

# CS 134 Lecture 19:

## Recursion

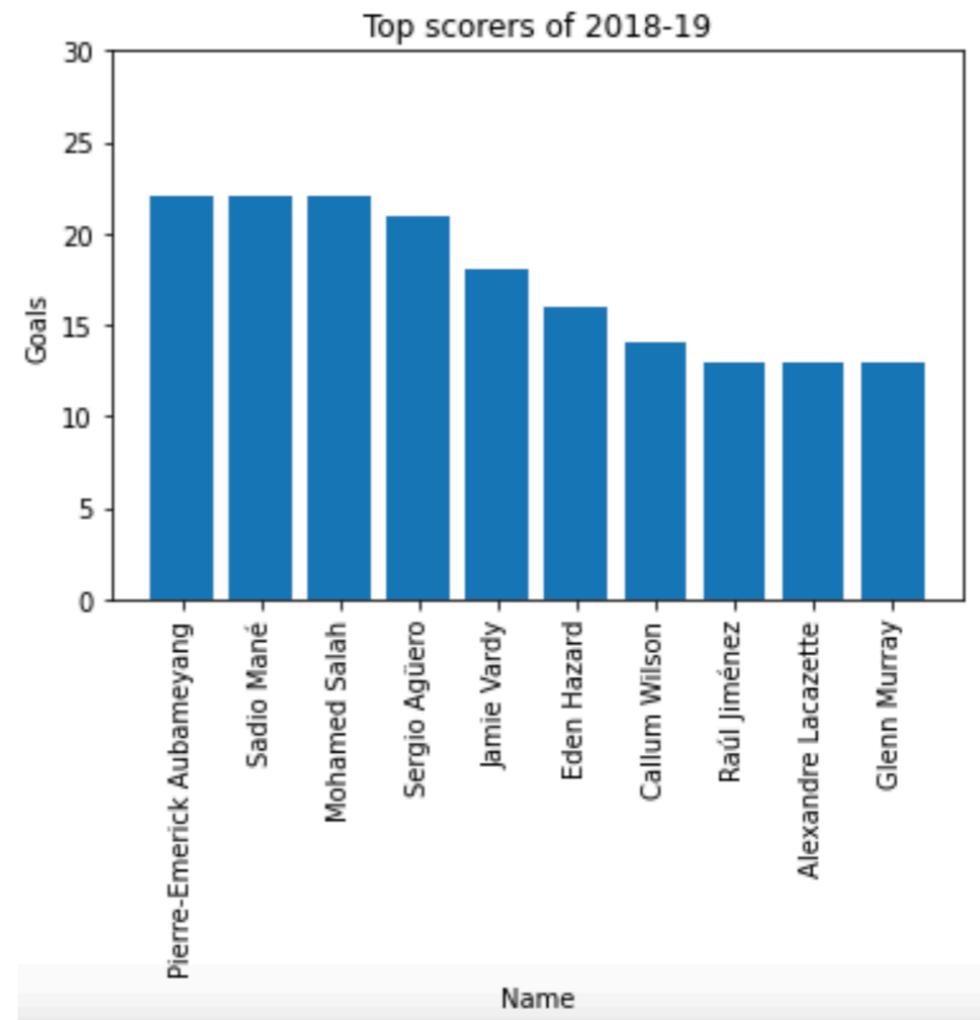
# Announcements & Logistics

- **Lab 6 due Wed/Thurs at 10 pm**
  - Uses dictionaries, plotting, CSV files
- **HW 6** will be out today, due Mon at 10pm
- Lab 7, 8, and 9 are **partner labs**
  - Fill out google form sent by Lida by **noon tomorrow (Thursday)**!
  - Pair programming is an important skill as well as a vehicle for learning
- Pick up your **graded midterm exam** at the end of class
  - Will use last few mins of lecture to discuss the midterm

**Do You Have Any Questions?**

# Last Time

- Worked through an example involving CSVs, dictionaries, and sets
- Discussed plotting with matplotlib
  - ▶ Python is pretty useful for data processing and visualization!



