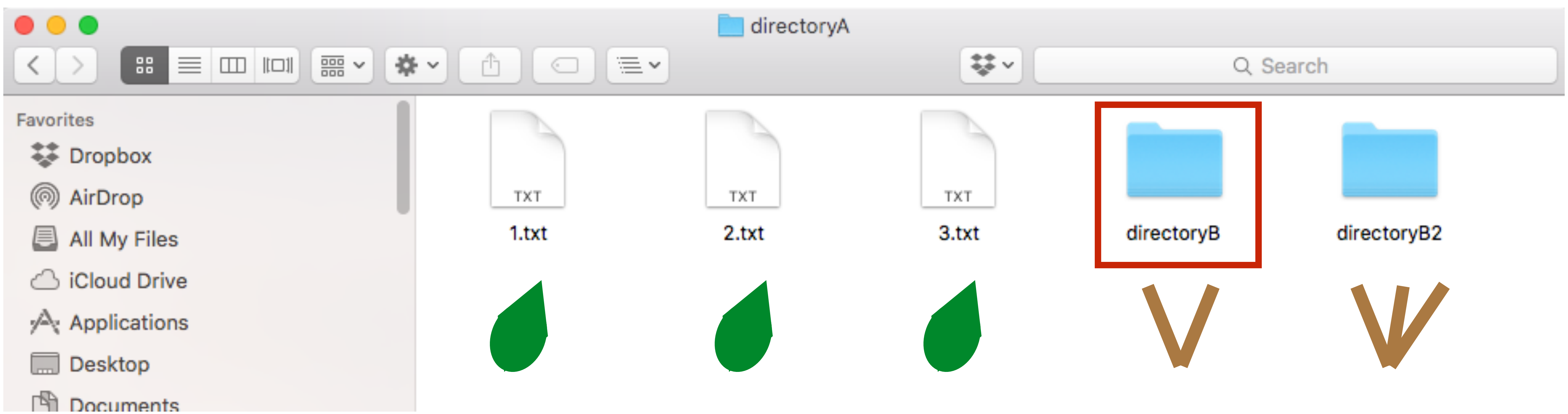
recursive case (branch)

Example: Directories (aka folders)

Term: directory

recursive because def contains term

Def: a collection of files and directories



file system tree

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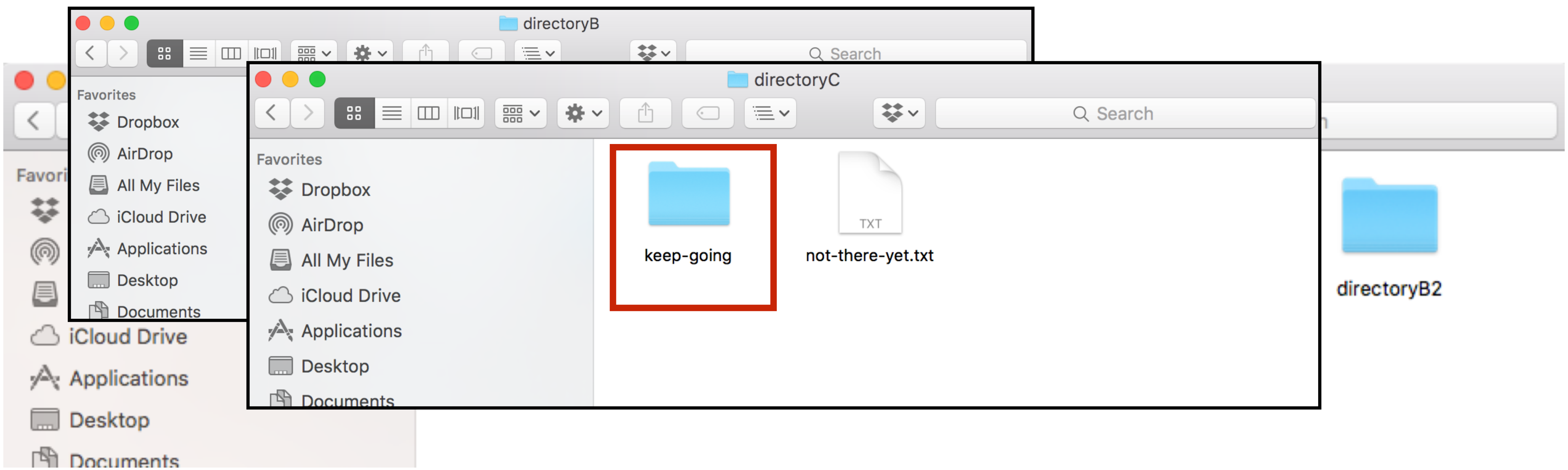

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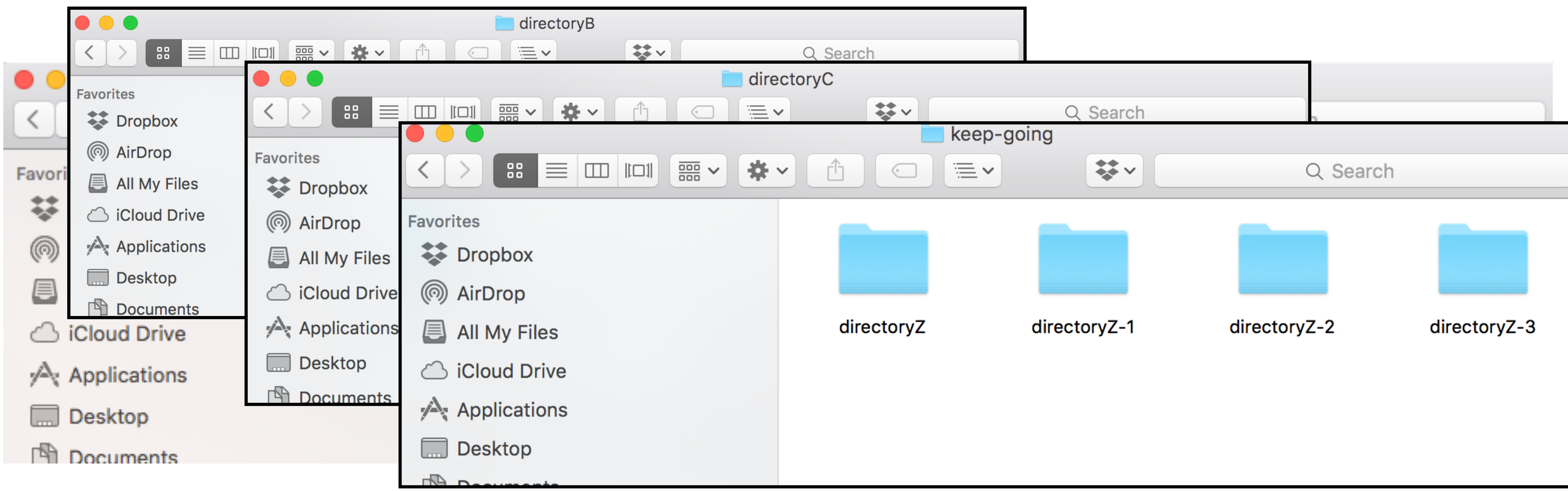

file system tree

Example: (simplified) JSON Format

Example JSON Dictionary:

```
{
 “name”: “alice”,
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Term: *json-dict*
Def: a set of *json-mapping*'s

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keys   values

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recursive self reference isn't always direct!

Example: (simplified) JSON Format

Example JSON Dictionary:

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{
 “name”: “alice”,
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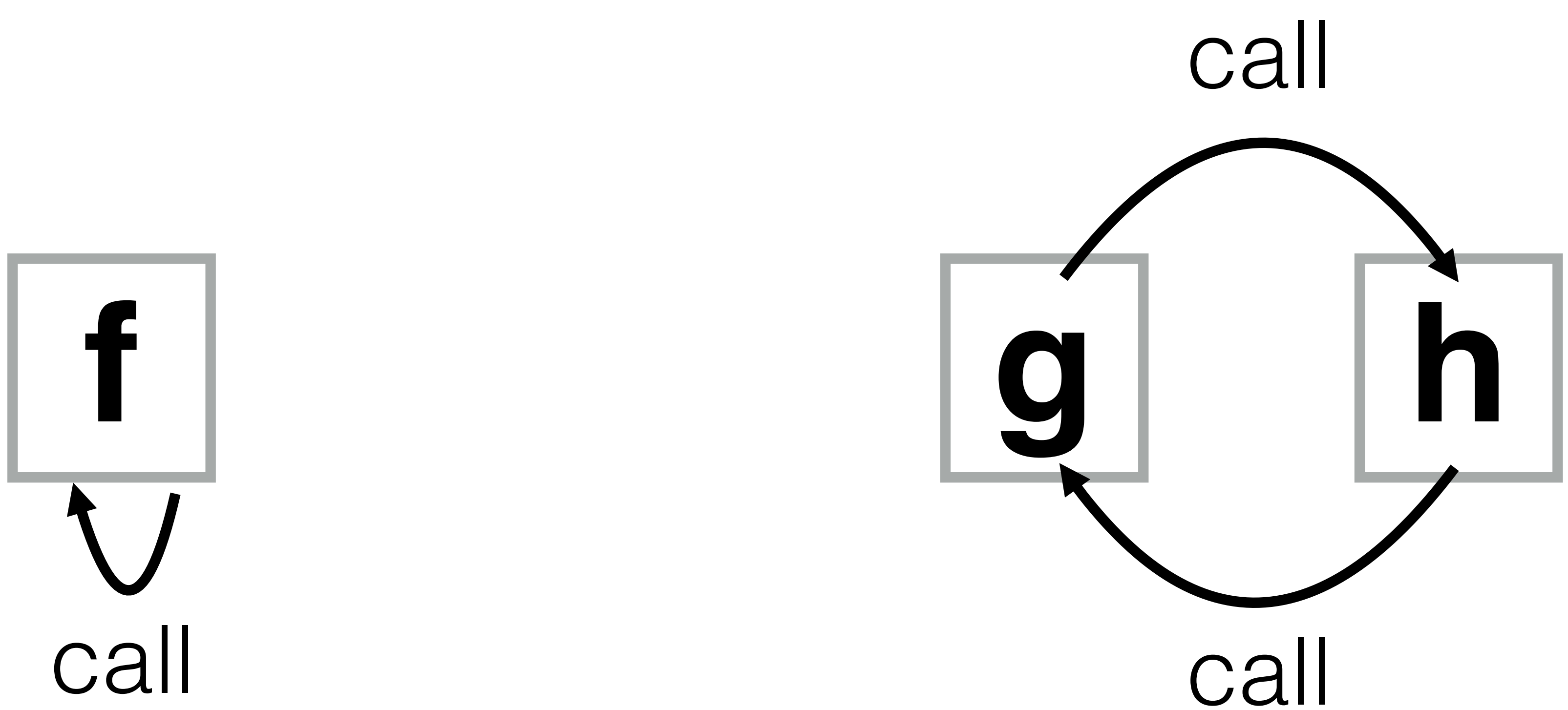
Recursive Code

What is it?

- A function that calls itself (possible indirectly)



Recursive Code

What is it?

- A function that calls itself (possible indirectly)

