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COMP2521 24T3

Recursion

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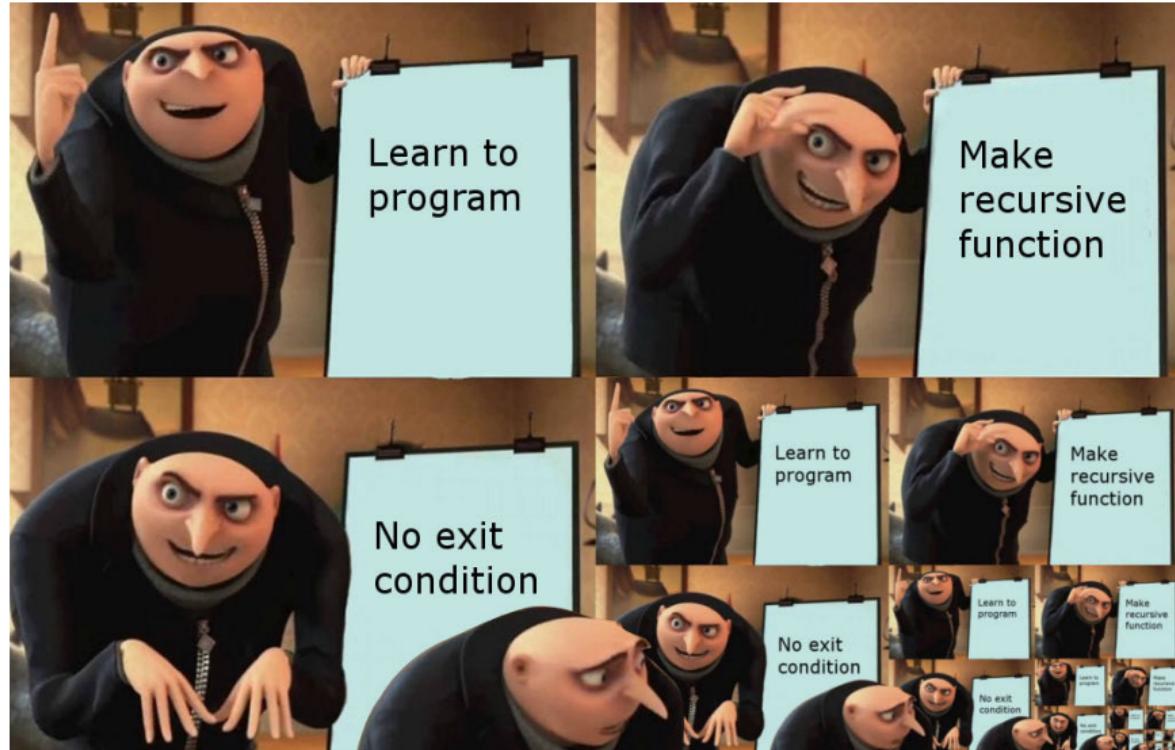
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Recursion...

is a problem solving strategy where problems are solved via solving **smaller or simpler instances of the same problem**

