

CSI33 DATA STRUCTURES

Department of Mathematics and Computer Science
Bronx Community College

- Recursive Definitions
- Simple Recursive Examples
- Analyzing Recursion
- In-Class Work

A Function Can Call Itself

- A **recursive** definition of a function is one which makes a function call to the function being defined.
- The function call is then a **recursive** function call.
- A definition is **circular** if it leads to an infinite sequence of function calls.
- To prevent this:
 - *the function must call itself with a parameter smaller than the one it is using.*
 - the function must test for when the parameter has reached the minimum size (the **base case(s)**): this must be handled without a recursive call.

The Call Stack

The *function call stack* can handle recursive functions easily. There is no reason why a function can't push an activation record onto the call stack with variables for the current function while calling that same function. The earlier version of that function will resume when the recursive call is completed.

When the base case is finally met, there will be no further recursive calls, and no further activation records will be pushed onto the stack.

Without a base case, the stack would overflow, producing a run-time error.

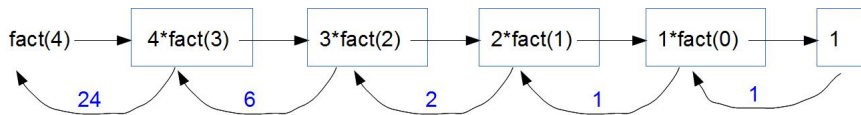
THE FACTORIAL FUNCTION

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n(n-1)! & \text{otherwise} \end{cases}$$

THE FACTORIAL FUNCTION - USING PYTHON

```
def fact(n):  
    if n == 0:  
        return 1  
    else:  
        return n * fact(n - 1)
```

RECURSIVE DEFINITIONS



THE FACTORIAL FUNCTION - USING PYTHON

```
def fact(n):  
    if n == 0:  
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```

See [fact.py](#)

STRING REVERSAL

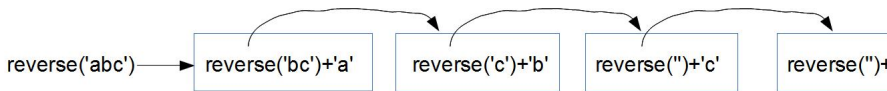
CIRCULAR DEFINITION

```
def reverse(s):  
    return reverse(s[1:]) + s[0]
```

STRING REVERSAL

CIRCULAR DEFINITION

```
def reverse(s):  
    return reverse(s[1:]) + s[0]
```



STRING REVERSAL

DEFINITION WITH BASE CASE

```
def reverse(s):  
    if s == "":  
        return s  
    else:  
        return reverse(s[1:]) + s[0]
```

See [reverse.py](#)

ANAGRAMS

An **anagram** of a word is another word spelled using the same letters but rearranged. Rearrangements are also called **permutations**. For example: **TORSO** is an anagram for **ROOST**.

A recursive strategy to produce all anagrams of a given word is:

- remove the first letter from the word.
- for all anagrams of the smaller word, insert it in all possible positions.

How many permutations of the letters in TORSO is there?

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How many permutations of the letters in TORSO is there?

$$5! = 120$$

ANAGRAMS USING RECURSION

```
def anagrams(s):  
    if s == "":  
        return [s]  
    else:  
        ans = []  
        for w in anagrams(s[1:]):  
            for pos in range(len(w)+1):  
                ans.append(w[:pos]+s[0]+w[pos:1])  
        return ans
```

See [anagrams.py](#)

FAST EXPONENTIATION

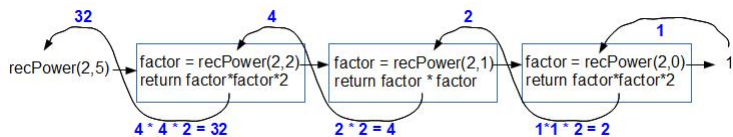
NAIVE ITERATION IS $\Theta(n)$

```
# power.py
def loopPower(a, n):
    ans = 1
    for i in range(n):
        ans = ans * a
    return ans
```

DIVIDE AND CONQUER RECURSION IS $\Theta(\log n)$

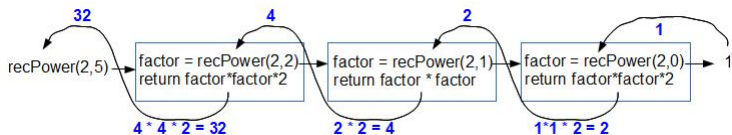
```
# power.py
def recPower(a, n):
    if n == 0:
        return 1
    else:
        factor = recPower(a, n // 2)
        if n % 2 == 0:
            return factor * factor
        else:
            return factor * factor * a
```

FAST EXPONENTIATION



```
# power.py
def recPower(a, n):
    if n == 0:
        return 1
    else:
        factor = recPower(a, n // 2)
        if n % 2 == 0:
            return factor * factor
        else:
            return factor * factor * a
```

FAST EXPONENTIATION



Let's compare the number of multiplications performed while using recursive definition of power function and naive definition of power function:

naive (running time $\Theta(n)$): 4 multiplications

recursive (running time $\Theta(\log n)$): 5 multiplications

If we try 2^{10} , then

naive: 9 multiplications

recursive: 6 multiplications

ITERATION

```
def search(items, target):  
    low = 0  
    high = len(items) - 1  
    while low <= high:  
        mid = (low + high) // 2  
        item = items[mid]  
        if target == item:  
            return mid  
        elif target < item:  
            high = mid - 1  
        else:  
            low = mid + 1  
    return -1
```

PSEUDOCODE USING RECURSION

Algorithm: binary search

