

CS 301: Recursion

The Art of Self Reference

Tyler Caraza-Harter

Goal: use self-reference is a meaningful way

Hofstadter's Law: *“It always takes longer than you expect, even when you take into account **Hofstadter's Law**.”*

(From Gödel, Escher, Bach)

good advice for CS 301 assignments!

Goal: use self-reference is a meaningful way

Hofstadter's Law: *“It always takes longer than you expect, even when you take into account **Hofstadter's Law**.”*

(From Gödel, Escher, Bach)

mountain: *“a landmass that projects conspicuously above its surroundings and is higher than a **hill**”*

hill: *“a usually rounded natural elevation of land lower than a **mountain**”*

(Example of **unhelpful** self reference from Merriam-Webster dictionary)

Overview: Learning Objectives

Recursive information

- What is a **recursive definition/structure**?
- What is a **base case**?

Recursive code

- What is **recursive code**?
- Why write recursive code?
- Where do computers keep local variables for recursive calls?
- What happens to programs with **infinite recursion**?

Read: Think Python 5
(“Recursion” through “Infinite Recursion”)

Read: Think Python 6
(“More Recursion” through end)

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What is Recursion?

Recursive definitions contain the term in the body

- Dictionaries, mathematical definitions, etc

A number x is a **positive even number** if:

- x is 2
OR
- x equals another **positive even number** plus two

What is Recursion?

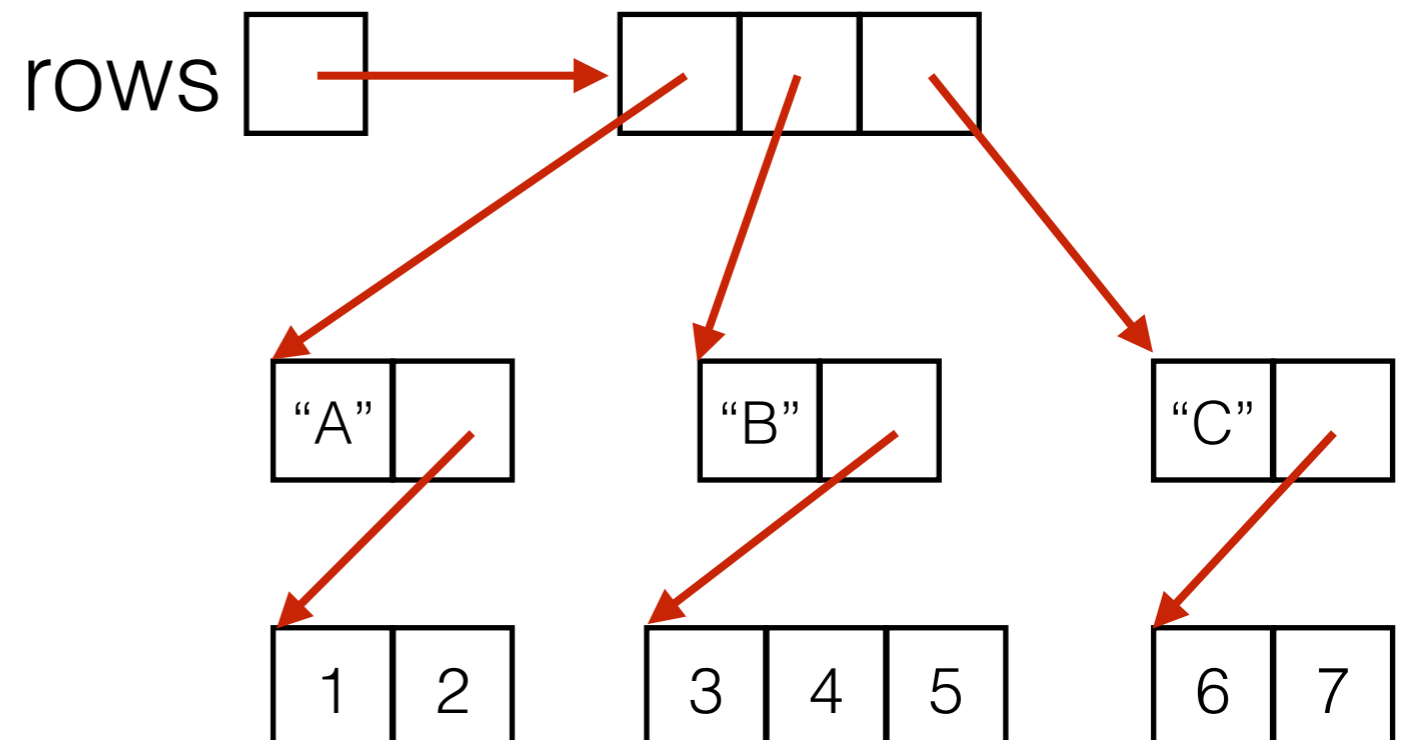
Recursive definitions contain the term in the body

- Dictionaries, mathematical definitions, etc

Recursive structures may refer to structures of the same type

- data structures or real-world structures

```
rows = [  
  ["A", [1, 2]],  
  ["B", [3, 4, 5]],  
  ["C", [6, 7]]  
]
```



Example: Trees (Finite Recursion)

Term: branch

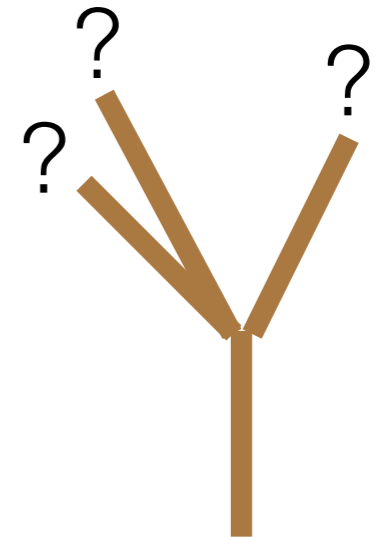
Def: wooden stick, with an end
splitting into other branches, OR
terminating with a leaf



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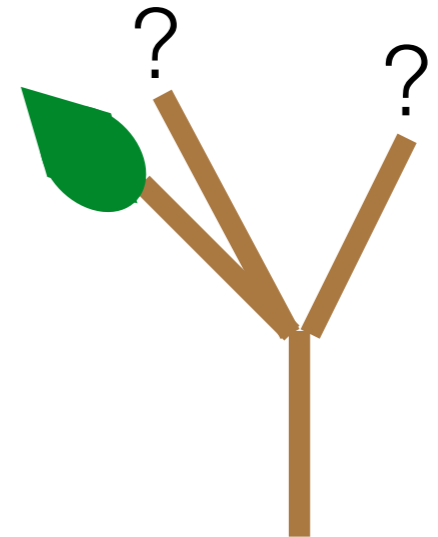
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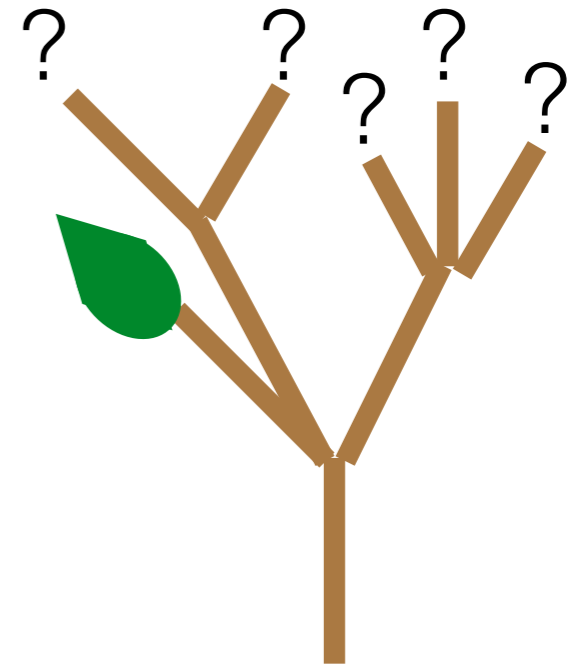
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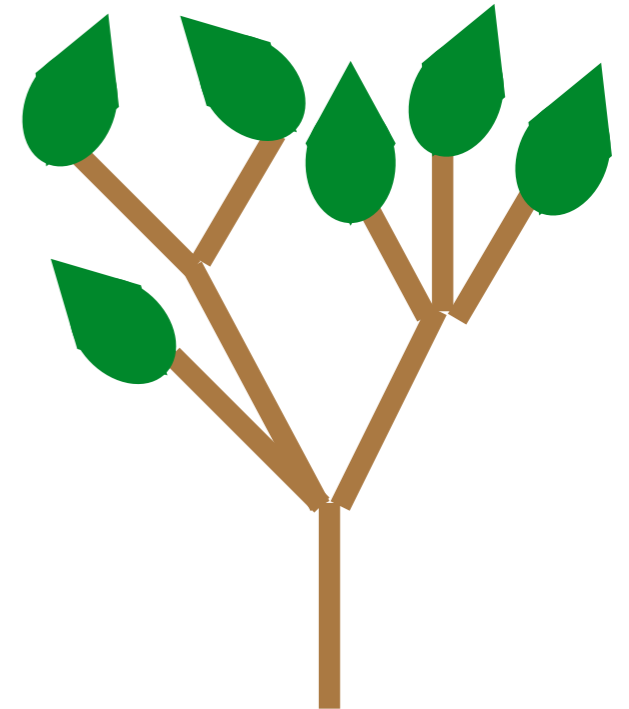
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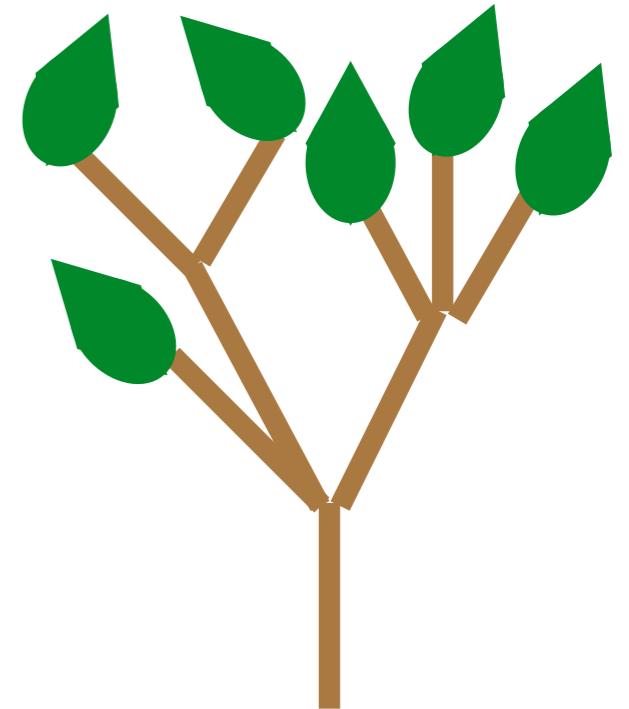


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trees are arbitrarily large:
recursive case allows
indefinite growth



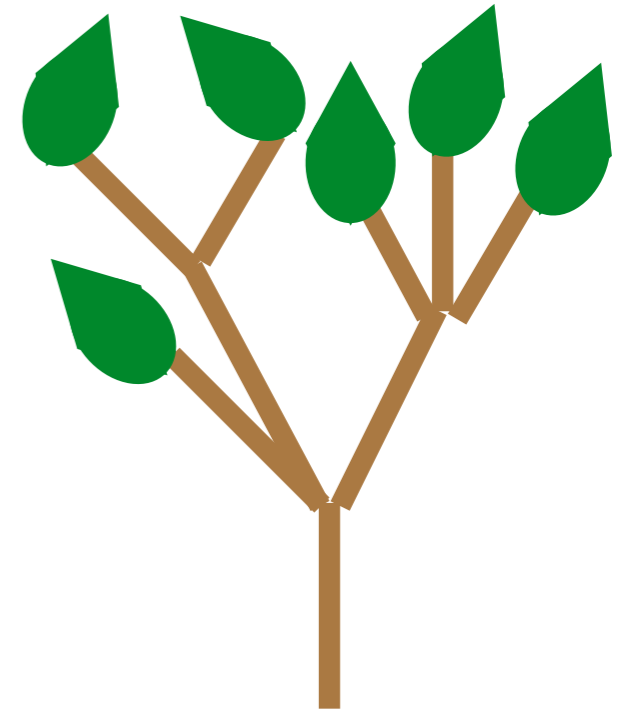
Example: Trees (Finite Recursion)

Term: branch

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trees are finite:
eventual **base case**
allows completion

