

# Recursion

15-121

*Data Structures*



Ananda Gunawardena



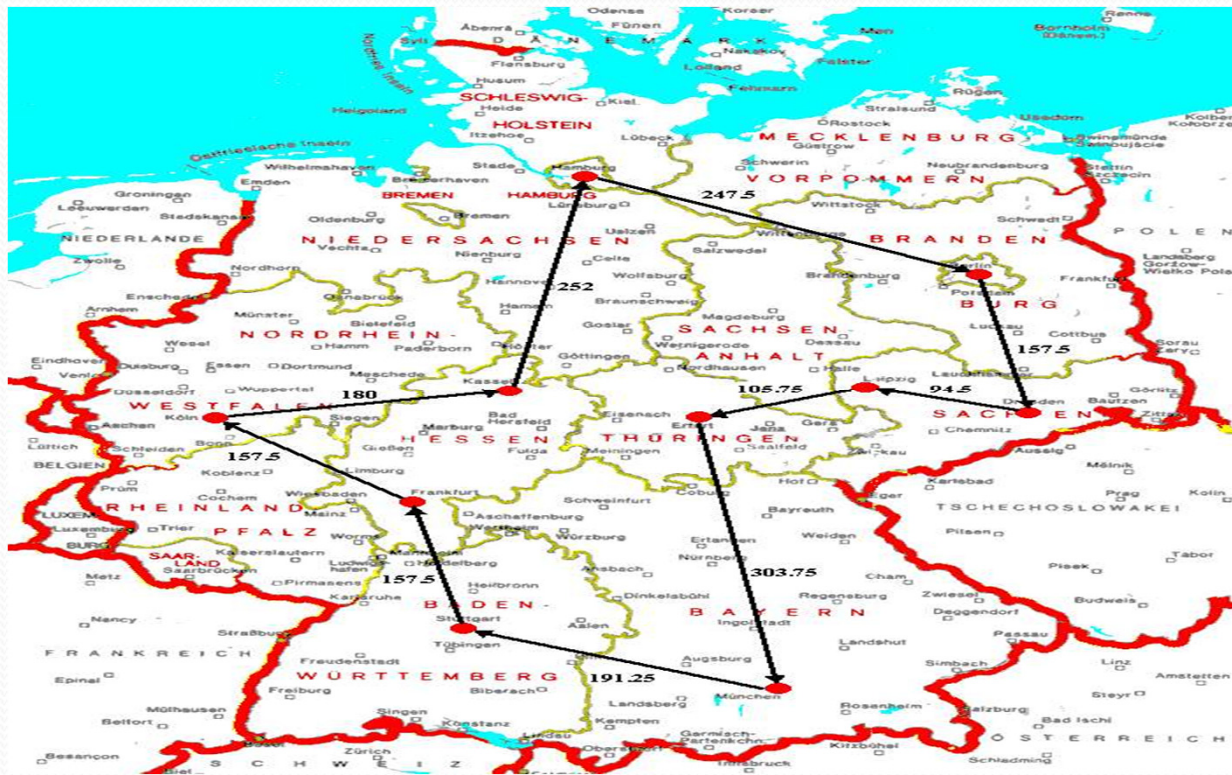
# Problem Solving Techniques

# Divide and Conquer





# Exhaustive Search



# Greedy Algorithms

The greedy algorithm used to give change.  
Amount owed: 41 cents.

Subtract Quarter  
 $41 - 25 = 16$

Subtract Dime  
 $16 - 10 = 6$

Subtract Nickel  
 $6 - 5 = 1$

Subtract Penny  
 $1 - 1 = 0$





# Dynamic Programming

		G	A	A	T	T	C	A	G	T	T	A
	0	0	0	0	0	0	0	0	0	0	0	0
G	0											
G	0											
A	0											
T	0											
C	0											
G	0											
A	0											

applicable to problems that exhibit the properties of overlapping sub problems and optimal substructure



