Implementing Recursion

Based on slides by Prof. Burton Ma

Printing n of Something

Suppose you want to implement a method that prints out *n* copies of a string

```
public static void printIt(String s, int n)
{
  for(int i = 0; i < n; i++)
  {
    System.out.print(s);
  }
}</pre>
```

A Different Solution

- > Alternatively we can use the following algorithm:
 - 1. if n == 0 done, otherwise
 - I. print the string once

}

II. print the string (n – 1) more times

```
public static void printItToo(String s, int n)
{
    if (n == 0)
    {
        return;
    }
    else
    {
        System.out.print(s);
        printItToo(s, n - 1); // method invokes itself
```

Recursion

- A method that calls itself is called a *recursive* method
- A recursive method solves a problem by repeatedly reducing the problem so that a base case can be reached

```
printIt("*", 5) Notice that the number of times
*printIt("*", 4) the string is printed decreases
**printIt("*", 3) after each recursive call to printIt
***printIt("*", 2)
****printIt("*", 1)
****printIt("*", 0) base case Notice that the base case is
*****
```

Infinite Recursion

 If the base case(s) is missing, or never reached, a recursive method will run forever (or until the computer runs out of resources)

```
public static void printItForever(String s, int n)
{
    // missing base case; infinite recursion
    System.out.print(s);
    printItForever(s, n - 1);
}

printIt("*", 1)
 * printIt("*", 0)
 ** printIt("*", -1)
 *** printIt("*", -2) .....
```

Fibonacci Numbers

 The sequence of additional pairs
 0, 1, 1, 2, 3, 5, 8, 13, ... are called Fibonacci numbers

- Base cases
 - \circ **F(0)** = 0
 - \circ F(1) = 1
- Recursive definition
 - \circ F(n) = F(n 1) + F(n 2)

Recursive Methods & Return Values

- A recursive method can return a value
- Example: compute the nth Fibonacci number

```
public static int fibonacci(int n)
ł
  if (n == 0)
    return 0;
  }
  else if (n == 1)
    return 1;
  else
   int f = fibonacci(n - 1) + fibonacci(n - 2);
   return f;
```

Recursive Methods & Return Values

- Example: write a recursive method countZeros that counts the number of zeros in an integer number n
 - 10305060700002L has 8 zeros
- Trick: examine the following sequence of numbers
 - 1. 10305060700002
 - 2. 1030506070000
 - **3.** 10305060700<mark>0</mark>
 - **4.** 1030506070<mark>0</mark>
 - 5. 103050607
 - **6.** 1030506 ...

Recursive Methods & Return Values

Not Java:

```
countZeros(n) :
if the last digit in n is a zero
return 1 + countZeros(n / 10)
else
return countZeros(n / 10)
```

- Don't forget to establish the base case(s)
 - When should the recursion stop? when you reach a single digit (not zero digits; you never reach zero digits!)
 - Base case #1 : n == 0
 - return 1
 - Base case #2 : n != 0 && n < 10
 - return 0

```
public static int countZeros(long n)
 if(n == 0L)
 { // base case 1
  return 1;
 }
 else if(n < 10L)
 { // base case 2
  return 0;
 boolean lastDigitIsZero = (n \% 10L == 0);
 final long m = n / 10L;
 if(lastDigitIsZero)
 ł
  return 1 + countZeros(m);
 else
  return countZeros(m);
```

countZeros Call Stack

callZeros(800410L)

last in first out

callZeros(8L)	0
callZeros(80L)	1 + 0
callZeros(800L)	1 + 1 + 0
callZeros(8004L)	0 + 1 + 1 + 0
callZeros(80041L)	0 + 0 + 1 + 1 + 0
callZeros(800410L)	1 + 0 + 0 + 1 + 1 + 0

= 3

Fibonacci Call Tree



Compute Powers of 10

- Write a recursive method that computes 10ⁿ for any integer value n
- Recall:
 - $\circ 10^0 = 1$
 - $\circ 10^{n} = 10 * 10^{n-1}$
 - $\circ 10^{-n} = 1 / 10^{n}$

```
public static double powerOf10(int n)
 if (n = = 0)
 {
  // base case
  return 1.0;
 else if (n > 0)
 ł
  // recursive call for positive n
  return 10.0 * powerOf10(n - 1);
 else
 {
  // recursive call for negative n
  return 1.0 / powerOf10(-n);
```

Proving Correctness and Termination

- To show that a recursive method accomplishes its goal you must prove:
 - 1. That the base case(s) and the recursive calls are correct
 - 2. That the method terminates

Proving Correctness

- To prove correctness:
 - 1. Prove that each base case is correct
 - 2. Assume that the recursive invocation is correct and then prove that each recursive case is correct

printltToo

```
public static void printltToo(String s, int n)
 if (n == 0)
  return;
 else
  System.out.print(s);
  printltToo(s, n - 1);
```

Correctness of printltToo

- (prove the base case) If n == 0 nothing is printed; thus the base case is correct.
- 2. Assume that printItToo(s, n-1) prints the string s exactly(n 1) times. Then the recursive case prints the string s exactly(n 1)+1 = n times; thus the recursive case is correct.