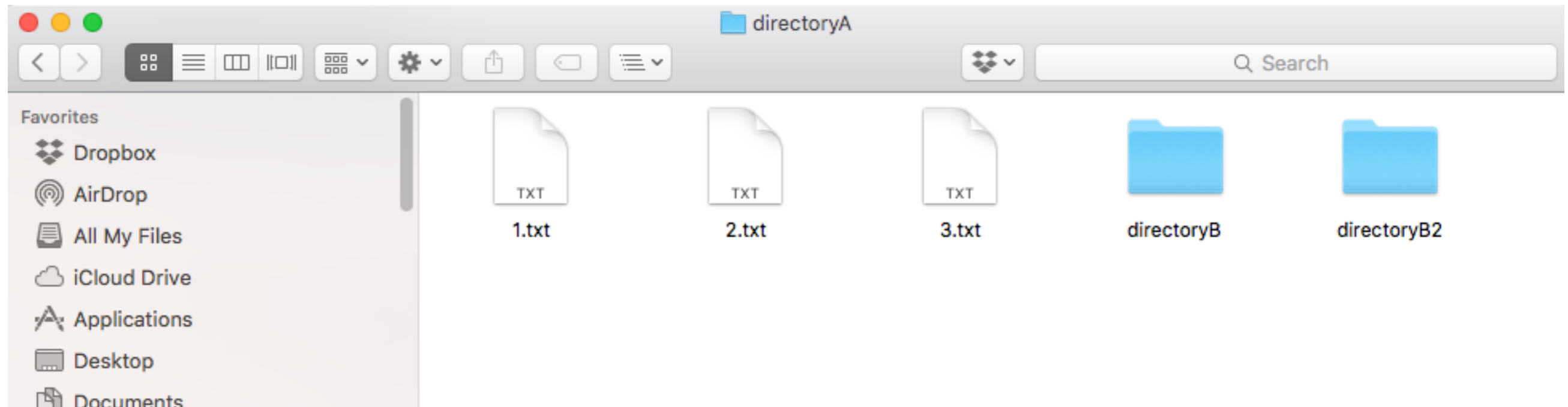
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Example: Directories (aka folders)

Term: directory

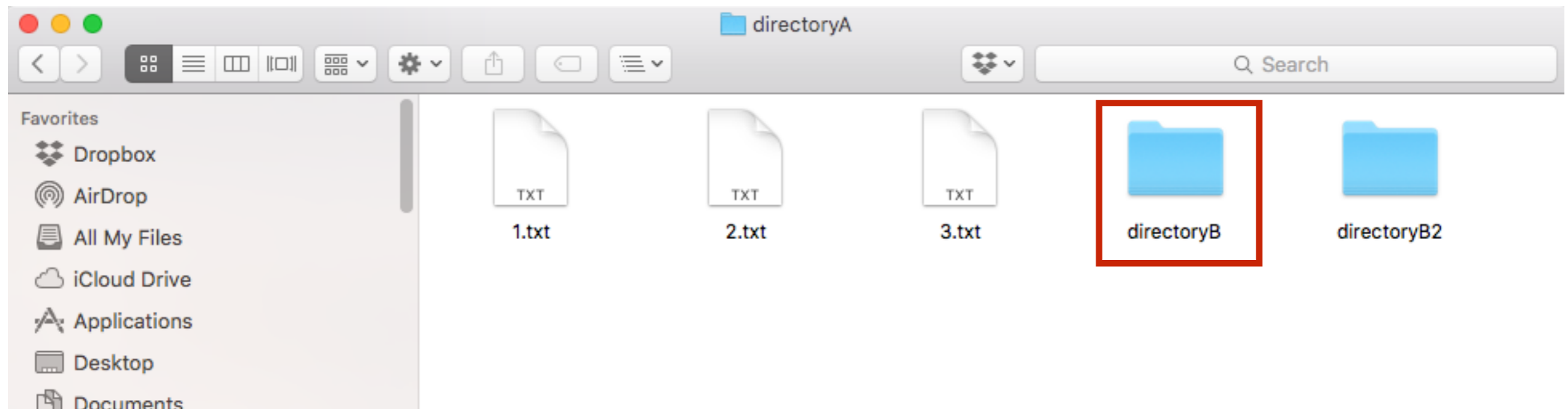
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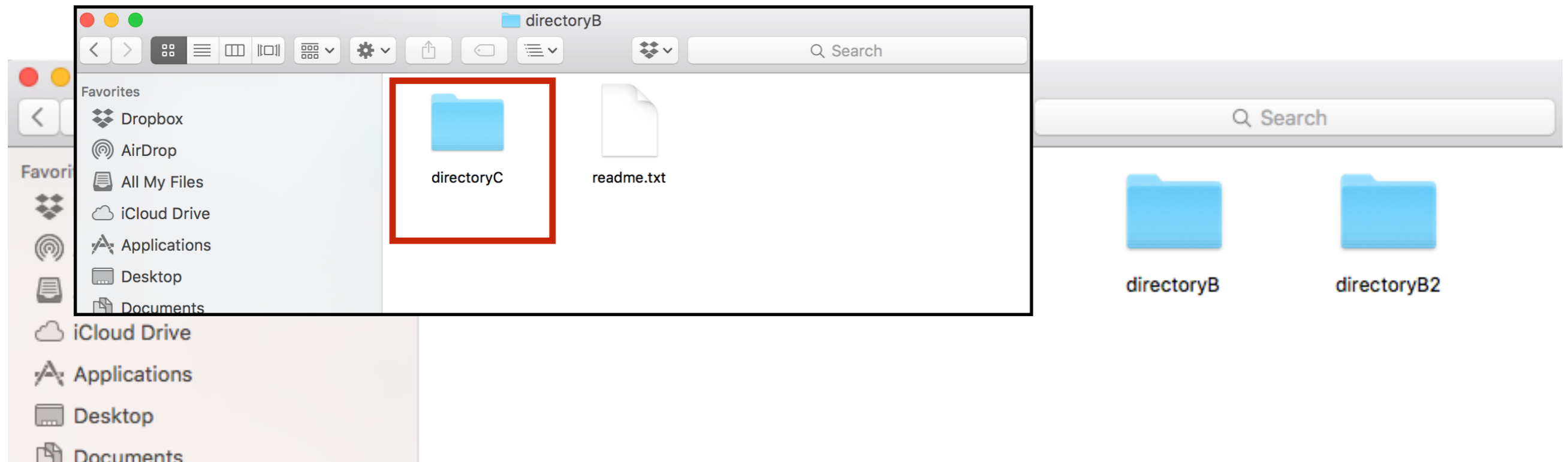
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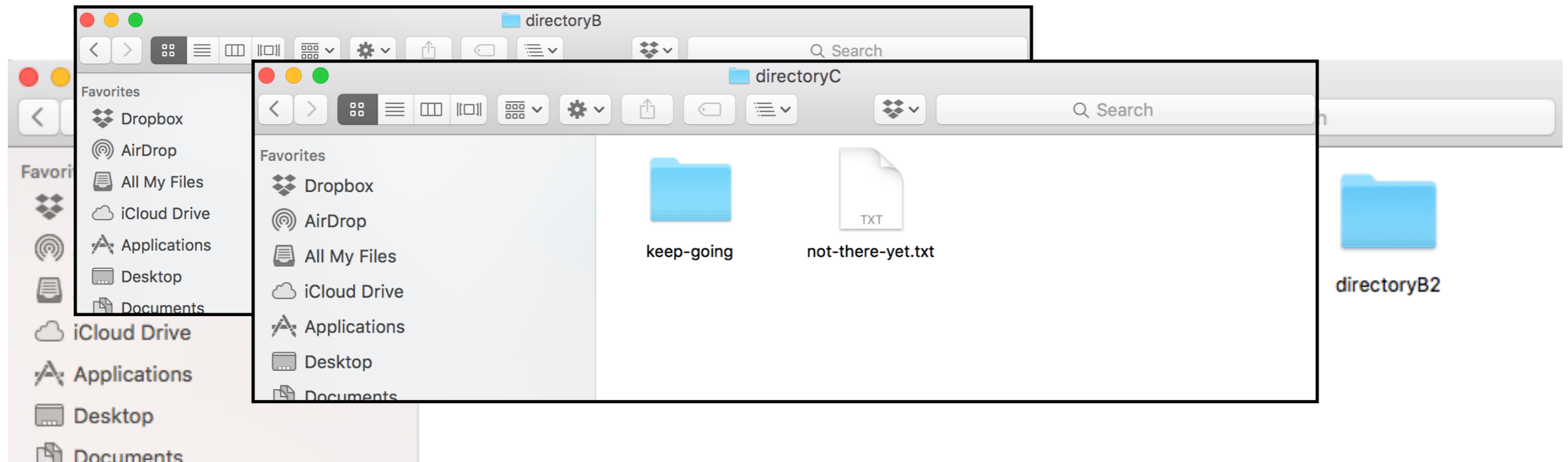
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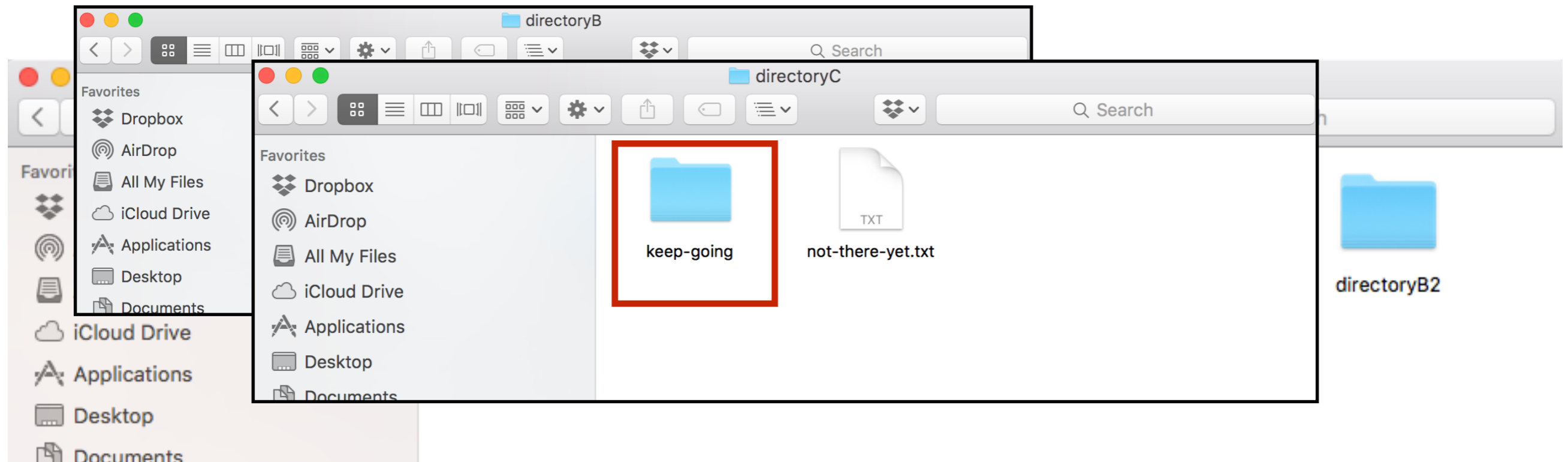
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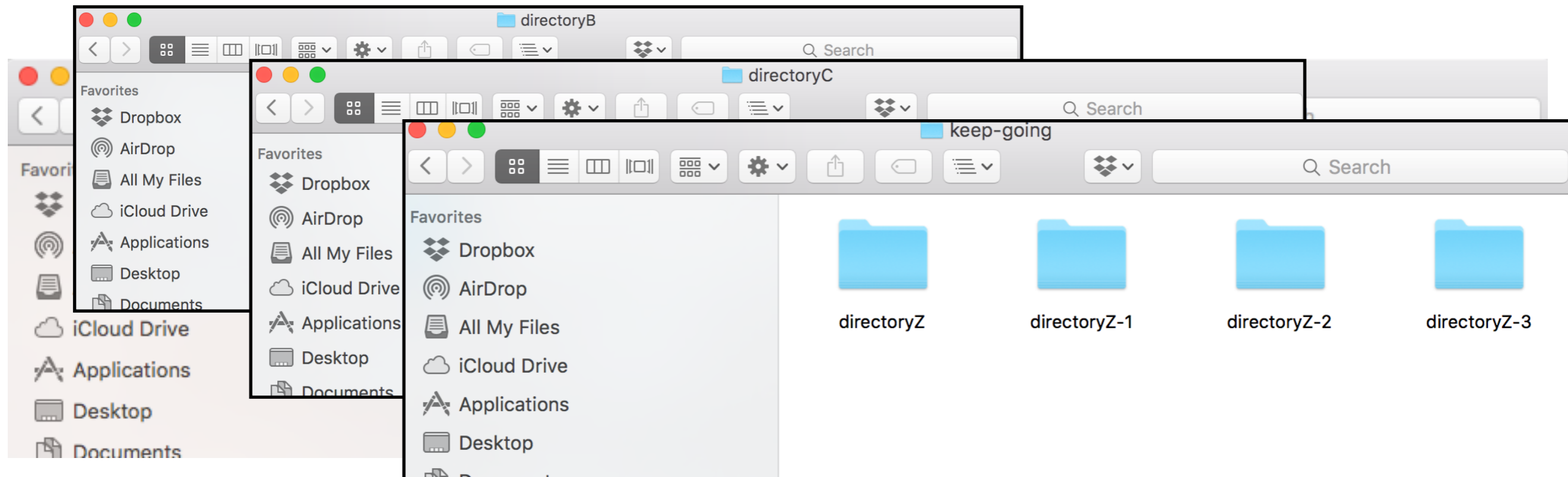
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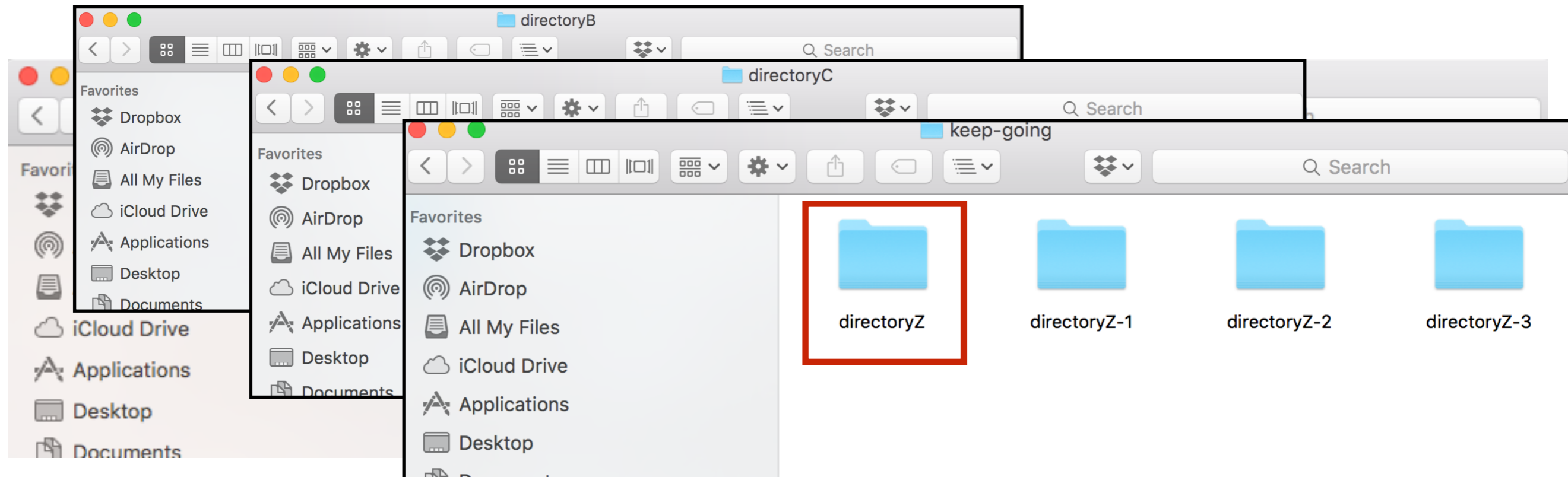
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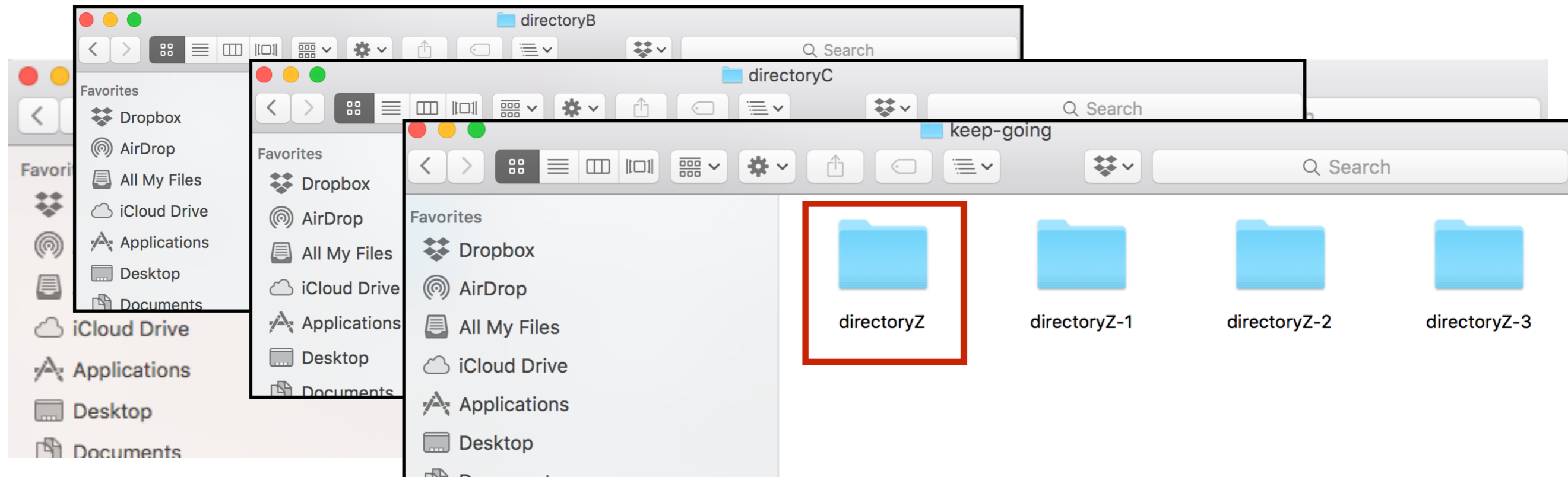


