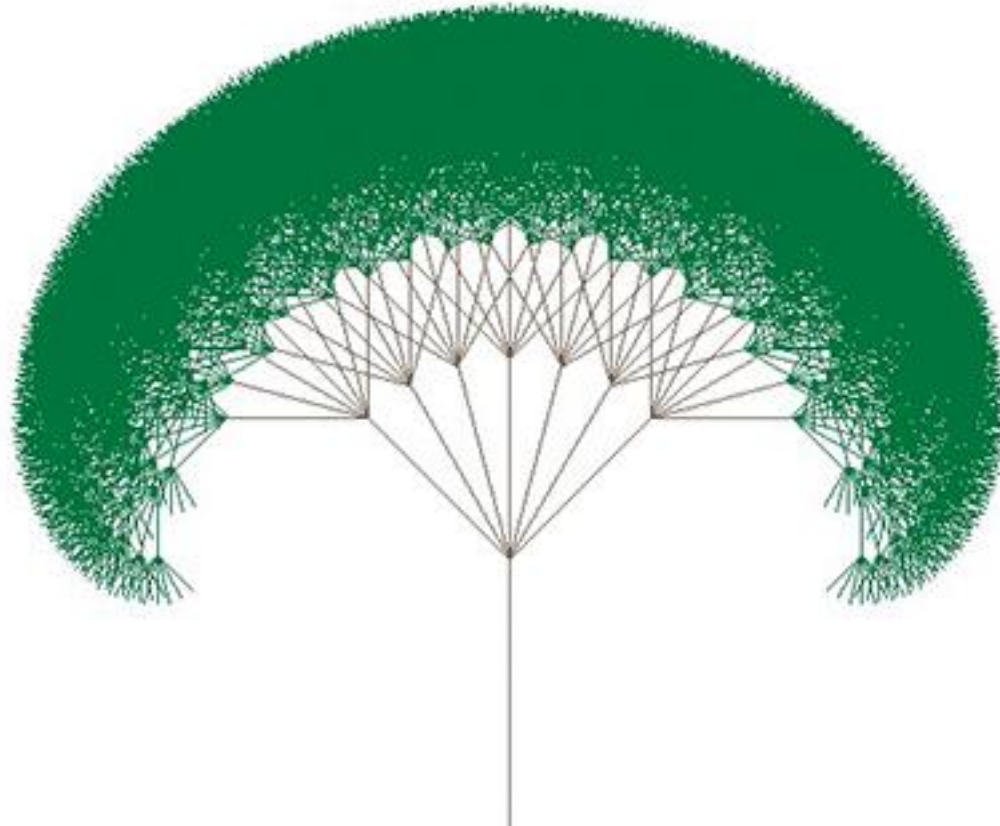


UNIT 5A

Recursion: Introduction



**IN ORDER TO UNDERSTAND RECURSION,
ONE SHOULD FIRST UNDERSTAND RECURSION.**

Announcements

- First written exam next week Wednesday
- All material from beginning is fair game
 - There are sample exams on the resources page

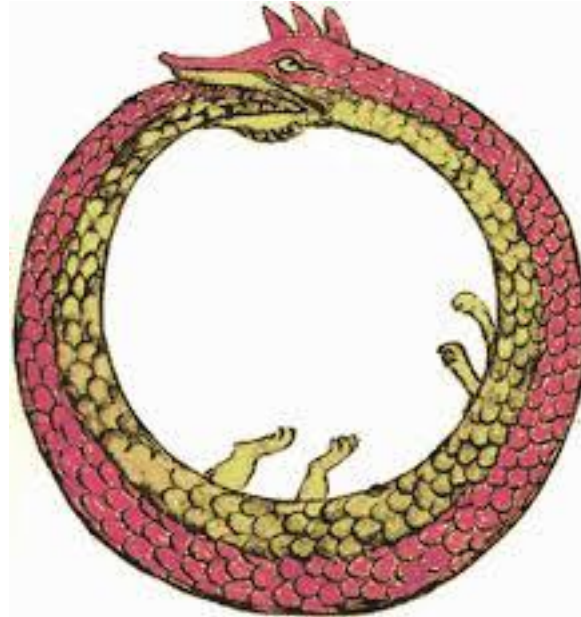
Last time

- Iteration: repetition with variation
- Linear search
- Insertion sort
- A first look at time complexity (measure of efficiency)

This time

- Introduction to recursion
- What it is
- Recursion and the stack
- Recursion and iteration
- Examples of simple recursive functions
- Geometric recursion: fractals

Recursion



The Loopless Loop

Recursion

- A **recursive function** is one that calls itself.

```
def i_am_recursive(x) :  
    maybe do some work  
    if there is more work to do :  
        i_am_recursive(next(x))  
    return the desired result
```

- Infinite loop? Not necessarily, not if next(x) needs less work than x.

Recursive Definitions

Every recursive function definition includes two parts:

- **Base case(s) (non-recursive)**

One or more simple cases that can be done right away

- **Recursive case(s)**

One or more cases that require solving “simpler” version(s) of the original problem.

- By “simpler”, we mean “smaller” or “shorter” or “closer to the base case”.

Example: Factorial

- $n! = n \times (n-1) \times (n-2) \times \dots \times 1$

$$2! = 2 \times 1$$

$$3! = 3 \times 2 \times 1$$

$$4! = 4 \times 3 \times 2 \times 1$$

- *alternatively:*

$$0! = 1$$

(Base case)

$$n! = n \times (n-1)!$$

(Recursive case)

So $4! = 4 \times 3!$

$$\rightarrow 3! = 3 \times 2! \quad \rightarrow 2! = 2 \times 1! \quad \rightarrow 1! = 1 \times 0!$$

