

# CPP: Recursion

CECS130

Introduction to Programming Languages

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# Recursive Definitions

- Recursion: solving a problem by reducing it to smaller versions of itself
- $0! = 1$  (1)
- $n! = n \times (n-1)! \quad \text{if } n > 0$  (2)
- The definition of factorial in equations (1) and (2) is called a recursive definition
- Equation (1) is called the base case
- Equation (2) is called the general case

# Recursive Definitions (continued)

- Recursive definition: defining a problem in terms of a smaller version of itself
  - Every recursive definition must have one (or more) base cases
  - The general case must eventually reduce to a base case
  - The base case stops the recursion

# Recursive Algorithms

- Recursive algorithm: finds a solution by reducing problem to smaller versions of itself
  - Must have one (or more) base cases
- General solution must eventually reduce to a base case
- Recursive function: a function that calls itself
- Recursive algorithms are implemented using recursive functions

# Recursive Functions

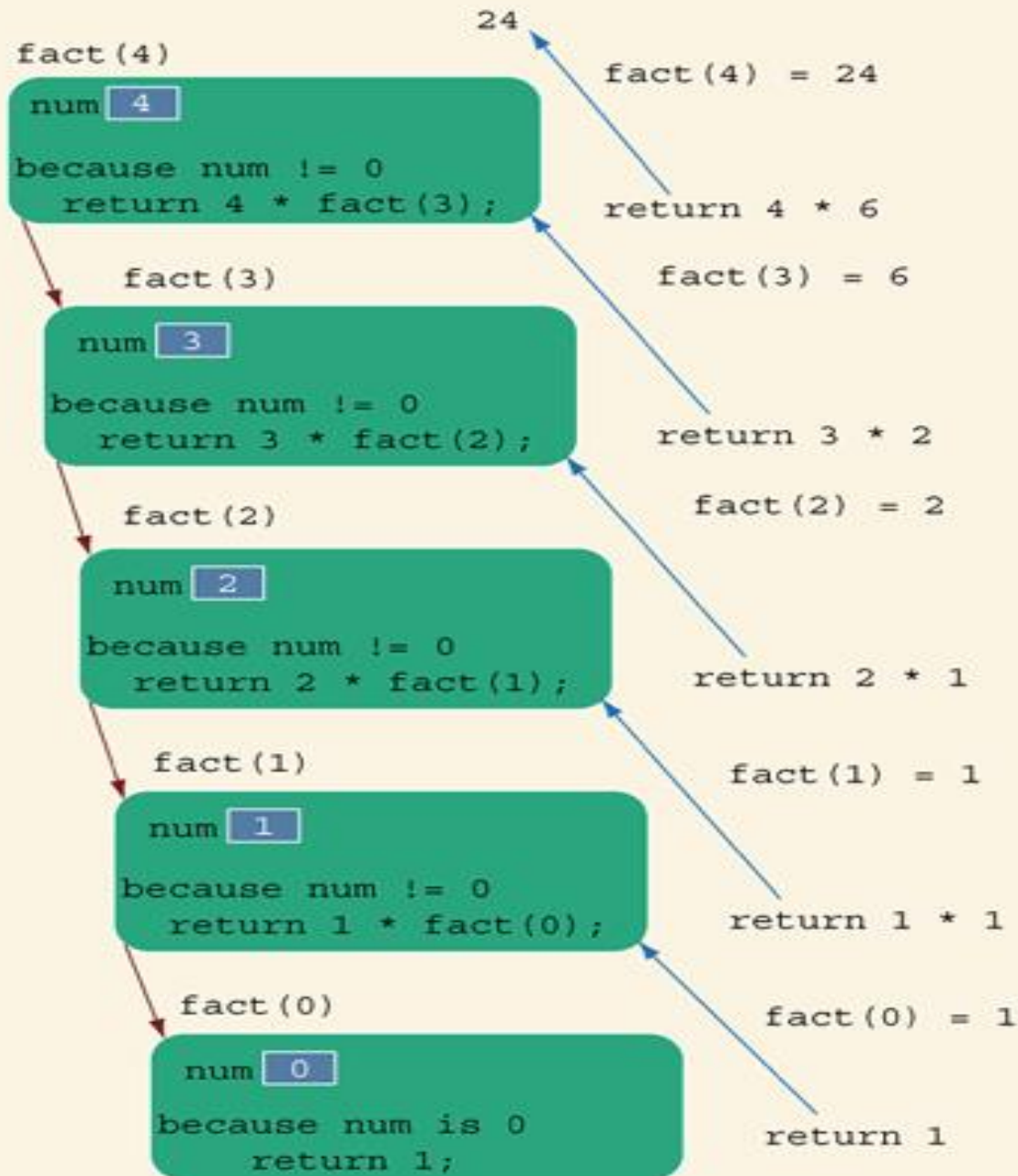
- Think of a recursive function as having infinitely many copies of itself
- Every call to a recursive function has
  - Its own code
  - Its own set of parameters and local variables
- After completing a particular recursive call
  - Control goes back to the calling environment, which is the previous call

