CS 106B
Lecture 7: Introduction to Recursion

Monday, April 17th, 2017

Programming Abstractions
Spring 2017
Stanford University
Computer Science Department

Lecturer: Chris Gregg

reading:
Programming Abstractions in C++, Chapter 5.4-5.6
Today's Topics

• Logistics:
  • Tiny Feedback:
• Writing a simple program all by yourself
• Serafini Due Thursday, April 20th, noon
  • One submission of two files (wordLadder, Ngrams)
• Recursion!
Tiny Feedback

• Sometimes, if the majority of the class understands something, Chris will skip the explanation. However, there are people that are silent in the lecture or watching that are not saying "yeah, I understand". It would be useful to explain every single thing no matter how much positive feedback you hear. — Sometimes not tenable in lecture. Please ask on Piazza, email, etc.

• The explanation of struct was really rushed and could be expanded upon. — We will explain structs more later :) There isn't much to the part I already described.

• Some of the slides have too much writing on them and it's hard to digest it all. — Slides serve a dual purpose, as in-class material and for reference. When slides have too much on them, I will explain the basics, and expect that you will go back and look at them later. Don't try to read the slides all at once in class!

• More logistics and Less logistics. — I try to only spend a few of the precious minutes in class on logistics.
Today's Topics

• There was a question on Piazza:

![Piazza Question](image)

Ordering in Sets
For booleans and integers/doubles, how would the set be ordered? For integers would it be from most negative to positive???

• This is a great opportunity to write a quick program to test this yourself! Let's see how we might do that!
A Little Demo

The Towers of Hanoi Puzzle

This can be solved by recursion!
A Little Demo

By the end of today, we will be able to write this program, and you may talk about the algorithm in section
Here is the way the game is played:
Towers of Hanoi

Here is the way the game is played:

Move this tower... ...to this spindle.

A B C
Here is the way the game is played:

Move this tower...

...to this spindle.
Towers of Hanoi

Here is the way the game is played:
Towers of Hanoi

Here is the way the game is played:

A

B

C
Towers of Hanoi

Here is the way the game is played:

Illegal move!
Towers of Hanoi

Here is the way the game is played:
Towers of Hanoi

Here is the way the game is played:
Here is the way the game is played:
What is Recursion?

Did you mean: recursion

Recursion - Wikipedia, the free encyclopedia
en.wikipedia.org/wiki/Recursion

Recursion is the process of repeating items in a self-similar way. For instance, when the surfaces of two mirrors are exactly parallel with each other the nested ...

Recursion (computer science)
Recursion in computer science is a...
Recursion:

A problem solving technique in which problems are solved by reducing them to smaller problems of the same form.
Why Recursion?

1. Great style
2. Powerful tool
3. Master of control flow
Pedagogy

Many simple examples
Recursion In Programming

In programming, recursion simply means that a function will call itself:

```c
int main() {
    main();
    return 0;
}
```

(main() isn't supposed to call itself, but if we do write this program, what happens? Let's try it...)

We'll get back to programming in a minute...
Recursion

- How to solve a jigsaw puzzle recursively ("solve the puzzle")

- Is the puzzle finished? If so, stop.
- Find a correct puzzle piece and place it.
- Solve the puzzle
Let's recurse on you.

How many students total are directly behind you in your "column" of the classroom?

Rules:
1. You can see only the people directly in front and behind you. So, you can't just look back and count.
2. You are allowed to ask questions of the people in front / behind you.

How can we solve this problem recursively?
Recursion In Real Life

Answer:
1. The first person looks behind them, and sees if there is a person there. If not, the person responds "0".
2. If there is a person, repeat step 1, and wait for a response.
3. Once a person receives a response, they add 1 for the person behind them, and they respond to the person that asked them.
In C++:

```cpp
int numStudentsBehind(Student curr) {
    if (noOneBehind(curr)) {
        return 0;
    } else {
        Student personBehind = curr.getBehind();
        return numStudentsBehind(personBehind) + 1
    }
}
```

Recursive call!
In C++:

The structure of recursive functions is typically like the following:

```cpp
recursiveFunction() {
    if (test for simple case) {
        Compute the solution without recursion
    } else {
        Break the problem into subproblems of the same form
        Call recursiveFunction() on each subproblem
        Reassemble the results of the subproblems
    }
}
```
In C++:

Every recursive algorithm involves at least two cases:

• **base case:** The simple case; an occurrence that can be answered directly; the case that recursive calls reduce to.

