

# Recursion

- Recursive Thinking
- Recursive Programming
- Recursion versus Iteration
- Direct versus Indirect Recursion
- More on Project 2
- Reading L&C 7.1 – 7.2

**DRAFT**

# Recursive Thinking

- Many common problems can be stated in terms of a “base case” and an “inferred sequence of steps” to develop all examples of the problem statement from the base case
- Let’s look at one possible definition of a comma separated values (.csv) list:
  - A list can contain one item (the base case)
  - A list can contain one item, a comma, and a list (the inferred sequence of steps)

# Recursive Thinking

- The above definition of a list is recursive because the second portion of the definition depends on there already being a definition for a list
- The second portion sounds like a circular definition that is not useful, but it is useful as long as there is a defined base case
- The base case gives us a mechanism for ending the circular action of the second portion of the definition

# Recursive Thinking

- Using the recursive definition of a list:
  - A list is a: number
  - A list is a: number comma list
- Leads us to conclude 24, 88, 40, 37 is a list

```
number comma list
 24      ,      88, 40, 37
                number comma list
                  88      ,      40, 37
                                number comma list
                                  40      ,      37
                                                number
                                                  37
```

# Recursive Thinking

- Note that we keep applying the recursive second portion of the definition until we reach a situation that meets the first portion of the definition (the base case)
- Then we apply the base case definition
- What would have happened if we did not have a base case defined?

# Infinite Recursion

- If there is no base case, use of a recursive definition becomes infinitely long and any program based on that recursive definition will never terminate and produce a result
- This is similar to having an inappropriate or no condition statement to end a "for", "while", or "do ... while" loop

# Recursion in Math

- One of the most obvious math definitions that can be stated in a recursive manner is the definition of integer factorial
- The factorial of a positive integer  $N$  ( $N!$ ) is defined as the product of all integers from 1 to the integer  $N$  (inclusive)
- That definition can be restated recursively

$$1! = 1 \quad \text{(the base case)}$$

$$N! = N * (N - 1)! \quad \text{(the recursion)}$$

# Recursion in Math

- Using that recursive definition to get 5!

$$5! = 5 * (5-1)!$$

$$5! = 5 * 4 * (4-1)!$$

$$5! = 5 * 4 * 3 * (3-1)!$$

$$5! = 5 * 4 * 3 * 2 * (2-1)!$$

$$5! = 5 * 4 * 3 * 2 * 1! \text{ (the base case)}$$

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

$$5! = 120$$



# Recursive Programming

- Recursive programming is an alternative way to program loops without using “for”, “while”, or “do ... while” statements
- A Java method can call itself
- A method that calls itself must choose to continue using either the recursive definition or the base case definition
- The sequence of recursive calls must make progress toward meeting the definition of the base case