# Recursive Functions (continued)

- The current (recursive) call must execute completely before control goes back to the previous call
- Execution in the previous call begins from the point immediately following the recursive call
- Tail recursive function: A recursive function in which the last statement executed is the recursive call
  - Example: the function fact

# Recursive Functions (continued)

```
int fact(int num)
{
    if (num == 0)
        return 1;
    else
        return num * fact(num - 1);
}
```





# Direct and Indirect Recursion

- Directly recursive: a function that calls itself
- Indirectly recursive: a function that calls another function and eventually results in the original function call

# Infinite Recursion

- Infinite recursion: every recursive call results in another recursive call
  - In theory, infinite recursion executes forever
- Because computer memory is finite:
  - Function executes until the system runs out of memory
  - Results in an abnormal program termination

# Infinite Recursion (continued)

- To design a recursive function:
  - Understand problem requirements
  - Determine limiting conditions
  - Identify base cases and provide a direct solution to each base case
  - Identify general cases and provide a solution to each general case in terms of smaller versions of itself

# Problem Solving Using Recursion

- General case: List size is greater than 1
- To find the largest element in `list[a] ... list[b]`
  - Find largest element in `list[a + 1] ... list[b]` and call it `max`
  - Compare the elements `list[a]` and `max`
    - if (`list[a] >= max`)
      - the largest element in `list[a] ... list[b]` is  
`list[a]`
    - otherwise
      - the largest element in `list[a] ... list[b]` is `max`

# Problem Solving Using Recursion

## Example: Largest Element in an Array

|      | [0] | [1] | [2] | [3] | [4] | [5] | [6] |
|------|-----|-----|-----|-----|-----|-----|-----|
| list | 5   | 8   | 2   | 10  | 9   | 4   |     |

list with six elements

# Problem Solving Using Recursion

## Example: Largest Element in an Array

- `list[a]...list[b]` stands for the array elements `list[a]`, `list[a + 1]`, ..., `list[b]`.
- `list[0]...list[5]` represents the array elements `list[0]`, `list[1]`, `list[2]`, `list[3]`, `list[4]`, and `list[5]`.
- If `list` is of length 1, then `list` has only one element, which is the largest element.
- Suppose the length of `list` is greater than 1.
  - To find the largest element in `list[a]...list[b]`, we first find the largest element in `list[a + 1]...list[b]` and then compare this largest element with `list[a]`.
  - The largest element in `list[a]...list[b]` is given by:

```
maximum(list[a], largest(list[a + 1]...list[b]))
```

# Problem Solving Using Recursion

**Base Case:** The size of the list is 1

The only element in the list is the largest element

**General Case:** The size of the list is greater than 1

To find the largest element in `list[a]...list[b]`

a. Find the largest element in `list[a + 1]...list[b]`  
and call it `max`

b. Compare the elements `list[a]` and `max`

`if` (`list[a] >= max`)