# Today's Plan

## Intro To Recursion

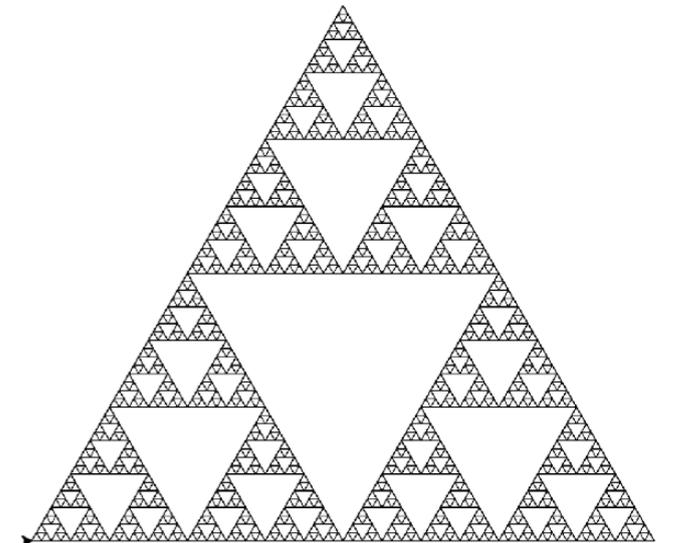
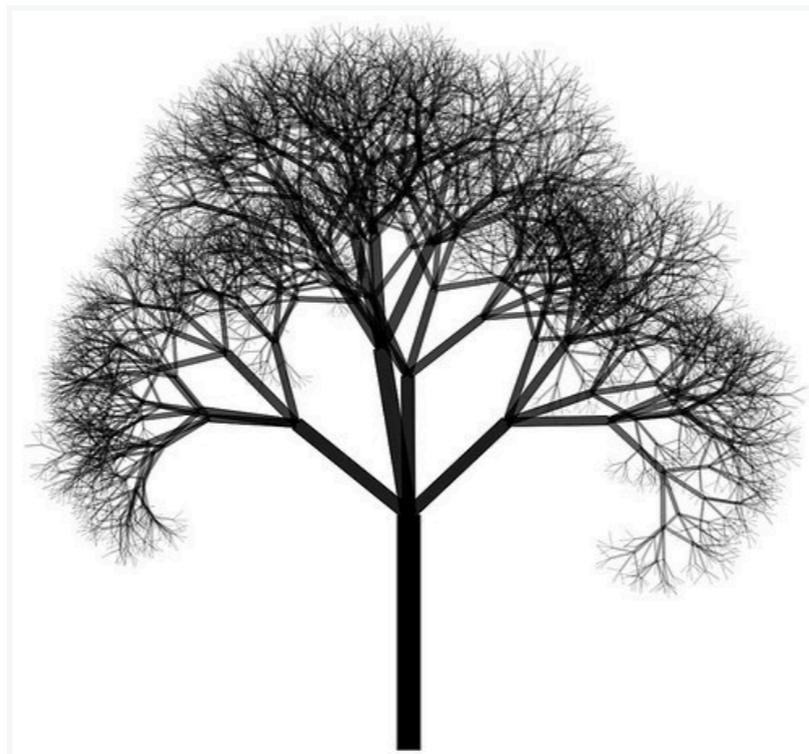
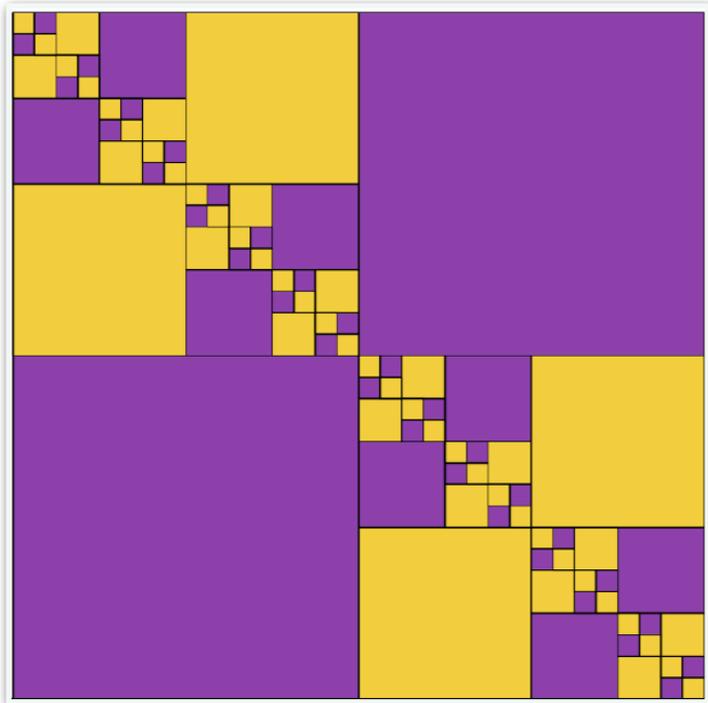
- Discuss what we mean by the term **recursion**
- Practice translating recursive **ideas** into recursive **programs**
- Examining the relationship between **recursive** and **iterative** programs
  - That is, how do recursive ideas relate to the iterative ideas (for loops, while loops) we've covered so far?

# Where are We Going?

- First half of CS134: learned some **fundamental programming concepts**
  - Functions, conditionals, loops, data types
  - Built-in data structures and operations
- Looking ahead to the second half: more emphasis on **algorithmic** and **conceptual** topics: more "computational thinking"
  - **Recursion** (~1 week)
  - Defining our own **data types** using **classes and objects** (~2 weeks)
    - Object oriented programming topics
  - Continue developing our intuition regarding efficient vs inefficient code

# Why Learn About Recursion?

- Recursion is an important problem solving paradigm
  - An alternative to iteration for repeatedly performing a task
  - Process that lets us "divide, conquer, combine"
  - Useful to build and maintain data structures (like trees and lists)
- Provides a different lens to view the world
  - If you love procrastination — recursion is just the thing for you!



# So What Is Recursion?

- We will explore recursion by first seeing some examples in action
- Let's revisit a familiar function: `count_occurrences(elem, lst)`
  - Goal is to return the number of times `elem` appears inside list `lst`

```
def count_occurrences(elem, lst) :  
    count = 0  
    for item in lst :  
        if item == elem :  
            count = count + 1  
    return count
```

- This function is **iterative**: we iterate through the list using a for loop, and compare `elem` against each `item` in the list

# So What Is Recursion?

- One of the keys to thinking recursively breaking down the problem:
  - What is the smallest version of the problem that we can *immediately* solve?
  - For larger versions of the problem, is there a small step we can take that brings us closer to the smallest version of the problem?
- Let's answer these questions for `count_occurrences(elem, lst)`
  - How many times does `elem` appear in an empty list?

```
def count_occurrences(elem, lst) :  
    # smallest list we know the answer to is empty list!  
    if len(lst) == 0:  
        return 0
```

# So What Is Recursion?

- How many times does `elem` appear in an empty list?

```
def count_occurrences(elem, lst) :  
    # smallest list we know the answer to is empty list!  
    if len(lst) == 0:  
        return 0
```

- How many times does `elem` appear in a larger list?
  - We don't know yet! But we do know that the list has at least one element in it, otherwise we would have returned 0...
  - **Idea:** let's break the problem into two smaller problems
    - Is the first item in the list equal to `elem`?
    - How many times does `elem` appear in the rest of the list?