Example: Directories (aka folders)

Term: directory

recursive because def contains term

Def: a collection of files and directories



Example: JSON Format

Example JSON Dictionary:

```
{  
  "name": "alice",  
  "grade": "A",  
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Def: a set of *json-mapping's*

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Example: JSON Format

Example JSON Dictionary:

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keys



values

Term: *json-dict*

Def: a set of *json-mapping's*

Term: *json-mapping*

Def: a *json-string* (**KEY**) paired with a
json-string OR *json-number*
OR *json-dict* (**VALUE**)

note: complete JSON is slightly more flexible

Example: JSON Format

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Def: a *json-string* (KEY) paired with a
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recursive self reference isn't always direct!

note: complete JSON is slightly more flexible

Example: JSON Format

Example JSON Dictionary:

```
{  
  "name": "alice",  
  "grade": "A",  
  "score": 96,  
  "exams": {  
    "midterm": 94,  
    "final": 98  
  }  
}
```

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```
{  
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  "exams": {  
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                "total": 100},  
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  }  
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```

note: complete JSON is slightly more flexible

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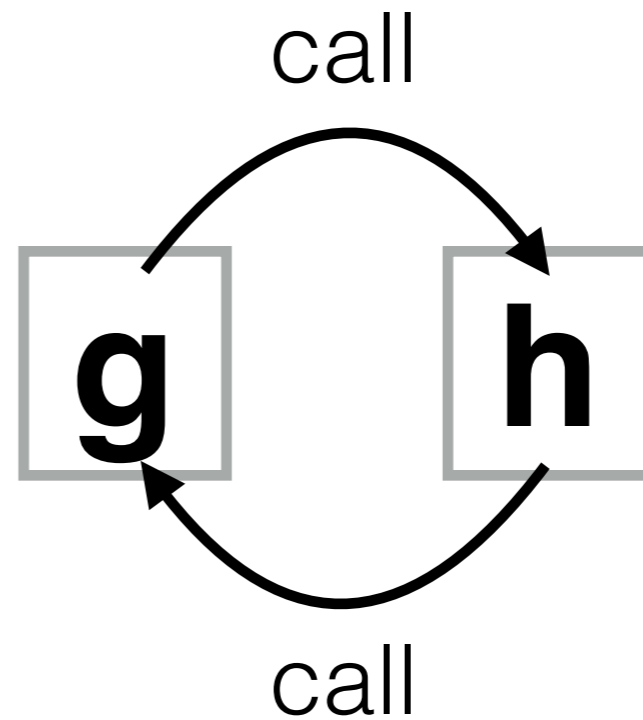
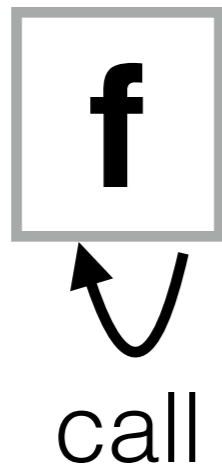
Recursive code

- What is **recursive code**?
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Recursive Code

What is it?

- A function that calls itself (possible indirectly)

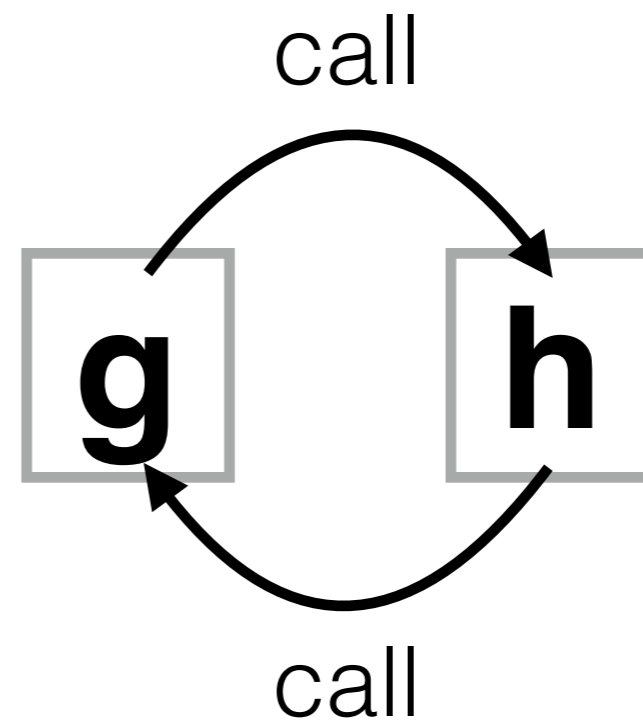


Recursive Code

What is it?

- A function that calls itself (possible indirectly)

```
def f():  
    # other code  
    f()  
    # other code
```



Recursive Code

What is it?

- A function that calls itself (possible indirectly)

