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## How can a function call itself?

#### • Infinite Recursion:

. . .

This is a recursive function. This is a recursive function.

Note: If you encounter infinite recursion in Lab, be sure to STOP your program BEFORE running it again!!!

## Recursive message() modified

#### How about this one?

```
void message(int n) {
    if (n > 0) {
        cout << "This is a recursive function.\n";
        message(n-1);
    }
}
int main() {
    message(5);
}</pre>
```

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## Tracing the calls

#### • 6 nested calls to message:

```
message(5):
    outputs "This is a recursive function"
    calls message(4):
        outputs "This is a recursive function"
        calls message(3):
        outputs "This is a recursive function"
        calls message(2):
        outputs "This is a recursive function"
        calls message(1):
        outputs "This is a recursive function"
        calls message(0):
            does nothing, just returns
```

• depth of recursion (#times it calls itself) = 5.

## How to write recursive functions

- Branching is required (If or switch)
- Find a base case
  - one (or more) values for which the result of the function is known (no repetition required to solve it)
  - no recursive call is allowed here
- Develop the <u>recursive case</u>
  - For a given argument (say n), assume the function works for a smaller value (n-1).
  - Use the result of calling the function on n-1 to form a solution for n

# Recursive function example

Mathematical definition of n! (factorial of n)

if n=0 then n! = 1if n>0 then  $n! = 1 \ge 2 \ge 3 \ge \dots \ge n-1 \ge n$ 

• What is the base case?

```
- n=0 (the result is 1)
```

• Recursive case: If we assume (n-1)! can be computed, how can we get n! from that?

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

Recursive function example

```
int factorial(int n) {
    if (n==0)
        return 1;
    else
        return n * factorial(n-1);
}
```



## Tracing the calls

#### • Calls to factorial:

```
factorial(4):
  return 4 * factorial(3); =4*6=24
  calls factorial(3):
    return 3 * factorial(2); =3*2=6
    calls factorial(2):
    return 2 * factorial(1); =2*1=2
    calls factorial(1):
    return 1 * factorial(0); =1*1=1
    calls factorial(0):
    return 1;
```

- Every call except the last makes a recursive call
- Each call makes the argument smaller

# Recursive functions: ints and lists

• Recursive functions over integers follow this pattern:

<pre>type f(int n) {     if (n==0)</pre>
//do the base case
else
// f(n-1)
}

- Recursive functions over lists (arrays, linked lists, strings) use the **length** of the list in place of n
  - base case: if (length==0) ... // empty list
  - recursive case: assume f works for list of length n-1, compute the answer for a list with one more element.

# Recursive function example

- Recursive function to compute sum of a list of numbers
- What is the base case?
  - length=0 (empty list) => sum = 0
- If we assume we can sum the first n-1 items in the list, how can we get the sum of the whole list from that?

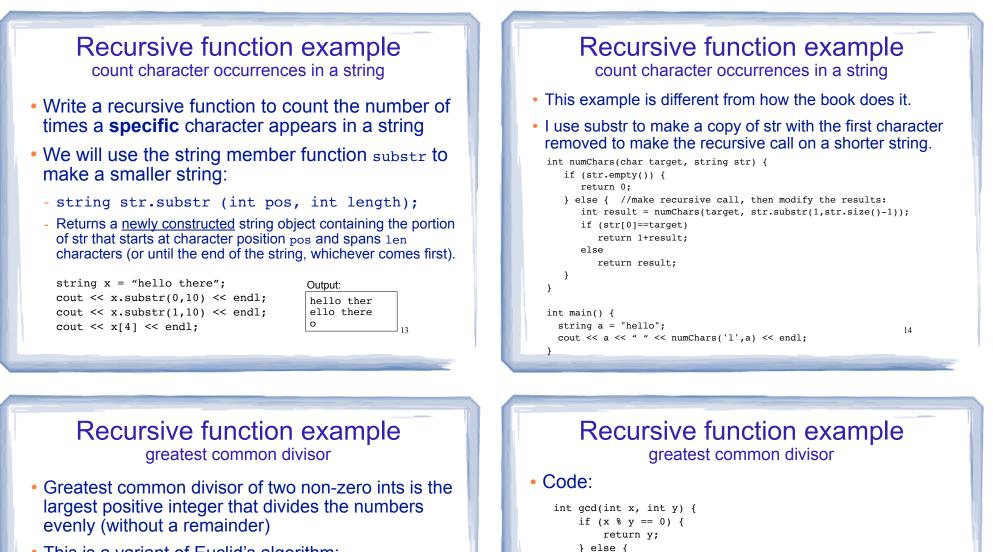
- sum (list) = sum (list[0]..list[n-2]) + list[n-1]

```
Assume I am given the answer to this
```

