

Lecture 6 - Recursion

Review: Abstraction

Describing Functions

A function's *domain* is the set of all inputs it might possibly take as arguments.

A function's *range* is the set of output values it might possibly return.

A pure function's *behavior* is the relationship it creates between input and output.

```
def square(x):  
    """Return X *  
    X"""
```

x is a number

square returns a non-negative real number

square returns the square of x

Functional Abstraction

Demo

Mechanics

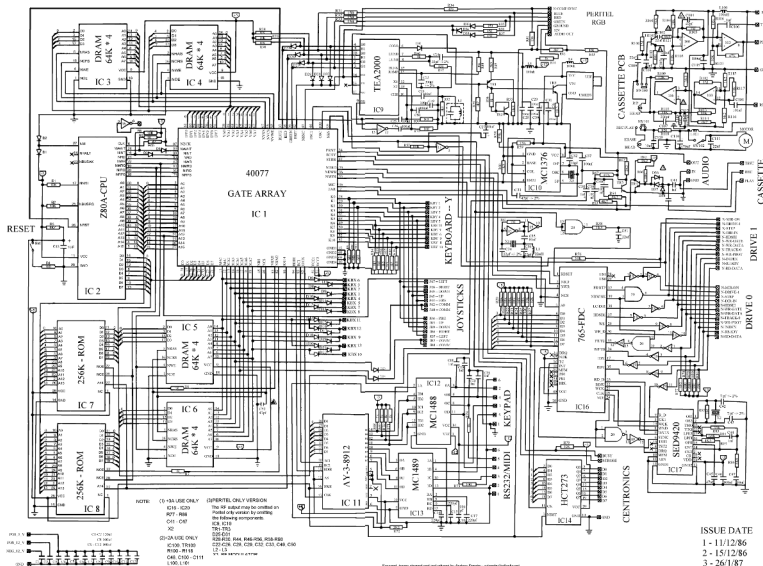
How does Python execute this program line-by-line (e.g. Python Tutor)

What happens when you evaluate a call expression, what goes on its body, etc.

Use (**functional abstraction**)

- `square(2)` always returns 4
- `square(3)` always returns 9
- ...

Without worrying about *how* Python evaluates the function



Recursion

Suppose you're waiting in line for a concert.

You can't see the front of the line, but you want to know what your place in line is. Only the first 100 people get free t-shirts!

You can't step out of line because you'd lose your spot.

What should you do?



An **iterative algorithm** might say:

