CH. 5
RECURSION

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OVERVIEW

• **Recursion** is an algorithmic technique where a function calls itself directly or indirectly.
  • Can also involve data ownership

• Why learn recursion?
  • Powerful algorithmic paradigm.

• Many computations are naturally self-referential.
  • A folder containing files and other folders.
  • Mathematical sequences – $f_{n+1} = f_n + 1$ (whole numbers)
  • Exploring mazes – make a step in the maze, then keep exploring the maze
EXAMPLE COUNTING

• Lets take an example of counting from 0

• The next number is the previous number plus 1, or mathematically:
  \[ f_n = f_{n-1} + 1, \text{ where } f_0 = 0 \]

• So let’s compute \( f_5 \)
  • \( f_5 = f_4 + 1 \), this would be great if we knew \( f_4 \), so let’s expand it
  • \( f_5 = (f_3 + 1) + 1 \), then
  • \( f_5 = ((f_2 + 1) + 1) + 1 \), then
  • \( f_5 = (((f_1 + 1) + 1) + 1) + 1 \), then
  • \( f_5 = (((f_0 + 1) + 1) + 1) + 1 \), then finally
  • \( f_5 = (((0 + 1) + 1) + 1) + 1 = 5 \)
EXERCISE
FIBONACCI SEQUENCE

• The Fibonacci Sequence is used in various places in mathematics and computer science

\[ f_n = f_{n-1} + f_{n-2}, \text{ where } f_0 = 0, f_1 = 1 \]

• Expand and evaluate \( f_6 \), work with a partner and show your work
HOW DO WE DO RECURSION IN CODE?

• Simply call the function within its own body

Pseudocode

Algorithm Foo

1. {Possibly do some stuff}
2. Foo()
3. {Possibly do some more stuff}

• Java

1. public static void foo() {
2.     //possibly do some stuff
3.     foo(); //This example of recursion
4.     //possibly do some more stuff
5. }

recursion [ri-kur-zhuhn] n. See recursion.
/* This function counts using recursion */

**Algorithm** recursiveCount

**Input:** Integer $n$

**Output:** The $n$th integer

1. $f_0 = 0$
2. *if* $n = 0$ *then*
3. *return* $0$
4. $f_n = f_{n-1} + 1$
5. *return* recursiveCount$(n - 1) + 1$

- Together lets trace

  recursiveCount(3);
EXERCISE
FIBONACCI SEQUENCE

• Write an algorithm that computes the $n$th Fibonacci number:

$$ f_n = f_{n-1} + f_{n-2} $$

• Practice tracing $\text{Fibonacci}(4)$
CHARACTERISTICS OF RECURSION

• All recursive methods have the following characteristics:
  • One or more base cases (the simplest case) are used to stop recursion.
  • Every recursive call reduces the original problem, bringing it increasingly closer to a base case until it becomes that case.

• In general, to solve a problem using recursion, you break it into subproblems. If a subproblem resembles the original problem, you can apply the same approach to solve the subproblem recursively. This subproblem is almost the same as the original problem in nature with a smaller size.
DESIGNING RECURSIVE FUNCTIONS

• Identify the base case
  • The base case is the part of the recursion not defined in terms of itself, e.g., \( f_0 = 0, f_1 = 1 \)
  • This is when the recursion stops! If you forget your base case, then the world will end
    • Really an infinite series of function calls until your computer crashes (if it ever does)

• Identify the recursive process
  • This is the algorithmic process or algorithmic formula

• Write the code
EXAMPLE
GREATES COMMON DENOMINATOR (GCD)

• **GCD**
  • For two integers $p$ and $q$, if $q$ divides $p$ then the GCD of $p$ and $q$ is $q$
  • Otherwise the GCD of $p$ and $q$ is the same as $q$ and $p \mod q$

• **Step 1: Identify the base case**
  • $q = 0$ implies that the GCD is $p$

• **Step 2: Identify the recursive step**
  • $GCD(q, p \mod q)$

• **Step 3: Write algorithm/code**
EXAMPLE
GREATEST COMMON DENOMINATOR (GCD)

Algorithm gcd
Input: Integers $p$ and $q$
Output: Greatest common denominator of $p$ and $q$

1. if $q = 0$ then
2. return $p$;
3. return gcd($q$, $p \mod q$);
4. // Lets trace together gcd(1272, 216)
RECURSIVE HELPER METHODS

• Many problems can be solved with recursion, as it is loosely a looping technique.
  Example: palindrome

• However this example has an inefficiency, what is it?

**Algorithm** isPalindrome

**Input:** String $s$

**Output:** true if $s$ is a palindrome, false otherwise

1. if $s$.length() ≤ 1 then
2. return true;
3. else if $s$.charAt(0) ≠ $s$.charAt($s$.length() - 1) then
4. return false;
5. else
6. return isPalindrome($s$.substring(1, $s$.length() - 1));
RECURSIVE HELPER METHODS

• The preceding recursive isPalindrome method is not efficient, because it creates a new string for every recursive call. To avoid creating new strings, use a non-recursive method to jump start the recursive process, often with additional parameters.

