



**RECURSION**

Lecture 8  
CS2110 – Spring 2018

### six items

Note: We've covered almost everything in Java! Just a few more things, which will be covered from time to time.

A1 grades will be made available soon. Thanks for your patience.

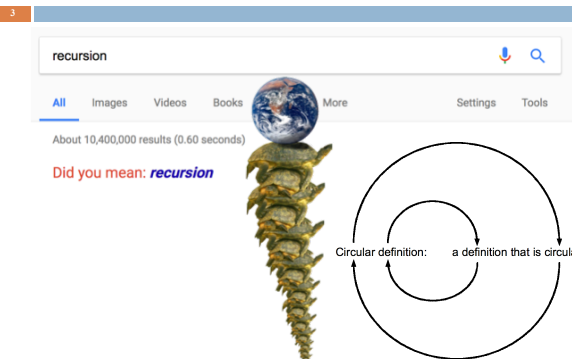
A3 due on 1 March, but get started on it now.

Prelim 1 is in 3 weeks (Tues, 13 March, 5:30, 7:30) We'll tell you about it next Tuesday.

Recursion: Look at Java Hypertext entry "recursion".

Remember to do the tutorial for next week's recitation.

### To Understand Recursion...



Circular definition: a definition that is circular

### Recursion – Real Life Examples

<noun phrase> = <noun>, or  
 <adjective> <noun phrase>, or  
 <adverb> <noun phrase>

Example:  
 terrible horrible no-good very bad day

### Recursion – Real Life Examples

<noun phrase> = <noun>, or  
 <adjective> <noun phrase>, or  
 <adverb> <noun phrase>

ancestor(p) = parent(p), or  
 parent(ancestor(p))

great great great great great great great great great great grandmother.

0! = 1  
 n! = n \* (n-1)!

1, 1, 2, 6, 24, 120, 720, 5050, 40320, 362880, 3628800, 39916800, 479001600...

### Sum the digits in a non-negative integer

```

/** = sum of digits in n.
 * Precondition: n >= 0 */
public static int sumDigs(int n) {
    if (n < 10) return n;
    // { n has at least two digits }
    // return first digit + sum of rest
    return n%10 + sum(n/10);
}
    
```

sum(7) = 7  
 sum(8703) = 3 + sum(870)  
 = 3 + 8 + sum(70)  
 = 3 + 8 + 7 + sum(0)

### Two different questions, two different answers

7

1. How is it **executed**?  
(or, why does this even work?)
2. How do we **understand** recursive methods?  
(or, how do we **write/develop** recursive methods?)

### Stacks and Queues

8

**stack grows**

top element
2nd element
...
bottom element

first second ... last

Americans wait in a line. The Brits wait in a queue !

Stack: list with (at least) two basic ops:

- \* Push an element onto its top
- \* Pop (remove) top element

**Last-In-First-Out (LIFO)**

Like a stack of trays in a cafeteria

Queue: list with (at least) two basic ops:

- \* Append an element
- \* Remove first element

**First-In-First-Out (FIFO)**

### Stack Frame

9

A "frame" contains information about a method call:

At runtime Java maintains a **stack** that contains frames for all method calls that are being executed but have not completed.

a frame

local variables
parameters
return info

Method call: push a frame for call on **stack**. Assign argument values to parameters. Execute method body. Use the frame for the call to reference local variables and parameters.

End of method call: pop its frame from the **stack**; if it is a function leave the return value on top of **stack**.

### Memorize method call execution!

11

A frame for a call contains parameters, local variables, and other information needed to properly execute a method call.

To execute a method call:

1. push a frame for the call on the stack,
2. assign argument values to parameters,
3. execute method body,
4. pop frame for call from stack, and (for a function) push returned value on stack

When executing method body look in frame for call for parameters and local variables.

### Memorize method call execution!

12

To execute a method call:

1. push a frame for the call on the stack,
2. assign argument values to parameters,
3. execute method body,
4. pop frame for call from stack, and (for a function) push returned value on stack

The following slides step through execution of a recursive call to demo execution of a method call.

