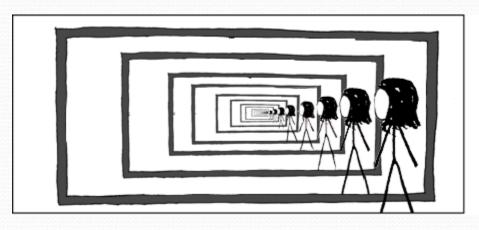
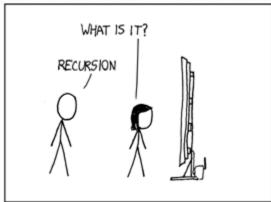
CSE 143

Lecture 9: introduction to recursion

reading: 12.1

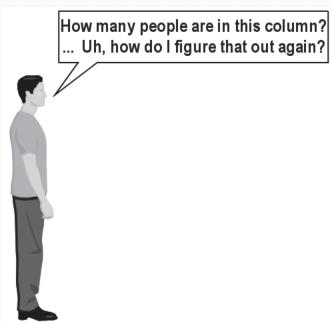




Exercise

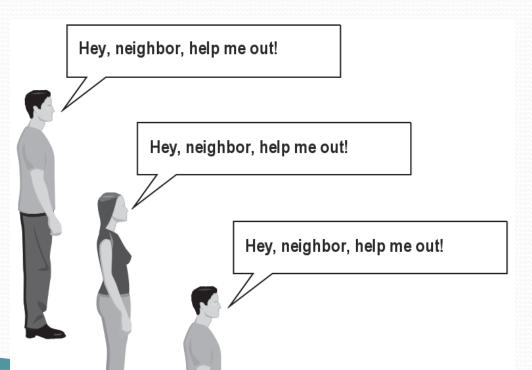
(To a student in the front row)
 How many students total are directly behind you in your "column" of the classroom?

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



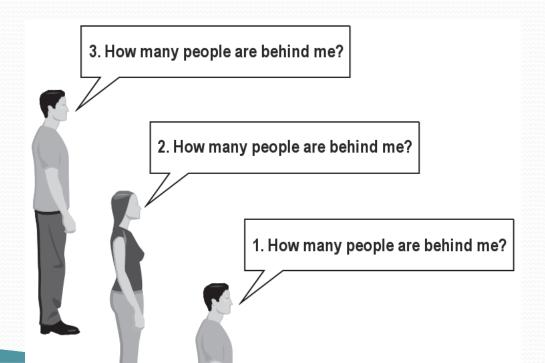
The idea

- 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 me?



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.

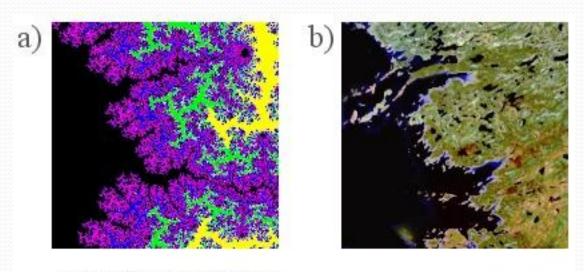


Recursion

- 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 to solve problems recursively.
 - An equally powerful substitute for iteration (loops)
 - Particularly well-suited to solving certain types of problems







- a) Part of the Mandelbrot set.
- b) Part of the North American coastline near Hudson Bay.



Linked Lists are Self-Similar

- a linked list is:
 - null
 - a node whose next field references a list
- recursive data structure: a data structure partially composed of smaller or simpler instances of the same data structure

Why learn recursion?

- "Cultural experience" think differently about problems
- Solves some problems more naturally than iteration
- Can lead to elegant, simplistic, short code (when used well)
- Many programming languages ("functional" languages such as Scheme,
 ML, and Haskell) use recursion exclusively (no loops)
- A key component of many of our assignments in CSE 143

Recursion and cases

- Every recursive algorithm involves at least 2 cases:
 - base case: A simple occurrence that can be answered directly.
 - recursive case: A more complex occurrence of the problem that cannot be directly answered, but can instead be described in terms of smaller occurrences of the same problem.
 - Some recursive algorithms 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.

Getting down stairs



- Need to know two things:
 - Getting down one stair
 - Recognizing the bottom

Most code will look like:

```
if (simplest case) {
   compute and return solution
} else {
   divide into similar subproblem(s)
   solve each subproblem recursively
   assemble the overall solution
}
```

Another recursive task

- How can we remove exactly half of the M&M's in a large bowl, without dumping them all out or being able to count them?
 - What if multiple people help out with solving the problem?
 Can each person do a small part of the work?
 - What is a number of M&M's that it is easy to double, even if you can't count?
 - (What is a "base case"?)