```
def f():  
    # other code  
    f()  
    # other code
```

```
def g():  
    # other code  
    h()  
    # other code
```

```
def h():  
    # other code  
    g()  
    # other code
```

Recursive Code

What is it?

- A function that calls itself (possible indirectly)

Motivation: don't know how big data is before execution

- Need either **iteration** or **recursion**
- In theory, these techniques are equally powerful

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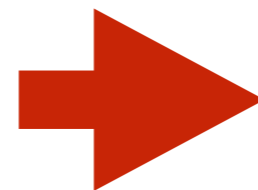
- Need either **iteration** or **recursion**
- In theory, these techniques are equally powerful

Why recurse? (instead of always iterating)

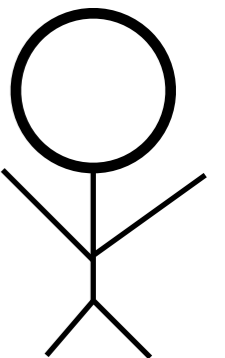
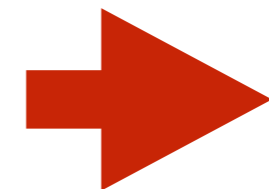
- recursive code corresponds to recursive data
- reduce a big problem into a smaller problem

Recursive Students

eager CS 301 students
in the front row



wise teacher

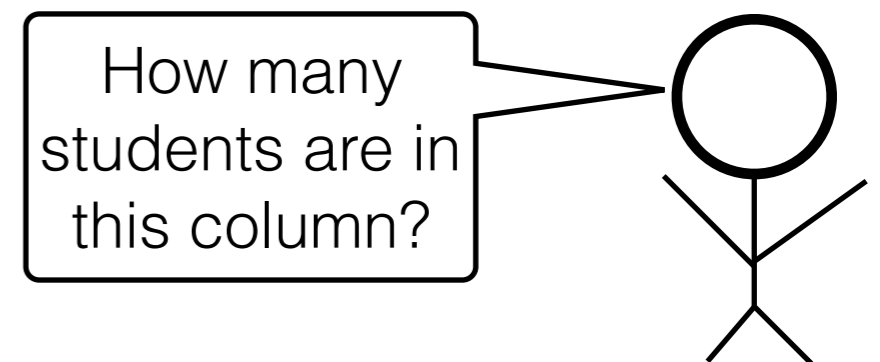


Recursive Students

Imagine:

A teacher wants to know how many students are in a column.

How can the students answer?



Recursive Students

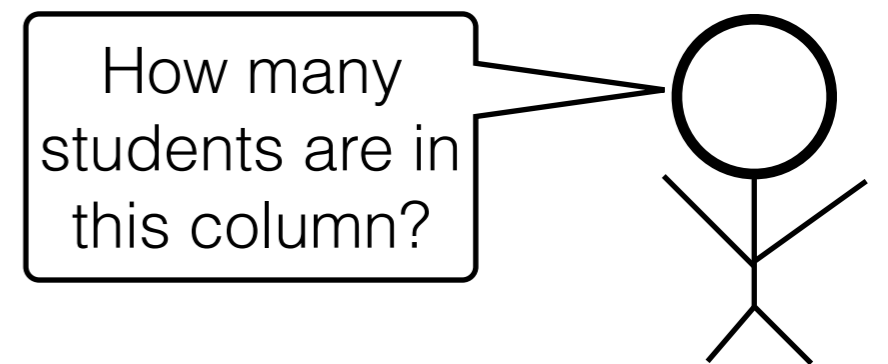
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Constraints:

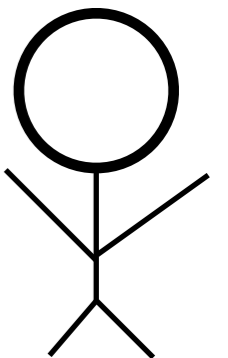
- It is dark, you **can't** see the back
- You **can't** get up to count
- You **may** talk to adjacent students



Recursive Students

Strategy: reframe question as “*how many students are behind you?*”

how many are behind you?

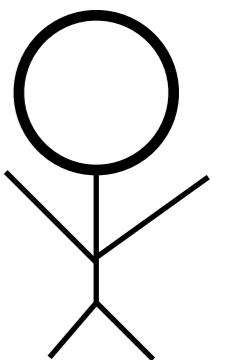


Recursive Students

Strategy: **reframe** question as “*how many students are behind you?*”

Reframing is the hardest part

how many are behind you?



Recursive Students

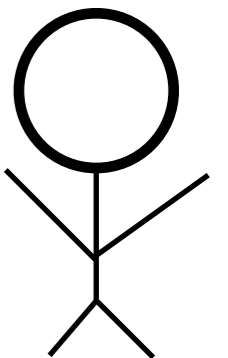
Strategy: reframe question as *“how many students are behind you?”*

Process:

if nobody is behind you: **say** 0

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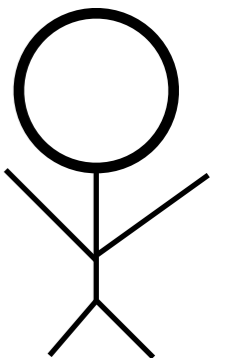
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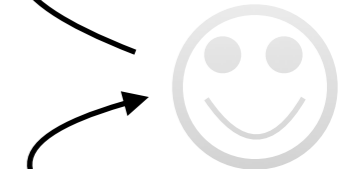
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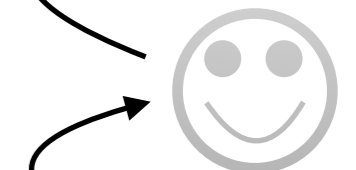
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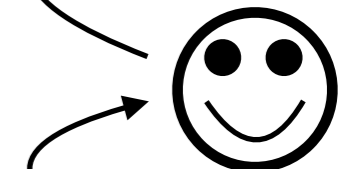
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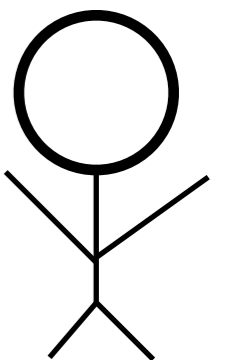
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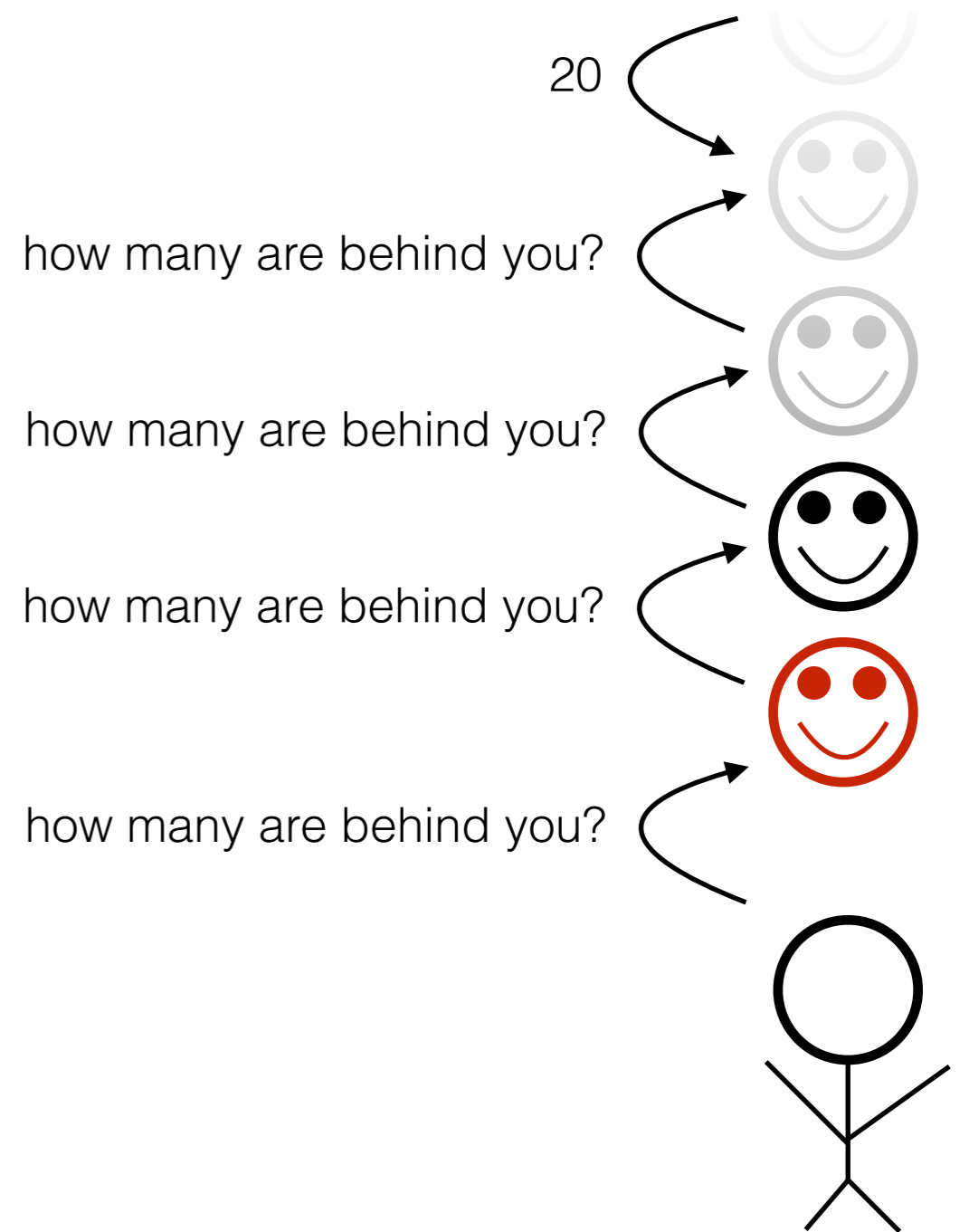
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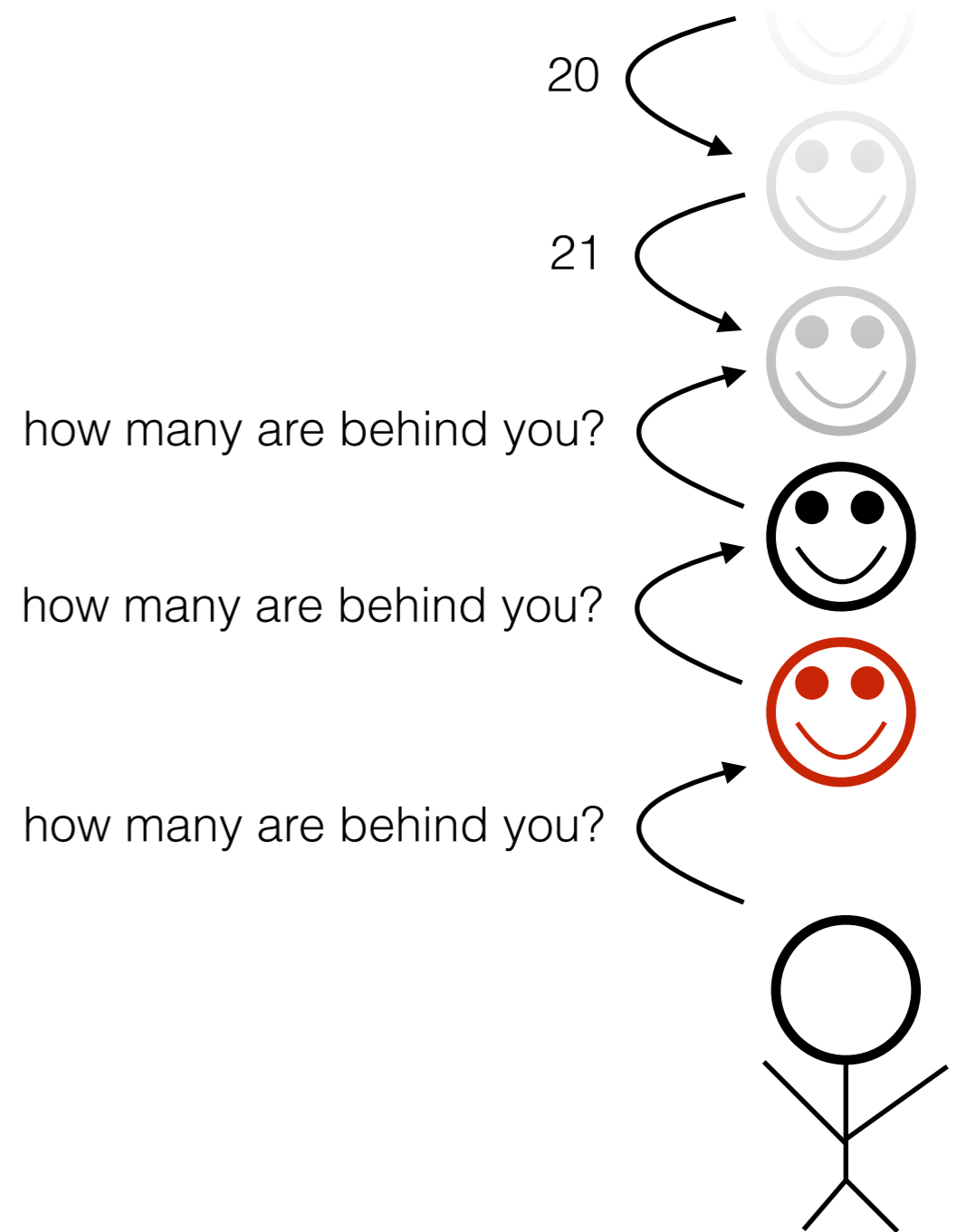
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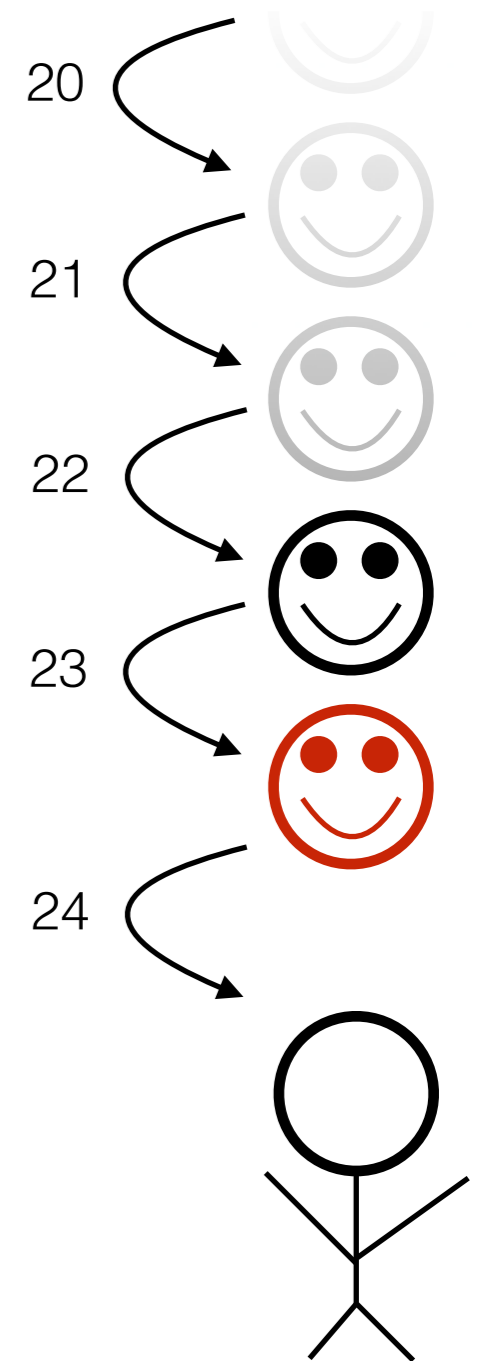
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Observations:

- Each student runs the **same** “code”
- Each student has their **own** “state”



Example: Factorials

$$N! = 1 \times 2 \times 3 \times \dots \times (N-2) \times (N-1) \times N$$

Example: Factorials

1. Examples:

$$1! = 1$$

$$2! = 1 * 2 = 2$$

$$3! = 1 * 2 * 3 = 6$$

$$4! = 1 * 2 * 3 * 4 = 24$$

$$5! = 1 * 2 * 3 * 4 * 5 = 120$$

2. Self Reference:

3. Recursive Definition:

4. Python Code:

```
def fact(n):  
    pass # TODO
```

Goal: work from examples to get to recursive code

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*look for patterns that allow
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2. Self Reference:

$$1! = 1 \quad \textit{don't need a pattern}$$

$$2! = 1! * 2 \quad \textit{at the start}$$

$$3! = 2! * 3$$

$$4! = 3! * 4$$

$$5! = 4! * 5$$

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3. Recursive Definition:

*convert self-referring examples
to a recursive definition*

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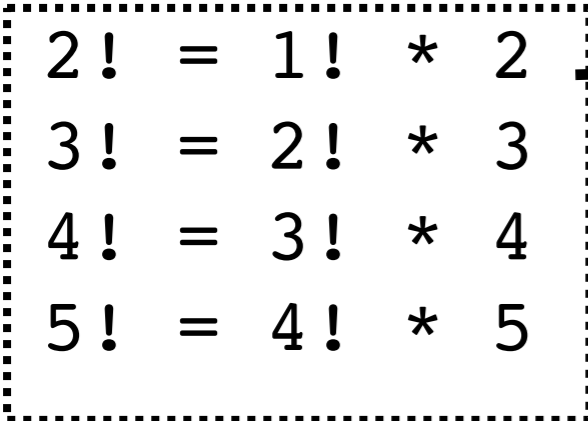
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3. Recursive Definition:

$1!$ is 1
 $N!$ is $????$ for $N > 1$

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$$2! = 1! * 2$$

$$3! = 2! * 3$$

$$4! = 3! * 4$$

$$5! = 4! * 5$$

3. Recursive Definition:

$$1! \text{ is } 1$$

$$N! \text{ is } (N-1)! * N \text{ for } N > 1$$

4. Python Code:

```
def fact(n):  
    pass # TODO
```

Example: Factorials

1. Examples:

$$1! = 1$$

$$2! = 1 * 2 = 2$$

$$3! = 1 * 2 * 3 = 6$$

$$4! = 1 * 2 * 3 * 4 = 24$$

$$5! = 1 * 2 * 3 * 4 * 5 = 120$$

2. Self Reference:

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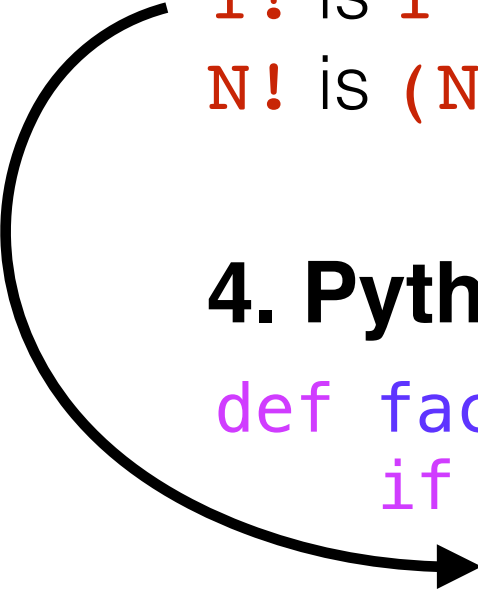
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4. Python Code:

```
def fact(n):  
    if n == 1:  
        return 1
```



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4. Python Code:

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

Let's "run" it!

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

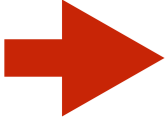
Tracing Factorial

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        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

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def fact(n):  
    if n == 1:  
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     p = fact(n-1)  
    return n * p
```

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```
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```



fact(n=4)

if n == 1:

fact(n=3)

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)


if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)


if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)


if n == 1:

fact(n=2)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

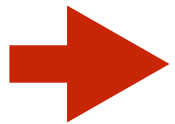
if n == 1:

fact(n=2)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:


fact(n=2)

if n == 1:

fact(n=1)

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

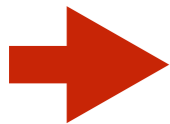
if n == 1:

fact(n=1)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:


fact(n=1)

if n == 1:

return 1

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)


if n == 1:

fact(n=1)

if n == 1:


return 1

p = 1



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1


p = 1

return 2



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

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fact(n=1)

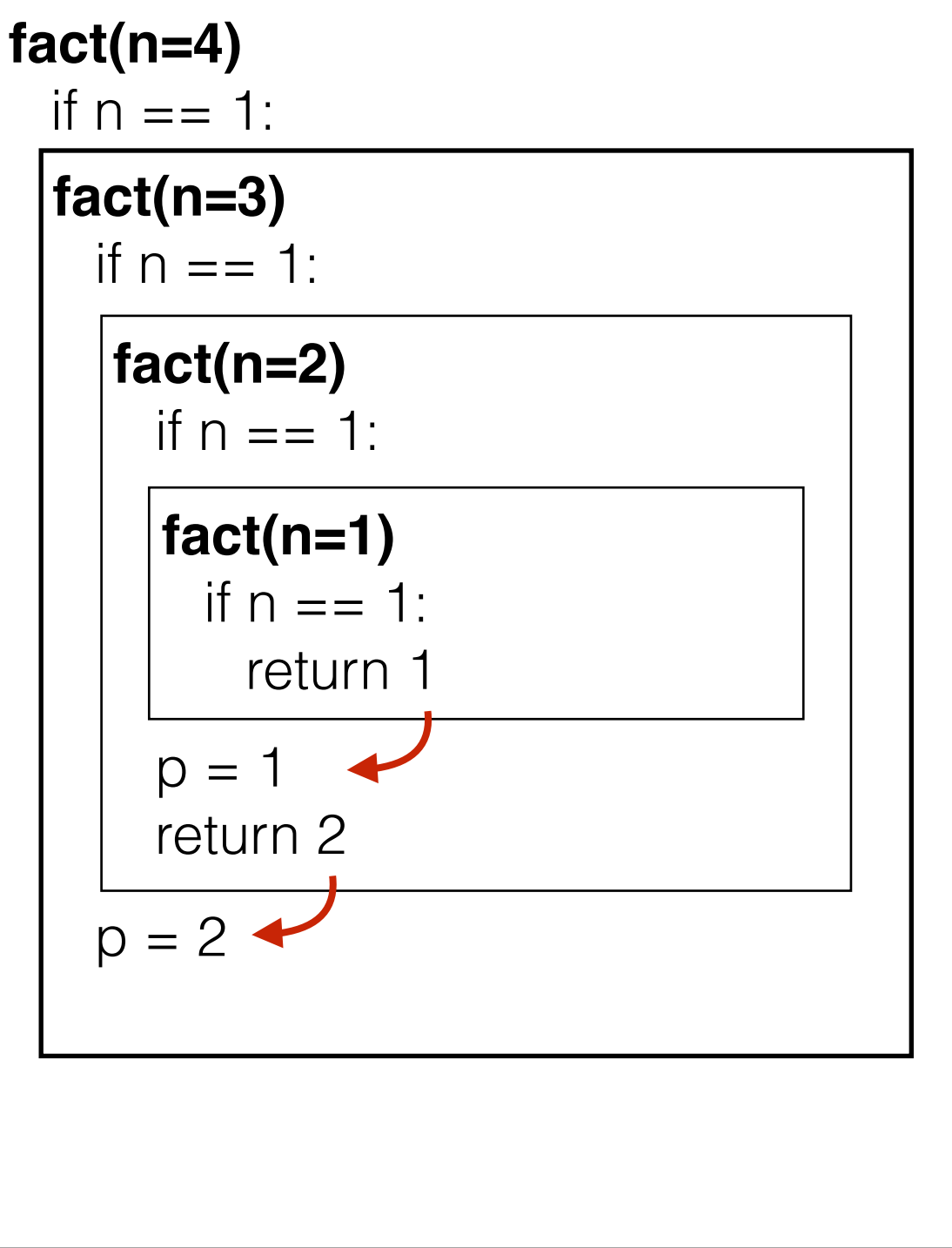
if n == 1:

return 1

p = 1


return 2

p = 2



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1


return 2

p = 2

return 6

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

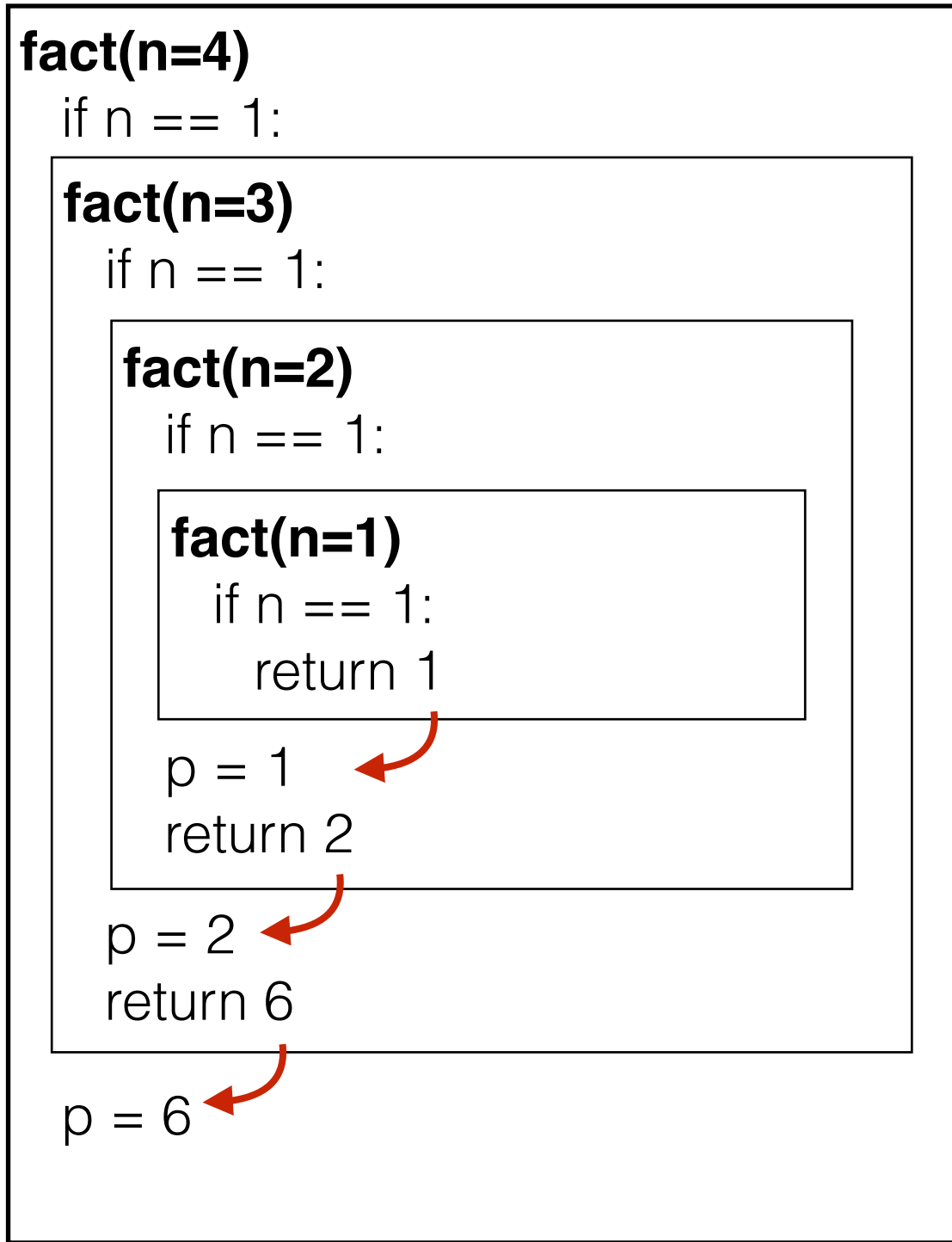
p = 1

return 2

p = 2


return 6

p = 6



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

return 24



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

return 24

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

How does Python keep
all the P variables separate?

