

CS 161

Intro to CS I

Recursion

Recursion

- What is it?
 - Function that calls itself 1 or more times (directly or indirectly)
 - Has 1 or more base case for stopping
 - Inductive reasoning: general case must eventually be reduced to a base case

Example: Drawing Rectangles

- Iterative Solution:

```
void draw_rect(int i) {  
    for( ; i > 0; i--){  
        cout << "*****" << endl;  
        cout << "*      *" << endl;  
        cout << "*****" << endl << endl;  
    }  
}
```

Example: Drawing Rectangles

- Recursive Solution

```
void draw_rect(int i) {  
    if(i>0){      //Base case  
        draw_rect(--i);  //Recursive call  
        cout << "*****" << endl;  
        cout << "*      *" << endl;  
        cout << "*****" << endl << endl;  
    }  
}
```

What is different when we call after?

- Recursive Solution

```
void draw_rect(int i) {  
    if(i>0){      //Base case  
        cout << "*****" << endl;  
        cout << "*      *" << endl;  
        cout << "*****" << endl << endl;  
        draw_rect(--i);  //Recursive call  
    }  
}
```

Example: Factorial

- Definition

$$0! = 1;$$

$$n! = n * (n-1) * \dots * (n-(n-1)) * 1 = n * (n-1)! ; n > 0$$

Iterative Factorial

factorial(0) = 1;

factorial(n) = n*n-1*n-2*...*n-(n-1)*1;

```
long factorial(int n) {  
    long fact;  
    if(n==0)  
        fact=1;  
    else  
        for(fact=n; n > 1; n--)  
            fact=fact*(n-1);  
    return fact;  
}
```

Recursive Factorial

```
factorial(0) = 1;  
factorial(n) = n*factorial(n-1);
```

```
long factorial(int n) {  
    if (n == 0)    // Base case  
        return 1;  
    else  
        return n * factorial(n - 1); // Recursive call  
}
```

Computing Factorial Iteratively

factorial(4)

factorial(0) = 1;

factorial(n) = n * (n-1) * ... * 2 * 1;

Computing Factorial Iteratively

$\text{factorial}(4) = 4 * 3$

$\text{factorial}(0) = 1;$

$\text{factorial}(n) = n * (n-1) * \dots * 2 * 1;$

Computing Factorial Iteratively

$$\begin{aligned}\text{factorial}(4) &= 4 * 3 \\ &= 12 * 2\end{aligned}$$

```
factorial(0) = 1;
```

```
factorial(n) = n*(n-1)*...*2*1;
```

Computing Factorial Iteratively

$$\begin{aligned}\text{factorial}(4) &= 4 * 3 \\&= 12 * 2 \\&= 24 * 1\end{aligned}$$

```
factorial(0) = 1;
```

```
factorial(n) = n*(n-1)*...*2*1;
```

Computing Factorial Iteratively

```
factorial(4) = 4 * 3  
              = 12 * 2  
              = 24 * 1  
              = 24
```

```
factorial(0) = 1;
```

```
factorial(n) = n*(n-1)*...*2*1;
```

Computing Factorial Recursively

factorial(4)

factorial(0) = 1;

factorial(n) = n * factorial(n-1);

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$\text{factorial}(4) = 4 * \text{factorial}(3)$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\ &= 4 * (3 * \text{factorial}(2))\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1)))\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0))))\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0)))) \\&= 4 * (3 * (2 * (1 * 1)))\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0)))) \\&= 4 * (3 * (2 * (1 * 1))) \\&= 4 * (3 * (2 * 1))\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0)))) \\&= 4 * (3 * (2 * (1 * 1))) \\&= 4 * (3 * (2 * 1)) \\&= 4 * (3 * 2)\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0)))) \\&= 4 * (3 * (2 * (1 * 1))) \\&= 4 * (3 * (2 * 1)) \\&= 4 * (3 * 2) \\&= 4 * 6\end{aligned}$$

Computing Factorial Recursively

```
factorial(0) = 1;
```

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

$$\begin{aligned}\text{factorial}(4) &= 4 * \text{factorial}(3) \\&= 4 * (3 * \text{factorial}(2)) \\&= 4 * (3 * (2 * \text{factorial}(1))) \\&= 4 * (3 * (2 * (1 * \text{factorial}(0)))) \\&= 4 * (3 * (2 * (1 * 1))) \\&= 4 * (3 * (2 * 1)) \\&= 4 * (3 * 2) \\&= 4 * 6 \\&= 24\end{aligned}$$

