

CS 101 Computer Programming and Utilization

Lecture 12

Recursion

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Revision: arrays in parameters; recursion

- `Int *A` A is a pointer
- A pointer variable contains a value which is an address
- We used pointers variables as array names
 - The pointer variable contains the location of beginning of the array
 - Array index can be used
- When array name is passed into a function, a copy of the address is passed
- Using the address inside the formal parameter, one can access original locations and modify them too
 - But one cannot change the array strip outside the function!
 - Due to pass by copy
- Recursion
 - Calling a function from itself
 - Needs termination
 - Simple expressions
 - Eliminate iteration
 - But may be costly at times

Recursion .. a runtime view

```
fact (n) {  
    If (n<=1) return 1;  
    else return n * fact (n-1)  
}
```

what exactly happens inside the computer when one makes a call such as fact(4) ?

trace of fact (4)

```
fact (n) {  
    If (n<=1) return 1;  
    else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

fact (4)

trace of fact (4)

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
4 * fact (3)
```

trace of fact (4)

```
fact (n) {  
    if (n<=1) return 1;  
    else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
4 * fact (3)  
    3 * fact (2)
```

trace of fact (4)

```
fact (n) {  
    if (n<=1) return 1;  
    else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

fact (4)

4 * fact (3)

3 * fact (2)

2 * fact (1)

trace of fact (4)

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
4 * fact (3)  
  3 * fact (2)  
    2 * fact (1)  
      return 1
```


trace of fact (4)

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
4 * fact (3)  
    3 * fact (2)  
        return 2 * 1
```

trace of fact (4)

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
4 * fact (3)  
      return 3 * 2
```

trace of fact (4)

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
  
main () {... cout << fact (4); }
```

```
fact (4)  
return 4 * 6
```

trace of fact (4)

24

```
fact (n) {  
  if (n<=1) return 1;  
  else return n * fact (n-1)  
}  
main () {... cout << fact (4); }
```

Trace of fib(4)

```
fib (n) {
    If (n==1) return 1;
    if (n==0) return 0;
    return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
fib(1) + fib(0)

Trace of fib(4)

```
fib (n) {                                     fib (4)
  if (n==1) return 1;                         fib(3)      +      fib (2)
  if (n==0) return 0;                         fib(2) + fib(1)    fib(1) + fib(0)
  return fib(n-1)+fib (n-2)                   fib(1) + fib(0)
}
main () {... cout << fib (4); }
```

Trace of fib(4)

```
fib (n) {
  if (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
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main () {... cout << fib (4); }
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fib (4)
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fib(2) + fib(1) fib(1) + fib(0)
fib(1) + fib(0)

Trace of fib(4)

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fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
fib(1) + fib(0)

Trace of fib(4)

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fib (n) {
  if (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
fib(1) + fib(0)
1

Trace of fib(4)

```
fib (n) {
  if (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
1 + fib(0)

Trace of fib(4)

```
fib (n) {
    If (n==1) return 1;
    if (n==0) return 0;
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main () {... cout << fib (4); }
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fib (4)
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fib(2) + fib(1) fib(1) + fib(0)
1 + fib(0)

Trace of fib(4)

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  return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
1 + fib(0)
0

Trace of fib(4)

```
fib (n) {
  if (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
1 + 0

Trace of fib(4)

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fib (n) {
    If (n==1) return 1;
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}
main () {... cout << fib (4); }
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fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
1 + 0

Trace of fib(4)

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fib (n) {
  If (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
}
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
fib(2) + fib(1) fib(1) + fib(0)
1

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

```
fib (4)  
  fib(3) + fib (2)  
  1 + fib(1) fib(1) + fib(0)
```


Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

```
fib (4)  
  fib(3) + fib (2)  
  1 + fib(1) fib(1) + fib(0)
```

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
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  return fib(n-1)+fib (n-2)  
}  
main () {... cout << fib (4); }
```

```
fib (4)  
  fib(3) + fib (2)  
  1 + fib(1) fib(1) + fib(0)  
  1
```

Trace of fib(4)

```
fib (n) {
  if (n==1) return 1;
  if (n==0) return 0;
  return fib(n-1)+fib (n-2)
}

main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
1 + 1 fib(1) + fib(0)

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
1 + 1 fib(1) + fib(0)

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

fib (4)
fib(3) + fib (2)
2 fib(1) + fib(0)

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

```
fib (4)  
2      +   fib (2)  
       +   fib(1) + fib(0)
```

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}  
  
main () {... cout << fib (4); }
```

```
fib (4)  
2      +   fib (2)  
       fib(1) + fib(0)
```

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

```
fib (4)  
2      +      fib (2)  
        fib(1) + fib(0)
```


Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}  
  
main () {... cout << fib (4); }
```

```
fib (4)  
2      +      fib (2)  
       +      fib(1) + fib(0)  
       1
```

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

$$\begin{array}{r} \text{fib (4)} \\ 2 \quad + \quad \text{fib (2)} \\ \quad \quad \quad 1 + \text{fib(0)} \end{array}$$

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
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  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

```
fib (4)  
2      +      fib (2)  
       +      1 + fib(0)
```

Trace of fib(4)

```
fib (n) {  
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}  
  
main () {... cout << fib (4); }
```

```
fib (4)  
2      +      fib (2)  
      1 + fib(0)  
      0
```