# So What Is Recursion?

- **Idea:** let's break the problem into two smaller problems
  - Is the first item in the list equal to `elem`?
  - How many times does `elem` appear in the rest of the list?

```
def count_occurrences(elem, lst) :  
    # smallest list we know the answer to is empty list!  
    if len(lst) == 0:  
        return 0  
  
    # Is the first item in the list equal to elem?  
    first = 1 if elem == lst[0] else 0  
  
    # How many times does elem appear in the rest of the list?  
    rest = count_occurrences(elem, lst[1:])  
  
    # combine our results  
    return first + rest
```

# So What Is Recursion?

- Surprisingly, this function works!
- Some observations:
  - Some paths through the function **call the same function again**
    - This is what makes the function recursive
  - Other paths through the function (the smallest case that we can solve immediately) simply return the answer
    - This is called a **base case**. Every recursive function must have at least one base case!
  - It is important that our recursive calls move us closer to our base case(s), otherwise we may get stuck in an infinite loop!
- Now let's dive into the principles of **recursive problem solving** more formally to get a better feeling for what is going on...

# Recursive Approach to Problem Solving

- A recursive approach to problem solving has two main parts:
  - **Base case(s)**. When the problem is **so small**, we solve it directly, without having to reduce it any further (this is when we stop)
  - **Recursive step**. Does the following things:
    - Performs an action that contributes to the solution (take one step)
    - **Reduces** the problem to a smaller version of the same problem, and calls the function on this **smaller subproblem** (break the problem down into a slightly smaller problem + one step)
- The recursive step is a form of "wishful thinking": assume the unfolding of the **recursion** will take care of the smaller problem by eventually reducing it to the base case
- In CS136/256, this form of wishful thinking will be introduced more formally as the *inductive hypothesis*



# Understanding Recursive Functions

- Let's review a simple recursive function that gives us some intermediate feedback through **print** statements.
- Write a recursive function that prints integers from **n** down to **1**
- Recursive definition of countdown:

- **Base case:** `n = 1, print(n)`

Print and stop

- **Recursive rule:** `print(n), call count_down(n-1)`

Perform one step

Reduce the problem (or make the problem "smaller")

# Understanding Recursive Functions

- Recursive definition of countdown:
  - **Base case:**  $n = 1$ , `print(n)`
  - **Recursive rule:** `print(n)`, `count_down(n-1)`

```
def count_down(n):  
    '''Prints numbers from n down to 1'''  
    if n == 1: # Base case  
        print(n)  
    else: # Recursive case: n > 1:  
        print(n)  
        count_down(n-1)
```

```
>>> result = count_down(5)
```

```
5  
4  
3  
2  
1
```

# Understanding Recursive Functions

- Recursive functions seem to be able to reproduce looping behavior without writing any loops at all
- To understand what happens behind the scenes when a function calls itself, let's review what happens when a function calls another function
- Conceptually we understand function calls through the **function frame model**

**Most of the examples we're looking at today are easily written iteratively, but we'll be looking at problems on Friday where that may not be the case!**

# Review: Function Frame Model

# Review: Function Frame Model

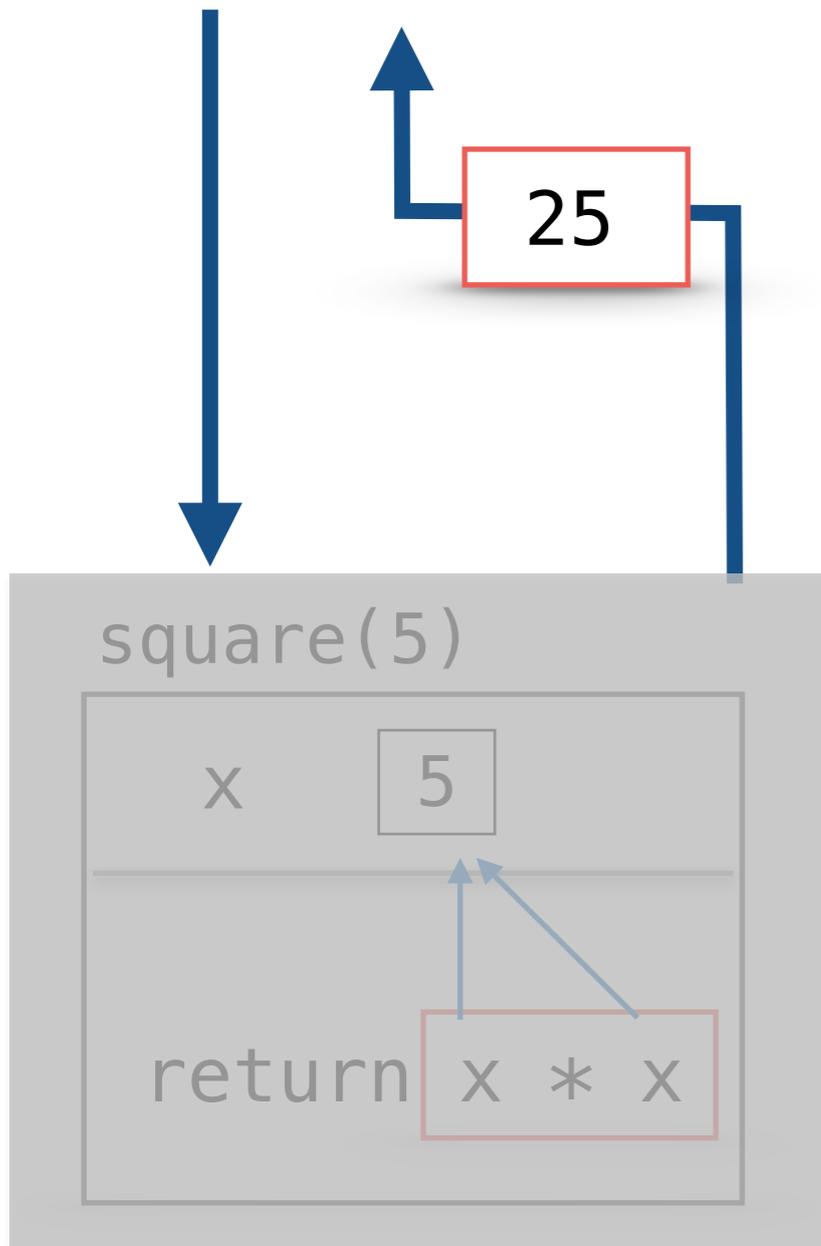
- Consider a simple function `square`
- What happens when `square(5)` is invoked?

```
def square(x):  
    return x*x
```

