

## Tree Recursion

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## Announcements

## Recursion Review

## How to Know That a Recursive Case is Implemented Correctly

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**Tracing:** Diagram the whole computational process (only feasible for very small examples)

**Induction:** Check that  $f(n)$  is correct as long as  $f(n-1) \dots f(0)$  are.  
(*This the recursive leap of faith.*)

**Abstraction:** Assume  $f$  behaves correctly (on simpler examples), then use it to implement  $f$ .

## Spring 2024 Midterm 1 Question 4(e)

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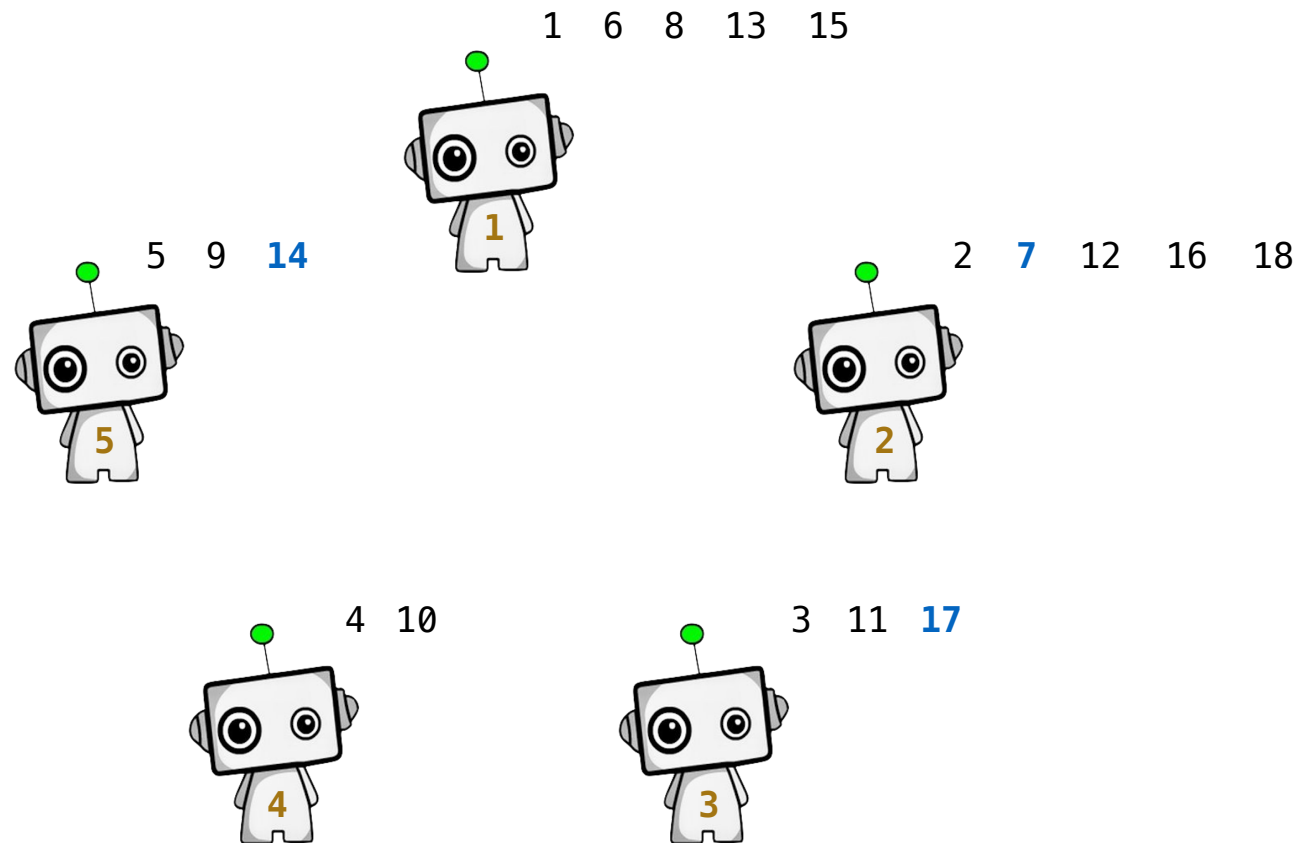
**Definition.** A *dice integer* is a positive integer whose digits are all from 1 to 6.

```
def streak(n):  
    """Return whether positive n is a dice integer in which all the digits are the same.  
  
    >>> streak(22222)  
    True  
    >>> streak(4)  
    True  
    >>> streak(22322) # 2 and 3 are different digits.  
    False  
    >>> streak(99999) # 9 is not allowed in a dice integer.  
    False  
    """  
    return (n >= 1 and n <= 6) or (n > 9 and n % 10 == n // 10 % 10 and streak(n // 10))
```

