

Stacks and Recursion

- Recursion is a strange kind of loop formed by a function calling itself (directly or indirectly), often with different actual parameters with each recursive call
- We avoid infinite recursion by having some special terminating condition

```
int factorial ( int n ) // precondition: n >= 0
```

```
{
```

```
    if (n <= 1) return 1;
```

```
    else return (n * factorial(n-1) );
```

```
}
```



Iteration = Recursion

- Any iterative function can be implemented recursively, and any recursive function can be implemented iteratively, but one version is often more natural than the other
- Many older languages do not offer recursion, e.g., assembly languages, COBOL, classic FORTRAN, classic BASIC
- Some programming languages have recursion as their main sequence control structure, e.g., LISP/Scheme

Computing $x^n = x * x * x \dots * x$ (n times)

Iterative version

```
float iraise ( float x, int n )
{
    float  r = 1.0;
    int j;
    for ( j=0; j<n; j++) {
        r = r * x;
    }
    return r;
}
```

Recursive version

```
float rraise ( float x, int n )
{
    if ( n == 0 )
        return 1.0;
    else
        return x * rraise(x, n-1);
}
```

// note: more efficient
algorithms are possible

Recursive algorithms are natural for recursive structures

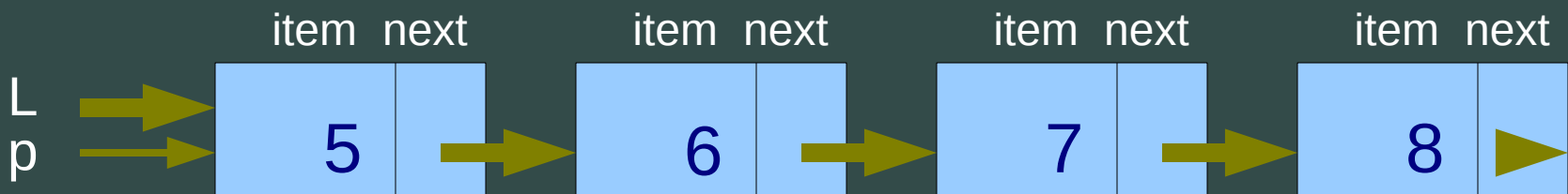
- To print all the elements in a linked-list

Iterative version

```
float iprintall ( node *L )
{
    node *p;
    for (p=L; p!=NULL; p=p->next) {
        printf(" %d ", p->item);
    }
}
```

Recursive version

```
float rprintall ( node *p )
{
    if (p != NULL) {
        printf(" %d ", p->item);
        rprintall ( p->next );
    }
}
```

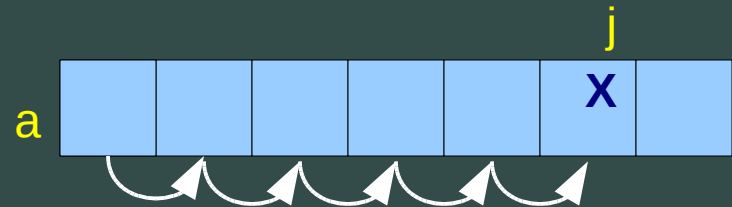


Towards a better search algorithm

- Given an array $a[]$ of n unique items, and a target item x , find the position or index of x in the array; if x is absent in the array, return -1
- Recall the sequential search algorithm may require searching every item in the array

int seqsearch (int n, int a[], int x)

```
{  
    int j;  
    for (j=0; j<n; j++) {  
        if ( a[j] == x ) return j; // x found at position j  
    }  
    return -1; // x not found in any of the positions  
}
```



Trees as recursive structures

