Thinking Recursively

Part V
Recap from Last Time
A Little Word Puzzle
“What nine-letter word can be reduced to a single-letter word one letter at a time by removing letters, leaving it a legal word at each step?”
One Solution

STARTLING
One Solution

STARTING
One Solution

STARING
One Solution

STRING
One Solution

STING
One Solution

S I N G
One Solution
One Solution
One Solution
New Stuff!
Our Solution, In Action
bool isShrinkableWord(const string& word, const Lexicon& english) {
    if (!english.contains(word)) {
        return false;
    }
    if (word.length() == 1) {
        return true;
    }
    for (int i = 0; i < word.length(); i++) {
        string shrunken = word.substr(0, i) + word.substr(i + 1);
        if (isShrinkable(shrunken, english)) {
            return true;
        }
    }
    return false;
}
bool isShrinkableWord(const string& word, const Lexicon& english) {
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    }
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        }
    }

    return false;
}
bool isShrinkableWord(const string& word, const Lexicon& english) {
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    }
    if (word.length() == 1) {
        return true;
    }
    for (int i = 0; i < word.length(); i++) {
        string shrunken = word.substr(0, i) + word.substr(i + 1);
        return isShrinkable(shrunken, english)); // Bad idea!
    }
    return false;
}
bool isShrinkableWord(const string& word, const Lexicon& english) {
    if (!english.contains(word)) {
        return false;
    }
    if (word.length() == 1) {
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        string shrunken = word.substr(0, i) + word.substr(i + 1);
        return isShrinkable(shrunken, english)); // Bad idea!
    }
    return false;
}
Tenacity is a Virtue
When backtracking recursively, *don’t give up if your first try fails!*

Hold out hope that something else will work out. It very well might!
Recursive Backtracking

if (problem is sufficiently simple) {
    return whether the problem is solvable
} else {
    for (each choice) {
        try out that choice
        if (that choice leads to success) {
            return success;
        }
    }
    return failure;
}

Note that if the recursive call succeeds, then we return success. If it doesn’t succeed, that doesn’t mean we’ve failed – it just means we need to try out the next option.
How do we know we’re correct?
Output Parameters

- An **output parameter** (or **outparam**) is a parameter to a function that stores the result of that function.

- Caller passes the parameter by reference, function overwrites the value.

- Often used with recursive backtracking:
  - The return value says whether a solution exists.
  - If one does, it’s loaded into the outparameter.
Generating the Answer

CART

ART
  RT
  AT
  AR

CRT
  RT
  CT
  CR

CAT
  AT
  CT
  CA

CAR
  AR
  CR
  CA
Generating the Answer

CART

ART

CRT

CAT

CAR

RT

AT

AR

RT

CT

CR

AT

CT

CA

AR

CR

CA
Generating the Answer
Generating the Answer

CART

ART

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AT

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CAR

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Generating the Answer
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CART

ART

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RT

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CA

AR

CR

CA

T

R

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A

R

A

T

R

T

C

R

C

T

A

T

C

A

C

R

A

R

C

A

C
Generating the Answer

CART

ART

RT AT AR

CRT

RT CT CR

CAT

AT CT CA

CAR

AR CR CA
Generating the Answer

CART

ART

CRT

CAT

CAR

RT  AT  AR

RT  CT  CR

AT  CT  CA

AR  CR  CA

T  R  T  A  R  A

T  R  T  C  R  C

T  A  T  C  A  C

R  A  R  C  A  C
Generating the Answer
Generating the Answer
Generating the Answer

CART

ART

CRT

CAT

CAR
Generating the Answer
Generating the Answer
Generating the Answer

CART

ART

CRT

CAT

CAR

T R T A R A T R T C R C T A T C A C R A R C A C
Generating the Answer

CART

ART

RT AT AR

CRT

RT CT CR

CAT

CAR

A AT ART
Generating the Answer
Generating the Answer

Question to ponder: How would you update the function so that it generates the sequence in reverse order?
Dense Crosswords
New York Times Mini Crossword, January 24, 2020
Scoundrel

Where current flows in

Program

Ladrones

Aviator

Cestode

Enterer

Tapeworm

Person who writes odes

More than mere, less than merest
Rose-scented molecule
Stuffed grape leaves
Bind with lace
Hilly
Synonym for keyboard

Dikey
Dolmas
Inlace
Ionone
Knolly
Thanks for former CS106B student Jose Francisco!
Thanks for former CS106B student Jose Francisco!