• **recursive case:** a more complex occurrence of the problem that cannot be directly answered, but can be described in terms of smaller occurrences of the same problem.
In C++:

```c++
int numStudentsBehind(Student curr) {
    if (noOneBehind(curr)) {
        return 0; // Base case
    } else {
        Student personBehind = curr.getBehind();
        return numStudentsBehind(personBehind) + 1;
    }
}
```
In C++:

```c++
int numStudentsBehind(Student curr) {
    if (noOneBehind(curr)) { // Base case
        return 0;
    } else { // Recursive case
        Student personBehind = curr.getBehind();
        return numStudentsBehind(personBehind) + 1;
    }
}
```
In C++:

```cpp
int numStudentsBehind(Student curr) {
    if (noOneBehind(curr)) {
        return 0;
    } else {
        Student personBehind = curr.getBehind();
        return numStudentsBehind(personBehind) + 1
    }
}
```
Three Musts of Recursion

1. Your code must have a case for all valid inputs

2. You must have a base case that makes no recursive calls

3. When you make a recursive call it should be to a simpler instance and make forward progress towards the base case.
There is a "recursive leap of faith"
The power() function:

Write a recursive function that takes in a number \( x \) and an exponent \( n \) and returns the result of \( x^n \)
Powers

\[ x^0 = 1 \]
\[ x^n = x \cdot x^{n-1} \]
• Let's code it
Powers

- Each previous call waits for the next call to finish (just like any function).

```cpp
int power(int x, int exp) {
    if (exp == 0) {
        return 1;
    } else {
        return x * power(x, exp - 1);
    }
}
```

```cpp
// first call: power (5, 3)
// second call: power (5, 2)
// third call: power (5, 1)
// fourth call: power (5, 0)
```

```cpp
cout << power(5, 3) << endl;
```
Powers

- Each previous call waits for the next call to finish (just like any function).

```cpp
int power(int x, int exp) {
  if (exp == 0) {
    return 1;
  } else {
    return x * power(x, exp - 1);
  }
}
```

```cpp
cout << power(5, 3) << endl;
```
Powers

• Each previous call waits for the next call to finish (just like any function).

```
cout << power(5, 3) << endl;
```

```cpp
int power(int x, int exp) {
    if (exp == 0) {
        return 1;
    } else {
        return x * power(x, exp - 1);
    }
}
```

// first call: power (5, 3)
// second call: power (5, 2)
// third call: power (5, 1)

// this entire statement returns 5 * 1
// equals 1 from call
Powers

- Each previous call waits for the next call to finish (just like any function).

```cpp
// first call: power (5, 3)
int power(int x, int exp) {
    if (exp == 0) {
        return 1;
    } else {
        return x * power(x, exp - 1);
    }
}

// second call: power (5, 2)
// equals 5 from call
// this entire statement returns 5 * 5
```
• Each previous call waits for the next call to finish (just like any function).

cout << power(5, 3) << endl;

```cpp
// first call: power (5, 3)
int power(int x, int exp) {
    if (exp == 0) {
        return 1;
    } else {
        return x * power(x, exp - 1);
    }
}
```

equals 25 from call equals 25 from call equals 25 from call

equals 25 from call equals 25 from call equals 25 from call

equals 25 from call equals 25 from call equals 25 from call

equals 25 from call equals 25 from call equals 25 from call

equals 25 from call equals 25 from call equals 25 from call

this entire statement returns 5 * 25

this entire statement returns 5 * 25

this entire statement returns 5 * 25

the original function call was to this one, so it returns 125, which is 5³
Faster Method!

```c
int power(int x, int exp) {
    if (exp == 0) {
        // base case
        return 1;
    } else {
        if (exp % 2 == 1) {
            // if exp is odd
            return x * power(x, exp - 1);
        } else {
            // else, if exp is even
            int y = power(x, exp / 2);
            return y * y;
        }
    }
}
```

Exponentiation by squaring

Big O???