Recursion conceptually


$$4! = 4(3!)$$

$$3! = 3(2!)$$

$$2! = 2(1!)$$


$$1! = 1 (0!)$$

Base case



make smaller instances
of the same problem

Recursion conceptually


$$4! = 4(3!)$$

$$3! = 3(2!)$$

$$2! = 2(1!)$$


$$1! = 1(0!) = 1(1) = 1$$



Compute the base case

make smaller instances
of the same problem

Recursion conceptually


$$4! = 4(3!)$$

$$3! = 3(2!)$$


$$2! = 2(1!) = 2$$

$$1! = 1(0!) = 1(1) = 1$$



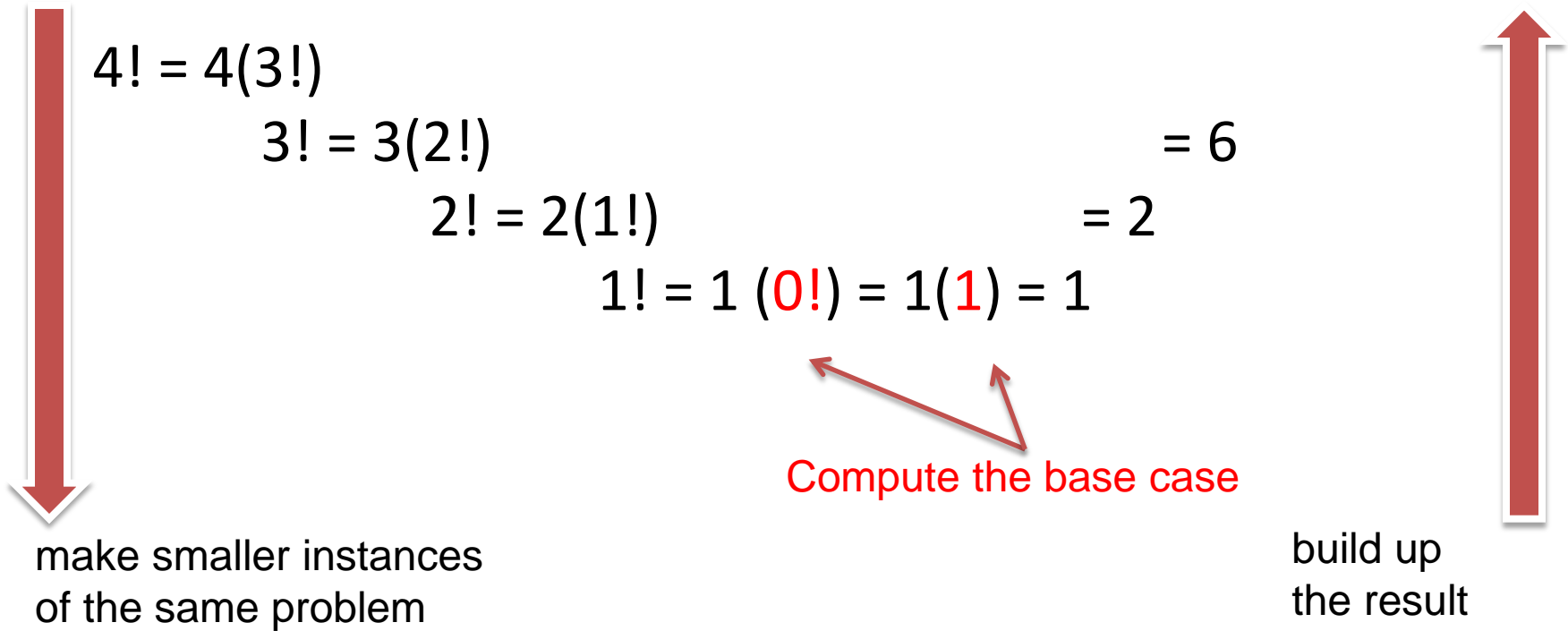
Compute the base case

make smaller instances
of the same problem

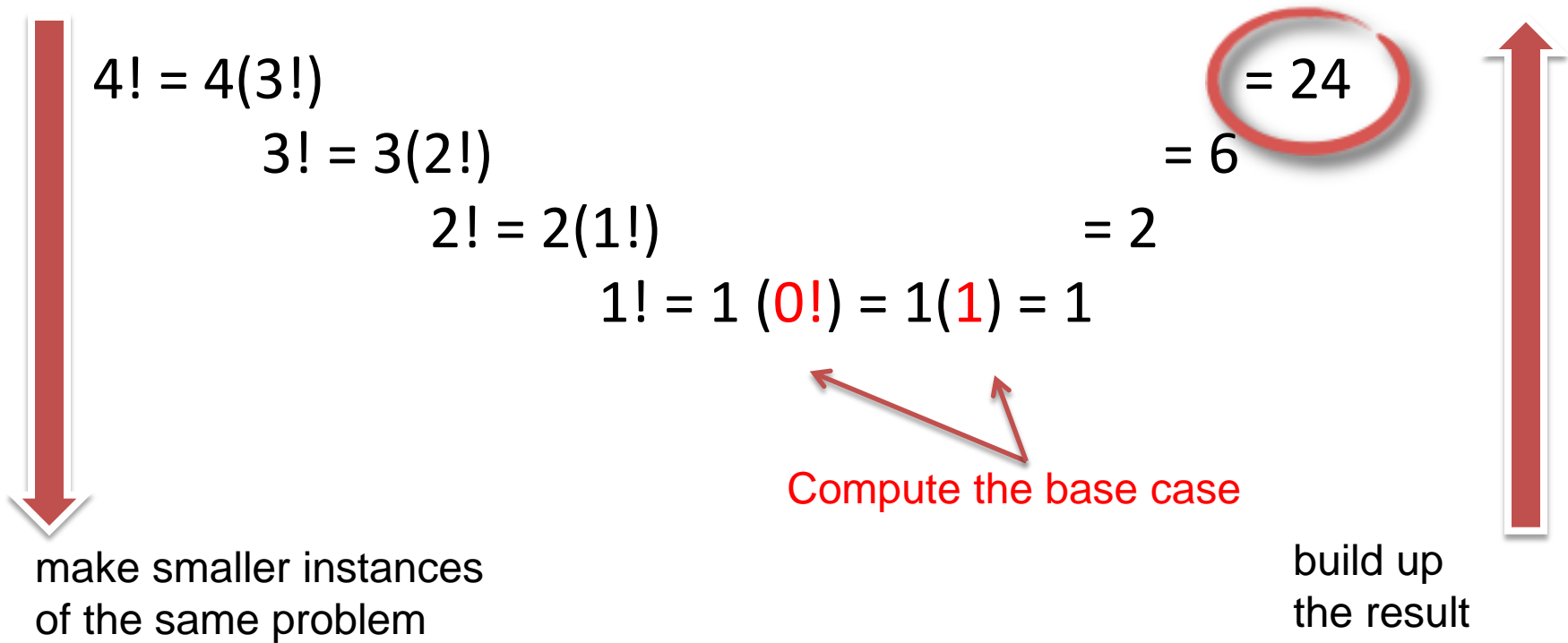


build up
the result

Recursion conceptually



Recursion conceptually



Recursive Factorial in Python

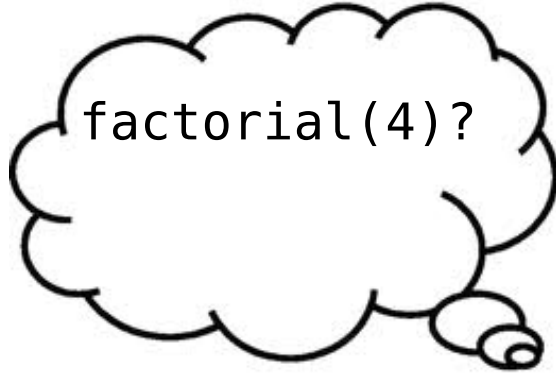
$0! = 1$ (Base case)
$n! = n \times (n-1)!$ (Recursive case)

```
def factorial(n):  
    if n == 0: # base case  
        return 1  
    else: # recursive case  
        return n * factorial(n-1)
```