```
def f():
    # other code
    f()
    # other code
```

```
def g():
    # other code
    h()
    # other code

def h():
    # other code
    g()
    # other code
```

Recursive Code

What is it?

- A function that calls itself (possible indirectly)

Motivation: don’t know how big the data is before execution

- Need either **iteration** or **recursion**
- In theory, these techniques are equally powerful

Why recurse? (instead of always iterating)

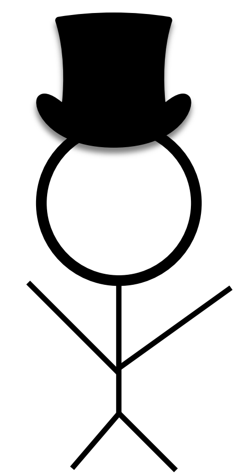
- in practice, often easier
- recursive code corresponds to recursive data
- reduce a big problem into a smaller problem

https://texastreesurgeons.com/services/tree-removal/

Recursive Student Counting

eager CS 220 students
in the front row

wise and benevolent
teacher wearing a top hat



Example from https://courses.cs.washington.edu/courses/cse143/17au/

Recursive Student Counting

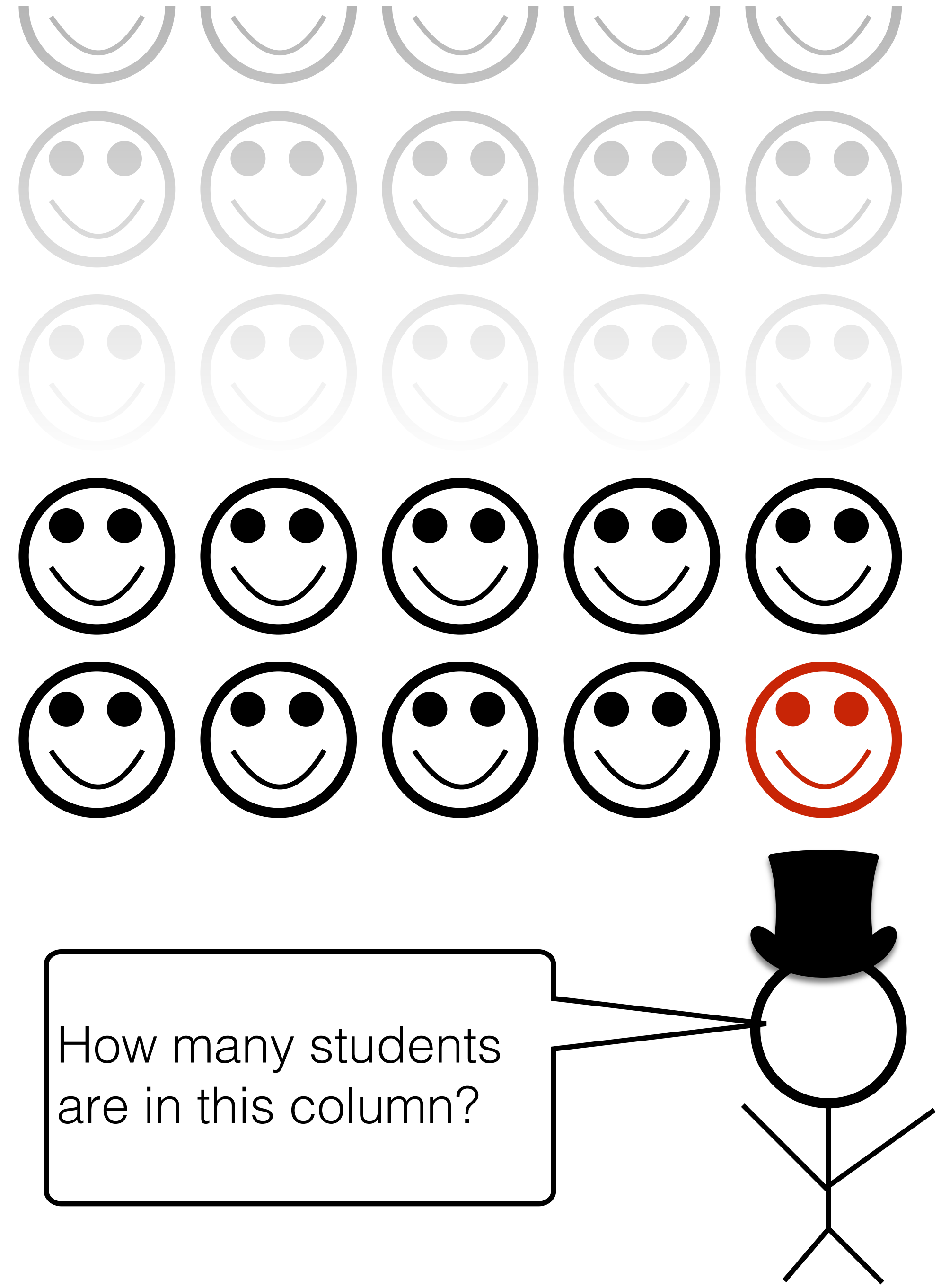
Imagine:

A teacher wants to know how many students are in a column.

What should each student ask the person behind them?

Constraints:

- It is dark, you **can't** see the back
- You **can't** get up to count
- You **may** talk to adjacent students
- Mic is broken (students in back can't hear from front)



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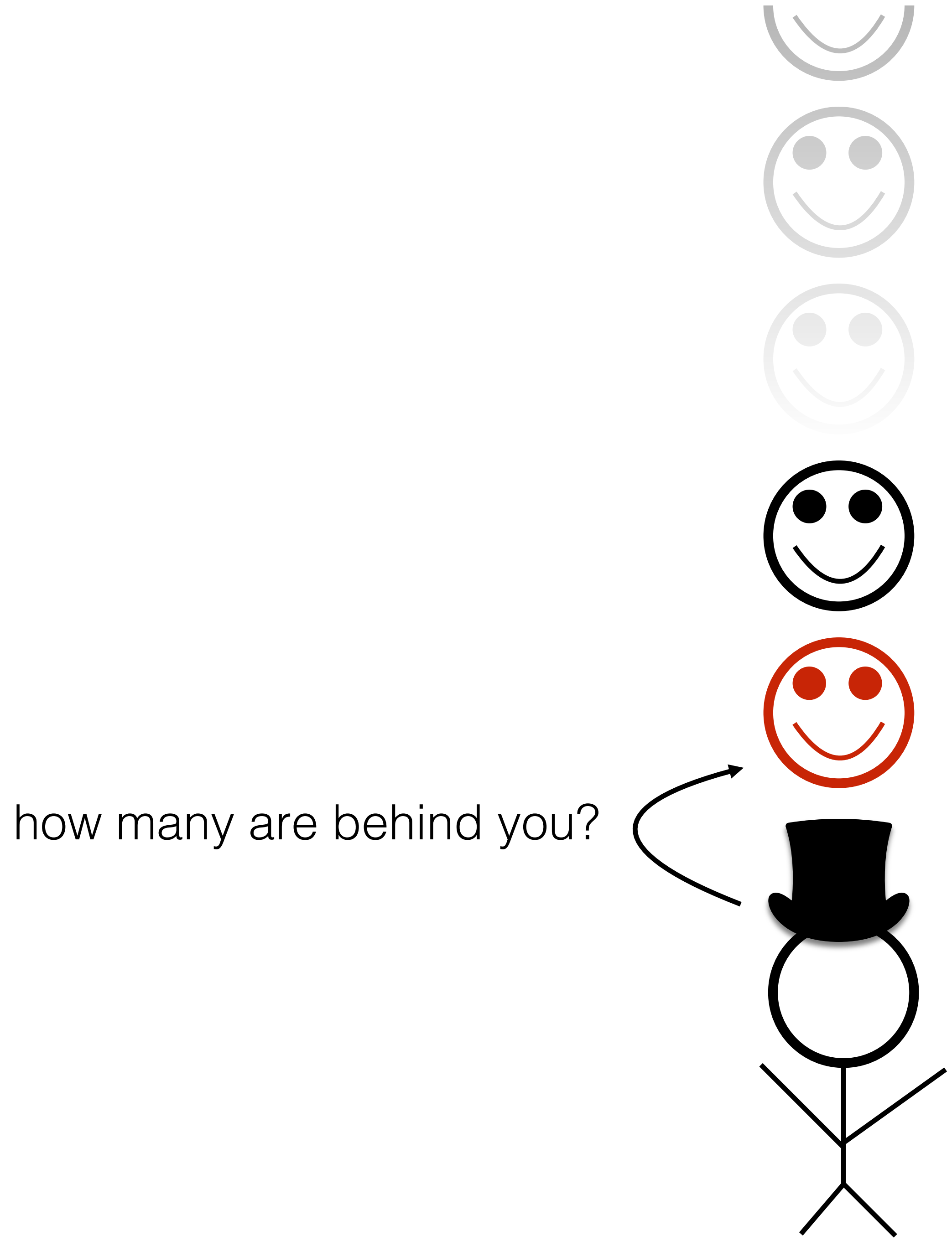
Recursive Student Counting

Strategy: reframe question as *"how many students are behind you?"*

