

# Recursion

- Elephants...

# Solving Big Problems

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- Break into smaller problems and solve each of these
- Then, put the pieces back together

In many cases, the structure of these smaller problems looks a lot like that of the original one

# Self-Similarity

This self-similar structure suggests a certain type of tool: recursion

- Re-use same code at each level
- This means that we will be writing methods that call themselves!

# Implementing Recursive Methods

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What pieces of code do we need?

- How to break up a big problem into smaller pieces
- How to put each sub-solution back together
- Recognizing when the problem is small enough that we can solve easily in code (without a recursive call)

# Implementing Recursive Methods

Within the method, you have two essential cases:

- ***Base case***: small problem that we solve directly
  - This must be well defined!
- ***Recursive case***: break into smaller problems and call recursive method on these

Before you implement, identify these cases!



# Example: Evaluating Expressions

- ...

# Example: Building Fractals

# Example: N choose K

# Notes

- Method calls require a certain amount of “overhead”
  - Time and memory
- Any algorithm that is implemented as a loop can also be implemented recursively
  - Would we want to do this?

# Notes

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- Yes: but you would also need a stack data structure to keep track of all of the work left to do
- Note that method calls *are* stack operations

# Efficiency Choices

## Loop versus recursion

- The choice comes down to your specific situation
- In general:
  - Loops are more efficient with respect to time and memory, but need more work
  - Recursion is often more elegant, but can cost time and memory

# Other Recursion Examples

- Find all files in a directory whose name contains a specific sequence of characters
- Towers of Hanoi
- String parsing
- Parsing programs (compilers)
- Sorting
  - Quicksort
  - Mergesort



# Example Merge Sort

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- Cut array into two halves
- Sort each half (recursive call)
- Merge the two arrays back together

What is the base case?

# Merge Sort: Analysis

- What is the best case for merge sort?
- What is the worst case?
- How well does this algorithm do with data that is already sorted (completely or partially)?

Merge sort is one of the most efficient implementations of sort

# Merge Sort: Analysis

Fundamental problem:

- We need a lot of extra memory (equal to the number of elements to be sorted)

# Quicksort

- Perform operations within the original array
- Only  $\sim \log_2(n)$  of extra space

# Quicksort

Sorting a sub-array between indices  $i$  and  $j$

- Pick one of the values to be the **pivot**
  - Could be  $x[i]$  or could be  $x[(i+j)/2]$
- As long as  $x[i] \leq \text{pivot}$ , increment  $i$
- As long as  $x[j] \geq \text{pivot}$ , decrement  $j$
- Swap elements  $i$  &  $j$
- Repeat until  $i$  &  $j$  cross
- Now have two sub-arrays  $i \dots c$  and  $c+1 \dots j$
- Sort each separately

# Quicksort Analysis

- What is the best case for quicksort?
- What is the worst case?
- How well does this algorithm do with data that is already sorted (completely or partially)?

# Quicksort Analysis

- Average case: better than merge sort
- Worst case: worse than merge sort



# Recursion Wrap-Up

- Recursion is a key tool in CS
  - Requires practice
- It isn't a tool for every problem
  - Often a loop will do the job. In these cases, use the loop
- If you do recursion: don't forget the base cases!