Algorithm isPalindrome
Input: String s
Output: true if s is a palindrome, false otherwise
1. return isPalindrome(s, 0, s.length() - 1);

Algorithm isPalindrome
Input: String s, Integers low and high
Output: true if s is a palindrome, false otherwise
1. if high ≤ low then
2. return true;
3. else if s.charAt(low) ≠ s.charAt(high) then
4. return false;
5. else
6. return isPalindrome(s, low + 1, high - 1);
ANALYZING RECURSIVE METHODS

• Concerning time
  • Count the total number of operations based on the initial recursive invocation, e.g., the non-recursive method
  • Includes all operations of invocations down to the base case
  • `Palindrome()` takes $O(n)$ time because each character of the string is read once.

• Concerning memory
  • Yes, big-oh captures memory.
  • The parameters of each invocation need a separate place in memory
  • So, $k$ invocations at the very least takes $O(k)$ extra memory for the space of the method invocation. Tally up all memory of all invocations to see the correct answer
  • The first `isPalindrome()` took $O(n^2)$ memory because substrings were copied, we needed more memory. So $\sum_{i=0}^{n-1} n - 2i \leq O(n^2)$
  • The second `isPalindrome()` took $O(n)$ memory because only primitive types were copied to each invocation.
EXERCISE

• With your team, write and analyze a recursive algorithm that determines the number of uppercase letters in a string.
  • Use a non-recursive helper to make an efficient algorithm
  • Analyze time complexity
  • Analyze memory complexity
DOWNSIDE OF RECURSION

- Recursion is not always efficient!
- Take for instance, the Fibonacci sequence

**Algorithm** fib  
**Input:** Integer \( n \)  
**Output:** \( n \)th Fibonacci number

1. if \( n = 0 \) then  
   2. return 0  
3. if \( n = 1 \) then  
   4. return 1  
5. return \( \text{fib}(n-1) + \text{fib}(n-2) \)

- \( \text{fib}(50) \) is called once.  
- \( \text{fib}(49) \) is called once.  
- \( \text{fib}(48) \) is called 2 times.  
- \( \text{fib}(47) \) is called 3 times.  
  ...
- \( \text{fib}(1) \) is called 12,586,269,025 times.
• Try to Convert Recursive Algorithms to iterative ones whenever possible

• Example Fibonacci Sequence in Java

  
  1. //This is an example conversion. You can be even more efficient!
  2. public static long fib(int n) {
  3.     if (n == 0) return 0;
  4.     if (n == 1) return 1;
  5.     int fn2 = 0;
  6.     int fn1 = 1;
  7.     int fn = 1;
  8.     // Iterative means repetition until failure condition,
  9.     // typically done with loops and not recursion
  10.    for (int i = 2; i < n; i++) {
  11.        fn = fn1 + fn2;
  12.        fn2 = fn1;
  13.        fn1 = fn;
  14.    }
  15.    return fn;
  16.  }
OR DO TAIL RECURSION

• Tail recursion is when the last operation of a function is the recursive call
  • The compiler can optimize this to safe memory by reusing the space of the previous method invocation – this can only be done on tail recursion

• Example with factorial:
  \[ f_n = n \times f_{n-1} \]

Without tail recursion

1. `public static long factorial(int n) {`
2. \hspace{1em} `if(n == 0) return 1;`
3. \hspace{1em} `return n*factorial(n-1);`
4. `}`

With tail recursion

1. `public static long factorial(int n) {`
2. \hspace{1em} `return factorial(n, 1);`
3. `}`

4. `public static long factorial(`
5. \hspace{1em} `int n, int result) {`
6. \hspace{1em} `if(n == 0) return result;`
7. \hspace{1em} `return factorial(n - 1, n * result);`
8. `}`
SUMMARY

• How to write recursive processes?
  • Base case and reduction step.

• Why learn recursion?
  • New mode of thinking.
  • Powerful algorithmic tool
EXAM 1 - PROGRAMMING

• Hack sheet – you can have a single 8 ½" x 11" paper with handwritten notes on both sides with you during the exam. You can put anything on it, but summary slides and the generic tree traversal algorithms make great candidates.

• Can bring blank pieces of paper for scratch work.

• No internet. Focus on programming skills.

• Be sure to follow all naming conventions in the exam.

• Format – 4 questions and a bonus
  • Q1 – Arrays
  • Q2 – Linked Lists and Objects
  • Q3 – File Input and Exceptions
  • Q4 – Recursion and File Output
  • Bonus – ?
EXAM 1 - WRITTEN

• Separate Hack sheet – you can have a single 8 ½" x 11" paper with handwritten notes on both sides with you during the exam. You can put anything on it, but summary slides and the generic tree traversal algorithms make great candidates.

• Can bring blank sheets of paper for scratch work.

• Focus on algorithmic skills and programming concepts.

• Format – 5 questions and a bonus
  • Q1 – T/F and Fill-in-the-blank questions (similar to quizzes)
  • Q2 – Drawing memory and short response
  • Q3 – Write and/or analyze array algorithms
  • Q4 – Write and/or analyze linked list algorithms
  • Q5 – Write and/or analyze recursive algorithms
  • Bonus – ?