Reframing is the hardest part



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Strategy: reframe question as *"how many students are behind you?"*

Process:
if nobody is behind you: **say** 0
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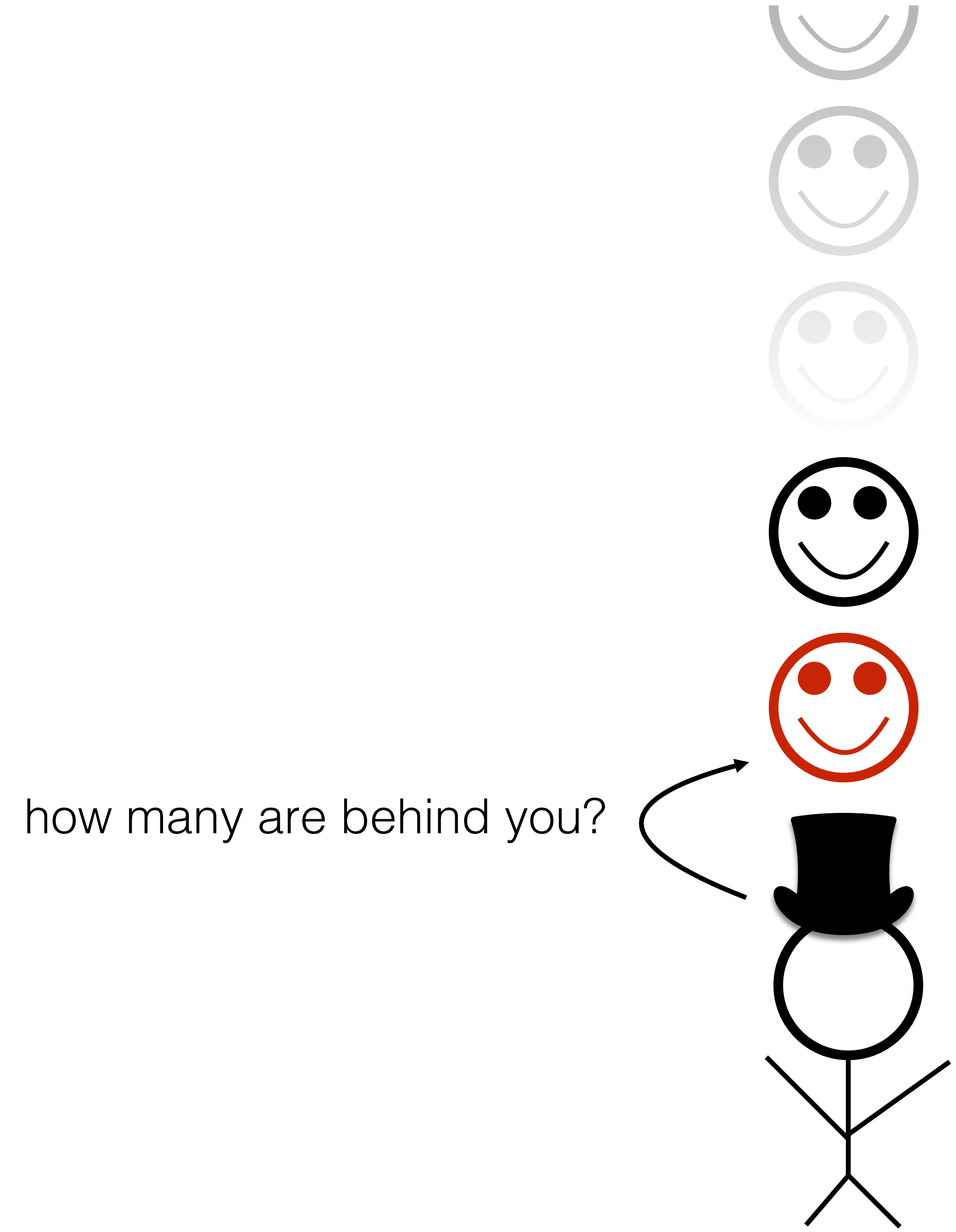

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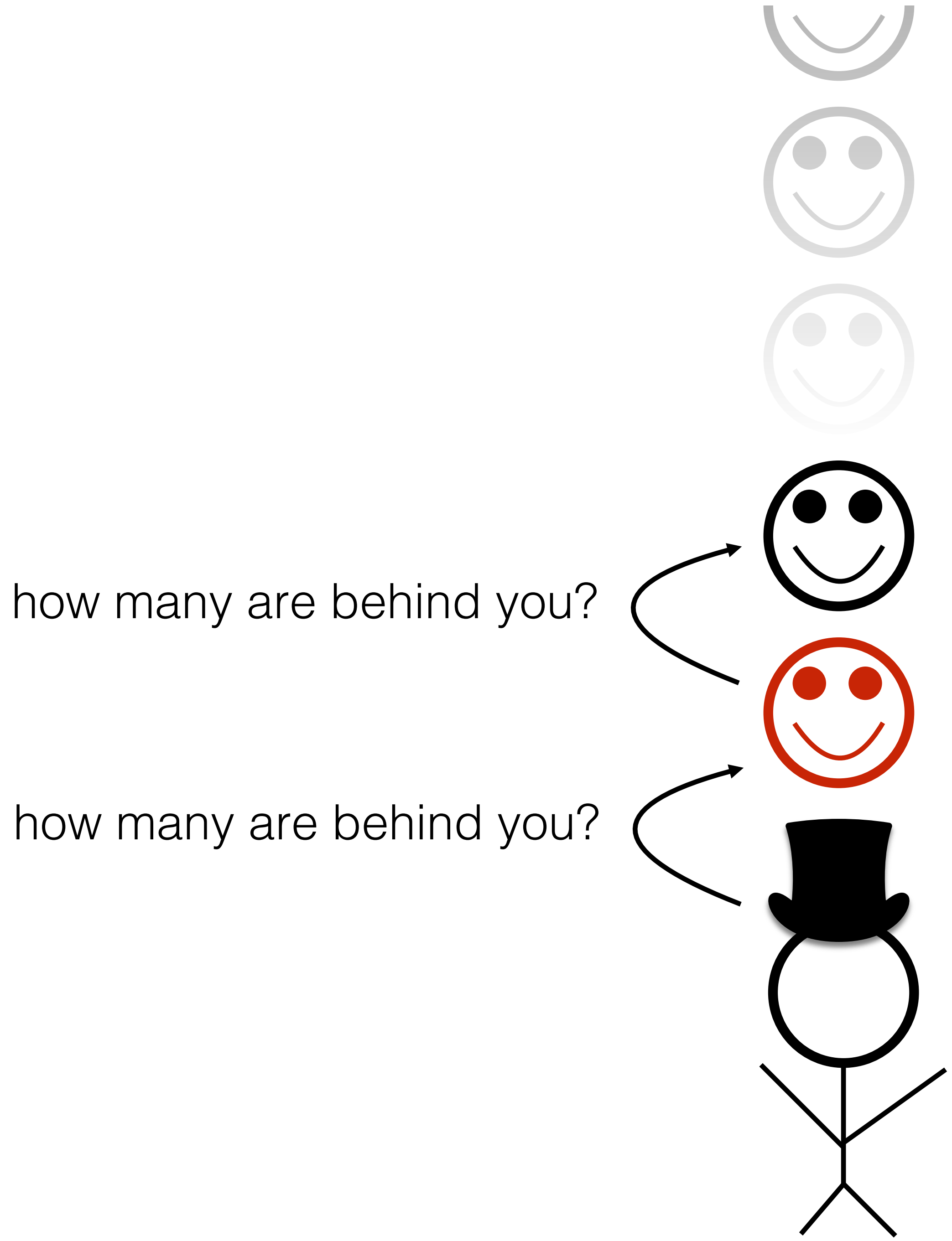

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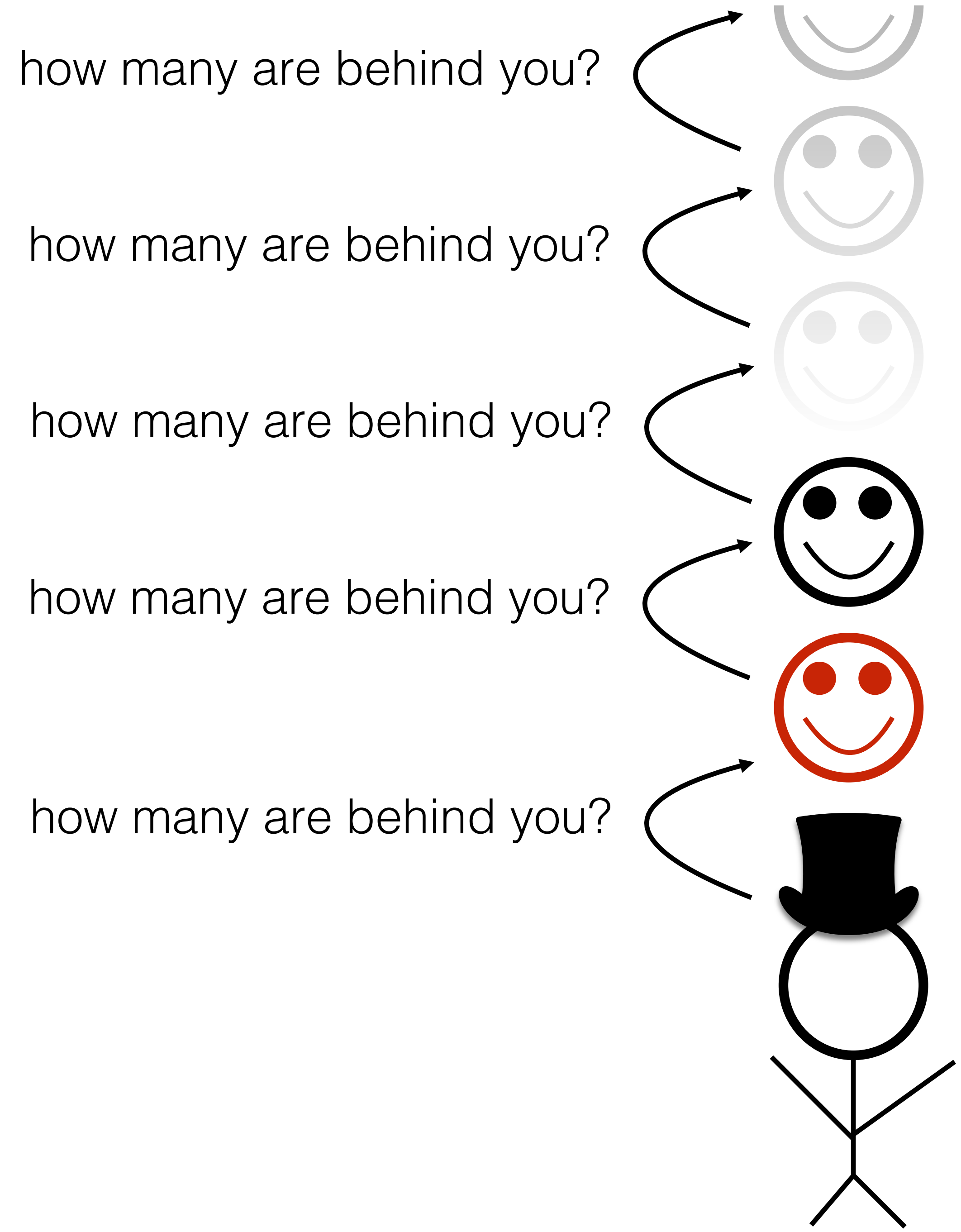

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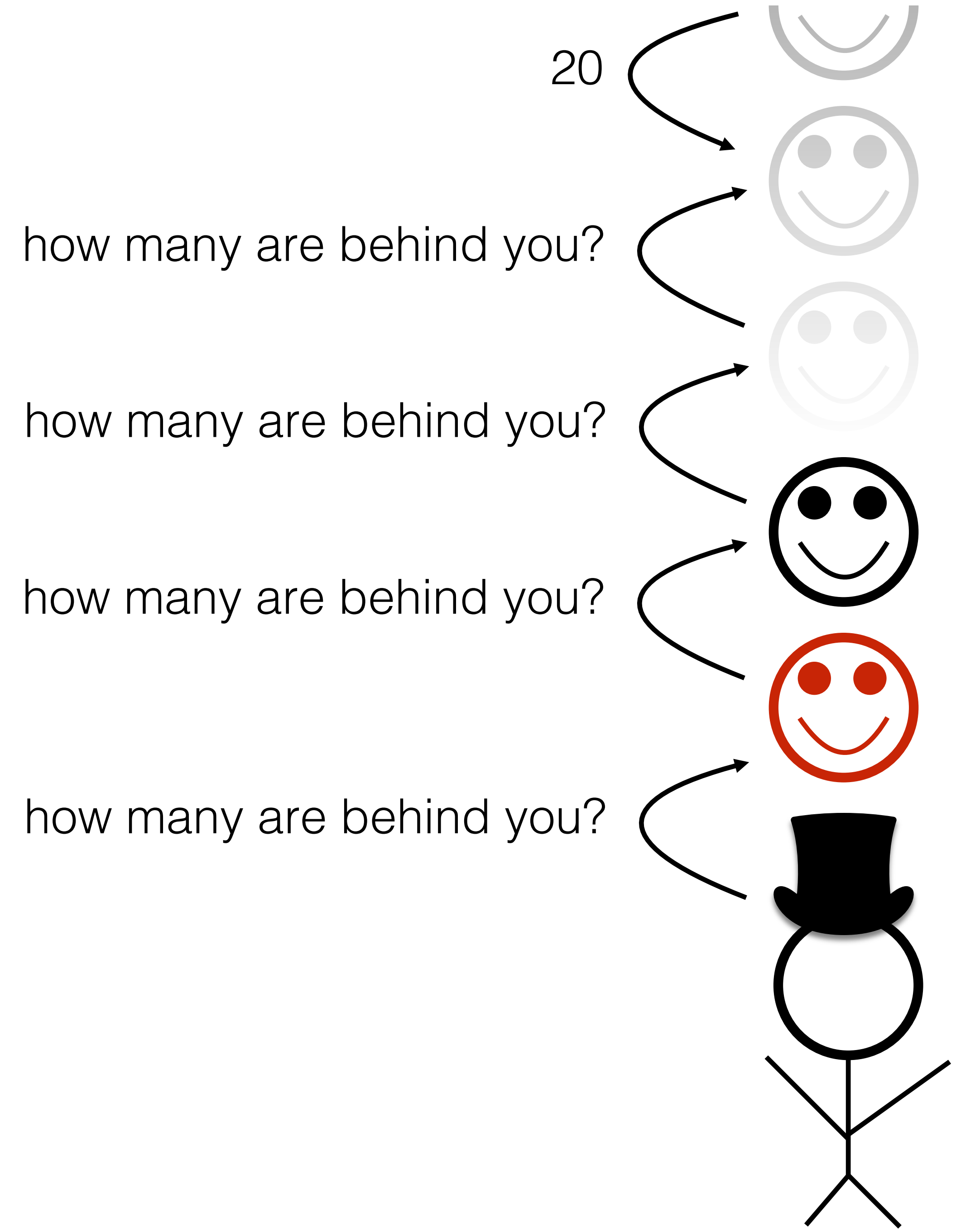

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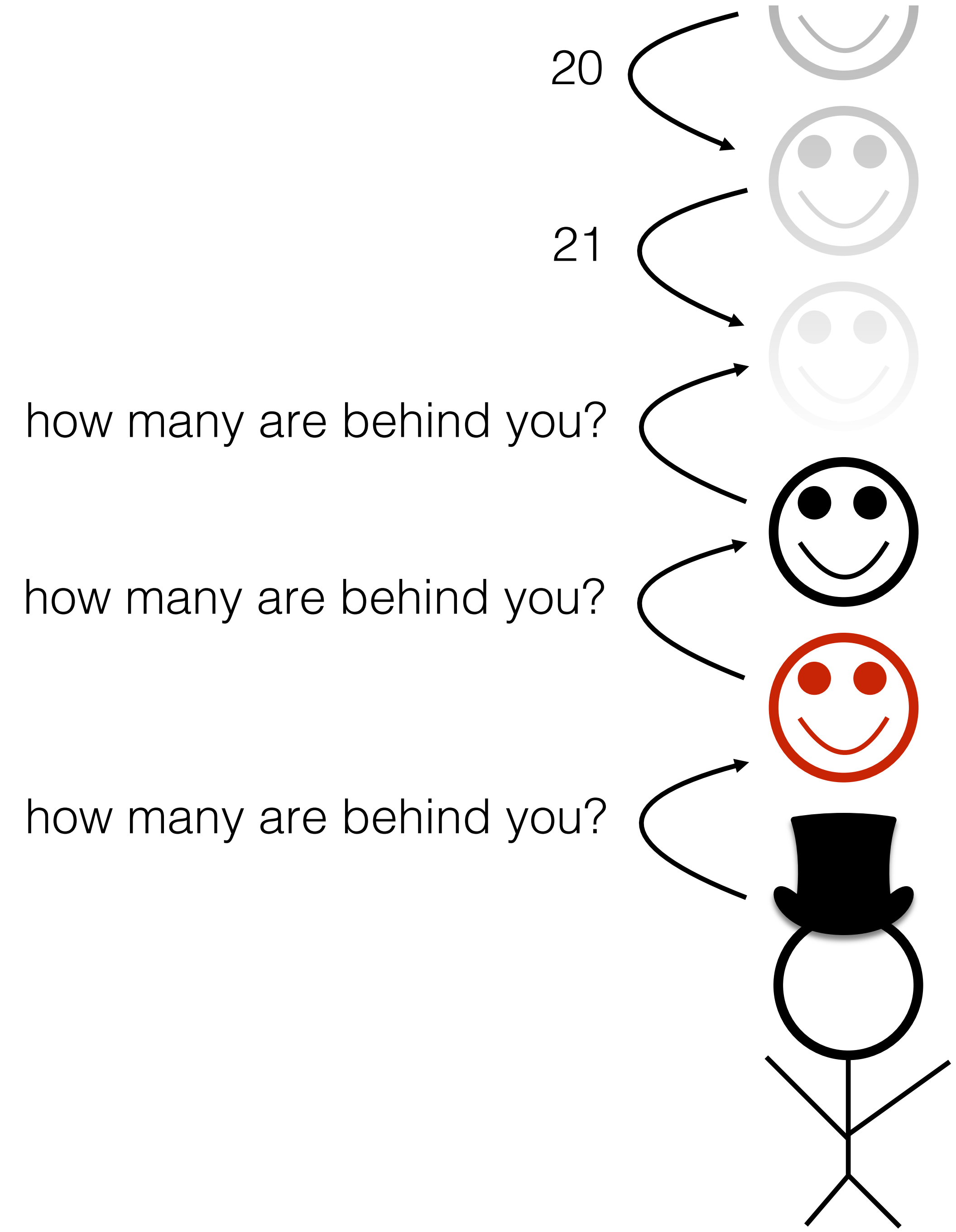

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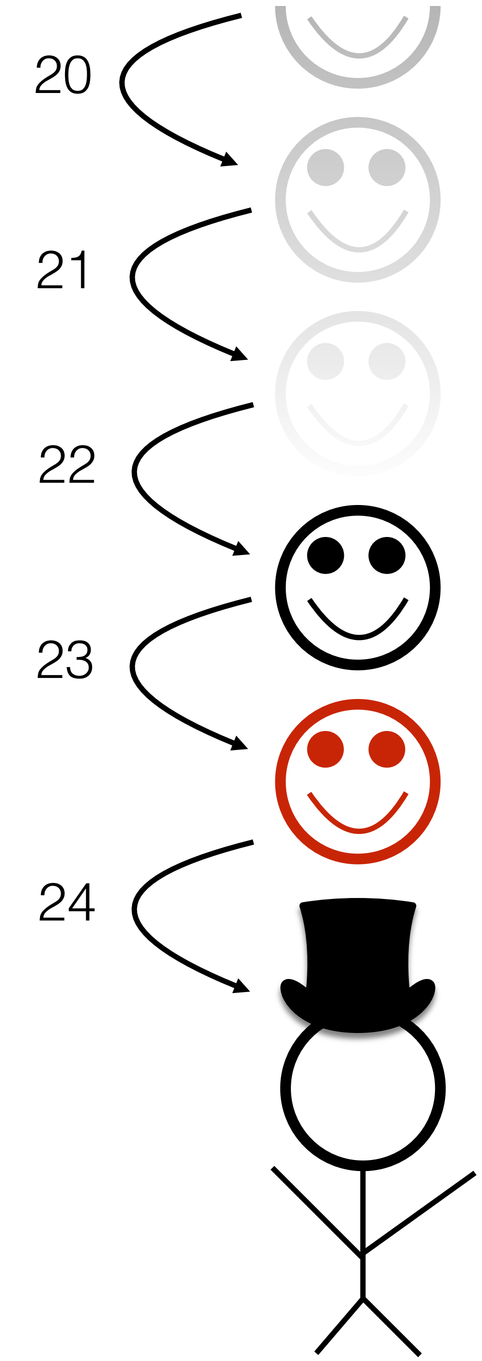

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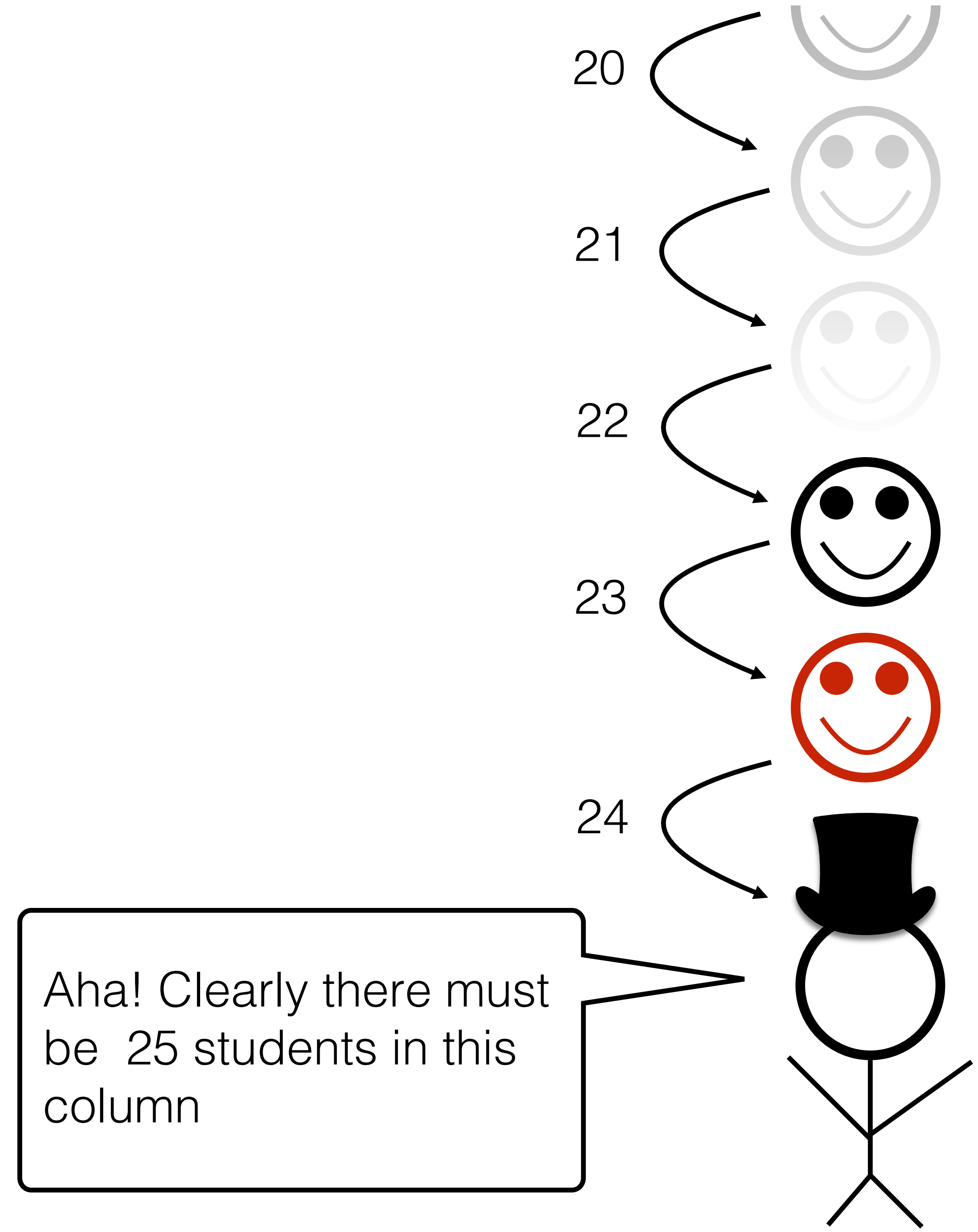

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Recursive Student Counting

Strategy: reframe question as
“how many students are behind you?”

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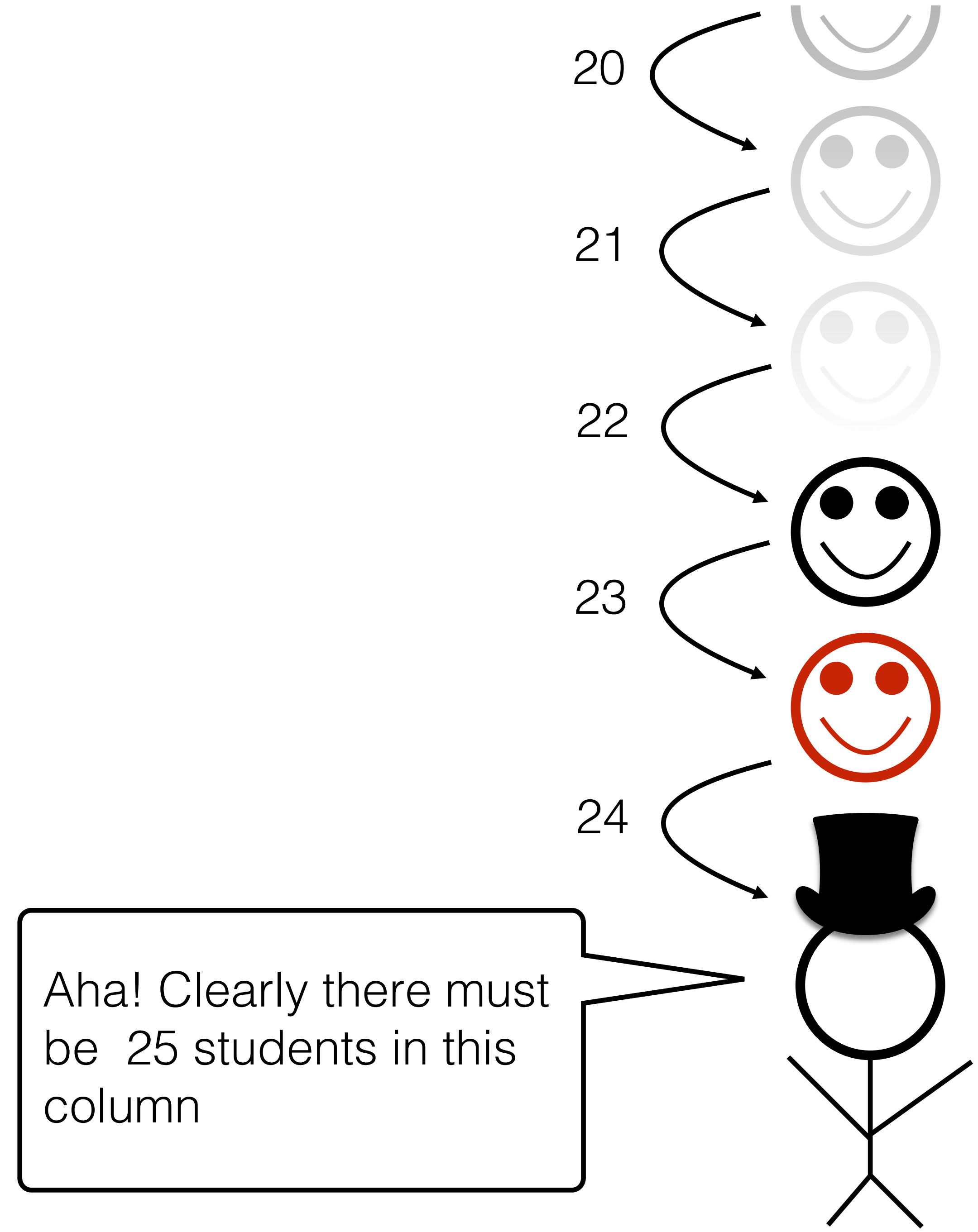
Observations:

- Each student runs the same “code”
- Each student has their own “state”



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Practice: Reframing Factorials

$$N! = 1 \times 2 \times 3 \times \ldots \times (N-2) \times (N-1) \times N$$

Example: Factorials

1. Examples:

```
1! = 1
2! = 1*2 = 2
3! = 1*2*3 = 6
4! = 1*2*3*4 = 24
5! = 1*2*3*4*5 = 120
```

2. Self Reference:

3. Recursive Definition:

4. Python Code:

```
def fact(n):
    pass # TODO
```

Goal: work from examples to get to recursive code

Example: Factorials

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1! = 1
```
simplest example

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look for patterns that allow rewrites with self reference

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don't need a pattern at the start

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3. Recursive Definition:

convert self-referring examples to a recursive definition

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`N!` is `????` for N>1

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`N!` is `(N-1)! * N` for N>1

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1! = 1
2! = 1! * 2
3! = 2! * 3
4! = 3! * 4
5! = 4! * 5
```

3. Recursive Definition:

`1!` is `1`

`N!` is `(N-1)! * N` for N>1

4. Python Code:

```python
def fact(n):
    pass # TODO
```

Example: Factorials

1. Examples:

```
1! = 1
2! = 1*2 = 2
3! = 1*2*3 = 6
4! = 1*2*3*4 = 24
5! = 1*2*3*4*5 = 120
```

2. Self Reference:

```
1! = 1
2! = 1! * 2
3! = 2! * 3
4! = 3! * 4
5! = 4! * 5
```

3. Recursive Definition:

`1!` is `1`

`N!` is `(N-1)! * N` for N>1

4. Python Code:

```
def fact(n):
    if n == 1:
        return 1
```

Example: Factorials

1. Examples:

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1! = 1
2! = 1*2 = 2
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4! = 1*2*3*4 = 24
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```

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1! = 1
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4. Python Code:

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

Rule 1: Base case should always be defined and be terminal

Rule 2: Recursive case should make progress towards base case

Example: Factorials

1. Examples:

```
1! = 1
2! = 1*2 = 2
3! = 1*2*3 = 6
4! = 1*2*3*4 = 24
5! = 1*2*3*4*5 = 120
```

2. Self Reference:

```
1! = 1
2! = 1! * 2
3! = 2! * 3
4! = 3! * 4
5! = 4! * 5
```

3. Recursive Definition:

`1!` is `1`

`N!` is `(N-1)! * N` for N>1

4. Python Code:

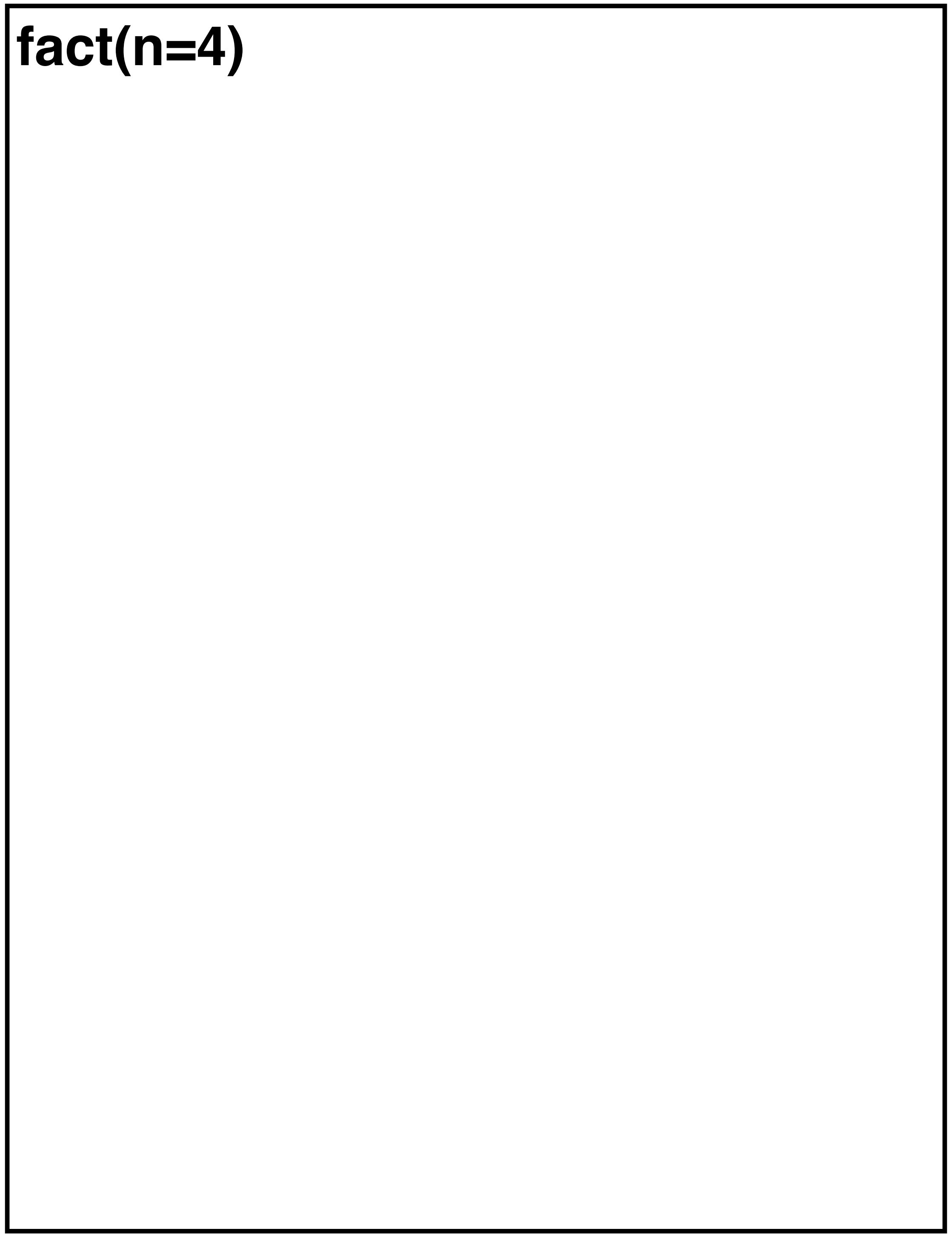
```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

Let's "run" it!

Tracing Factorial

somebody
called `fact(4)`

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Note, this is **not** a stack frame!
We're tracing code line-by-line.
Boxes represent which invocation.

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):
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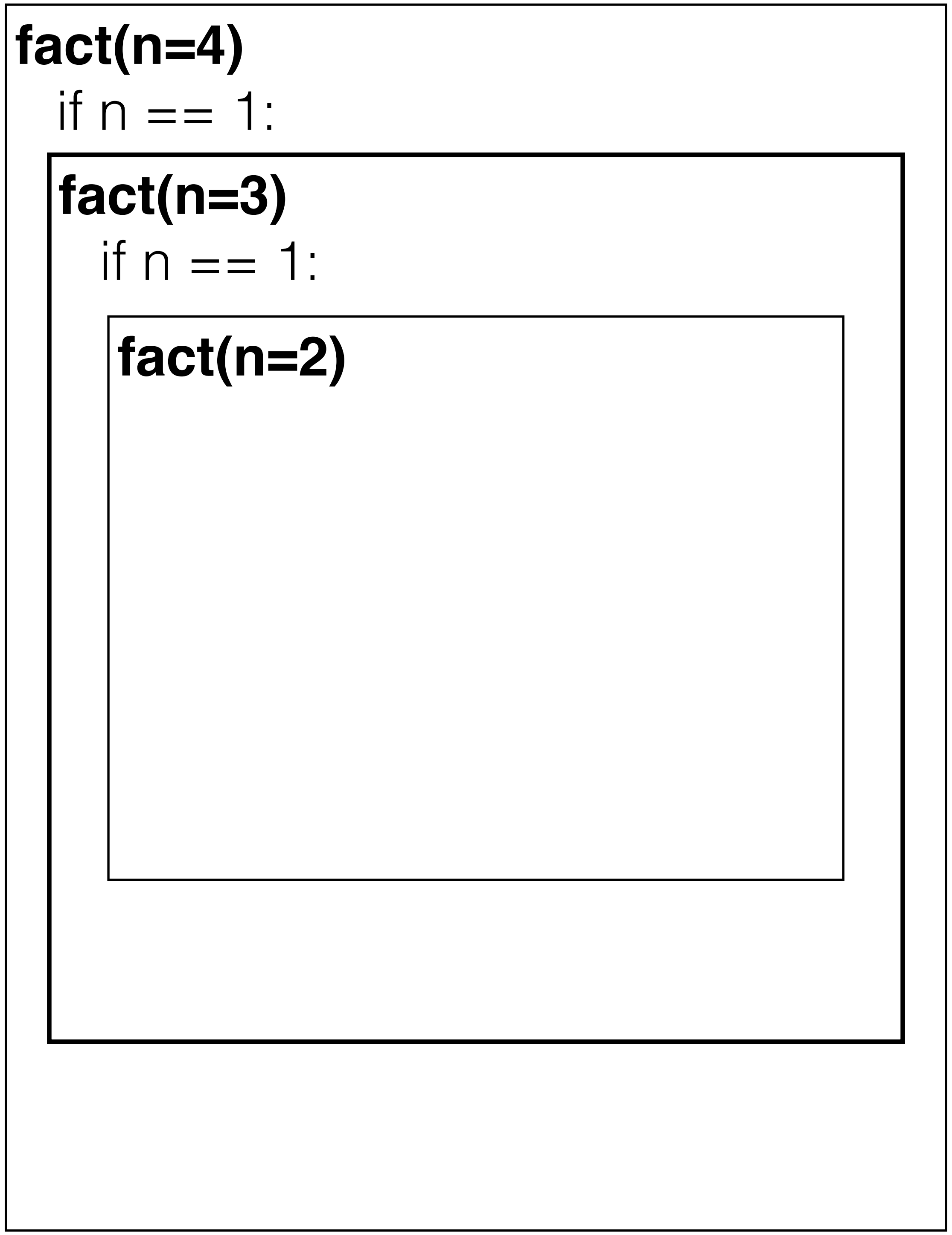
    return n * p
```



Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

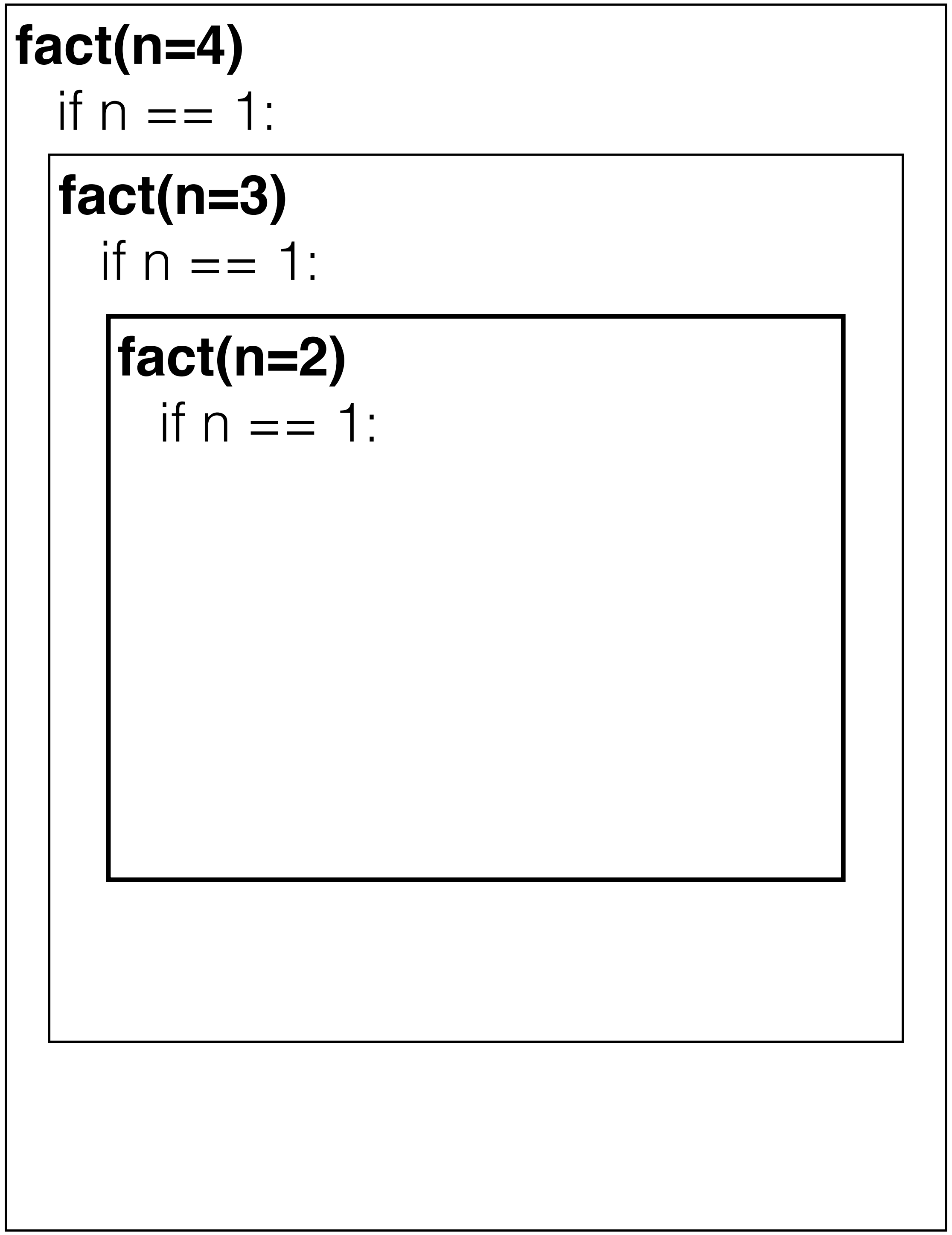
if n == 1:

fact(n=2)

if n == 1:

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Tracing Factorial