the largest element in `list[a]...list[b]` is `list[a]`

otherwise

the largest element in `list[a]...list[b]` is `max`

```

int largest(const int list[], int lowerIndex, int upperIndex)
{
    int max;

    if (lowerIndex == upperIndex) //size of the sublist is one
        return list[lowerIndex];
    else
    {
        max = largest(list, lowerIndex + 1, upperIndex);

        if (list[lowerIndex] >= max)
            return list[lowerIndex];
        else
            return max;
    }
}

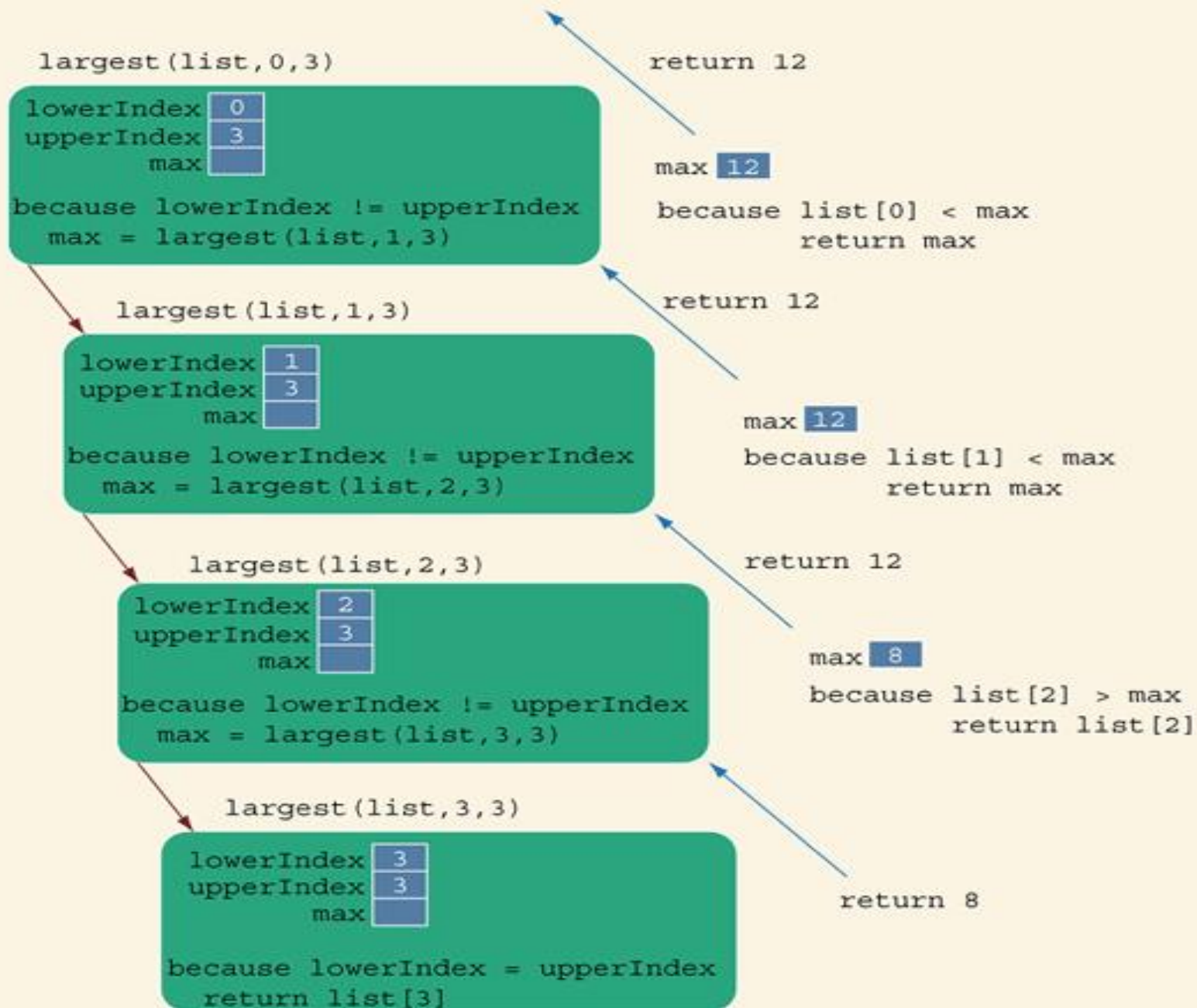
```

|      | [0] | [1] | [2] | [3] |
|------|-----|-----|-----|-----|
| list | 5   | 10  | 12  | 8   |

list with four elements

```
cout << largest(list, 0, 3) << endl;
```





# Example: Fibonacci Number

$$rFibNum(a,b,n) = \begin{cases} a & \text{if } n = 1 \\ b & \text{if } n = 2 \\ rFibNum(a,b,n-1) + rFibNum(a,b,n-2) & \text{if } n > 2. \end{cases} \quad (16-3)$$

`rFibNum(2, 5, 4)`

$$1. \quad \text{rFibNum}(2, 5, 4) = \text{rFibNum}(2, 5, 3) + \text{rFibNum}(2, 5, 2)$$