Inside Python Recursion

S
T
A
C
K

n=4

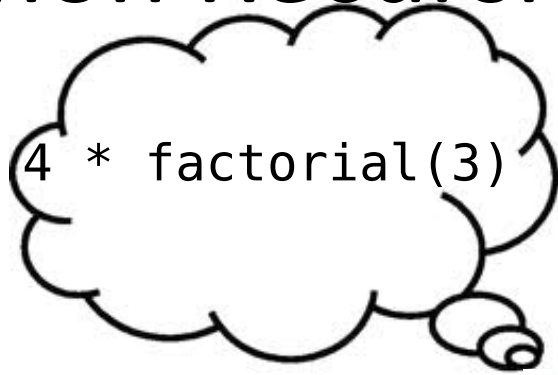


Inside Python Recursion

S
T
A
C
K

n=4

`factorial(4)? = 4 * factorial(3)`

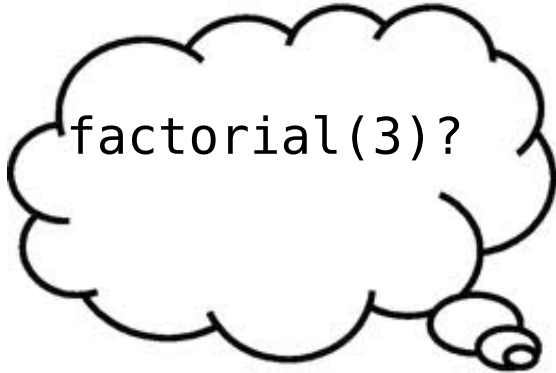


Inside Python Recursion

S
T
A
C
K

n=4 `factorial(4)? = 4 * factorial(3)`

n=3 `factorial(3)?`

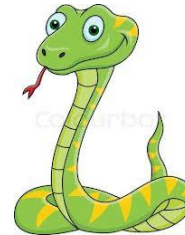
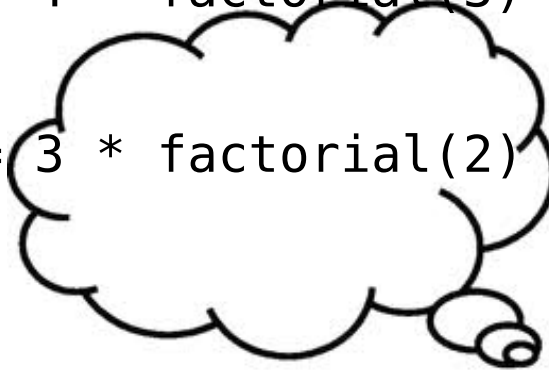


Inside Python Recursion

S
T
A
C
K

n=4 `factorial(4)? = 4 * factorial(3)`

n=3 `factorial(3)? = 3 * factorial(2)`



Inside Python Recursion

S

n=4 `factorial(4)? = 4 * factorial(3)`

T

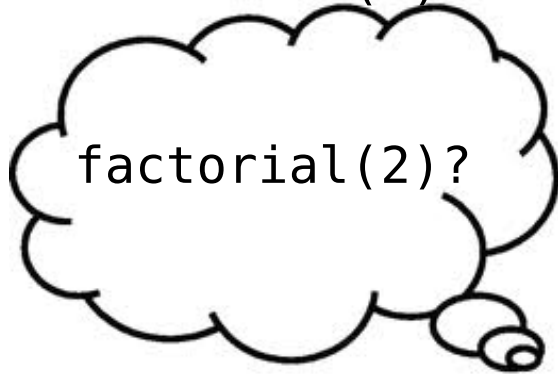
n=3 `factorial(3)? = 3 * factorial(2)`

A

n=2 `factorial(2)?`

C

K



Inside Python Recursion

S

n=4 `factorial(4)? = 4 * factorial(3)`

T

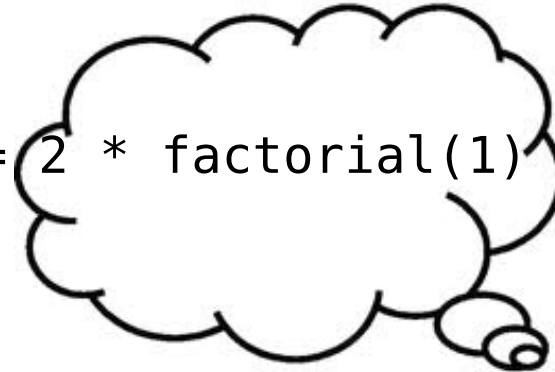
n=3 `factorial(3)? = 3 * factorial(2)`

A

n=2 `factorial(2)? = 2 * factorial(1)`

C

K



Inside Python Recursion

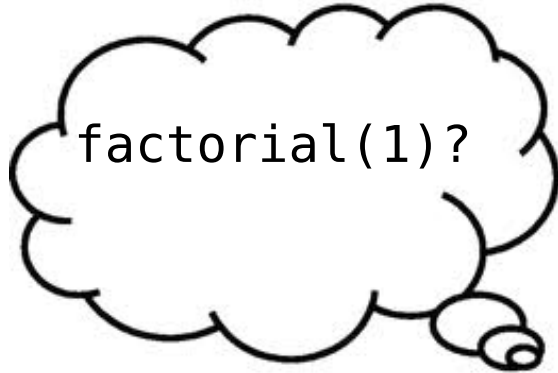
S n=4 factorial(4)? = 4 * factorial(3)

T n=3 factorial(3)? = 3 * factorial(2)

A n=2 factorial(2)? = 2 * factorial(1)

C n=1 factorial(1)?

K



Inside Python Recursion

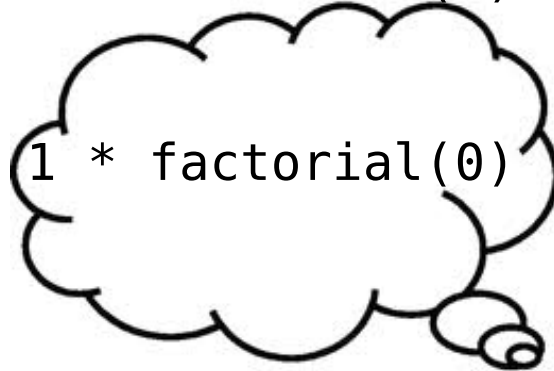
S n=4 factorial(4)? = 4 * factorial(3)

T n=3 factorial(3)? = 3 * factorial(2)

A n=2 factorial(2)? = 2 * factorial(1)

C n=1 factorial(1)? = 1 * factorial(0)

K



Inside Python Recursion

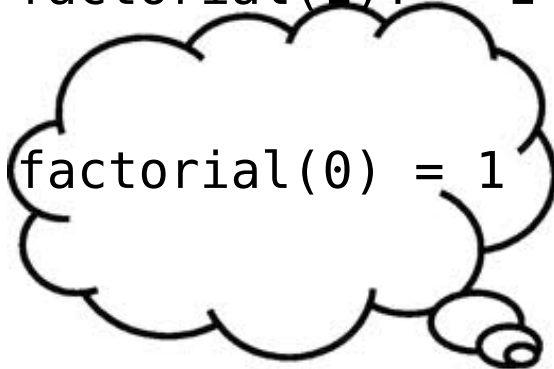
S n=4 factorial(4)? = 4 * factorial(3)

T n=3 factorial(3)? = 3 * factorial(2)

A n=2 factorial(2)? = 2 * factorial(1)

C n=1 factorial(1)? = 1 * factorial(0)