O(log n) -- yay!
```c
int mystery(int n) {
    if (n < 10) {
        return n;
    } else {
        int a = n/10;
        int b = n % 10;
        return mystery(a + b);
    }
}
```

What is the result of mystery(648)?

A. 8  
B. 9  
C. 54  
D. 72  
E. 648
Mystery Recursion: Trace this function

```c
int mystery(int n) { // n = 648
    if (n < 10) {
        return n;
    } else {
        int a = n/10; // a = 64
        int b = n % 10; // b = 8
        return mystery(a + b); // mystery(72);
    }
}
```
```c
int mystery(int n) {  // n = 648
    int a = n/10;  // a = 7
    int b = n % 10;  // b = 2
    return mystery(a + b);  // mystery(9);
}
```
Mystery Recursion: Trace this function

```c
int mystery(int n) { // n = 648
    if (n < 10) {
        return n; // return 64
    } else {
        int a = n/10;
        int b = n % 10;
        return mystery(a + b);
    }
}
```

```c
int mystery(int n) { // n = 72
    if (n < 10) {
        return n; // return 72
    } else {
        int a = n/10;
        int b = n % 10;
        return mystery(a + b);
    }
}
```

```c
int mystery(int n) { // n = 9
    if (n < 10) {
        return n; // return 9
    } else {
        int a = n/10;
        int b = n % 10;
        return mystery(a + b);
    }
}
```
Mystery Recursion: Trace this function

```c
int mystery(int n) { // n = 648
    if (n < 10) {
        return n;
    } else {
        int a = n/10; // a = 64
        int b = n % 10; // b = 8
        return mystery(a + b); // mystery(72);
    }
}
returns 9
```

```c
int mystery(int n) { // n = 72
    if (n < 10) {
        return n;
    } else {
        int a = n/10; // a = 7
        int b = n % 10; // b = 2
        return mystery(a + b); // mystery(9);
    }
}
returns 9
```
int mystery(int n) { // n = 648
    if (n < 10) {
        return n;
    } else {
        int a = n/10; // a = 64
        int b = n % 10; // b = 8
        return mystery(a + b); // returns 9
    }
}
More Examples! isPalindrome(string s)

Write a recursive function isPalindrome accepts a string and returns true if it reads the same forwards as backwards.

isPalindrome("madam") → true
isPalindrome("racecar") → true
isPalindrome("step on no pets") → true
isPalindrome("Java") → false
isPalindrome("byebye") → false
Three Musts of Recursion

1. Your code must have a case for all valid inputs

2. You must have a base case that makes no recursive calls

3. When you make a recursive call it should be to a simpler instance and make forward progress towards the base case.
isPalindromes

// Returns true if the given string reads the same forwards as backwards.
// Trivially true for empty or 1-letter strings.
bool isPalindrome(const string& s) {
    if (s.length() < 2) { // base case
        return true;
    } else { // recursive case
        if (s[0] != s[s.length() - 1]) {
            return false;
        }
        string middle = s.substr(1, s.length() - 2);
        return isPalindrome(middle);
    }
}
Flashback to 106A: Hailstone

// Couts the sequence of numbers from n to one // produced by the Hailstone (aka Collatz) procedure

```cpp
void hailstone(int n) {
    cout << n << endl;
    if(n == 1) {
        return;
    } else {
        if(n % 2 == 0) {
            // n is even so we repeat with n/2
            hailstone(n / 2);
        } else {
            // n is odd so we repeat with 3 * n + 1
            hailstone(3 * n + 1);
        }
    }
}
```

Flashback to 106A: Hailstone

// Couts the sequence of numbers from n to one // produced by the Hailstone (aka Collatz) procedure
void hailstone(int n) {
    cout << n << endl;
    if(n == 1) {
        return;
    } else {
        if(n % 2 == 0) {
            // n is even so we repeat with n/2
            hailstone(n / 2);
        } else {
            // n is odd so we repeat with 3 * n + 1
            hailstone(3 * n + 1);
        }
    }
}

3. When you make a recursive call it should be to a simpler instance and make forward progress towards the base case.

// n is odd so we repeat with 3 * n + 1
hailstone(3 * n + 1);

Is this simpler???
Flashback to 106A: Hailstone

hailstone(int n)

Hailstone has been checked for values up to $5 \times 10^{18}$

but no one has proved that it always reaches 1!