Next, we determine  $\text{rFibNum}(2, 5, 3)$  and  $\text{rFibNum}(2, 5, 2)$ . Let us first determine  $\text{rFibNum}(2, 5, 3)$ . Here,  $a = 2$ ,  $b = 5$ , and  $n$  is 3. Because  $n$  is 3,

$$1.a. \quad \text{rFibNum}(2, 5, 3) = \text{rFibNum}(2, 5, 2) + \text{rFibNum}(2, 5, 1)$$

This statement requires us to determine  $\text{rFibNum}(2, 5, 2)$  and  $\text{rFibNum}(2, 5, 1)$ . In  $\text{rFibNum}(2, 5, 2)$ ,  $a = 2$ ,  $b = 5$ , and  $n = 2$ . Therefore, from the definition given in Equation 16-3, it follows that:

$$1.a.1. \quad \text{rFibNum}(2, 5, 2) = 5$$

To find  $\text{rFibNum}(2, 5, 1)$ , note that  $a = 2$ ,  $b = 5$ , and  $n = 1$ . Therefore, by the definition given in Equation 16-3,

$$1.a.2. \quad \text{rFibNum}(2, 5, 1) = 2$$

We substitute the values of  $\text{rFibNum}(2, 5, 2)$  and  $\text{rFibNum}(2, 5, 1)$  into (1.a) to get:

$$\text{rFibNum}(2, 5, 3) = 5 + 2 = 7$$

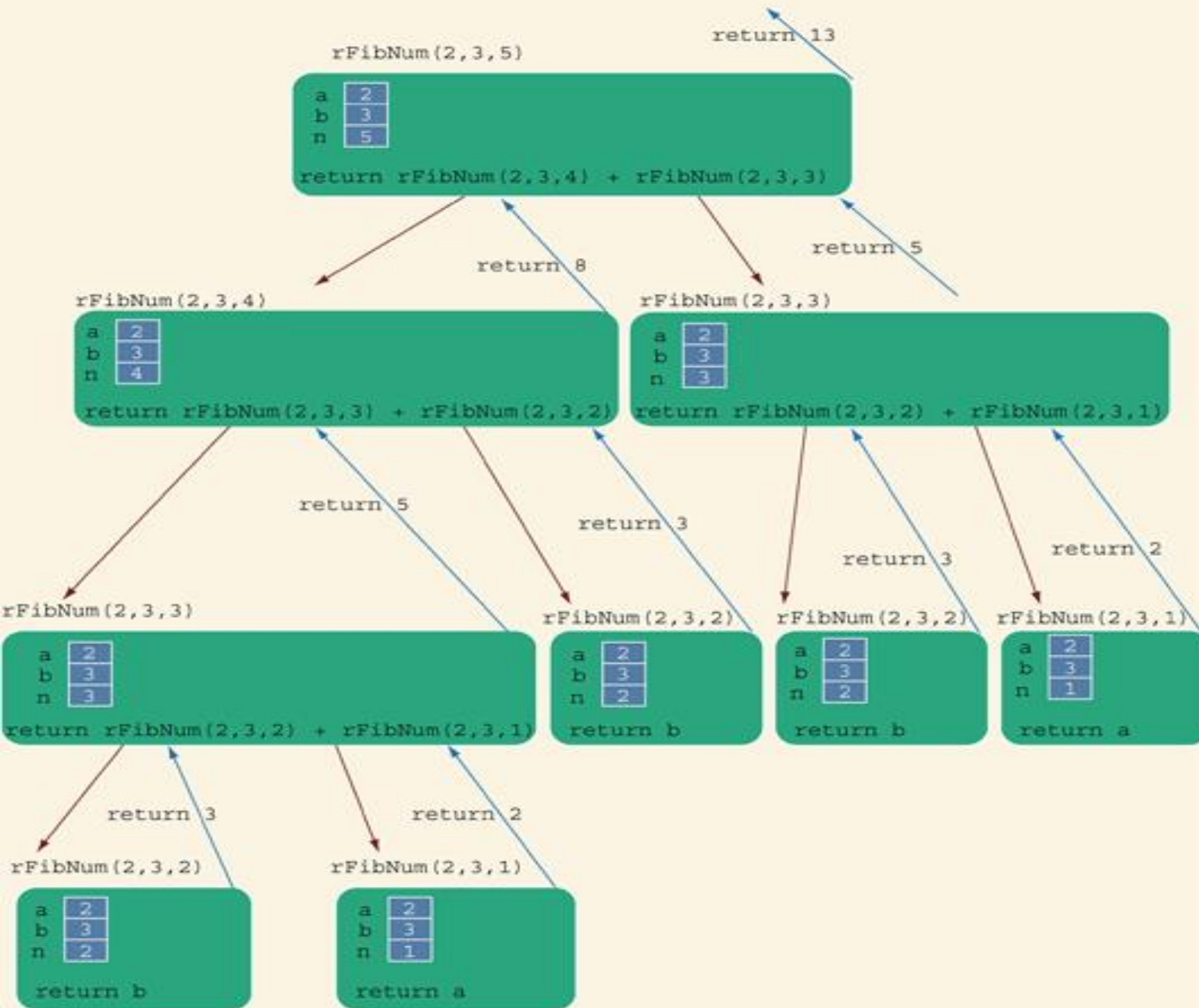
Next, we determine  $\text{rFibNum}(2, 5, 2)$ . As in (1.a.1),  $\text{rFibNum}(2, 5, 2) = 5$ . We can substitute the values of  $\text{rFibNum}(2, 5, 3)$  and  $\text{rFibNum}(2, 5, 2)$  into (1) to get:

$$\text{rFibNum}(2, 5, 4) = 7 + 5 = 12$$

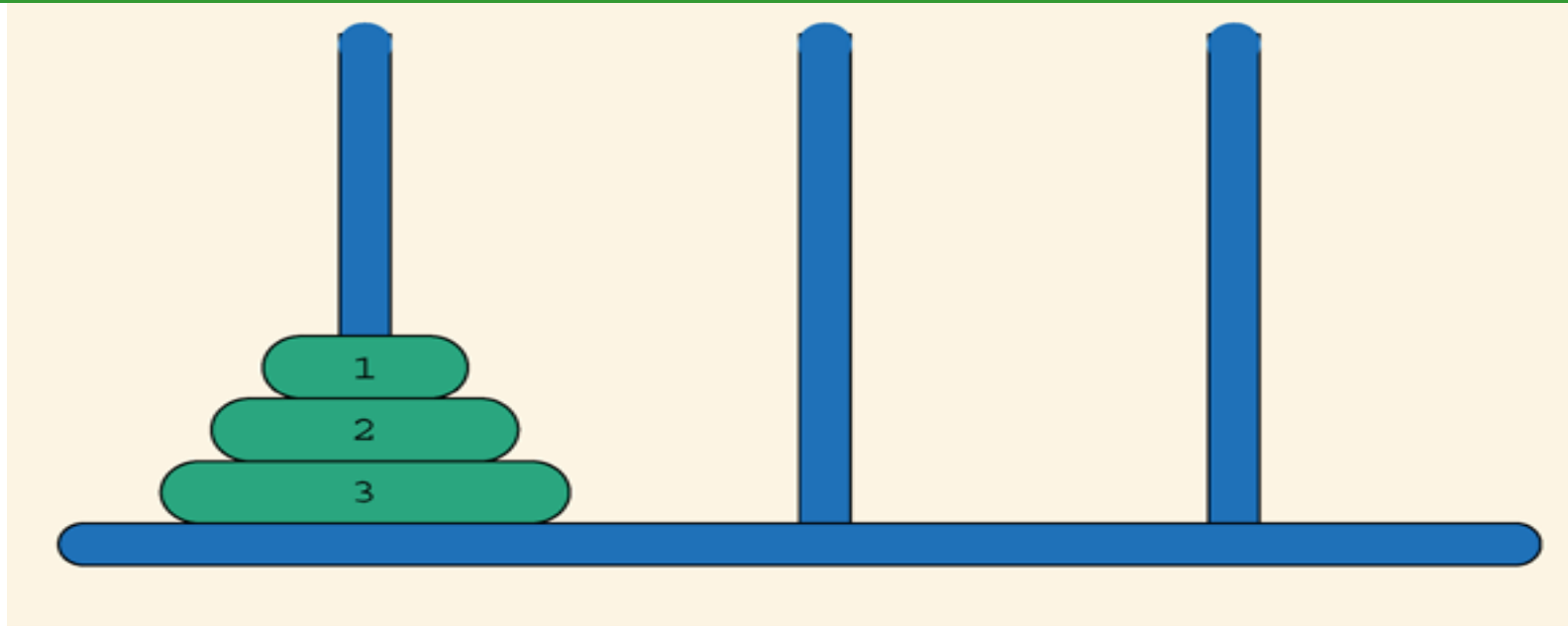
# Example: Fibonacci Number

```
int rFibNum(int a, int b, int n)
{
    if (n == 1)
        return a;
    else if (n == 2)
        return b;
    else
        return rFibNum(a, b, n - 1) + rFibNum(a, b, n - 2);
}
```

```
cout << rFibNum(2, 3, 5) << endl;
```