# Recursion versus Iteration

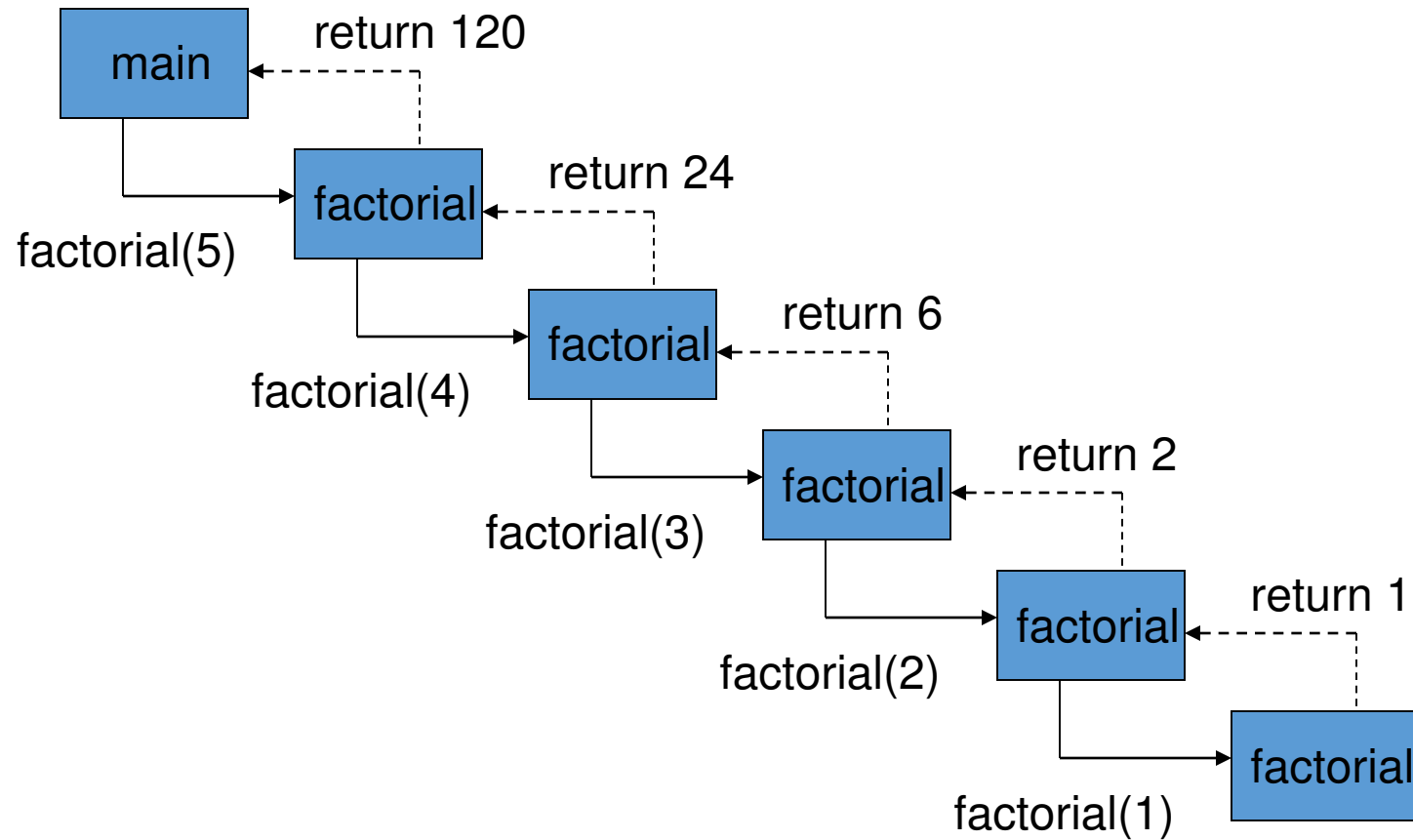
- We can calculate 5! using a loop

```
int fiveFactorial = 1;
for (int i = 1; i <= 5; i++)
    fiveFactorial *= i;
```

- Or we can calculate 5! using recursion

```
int fiveFactorial = factorial(5);
. . .
private int factorial(int n)
{
    return n == 1? 1 : n * factorial(n - 1);
}
```

# Recursion versus Iteration



# Recursion versus Iteration

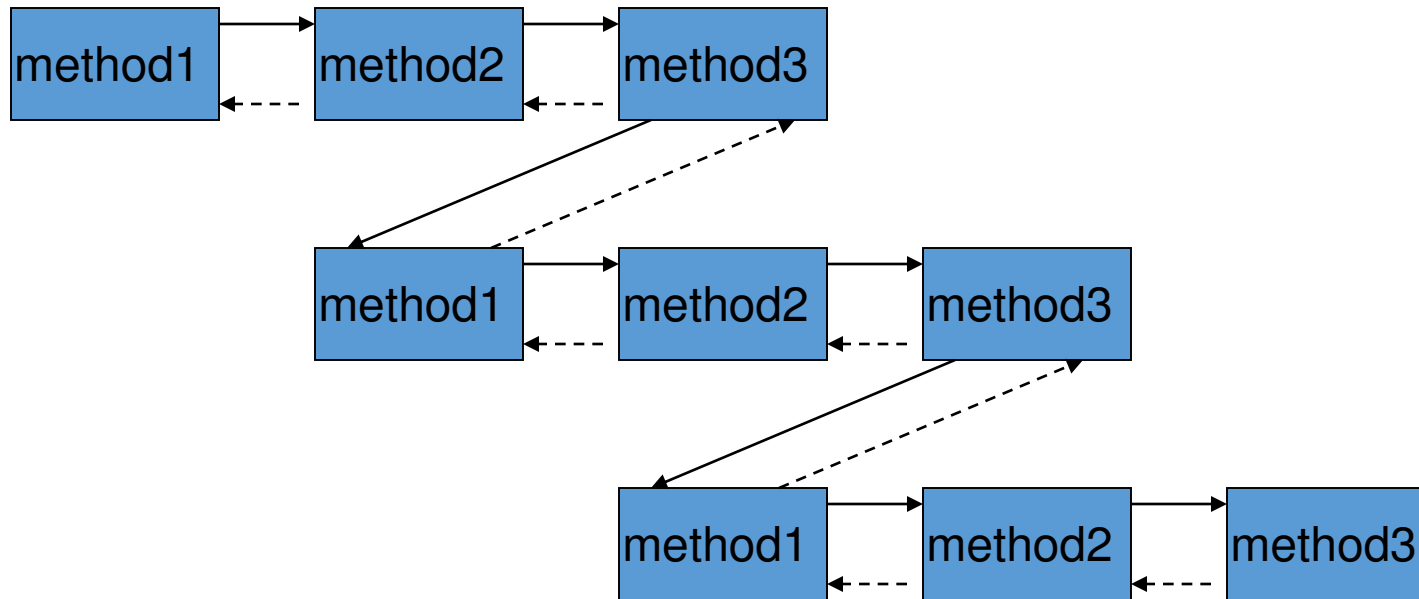
- Note that in the “for” loop calculation, there is only one variable containing the factorial value in the process of being calculated
- In the recursive calculation, a new variable  $n$  is created on the system stack each time the method factorial calls itself
- As factorial calls itself proceeding toward the base case, it pushes the current value of  $n-1$
- As factorial returns after the base case, the system pops the now irrelevant value of  $n-1$

