

Recursive
design

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detection

GCD

Simple word
reversal

Efficiency

Problem:
re-computing
values

Solution 1: Use
a loop

Solution 2: Tail
recursion calls

Tail recursion

Iterative
conversion

Language
choice

Solution 3:
Memoization /
caching

Convert loops
to recursion

Implementing
recursion with a
stack

```
Recursion(int day){return Recursion(day += 1);}
```

Comp Sci 1575 Data Structures



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“To create recursion, you must create recursion.”



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How to design a recursive algorithm

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- ① First write the base cases. Must always have some base cases, which can be solved without recursion.
- ② Think about solving the problem by combining the results of one or more smaller, but similar, sub-problems. If the algorithm you write is correct, then certainly you can rely on it (recursively) to solve the smaller subproblems.
- ③ Making progress. For the cases that are to be solved recursively, the recursive call must always be to a case that makes a **fixed quantity** of progress toward a base case (not fixed proportion).
- ④ Compound interest guideline: Never duplicate work by solving the same instance of a problem in separate recursive calls.
- ⑤ Check progressively larger inputs to inductively validate that there is no infinite recursion
- ⑥ The secret to success is: Do not worry about how the recursive call solves the subproblem. Simply accept that it will solve it correctly, and use this result to in turn correctly solve the original problem.

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Example: Palindrome checking function

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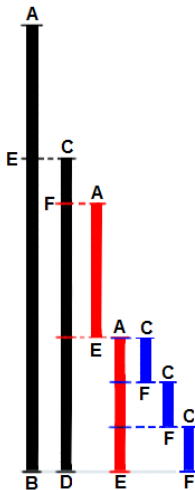
Implementing recursion with a stack

- Recursive case?
- Base case (which often results in termination)?
- Condition/test, which checks for the base?

Observe code to show recursion stack

Non-recursive GCD: Euclid's algorithm

Euclid's algorithm efficiently computes the greatest common divisor (GCD) of two numbers (AB and CD below), the largest number that divides both without leaving a remainder (CF).



Proceeding left to right:

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Check out the code

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Use recursion to use the cin/cout buffer to reverse inputted text: see code

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What is involved when making a function call?

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Overhead:

- save caller's state
- allocate stack space for arguments
- allocate stack space for local variables
- invoke routine at exit (return), release resources
- restore caller's "environment"
- resume execution of caller

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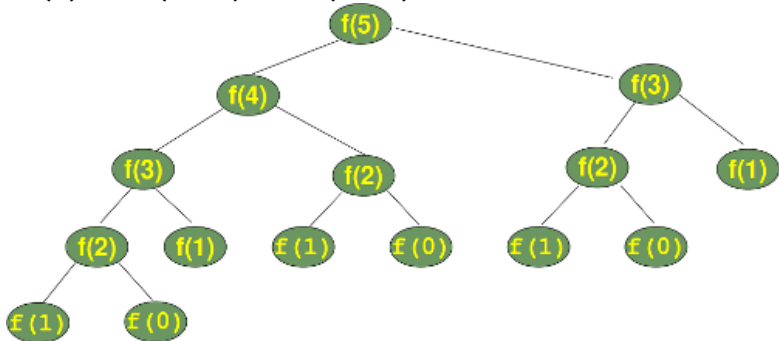
Implementing recursion with a stack

Some recursive functions can be unnecessarily inefficient, and would be better as iterative functions, e.g., recursive Fibonacci:

fib(n) is 0 if n is zero

fib(n) is 1 if n is one

fib(n) is fib(n - 1) + fib(n - 2) otherwise



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fib(n) is 0 if n is zero

fib(n) is 1 if n is one

fib(n) is fib(n - 1) + fib(n - 2) otherwise

n	Fib(n+1)	Number of Additions	Number of Calls
6	13	12	25
10	89	88	177
15	987	986	1973
20	10946	10945	21891
25	121393	121392	242785
30	1346269	1346268	2692537

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If you can easily find a looping algorithm (e.g., fibonacci with a loop below):

n	Number of Additions	Assignments	
		Iterative Algorithm	Recursive Algorithm
6	5	15	25
10	9	27	177
15	14	42	1973
20	19	57	21891
25	24	72	242785
30	29	87	2692537

Remember, recursion is just another way to loop

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Tail recursion: just a glorified loop

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- Tail call is a subroutine call performed as the final action of a procedure (recall order mattering example)
- Tail calls don't have to add new stack frame to the call stack.
- Tail recursion is a special case of recursion where the calling function does no more computation after making a recursive call.
- Tail-recursive functions are functions in which all recursive calls are tail calls and thus do not build up any deferred operations.
- Producing such code instead of a standard call sequence is called tail call elimination.
- Tail call elimination allows procedure calls in tail position to be implemented as efficiently as goto statements, thus allowing more efficient structured programming.

Convert an iterative loop into a tail recursive

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- ① First identify those variables that exist outside the loop but are changing in the loop body; these variable will become formal parameters in the recursive function.
- ② One then builds a function that has these “outside” variables as formal parameters, with default initial values
- ③ The original loop test becomes an if() test in the body of the new function
- ④ The if-true block becomes the recursive call.
- ⑤ Arguments to the recursive call encode the updates to the loop variables.
- ⑥ else block becomes the value the loop attempted to calculate
- ⑦ Conversion results in tail recursion

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gcc-c++ (aka g++) usually can do tail call optimization. Tail call elimination doesn't automatically happen in Java or Python, though it does reliably in functional languages like Lisp: Scheme, Clojure (upon specification), and Common Lisp, which primarily employ recursion.

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Store the values which have already been computed, rather than re-compute them:

See code for Fibonacci

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Conversion of recursive to loops is less systematic than converting a loop to tail recursive, requires more creativity, and isn't always easy for a human, though converting an already tail recursive algorithm is more straightforward:

```
void tail(int i){
    if(i > 0){
        cout << i << ' ' ;
        tail(i-1);
    }
}
```

```
void iterEquivalentOfTail(int i){
    for( ; i > 0; i--){
        cout << i << ' ' ;
    }
}
```

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Often converting more inherently recursive algorithms to loops requires keeping a programmer-designed stack like would be done by the compiler in the first place. See example for factorial.