Recursion

Chapter 5.4 in Rosen
Chapter 11 in Savitch
What does this method do?

```java
/**
 * precondition n>0
 * postcondition ??
 */

private void printStars(int n) {
    if (n == 1) {
        System.out.println("*");
    } else {
        System.out.print("*");
        printStars(n - 1);
    }
}
```
Recursion

- **recursion**: The definition of an operation in terms of itself.
  - Solving a problem using recursion depends on solving smaller occurrences of the same problem.

- **recursive programming**: Writing methods that call themselves
  - directly or indirectly
  - An equally powerful substitute for iteration (loops)
  - But sometimes much more suitable for the problem
Definition of recursion

When you google recursion, the response is:

did you mean: recursion
Recursive Acronyms

Dilbert: Wally, would you like to be on my TTP project?
Wally: What does "TTP" stand for?
Dilbert: It's short for The TTP Project. I named it myself.
— Dilbert, May 18, 1994

GNU — GNU's Not Unix
KDE — KDE Desktop Environment
PHP — PHP: Hypertext Preprocessor
PNG — PNG's Not GIF (officially "Portable Network Graphics")
RPM — RPM Package Manager (originally "Red Hat Package Manager")
Why learn recursion?

- A different way of thinking about problems
- Can solve some problems better than iteration, because the underlying data-structure is recursive (e.g. a tree)
- Leads to elegant, simple, concise code, often a start of a highly efficient code (see CS320)
- Some programming languages ("functional" languages such as Scheme, ML, and Haskell) use recursion exclusively (no loops)
Exercise

(To a student in the front row)
How many students are directly behind you?

- We all have poor vision, and can only see the people right next to us. So you can't just look back and count.
- But you are allowed to ask questions of the person behind you.
- How can we solve this problem? (recursively)
The idea

- Recursion is all about breaking a big problem into smaller occurrences of that same problem.
  - Each person can solve a small part of the problem.
    - What is a small version of the problem that would be easy to answer?
    - What information from a neighbor might help you?

Hey, neighbor, help me out!
Recursive algorithm

- Number of people behind me:
  - If there is someone behind me, ask him/her how many people are behind him/her.
    - When they respond with a value \( N \), then I will answer \( N + 1 \).
  - If there is nobody behind me, I will answer \( 0 \).
Recursive structures

- A directory has
  - files
  - and
  - (sub) directories

- An expression has
  - operators
  - operands, which are
    - variables
    - constants
    - (sub) expressions
Expressions represented by trees

- A tree is
  - a node
  - with
  - zero or more sub trees

examples:

- \( a \cdot b + c \cdot d \)
- \((a+b) \cdot (c+d)\)
Structure of recursion

- Each of these examples has
  - recursive parts (directory, expression, tree)
  - non recursive parts (file, variables, nodes)

- Always need non recursive parts. Why?

- Same goes for recursive algorithms.
Every recursive algorithm has **at least 2 cases**:  
- **base case**: A simple instance that can be answered directly.  
- **recursive case**: A more complex instance of the problem that cannot be directly answered, but can instead be described in terms of smaller instances.  

Can have more than one base or recursive case, but all have at least one of each.  

A crucial part of recursive programming is identifying these cases.
public void printStars(int n) {
    // print n stars
    // pre: ???
    if (n == 1) {
        // base case; print one star
        System.out.println("*");
    } else {
        // recursive case; print one star
        System.out.print("*");
        // followed by n-1 stars
        printStars(n - 1);
    }
}
An even simpler, base case is \( n=0 \):

```java
public void printStars(int n) {
    if (n == 0) {
        // base case; end the line of output
        System.out.println();
    } else {
        // recursive case; print one star
        System.out.print("*");
        // followed by n-1 stars
        printStars(n - 1);
    }
}
```
Everything recursive can be done non-recursively

// Prints a line containing a given number of stars.
// Precondition: n >= 0
public void printStars(int n) {
    for (int i = 0; i < n; i++) {
        System.out.print("*");
    }
    System.out.println();
}
Computing the maximum of an array

The idea:

Base case: array of size 1:
    return the element

Recursive case: array of size >1:
    compute maximum of the first element, and the maximum of the rest of the array
    do it, do it (in pseudo code)
Let’s write a method `reverseLines(Scanner scan)` that reads lines from the scanner and prints them in reverse order.

- Use recursion without using loops.