A recursive function calls itself

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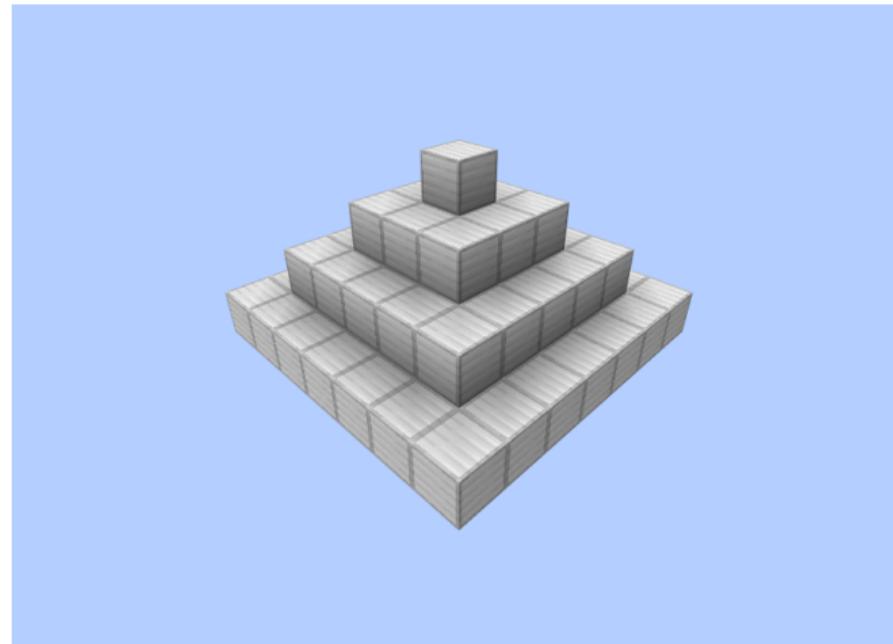
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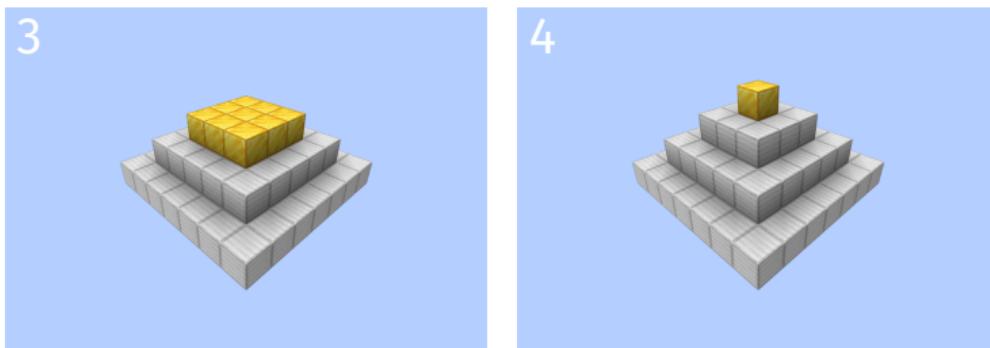
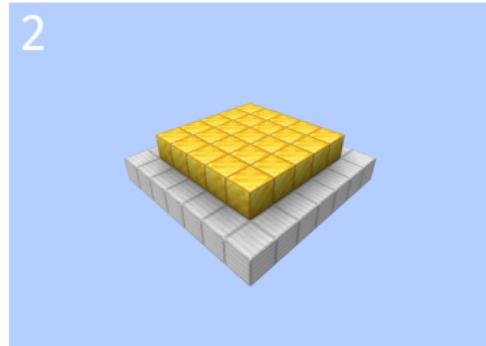
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To build a pyramid of width n :

- For each width w from n down to 1 (decrementing by 2 each time):
 - Build a $w \times w$ layer of blocks on top

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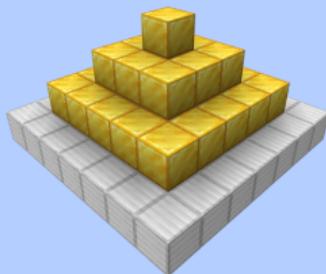
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1



Build a 7×7 layer of blocks

2



Build a pyramid of width 5 on top!

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To build a pyramid of width n :

- ① Build an $n \times n$ layer
- ② Then *build a pyramid of width $n - 2$ on top*

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To build a pyramid of width n :

- ① Build an $n \times n$ layer
- ② Then *build a pyramid of width $n - 2$ on top*

What's wrong with this method?

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To build a pyramid of width n :

- ① If $n \leq 0$, do nothing
- ② Otherwise:
 - ① Build an $n \times n$ layer
 - ② Then build a pyramid of width $n - 2$ on top

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The factorial of n (where $n \geq 0$)
denoted by $n!$
is the product of all positive integers
less than or equal to n .

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

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Iterative method:

```
int factorial(int n) {  
    int res = 1;  
    for (int i = 1; i <= n; i++) {  
        res *= i;  
    }  
    return res;  
}
```

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Observation:

$$\begin{aligned} n! &= n \times (n - 1) \times (n - 2) \times \cdots \times 2 \times 1 \\ &= n \times (n - 1)! \end{aligned}$$

For example:

$$\begin{aligned} 4! &= 4 \times 3 \times 2 \times 1 \\ &= 4 \times 3! \end{aligned}$$

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Recursive method:

```
int factorial(int n) {  
    return n * factorial(n - 1);  
}
```

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Recursive method:

```
int factorial(int n) {  
    return n * factorial(n - 1);  
}
```

What's wrong with this function?