```
-- search for x in nums[low]...nums[high]
  if low > high
    x is not in nums
  mid = (low + high) // 2
  if x== nums[mid]:
    x is at mid position
  elif x < nums[mid]
    binary search for x in nums[low]...nums[mid-1]
  else
    binary search for x in nums[mid+1]...nums[high]
```

PYTHON CODE USING RECURSION

```
def search(items, target):
    return recBinSearch(target, items, 0, len(items)-1)
def recBinSearch(x, nums, low, high):
    if low > high:
        return -1
    mid = (low + high) // 2
    item = nums[mid]
    if x == item:
        return mid
    elif x < item:
        return recBinSearch(x, nums, low, mid-1)
    else:
        return recBinSearch(x, nums, mid+1, high)
```

COMPARISON WITH ITERATIVE (LOOPING) ALGORITHMS

- Any iterative algorithm can be transformed into a recursive one.
- Different strategies lead to different running times. (The recursive power example is more efficient than the naive loop version.)
- To measure efficiency, you must count **recursive calls** and **the depth of the call stack**.
- You must also consider the **size of the data parameters** that are passed in recursive calls.

THE FIBONACCI SEQUENCE

THE FIBONACCI SEQUENCE

The **Fibonacci Sequence** is obtained by beginning with the pair of numbers 1, 1 and continuing indefinitely by adding the last two numbers to give the next number in the sequence, giving 1, 1, 2, 3, 5, 8, 13 and so on.

THE FIBONACCI SEQUENCE

THE NTH FIBONACCI NUMBER: LOOP VERSION

```
def loopFib(n):  
    curr = 1  
    prev = 1  
    for i in range(n - 2):  
        curr, prev = curr + prev, curr  
    return curr
```

ANALYSIS

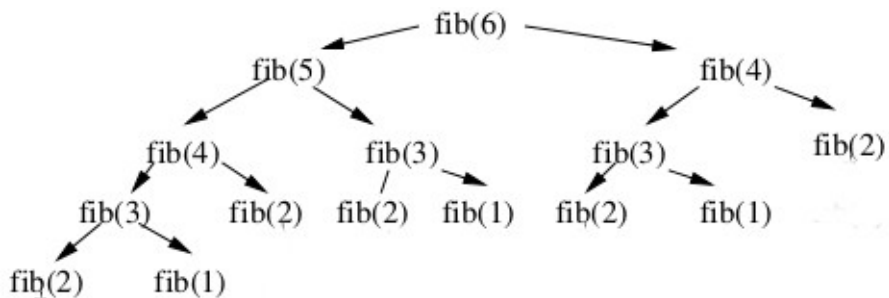
To calculate `fib(n)` requires $n - 2$ iterations of the `for` loop, so the running time is $\Theta(n)$.

THE FIBONACCI SEQUENCE

THE NTH FIBONACCI NUMBER: RECURSIVE VERSION

```
def recFib(n):  
    if n < 3:  
        return 1  
    else:  
        return recFib(n - 1) + recFib(n - 2)
```

THE FIBONACCI SEQUENCE



THE FIBONACCI SEQUENCE

ANALYSIS

To calculate $\text{fib}(6)$ is very wasteful:

- $\text{fib}(4)$ is calculated 2 times
- $\text{fib}(3)$ is calculated 3 times
- $\text{fib}(2)$ is calculated 5 times
- $\text{fib}(1)$ is calculated 3 times

To calculate $\text{fib}(n)$ requires $\text{fib}(n) - 1$ steps, so the running time is $\Theta(\text{fib}(n))$, which is $\Theta(2^n)$, or exponential in n .

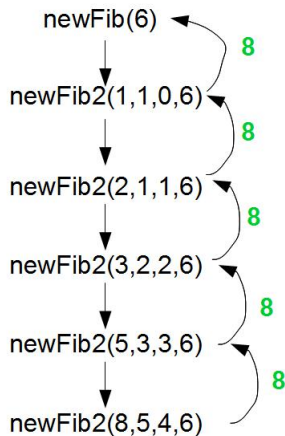
THE FIBONACCI SEQUENCE

THE NTH FIBONACCI NUMBER: IMPROVED RECURSIVE VERSION

```
def newFib(n):  
    return newFib2(1, 1, 0, n)  
def newFib2(curr, prev, i, n):  
    if i == n - 2:  
        return curr  
    else:  
        return newFib2(curr + prev, curr, i + 1, n)
```

You can see that this definition won't work if a user wants to get the first Fibonacci number, i.e. 1, but it works perfectly well for all other cases. Can it be fixed? (class work)

THE FIBONACCI SEQUENCE



THE FIBONACCI SEQUENCE

ANALYSIS

To calculate $\text{fib}(n)$ now requires $n - 2$ recursive calls, so the running time is $\Theta(n)$, which is a big improvement.

THE FIBONACCI SEQUENCE

HOW TO MAKE AN ITERATIVE FUNCTION RECURSIVE

- Write a function that calls a **helper function** with parameters for all local variables and parameters from the loop version.
- Pass the initial values from the loop version in this function call.
- The helper function will be recursive:
- The **base case** will be the negation of the loop condition.
- The recursive call will change the parameters to match one iteration of the loop version.

- 1 Show pictorial representation of the call `recPower(3,7)`.
- 2 Figure out exactly how many multiplications does `recPower(3,7)` do.
- 3 Write and test a recursive function `Maximum` to find the largest number in a list.
Hint: the maximum is the larger of the first item and maximum of all the other items.
- 4 Fix the `newFib` function to make it work when `newFib(1)` is called.