There is a cash prize for proving it!

The prize is $1400.$
Print the sequences of numbers that you take to get from N until 1, using the Hailstone (Collatz) production rules:

If n == 1, you are done.

If n is even your next number is n / 2.

If n is odd your next number is 3*n + 1.
Back to Towers of Hanoi

This is a hard problem to solve iteratively, but can be done recursively (though the recursive insight is not trivial to figure out)

This disk...

...needs to get over here.
Back to Towers of Hanoi

- **A**
- **B**
- **C**

This disk...

...needs to get over here.
Back to Towers of Hanoi

This disk... ...needs to get over here.
Back to Towers of Hanoi

A

B

C

This disk...

...needs to get over here.
Back to Towers of Hanoi

A

B

C

This disk...

...needs to get over here.
Back to Towers of Hanoi

A

B

C

This disk...

...needs to get over here.
Back to Towers of Hanoi

A

This disk...

B

...needs to get over here.

C
• We need to find a very simple case that we can solve directly in order for the recursion to work.

• If the tower has size one, we can just move that single disk from the source to the destination.

• If the tower has more than one, we have to use the auxiliary spindle.
• We can break the entire process down into very simple steps -- not necessarily easy to think of steps, but simple ones!
Back to Towers of Hanoi
Back to Towers of Hanoi

**Step One:** Move the four smaller disks from Spindle A to Spindle B.
Step One: Move the four smaller disks from Spindle A to Spindle B.
Step Two: Move the blue disk from Spindle A to Spindle C.
Back to Towers of Hanoi

**Step One:** Move the four smaller disks from Spindle A to Spindle B.

**Step Two:** Move the blue disk from Spindle A to Spindle C.

**Step Three:** Move the four smaller disks from Spindle B to Spindle C.
Repeat these steps at each stage!

**Step One:** Move the four smaller disks from Spindle A to Spindle B.

**Step Two:** Move the blue disk from Spindle A to Spindle C.

**Step Three:** Move the four smaller disks from Spindle B to Spindle C.

Back to Towers of Hanoi
Back to Towers of Hanoi
Recap

**Recursion**
- Break a problem into smaller subproblems of the same form, and call the same function again on that smaller form.
- Super powerful programming tool
- Not always the perfect choice, but often a good one
- Some beautiful problems are solved recursively

**Three Musts for Recursion:**
1. Your code must have a case for all valid inputs
2. You must have a base case that makes no recursive calls
3. When you make a recursive call it should be to a simpler instance and make forward progress towards the base case.
References and Advanced Reading

• **References:**
  - [http://www.cs.utah.edu/~germain/PPS/Topics/recursion.html](http://www.cs.utah.edu/~germain/PPS/Topics/recursion.html)
  - Why is iteration generally better than recursion? [http://stackoverflow.com/a/3093/561677](http://stackoverflow.com/a/3093/561677)

• **Advanced Reading:**
  - Interesting story on the history of recursion in programming languages: [http://goo.gl/P6Einb](http://goo.gl/P6Einb)
Recursion is about solving a small piece of a large problem.

– What is 69743 in binary?
  • Do we know anything about its representation in binary?
– Case analysis:
  • What is/are easy numbers to print in binary?
  • Can we express a larger number in terms of a smaller number(s)?
Converting Decimal to Binary

Suppose we are examining some arbitrary integer N.
– if N's binary representation is \(1001010101\)
– \((N \div 2)\)'s binary representation is \(1001010101\)
– \((N \mod 2)\)'s binary representation is \(1\)
– What can we infer from this relationship?
// Prints the given integer's binary representation.
// Precondition: n >= 0
void printBinary(int n) {
    if (n < 2) {
        // base case; same as base 10
        cout << n;
    } else {
        // recursive case; break number apart
        printBinary(n / 2);
        printBinary(n % 2);
    }
}