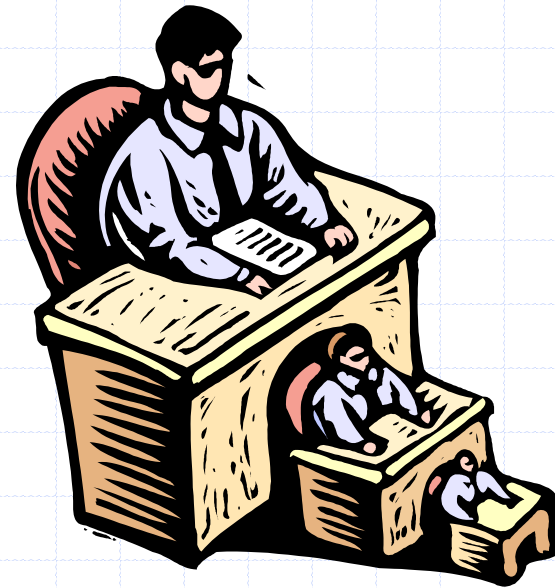


Using Recursion



Recall the Recursion Pattern (§ 2.5)

- ◆ **Recursion:** when a method calls itself
- ◆ Classic example--the factorial function:
 - $n! = 1 \cdot 2 \cdot 3 \cdot \dots \cdot (n-1) \cdot n$
- ◆ Recursive definition:

$$f(n) = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot f(n-1) & \text{else} \end{cases}$$

- ◆ As a Java method:

```
// recursive factorial function
public static int recursiveFactorial(int n) {
    if (n == 0) return 1;    // basis case
    else return n * recursiveFactorial(n- 1); // recursive case
}
```

Linear Recursion (§ 4.1.1)

◆ Test for base cases.

- Begin by testing for a set of base cases (there should be at least one).
- Every possible chain of recursive calls **must** eventually reach a base case, and the handling of each base case should not use recursion.

◆ *Recur once.*

- Perform a single recursive call. (This recursive step may involve a test that decides which of several possible recursive calls to make, but it should ultimately choose to make just one of these calls each time we perform this step.)
- Define each possible recursive call so that it makes progress towards a base case.

A Simple Example of Linear Recursion

Algorithm LinearSum(A, n):

Input:

A integer array A and an integer $n = 1$, such that A has at least n elements

Output:

The sum of the first n integers in A

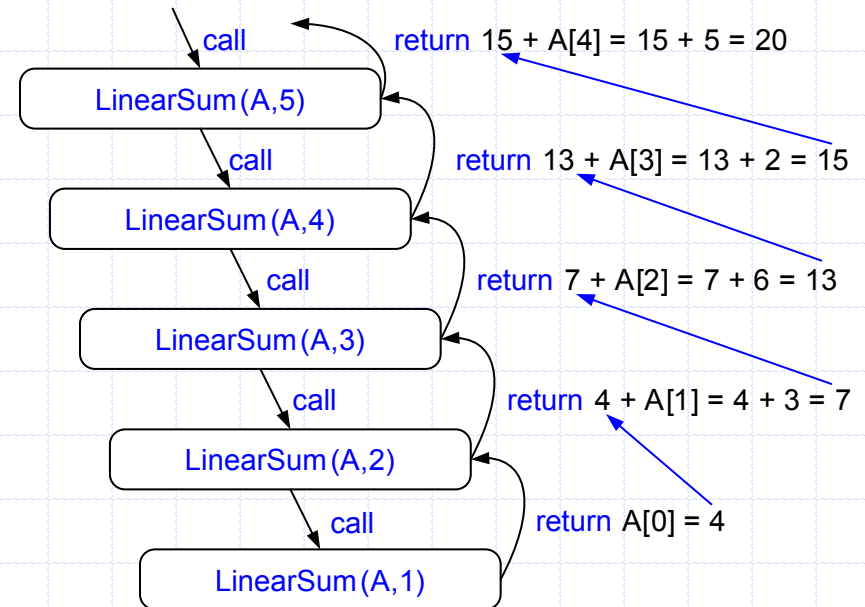
if $n = 1$ **then**

return $A[0]$

else

return LinearSum($A, n - 1$) + $A[n - 1]$

Example recursion trace:



Reversing an Array

Algorithm ReverseArray(A, i, j):

Input: An array A and nonnegative integer indices i and j

Output: The reversal of the elements in A starting at index i and ending at j

if $i < j$ **then**

 Swap $A[i]$ and $A[j]$

 ReverseArray($A, i + 1, j - 1$)

return

Defining Arguments for Recursion

- ◆ In creating recursive methods, it is important to define the methods in ways that facilitate recursion.
- ◆ This sometimes requires we define additional parameters that are passed to the method.
- ◆ For example, we defined the array reversal method as `ReverseArray(A, i, j)`, not `ReverseArray(A)`.