1. Ask my friend to go to the front of the line.
2. Count each person in line one-by-one.
3. Then, tell me the answer.

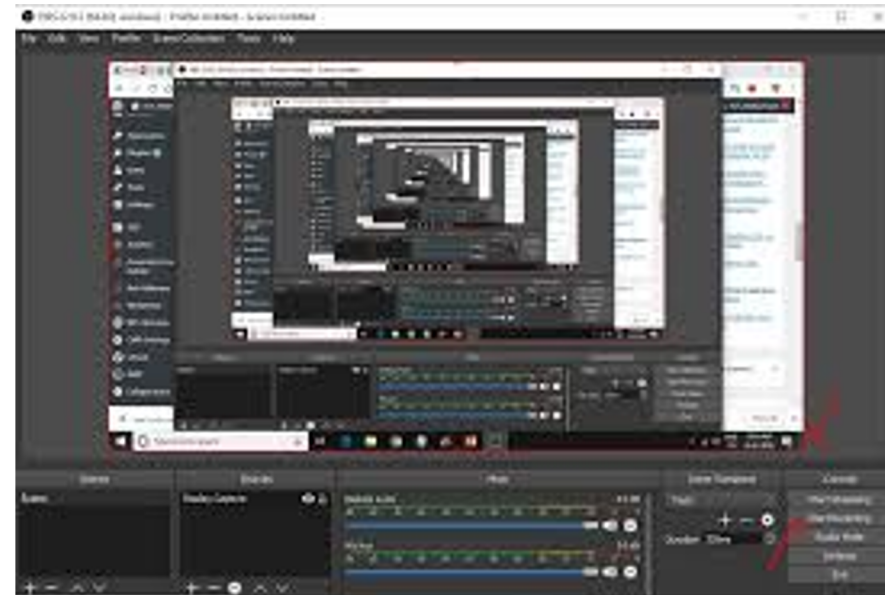
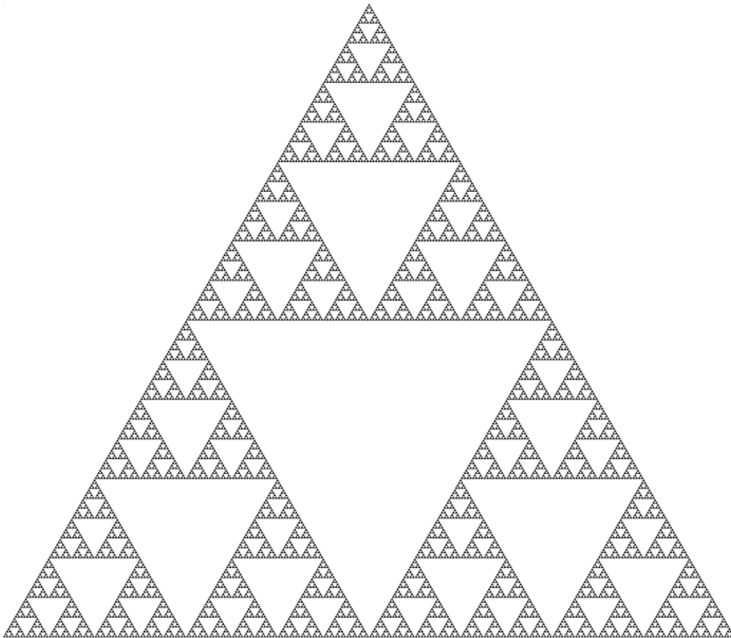
A **recursive algorithm** might say:

- If you're at the front, you know you're first.
- Otherwise, ask the person in front of you, **"What number in line are you?"**
- The person in front of you figures it out by asking the person in front of them who asks the person in front of them etc...
- Once they get an answer, they tell you and you add one to that answer.

Recursion

Recursion is useful for solving problems with a naturally repeating structure - they are defined in terms of themselves

It requires you to find patterns of smaller problems, and to define the smallest problem possible



Recursion in Evaluation

$f(g(h(2), \text{True}), h(x))$

$g(h(2), \text{True})$

$h(x)$

$h(2)$

Stop once you reach a number, boolean, name, etc.

A call expression is composed of smaller (call) expressions!

Recursive Functions

Recursive Functions

- A function is called **recursive** if the body of that function calls itself, either directly or indirectly
- This implies that executing the body of a recursive function may require **applying that function multiple times**
- Recursion is inherently tied to functional abstraction

Structure of a Recursive Function

1. One or more **base cases**, usually the smallest input.
 - "If you're at the front, you know you're first."
1. One or more ways of **reducing the problem**, and then **solving the smaller problem using recursion**.
 - "Ask the person in front, 'What number in line are you?'"
1. One or more ways of **using the solution to each smaller problem** to solve our larger problem.
 - "When the person in front of you figures it out and tells you, **add one to that answer.**"

Demo

Functional Abstraction & Recursion

Expression

Value

fact(1)

1

fact(3)

6 (3 * 2 * 1)

fact(4)

24 (4 * 3 * 2 * 1)

fact(n - 1)

$n-1 * n-2 * \dots * 1$

fact(n)

~~$n * n-1 * n-2 * \dots * 1$~~

$n * \text{fact}(n - 1)$

Verifying factorial



Is factorial correct?

1. Verify the **base cases**.
 - Are they **correct**?
 - Are they **exhaustive**?

Now, harness the power of **functional abstraction**!

1. Assume that **factorial(n-1)** is correct.
2. Verify that **factorial(n)** is correct.

```
def fact(n):
```

```
    if n == 0:
```

```
        return 1
```

```
    else:
```

```
        return n * fact(n-1)
```

Functional abstraction: don't worry that fact is recursive and just assume that factorial gets the right answer!