```
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    if n == 1:
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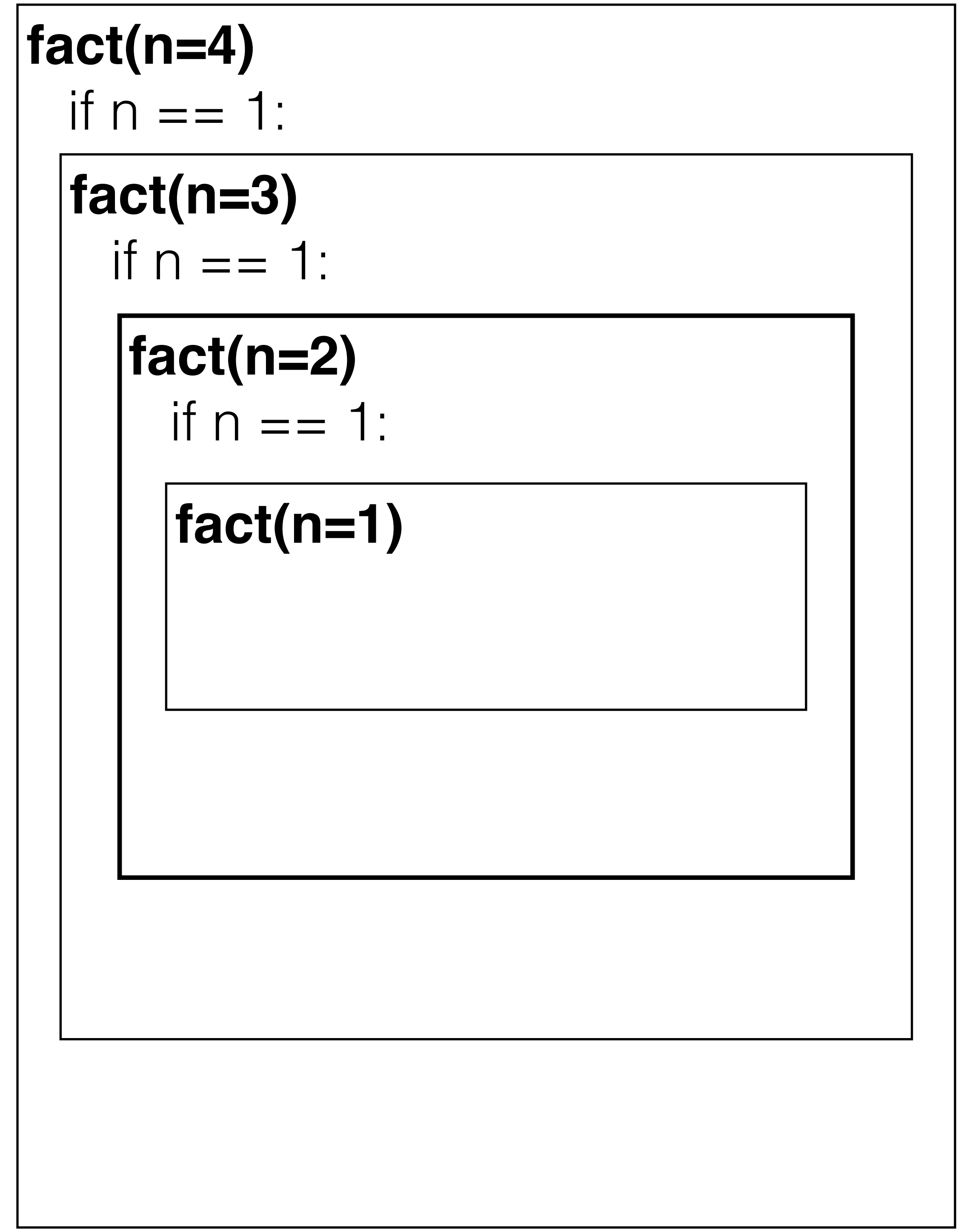
    p = fact(n-1)
    return n * p
```



Tracing Factorial

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def fact(n):
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    p = fact(n-1)
    return n * p
```
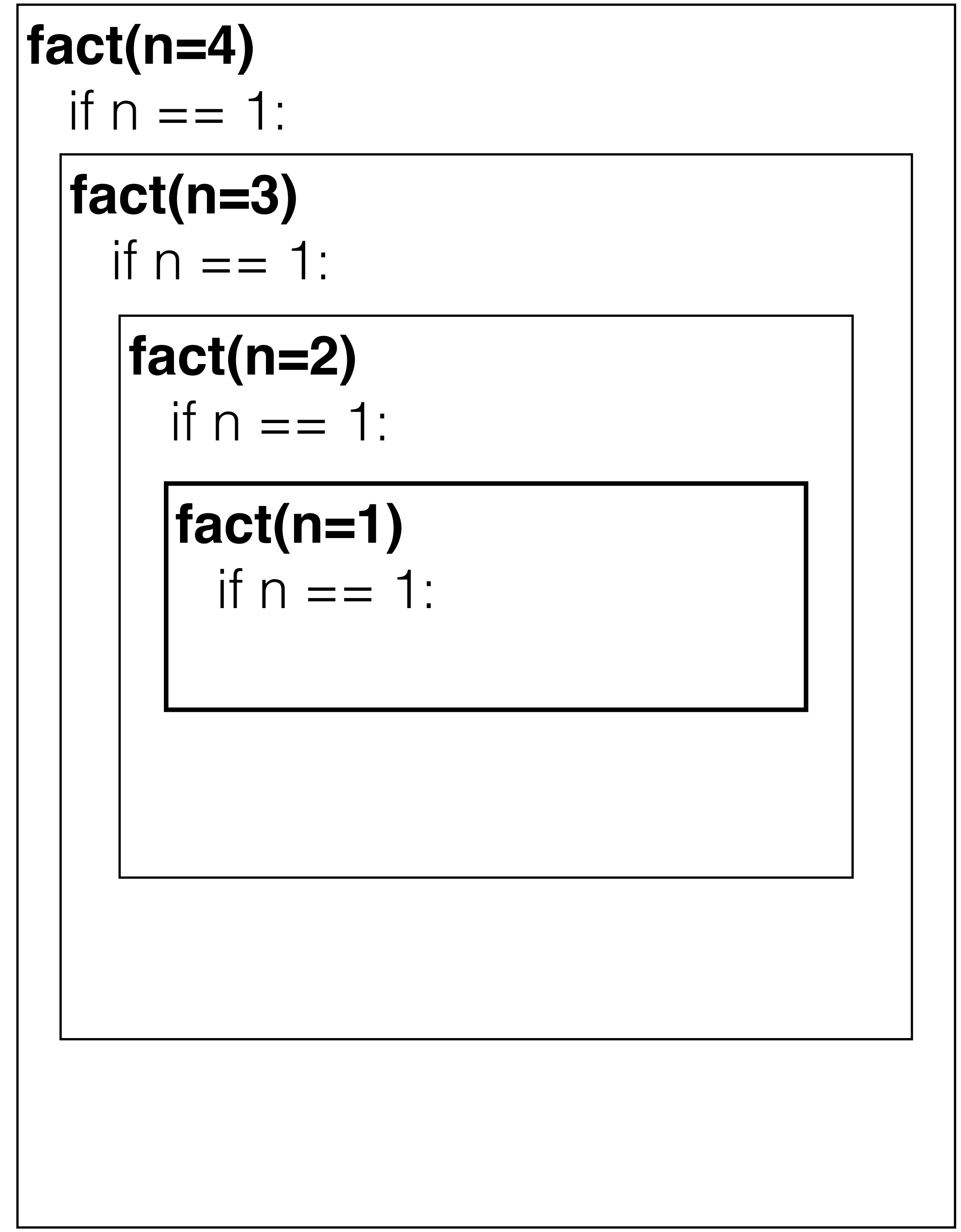



Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)
if n == 1:

fact(n=3)
if n == 1:

fact(n=2)
if n == 1:

fact(n=1)
if n == 1:
return 1

p = 1

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)
if n == 1:

fact(n=3)
if n == 1:

fact(n=2)
if n == 1:

fact(n=1)
if n == 1:
return 1

p = 1
return 2

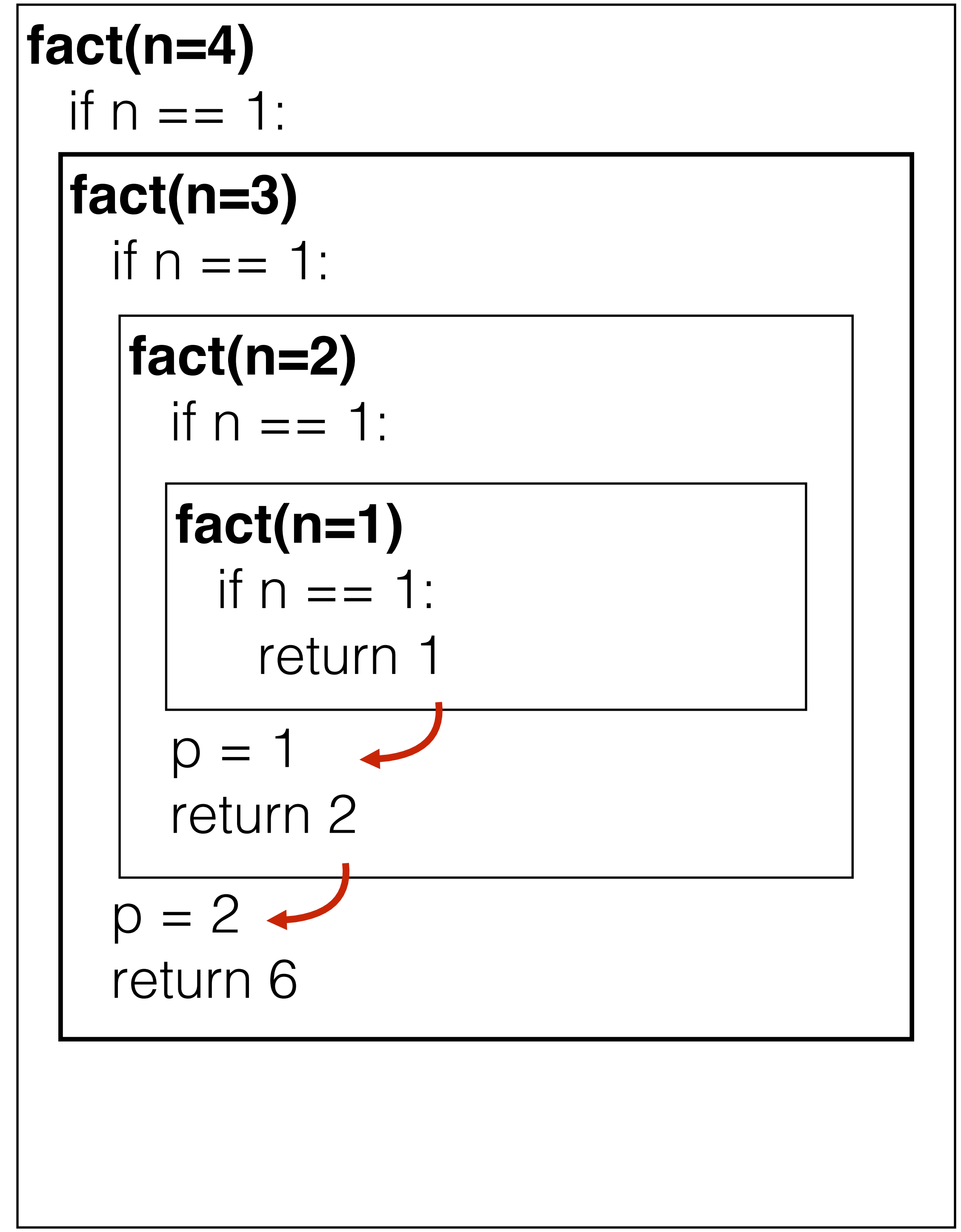
Tracing Factorial

```python
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

```
fact(n=4)
  if n == 1:
  fact(n=3)
    if n == 1:
    fact(n=2)
      if n == 1:
      fact(n=1)
        if n == 1:
          return 1
      p = 1
      return 2
    p = 2
```

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

```
fact(n=4)
  if n == 1:
  fact(n=3)
    if n == 1:
    fact(n=2)
      if n == 1:
      fact(n=1)
        if n == 1:
          return 1
      p = 1
      return 2
    p = 2
    return 6
  p = 6
```

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

```
fact(n=4)
  if n == 1:
  fact(n=3)
    if n == 1:
    fact(n=2)
      if n == 1:
      fact(n=1)
        if n == 1:
          return 1
      p = 1
      return 2
    p = 2
    return 6
  p = 6
  return 24
```

Tracing Factorial

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact(n=4)
if n == 1:

fact(n=3)
if n == 1:

fact(n=2)
if n == 1:

fact(n=1)
if n == 1:
return 1

p = 1
return 2

p = 2
return 6

p = 6
return 24

Tracing Factorial

```python
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

How does Python keep
all the variables separate?

frames to the rescue!

```
fact(n=4)
  if n == 1:
  fact(n=3)
    if n == 1:
    fact(n=2)
      if n == 1:
      fact(n=1)
        if n == 1:
          return 1
      p = 1
      return 2
    p = 2
    return 6
  p = 6
  return 24
```

Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Variables for an invocation exist in a ***frame***

- the frames are stored in the **stack**

frame: 

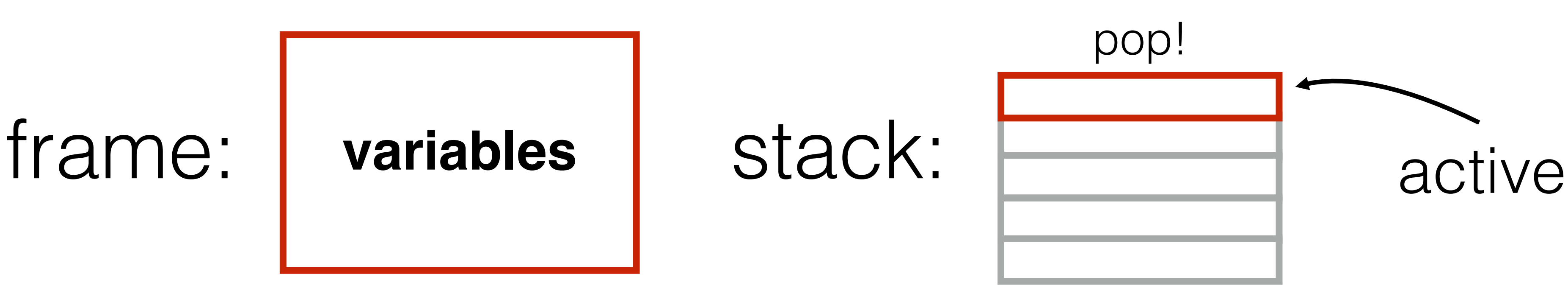
stack: 

Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Variables for an invocation exist in a ***frame***

- the frames are stored in the **stack**
- one invocation is active at a time: its frame is on the top of stack



Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

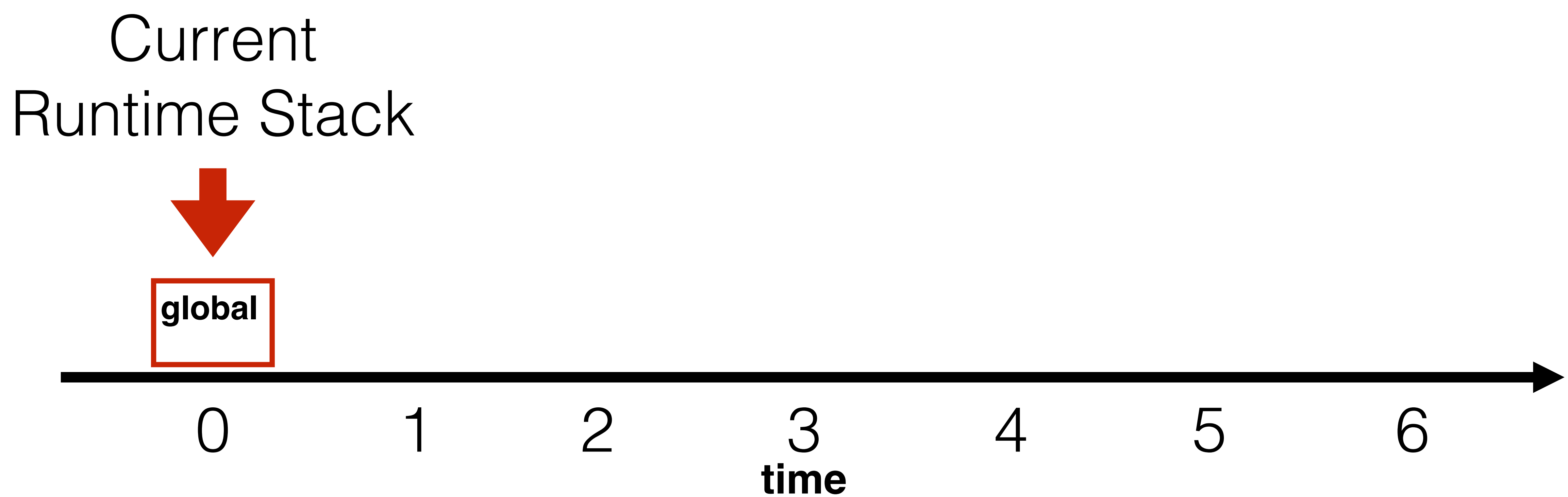
Variables for an invocation exist in a ***frame***

- the frames are stored in the **stack**
- one invocation is active at a time: its frame is on the top of stack
- if a function calls itself, there will be multiple frames at the same time for the multiple invocations of the same function