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<td>spell</td>
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Short version of “aerodynamics”

Type of wheat
Idea: Fill this in using recursive backtracking.
There are 8,636 words that can go in this row.

And here.

Same.

Same here.

Here too.

$8,636^5 = 48,035,594,312,821,554,176$

At one billion grids per second, this will take about **three hundred years** to complete.
Speeding Things Up
Generating Dense Crosswords
Generating Dense Crosswords
Generating Dense Crosswords

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Generating Dense Crosswords

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Generating Dense Crosswords

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Generating Dense Crosswords
Generating Dense Crosswords

A A H E D
A A H E D
A A H E D
A A H E D
A A R G H
Generating Dense Crosswords
Generating Dense Crosswords

These columns are silly. No words start with three A’s, or three H’s, etc.
Generating Dense Crosswords
Generating Dense Crosswords
**Generating Dense Crosswords**

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Generating Dense Crosswords

A A H E D
A A H E D
Generating Dense Crosswords
Generating Dense Crosswords

We just skipped checking $8,636^3 = 644,077,163,456$ combinations of words.
Generating Dense Crosswords

The Lexicon has a fast function `containsPrefix` that’s perfect for this.
Generating Dense Crosswords

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Generating Dense Crosswords

A A H E D
A A L I I
A A L I I

A A H E D
Generating Dense Crosswords
Generating Dense Crosswords

A A H E D
A B A C A
Generating Dense Crosswords

A A H E D
A B A C A
A A H E D
Generating Dense Crosswords

A A H E D
A B A C A
A A H E D
Generating Dense Crosswords
Generating Dense Crosswords

A A H E D
A B A C A
A A L I I
Generating Dense Crosswords
Generating Dense Crosswords
Let’s Code it Up!
This word’s length is the number of columns.
This word’s length is the number of rows.
bool canMakeCrosswordRec(Grid<char>& crossword,
    int nextRow,
    const Lexicon& rowWords,
    const Lexicon& colWords);
Can we make a dense crossword...

...that starts with the first few rows of this grid...

```
bool canMakeCrosswordRec(Grid<char>& crossword, int nextRow, const Lexicon& rowWords, const Lexicon& colWords);
```

... given only these words?
Recursive Backtracking

```java
if (problem is sufficiently simple) {
    return whether the problem is solvable
} else {
    for (each choice) {
        try out that choice
        if (that choice leads to success) {
            return success;
        }
    }
    return failure;
}
```
Lack of willpower
Expressions of surprise
Small animal
“Be quiet!”

Person who writes hymns
Atoned for
Play roughly
Brain cells

Having a septum

Expressions of surprise
Small animal
“Be quiet!”

Brain cells

Atoned for
Play roughly

Expressions of surprise
Small animal
“Be quiet!”

Person who writes hymns

Lack of willpower
Expressions of surprise
Small animal
“Be quiet!”
Going Deeper

• You can speed this up even more if you’re more clever. Here are some thoughts to get you started:
  • Once you’ve placed a few rows down, the columns will be very constrained. Consider switching to going one column at a time versus one row at a time at that point.
  • Figure out which row or column is most constrained at each point, and only focus on that row/column.

• **Completely optional challenge:** Make this program run faster, and find a cool dense crossword. If you find something interesting (and PG-13), we’ll share it with the rest of the class!
Closing Thoughts on Recursion
You now know how to use recursion to **view problems from a different perspective** that can lead to **short and elegant solutions**.
You’ve seen how to use recursion to **enumerate all objects of some type**, which you can use to find the **optimal solution to a problem**.
You’ve seen how to use recursive backtracking to *determine whether something is possible* and, if so to *find some way to do it*. 
Congratulations on making it this far!
Your Action Items

• *Finish Chapter 9.*
  • It’s all about backtracking, and there are some great examples in there!

• *Start Assignment 4.*
  • Aim to complete the debugging exercise and Doctors Without Orders by Monday.
Next Time

- **Algorithmic Analysis**
  - How do we formally analyze the complexity of a piece of code?
- **Big-O Notation**
  - Quantifying efficiency!