# Review:

## Function Frame Model

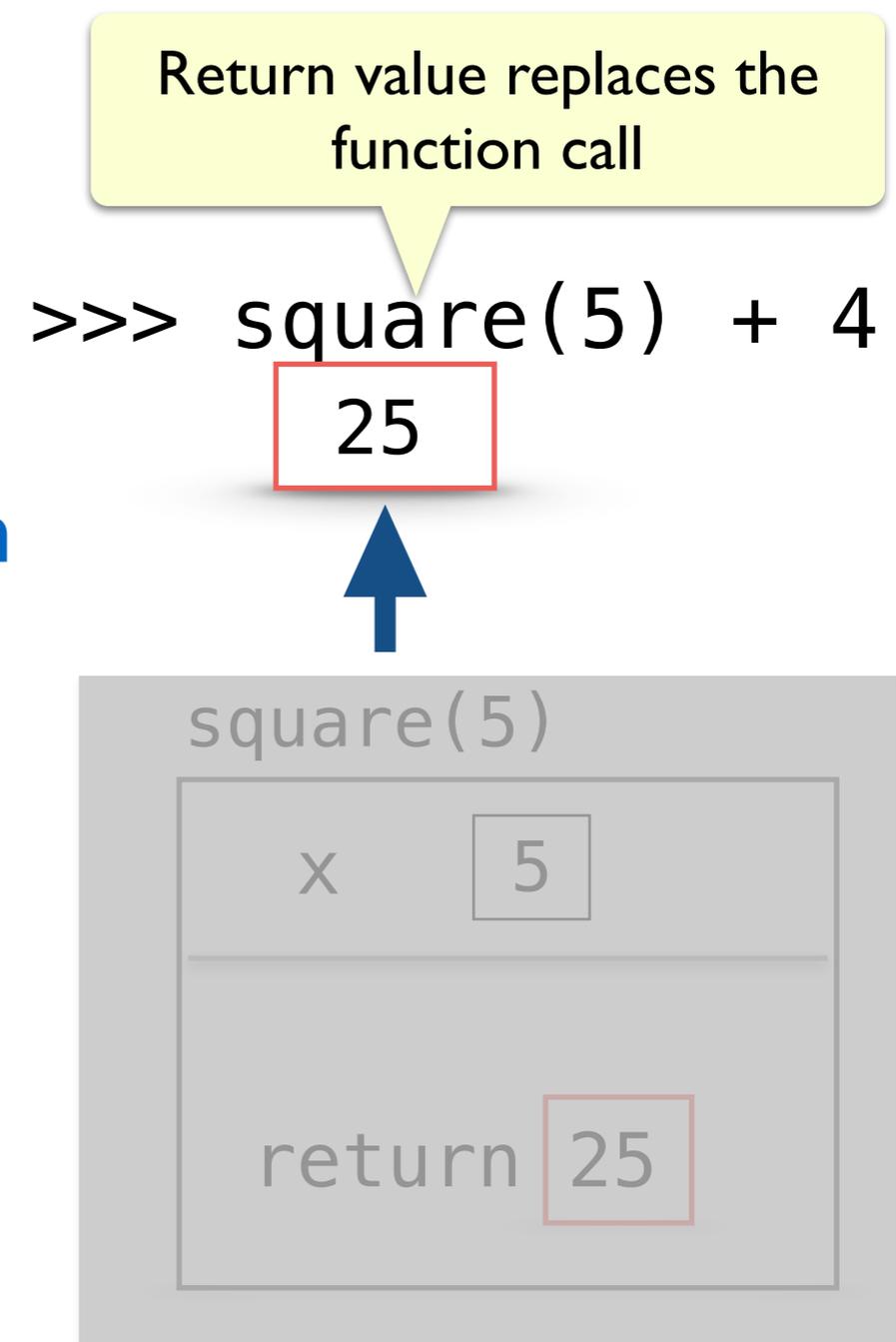
```
>>> square(5)
```



# Summary:

## Function Frame Model

- When we **return** from a function frame "control flow" goes back to where the function call was made
- Function frame (and the local variables inside it) **are destroyed after the return**
- If a function does not have an explicit return statement, it returns **None** after all statements in the body are executed



# Review:

## Function Frame Model

- How about functions that call other functions?

```
def sum_square(a, b):  
    return square(a) + square(b)
```

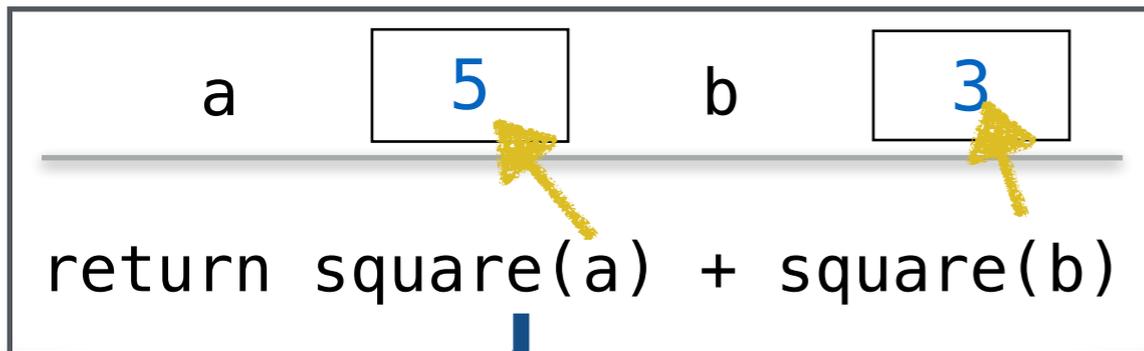
- What happens when we call `sum_square(5, 3)`?

```
def sum_square(a, b):  
    return square(a) + square(b)
```