Here, we will demo using this website:  
<http://www.pythontutor.com/visualize.html>

### Frames for methods sum main method in the system

13

```

public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r= sum(824);
    System.out.println(r);
}
                
```

frame: n \_\_\_\_  
return info

frame: r \_\_\_\_ args \_\_\_\_  
return info

frame: ?  
return info

Frame for method in the system that calls method main

**Example: Sum the digits in a non-negative integer**

```

14 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

Frame for method in the system that calls method main: main is then called

main	r ___ args ___
system	return info
	?
	return info

**Example: Sum the digits in a non-negative integer**

```

15 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

Method main calls sum:

main	n 824
	return info
main	r ___ args ___
system	return info
	?
	return info

**Example: Sum the digits in a non-negative integer**

```

16 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

n >= 10 sum calls sum:

main	n 82
	return info
main	n 824
	return info
main	r ___ args ___
system	return info
	?
	return info

**Example: Sum the digits in a non-negative integer**

```

17 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

n >= 10. sum calls sum:

main	n 8
	return info
main	n 82
	return info
main	n 824
	return info
main	r ___ args ___
system	return info
	?
	return info

**Example: Sum the digits in a non-negative integer**

```

18 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

n < 10 sum stops: frame is popped and n is put on stack:

main	n 8
	return info
main	n 82
	return info
main	n 824
	return info
main	r ___ args ___
system	return info
	?
	return info

**Example: Sum the digits in a non-negative integer**

```

19 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r = sum(824);
    System.out.println(r);
}
    
```

Using return value 8 stack computes 2 + 8 = 10 pops frame from stack puts return value 10 on stack

main	8
	n 82
	return info
main	n 824
	return info
main	r ___ args ___
system	return info
	?
	return info

Example: Sum the digits in a non-negative integer

```

20 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r= sum(824);
    System.out.println(r);
}
    
```

Using return value 10 stack computes  
 $4 + 10 = 14$  pops frame from stack  
 puts return value 14 on stack

10	
n	824
return info	
r	___ args ___
return info	
?	
return info	

Example: Sum the digits in a non-negative integer

```

21 public static int sum(int n) {
    if (n < 10) return n;
    return n%10 + sum(n/10);
}

public static void main(
    String[] args) {
    int r= sum(824);
    System.out.println(r);
}
    
```

Using return value 14 main stores  
 14 in r and removes 14 from stack

14	
r	14 args ___
return info	
?	
return info	

### Poll time!

22

### Two different questions, two different answers

23

- How is it **executed**?  
 (or, why does this even work?)  
 It's **not** magic! Trace the code's execution using the method call algorithm, drawing the stack frames as you go.  
*Use only to gain understanding / assurance that recursion works.*
- How do we **understand** recursive methods?  
 (or, how do we **write/develop** recursive methods?)  
 This requires a totally different approach.

### Back to Real Life Examples

24

Factorial function:  
 $0! = 1$   
 $n! = n * (n-1)! \text{ for } n > 0$   
 (e.g.:  $4! = 4*3*2*1=24$ )

```

    Easy to make math definition
    into a Java function!
    public static int fact(int n) {
        if (n == 0) return 1;
        return n * fact(n-1);
    }
    
```

Exponentiation:  
 $b^0 = 1$   
 $b^c = b * b^{c-1} \text{ for } c > 0$

```

    public static int exp(int b, int c) {
        if (c == 0) return 1;
        return b * exp(b, c-1);
    }
    
```

### How to understand what a call does

25

Make a copy of the method spec,  
 replacing the parameters of the  
 method by the arguments

spec says that the  
 value of a call  
 equals the sum of  
 the digits of n

```

    sumDigs(654)
    sum of digits of n
    sum of digits of 654
    /** = sum of the digits of n.
     * Precondition: n >= 0 */
    public static int sumDigs(int n) {
        if (n < 10) return n;
        // n has at least two digits
        return n%10 + sumDigs(n/10);
    }
    
```

## Understanding a recursive method

26

Step 1. Have a **precise spec!**

Step 2. Check that the method works in **the base case(s)**: That is, Cases where the parameter is small enough that the result can be computed simply and without recursive calls.

If  $n < 10$  then  $n$  consists of a single digit.

Looking at the spec we see that that digit is the required sum.