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Recursive method:

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

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Example:

```
factorial(3) = 3 * factorial(2)
                = 3 * (2 * factorial(1))
                = 3 * (2 * (1 * factorial(0)))
                = 3 * (2 * (1 * 1))
                = 3 * (2 * 1)
                = 3 * 2
                = 6
```

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The Fibonacci sequence is a sequence where each number is the sum of the two previous numbers, and the first two numbers in the sequence are 0 and 1.

$$F_0 = 0$$

$$F_1 = 1$$

$$F_n = F_{n-1} + F_{n-2}$$

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Recursive method:

```
int fib(int n) {  
    if (n == 0) {  
        return 0;  
    } else if (n == 1) {  
        return 1;  
    } else {  
        return fib(n - 1) + fib(n - 2);  
    }  
}
```

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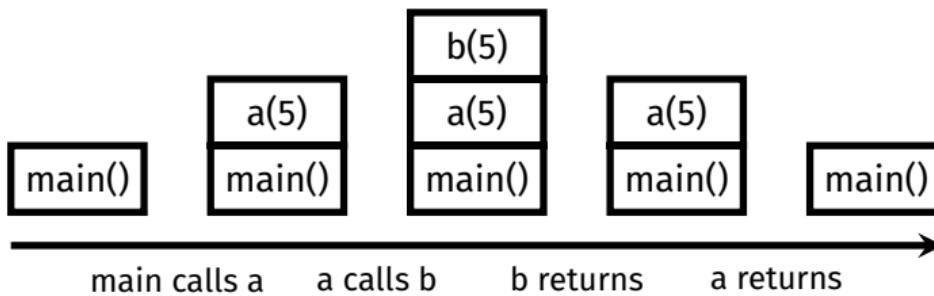
- A recursive function calls itself
- This is possible because there is a difference between a *function* and a *function call*
- Each function call creates a new mini-environment, called a *stack frame*, that holds all the local variables used by the function call

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Consider this program (no recursion):

```
int main(void) {  
    a(5);  
}  
  
void a(int val) {  
    b(val);  
}  
  
void b(int val) {  
    printf("%d\n", val);  
}
```

This is how the state of the stack changes:

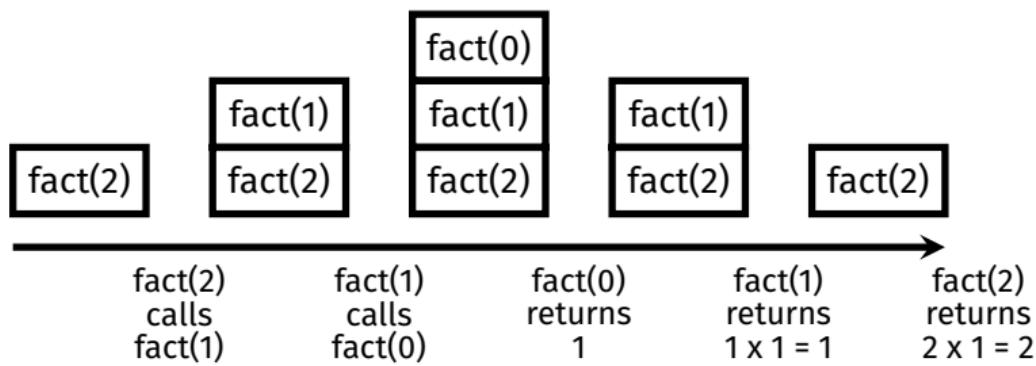


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Now consider factorial(2):

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

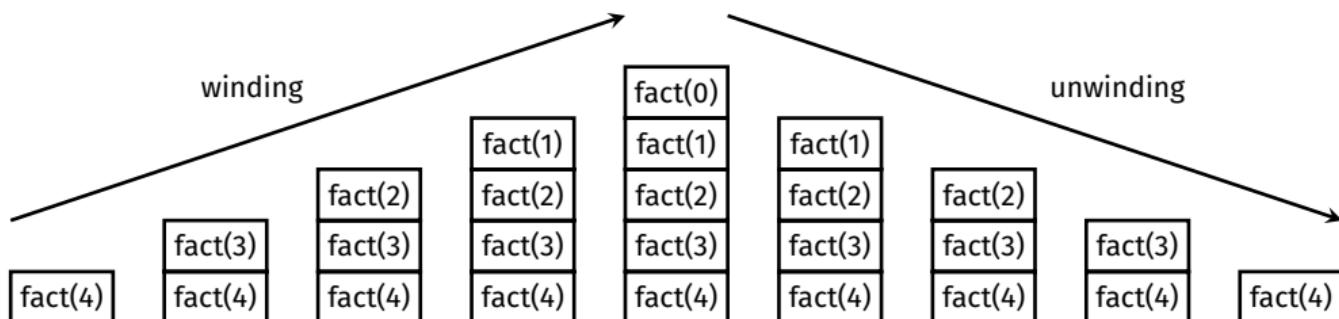
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When the stack is growing, that is called “winding”

When the stack is shrinking, that is called “unwinding”



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Pre-order operations

Operations **before** the recursive call occur during winding.