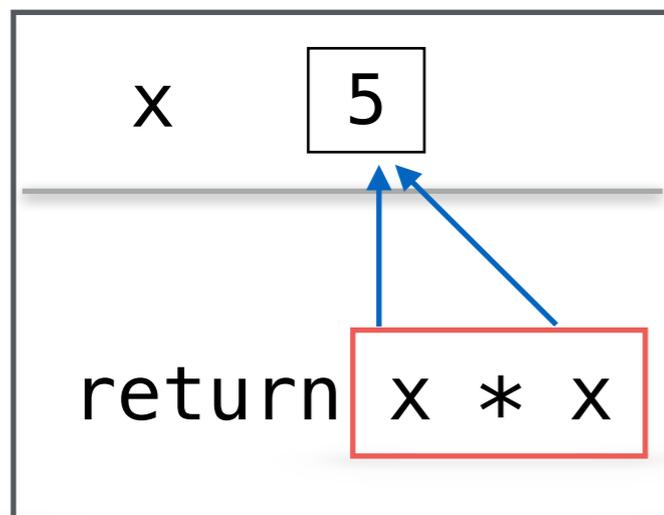
```
>>> sum_square(5,3)
```



**sum\_square(5, 3)**



**square(5)**

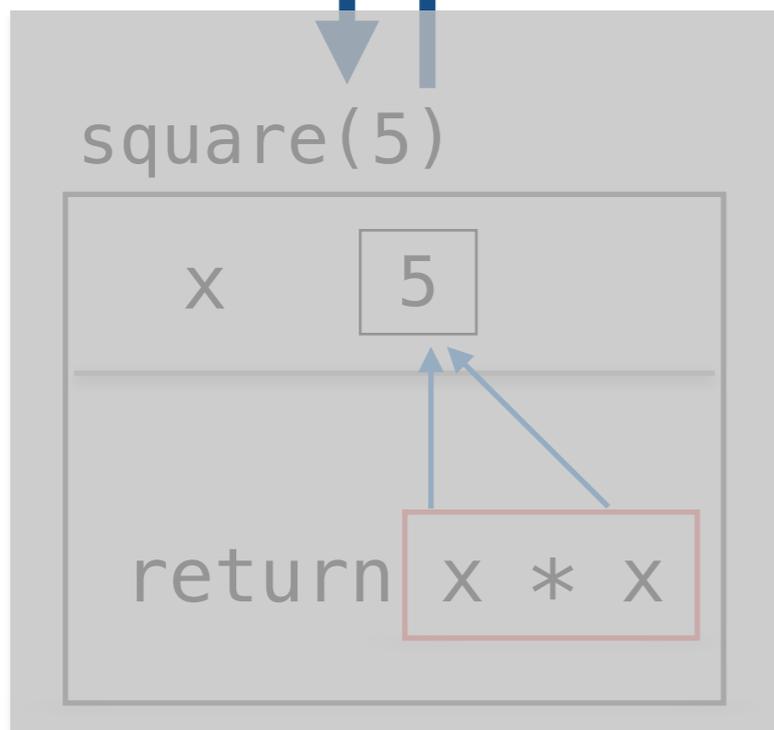
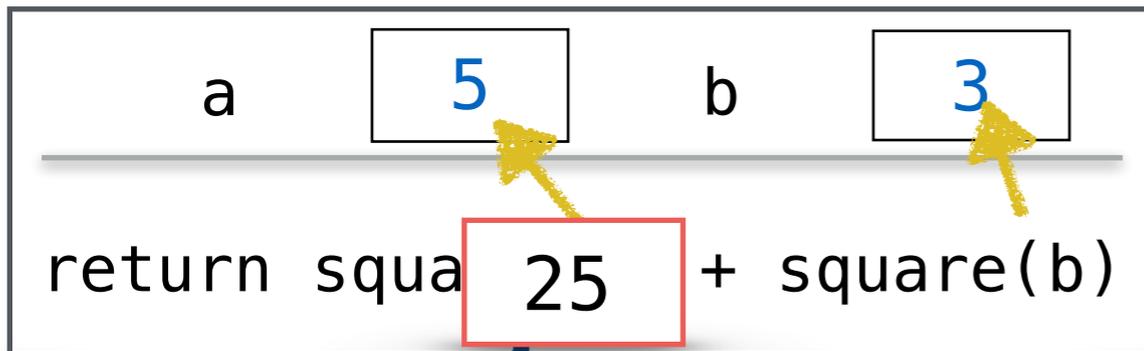


```
def sum_square(a, b):  
    return square(a) + square(b)
```

```
>>> sum_square(5,3)
```



