

LEC 08

CSE 123

Recursion

Questions during Class?
Raise hand or send here

sli.do #cse123



BEFORE WE START

Talk to your neighbors:

What is your favorite season/weather?

Respond on [sli.do](#)!

Instructor: Brett Wortzman

TAs:

Arohan	Jonah	Kavya	Eeshani	Trien
Ashar	Brice	Misha	Aidan	Evan
Sean	Chris	Kieran	Cora	Rena
Chloe	Elden	Sahana	Dixon	Katharine
Jenny	Ishita	Anirudh	Nhan	Anyia
Nate	Kuhu	Crystal		

Now playing: 🎵 [CSE 123 26wi Lecture Tunes](#) 🎵

Lecture Outline

- **Announcements** 
- Method Calls Review
- Recursion Review
- Recursive Tracing Practice

Announcements

- Quiz 1 Tuesday (Feb 10)!
 - Topics: ListNodes, LinkedIntList, Runtime analysis
 - Topics not on Quiz: Recursion
 - Practice quiz and reference sheet for Quiz 1 will be posted soon!
 - Quiz 0 feedback will be released before Quiz 1
- Programming Assignment 1 due in one week (Feb 11) @ 11:59pm
- Creative Project 1 and Resubmission Cycle 1 grades released today
- Resubmission Period 2 closes this Friday (Feb 6) @ 11:59pm
 - Available assignments: **C0**, P0, C1
 - ***Last opportunity to resubmit C0***

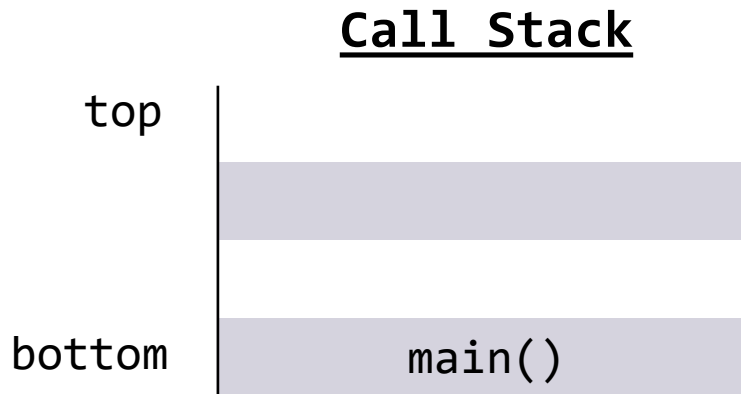
Lecture Outline

- Announcements
- **Method Calls Review** 
- Recursion Review
- Recursive Tracing Practice

Method Calls

- Regardless how you use them, methods work the same way!
 - Pause execution, finish method, return where you left off
- How does Java keep track of the prior method?
 - Sort of like the "history" of the method calls it has paused... (LIFO)
 - Something called the **Call Stack**

Call Stack



Console:

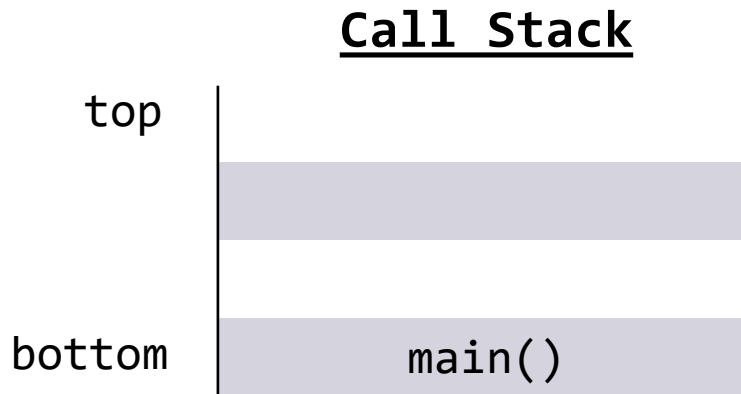
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}
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```
public static void mystery1() {  
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public static void mystery2() {  
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public static void mystery3() {  
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Call Stack