# Recursion versus Iteration

- Note that in the “for” loop calculation, there is only one addition ( $i++$ ) and a comparison ( $i \leq 5$ ) needed to complete each loop
- In the recursive calculation, there is a comparison ( $n == 1$ ) and a subtraction ( $n - 1$ ), but there is also a method call/return needed to complete each loop
- Typically, a recursive solution uses both more memory and more processing time than an iterative solution

# Direct versus Indirect Recursion

- Direct recursion is when a method calls itself
- Indirect recursion is when a method calls a second method (and/or perhaps subsequent methods) that can call the first method again



# Calling main( ) Recursively ☺

- Any Java method can call itself
- Even `main()` can call itself as long as there is a base case to end the recursion
- You are restricted to using a `String []` as the parameter list for `main()`
- The JVM requires the main method of a class to have that specific parameter list

# Calling main( ) Recursively ☺

```
public class RecursiveMain
{
    public static void main(String[] args)
    {
        if (args.length > 1) {
            String [] newargs = new String[args.length - 1];
            for (int i = 0; i < newargs.length; i++)
                newargs[i] = args[i + 1];
            main(newargs);                // main calls itself with a new args array
        }
        System.out.println(args[0]);
        return;
    }
}
java RecursiveMain computer science is fun
fun
is
science
computer
```