**sum\_square(5, 3)**

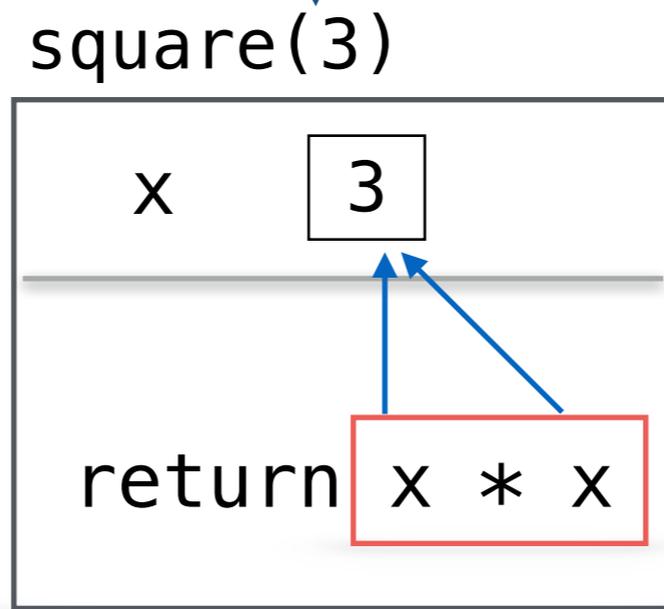
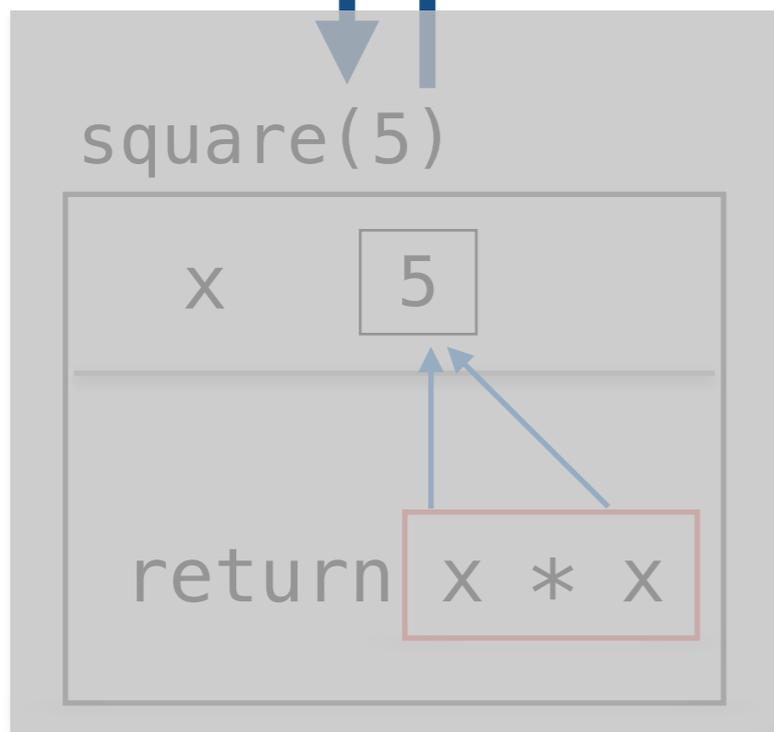
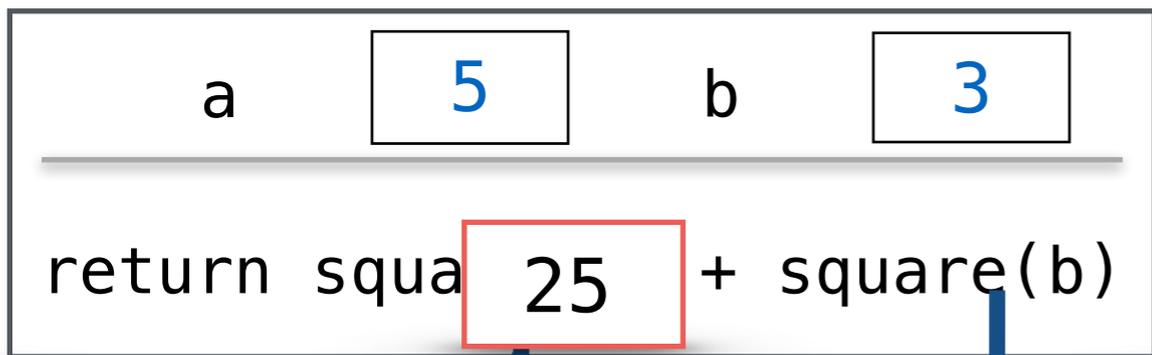


```
def sum_square(a, b):  
    return square(a) + square(b)
```

>>> sum\_square(5,3)