Differences

- Pros
 - Readability
- Cons
 - Efficiency
 - Memory

Recursive Factorial

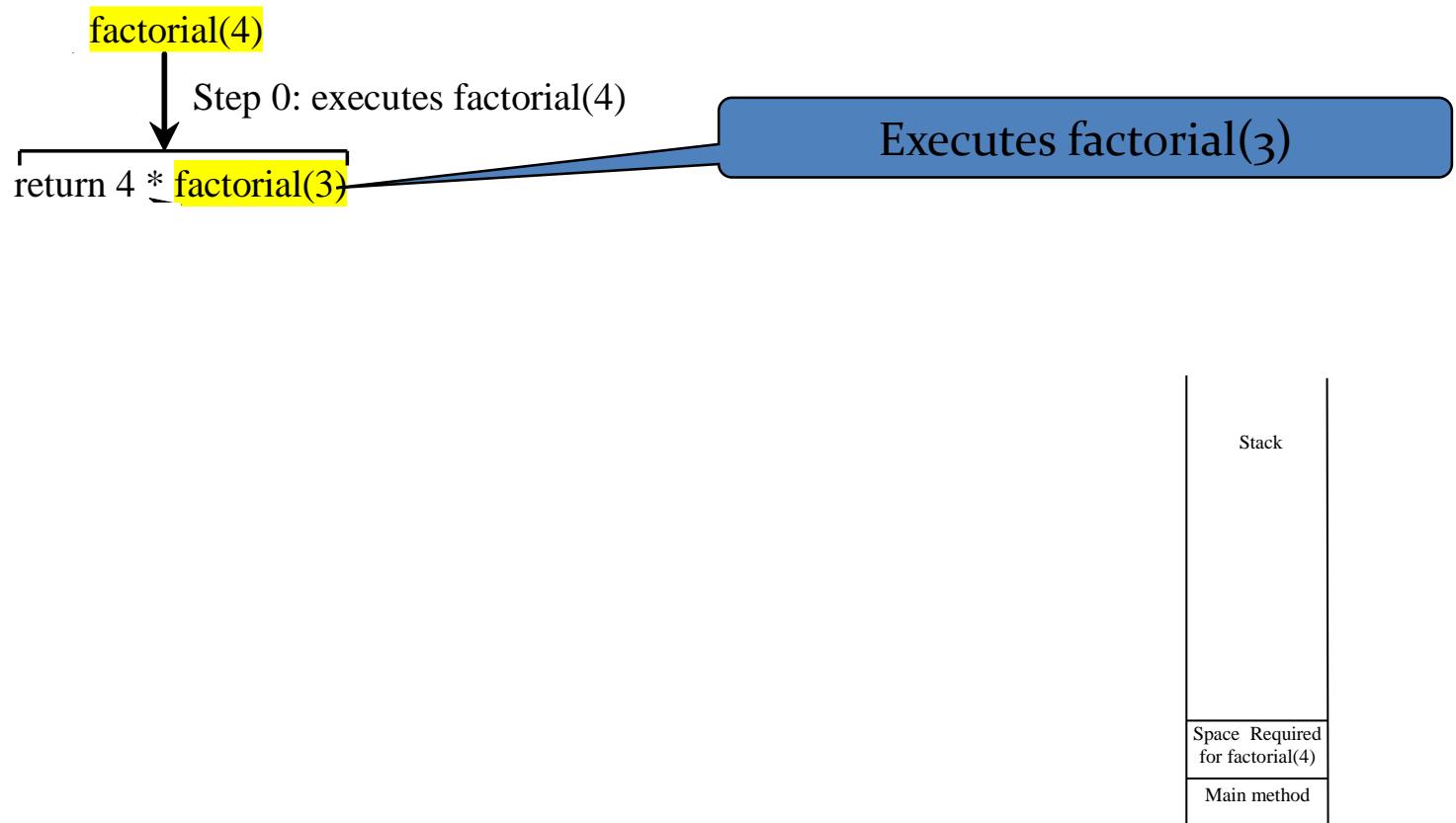
factorial(4)

Executes factorial(4)