```
/** = sum of the digits of n.
 * Precondition: n >= 0 */
public static int sumDigs(int n) {
    if (n < 10) return n;
    // n has at least two digits
    return n%10 + sumDigs(n/10);
}
```

## Understanding a recursive method

27

Step 1. Have a precise spec!

Step 2. Check that the method works in **the base case(s)**.

Step 3. Look at the **recursive case(s)**. In your mind replace each recursive call by what it

does according to the method spec and verify that the correct result is then obtained.

```
return n%10 + sum(n/10);
```

```
return n%10 + (sum of digits of n/10); // e.g. n = 843
```

```
/** = sum of the digits of n.
 * Precondition: n >= 0 */
public static int sumDigs(int n) {
    if (n < 10) return n;
    // n has at least two digits
    return n%10 + sumDigs(n/10);
}
```

## Understanding a recursive method

28

Step 1. Have a precise spec!

Step 2. Check that the method works in **the base case(s)**.

Step 3. Look at the **recursive case(s)**. In your mind replace each recursive call by what it does acc. to the spec and verify correctness.

Step 4. (No infinite recursion) Make sure that the args of recursive calls are in some sense smaller than the parts of the method.

$n/10 < n$ , so it will get smaller until it has one digit

```
/** = sum of the digits of n.
 * Precondition: n >= 0 */
public static int sumDigs(int n) {
    if (n < 10) return n;
    // n has at least two digits
    return n%10 + sumDigs(n/10);
}
```

## Understanding a recursive method

29

Step 1. Have a precise spec!

Step 2. Check that the method works in **the base case(s)**.

Step 3. Look at the **recursive case(s)**. In your mind replace each recursive call by what it does according to the spec and verify correctness.

Step 4. (No infinite recursion) Make sure that the args of recursive calls are in some sense smaller than the parameters of the method

Important! Can't do step 3 without precise spec.

Once you get the hang of it this is what makes recursion easy! This way of thinking is based on math induction which we don't cover in this course.

## Writing a recursive method

30

Step 1. Have a precise spec!

Step 2. Write the **base case(s)**: Cases in which no recursive calls are needed. Generally for "small" values of the parameters.

Step 3. Look at all other cases. See how to define these cases in terms of **smaller problems of the same kind**. Then implement those definitions using recursive calls for those **smaller problems of the same kind**. Done suitably, point 4 (about termination) is automatically satisfied.

Step 4. (No infinite recursion) Make sure that the args of recursive calls are in some sense smaller than the parameters of the method

## Two different questions, two different answers

31

2. How do we **understand** recursive methods?  
(or, how do we **write/develop** recursive methods?)

Step 1. Have a precise **spec!**

Step 2. Check that the method works in **the base case(s)**.

Step 3. Look at the **recursive case(s)**. In your mind replace each recursive call by what it does according to the spec and verify correctness.

Step 4. (No infinite recursion) Make sure that the args of recursive calls are in some sense smaller than the parameters of the method

### Examples of writing recursive functions

For the rest of the class we demo writing recursive functions using the approach outlined below. The java file we develop will be placed on the course webpage some time after the lecture.

- Step 1. Have a precise spec!
- Step 2. Write the base case(s).
- Step 3. Look at all other cases. See how to define these cases in terms of **smaller problems of the same kind**. Then implement those definitions using recursive calls for those **smaller problems of the same kind**.