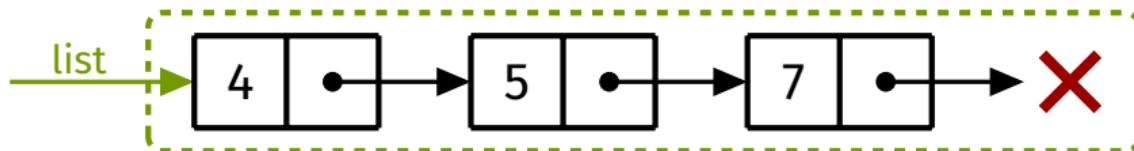
Post-order operations

Operations **after** the recursive call occur during unwinding.

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Recall that recursion is
a problem solving strategy where problems are solved via
solving **smaller or simpler instances of the same problem**

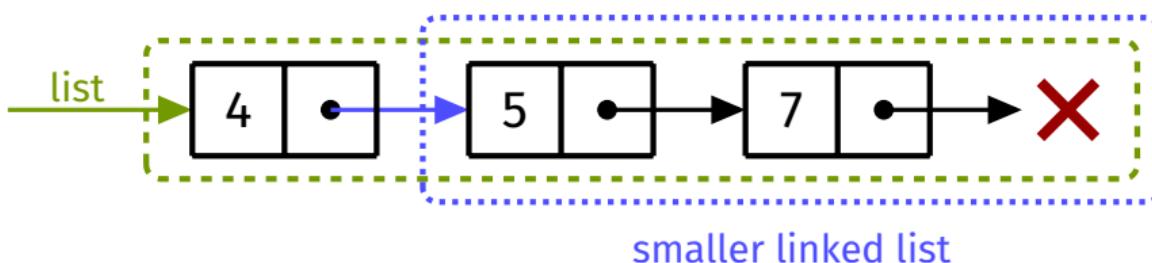
How do we apply recursion to linked lists?



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Recall that recursion is
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How do we apply recursion to linked lists?



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Example: summing values of a list

- Base case: empty list
 - Sum of an empty list is zero
- Non-empty lists
 - I can't solve the whole problem directly
 - But I do know the first value in the list
 - And if I can sum the rest of the list (smaller than whole list)
 - Then I can add the first value to the sum of the rest of the list, giving the sum of the whole list

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Example:

```
listSum([3, 1, 4]) = 3 + listSum([1, 4])
                    = 3 + (1 + listSum([4]))
                    = 3 + (1 + (4 + listSum([])))
                    = 3 + (1 + (4 + 0))
                    = 3 + (1 + 4)
                    = 3 + 5
                    = 8
```

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Recursive method:

```
struct node {  
    int value;  
    struct node *next;  
};  
  
int listSum(struct node *list) {  
    if (list == NULL) {  
        return 0;  
    } else {  
        return list->value + listSum(list->next);  
    }  
}
```

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Example: append a value to a list

```
struct node *listAppend(struct node *list, int value) {  
    ...  
}
```

listAppend should insert the given value at the end of the given list and return a pointer to the start of the updated list.

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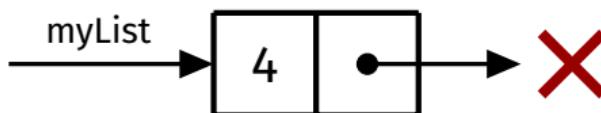
What's wrong with this solution?

```
1 struct node *listAppend(struct node *list, int value) {  
2     if (list == NULL) {  
3         return newNode(value);  
4     } else {  
5         listAppend(list->next, value);  
6         return list;  
7     }  
8 }
```

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```
1 struct node *listAppend(struct node *list, int value) {  
2     if (list == NULL) {  
3         return newNode(value);  
4     } else {  
5         listAppend(list->next, value);  
6         return list;  
7     }  
8 }
```

Consider this list...



...and this function call:

```
listAppend(myList, 5);
```

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```
1 struct node *listAppend(struct node *list, int value) {  
2     if (list == NULL) {  
3         return newNode(value);  
4     } else {  
5         listAppend(list->next, value);  
6     }  
7 }  
8 }
```

The recursive call on line 5 creates a new node and returns it...