Visualizing Recursion

Demo

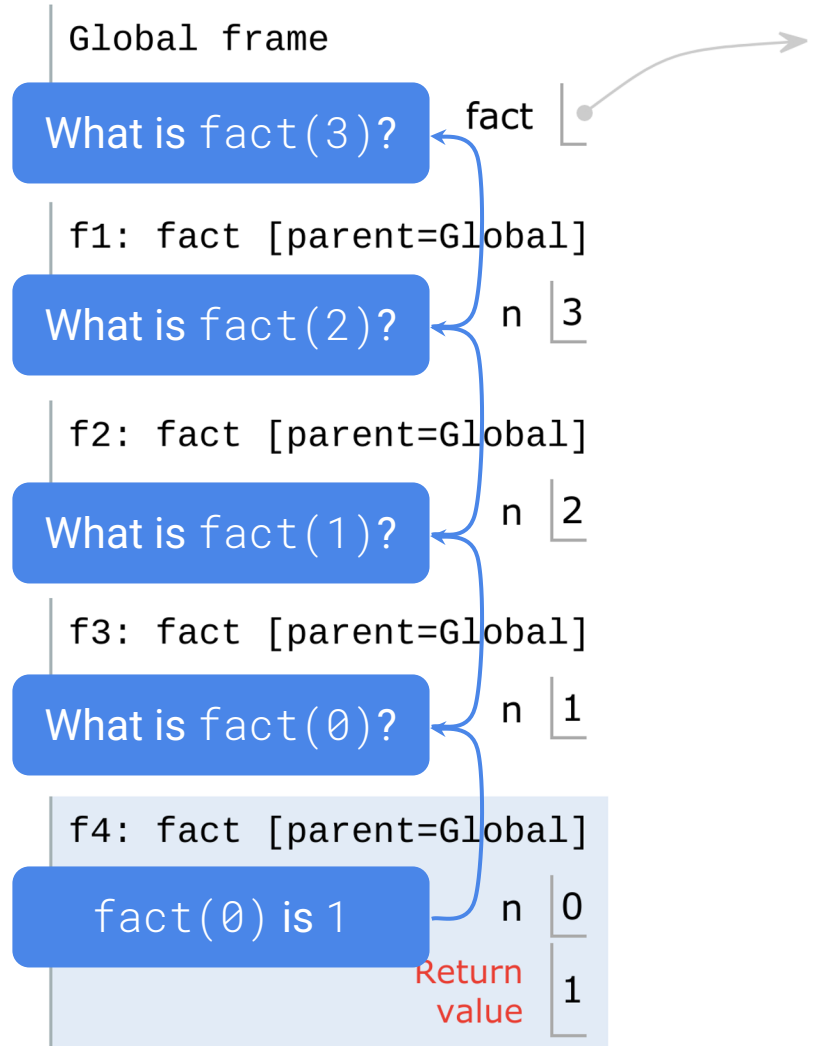
Recursion in Environment Diagrams

```
1 def fact(n):  
2     if n == 0:  
3         return 1  
4     else:  
5         return n * fact(n - 1)  
6  
7 fact(3)
```

The same function fact is called multiple times, each time solving a simpler problem

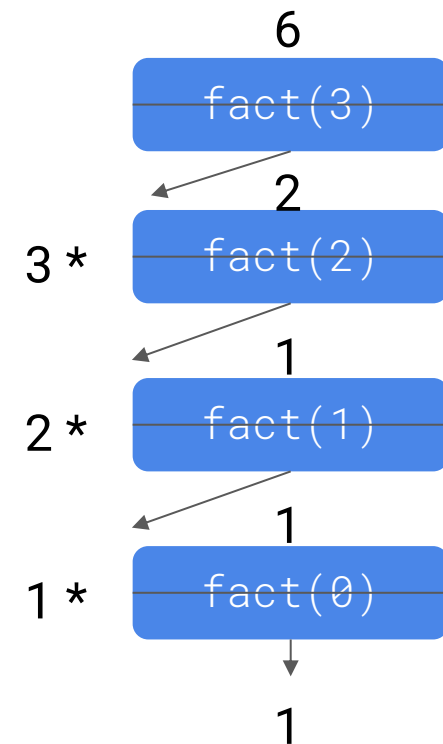
All the frames share the same parent - only difference is the argument

What n evaluates to depends upon the **current environment**



Recursive tree - another way to visualize recursion

```
1 def fact(n):  
2     """Calculates n!"""  
3     if n == 0:  
4         return 1  
5     else:  
6         return n * fact(n-1)
```



How to Trust Functional Abstraction

Assume this all works!