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

return 24

Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

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Variables for an invocation exist in a *frame*

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- the frames are stored in something called the **runtime stack**



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- the frames are stored in something called the **runtime stack**
- one invocation is active at a time: its frame is on the top of stack



Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Variables for an invocation exist in a **frame**

- the frames are stored in something called the **runtime stack**
- one invocation is active at a time: its frame is on the top of stack
- if a function calls itself, there will be multiple frames at the same time for the multiple invocations of the same function



Deep Dive: Runtime Stack

Current
Runtime Stack



main



0

1

2

3

4

5

6

time

Deep Dive: Runtime Stack

`main()` calls `fact(3)`

Current
Runtime Stack



`main`



Deep Dive: Runtime Stack

Current
Runtime Stack



main

fact
n=3
p=
main

} new, active frame

0

1

2

3

4

5

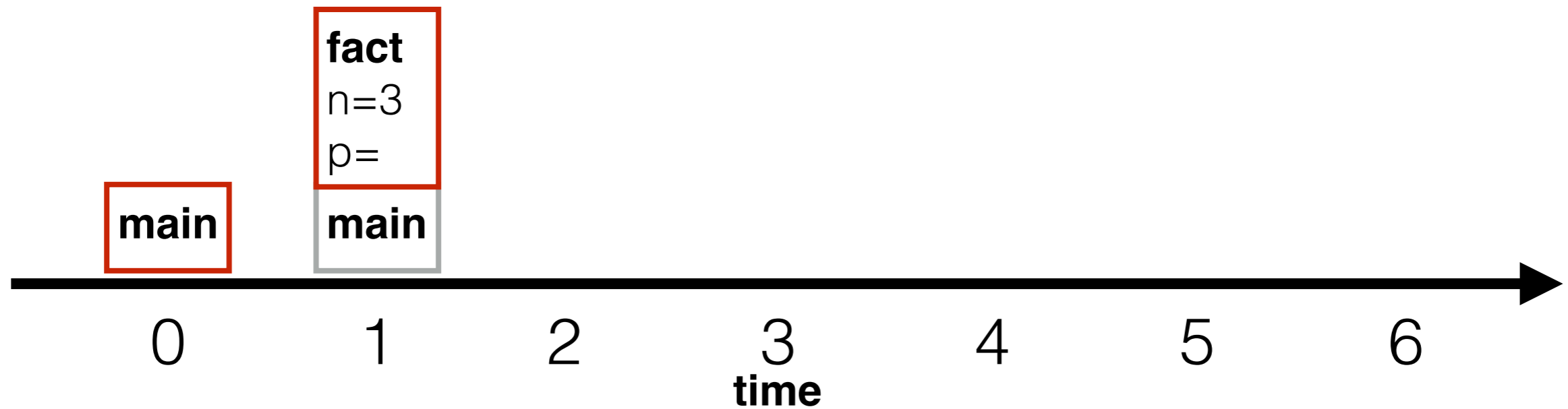
6

time



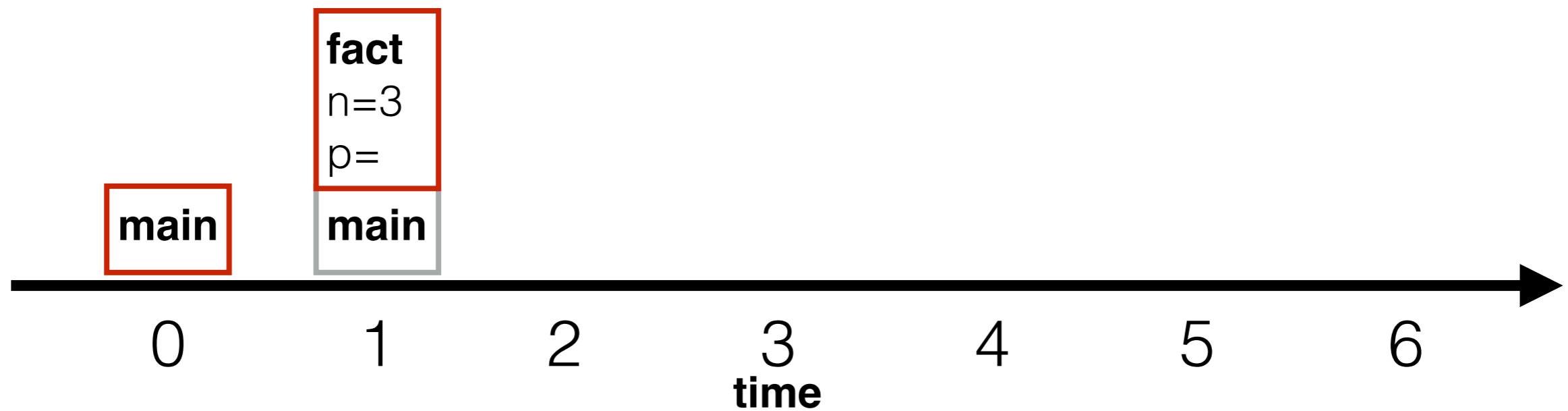

Deep Dive: Runtime Stack

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



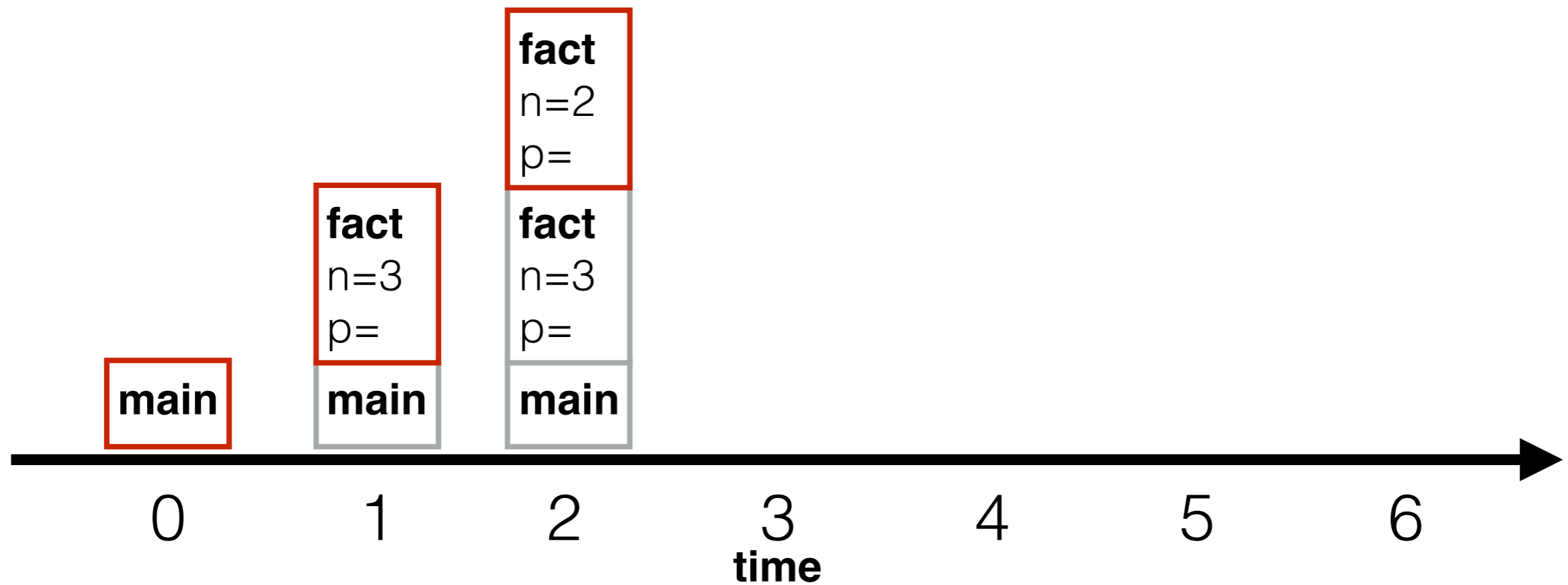

Deep Dive: Runtime Stack

```
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```



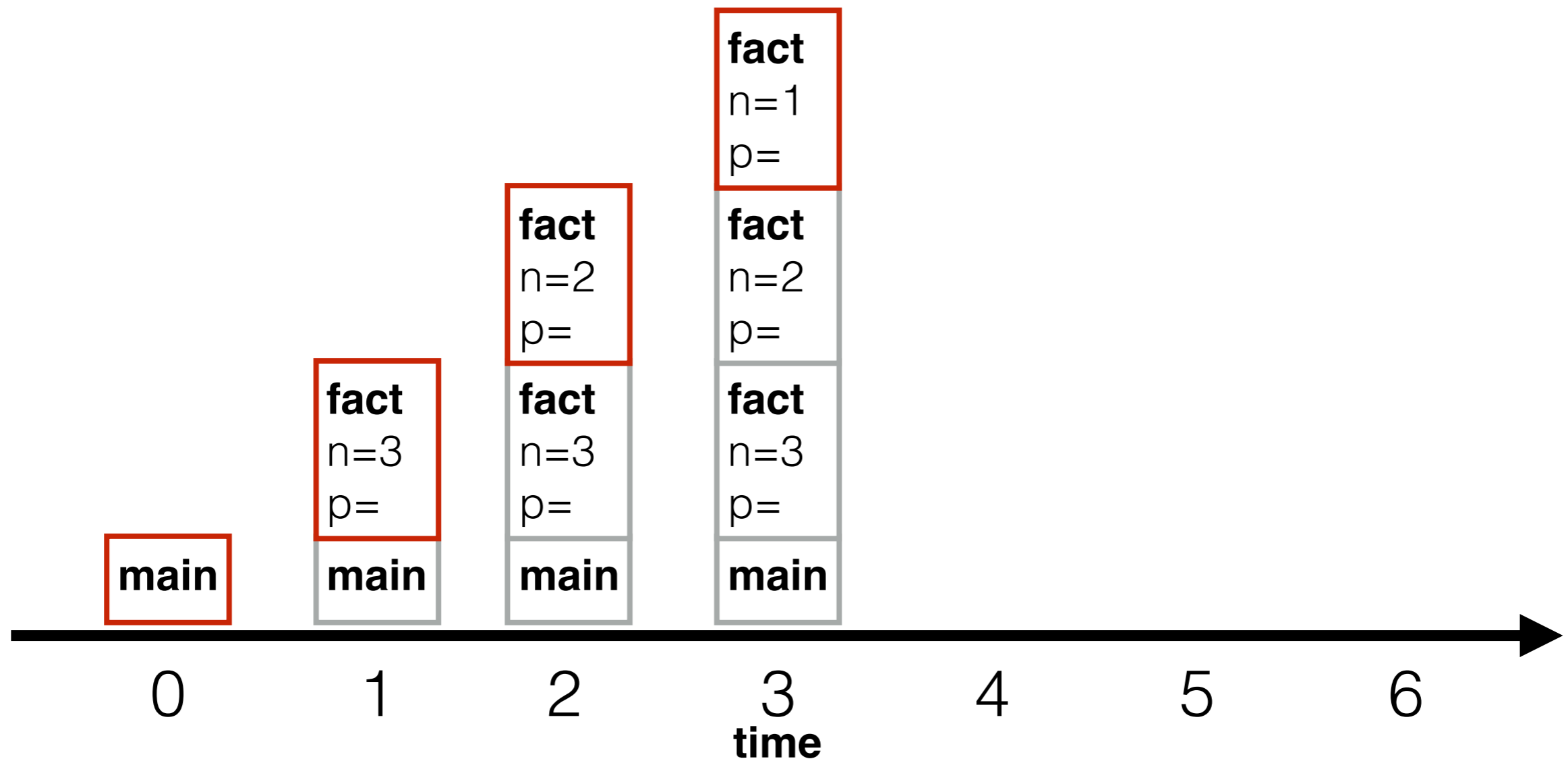
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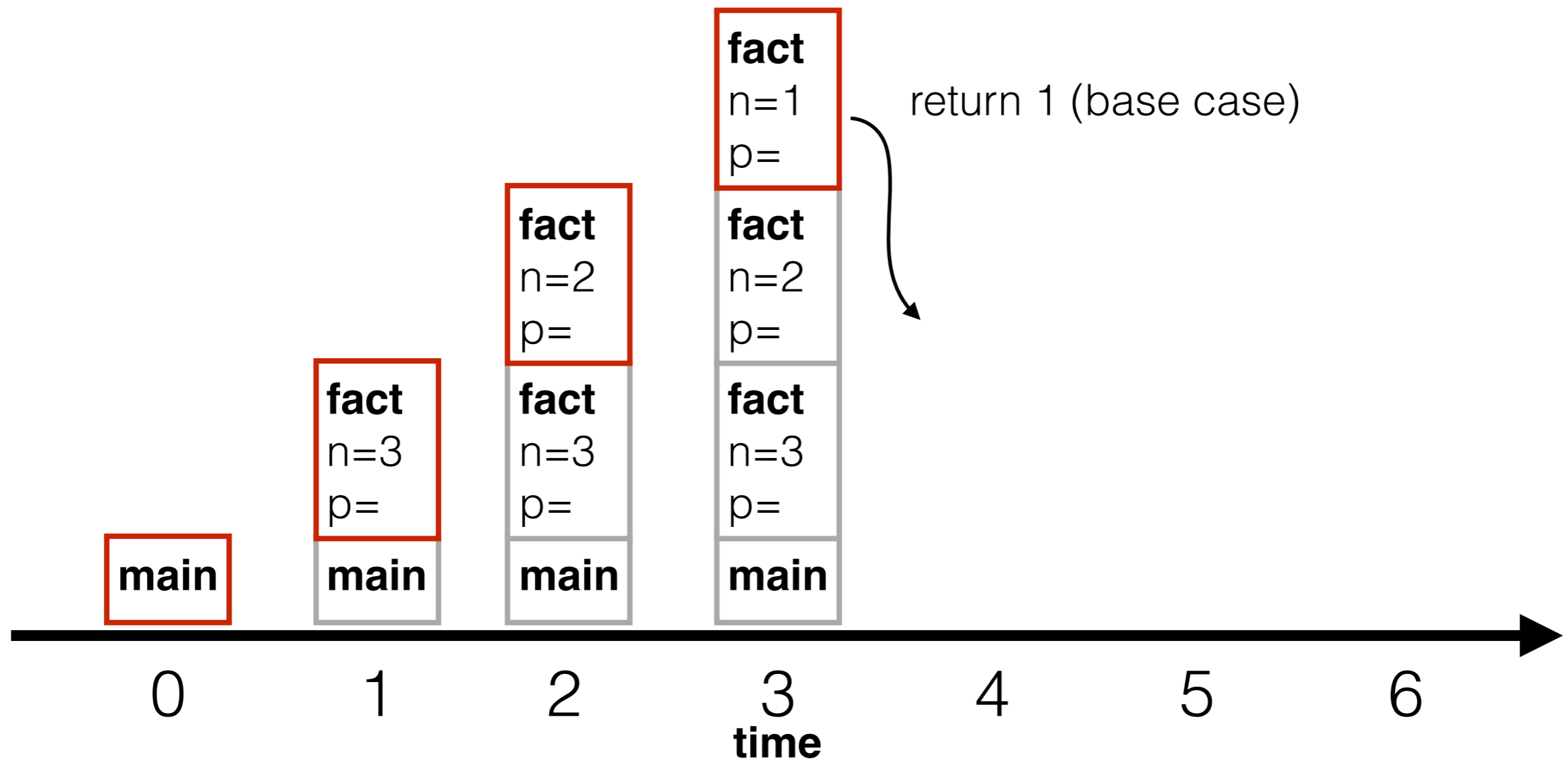
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```



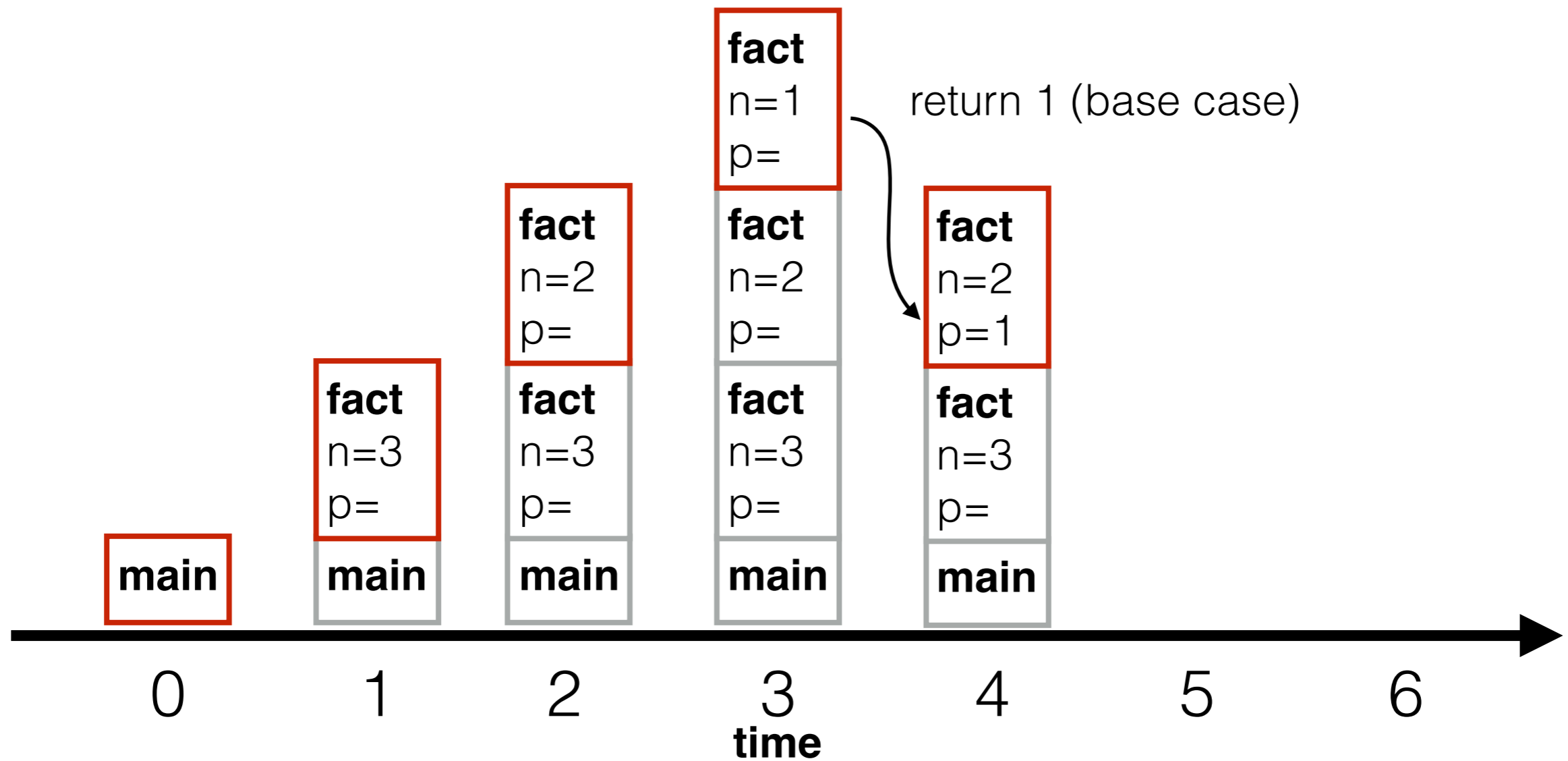
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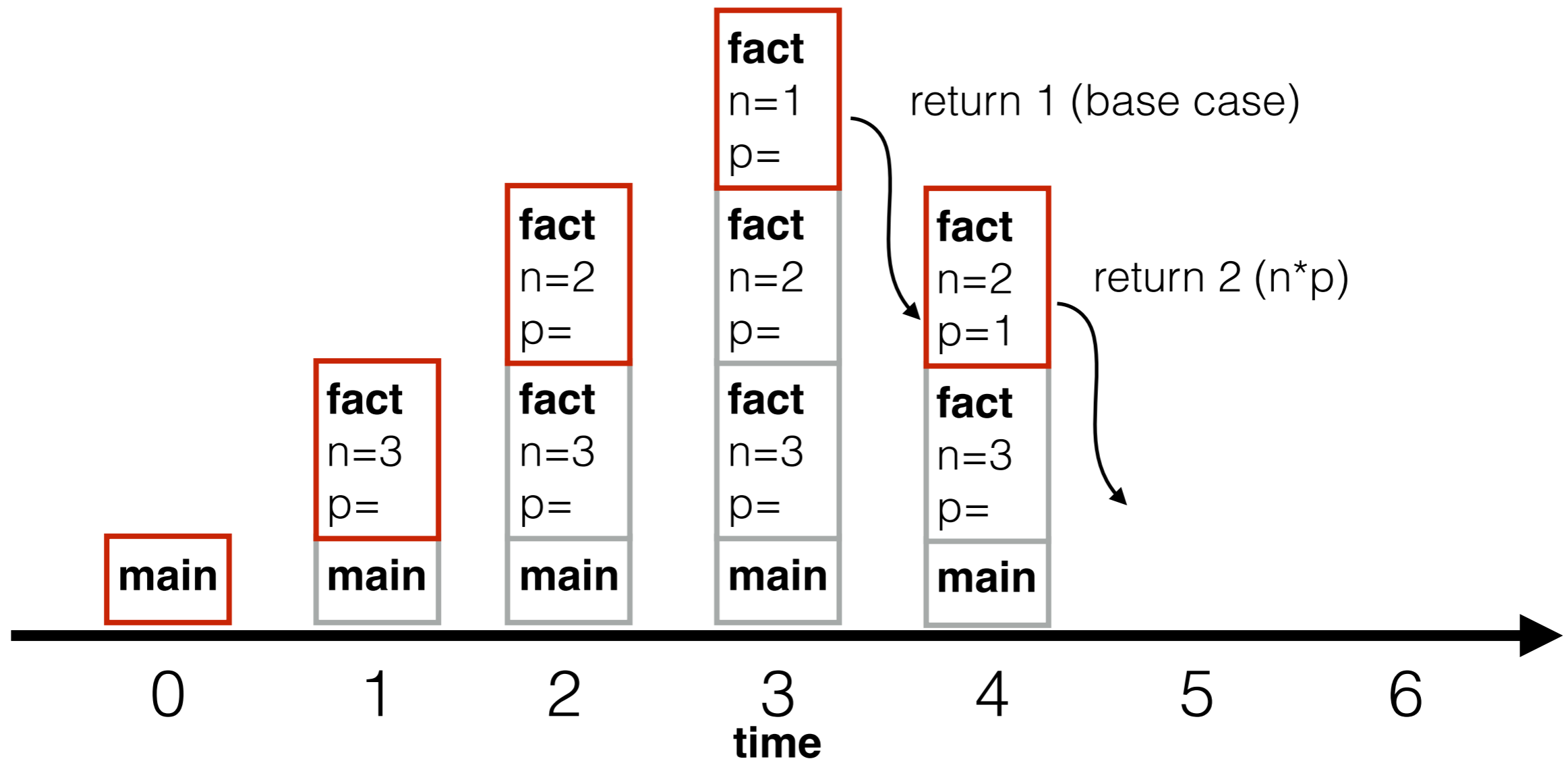
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```



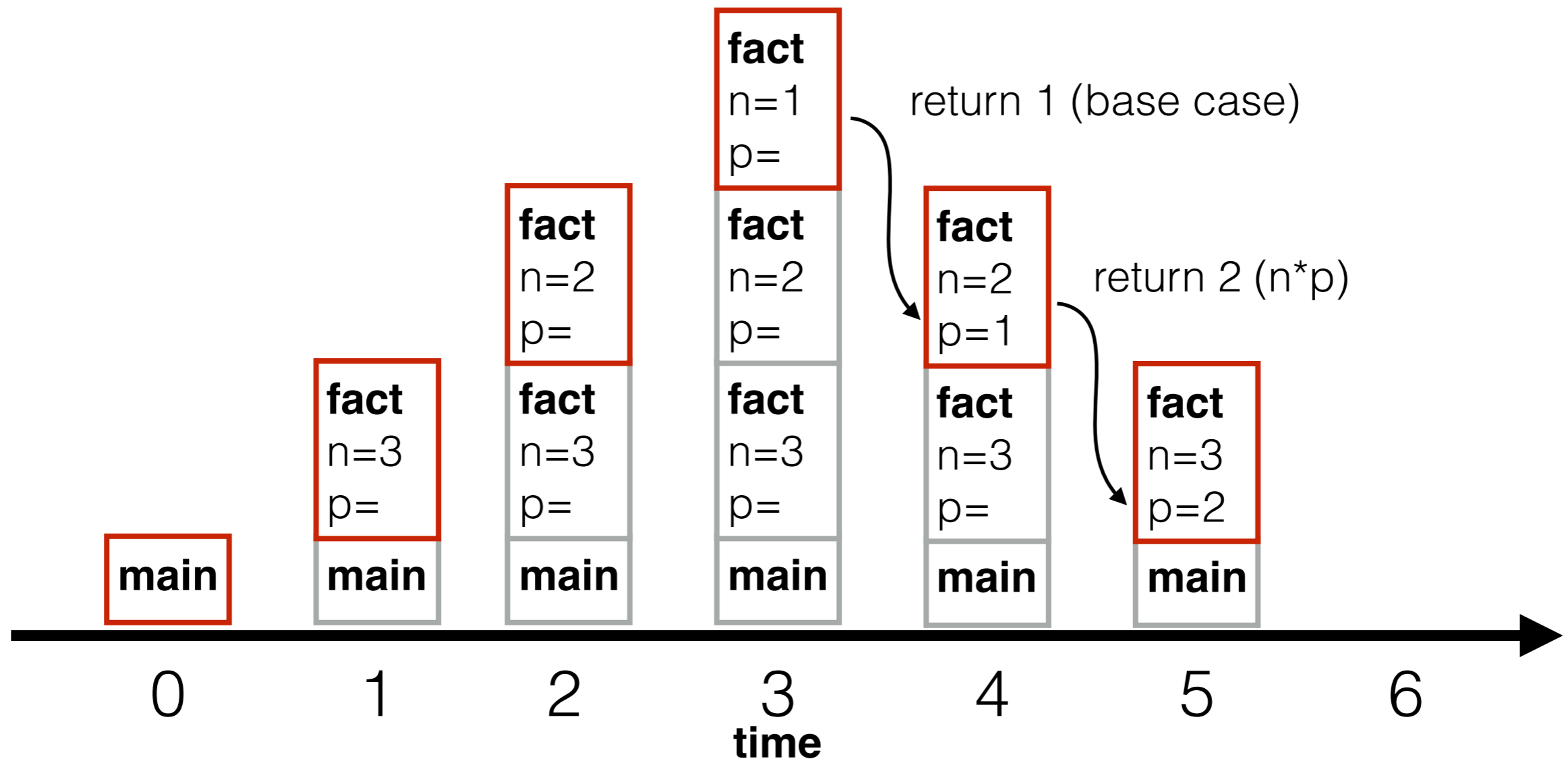
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```



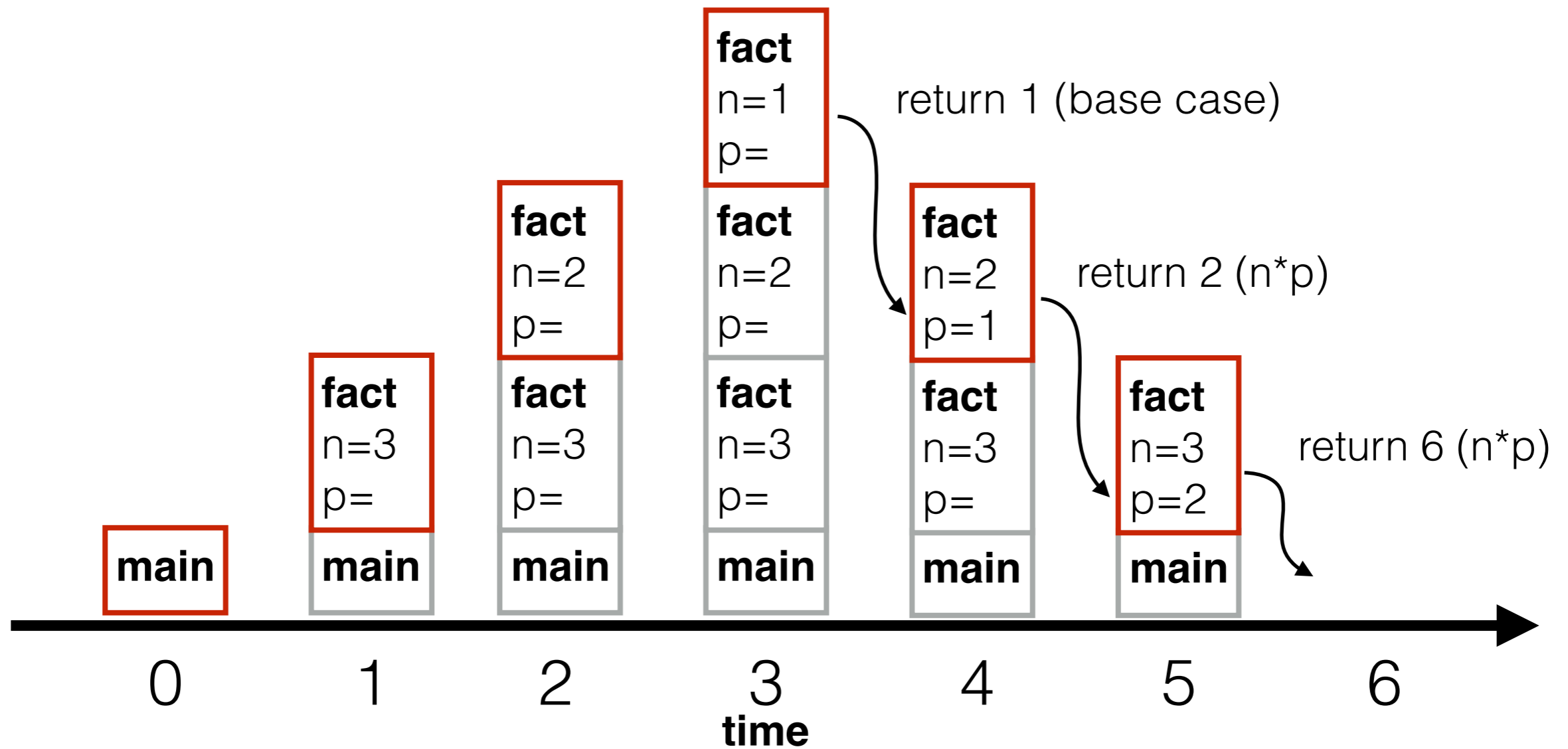
Deep Dive: Runtime Stack