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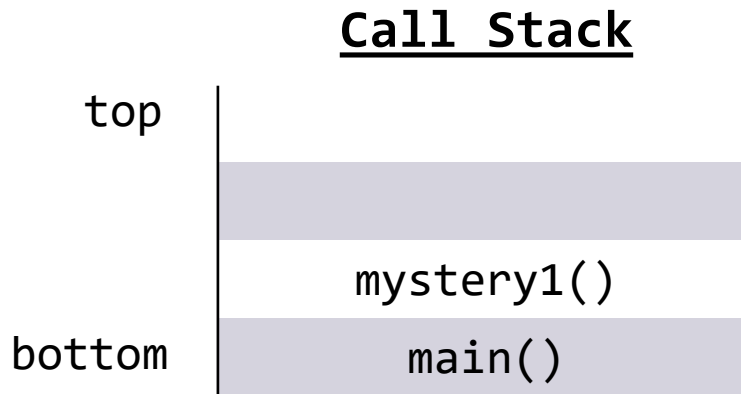
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Call Stack



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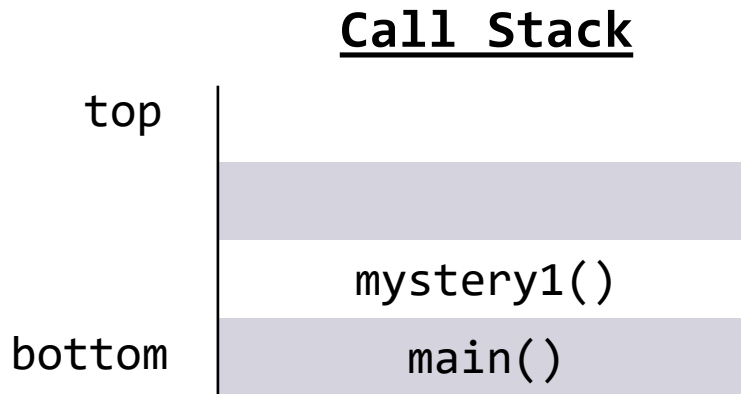
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Call Stack



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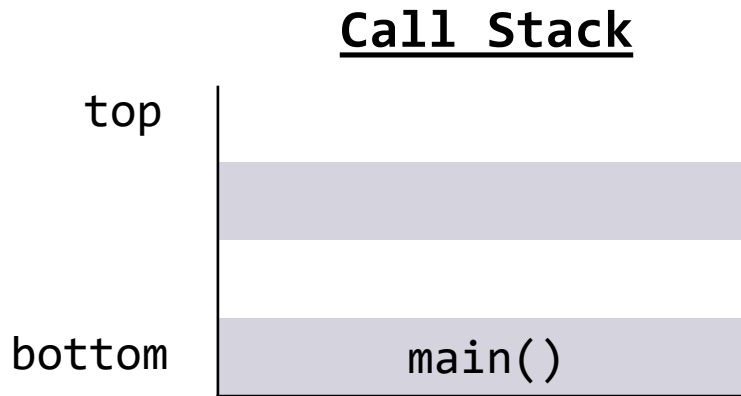
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Call Stack



Console:

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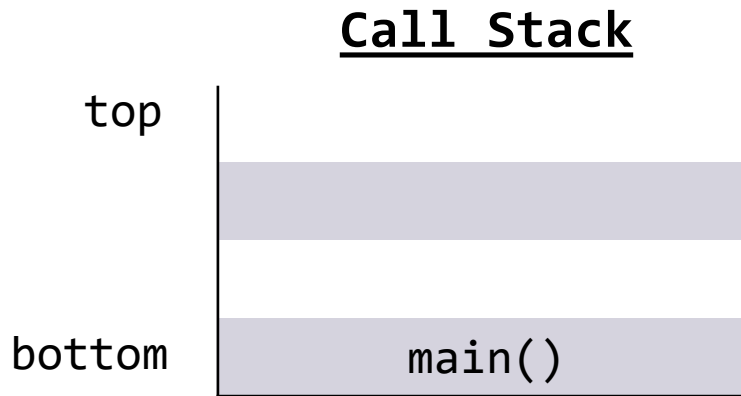
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Call Stack



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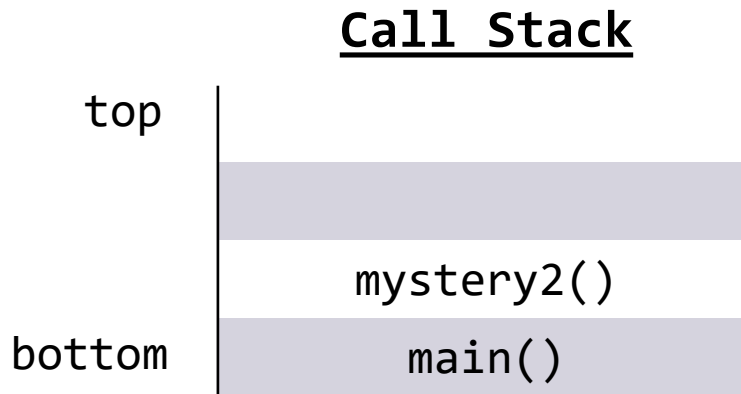
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Call Stack