...but this new node is not attached to the list!
The node containing 4 still points to NULL.

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Correct solution:

```
1 struct node *listAppend(struct node *list, int value) {  
2     if (list == NULL) {  
3         return newNode(value);  
4     } else {  
5         list->next = listAppend(list->next, value);  
6         return list;  
7     }  
8 }
```

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Why does this work?

```
list->next = listAppend(list->next, value);
```

Consider the following list:



Two cases to consider:

- (1) The rest of the list is empty
- (2) The rest of the list is not empty

```
list->next = listAppend(list->next, value);
```

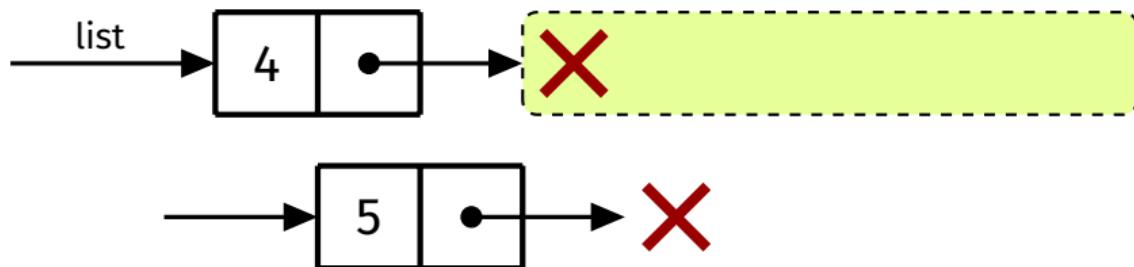
Case 1: The rest of the list is empty



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```
list->next = listAppend(list->next, value);
```

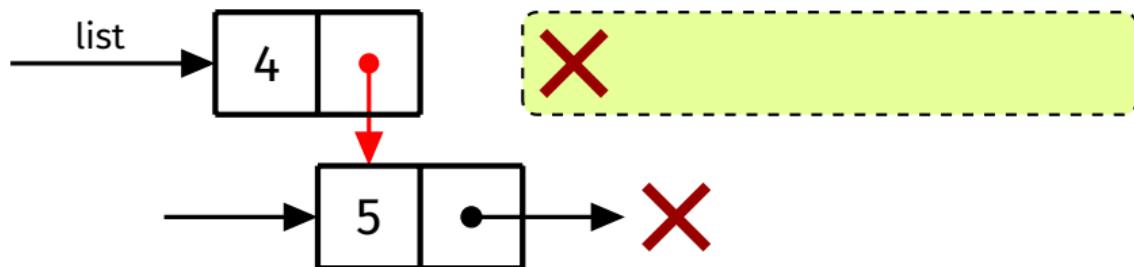
Case 1: The rest of the list is empty



In this case, `listAppend(list->next, value)` will return a new node

```
list->next = listAppend(list->next, value);
```

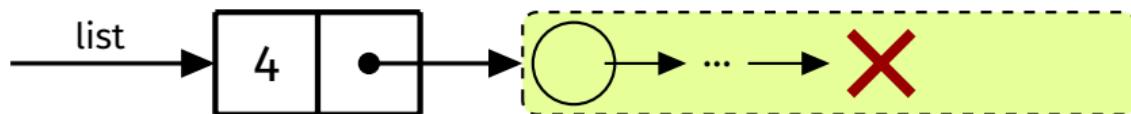
Case 1: The rest of the list is empty



In this case, `listAppend(list->next, value)` will return a new node
`list->next = ...` causes `list->next` to point to this new node

```
list->next = listAppend(list->next, value);
```

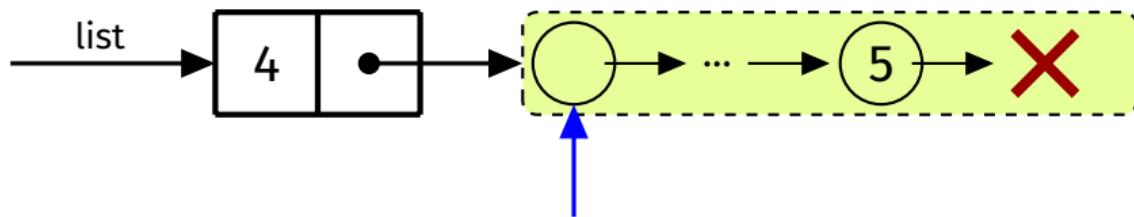
Case 2: The rest of the list is **not** empty



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```
list->next = listAppend(list->next, value);
```