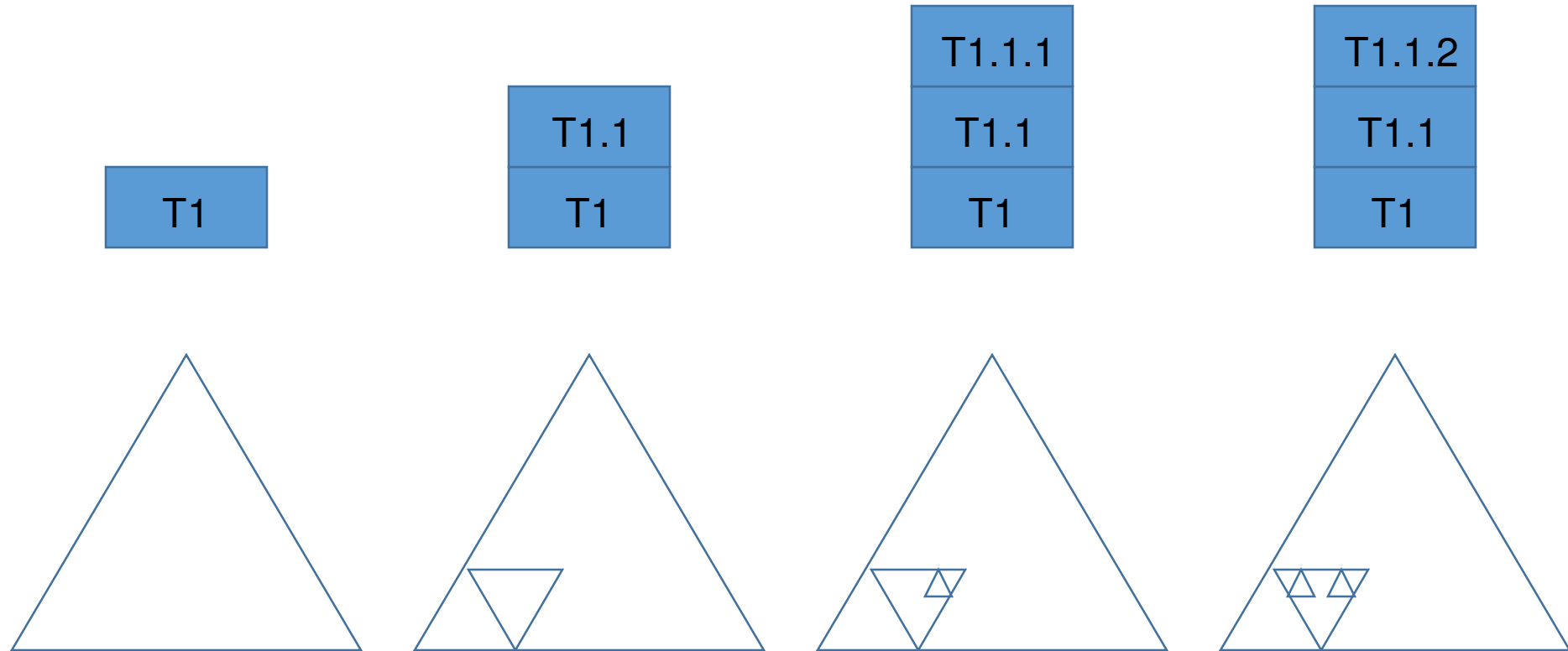


## More on Project 2

- The Recursive class for project 2 needs a recursive `drawTriangle()` method
- You don't need an explicit stack
- When `drawTriangle()` calls itself:
  - the current context of all local variables is left on the system stack and
  - a new context for all local variables is created on the top of the system stack
- The return from `drawTriangle()` pops the previous context off the system stack