Deep Dive: Runtime Stack

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

call `fact(3)`



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    if n == 1:
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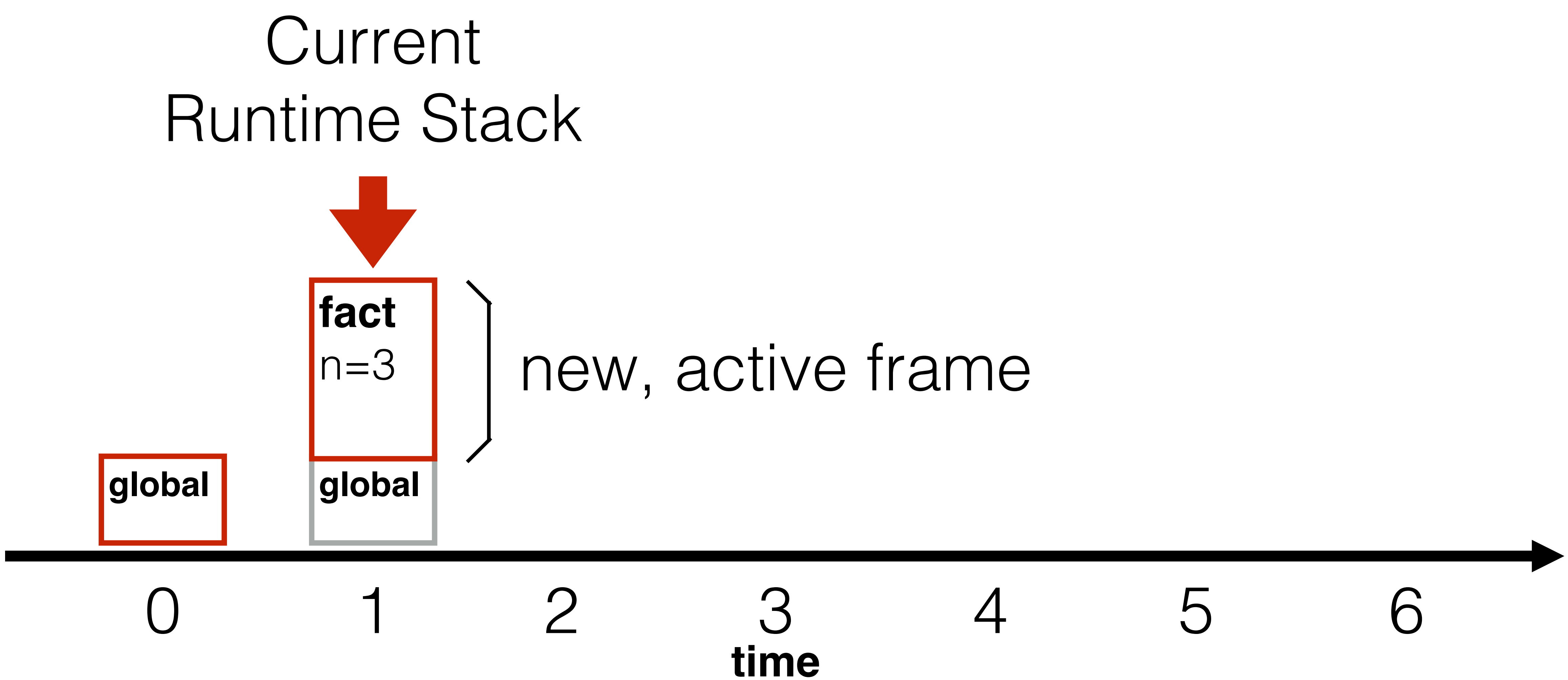
```



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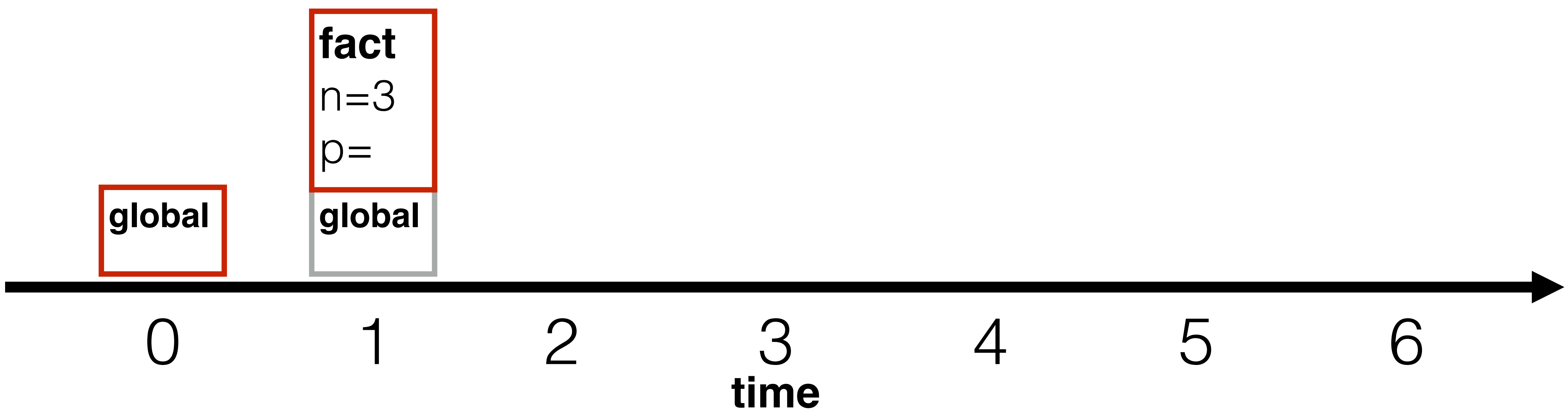

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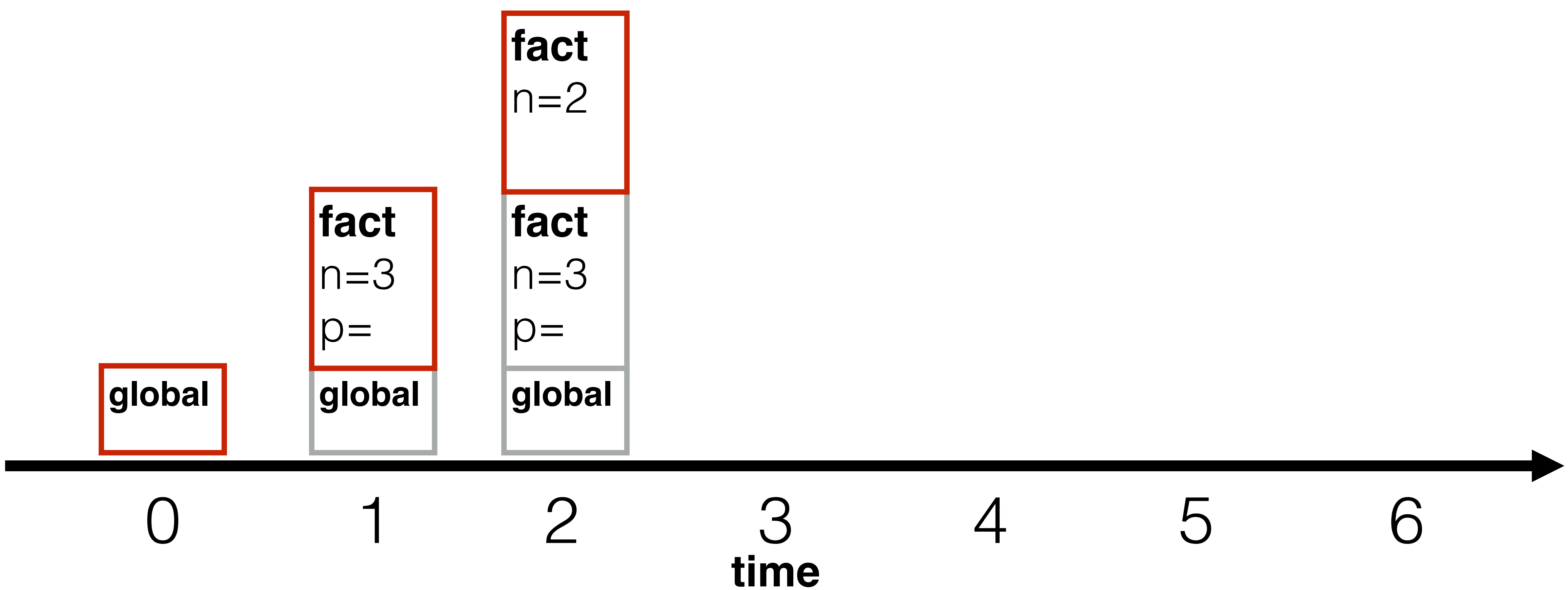

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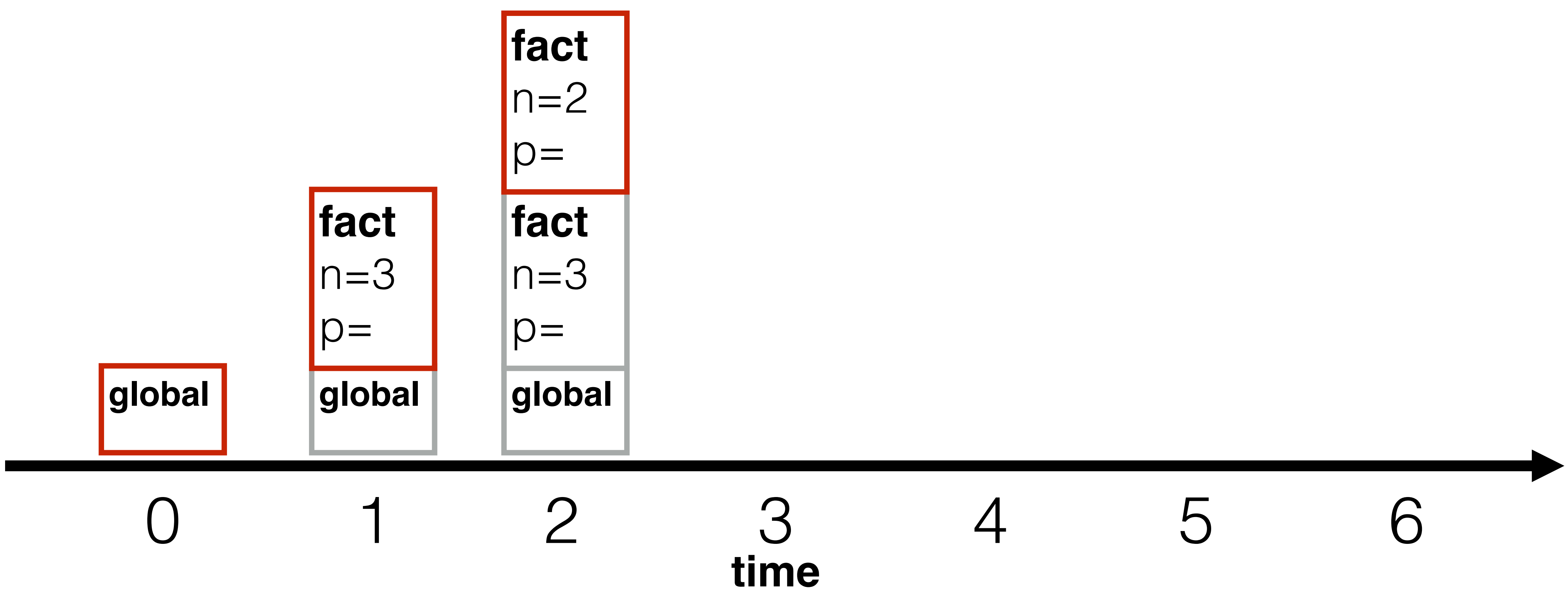

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    if n == 1:
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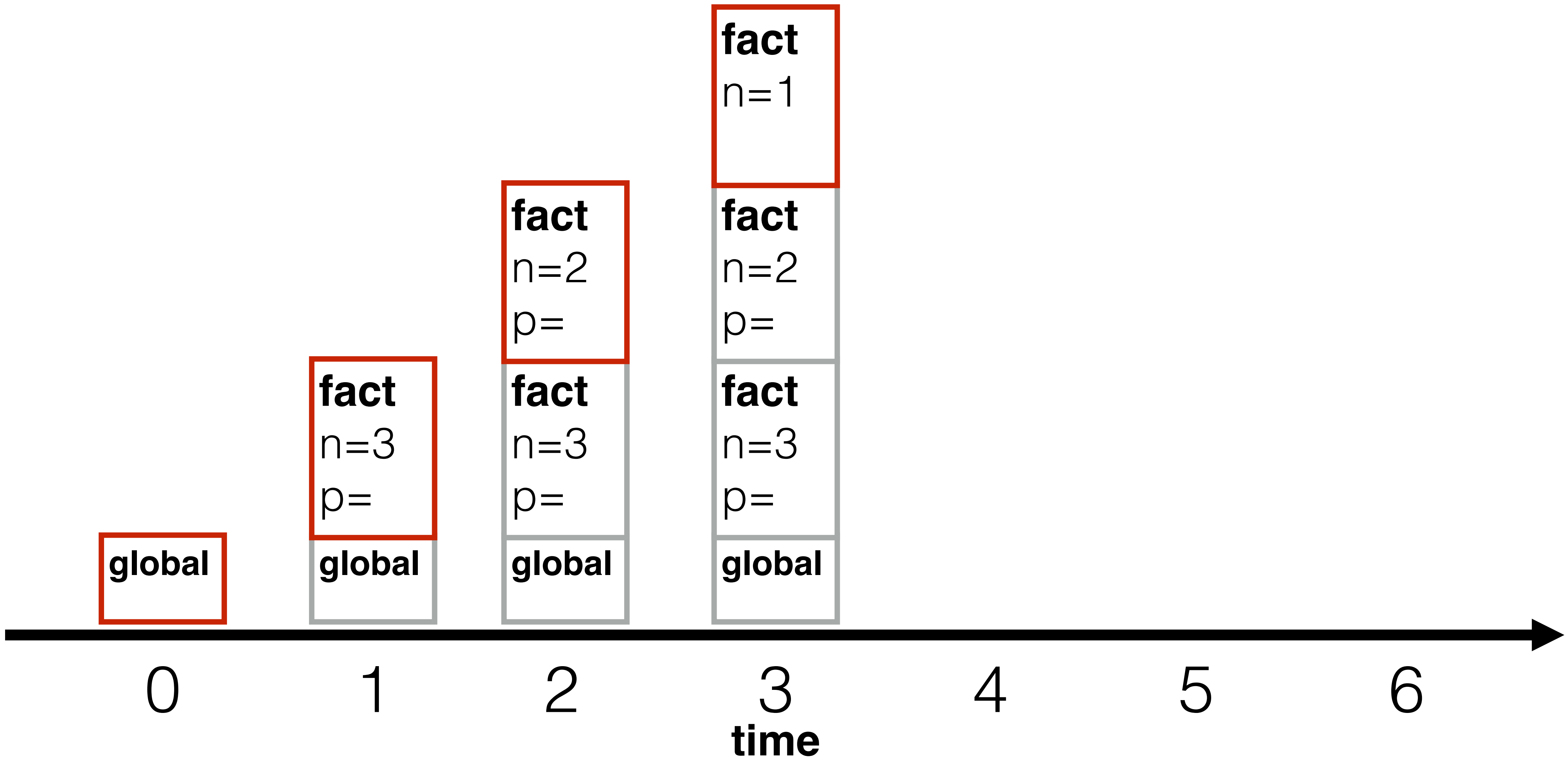

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    if n == 1:
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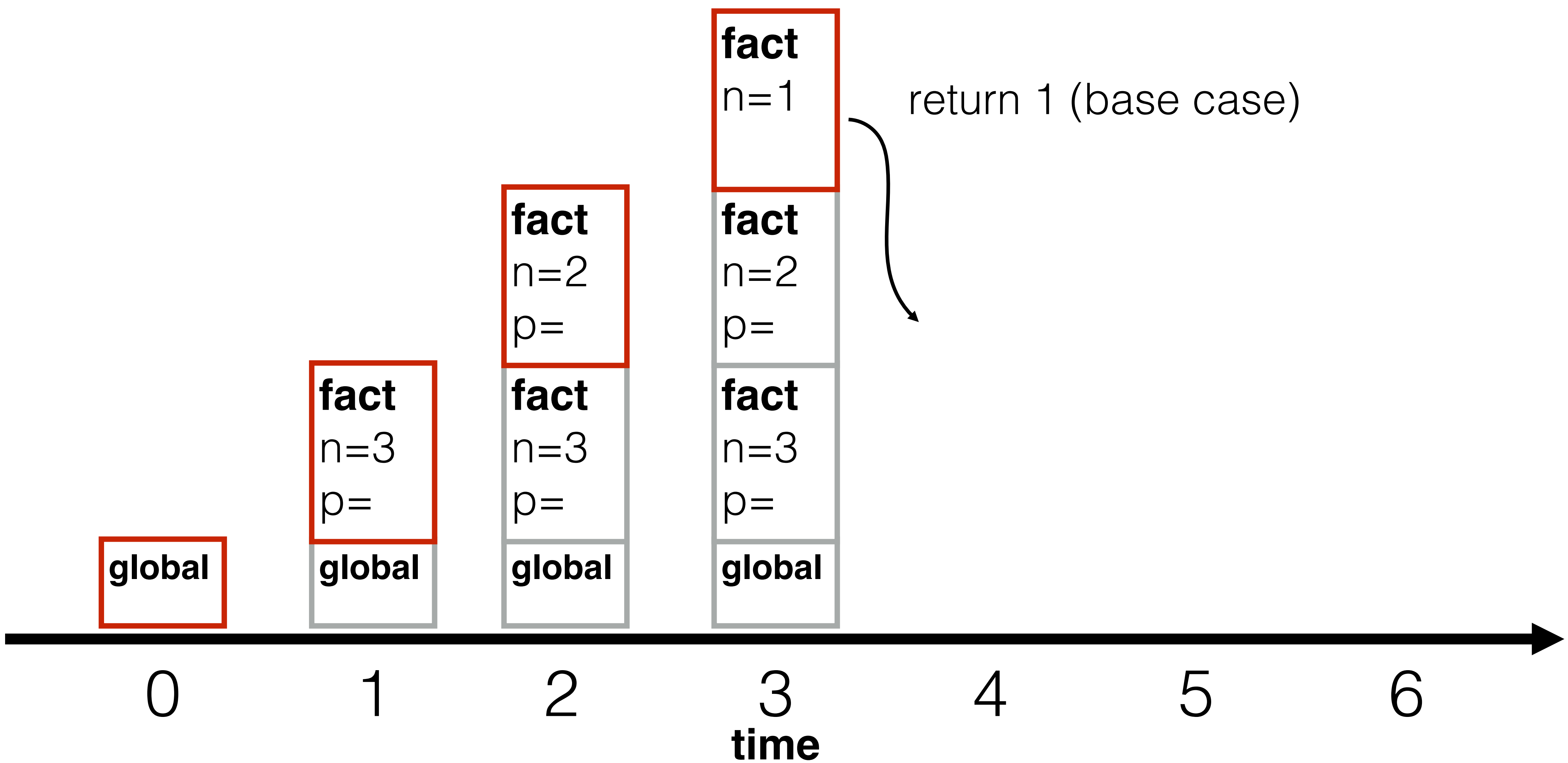
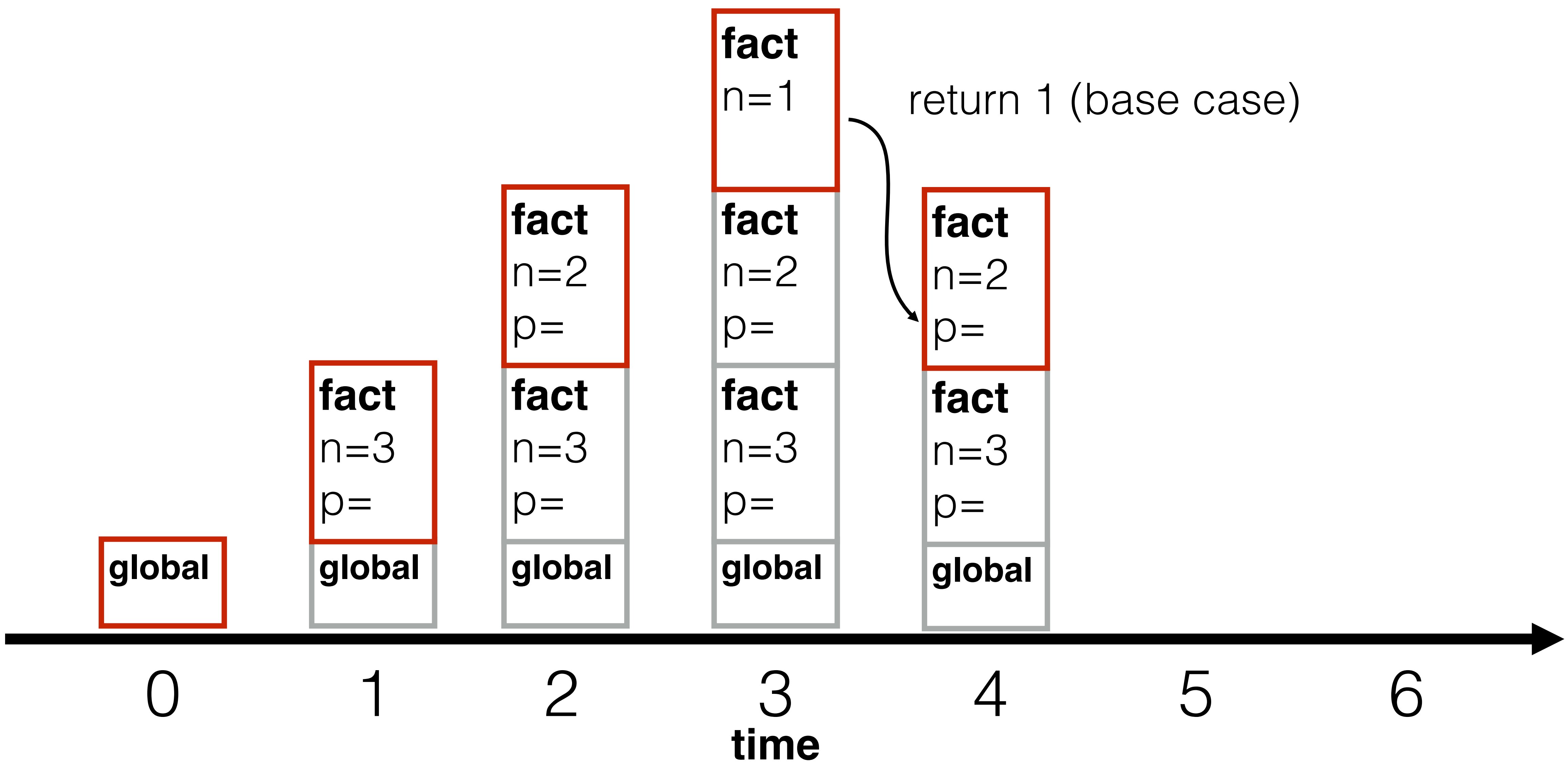
    p = fact(n-1)
    return n * p
```