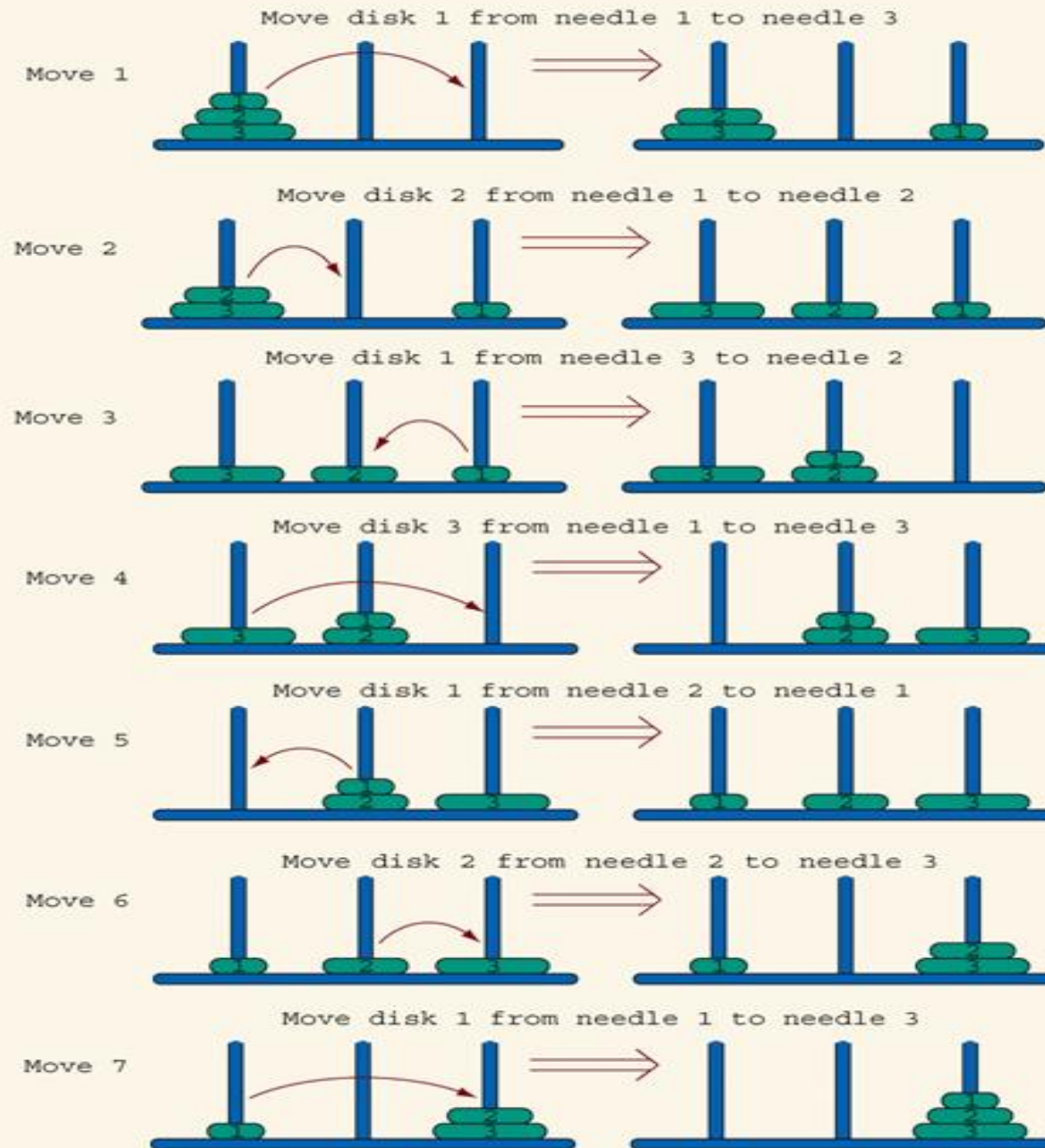
# Example: Tower of Hanoi



Tower of Hanoi problem with three disks

The rules for moving the disks are as follows:

1. Only one disk can be moved at a time.
2. The removed disk must be placed on one of the needles.
3. A larger disk cannot be placed on top of a smaller disk.