```
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    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



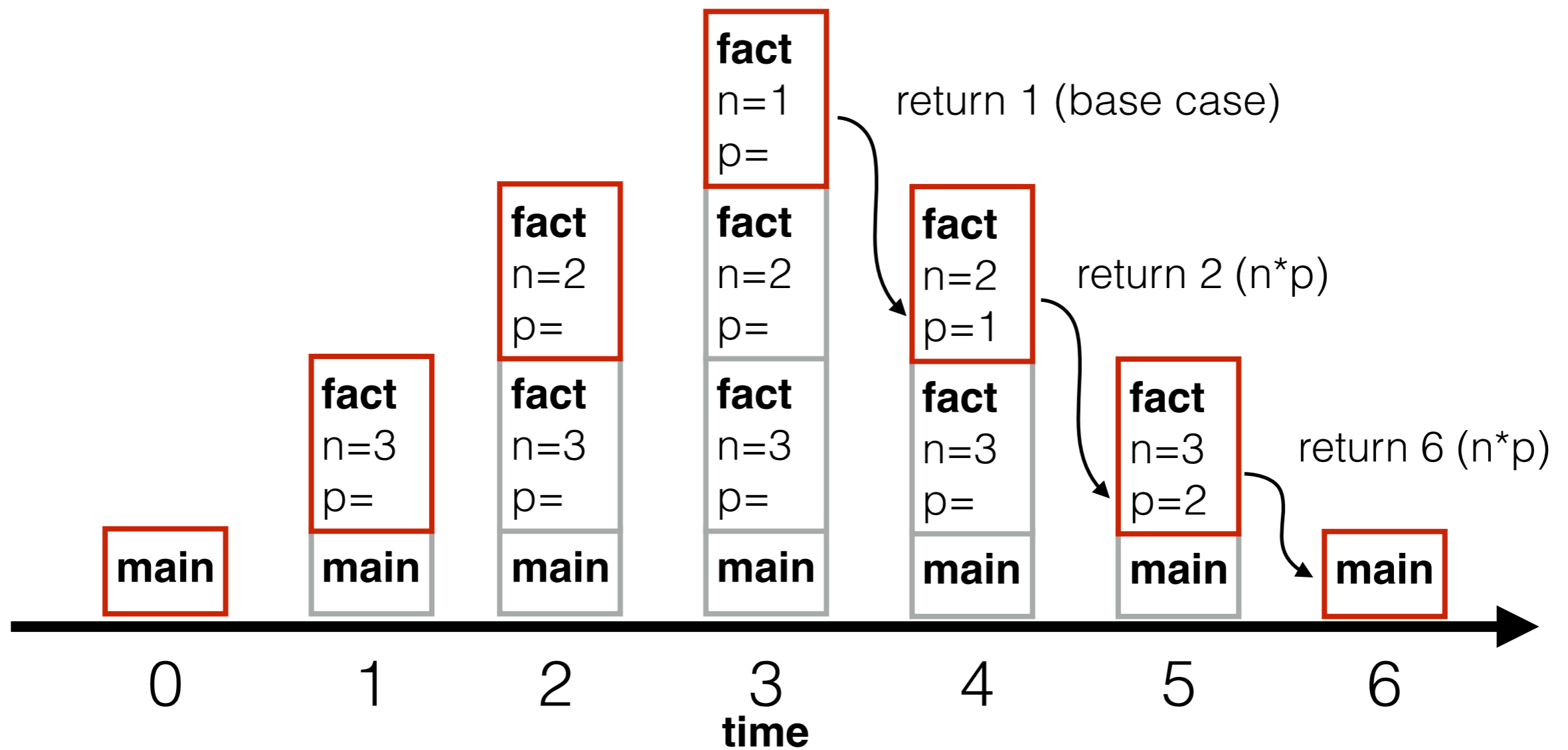
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```
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    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



Deep Dive: Runtime Stack

```
def fact(n):  
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```



“Infinite” Recursion Bugs

What happens if:

- we forgot the “n == 1” check?
- factorial is called with a negative number?

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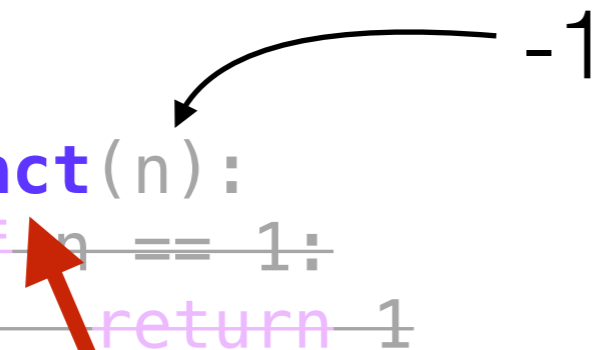
“Infinite” Recursion Bugs

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```
def fact(n):  
if n == 1:  
return 1  
p = fact(n-1)  
return n * p
```

never
terminates



“Infinite” Recursion Bugs

What happens if:

- we forgot the “n == 1” check?
- factorial is called with a negative number?

```
def fact(n):  
if n == 1:  
return 1  
p = fact(n-1)  
return n * p
```

never
terminates

fact

n=2

fact

n=3

main

“Infinite” Recursion Bugs

What happens if:

- we forgot the “n == 1” check?
- factorial is called with a negative number?

```
def fact(n):  
    if n == 1:  
    return 1  
    p = fact(n-1)  
    return n * p
```

never
terminates

fact
n=-1

fact
n=0

fact
n=1

fact
n=2

fact
n=3

main

“Infinite” Recursion Bugs

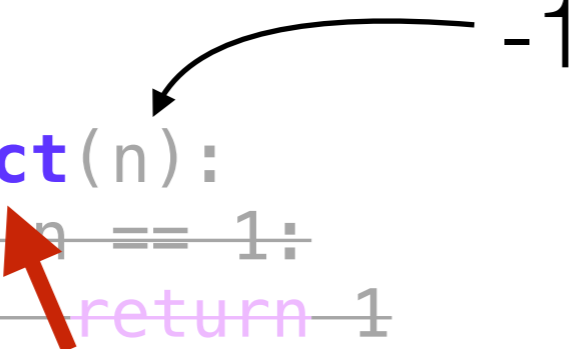
What happens if:

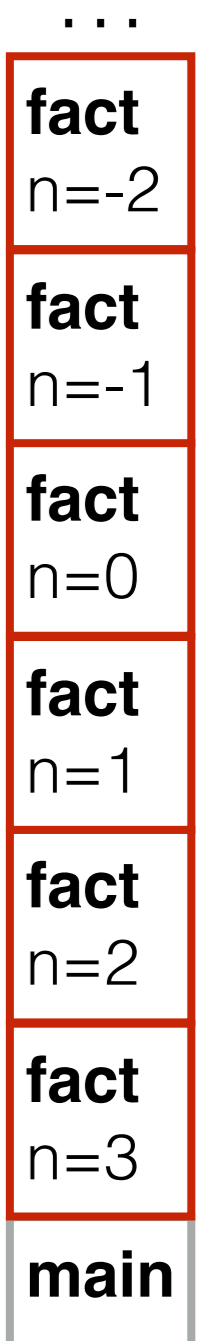
- we forgot the “`n == 1`” check?
- factorial is called with a negative number?

```

def fact(n):
    if n == 1:
        return 1
    p = fact(n-1)
    return n * p
  
```

never terminates





Coding Demos

Demo 1: Pretty Print

Goal: format nested lists of bullet points

Input:

- The recursive lists

Output:

- Appropriately-tabbed items

Example:

```
>>> pretty_print(["A", ["1", "2", "3", ],  
                  "B", ["4", ["i", "ii"]]])
```

```
*A
```

```
  *1
```

```
  *2
```

```
  *3
```

```
*B
```

```
  *4
```

```
    *i
```

```
    *ii
```

Demo 2: Recursive List Search

Goal: does a given number exist in a recursive structure?

Input:

- A number
- A list of numbers and lists (which contain other numbers and lists)

Output:

- True if there's a list containing the number, else False

Example:

```
>>> contains(3, [1,2,[4,[[3],[8,9]],5,6]])
```

```
True
```

```
>>> contains(12, [1,2,[4,[[3],[8,9]],5,6]])
```

```
False
```

Conclusion: Review Learning Objectives

Learning Objectives: Recursive Information

What is a **recursive definition/structure**?

- Definition contains term
- Structure refers to others of same type
- Example: class **X** is defined to have members of type **X**

What is a **base case**?

- Recursion terminates without further self reference

Learning Objectives: Recursive Code

What is **recursive code**?

- Function that sometimes itself (maybe indirectly)

Why write recursive code?

- Real-world data/structures are recursive; intuitive for code to reflect data

Where do computers keep local variables for recursive calls?

- In a section of memory called a “frame”
- Only one function is **active** at a time, so keep frames in a stack

What happens to programs with **infinite recursion**?

- Calls keep pushing more frames
- Exhaust memory, throw **StackOverflowError**

Questions?