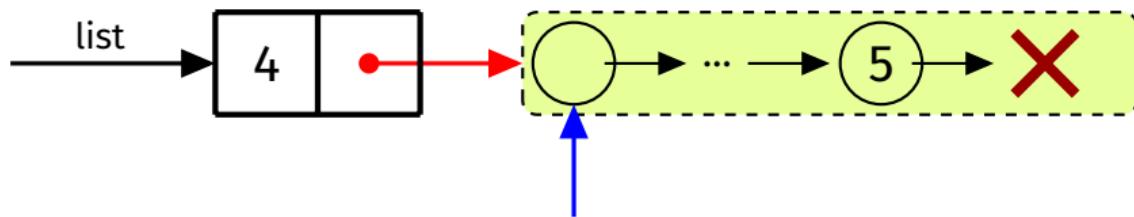
Case 2: The rest of the list is **not** empty



In this case, `listAppend(...)` will append the value to the rest of the list and return a **pointer to the (start of the) rest of the list**

```
list->next = listAppend(list->next, value);
```

Case 2: The rest of the list is **not** empty



In this case, `listAppend(...)` will append the value to the rest of the list and return a **pointer to the (start of the) rest of the list**

`list->next = ...` causes `list->next` to point to the start of the rest of the list (which it was already pointing to)

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- ➊ Consider whether using recursion is appropriate
 - Can the solution be expressed in terms of a smaller instance of the same problem?
- ➋ Identify the base case(s)
- ➌ Identify the subproblem(s)
 - **Assume** that the function works for the subproblem(s)
 - Like in mathematical induction!
- ➍ Think about how to relate the original problem to the subproblem(s)

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Exercise 1:

- Given a linked list, print the items in the list in reverse.

Exercise 2:

- Given a linked list and an index, return the value at that index. Index 0 corresponds to the first value, index 1 the second value, and so on.

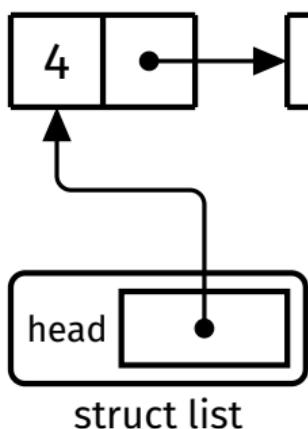
Exercise 3:

- Given a linked list and a value, delete the first instance of the value from the list (if it exists), and return the updated list.

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Sometimes, recursive solutions require recursive helper functions

- Data structure uses a “wrapper” struct
- Recursive function needs to take in extra information (e.g., state)

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Wrapper struct for a linked list:

```
struct node {  
    int value;  
    struct node *next;  
};
```

```
struct list {  
    struct node *head;  
};
```

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Example: Implement this function:

```
void listAppend(struct list *list, int value);
```

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```
void listAppend(struct list *list, int value);
```

We can't recurse with this function because our recursive function needs to take in a struct node pointer.

Solution: Use a recursive helper function!

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```
void listAppend(struct list *list, int value) {
    list->head = doListAppend(list->head, value);
}

struct node *doListAppend(struct node *node, int value) {
    if (node == NULL) {
        return newNode(value);
    } else {
        node->next = doListAppend(node->next, value);
        return node;
    }
}
```

Our convention for naming recursive helper functions is to prepend “do” to the name of the original function.

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Problem:

- Print a linked list in a numbered list format, starting from 1.

```
void printNumberedList(struct node *list);
```

Example:

- Suppose the input list contains the following elements: [11, 9, 2023]
- We expect the following output:

1. 11
2. 9
3. 2023

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We need to keep track of the current number.

Solution:

- Use a recursive helper function that takes in an extra integer

```
void printNumberedList(struct node *list) {
    doPrintNumberedList(list, 1);
}

void doPrintNumberedList(struct node *list, int num) {
    if (list == NULL) return;

    printf("%d. %d\n", num, list->value);
    doPrintNumberedList(list->next, num + 1);
}
```

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- If there is a simple iterative solution, a recursive solution will generally be slower
 - Due to a stack frame needing to be created for each function call
- A recursive solution will generally use more memory than an iterative solution

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