# Recursion

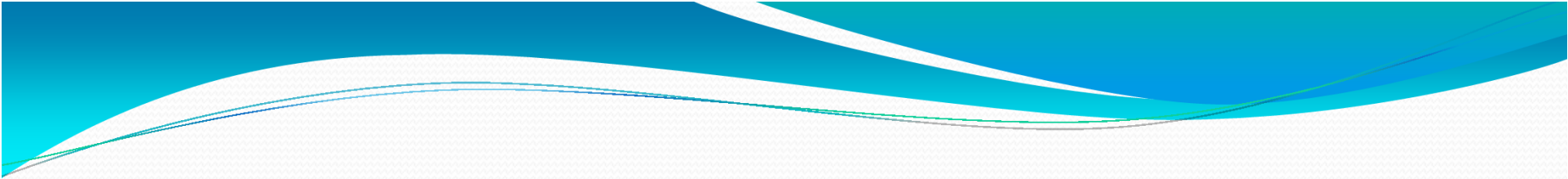
# The promise of recursion

- Suppose you can express the solution to a bigger problem using solution to a sub problem
  - $F(n) = n * F(n-1)$
- The express the solution to what is called base case
  - $F(0) = F(1) = 1$
- **Question:** What is the closed form of this function?



# Change problem

- **Problem:** Given  $n$  cents in change, find the least number of coins to provide the change
- **Solution:**
  - **Iterative:** Keep subtracting highest coin until the balance is zero
  - **Recursive:** Assume you know how to express the solution using solution to a sub problem
    - $C(n) = 1 + C(n-25)$  if  $(n > 25)$





# What problems can be solved using Recursion

- Problems that lend themselves to recursive solution have the following characteristics
  - **one or more simple cases of the problem (stopping cases) have a straightforward, non-recursive solution**
  - **For the other cases, there is a process (using recursion) for substituting one or more reduced cases of the problem closer to a stopping case**
  - **Eventually the problem can be reduced to stopping cases only**



# General Form of a recursive Function

- The recursive functions we work with will generally consist of an **if** statement with the form shown below

```
if the stopping case or base case is reached
    solve the problem
else
    reduce the problem using
    recursion
```

# Recursion

- Examples

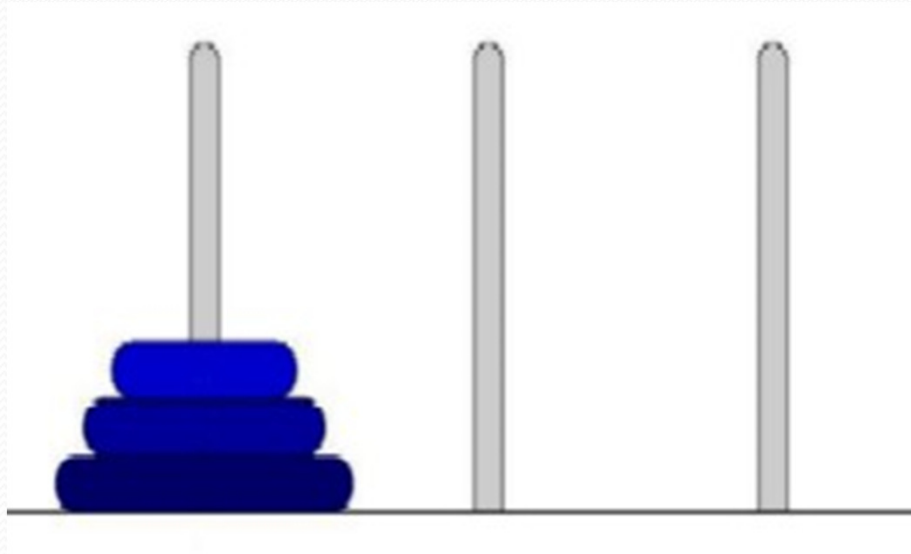
$\text{GCD}(a,b) = a$  if  $a=b$

$= 0$  if  $a=0$  or  $b=0$

$= \text{GCD}(a\%b, b)$  if  $a > b$

$= \text{GCD}(a, b\%a)$  if  $b > a$

# Tower of Hanoi Problem





# Rules of the game

- Move one disk at a time
- Cannot place a larger disk on the top of a smaller disk
- Find
  - Moves you need to solve Hanoi( $n$ ) problem

# Thinking about the game

- Consider small cases
  - $N = 1$  trivial
  - $N = 2$
  - $N = 3$

# Generalizing Hanoi

Suppose you need to move  $n$  disks from a **origin** to **Destination** using **intermediate**