1. Move the top  $n - 1$  disks from needle 1 to needle 2, using needle 3 as the intermediate needle.
2. Move disk number  $n$  from needle 1 to needle 3.
3. Move the top  $n - 1$  disks from needle 2 to needle 3, using needle 1 as the intermediate needle.

This recursive algorithm translates into the following C++ function:

```
void moveDisks(int count, int needle1, int needle3, int needle2)
{
    if (count > 0)
    {
        moveDisks(count - 1, needle1, needle2, needle3);

        cout << "Move disk " << count << " from " << needle1
              << " to " << needle3 << "." << endl;

        moveDisks(count - 1, needle2, needle3, needle1);
    }
}
```



# Tower of Hanoi: Analysis

- Let us determine how long it would take to move 64 disks from needle 1 to needle 3.
- If needle 1 contains 3 disks, then the number of moves required to move all 3 disks from needle 1 to needle 3 is  $2^3 - 1 = 7$ .
- If needle 1 contains 64 disks, then the number of moves required to move all 64 disks from needle 1 to needle 3 is  $2^{64} - 1$ .
- Because  $2^{10} = 1024 \approx 1000 = 10^3$ , we have

$$2^{64} = 2^4 \times 2^{60} \approx 2^4 \times 10^{18} = 1.6 \times 10^{19}$$

- The number of seconds in one year is approximately  $3.2 \times 10^7$ .
- Suppose we move one disk per second and we do not rest.
- Now:

$$\begin{aligned} 1.6 \times 10^{19} &= 5 \times 3.2 \times 10^{18} = 5 \times (3.2 \times 10^7) \times 10^{11} \\ &= (3.2 \times 10^7) \times (5 \times 10^{11}) \end{aligned}$$

- The time required to move all 64 disks from needle 1 to needle 3 is roughly  $5 \times 10^{11}$  years.

# Recursion or Iteration?

- There are usually two ways to solve a particular problem:
  - Iteration (looping)
  - Recursion
- Which method is better—iteration or recursion?
- In addition to the nature of the problem, the other key factor in determining the best solution method is efficiency

# Memory allocation

- Whenever a function is called
  - Memory space for its formal parameters and (automatic) local variables is allocated
- When the function terminates
  - That memory space is then deallocated
- Every (recursive) call has its own set of parameters and (automatic) local variables

- Overhead associated with executing a (recursive) function in terms of
  - Memory space
  - Computer time
- A recursive function executes more slowly than its iterative counterpart

# Efficiency (continued)

- On slower computers, especially those with limited memory space
  - The slow execution of a recursive function would be visible
- Today's computers are fast and have inexpensive memory
  - Execution of a recursion function is not noticeable

# Efficiency (continued)

- The choice between the two alternatives depends on the nature of the problem
- For problems such as mission control systems
  - Efficiency is absolutely critical and dictates the solution method

# Efficiency (continued)

- An iterative solution is more obvious and easier to understand than a recursive solution
- If the definition of a problem is inherently recursive
  - Consider a recursive solution

# Programming Example

- Use recursion to convert a non-negative integer in decimal format (base 10) into the equivalent binary number (base 2)
- Define some terms:
  - Let  $x$  be an integer
  - The remainder of  $x$  after division by 2 is the rightmost bit of  $x$
  - The rightmost bit of 33 is 1 because  $33 \% 2$  is 1
  - The rightmost bit of 28 is 0 because  $28 \% 2$  is 0



# Programming Example (continued)

- To find the binary representation of 35
  - Divide 35 by 2
  - The quotient is 17 and the remainder is 1
  - Divide 17 by 2
  - The quotient is 8 and the remainder is 1
  - Divide 8 by 2
  - The quotient is 4 and the remainder is 0
  - Continue this process until the quotient becomes 0