Computing Powers

- ◆ The power function, $p(x,n)=x^n$, can be defined recursively:

$$p(x,n) = \begin{cases} 1 & \text{if } n = 0 \\ x \cdot p(x,n-1) & \text{else} \end{cases}$$

- ◆ This leads to an power function that runs in $O(n)$ time (for we make n recursive calls).
- ◆ We can do better than this, however.

Recursive Squaring

- ◆ We can derive a more efficient linearly recursive algorithm by using repeated squaring:

$$p(x, n) = \begin{cases} 1 & \text{if } x = 0 \\ x \cdot p(x, (n-1)/2)^2 & \text{if } x > 0 \text{ is odd} \\ p(x, n/2)^2 & \text{if } x > 0 \text{ is even} \end{cases}$$

- ◆ For example,

$$2^4 = 2^{(4/2)^2} = (2^{4/2})^2 = (2^2)^2 = 4^2 = 16$$

$$2^5 = 2^{1+(4/2)^2} = 2(2^{4/2})^2 = 2(2^2)^2 = 2(4^2) = 32$$

$$2^6 = 2^{(6/2)^2} = (2^{6/2})^2 = (2^3)^2 = 8^2 = 64$$

$$2^7 = 2^{1+(6/2)^2} = 2(2^{6/2})^2 = 2(2^3)^2 = 2(8^2) = 128.$$

A Recursive Squaring Method

Algorithm Power(x, n):

Input: A number x and integer $n = 0$

Output: The value x^n

if $n = 0$ **then**

return 1

if n is odd **then**

$y = \text{Power}(x, (n - 1)/2)$

return $x \cdot y \cdot y$

else

$y = \text{Power}(x, n/2)$

return $y \cdot y$

Analyzing the Recursive Squaring Method

Algorithm Power(x , n):

Input: A number x and integer $n = 0$

Output: The value x^n

if $n = 0$ **then**

return 1

if n is odd **then**

$y = \text{Power}(x, (n - 1)/2)$

return $x \cdot y \cdot y$

else

$y = \text{Power}(x, n/2)$

return $y \cdot y$

Each time we make a recursive call we halve the value of n ; hence, we make $\log n$ recursive calls. That is, this method runs in $O(\log n)$ time.

It is important that we used a variable twice here rather than calling the method twice.

Tail Recursion

- ◆ Tail recursion occurs when a linearly recursive method makes its recursive call as its last step.
- ◆ The array reversal method is an example.
- ◆ Such methods can be easily converted to non-recursive methods (which saves on some resources).
- ◆ Example:

Algorithm IterativeReverseArray(A, i, j):

Input: An array A and nonnegative integer indices i and j

Output: The reversal of the elements in A starting at index i and ending at j

while $i < j$ **do**

 Swap $A[i]$ and $A[j]$

$i = i + 1$

$j = j - 1$

return

Binary Recursion (§ 4.1.2)

- ◆ Binary recursion occurs whenever there are **two** recursive calls for each non-base case.
- ◆ Example: the DrawTicks method for drawing ticks on an English ruler.

```
---- 0          ----- 0          --- 0
-
--
-
----
-
--
-
---- 1          -----
-
--
-
----
-
--
-
---- 2          ----- 1          --- 3
-
--
-
----
-
--
-
---- 2          ----- 1          --- 3
```

A Binary Recursive Method for Drawing Ticks

```
// draw a tick with no label
public static void drawOneTick(int tickLength) { drawOneTick(tickLength, - 1); }
// draw one tick
public static void drawOneTick(int tickLength, int tickLabel) {
    for (int i = 0; i < tickLength; i++)
        System.out.print("-");
    if (tickLabel >= 0) System.out.print(" " + tickLabel);
    System.out.print("\n");
}
public static void drawTicks(int tickLength) { // draw ticks of given length
    if (tickLength > 0) {
        drawTicks(tickLength- 1); // recursively draw left ticks
        drawOneTick(tickLength); // draw center tick
        drawTicks(tickLength- 1); // recursively draw right ticks
    }
}
public static void drawRuler(int nInches, int majorLength) { // draw ruler
    drawOneTick(majorLength, 0); // draw tick 0 and its label
    for (int i = 1; i <= nInches; i++) {
        drawTicks(majorLength- 1); // draw ticks for this inch
        drawOneTick(majorLength, i); // draw tick i and its label
    }
}
```

Note the two recursive calls



Another Binary Recursive Method

◆ Problem: add all the numbers in an integer array A:

Algorithm BinarySum(A, i, n):