K n=0 factorial(0) = 1



Inside Python Recursion

S

n=4 `factorial(4)? = 4 * factorial(3)`

T

n=3 `factorial(3)? = 3 * factorial(2)`

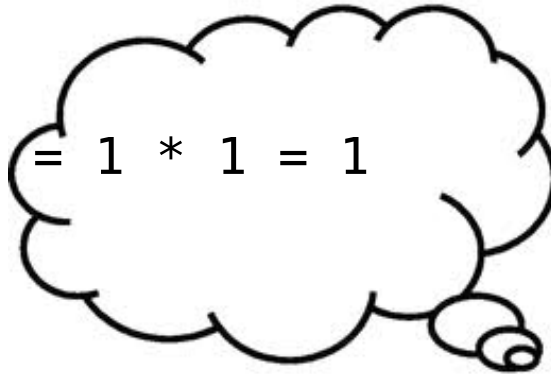
A

n=2 `factorial(2)? = 2 * factorial(1)`

C

n=1 `factorial(1) = 1 * 1 = 1`

K



Inside Python Recursion

S

n=4 `factorial(4)? = 4 * factorial(3)`

T

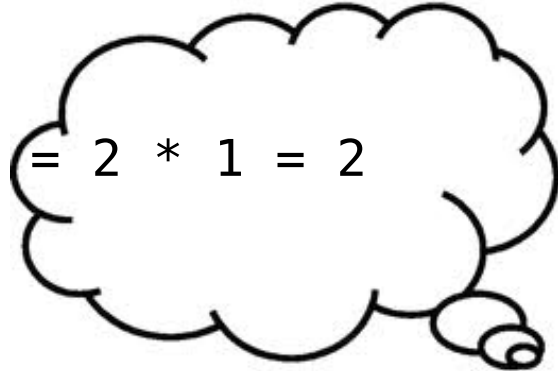
n=3 `factorial(3)? = 3 * factorial(2)`

A

n=2 `factorial(2) = 2 * 1 = 2`

C

K



Inside Python Recursion

S

n=4 `factorial(4)? = 4 * factorial(3)`

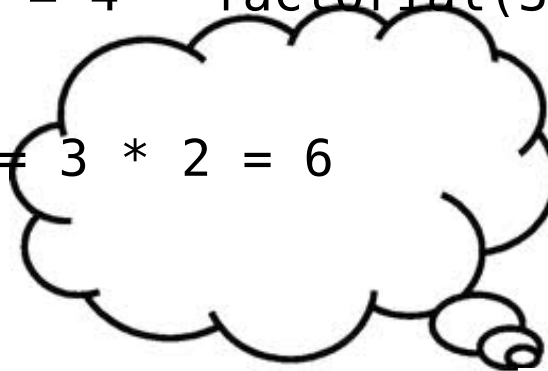
T

n=3 `factorial(3) = 3 * 2 = 6`

A

C

K



Inside Python Recursion

S

n=4

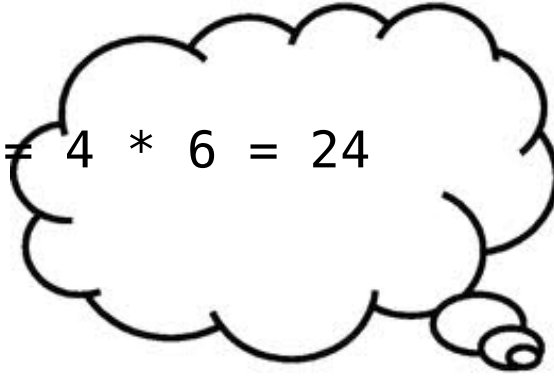
`factorial(4) = 4 * 6 = 24`

T

A

C

K



Recursive vs. Iterative Solutions

- **For every recursive function,**
there is an equivalent iterative solution.
- **For every iterative function,**
there is an equivalent recursive solution.
- **But some problems** are easier to solve one way than the other way.
- And be aware that **most recursive programs** need space for the stack, behind the scenes

Factorial Function (Iterative)

```
def factorial(n):  
    result = 1    # initialize accumulator var  
    for i in range(1, n+1):  
        result = result * i  
    return result
```

Versus (Recursive):

```
def factorial(n):  
    if n == 0:    # base case  
        return 1  
    else:        # recursive case  
        return n * factorial(n-1)
```

A Strategy for Recursive Problem Solving (hat tip to Dave Evans)

- Think of the smallest size of the problem and write down the solution (base case)
- **Now assume you magically have a working function to solve any size.** How could you use it on a smaller size and **use the answer** to solve a bigger size? (recursive case)
- Combine the base case and the recursive case

Iteration to Recursion: exercise

- Mathematicians have proved

$$\pi^2/6 = 1 + 1/4 + 1/9 + 1/16 + \dots$$

We can use this to approximate π

Compute the sum, multiply by 6, take the square root

```
def pi_series_iter(n) :  
    result = 0  
    for i in range(1, n+1) :  
        result = result + 1/(i**2)  
    return result
```

```
def pi_approx_iter(n) :  
    x = pi_series_iter(n)  
    return (6*x)**(.5)
```

Let's convert this to a recursive function
(see file [pi_approx.py](#) for a sample solution.)

Recursion on Lists

- First we need a way of getting a smaller input from a larger one:
 - Forming a sub-list of a list:

```
>>> a = [1, 11, 111, 1111, 11111, 111111]
>>> a[1:] ← the "tail" of list a
[11, 111, 1111, 11111, 111111]
>>> a[2:]
[111, 1111, 11111, 111111]
>>> a[3:]
[1111, 11111, 111111]
>>> a[3:5]
[1111, 11111]
>>>
```


Recursive sum of a list

```
def sumlist(items):  
    if items == []:
```

The smallest size list is the
empty list.

Recursive sum of a list

```
def sumlist(items):  
    if items == []:  
        return 0
```

Base case:

The sum of an **empty list** is 0.

Recursive sum of a list

```
def sumlist(items):  
    if items == []:  
        return 0
```

```
else:
```



Recursive case:
the list is not empty

Recursive sum of a list


```
def sumlist(items):  
    if items == []:  
        return 0  
    else:  
        ...sumlist(items[1:])...
```



What if **we already know** the sum of the list's tail?

Recursive sum of a list

```
def sumlist(items):  
    if items == []:  
        return 0  
    else:  
        return items[0] + sumlist(items[1:])
```



What if **we already know** the sum of the list's tail? We can just add the list's first element!

Tracing sumlist

```
def sumlist(items):  
    if items== []:  
        return 0  
    else:  
        return items[0] + sumlist(items[1:])
```

```
>>> sumlist([2,5,7])
```

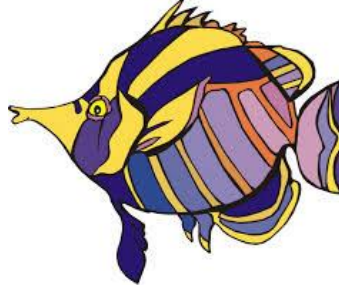
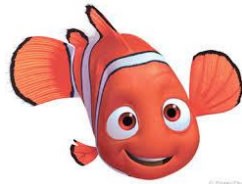
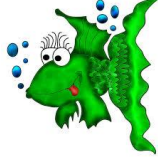
```
sumlist([2,5,7]) = 2 + sumlist([5,7])  
                   5 + sumlist([7])  
                       7 + sumlist([])  
                           0
```

After reaching the base case, the final result is built up by the computer by adding 0+7+5+2.

