

# CS 106B, Lecture 9

## Recursive Data

# Plan for Today

- More recursion practice!
- Learning goals for today
  - Understand how to recognize self-similarity in problems and use recursion to solve these problems.
  - See examples of recursively structured data.
  - You should **practice**: [CodeStepByStep](#), section problems, or examples from the textbook

# Recap: Recursion Tips

- Look for *self-similarity*
- Find the minimum *amount of work*
- Make the problem *simpler* by doing the least amount of work possible
- *Trust* the recursion
- Find a stopping point (*base case*)

# power exercise

- Write a function **power** that accepts integer parameters for a base and exponent and computes base  $\wedge$  exponent.
  - Write a recursive version of this function (one that calls itself).
  - Solve the problem without using any loops.
  - How is this problem *self-similar*?
  - What is the minimum *amount of work*?
  - How can we make the problem *simpler* by doing the least amount of work?
  - What is our stopping point (*base case*)?

# power exercise

- Write a function **power** that accepts integer parameters for a base and exponent and computes base  $\wedge$  exponent.
  - Write a recursive version of this function (one that calls itself).
  - Solve the problem without using any loops.
- How is this problem *self-similar*? Realize  $x^n = x * x^{n-1}$
- What is the minimum *amount of work*?
- How can we make the problem *simpler* by doing the least amount of work?
- What is our stopping point (*base case*)?  $n = 0$ 
  - Why not  $n = 1$ ?

# Initial solution

```
// Returns base ^ exp.  
// Assumes exp >= 1.  
int power(int base, int exp) {  
    if (exp == 1) {  
        return base;  
    } else {  
        return base * power(base, exp - 1);  
    }  
}
```

# The call stack

- Each previous call waits for the next call to finish.
  - `cout << power(5, 3) << endl;`

```
// first call:  5      3
int power(int base, int exp) {
    if (exp == 1) {
        // second call:  5      2
        } int power(int base, int exp) {
            if (exp == 1) {
                // third call:  5      1
                } int power(int base, int exp) {
                    if (exp == 1) {
                        return base; // 5
                    } else {
                        return base * power(base, exp - 1);
                    }
                }
            }
        }
    }
}
```

# "Recursion Zen"

- The real, even simpler, base case is an exp of 0, not 1:

```
int power(int base, int exp) {  
    if (exp == 0) {  
        // base case: base^0 = 1  
        return 1;  
    } else {  
        // recursive case: x^y = x * x^(y-1)  
        return base * power(base, exp - 1);  
    }  
}
```

- **Recursion Zen**: The art of properly identifying the best set of cases for a recursive algorithm and expressing them elegantly.  
Opposite is **arms-length recursion**  
(our informal term)

# Preconditions

- **precondition:** Something your code *assumes is true* when called.

- Often documented as a comment on the function's header:

```
// Returns base ^ exp.  
// Precondition: exp >= 0  
int power(int base, int exp) {
```

- Stating a precondition doesn't really "solve" the problem, but it at least documents our decision and warns the client what not to do.
  - What if the caller doesn't listen and passes a negative power anyway?  
What if we want to actually *enforce* the precondition?

# Throwing exceptions

```
error(expression);
```

- In Stanford C++ lib's "error.h"
- Generates an exception that will crash the program, unless it has code to handle ("catch") the exception.
- alternative: `throw something`
  - *something* can be an int, a string, etc.
- Why would anyone ever *want* a program to crash?

# power solution 2

```
// Returns base ^ exp.  
// Precondition: exp >= 0  
int power(int base, int exp) {  
    if (exp < 0) {  
        throw "illegal negative exponent";  
    } else ...  
    ...  
}
```

# An optimization

- Notice the following mathematical property:

$$\begin{aligned} 3^{12} &= 9^6 \\ &= (3^2)^6 \\ &= ((3^2)^2)^3 \end{aligned}$$

- When does this "trick" work?
- How can we incorporate this optimization into our pow code?
- Why bother with this trick if the code already works?

# power solution 3

```
// Returns base ^ exp.
// Precondition: exp >= 0
int power(int base, int exp) {
    if (exp < 0) {
        throw "illegal negative exponent";
    } else if (exp == 0) {
        // base case; any number to 0th power is 1
        return 1;
    } else if (exp % 2 == 0) {
        // recursive case 1: x^y = (x^2)^(y/2)
        return power(base * base, exp / 2);
    } else {
        // recursive case 2: x^y = x * x^(y-1)
        return base * power(base, exp - 1);
    }
}
```

# convertFromBinary exercise

- Write a recursive function `convertFromBinary` that accepts a string of that number's representation in binary (base 2) and returns the base 10 int equivalent.
  - Example: `convertFromBinary ("111")` returns 7
  - Example: `convertFromBinary ("1100")` returns 12
  - Example: `convertFromBinary ("101010")` returns 42

place	10	1
value	4	2

32	16	8	4	2	1
1	0	1	0	1	0

$$- 42 = \underline{4} * 10 + \underline{2} * 1 = \underline{1} * 32 + \underline{0} * 16 + \underline{1} * 8 + \underline{0} * 4 + \underline{1} * 2 + \underline{0} * 1$$

# convertFromBinary exercise

- How is this problem *self-similar*?
- What is the *smallest amount of work*?
- When should the recursion stop?