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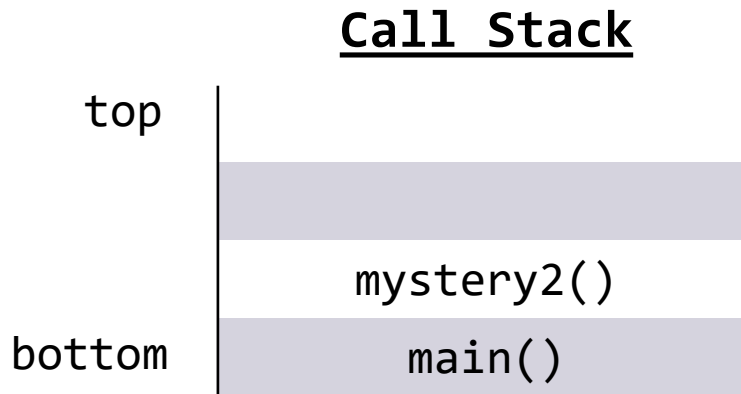
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Call Stack



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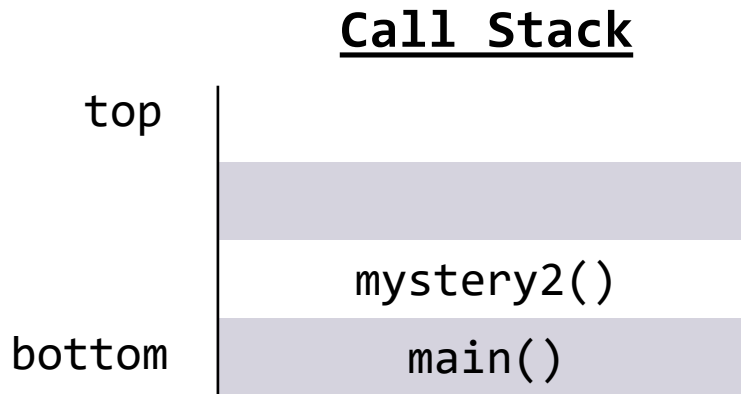
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Call Stack



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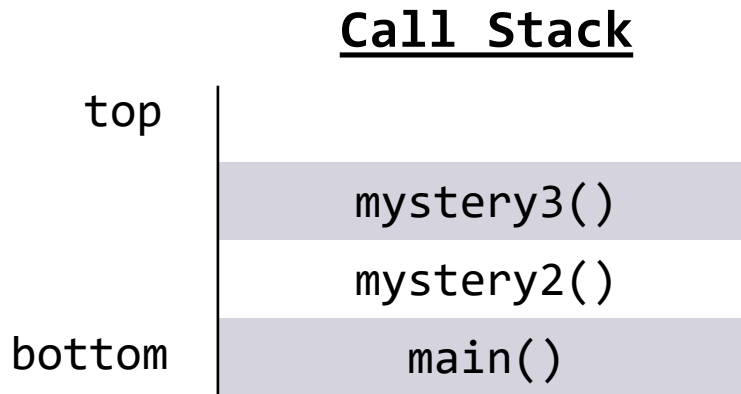
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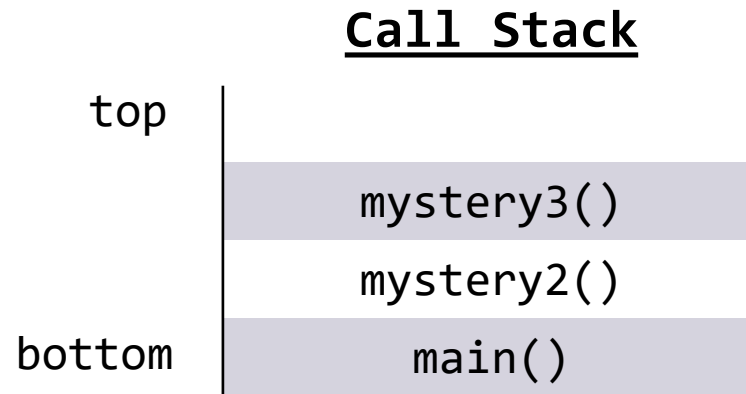
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Call Stack