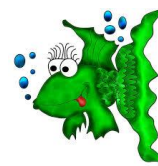
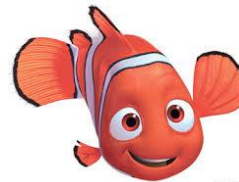
List Recursion: exercise

- Let's create a recursive function `rev(items)`
- **Input:** a list of items
- **Output:** another list, with all the same items, but in reverse order
- **Remember:** it's usually sensible to break the list down into its *head* (first element) and its *tail* (all the rest). The tail is a smaller list, and so "closer" to the base case.
- Soooo... (picture on next slide)

Reversing a list: recursive case



See file [rev_list.py](#)

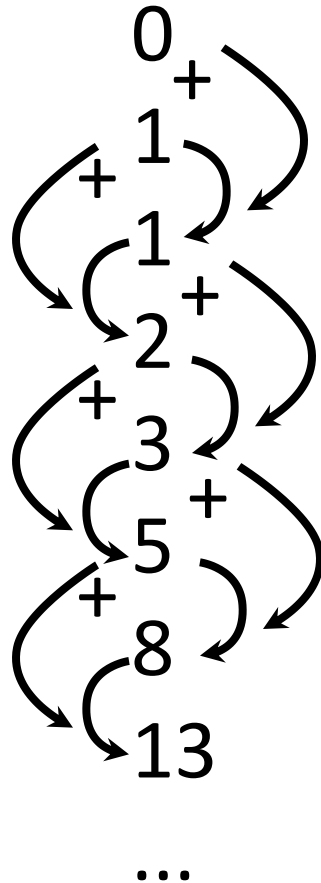


Multiple Recursive Calls

- So far we've used just one recursive call to build up our answer
- The real **conceptual** power of recursion happens when we need more than one!
- Example: Fibonacci numbers

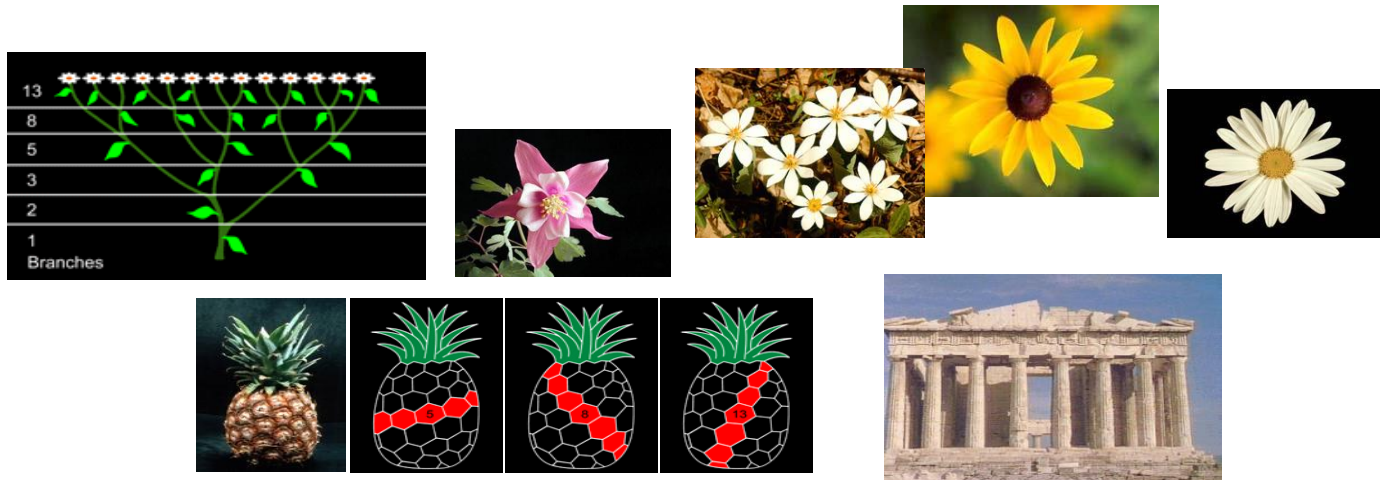
Fibonacci Numbers

- A sequence of numbers:



Fibonacci Numbers in Nature

- 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, etc.
- Number of branches on a tree, petals on a flower, spirals on a pineapple.
- [Vi Hart's video on Fibonacci numbers](http://www.youtube.com/watch?v=ahXIMUkSXX0)
(<http://www.youtube.com/watch?v=ahXIMUkSXX0>)



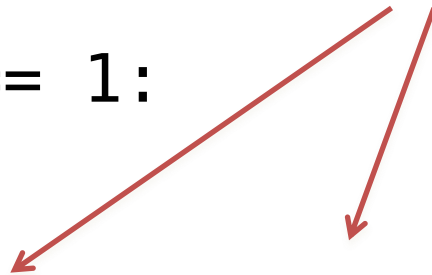
Recursive Definition

Let $\text{fib}(n)$ = the n th Fibonacci number, $n \geq 0$

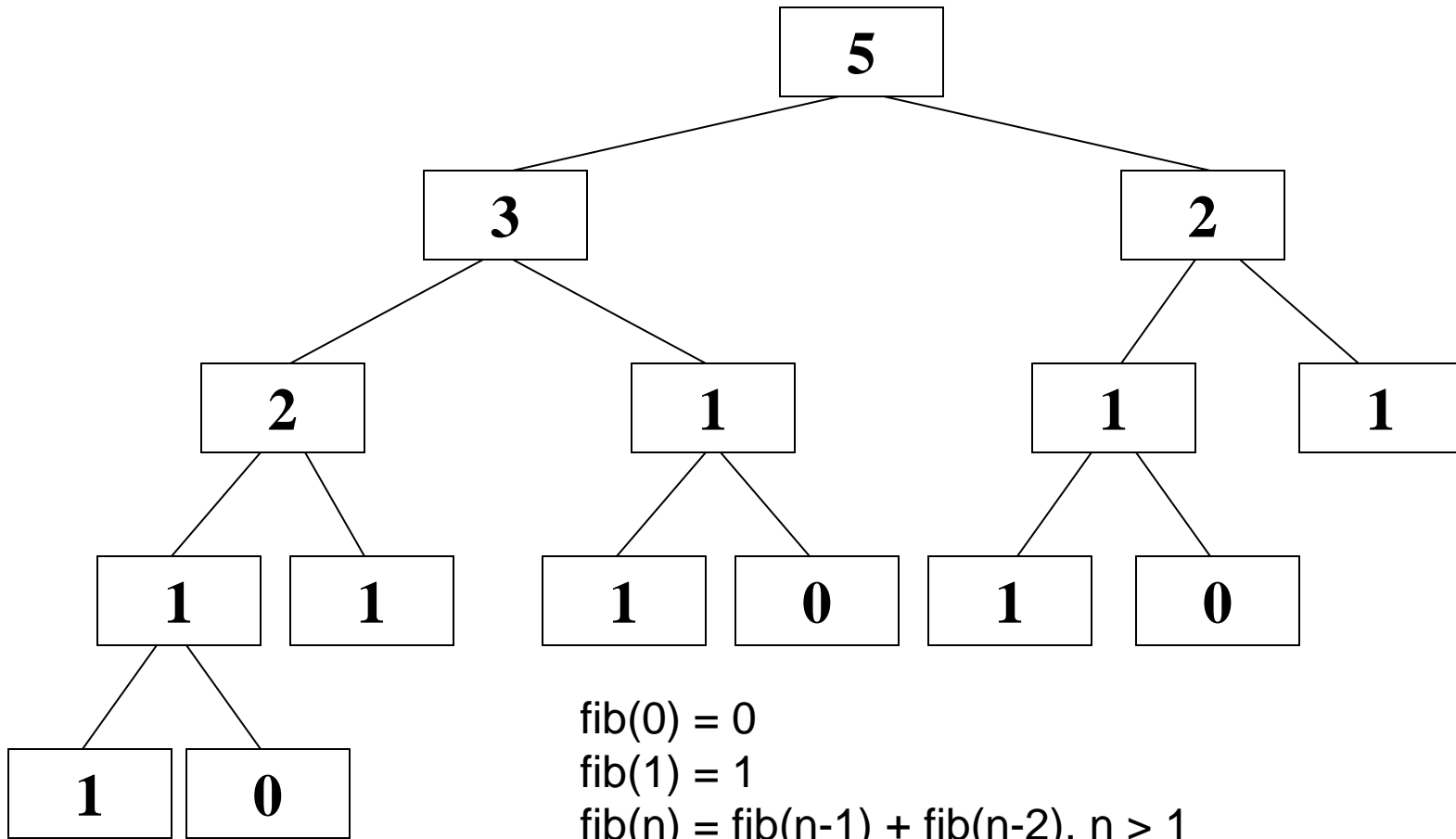
- $\text{fib}(0) = 0$ (base case)
- $\text{fib}(1) = 1$ (base case)
- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$, $n > 1$

```
def fib(n):  
    if n == 0 or n == 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Two recursive calls!



Recursive Call Tree



Iterative Fibonacci