Input: An array A and integers i and n

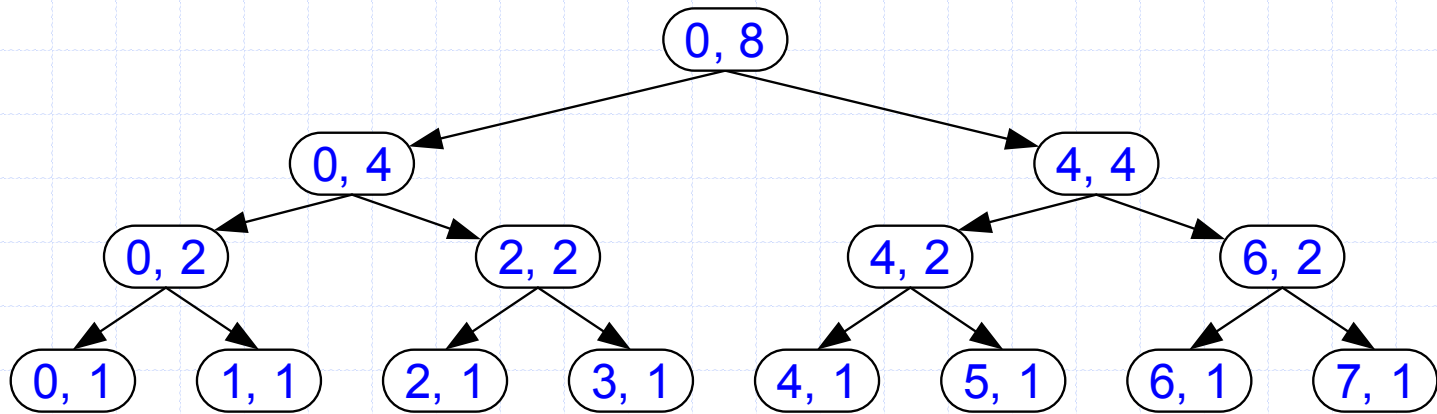
Output: The sum of the n integers in A starting at index i

if $n = 1$ **then**

return $A[i]$

return BinarySum($A, i, n/2$) + BinarySum($A, i + n/2, n/2$)

◆ Example trace:



Computing Fibonacci Numbers

◆ Fibonacci numbers are defined recursively:

$$F_0 = 0$$

$$F_1 = 1$$

$$F_i = F_{i-1} + F_{i-2} \quad \text{for } i > 1.$$

◆ As a recursive algorithm (first attempt):

Algorithm BinaryFib(k):

Input: Nonnegative integer k

Output: The k th Fibonacci number F_k

if $k = 1$ **then**

return k

else

return BinaryFib($k - 1$) + BinaryFib($k - 2$)

Analyzing the Binary Recursion Fibonacci Algorithm

◆ Let n_k denote number of recursive calls made by BinaryFib(k). Then

- $n_0 = 1$

- $n_1 = 1$

- $n_2 = n_1 + n_0 + 1 = 1 + 1 + 1 = 3$

- $n_3 = n_2 + n_1 + 1 = 3 + 1 + 1 = 5$

- $n_4 = n_3 + n_2 + 1 = 5 + 3 + 1 = 9$

- $n_5 = n_4 + n_3 + 1 = 9 + 5 + 1 = 15$

- $n_6 = n_5 + n_4 + 1 = 15 + 9 + 1 = 25$

- $n_7 = n_6 + n_5 + 1 = 25 + 15 + 1 = 41$

- $n_8 = n_7 + n_6 + 1 = 41 + 25 + 1 = 67.$

◆ Note that the value at least doubles for every other value of n_k . That is, $n_k > 2^{k/2}$. It is exponential!

A Better Fibonacci Algorithm

◆ Use linear recursion instead:

Algorithm LinearFibonacci(k):

Input: A nonnegative integer k

Output: Pair of Fibonacci numbers (F_k, F_{k-1})

if $k = 1$ **then**

return $(k, 0)$

else

$(i, j) = \text{LinearFibonacci}(k - 1)$

return $(i + j, i)$

◆ Runs in $O(k)$ time.

Multiple Recursion (§ 4.1.3)

◆ Motivating example: summation puzzles

- ◆ $pot + pan = bib$
- ◆ $dog + cat = pig$
- ◆ $boy + girl = baby$

◆ Multiple recursion: makes potentially many recursive calls (not just one or two).

Algorithm for Multiple Recursion

Algorithm PuzzleSolve(k,S,U):

Input: An integer k, sequence S, and set U (the universe of elements to test)

Output: An enumeration of all k-length extensions to S using elements in U without repetitions

for all e in U **do**

Remove e from U {e is now being used}

Add e to the end of S

if k = 1 **then**

Test whether S is a configuration that solves the puzzle

if S solves the puzzle **then**

return "Solution found: " S

else

PuzzleSolve(k - 1, S,U)

Add e back to U {e is now unused}

Remove e from the end of S

Visualizing PuzzleSolve