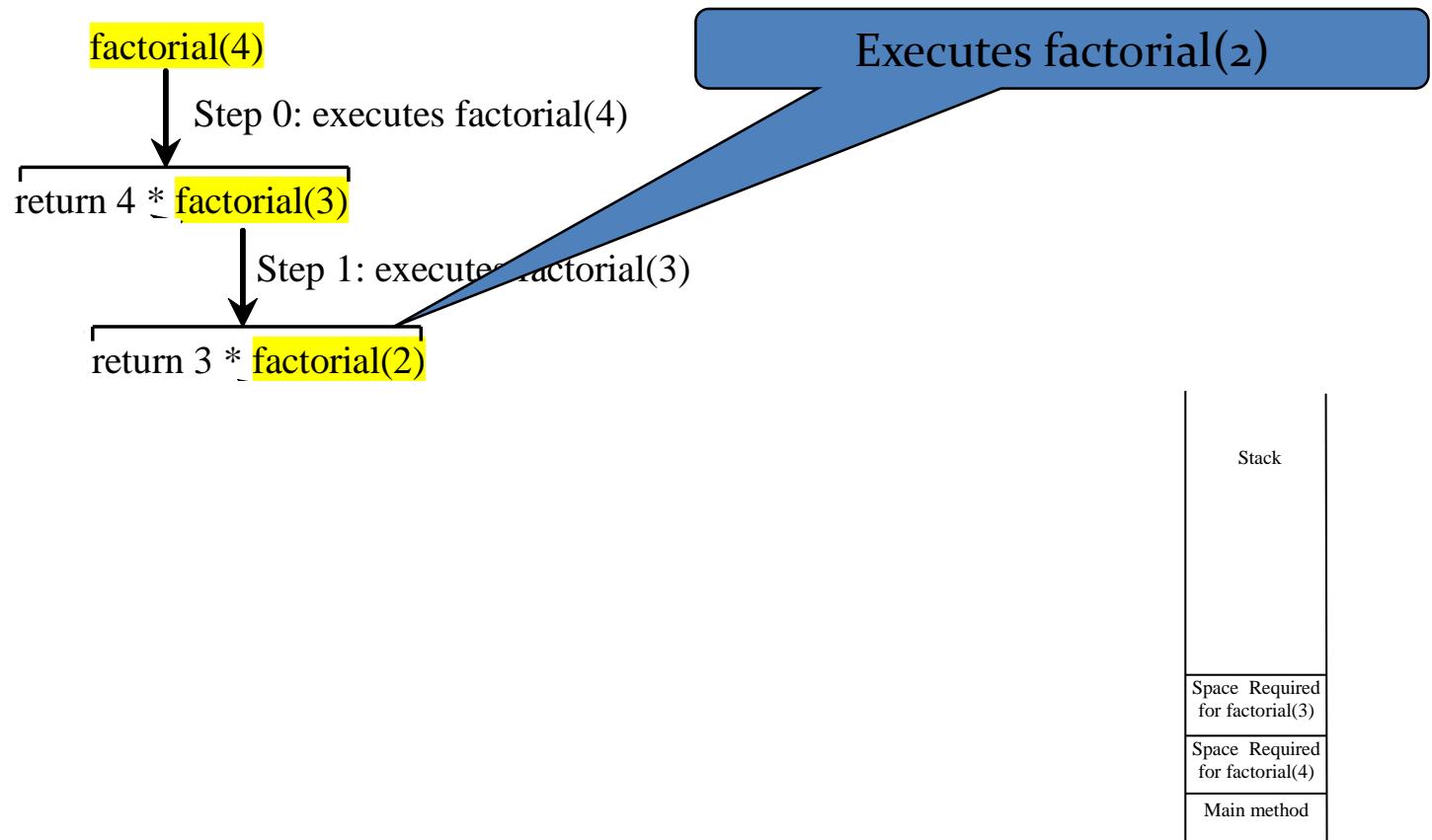
Stack

Main method

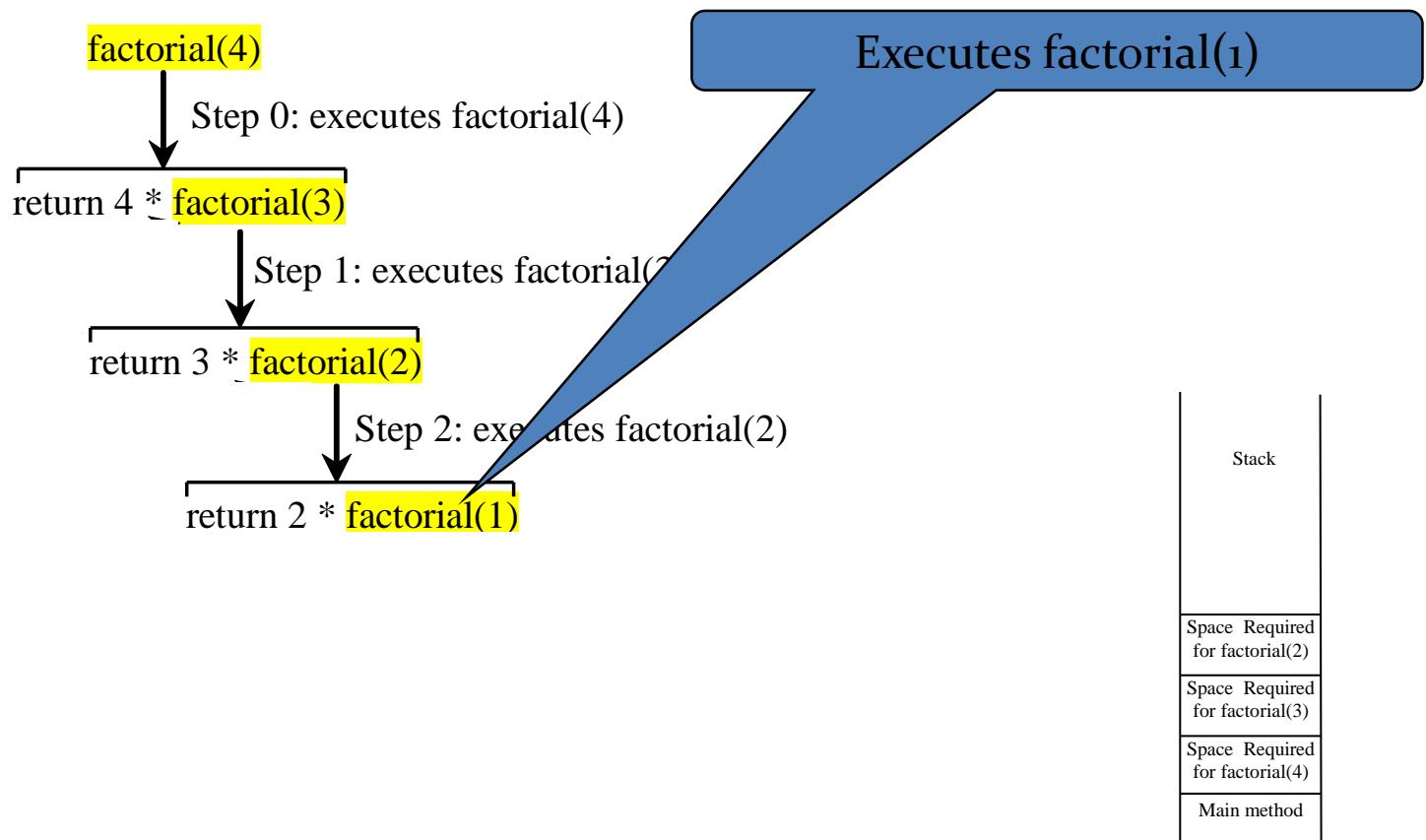
Recursive Factorial