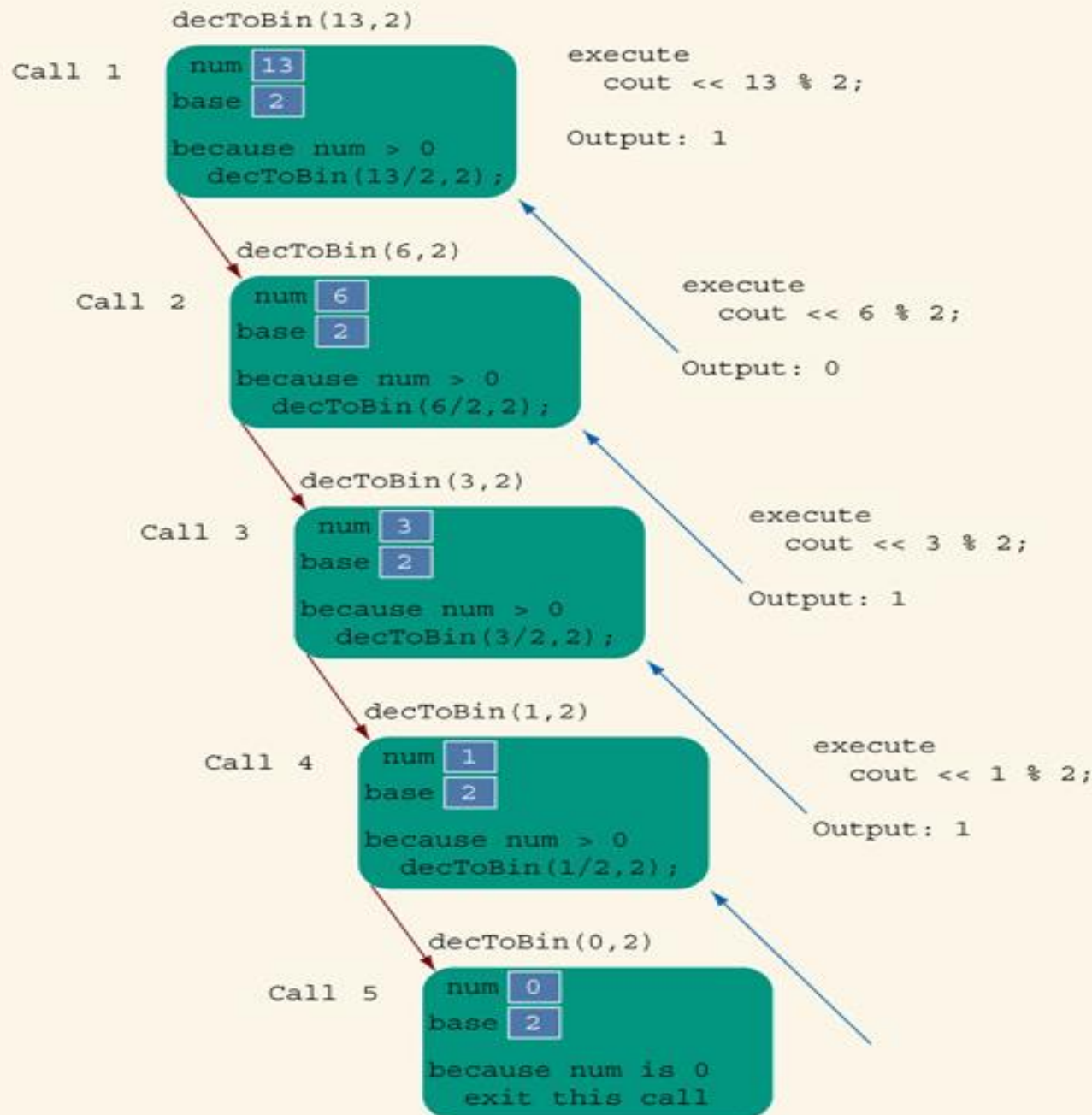
# Programming Example (continued)

- The rightmost bit of 35 cannot be printed until we have printed the rightmost bit of 17
- The rightmost bit of 17 cannot be printed until we have printed the rightmost bit of 8, and so on
- The binary representation of 35 is the binary representation of 17 (the quotient of 35 after division by 2) followed by the rightmost bit of 35

```
1.  binary(num) = num if num = 0.  
2.  binary(num) = binary(num / 2) followed by num % 2 if num >  
    0.
```

# Programming Example (continued)

```
void decToBin(int num, int base)
{
    if (num > 0)
    {
        decToBin(num / base, base);
        cout << num % base;
    }
}
```



decToBin(13, 2);

# The End!