**sum\_square(5, 3)**

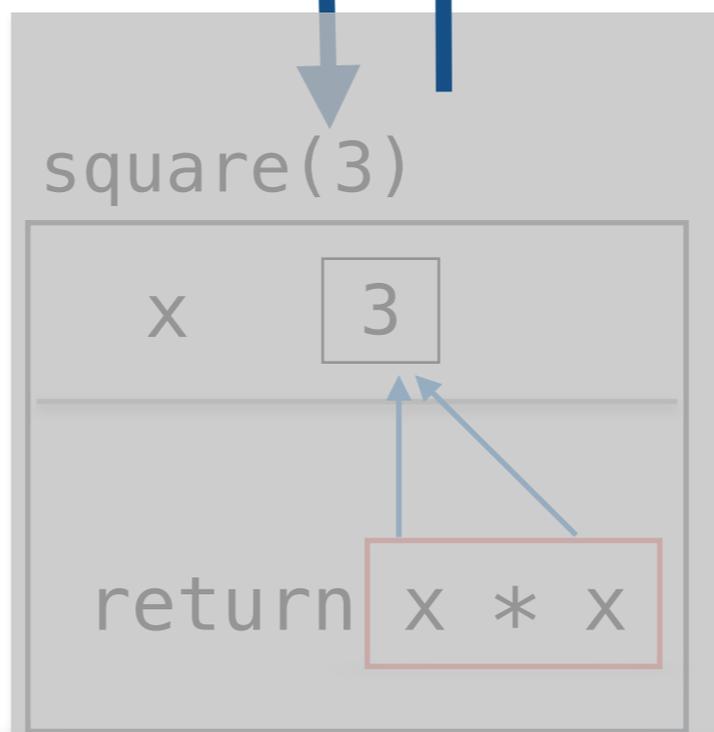
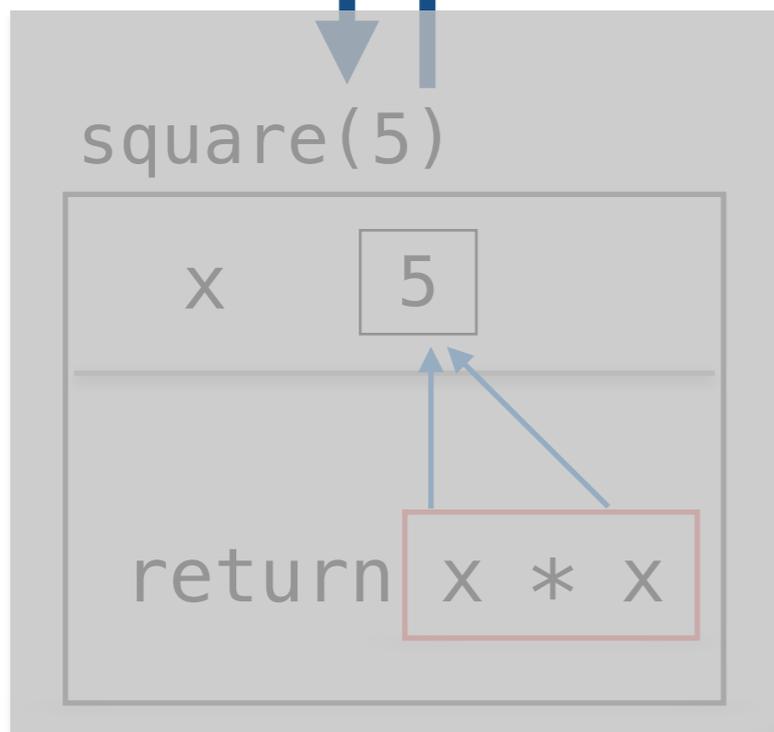
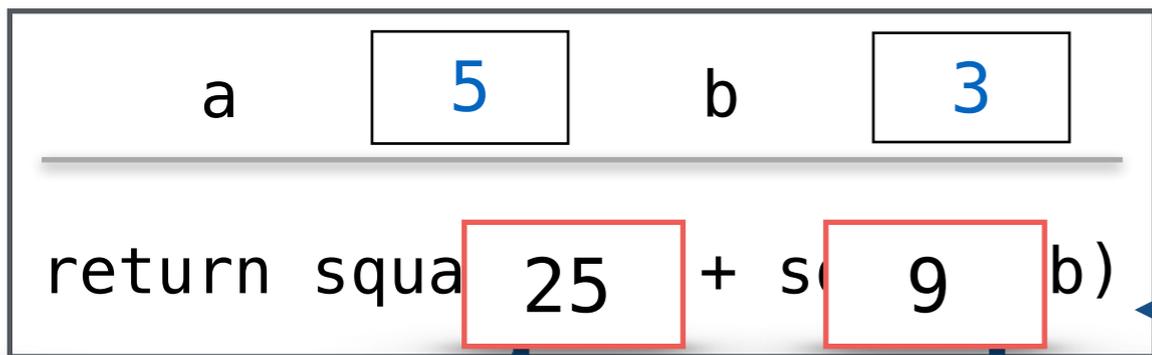


```
def sum_square(a, b):  
    return square(a) + square(b)
```

>>> sum\_square(5,3)

