

Intro to Computer Science

CS-UH 1001, Spring 2022

Lecture 21: Recursion Lab

Key in a Box Example

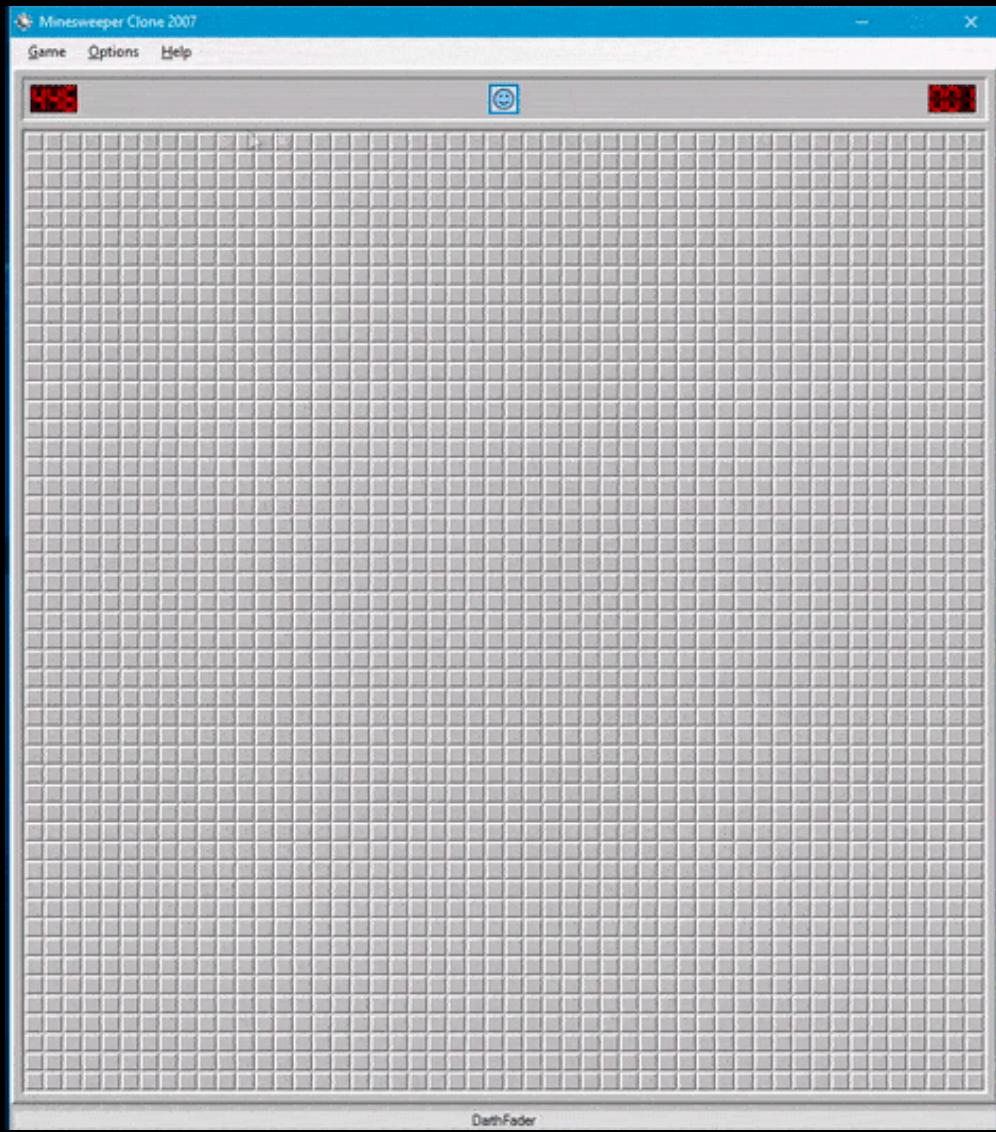


Source: www.freecodecamp.org

- **To find the key, you have to make a series of decisions, among various choices, where**
 - you don't have enough information to know what to choose
 - each decision leads to a new set of choices
 - some sequence of choices may be the solution – some may not

Recursive Backtracking

- Backtracking is
 - a methodical way of trying out various sequences of decisions, until a solution is found
 - often used to solve problems that require trying out multiple paths
 - examines partial solutions, abandoning unsuitable ones and returning to consider other candidates
- Often used for
 - combinatorial optimization problems
 - solving puzzles, e.g. crossword, sudoku, etc



Lab I:

Solving a maze using recursion

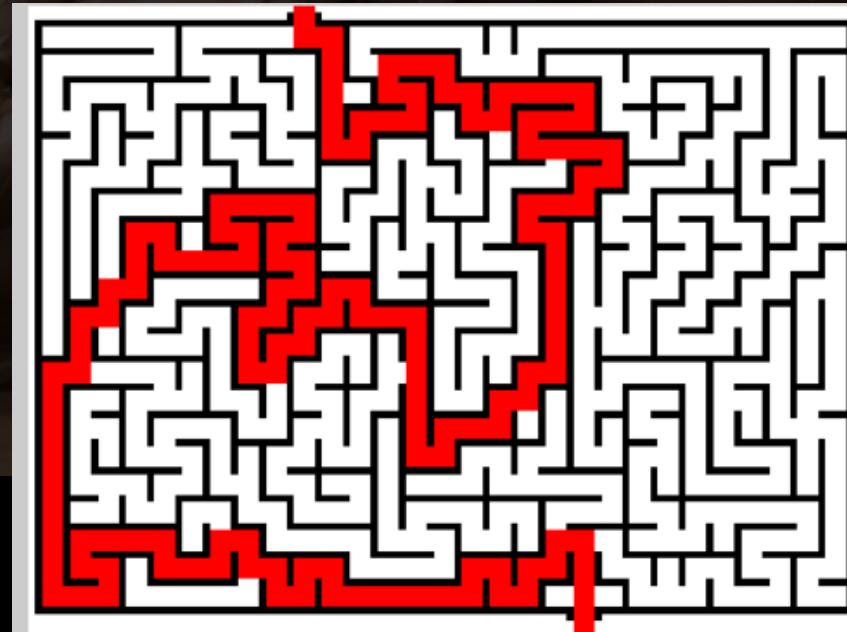


Maze (ex_21.1.py)

Create a program that solves mazes through recursion

Use ex_21.1.py from Brightspace

- Find path through maze:
 - Start at beginning of maze
 - If exit is reached, return True
 - Otherwise, explore all neighbors of current location



Lab II:

Solving Sudoku Puzzle using Recursion



Sudoku (ex_21.2.py)

Assume we have the following Sudoku board. Try to solve it recursively

- Use ex_21.2.py from Brightspace

- Solve sudoku recursively:

- For all open cells, place a number (1-9) and check if is legal
 - If so, move on to the next open cell and place a number
 - If not, try next number

1				7		9		
	3			2				8
		9	6			5		
		5	3			9		
	1			8				2
6						4		
3							1	
	4							7
		7					3	

Solving Sudoku - Brute Force

- A brute force algorithm is a simple and generally inefficient approach
- Trying out all combinations until you find one that works
- Brute force isn't efficient, but computers are fast

When Should Recursion be Used?

- Use recursion if
 - the problem has a tree-like structure
 - the problem requires backtracking
 - solutions/algorithms for a recursive by nature