Deep Dive: Runtime Stack

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Deep Dive: Runtime Stack

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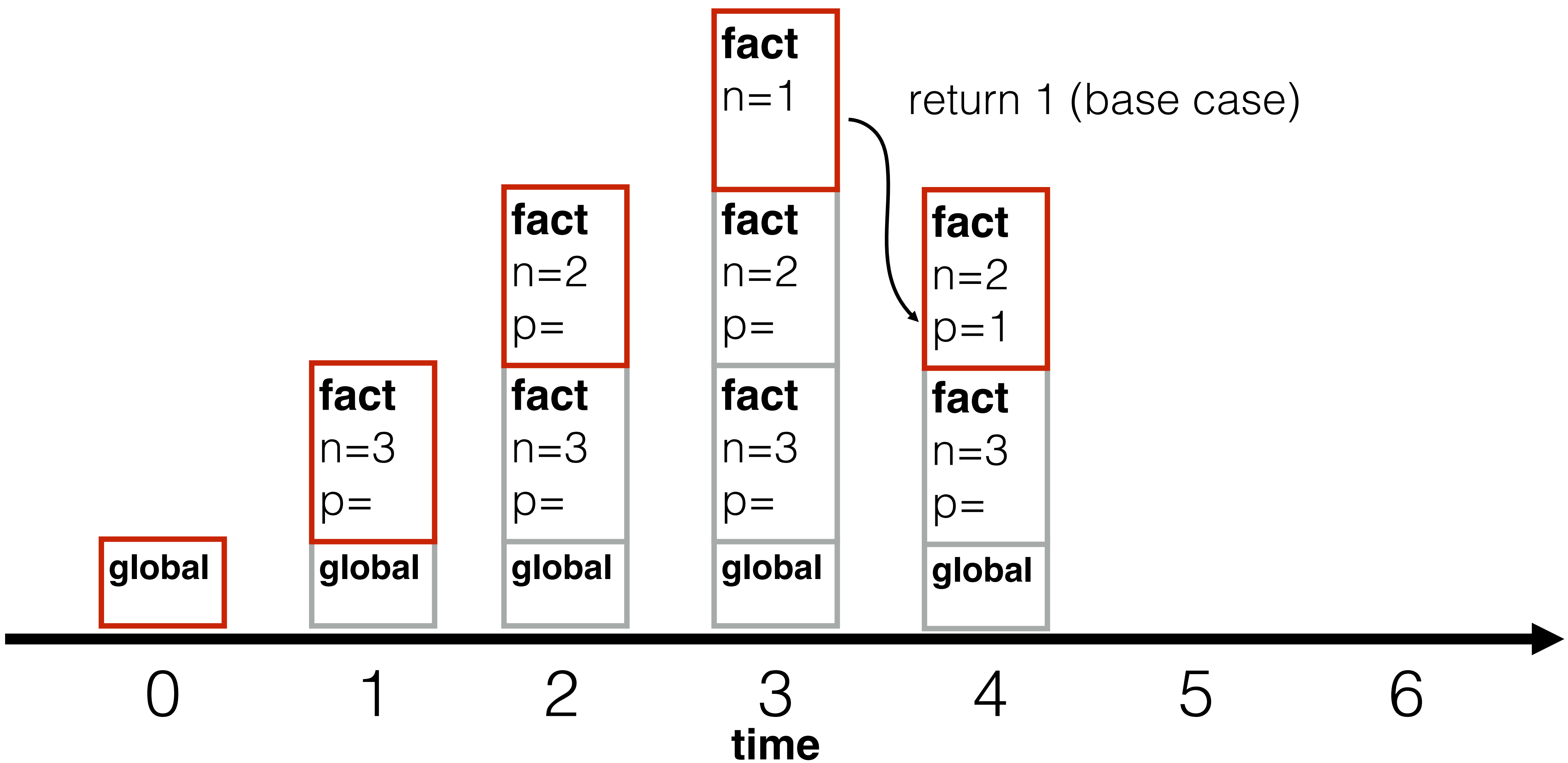
    return n * p
```



Deep Dive: Runtime Stack