```
def fib(n):  
    x = 0  
    next_x = 1  
    for i in range(1, n+1):  
        x, next_x = next_x, x + next_x  
    return x
```

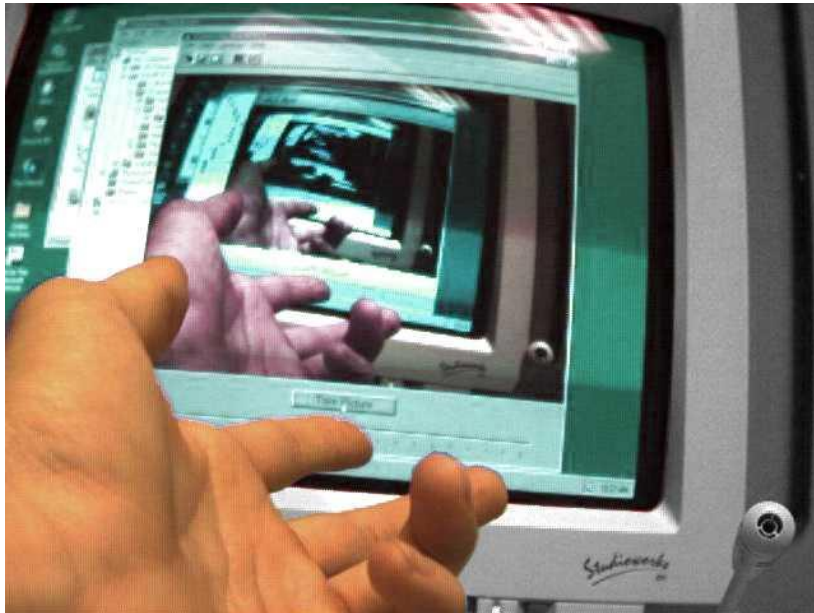
simultaneous
assignment



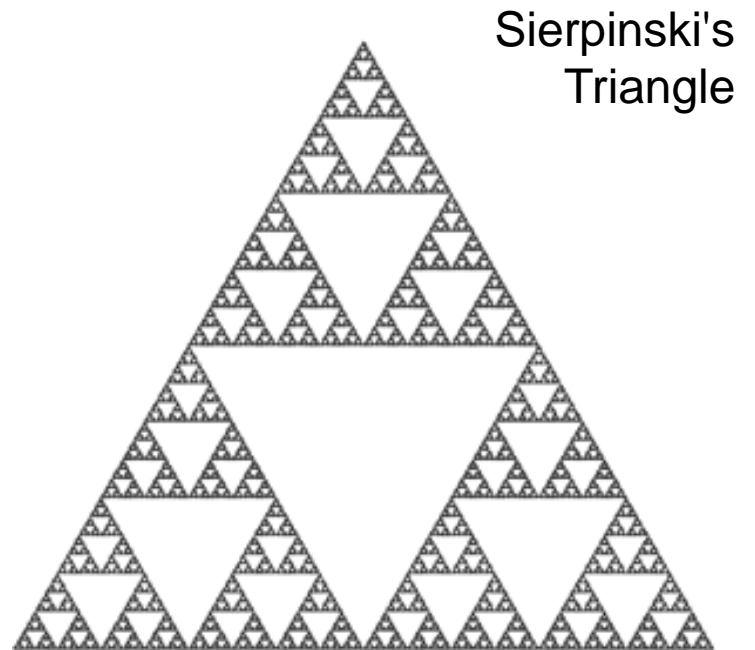
**Faster than the
recursive version.
Why?**

Geometric Recursion (Fractals)

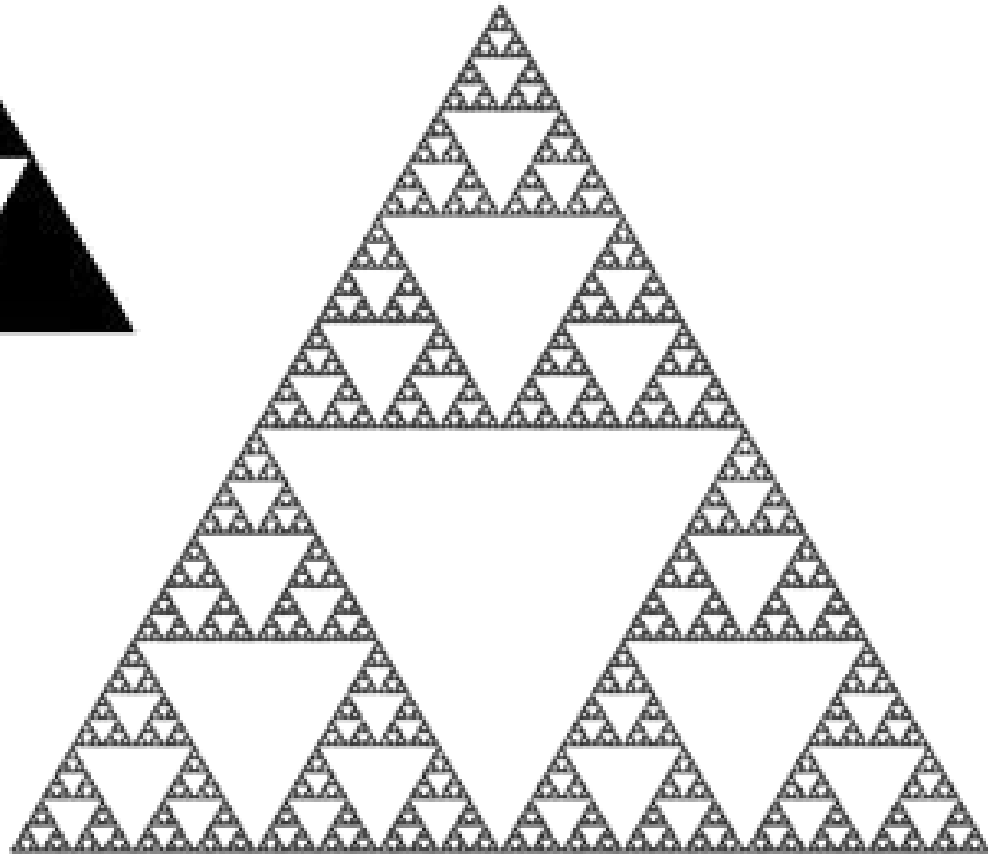