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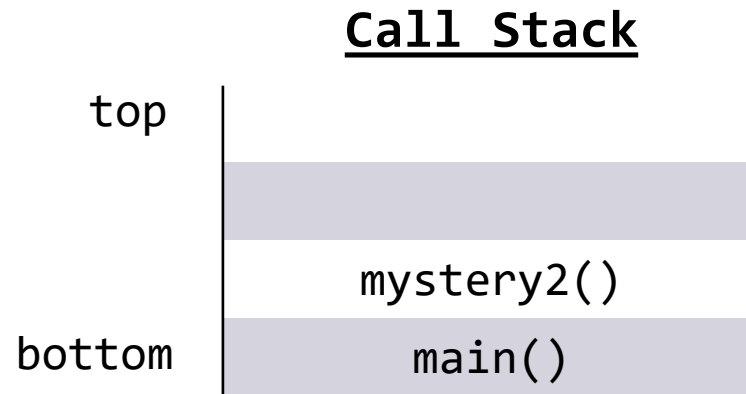
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Call Stack



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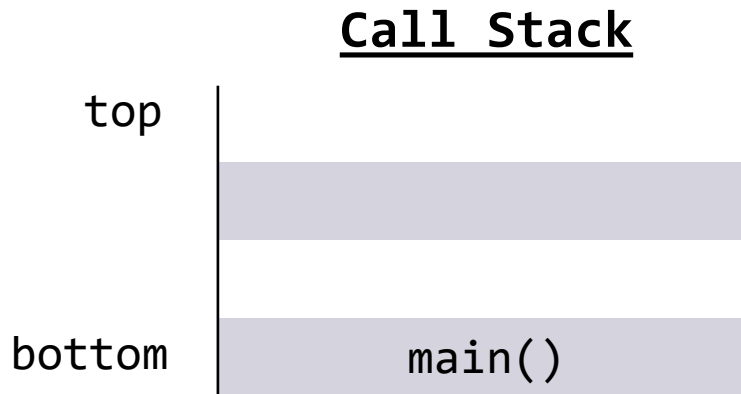
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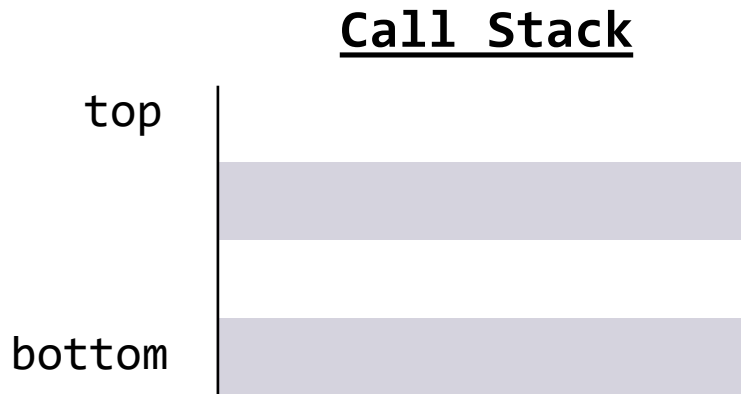
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- **Recursion Review** ◀
- Recursive Tracing Practice

Recursion (1)

“The repeated application of a recursive procedure or definition”

- Oxford Languages

- Real-world definition: defining a problem in terms of itself
 - Case in point: above definition
 - Further natural examples:



Recursion (2)

“The repeated application of a recursive procedure or definition”

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- Real-world definition: defining a problem in terms of itself
 - Case in point: above definition
 - Further natural examples:



Recursion (3)

“The repeated application of a recursive procedure or definition”

- Oxford Languages

- Real-world definition: defining a problem in terms of itself
 - Case in point: above definition
- Computer science definition: when a method calls itself
 - “Alternative” to iteration (can combine for powerful results)

Recursion (4)

“The repeated application of a recursive procedure or definition”

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- Why do we care?
 - It's a fundamental Computer Science topic
 - Some things are easier to describe with recursion than with loops
 - There are some problems that lend themselves more easily to a recursive solution than an iterative (loop-y) solution
 - Though all problems that can be solved with recursion can be solved with loops, and vice versa