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

$$\begin{array}{r} \text{fib (4)} \\ 2 \quad + \quad \text{fib (2)} \\ \quad \quad \quad 1 + 0 \end{array}$$

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

$$\begin{array}{r} \text{fib (4)} \\ 2 \quad + \quad \text{fib (2)} \\ \quad \quad \quad 1 + 0 \end{array}$$

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

$$\begin{array}{r} \text{fib (4)} \\ 2 \quad + \quad \text{fib (2)} \\ \quad \quad \quad 1 \end{array}$$

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

fib (4)

2

+

1

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}
```

```
main () {... cout << fib (4); }
```

fib (4)

2

+

1

Trace of fib(4)

```
fib (n) {  
  if (n==1) return 1;  
  if (n==0) return 0;  
  return fib(n-1)+fib (n-2)  
}  
  
main () {... cout << fib (4); }
```

fib (4)

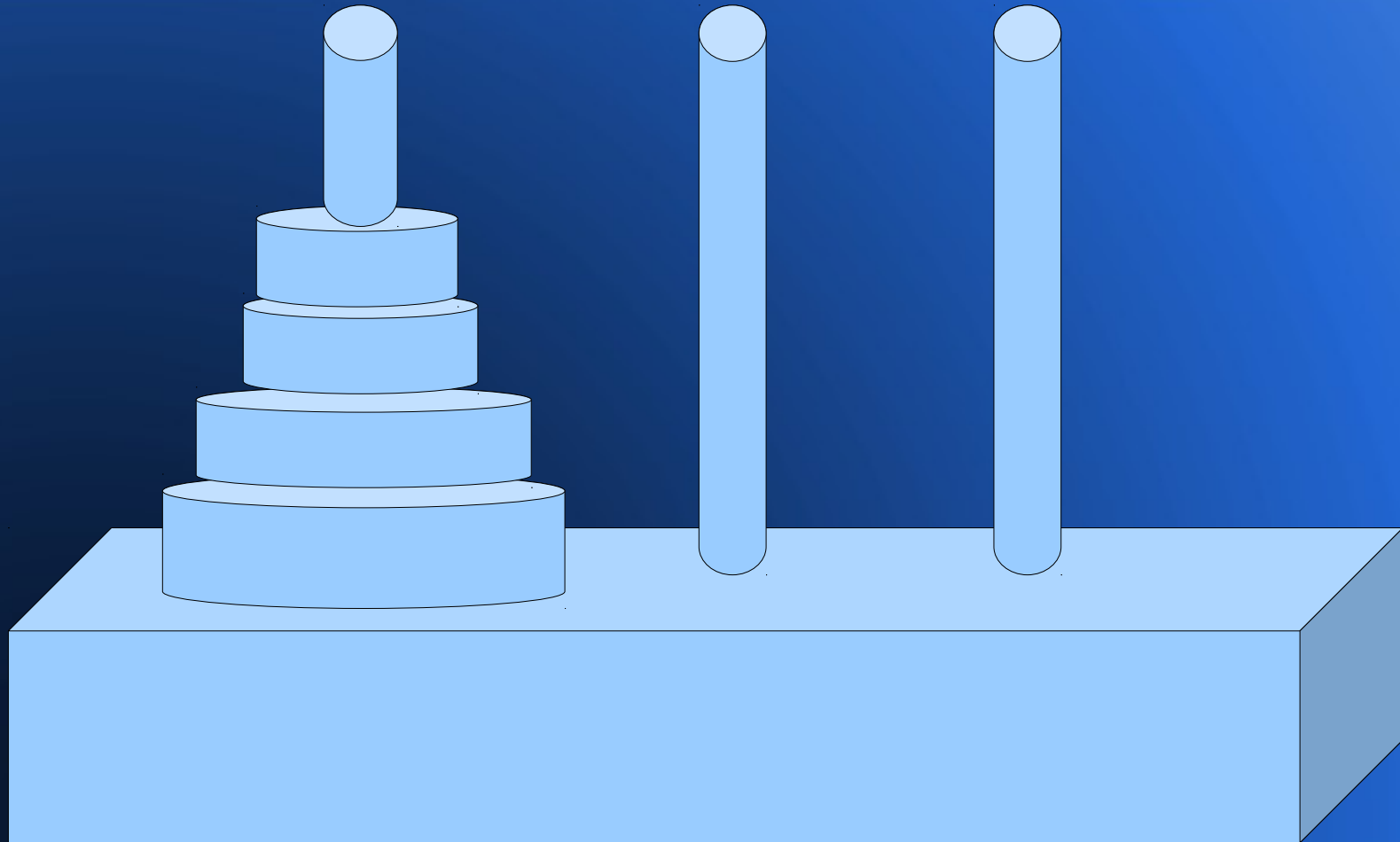
3

Trace of fib(4)

```
fib (n) {  
    If (n==1) return 1;  
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    return fib(n-1)+fib (n-2)  
}  
  
main () {... cout << fib (4); }
```

3

Tower of Hanoi



Euclid's gcd

gcd (14, 21)

gcd (7,14)

gcd (7,7)

gcd (0,7)

7

gcd (30, 90)

gcd (30,60)

gcd (30,30)

gcd (0,30)

30

gcd(7,9)

gcd (2,7)

gcd (2,5)

gcd (2,3)

gcd (1,2)

gcd (1,1)

gcd (0,1)

1