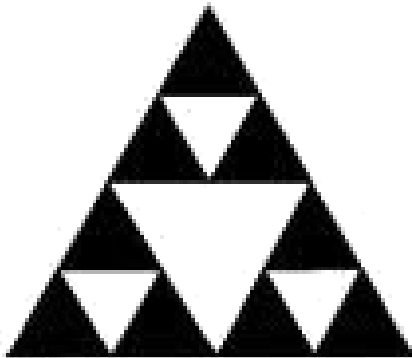
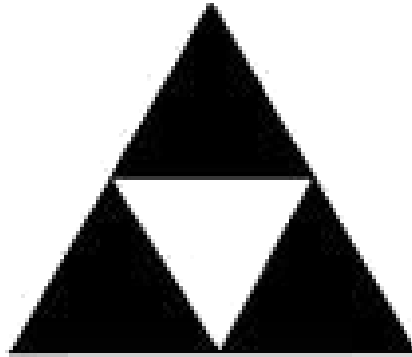
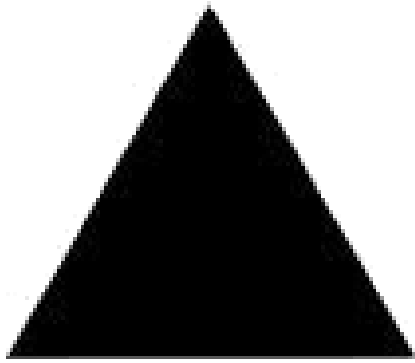
- A recursive operation performed on successively smaller regions.



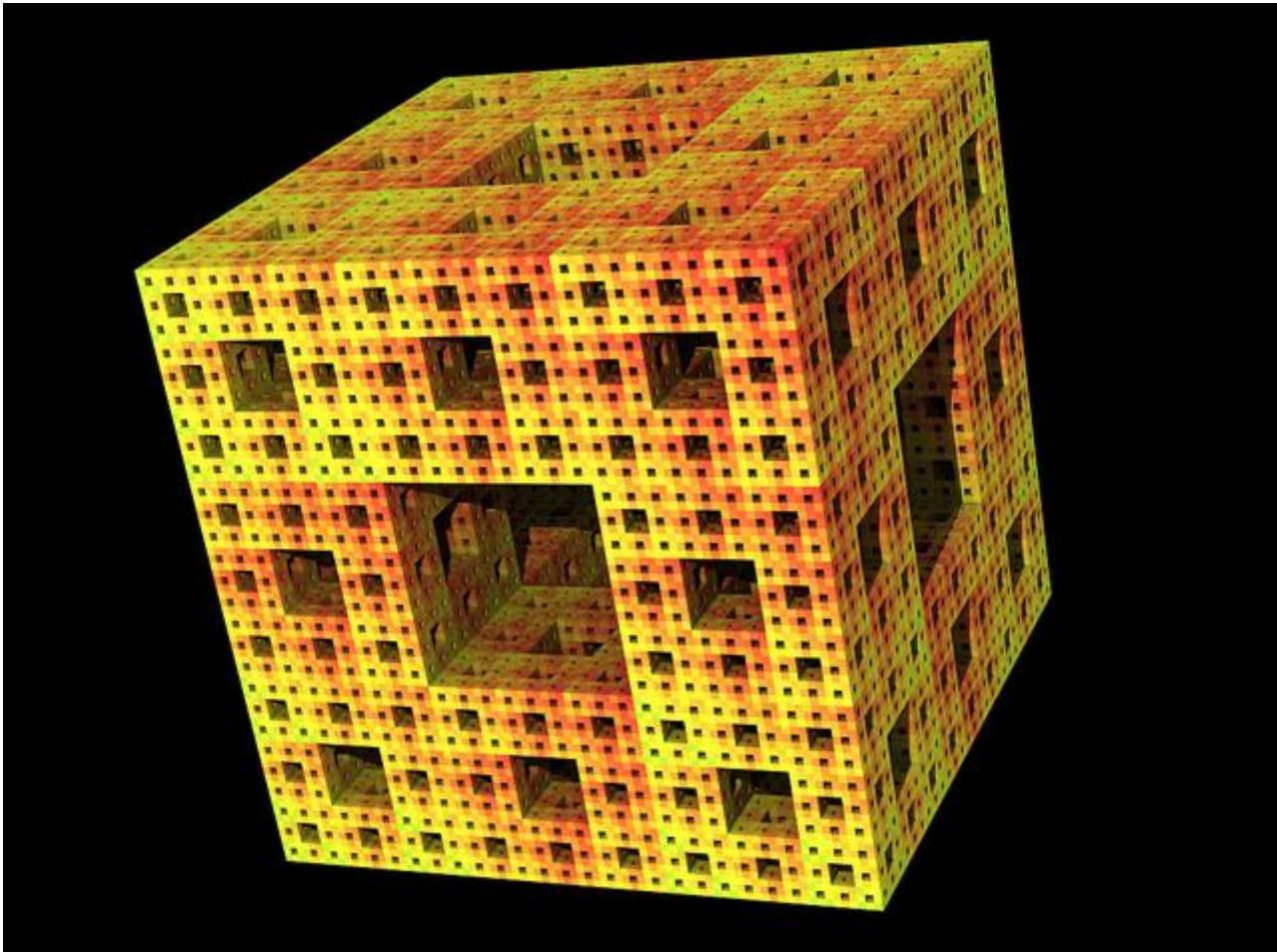
<http://fusionanomaly.net/recursion.jpg>



Sierpinski's Triangle

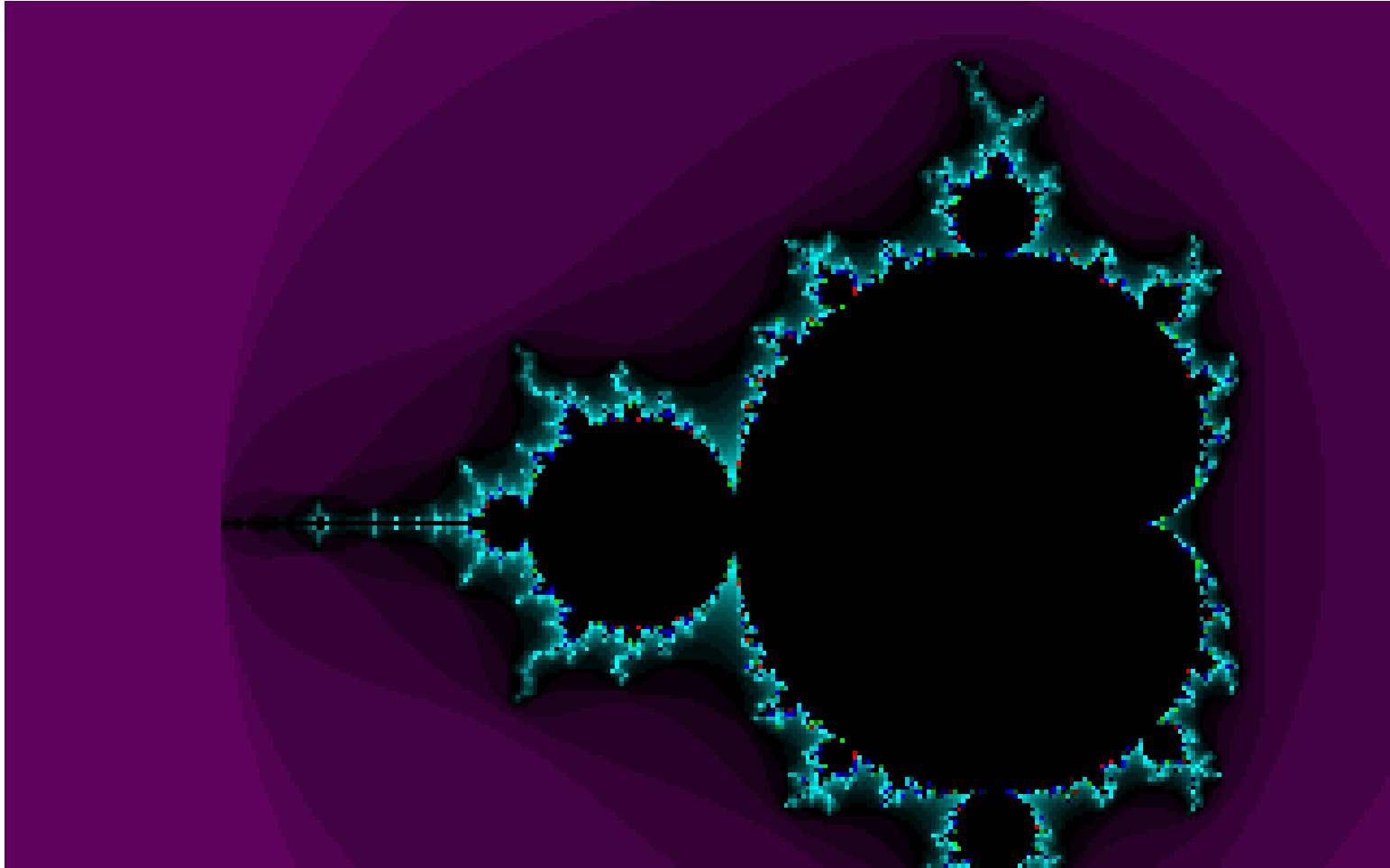


Sierpinski's Carpet