**Idea:** In a streak, all pairs of adjacent digits are equal.

## Discussion Review: Sevens

Players in a circle count up from 1 in the clockwise direction. If a number is divisible by 7 or contains a 7 (or both), switch directions. With 5 players, who says 18?



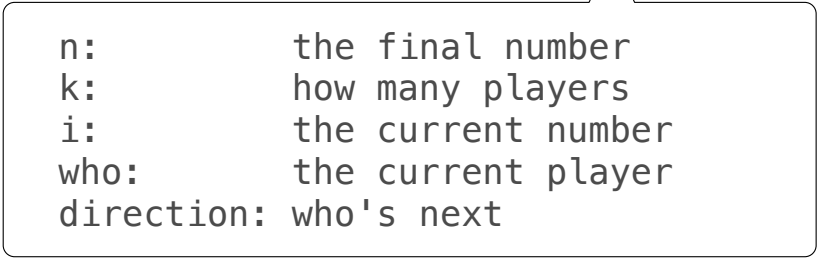
## The Game of Sevens

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Players in a circle count up from 1 in the clockwise direction. If a number is divisible by 7 or contains a 7 (or both), switch directions. If someone says a number when it's not their turn or someone misses the beat on their turn, the game ends.

Implement `sevens(n, k)` which returns the position of who says `n` among `k` players.

1. Pick an example input and corresponding output.
2. Describe a process (in English) that computes the output from the input using simple steps.
3. Figure out what **additional names** you'll need to carry out this process.
4. Implement the process in code using those additional names.



```
n:      the final number
k:      how many players
i:      the current number
who:    the current player
direction: who's next
```

(Demo)



## Mutual Recursion

## Mutually Recursive Functions

Two functions `f` and `g` are mutually recursive if `f` calls `g` and `g` calls `f`.

```
def unique_prime_factors(n):  
    """Return the number of unique prime factors of n.  
  
    >>> unique_prime_factors(51) # 3 * 17  
    2  
    >>> unique_prime_factors(9)  # 3 * 3  
    1  
    >>> unique_prime_factors(576) # 2 * 2 * 2 * 2 * 2 * 2 * 3 * 3  
    2  
    """  
    k = smallest_factor(n)  
    def no_k(n):  
        "Return the number of unique prime factors of n other than k."  
        if n == 1:  
            return 0  
        elif n % k != 0:  
            return unique_prime_factors(n)  
        else:  
            return no_k(n // k)  
    return 1 + no_k(n)  
  
def smallest_factor(n):  
    "The smallest divisor of n above 1."
```

## Tree Recursion

## Counting Partitions

The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.