Example input:

```
this
is
fun
no?
```

Expected output:

```
no?
fun
is
this
```

- What are the cases to consider?
  - How can we solve a small part of the problem at a time?
  - What is a file that is very easy to reverse?
Reversal pseudocode

- Reversing the lines of a file:
  - Read a line L from the file.
  - Print the rest of the lines in reverse order.
  - Print the line L.

- If only we had a way to reverse the rest of the lines of the file....
Reversal solution

```java
public void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        // recursive case
        String line = input.nextLine();
        reverseLines(input);
        System.out.println(line);
    }
}
```

- Where is the base case?
Call stack: The method invocations active at any given time.

public void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input.nextLine();
        // "this"
        reverseLines(input);
        System.out.println(line);
    }
}

public void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input.nextLine();
        // "is"
        reverseLines(input);
        System.out.println(line);
    }
}

public void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input.nextLine();
        // "fun"
        reverseLines(input);
        System.out.println(line);
    }
}

public void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input.nextLine();
        // "no?"
        reverseLines(input);
        System.out.println(line);
    }
}

output:
no? fun is this

input file:
this is fun no?
Recursive power example

- Write a method that computes $x^n$.
  
  $x^n = x \times x \times x \times \ldots \times x$ (n times)

- An iterative solution:

```java
public int pow(int x, int n) {
    int product = 1;
    for (int i = 0; i < n; i++) {
        product = product * x;
    }
    return product;
}
```

- Now write a recursive solution
  
  do it, do it
// Returns base ^ exponent.
// Precondition: exponent >= 0
public int pow(int x, int n) {
    if (n == 0) {
        // base case; any number to 0th power is 1
        return 1;
    } else {
        // recursive case: x^n = x * x^(n-1)
        return x * pow(x, n-1);
    }
}
How recursion works

- Each call sets up a new instance of all the parameters and the local variables
- When the method completes, control returns to the method that invoked it (which might be another invocation of the same method)

\[
pow(4, 3) = 4 \times pow(4, 2) \\
= 4 \times 4 \times pow(4, 1) \\
= 4 \times 4 \times 4 \times pow(4, 0) \\
= 4 \times 4 \times 4 \times 1 \\
= 64
\]
Infinite recursion

A method with a missing or badly written base case can cause infinite recursion

```java
public int pow(int x, int y) {
    return x * pow(x, y - 1);  // Oops! No base case
}
```

```
pow(4, 3) = 4 * pow(4, 2)
    = 4 * 4 * pow(4, 1)
    = 4 * 4 * 4 * pow(4, 0)
    = 4 * 4 * 4 * 4 * pow(4, -1)
    = 4 * 4 * 4 * 4 * 4 * pow(4, -2)
    = ... crashes: Stack Overflow Error!
```
An optimization

Notice the following mathematical property:

\[ 3^{12} = (3^2)^6 = (9)^6 = (81)^3 = 81 \times (81)^2 \]

- Do you recognize the technique?
  - It’s Divide and conquer!
- We can use it to improve our pow method!
- How can we incorporate this optimization into our pow method?
- What is the benefit?
  - How many steps, as compared to the first, linear version?
// Returns base ^ exponent.
// Precondition: exponent >= 0
public int pow(int base, int exponent) {
    if (exponent == 0) {
        // base case; any number to 0th power is 1
        return 1;
    } else if (exponent % 2 == 0) {
        // recursive case 1:  x^y = (x^2)^(y/2)
        return pow(base * base, exponent / 2);
    } else {
        // recursive case 2:  x^y = x * x^(y-1)
        return base * pow(base, exponent - 1);
    }
}
Activation records

- **Activation record**: memory that Java allocates to store information about each running method
  - return point ("RP"), argument values, local variables
  - Java stacks up the records as methods are called; a method's activation record exists until it returns
  - Eclipse debug draws the act. records and helps us trace the behavior of a recursive method

```
<table>
<thead>
<tr>
<th>x</th>
<th>n</th>
<th>RP</th>
<th>func</th>
</tr>
</thead>
<tbody>
<tr>
<td>[4 ]</td>
<td>[0 ]</td>
<td>[pow(4,1)]</td>
<td>pow(4, 0)</td>
</tr>
<tr>
<td>[4 ]</td>
<td>[1 ]</td>
<td>[pow(4,2)]</td>
<td>pow(4, 1)</td>
</tr>
<tr>
<td>[4 ]</td>
<td>[2 ]</td>
<td>[pow(4,3)]</td>
<td>pow(4, 2)</td>
</tr>
<tr>
<td>[4 ]</td>
<td>[3 ]</td>
<td>[main]</td>
<td>pow(4, 3)</td>
</tr>
</tbody>
</table>
```