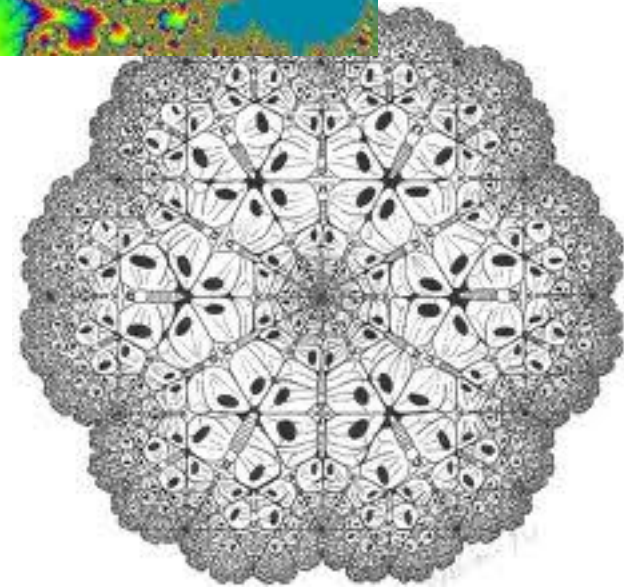
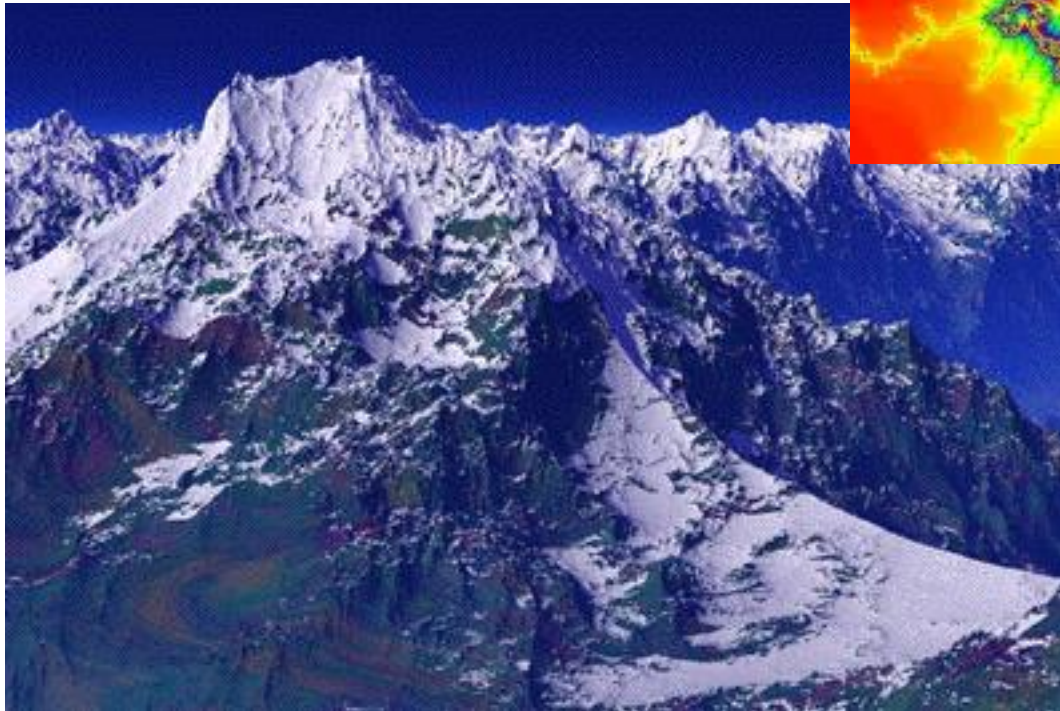
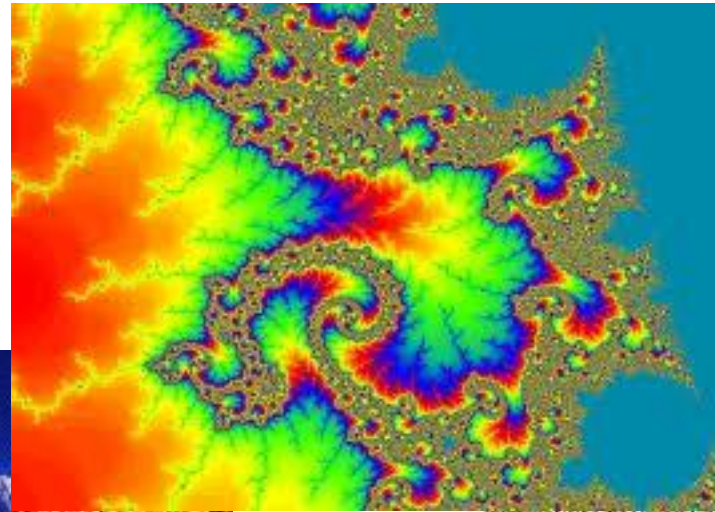
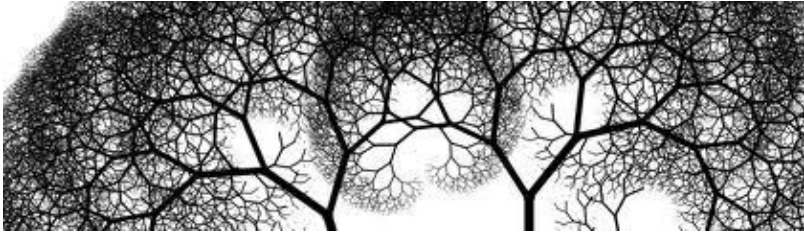
(the next slide shows an animation
that could give some people
headaches)

Mandelbrot set



Source: Clint Sprott, <http://sprott.physics.wisc.edu/fractals/animated/>

Fancier fractals



Now, Binary Search

recursion for
search