`count_partitions(6, 4)`

$$2 + 4 = 6$$

$$1 + 1 + 4 = 6$$

$$3 + 3 = 6$$

$$1 + 2 + 3 = 6$$

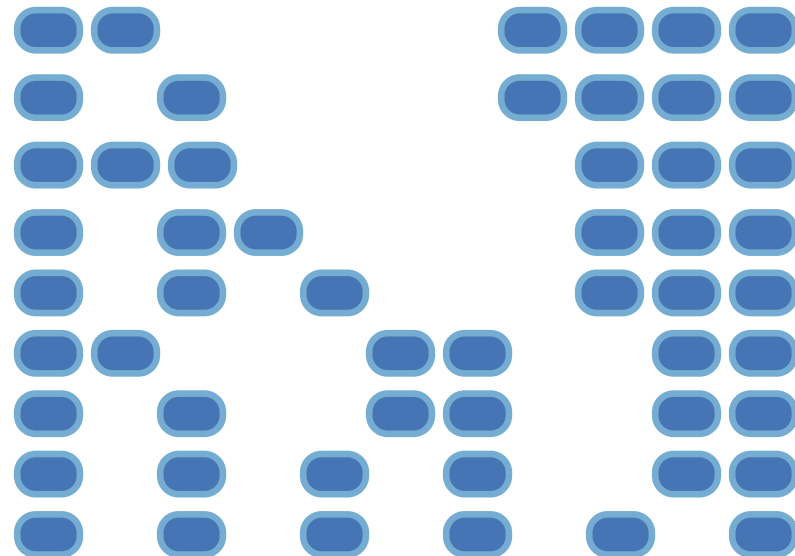
$$1 + 1 + 1 + 3 = 6$$

$$2 + 2 + 2 = 6$$

$$1 + 1 + 2 + 2 = 6$$

$$1 + 1 + 1 + 1 + 2 = 6$$

$$1 + 1 + 1 + 1 + 1 + 1 = 6$$

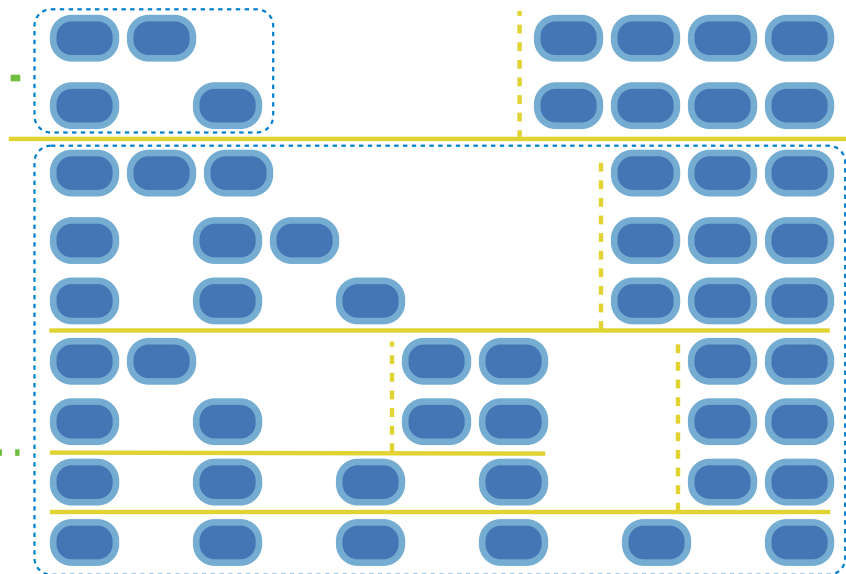


## Counting Partitions

The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in non-decreasing order.

`count_partitions(6, 4)`

- Recursive decomposition: finding simpler instances of the problem.
- Explore two possibilities:
  - Use at least one 4
  - Don't use any 4
- Solve two simpler problems:
  - `count_partitions(2, 4)`
  - `count_partitions(6, 3)`
- Tree recursion often involves exploring different choices.



# Counting Partitions

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- Recursive decomposition: finding simpler instances of the problem.
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  - Use at least one 4
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- Solve two simpler problems:
  - `count_partitions(2, 4)` -----
  - `count_partitions(6, 3)` -----
- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):
    if n == 0:
        return 1
    elif n < 0:
        return 0
    elif m == 0:
        return 0
    else:
        with_m = count_partitions(n-m, m)
        without_m = count_partitions(n, m-1)
        return with_m + without_m
```

( Demo )

## Spring 2023 Midterm 2 Question 5

**Definition.** When parking vehicles in a row, a motorcycle takes up 1 parking spot and a car takes up 2 adjacent parking spots. A string of length  $n$  can represent  $n$  adjacent parking spots using % for a motorcycle, <> for a car, and . for an empty spot.

For example: '%%.<><>' (Thanks to the Berkeley Math Circle for introducing this question.)

Implement **count\_park**, which returns the number of ways that vehicles can be parked in  $n$  adjacent parking spots for positive integer  $n$ . Some or all spots can be empty.

```
def count_park(n):
    """Count the ways to park cars and motorcycles in n adjacent spots.
    >>> count_park(1) # '.' or '%'
    2
    >>> count_park(2) # '.. ', '%.', '%.', '%%', or '<>'
    5
    >>> count_park(4) # some examples: '<><>', '%.%%.', '%<>%', '%.<>'
    29
    """
    if n < 0:
        return 0
    elif n == 0:
        return 1
    else:
        return count_park(n-2) + count_park(n-1) + count_park(n-1)
```