Look at how we computed `fact(3)`

- Which required computing `fact(2)`
 - Which required computing `fact(1)`
 - Which required computing `fact(0)`
 - Which we know is `1`, thanks to the base case!

Verifying the correctness of recursive functions

1. Verify that the base cases work as expected
2. For each larger case, verify that it works by **assuming the smaller recursive calls are correct**

```
def fact(n):
    if n == 0 or n == 1:
        return 1
    elif n == 2:
        return 2 * 1
    elif n == 3:
        return 3 * 2 * 1
    elif n == 4:
        return 4 * 3 * 2 * 1
    elif n == 5:
        return 5 * 4 * 3 * 2 * 1
    elif n == 6:
        return 6 * fact(5)
    else:
        return n * fact(n-1)
```

Identifying Patterns

Is factorial correct?

1. List out all the cases.
2. Identify **patterns** between each case.
3. Simplify repeated code with **recursive calls**.

Examples

Count Up

Let's implement a recursive function to print the numbers from 1 to `n`. Assume `n` is positive.

```
def count_up(n):  
    """Prints the numbers from  
    1 to n.  
    >>> count_up(1)  
    1  
    >>> count_up(2)  
    1  
    2  
    >>> count_up(4)  
    1  
    2  
    3  
    4  
    """  
    """  
    """ *** YOUR CODE HERE  
    """
```

1. One or more **base cases**
2. One or more **recursive calls** with simpler arguments.
3. **Using the recursive call** to solve our larger problem.

Count Up - Summary

1. Base case

- What is the smallest number where we don't have to do any work?
 - We know n is positive so the smallest positive integer is 1 and if $n = 1$, print it out and do nothing else.

2. Recursive call with smaller arguments

- Have access to the largest number, so try printing smaller numbers

3. Use recursive call to solve the problem

- Once we've printed up to $n - 1$, what value is left?

Sum Digits

Let's implement a recursive function to sum all the digits of `n`. Assume `n` is positive.

```
def sum_digits(n):  
    """Calculates the sum of  
    the digits `n`.  
    >>> sum_digits(9)  
    9  
    >>> sum_digits(19)  
    10  
    >>> sum_digits(2019)  
    12  
    """  
    "*** YOUR CODE HERE  
    """
```

1. One or more **base cases**
2. One or more **recursive calls** with simpler arguments.
3. **Using the recursive call** to solve our larger problem.

Sum Digits Discussion

What's our:

Input?

Number

Output?

Sum of all the digits

Base case?

A single digit

Smaller problem?

Sum of all digits but one

Larger problem?

Sum of all digits but one plus the digit that was left out

Iteration vs. Recursion

- Iteration and recursion are somewhat related
- Converting **iteration to recursion** is formulaic, but converting **recursion to iteration** can be more tricky

Iterative

```
def fact_iter(n):  
    total, k = 1, 1  
    while k <= n:  
        total, k = total*k, k+1  
    return total
```

$$n! = \prod_{k=1}^n k$$

Names: n, total, k, fact_iter

Recursive

```
def fact(n):  
    if n == 0:  
        return 1  
    else:  
        return n * fact(n-1)
```

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot (n - 1)! & \text{otherwise} \end{cases}$$

Names: n, fact

Summary

- **Recursive functions** are functions that call themselves in their body one or more times
 - This allows us to break the problem down into smaller pieces
 - Using functional abstraction, we do not have to worry about how those smaller problems are solved
- A recursive function has a **base case** to define its smallest problem, and one or more recursive calls
 - If we know the base case is correct, and that we get the correct solution assuming the recursive calls work, then we know the function is correct
- Evaluating recursive calls follow the same rules we've talked about so far