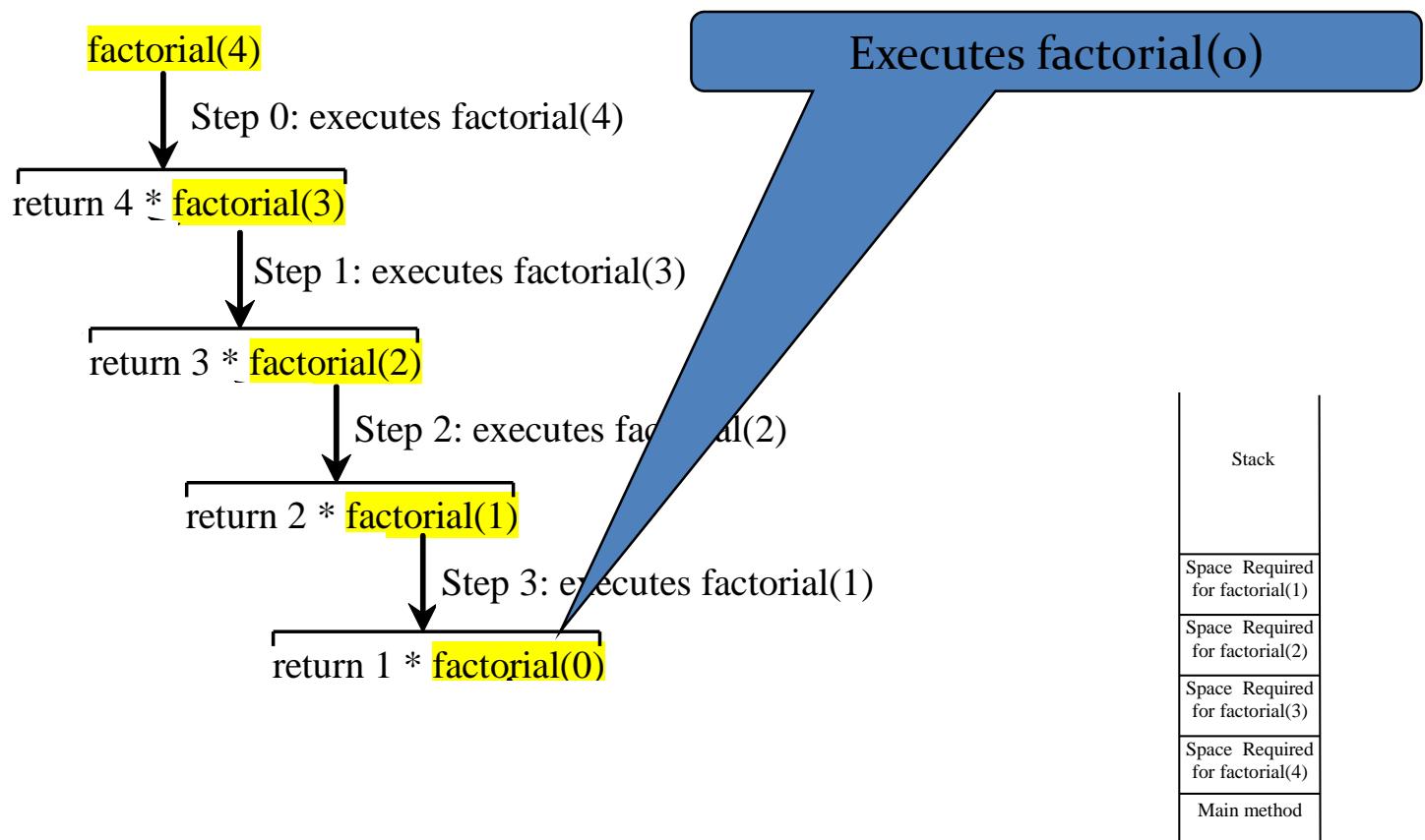
Recursive Factorial



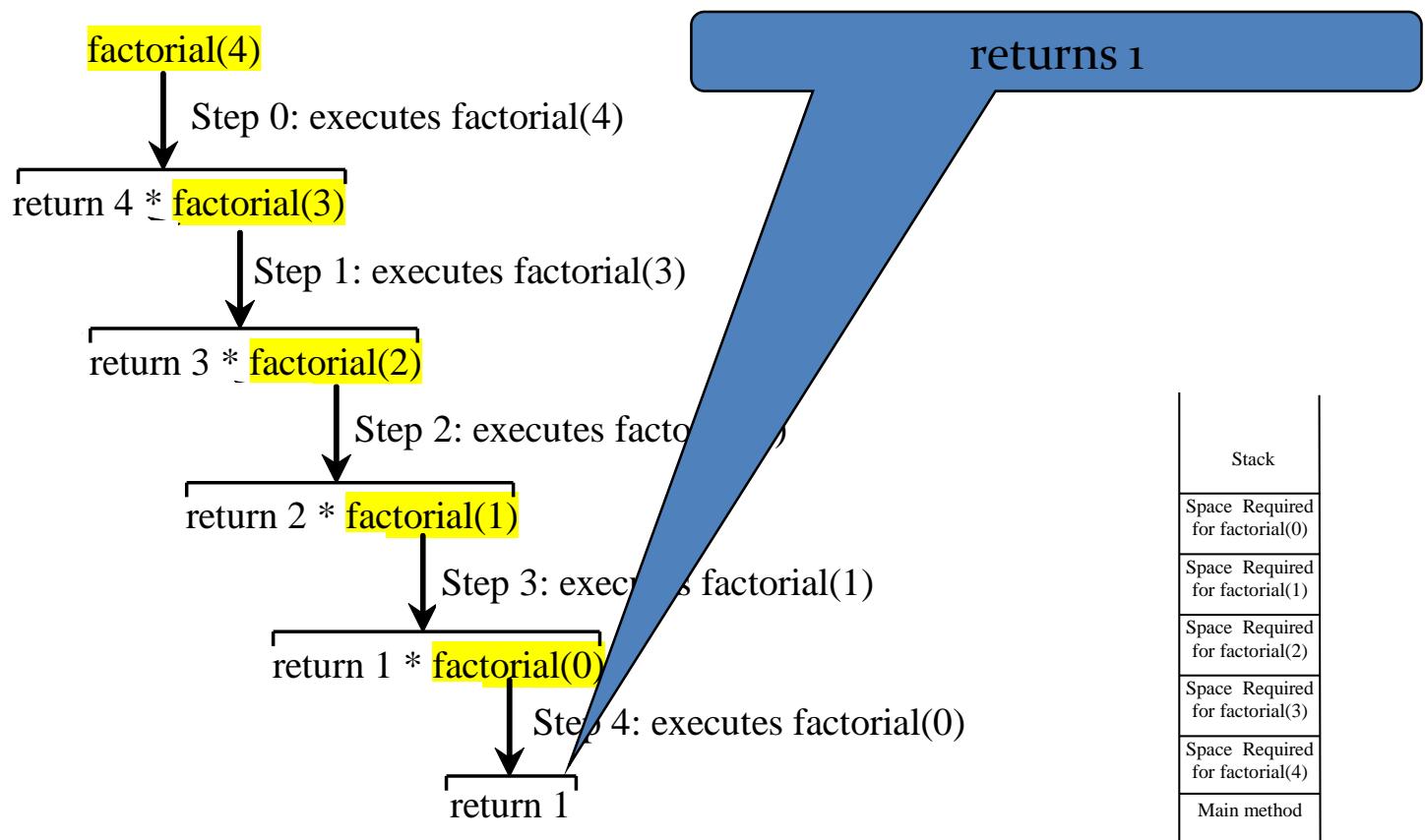
Recursive Factorial



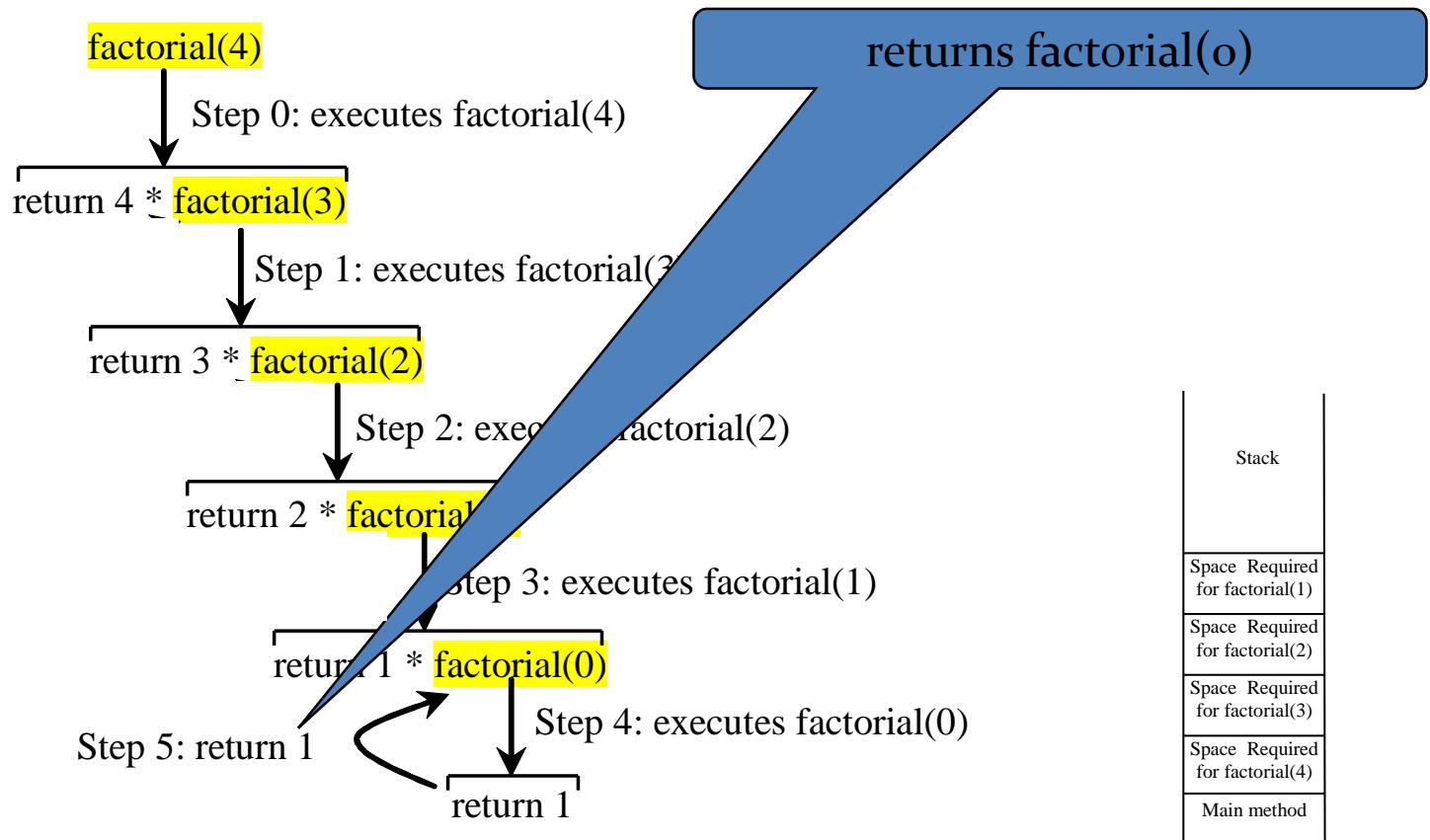