- Step 4. Make sure recursive calls are "smaller" (no infinite recursion).

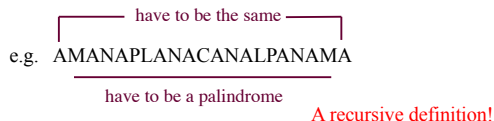
### Check palindrome-hood

A String palindrome is a String that reads the same backward and forward:

isPal("racecar") → true      isPal("pumpkin") → false

A String with at least two characters is a palindrome if

- (0) its first and last characters are equal and
- (1) chars between first & last form a palindrome:



- A man a plan a caret a ban a myriad a sum a lac a liar a hoop a pint a catalpa a gas an oil a bird a yell a vat a caw a pax a wag a tax a nay a ram a cap a yam a gay a tsar a wall a car a luger a ward a bin a woman a vassal a wolf a tuna a nit a pall a fret a watt a bay a daub a tan a cab a datum a gall a hat a fag a zap a say a jaw a lay a wet a gallop a tug a trot a trap a tram a torr a caper a top a tonk a toll a ball a fair a sax a minim a tenor a bass a passer a capital a rut an amen a ted a cabal a tang a sun an ass a maw a sag a jam a dam a sub a salt an axon a sail an ad a wadi a radian a room a rood a rip a tad a pariah a revel a reel a reed a pool a plug a pin a peek a parabola a dog a pat a cud a nu a fan a pal a rum a nod an eta a lag an eel a batik a mug a mot a nap a maxim a mood a leek a grub a gob a gel a drab a citadel a total a cedar a tap a gag a rat a manor a bar a gal a cola a pap a yaw a tab a raj a gab a nag a pagan a bag a jar a bat a way a papa a local a gar a baron a mat a rag a gap a tar a decal a tot a led a tic a bard a leg a bog a burg a keel a doom a mix a map an atom a gum a kit a baleen a gala a ten a don a mural a pan a faun a ducat a pagoda a lob a rap a keep a nip a gulp a loop a deer a leer a lever a hair a pad a tapir a door a moor an aid a raid a wad an alias an ox an atlas a bus a madam a jag a saw a mass an anus a gnat a lab a cadet an em a natural a tip a caress a pass a baronet a minimax a sari a fall a ballot a knot a pot a rep a carrot a mart a part a tort a gut a poll a gateway a law a jay a sap a zag a fat a hall a gamut a dab a can a tabu a day a batt a waterfall a patina a nut a flow a lass a van a mow a nib a draw a regular a call a war a stay a gam a yap a cam a ray an ax a tag a wax a paw a cat a valley a drib a lion a saga a plat a catnip a pooh a rail a calamus a dairyman a bater a canal Panama

### Example: Is a string a palindrome?

```

/** = "s is a palindrome" */
public static boolean isPal(String s) {
    if (s.length() <= 1)
        return true;
    // { s has at least 2 chars }
    int n = s.length()-1;
    return s.charAt(0) == s.charAt(n) && isPal(s.substring(1,n));
}
    
```

Substring from s[1] to s[n-1]

### The Fibonacci Function

Mathematical definition:

fib(0) = 0  
 fib(1) = 1      *two base cases!*  
 fib(n) = fib(n - 1) + fib(n - 2)    n ≥ 2

Fibonacci sequence: 0 1 1 2 3 5 8 13 ...

```

/** = fibonacci(n). Pre: n >= 0 */
static int fib(int n) {
    if (n <= 1) return n;
    // { 1 < n }
    return fib(n-1) + fib(n-2);
}
    
```



Fibonacci (Leonardo Pisano) 1170-1240?

Statue in Pisa Italy  
 Giovanni Paganucci  
 1863

### Example: Count the e's in a string

```

/** = number of times c occurs in s */
public static int countEm(char c, String s) {
    if (s.length() == 0) return 0;
    // { s has at least 1 character }
    if (s.charAt(0) != c)
        return countEm(c, s.substring(1));
    // { first character of s is c }
    return 1 + countEm(c, s.substring(1));
}
    
```

substring s[1..] i.e. s[1] ... s(s.length()-1)

- countEm('e', "it is easy to see that this has many e's") = 4
- countEm('e', "Mississippi") = 0