Recursion in Java

Consider the following method to print a line of * characters:

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

- Write a recursive version of this method (that calls itself).
 - Solve the problem without using any loops.
 - Hint: Your solution should print just one star at a time.

A basic case

- What are the cases to consider?
 - What is a very easy number of stars to print without a loop?

```
public static void printStars(int n) {
   if (n == 1) {
        // base case; just print one star
        System.out.println("*");
   } else {
        ...
   }
}
```

Handling more cases

Handling additional cases, with no loops (in a bad way):

```
public static void printStars(int n) {
    if (n == 1) {
        // base case; just print one star
        System.out.println("*");
    } else if (n == 2) {
        System.out.print("*");
        System.out.println("*");
    } else if (n == 3) {
        System.out.print("*");
        System.out.print("*");
        System.out.println("*");
    } else if (n == 4) {
        System.out.print("*");
        System.out.print("*");
        System.out.print("*");
        System.out.println("*");
    } else ...
```

Handling more cases 2

Taking advantage of the repeated pattern (somewhat better):

```
public static void printStars(int n) {
    if (n == 1) {
        // base case; just print one star
        System.out.println("*");
    } else if (n == 2) {
        System.out.print("*");
        printStars(1);  // prints "*"
    } else if (n == 3) {
        System.out.print("*");
       printStars(2); // prints "**"
    } else if (n == 4) {
        System.out.print("*");
       printStars(3); // prints "***"
    } else ...
```

Using recursion properly

Condensing the recursive cases into a single case:

```
public static void printStars(int n) {
    if (n == 1) {
        // base case; just print one star
        System.out.println("*");
    } else {
        // recursive case; print one more star
        System.out.print("*");
        printStars(n - 1);
    }
}
```

"Recursion Zen"

• The real, even simpler, base case is an n of 0, not 1:

```
public static void printStars(int n) {
    if (n == 0) {
        // base case; just end the line of output
        System.out.println();
    } else {
        // recursive case; print one more star
        System.out.print("*");
        printStars(n - 1);
    }
}
```

 Recursion Zen: The art of properly identifying the best set of cases for a recursive algorithm and expressing them elegantly.

(A CSE 143 informal term)

Recursive tracing

Consider the following recursive method:

```
public static int mystery(int n) {
    if (n < 10) {
        return n;
    } else {
        int a = n / 10;
        int b = n % 10;
        return mystery(a + b);
    }
}</pre>
```

What is the result of the following call?

```
mystery(648)
```

A recursive trace

```
mystery(648):
  • int a = 648 / 10; // 64
  • int b = 648 % 10; // 8
  return mystery(a + b); // mystery(72)
    mystery(72):
                   // 7
    • int a = 72 / 10;
    • int b = 72 % 10; // 2
    return mystery(a + b); // mystery(9)
     mystery(9):
     return 9;
```

Recursive tracing 2

Consider the following recursive method:

```
public static int mystery(int n) {
    if (n < 10) {
        return (10 * n) + n;
    } else {
        int a = mystery(n / 10);
        int b = mystery(n % 10);
        return (100 * a) + b;
    }
}</pre>
```

What is the result of the following call?

```
mystery (348)
```

A recursive trace 2

```
mystery(348)
  • int a = mystery(34);
    • int a = mystery(3);
      return (10 * 3) + 3; // 33
    • int b = mystery(4);
      return (10 * 4) + 4; // 44
    • return (100 * 33) + 44; // 3344
  • int b = mystery(8);
    return (10 * 8) + 8; // 88
  • return (100 * 3344) + 88; // <u>334488</u>
```

What is this method really doing?

Exercise

 Write a recursive method reverseLines that accepts a file Scanner and prints the lines of the file in reverse order.

Example input file:

I have eaten
the plums
that were in
the icebox

Expected console output:

the icebox
that were in
the plums
I have eaten

- 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

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

Where is the base case?

Tracing our algorithm

call stack: The method invocations currently running

the plums

the icebox

that were in

```
reverseLines (new Scanner ("poem.txt"));
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
       String line = input nevtline() · // "I have eaten"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input nextline() · // "that were in"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
       String line - input nextline(). // "the icohow"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {    // false
    nave eaten
                                            LITE ICEDUX
```

that were in

I have eaten

the plums