Recursive Factorial



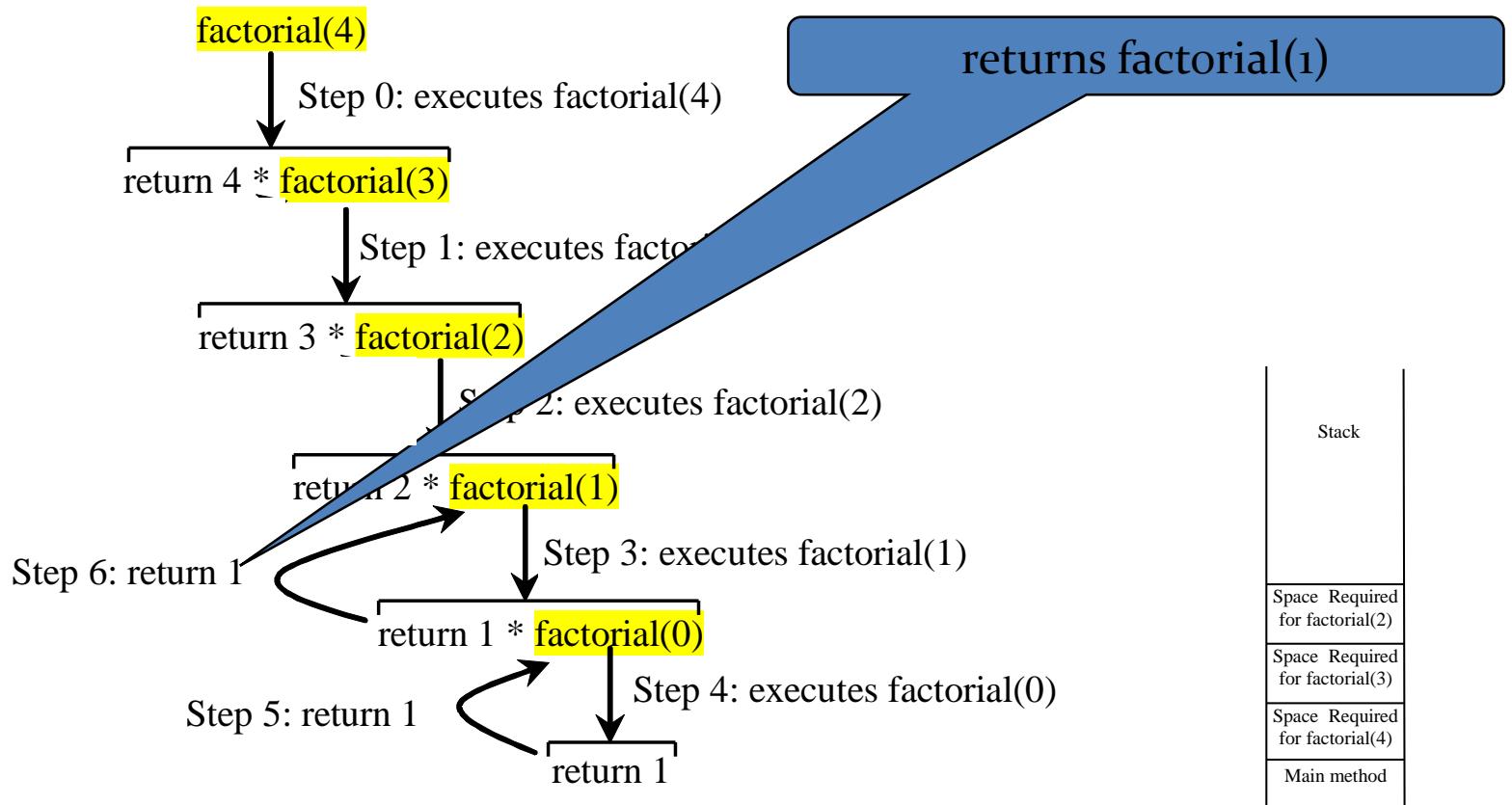
Recursive Factorial



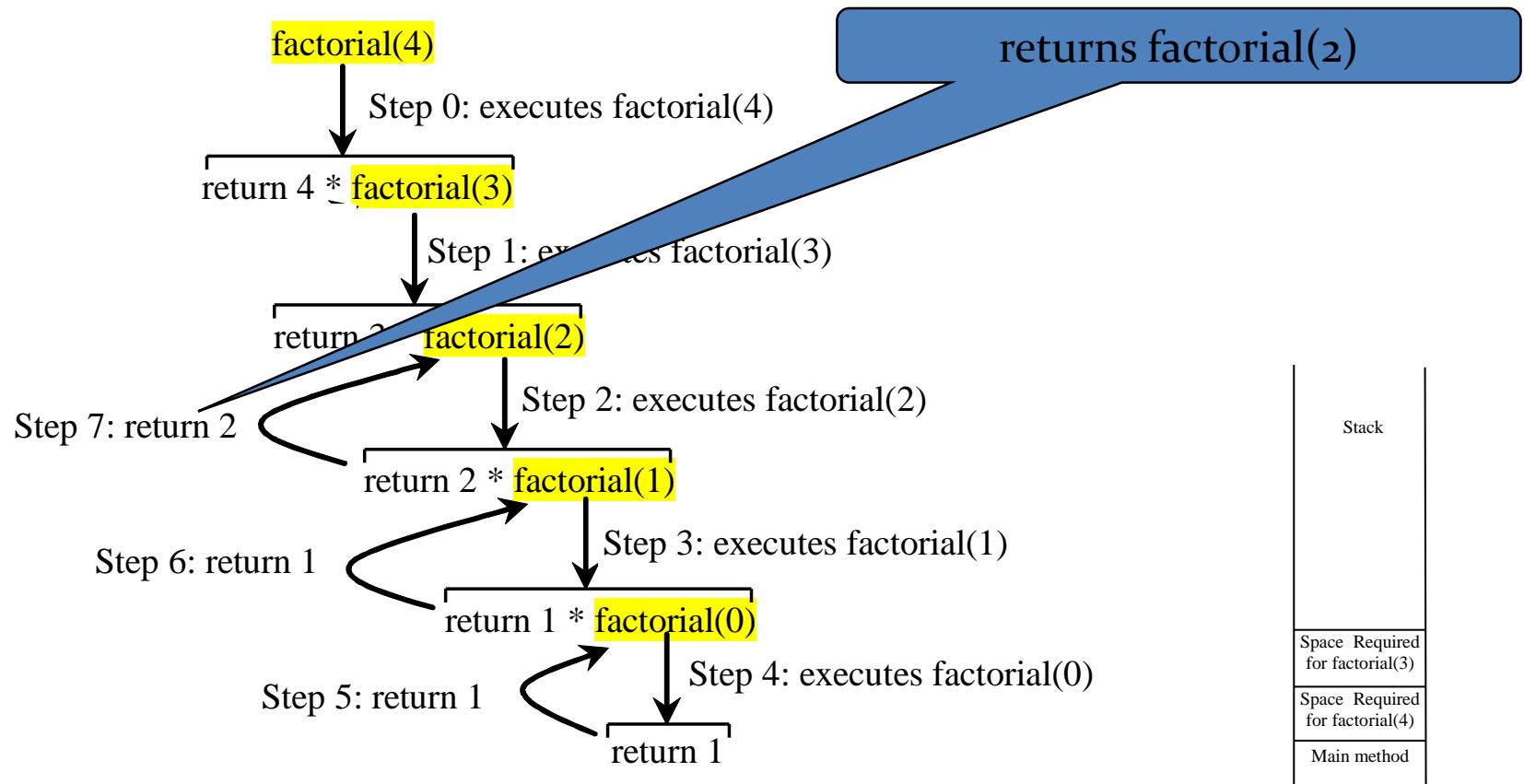
Recursive Factorial