Proving Termination

• To prove that a recursive method terminates:

- Define the size of a method invocation; the size must be a non-negative integer number
- 2. Prove that each recursive invocation has a smaller size than the original invocation

Termination of printlt

- 1. printIt(s, n) prints n copies of the string
 s; define the size of printIt(s, n) to be n
- 2. The size of the recursive invocation printIt(s, n-1) is n-1 (by definition) which is smaller than the original size n.

countZeros

```
public static int countZeros(long n)
 if(n == 0L)
 { // base case 1
  return 1;
 }
 else if(n < 10L)
 { // base case 2
  return 0;
 boolean lastDigitIsZero = (n \% 10L == 0);
 final long m = n / 10L;
 if(lastDigitIsZero)
  return 1 + countZeros(m);
 else
  return countZeros(m);
```

}

Correctness of countZeros

- (Base cases) If the number has only one digit then the method returns 1 if the digit is zero and 0 if the digit is not zero; therefore, the base case is correct.
- 2. (Recursive cases) Assume that countZeros(n/10L) is correct (it returns the number of zeros in the first (d - 1) digits of n). If the last digit in the number is zero, then the recursive case returns 1 + the number of zeros in the first (d - 1) digits of n, otherwise it returns the number of zeros in the first (d -1) digits of n; therefore, the recursive cases are correct.

Termination of countZeros

- 1. Let the size of countZeros(n) be d the number of digits in the number n.
- The size of the recursive invocation
 countZeros(n/10L) is d-1, which is smaller than the size of the original invocation.

Decrease and Conquer

- A common strategy for solving computational problems
 - Solves a problem by taking the original problem and converting it to *one* smaller version of the same problem
 - Note the similarity to recursion
- Decrease and conquer, and the closely related divide and conquer method, are widely used in computer science
 - Allow you to solve certain complex problems easily
 - Help to discover efficient algorithms

Review of Recursion

- A recursive method calls itself
- To prevent infinite recursion you need to ensure that:
 - 1. The method reaches a base case
 - 2. Each recursive call makes progress towards a base case (i.e. reduces the size of the problem)
- To solve a problem with a recursive algorithm:
 - Identify the base cases (the cases corresponding to the smallest version of the problem you are trying to solve)
 - 2. Figure out the recursive call(s)

Correctness and Termination

- Proving correctness requires that you do two things:
 - 1. Prove that each base case is correct
 - 2. Assume that the recursive invocation is correct and then prove that each recursive case is correct
- Proving termination requires that you do two things:
 - 1. Define the size of each method invocation
 - 2. Prove that each recursive invocation is smaller than the original invocation

Recursion Examples

- The subsequent slides present additional examples of problems that can be solved using recursion
- Depending on time, these examples may or may not be discussed in lecture.

Palindromes

- 1. A palindrome is a sequence of symbols that is the same forwards and backwards:
 - "level"
 - "yo banana boy"

Write a recursive algorithm that returns true if a string is a palindrome (and false if not); assume that the string has no spaces or punctuation marks.

Palindromes

Sketch a small example of the problem

- It will help you find the base cases
- It might help you find the recursive cases

Palindromes

```
public static boolean isPalindrome(String s)
 if (s.length() < 2)
  return true;
 }
 else
  int first = 0;
  int last = s.length() - 1;
  return (s.charAt(first) == s.charAt(last)) &&
    isPalindrome(s.substring(first + 1, last));
```

Towers of Hanoi 3. [AJ, p 685, Q7]



- Move the stack of *n* disks from A to C
 - Can move one disk at a time from the top of one stack onto another stack
 - Cannot move a larger disk onto a smaller disk

- Legend says that the world will end when a 64 disk version of the puzzle is solved
- Several appearances in pop culture
 - Doctor Who (TV series)
 - Rise of the Planet of the Apes (Movie)
 - Mass Effect (Video game)

▶ *n* = 1



Move disk from A to C

▶ *n* = 1



▶ *n* = 2



Move disk from A to B

▶ *n* = 2



Move disk from A to C

▶ *n* = 2



Move disk from B to C

▶ *n* = 2



► *n* = 3



Move disk from A to C

► *n* = 3



Move disk from A to B

► *n* = 3



Move disk from C to B

► *n* = 3



Move disk from A to C

► *n* = 3



Move disk from B to A

► *n* = 3



Move disk from B to C

► *n* = 3



Move disk from A to C

► *n* = 3



▶ *n* = 4



Move (n – 1) disks from A to B using C

▶ *n* = 4



Move disk from A to C

▶ *n* = 4



Move (n – 1) disks from B to C using A

▶ *n* = 4



- Base case n = 1
 - 1. Move disk from A to C
- Recursive case
 - 1. Move (n 1) disks from A to B
 - 2. Move 1 disk from A to C
 - 3. Move (n 1) disks from B to C

```
public static void move(int n,
                String from,
                String to,
                String using)
{
 if(n = 1)
 {
  System.out.println("move disk from " + from + " to " + to);
 }
 else
 {
  move(n – 1, from, using, to);
  move(1, from, to, using);
  move(n - 1, using, to, from);
 }
```