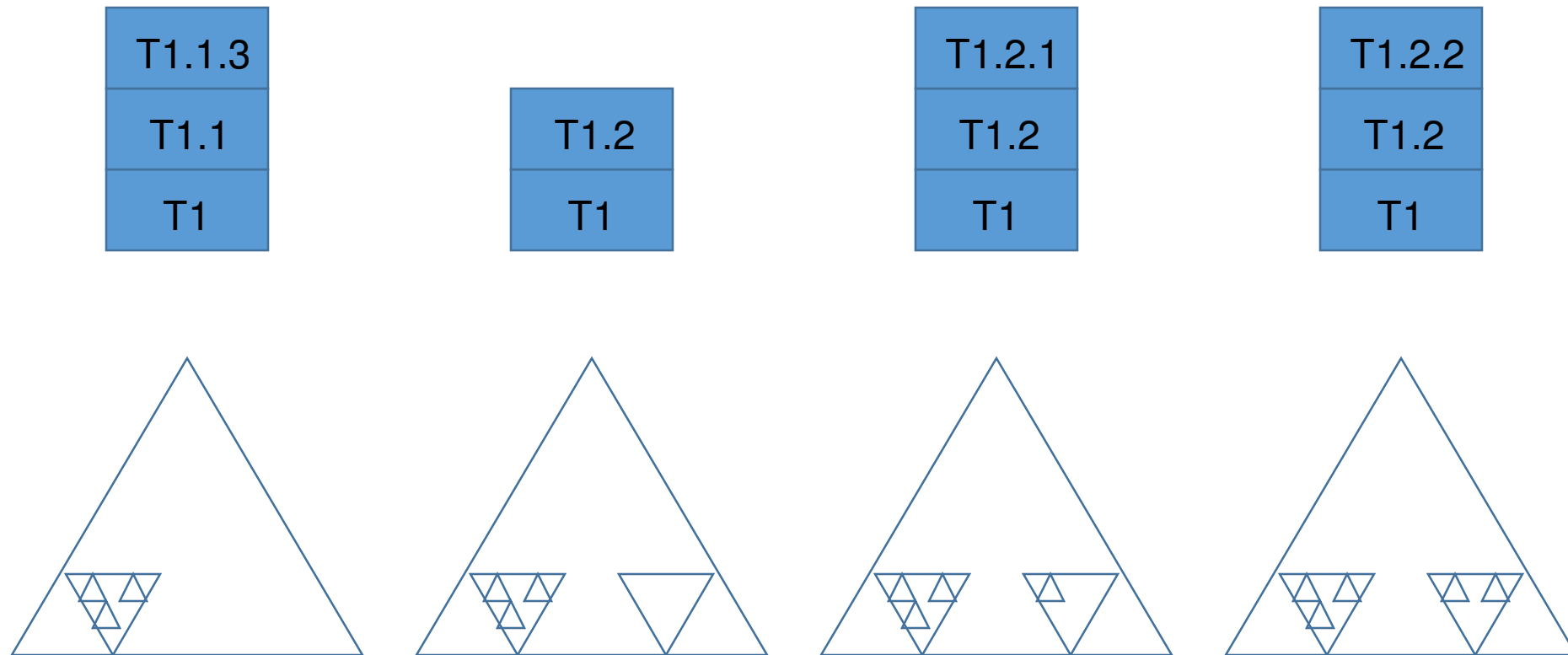
# More on Project 2

- System Stack (for 3 triangles and 3 levels)



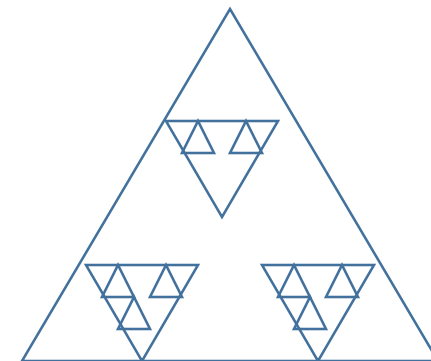
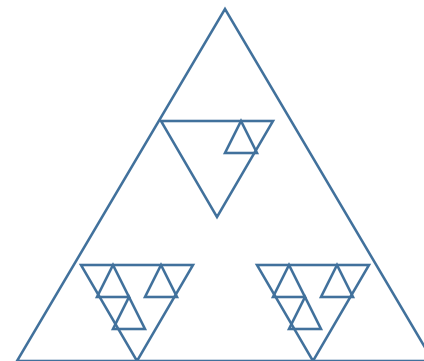
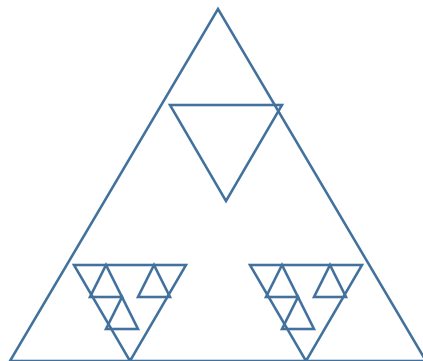
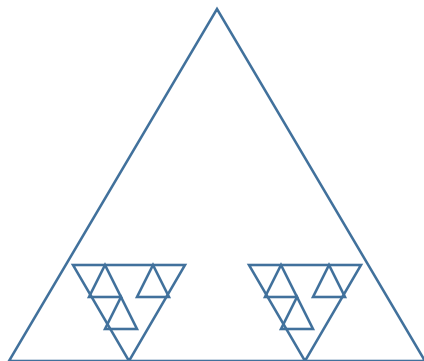
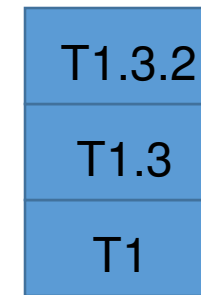
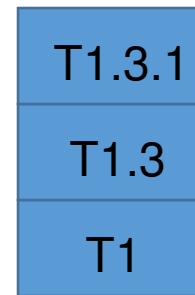
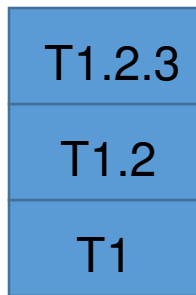
# More on Project 2

- System Stack (for 3 triangles and 3 levels)



# More on Project 2

- System Stack (for 3 triangles and 3 levels)



# More on Project 2

- System Stack (for 3 triangles and 3 levels)