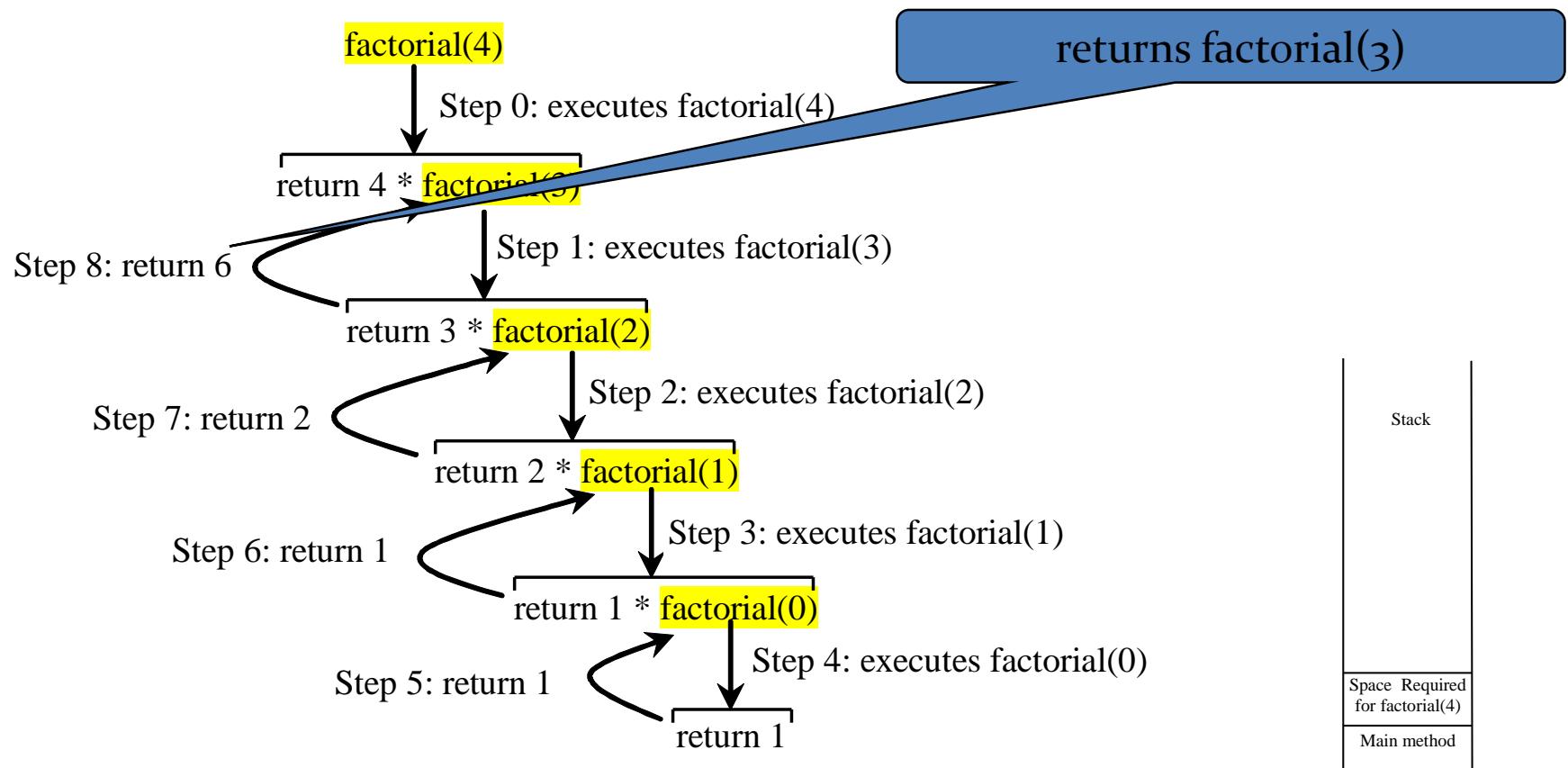
Recursive Factorial



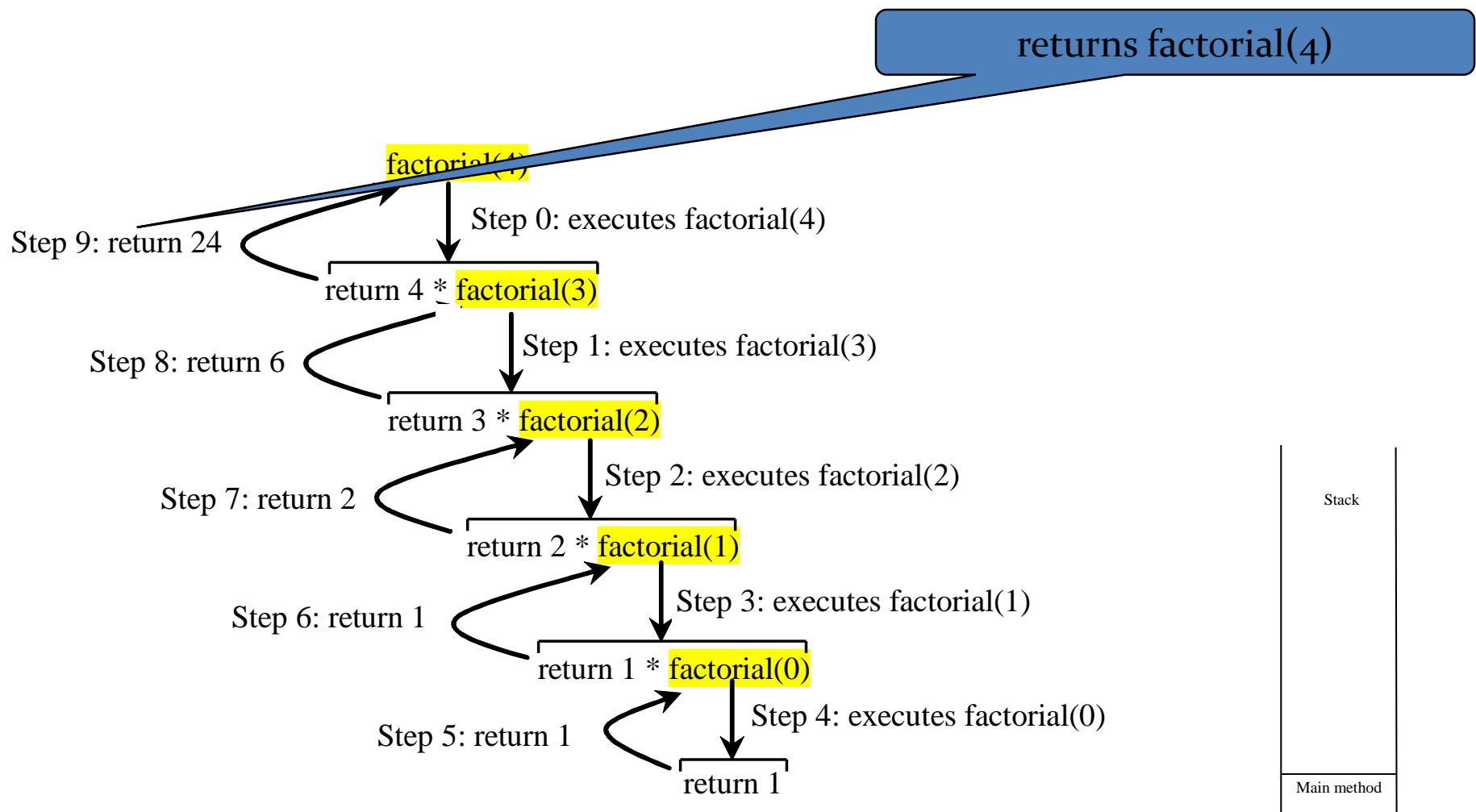
Recursive Factorial



Recursive Factorial



Recursive Factorial



In-class Exercise #4

- Get into groups of 4 – 5.
- Write your own recursive *int pwr()* function that takes two integers as arguments and returns the integer result.
 - What does the function prototype look like?
 - Now, write the function definition...