Method Calls

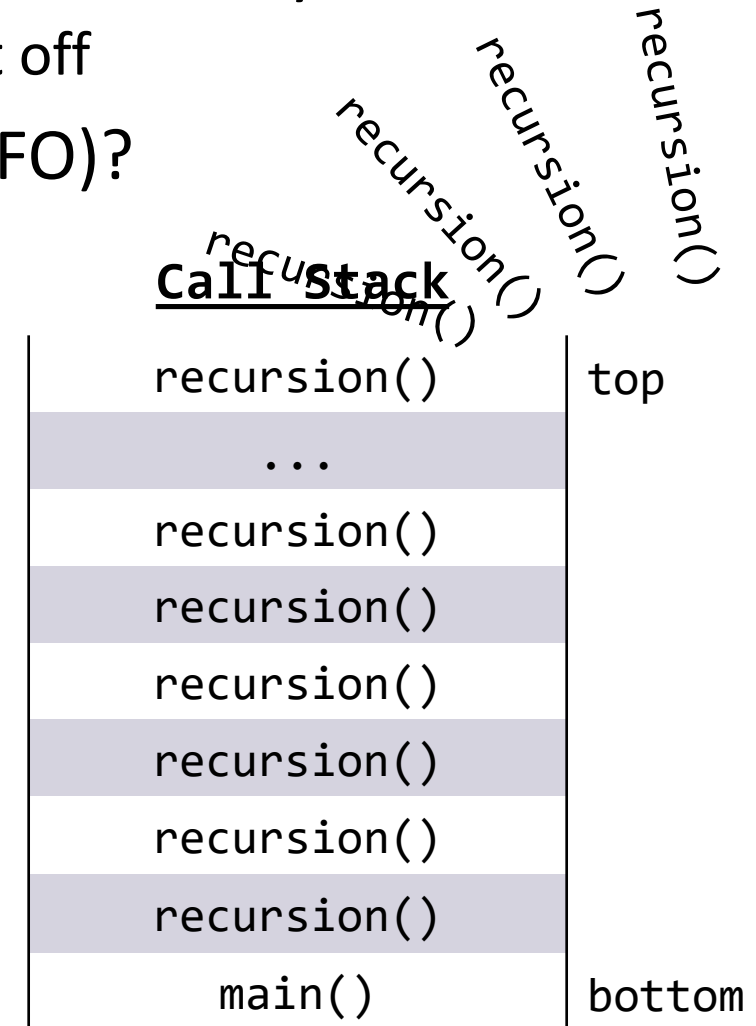


- Regardless how you use them, methods work the same way!
 - Pause execution, finish method, return where you left off
- How does Java keep track of the prior method (LIFO)?
 - Something called the **Call Stack**

🤔 Wouldn't that just lead to an infinite loop?

```
public static void recursion() {  
    System.out.println("Woah");  
    recursion();  
}
```

StackOverflowException!



Method Calls

- Regardless how you use them, methods work the same way!
 - Pause execution, finish method, return where you left off
- How does Java keep track of the prior method (LIFO)?
 - Something called the **Call Stack**



Wouldn't that just lead to an infinite loop?

- Yes! We get something called a **StackOverflowException**
- How do we avoid infinite recursion?

Recursive Methods

- 2 components of every recursive method:
- Recursive case
 - Decompose problem into subproblem
 - Make the actual recursive call
 - Combine results meaningfully
- Base case
 - Simplest version of the problem
 - No subproblems to break into
 - Return known answer



Recursive Methods

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 - Simplest version of the problem
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If decomposing moves you closer to the base, no infinite recursion!

Math Examples

$n!$ or $\text{factorial}(n)$ = product of all positive integers $\leq n$

- Two ways of viewing this idea:
- $n! = n * (n - 1) * (n - 2) * \dots * 2 * 1$
 - Iterative approach - loop through all values and multiply together
- $n! = n * (n - 1)!$
 - Recursive approach – decompose into subproblem and combine
 - What would our base case / simplest input (n) be?

Math Examples

$n!$ / factorial(n) = product of all positive integers $\leq n$

- Reminder, recursive approach: $n! = n * (n - 1)!$
 - Let's trace through with a simple example



$$4! = 4 * 3!$$



$$3! = 3 * 2!$$



$$2! = 2 * 1!$$



$$1! = 1 * 0!$$

$$0! = 1$$

Math Examples

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Math Examples

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$$2! = 2$$

Math Examples

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$$4! = 4 * 3!$$



$$3! = 3 * 2$$

Math Examples

$n!$ / factorial(n) = product of all positive integers $\leq n$

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$$4! = 4 * 3!$$



$$3! = 6$$

Math Examples

$n!$ / factorial(n) = product of all positive integers $\leq n$

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$$4! = 4 * 6$$

Math Examples

$n!$ / factorial(n) = product of all positive integers $\leq n$

- Reminder, recursive approach: $n! = n * (n - 1)!$
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$$4! = 24$$

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- **Recursive Tracing Practice** ◀