Base 10	Binary Representation
20	10100
40	101000
41	101001

# convertFromBinary solution

```
// Returns the given int's binary representation.  
// Precondition: n >= 0  
int convertFromBinary(string binary) {  
    int length = binary.length();  
    if (length == 1) {  
        // base case: binary is same as base 10  
        return stringToInteger(binary);  
    }  
    // recursive case: break number apart  
    string lastCharacter = binary.substr(length - 1);  
    string beginning = binary.substr(0, length - 1);  
    return 2 * convertFromBinary(beginning) +  
        convertFromBinary(lastCharacter);  
}
```

# convertFromBinary Trace

```
int main() {
    cout << convertFromBinary("110") << endl;

int convertFromBinary(string binary) {
    int length = binary.length();
    if (length == 1) return stringToInteger(binary);
    string lastCharacter = binary.substr(length - 1);
    string beginning = binary.substr(0, length - 1);
    return 2 * convertFromBinary(beginning) +
}

int convertFromBinary(string binary) {
int convertFromBinary(string binary) {
    int length = binary.length();
    if (length == 1) return stringToInteger(binary);
    string lastCharacter = binary.substr(length - 1);
    string beginning = binary.substr(0, length - 1);
    return 2 * convertFromBinary(beginning) +
        convertFromBinary(lastCharacter);
}

if (length == 1) return stringToInteger(binary);
string lastCharacter = binary.substr(length - 1);
string beginning = binary.substr(0, length - 1);
return 2 * convertFromBinary(beginning) +
        convertFromBinary(lastCharacter);
}
```

# Announcements

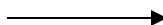
- Homework 2 due on Wednesday at **5PM**
- Homework 1 grades will be released by your section leader on or before Wednesday
- Your partner (if you choose to have one) **must** be in your section, and you should submit together through Paperless
- Shreya's OH changeup
  - Tuesday, 8:30-10:30AM
  - Wednesday, 9:30-10:30AM
  - Both open to SCPD and non-SCPD students, sign up on QueueStatus (link on sidebar of website), be prepared to use Google Hangouts

# reverseLines exercise

- Write a recursive function `reverseLines` that accepts a file input stream and prints the lines of that file in reverse order.

- Example input file:

```
Roses are red,  
Violets are blue.  
All my base  
Are belong to you.
```



- Expected console output:

```
Are belong to you.  
All my base  
Violets are blue.  
Roses are red,
```

- What are the cases to consider?

- How can we solve a small part of the problem at a time?
    - What is the *self-similarity* of this problem?
    - 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....

# reverseLines solution

```
void reverseLines(ifstream& input) {  
    string line;  
    if (getline(input, line)) {  
        // recursive case  
        reverseLines(input);  
        cout << line << endl;  
    }  
}
```

- Where is the base case?

# crawl exercise

- Write a function `crawl` accepts a file name as a parameter and prints information about that file.
  - If the name represents a normal file, just print its name.
  - If the name represents a directory, print its name and information about every file/directory inside it, indented.

```
course
  handouts
    syllabus.doc
    lecture-schedule.xls
  homework
    1-gameoflife
      life.cpp
      life.h
      GameOfLife.pro
```

- **recursive data:** A directory can contain other directories.

# Stanford C++ files

```
#include "filelib.h"
```

Function	Description
<code>createDirectory(<i>name</i>)</code>	creates a new directory with given path name
<code>deleteFile(<i>name</i>)</code>	removes file from disk
<code>fileExists(<i>name</i>)</code>	whether this file exists on the disk
<code>getCurrentDirectory()</code>	returns directory the current C++ program runs in
<code>getExtension(<i>name</i>)</code>	returns file's extension, e.g. "foo.cpp" → ".cpp"
<code>getHead(<i>name</i>), getTail(<i>name</i>)</code>	separate a file path into the directory and file part; for "a/b/c/d.txt", head is "a/b/c", tail is "d.txt"
<code>isDirectory(<i>name</i>)</code>	returns whether this file name represents a directory
<code>isFile(<i>name</i>)</code>	returns whether this file name represents a regular file
<code>listDirectory(<i>name</i>)</code>	returns a <code>Vector&lt;string&gt;</code> with the names of all files contained in the given directory
<code>readEntireFile(<i>name</i>, <i>v</i>)</code>	reads lines of the given file into a vector of strings
<code>renameFile(<i>old</i>, <i>new</i>)</code>	changes a file's name

# Optional parameters

- We cannot vary the indentation without an extra parameter:

```
void crawl(string filename, string indent) {
```

- Often the parameters we need for our recursion do not match those the client will want to pass.

One solution is to use a *default parameter* value:

```
void crawl(string filename, string indent = "") {
```

- The client can call `crawl` passing only one parameter.
- The recursive calls can pass the second parameter to `indent`.

# crawl solution

```
// Prints information about this file,
// and (if it is a directory) any files inside it.
void crawl(string filename, string indent = "") {
    cout << indent << getTail(filename) << endl;
    if (isDirectory(filename)) {
        // recursive case; print contained files/dirs
        Vector<string> filelist;
        listDirectory(filename, filelist);
        for (string subfile : filelist) {
            crawl(filename + "/" + subfile,
                  indent + "    ");
        }
    }
}
```

# evenDigits exercise

- Write a recursive function `evenDigits` that accepts an integer and returns a new number containing only the even digits, in the same order. If there are no even digits, return 0.
  - Example: `evenDigits(8342116)` returns 8426
  - Example: `evenDigits(40109)` returns 400
  - Example: `evenDigits(8)` returns 8
  - Example: `evenDigits(-163505)` returns -60
  - Example: `evenDigits(35179)` returns 0
- Write the function recursively and without using any loops.

# evenDigits solution

```
// Returns a new integer containing only the even-valued
// digits from the given integer, in the same order.
// Returns 0 if there are no even digits.
int evenDigits(int n) {
    if (n < 0) {
        return -evenDigits(-n);
    } else if (n == 0) {
        return 0;
    } else if (n % 2 == 0) {
        return 10 * evenDigits(n / 10) + n % 10;
    } else {
        return evenDigits(n / 10);
    }
}
```