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### Recursive function example sum of a list (array)



return gcd(y, x % y);

cout << "GCD(9,1): " << gcd(9,1) << endl;

cout << "GCD(1,9): " << gcd(1,9) << endl;

cout << "GCD(9,2): " << gcd(9,2) << endl; cout << "GCD(70,25): " << gcd(70,25) << endl; cout << "GCD(25,70): " << gcd(25,70) << endl;</pre>

}

int main() {

}

}

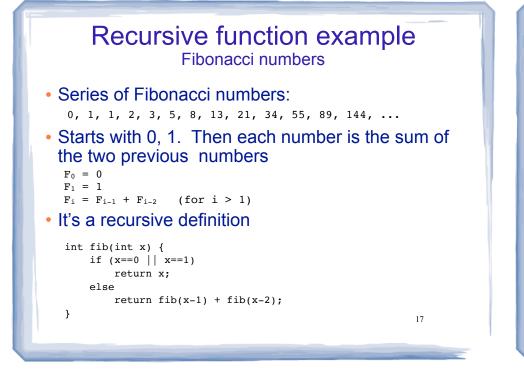
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• This is a variant of Euclid's algorithm:

gcd(x,y) = y if x/y has no remainder otherwise: gcd(x,y) = gcd(y, remainder of x/y)

• It's a recursive definition, correctness is proven elsewhere.

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### Recursive function example Fibonacci numbers

- Note: the recursive fibonacci functions works as written, but it is VERY inefficient.
- Counting the recursive calls to fib:

```
The first 40 fibonacci numbers:

fib (0)= 0 # of recursive calls to fib = 1

fib (1)= 1 # of recursive calls to fib = 1

fib (2)= 1 # of recursive calls to fib = 3

fib (3)= 2 # of recursive calls to fib = 5

fib (4)= 3 # of recursive calls to fib = 9

fib (5)= 5 # of recursive calls to fib = 15

fib (6)= 8 # of recursive calls to fib = 25

fib (7)= 13 # of recursive calls to fib = 41

fib (8)= 21 # of recursive calls to fib = 67

fib (9)= 34 # of recursive calls to fib = 109

...

fib (40)= 102,334,155 # of recursive calls to fib = 331,160,281
```

## Recursive functions over linked lists

- Member functions of a linked list class can be defined recursively.
  - These functions take a pointer to a node in the list as a parameter
  - They compute the function for the list starting at the node p points to.
- The pattern:
  - base case: empty list, when p is NULL
  - recursive case: assume f works for list starting at p->next, what is the answer for the list starting at p? (it has one more element).

### Recursive function example count the number of nodes in a list

#### class NumberList

```
private:
      struct ListNode {
         double value;
         struct ListNode *next;
      };
      ListNode *head;
      int countNodes(ListNode *); //private version, recursive
   public:
      NumberList();
      NumberList(const NumberList & src);
      ~NumberList();
      void appendNode(double);
      void insertNode(double);
      void deleteNode(double);
      void displayList();
     int countNodes();
                                 //public version, calls private
};
```

## Recursive function example count the number of nodes in a list

// the private version, has a pointer parameter
// How many nodes are in the list starting at the pointer?
int NumberList::countNodes(ListNode \*p) {
 if (p == NULL)
 return 0;

```
return 0;
else
  return 1 + countNodes(p->next);
```

}

}

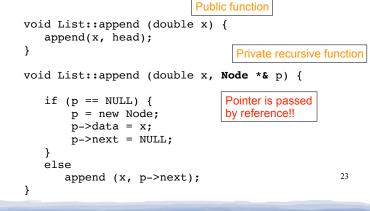
// the public version, no arguments (Nodes are private)
// calls the recursive function starting at head
int NumberList::countNodes() {
 return countNodes(head);

Note that this function is overloaded

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# Linked List example:

- Append x to the end of a singly linked list:
  - Pass the node pointer by reference
  - Recursive



#### Recursive function example display the node values in reverse order

```
// the private version, needs a pointer parameter
void NumberList::reverseDisplay(ListNode *p) {
    if (p == NULL) {
        //do nothing
    } else {
        //display the "rest" of the list in reverse order
        reverseDisplay(p->next);
        cout << p->value << " ";
    }
}
// the public version, no arguments
void NumberList::reverseDisplay() {
    reverseDisplay(head);
    cout << endl;
}
```

# Why use recursion?

- It is true that recursion is never **required** to solve a problem
  - Any problem that can be solved with recursion can also be solved using iteration.
- Recursion requires extra overhead: function call+ return mechanism uses extra resources

#### However:

- Some repetitive problems are more easily and naturally solved with recursion
  - the recursive solution is often shorter, more elegant, easier to read and debug.