- **You break the problem into parts**
  - move first  $(n-1)$  disks from origin to intermediate using destination
  - move the  $n$ -th disk from origin to destination
  - move the  $(n-1)$  disks from intermediate to destination using origin





# Tracing Hanoi

# Tracing Recursion

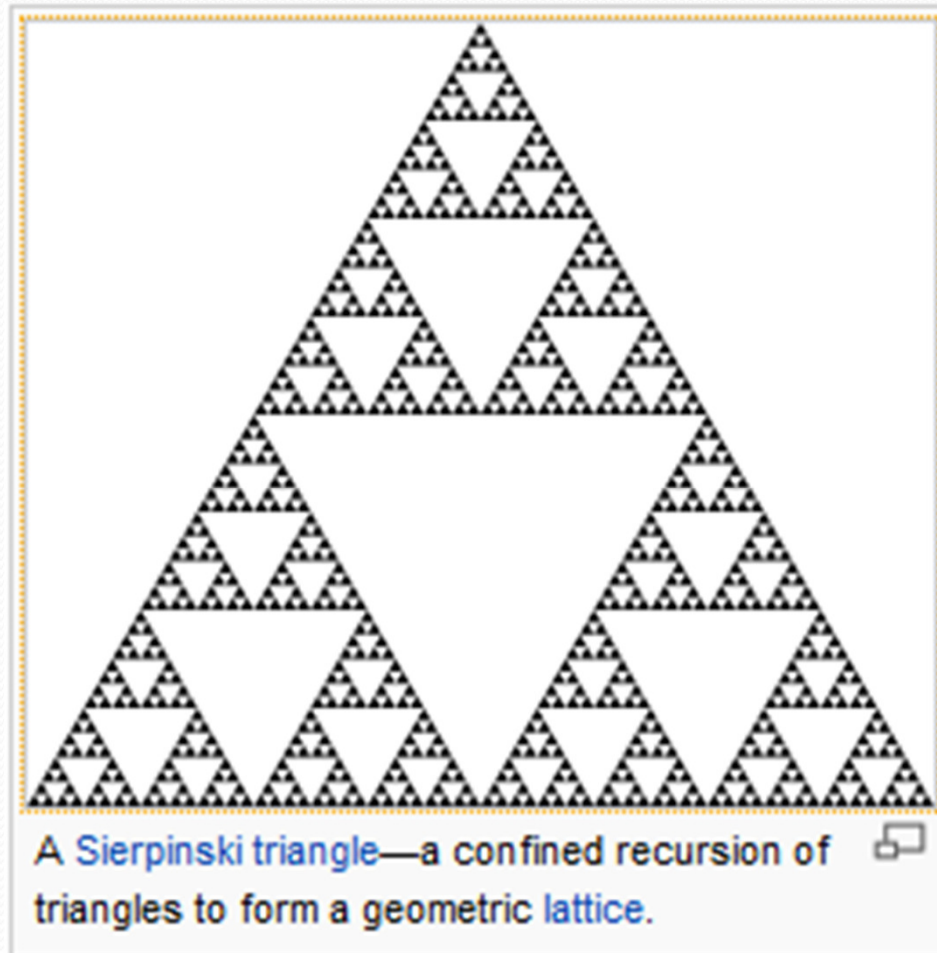
```
public void foo(n) {  
    if (n == 0) return 0;  
    else return n+foo(n-1);  
}
```

# Recursive Solutions

- Implementing a recursive solution is generally less efficient in terms of system overhead, due to the overhead of extra function calls;
- however recursive functions
  - allow us to think of solutions to problems that may be recursive in nature
  - allow us to work with data structures that are best accessed recursively
    - *Eg: binary search trees*



# Famous Recursive Solutions



# Types of Recursion

- Head recursion

```
public void foo(n){  
    if (n>0) foo(n-1);  
    System.out.println(n);  
}
```

- Tail Recursion

```
public void foo(n){  
    if (n>0) System.out.println(n);  
    else foo(n-1);  
}
```

# What is the output?

```
public void printPattern(int n){  
    if (n > 0) {  
        printPattern(n-1);  
        printStars(n);  
        printPattern(n-1);  
    }  
}
```

Where printStars(n) prints n stars.

Eg: printStars(3) → \*\*\*



# Next

- List and Recursion
- Binary Search using Recursion
- Maze Solver
  - Thinking recursively