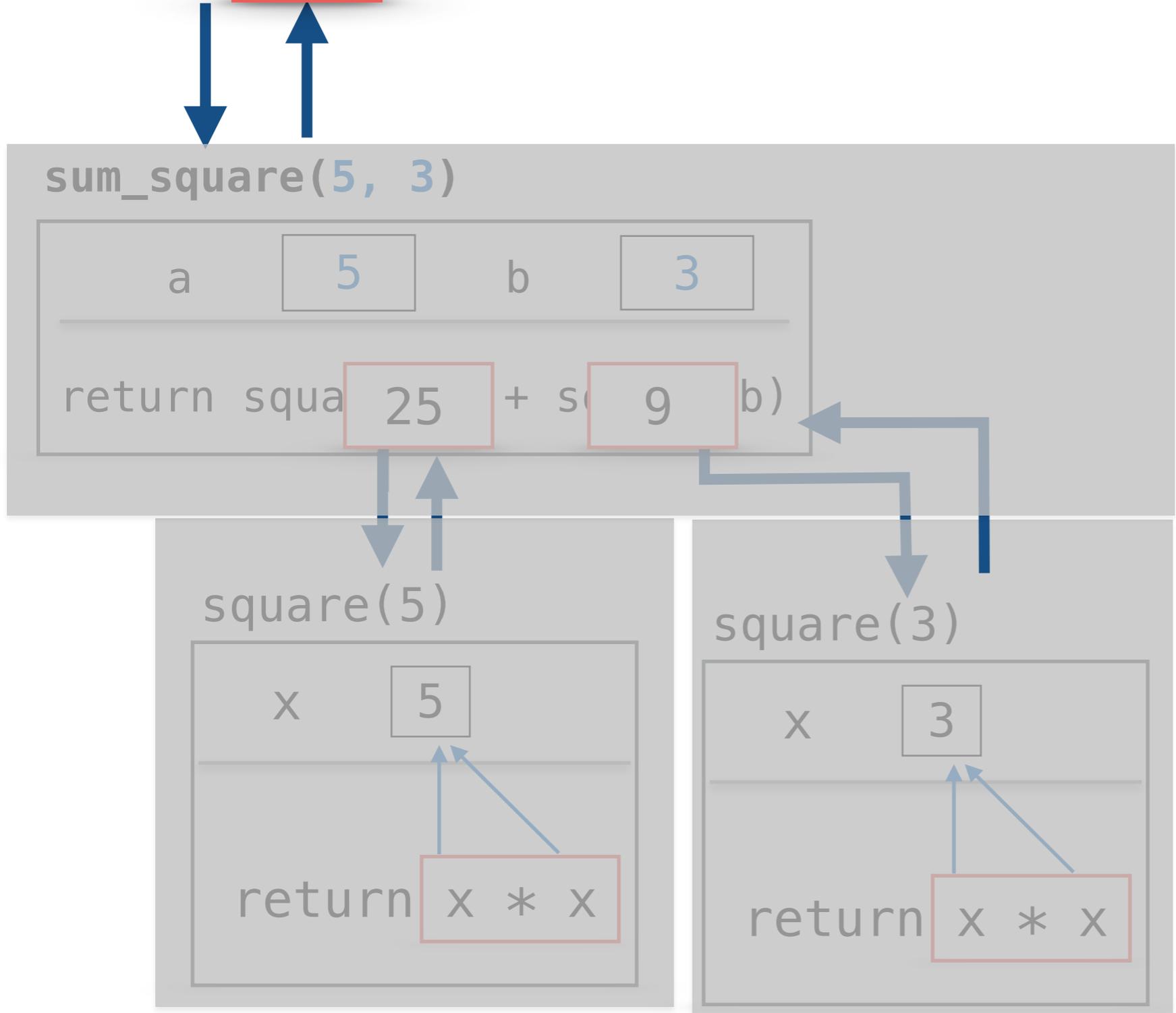


**sum\_square(5, 3)**



```
def sum_square(a, b):  
    return square(a) + square(b)
```

>>> sum\_square(5, 3)



# Function Frame Model to Understand `count_down`

```
def count_down(n):  
    '''Prints ints from n down to 1'''  
    if n == 1:  
        print(n)  
    else:  
        print(n)  
        count_down(n-1)
```

```
>>> val = count_down(5)  
5  
4  
3  
2  
1
```

```
>>> val = count_down(4)  
4  
3  
2  
1
```

### count\_down(4)

```
n 4
```

---

```
if n == 1:
    print(n)
else:
    → print(n)
    count_down(n-1)
```

### count\_down(3)

```
n 3
```

---

```
if n == 1:
    print(n)
else:
    → print(n)
    count_down(n-1)
```

### count\_down(2)

```
n 2
```

---

```
if n == 1:
    print(n)
else:
    → print(n)
    count_down(n-1)
```

Base case reached!

```
>>> val = count_down(4)
```

```
4
3
2
1
```

### countDown(1)

```
n 1
```

---

```
if n == 1:
    print(n)
else:
    print(n)
    count_down(n-1)
```

**count\_down(4)**

```
n 4


---


if n == 1:
    print(n)
else:
    → print(n)
    count_down(n-1)
```

**count\_down(3)**

```
n 3


---


if n == 1:
    print(n)
else:
    → print(n)
    count_down(n-1)
```

**count\_down(2)**

```
n 2


---


if n == 1:
    print(n)
else:
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```

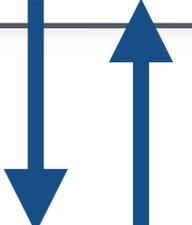
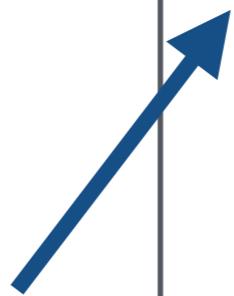
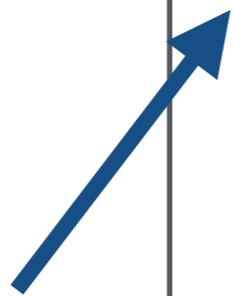
Base case reached!

```
>>> val = count_down(4)
4
3
2
1
```

```
countDown(1)
n 1


---


if n == 1:
    print(n)
else:
    print(n)
    count_down(n-1)
```



### count\_down(4)

```
n 4


---


if n == 1:
    print(n)
else:
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    count_down(n-1)
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### count\_down(3)

```
n 3


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```
n 2


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```

Base case reached!

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>>> val = count_down(4)
4
3
2
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```

### countDown(1)

```
n 1


---


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Base case reached!

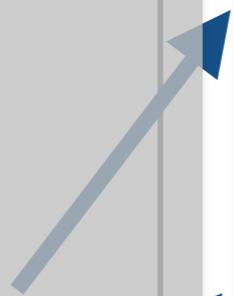
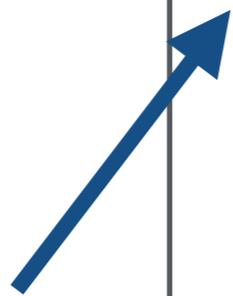
```
>>> val = count_down(4)  
4  
3  
2  
1
```

## countDown(1)

```
n 1
```

---

```
if n == 1:  
    print(n)  
else:  
    print(n)  
    count_down(n-1)
```



countDown(4)

n 4

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if n == 1:
    print(n)
else:
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    count_down(n-1)
```

countDown(3)

n 3

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if n == 1:
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else:
    → print(n)
    count_down(n-1)
```

countDown(2)

n 2

```
if n == 1:
    print(n)
else:
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    count_down(n-1)
```

Base case reached!

```
>>> val = count_down(4)
4
3
2
1
```

countDown(1)

n 1

```
if n == 1:
    print(n)
else:
    print(n)
    count_down(n-1)
```

# TADA!

- Recursive functions may seem like magic at first glance, but they follow from the principles that we've been building all semester.
- It often takes several exposures to recursion before it “clicks”, so we'll keep revisiting recursion in the coming lectures
  - Drawing pictures and practicing are two tools that can help
  - Our next lab is a partner lab so you can bounce your ideas off of a classmate and work through recursion stumbles