```
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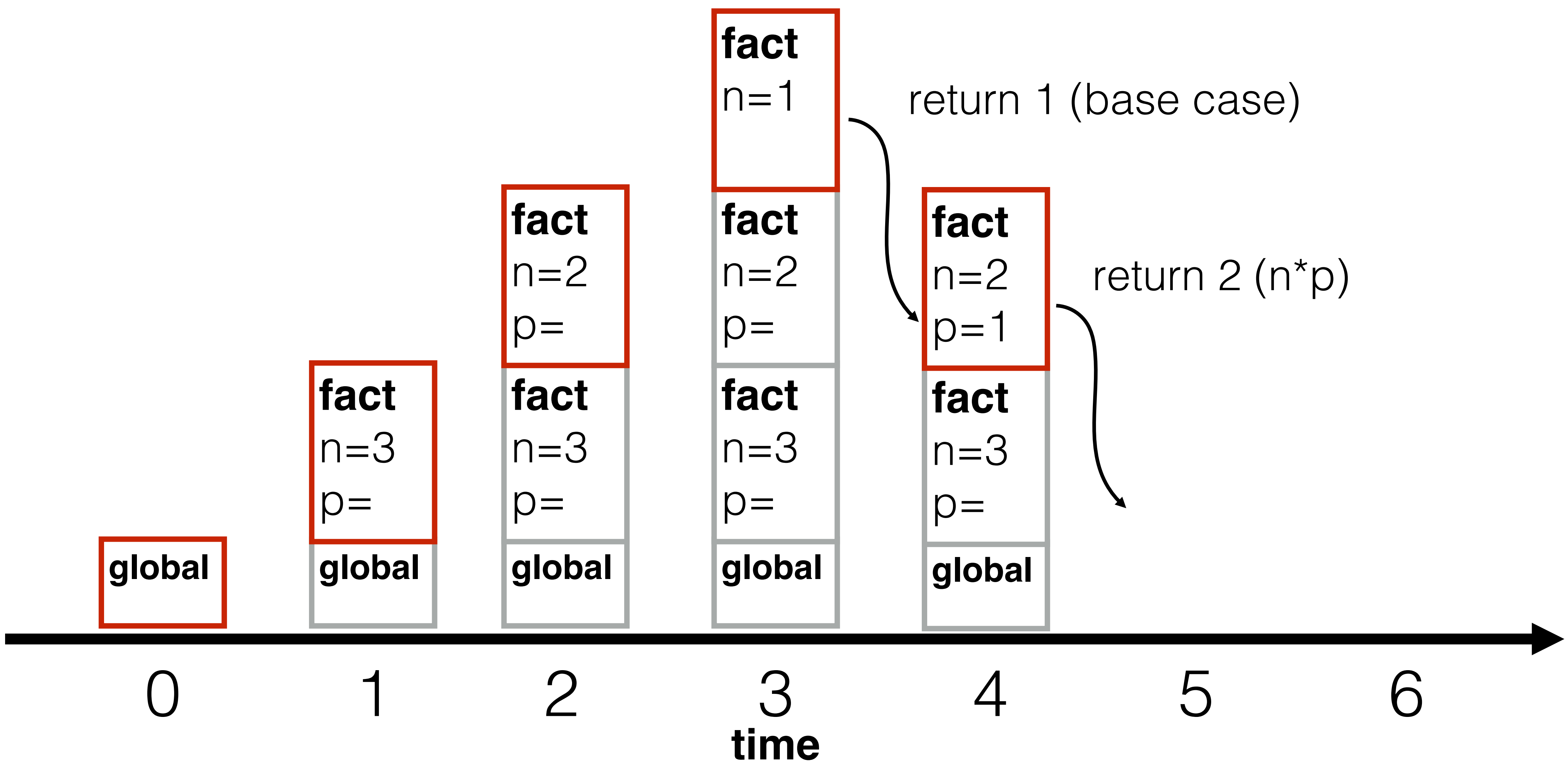
    return n * p
```



Deep Dive: Runtime Stack

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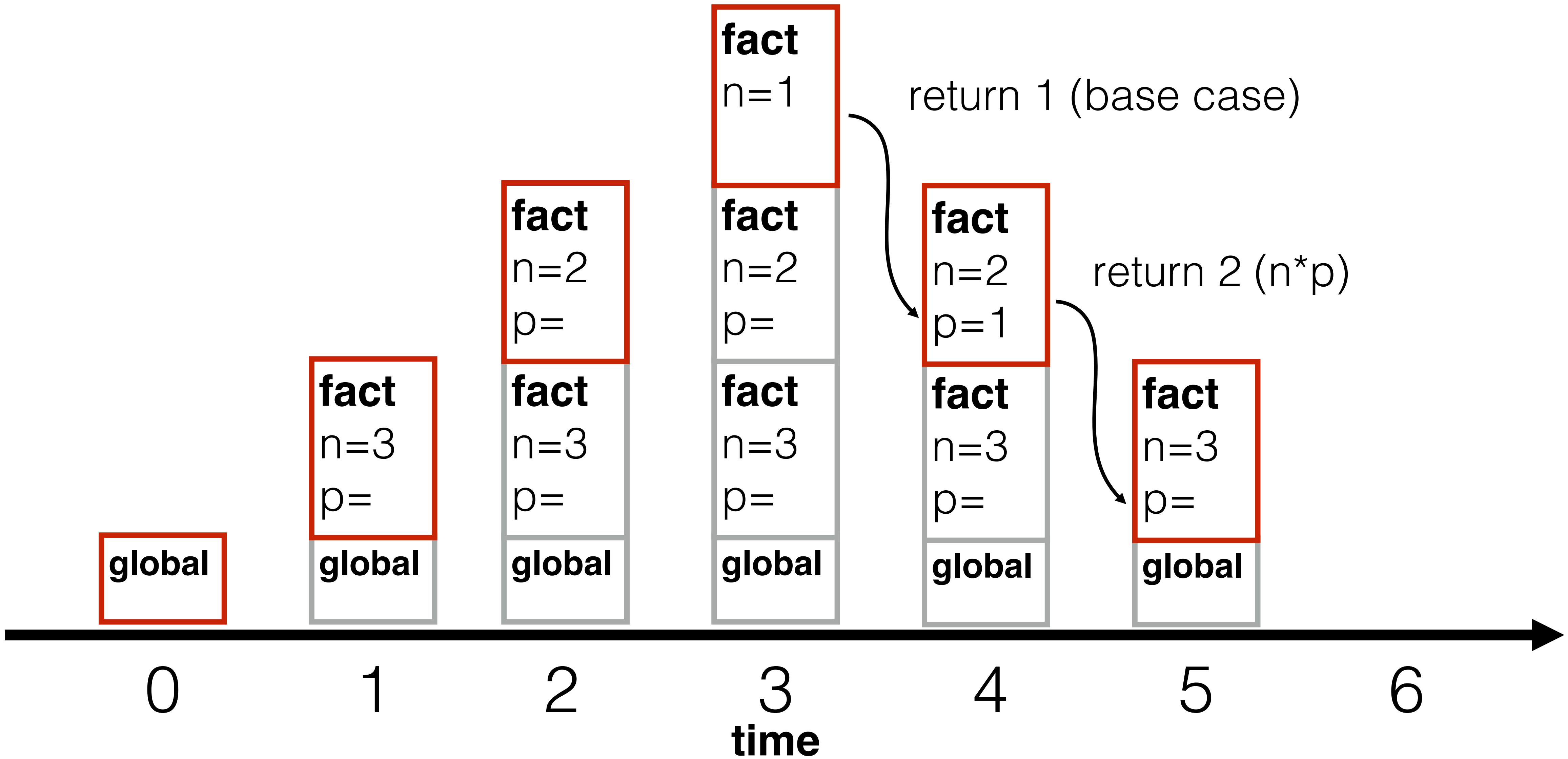
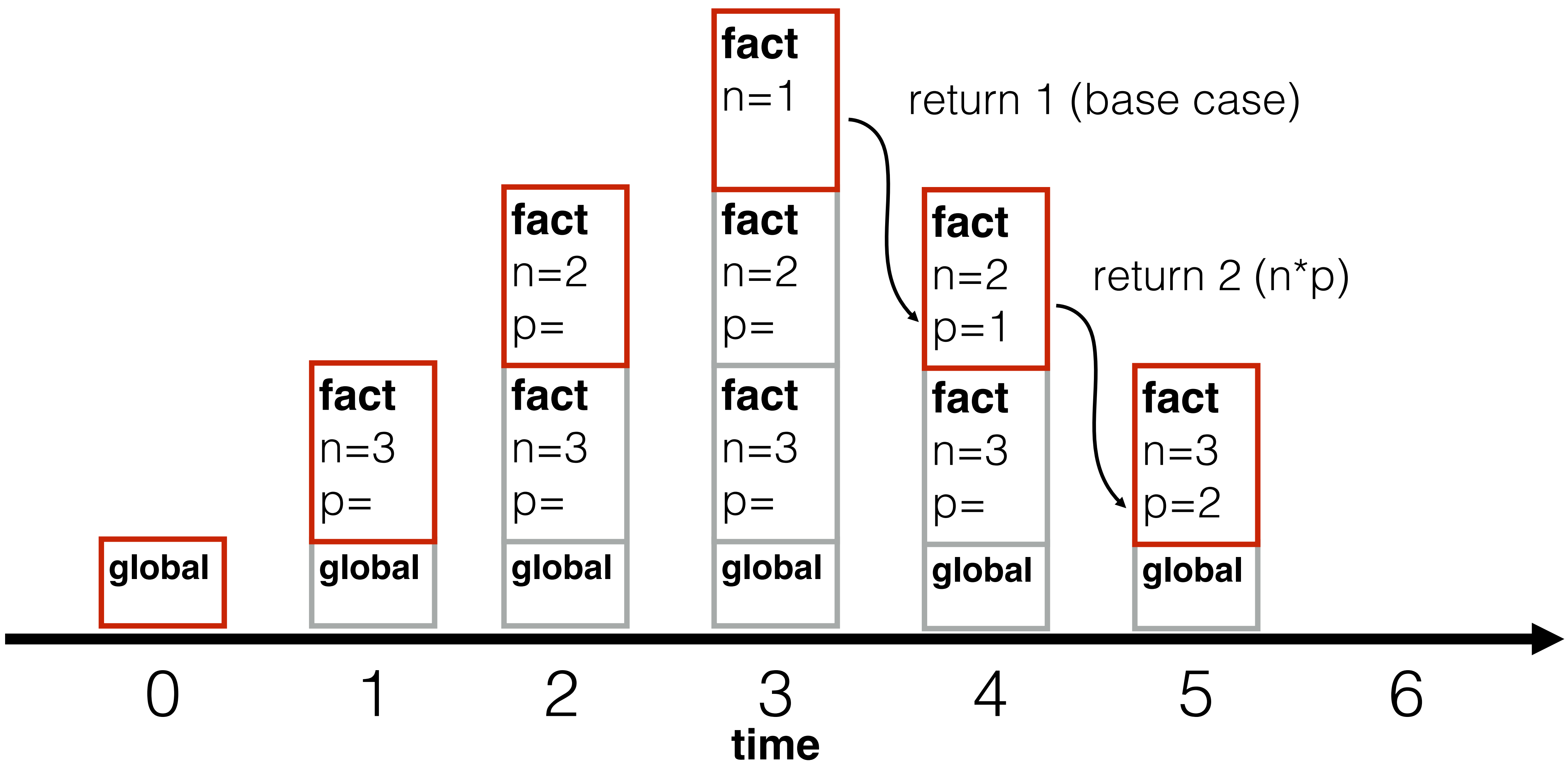
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Deep Dive: Runtime Stack

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



Deep Dive: Runtime Stack

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    if n == 1:
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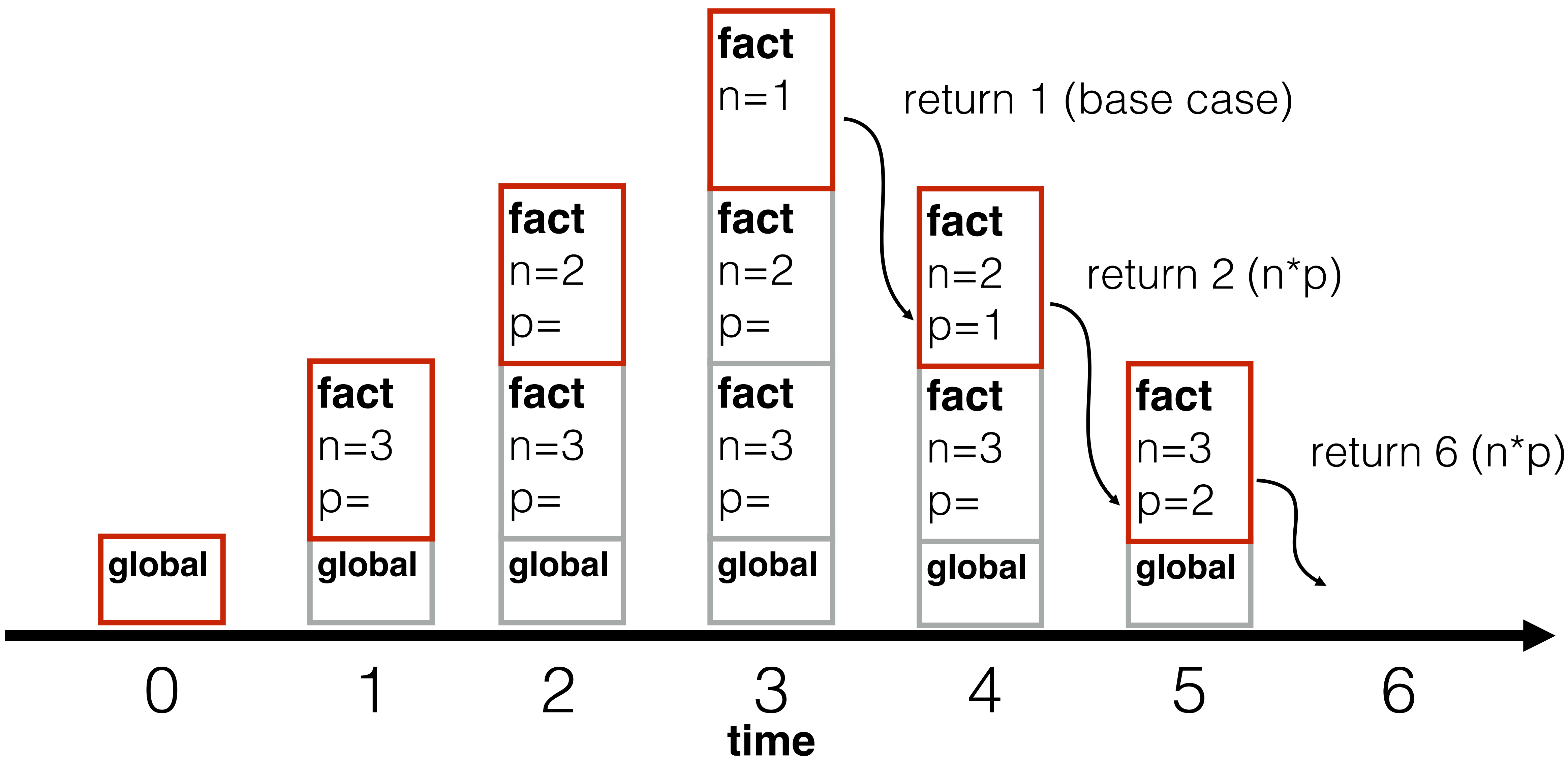
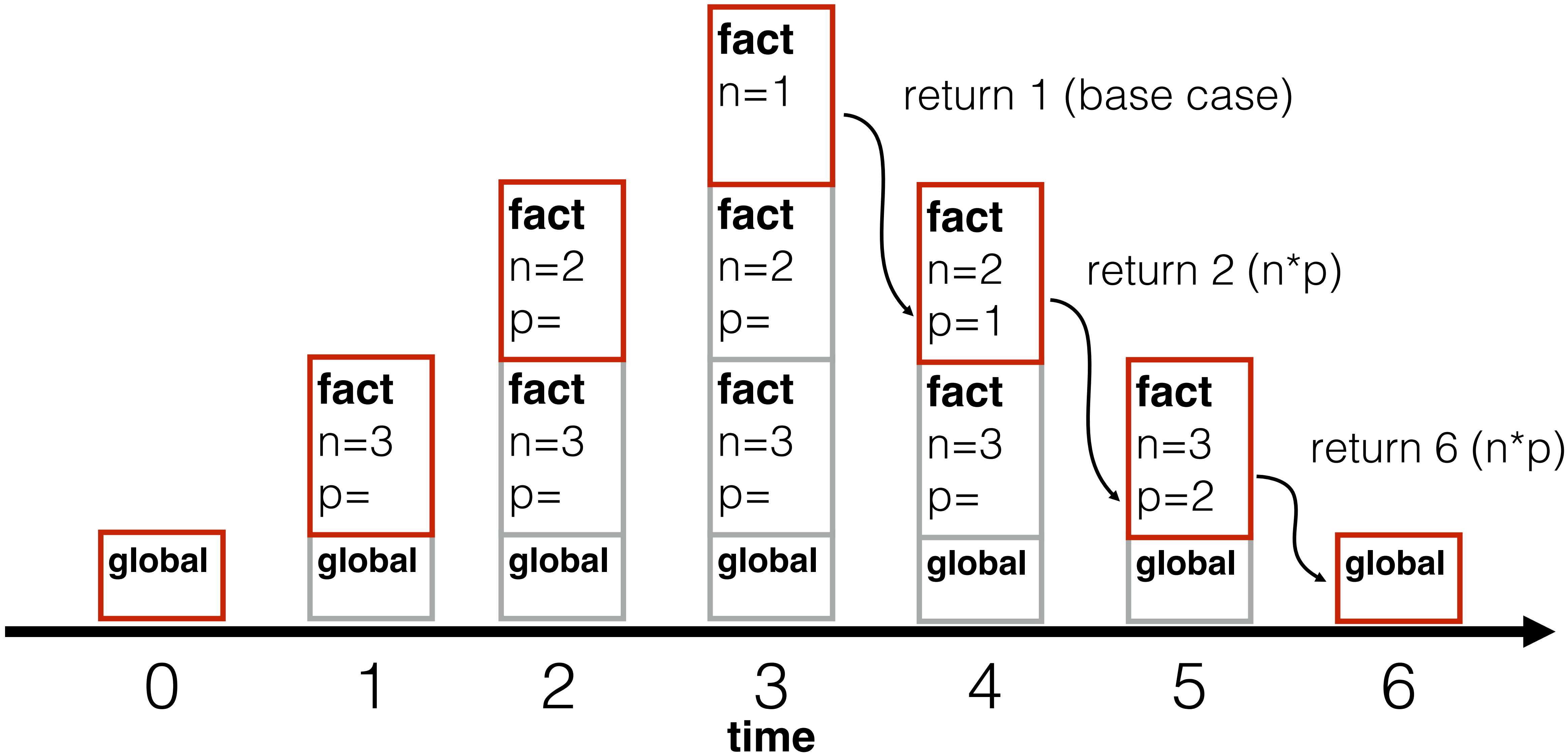
    p = fact(n-1)
    return n * p
```



Deep Dive: Runtime Stack

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```



“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
-

-1

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

never terminates

“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
- we forgot the “n == 1” check?

3

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

fact
n=2

fact
n=3

global

“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
- we forgot the “n == 1” check?

3

```
def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
```

never terminates

fact
n=-1

fact
n=0

fact
n=1

fact
n=2

fact
n=3

global

Coding Demos

Demo 1: Pretty Print

Goal: format nested lists of bullet points

Input:

- The recursive lists

Output:

- Appropriately-tabbed items

Example:

```
>>> pretty_print([“A”, [“1”, “2”, “3”,],
                  “B”, [“4”, [“i”, “ii”]]])
*A
  *1
  *2
  *3
*B
  *4
    *i
    *ii
```

Demo 2: Recursive List Search

Goal: does a given number exist in a recursive structure?

Input:

- A number
- A list of numbers and lists (which contain other numbers and lists)

Output:

- True if there's a list containing the number, else False

Example:

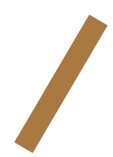
```
>>> contains(3, [1,2,[4,[[3],[8,9]],5,6]])
True
>>> contains(12, [1,2,[4,[[3],[8,9]],5,6]])
False
```

Conclusion: Review Learning Objectives

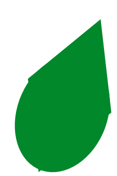
Learning Objectives: Recursive Information

What is a recursive definition/structure?

- Definition contains term
- Structure refers to others of same type
- Example: a dictionary contains dictionaries (which may contain...)



recursive case



base case

Learning Objectives: Recursive Code

What is recursive code?

- Function that sometimes itself (maybe indirectly)

Why write recursive code?

- Real-world data/structures are recursive; intuitive for code to reflect data

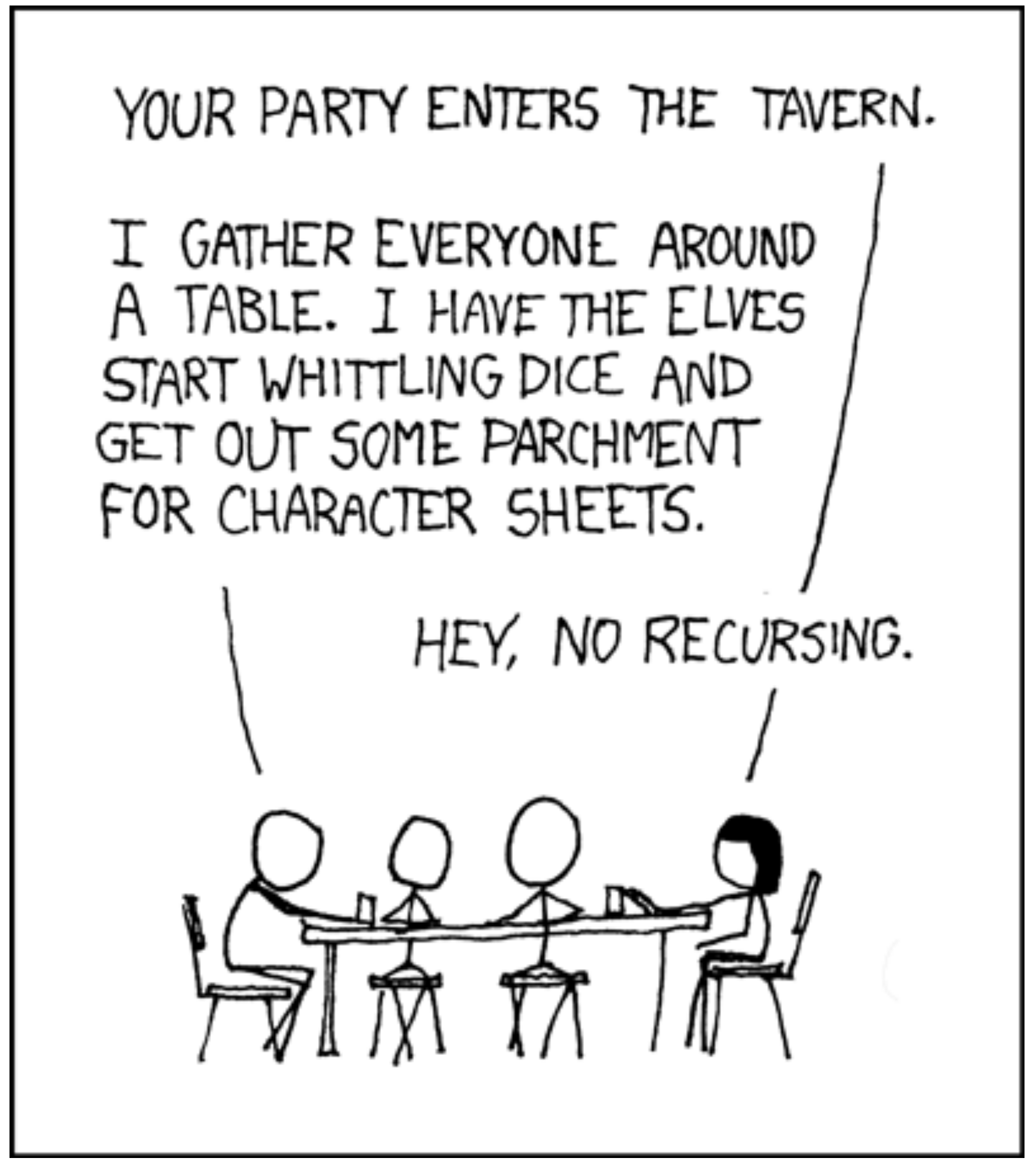
Where do computers keep local variables for recursive calls?

- In a section of memory called a “frame”
- Only one function is **active** at a time, so keep frames in a stack

What happens to programs with infinite recursion?

- Calls keep pushing more frames
- Exhaust memory, throw **StackOverflowError**

Questions?



https://xkcd.com/244/