

Programming techniques

Topic 6 – Recursion

Agenda

- The Nature of Recursion
 - Tracing a Recursive Function
 - Work through Examples of Recursion
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Recursion

- Recursion is repetition (by self-reference)
 - it is caused when a function calls/invokes itself.
 - Such a process will repeat forever unless terminated by some control structure.
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Recursion

- So far, we have learned about control structures that allow C++ to iterate a set of statements a number of times.
 - In addition to iteration, C++ can repeat an action by having a function call itself.
 - This is called recursion. In some cases it is more suitable than iteration.
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Recursion

- While recursion is very powerful
 - and will allow us to at times simply solve complex problems
 - it should not be used if iteration can be used to solve the problem in a maintainable way (i.e., if it isn't too difficult to solve using iteration)
 - so, think about the problem. Can loops do the trick instead of recursion?
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Recursion

- Why select iteration versus recursion?
 - Efficiency!
 - Every time we call a function a stack frame is pushed onto the program stack and a jump is made to the corresponding function
 - This is done in addition to evaluating a control structure (such as the conditional expression for an if statement) to determine when to stop the recursive calls.
 - With iteration all we need is to check the control structure (such as the conditional expression for the while, do-while, or for)
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Recursion

- Let's look at a very simple example;
 - in this case we can see that by using recursion we can make some difficult problems very trivial...
 - many of these problems would be very difficult to solve if you only were able to use iteration.
 - *trace through the following problem in class...showing how the stack frame works*
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Recursion

□ What is the purpose of the following?

```
void strange(void);  
int main() {  
    cout <<"Please enter a string" <<endl;  
    strange();  
    cout <<endl;  
    return 0;  
}
```

```
void strange(void) {  
    char ch;  
    cin.get(ch);  
    if (!cin.eof() && ch != '\n') {  
        strange();  
        cout << ch;  
    }  
}
```

Recursion

- This program writes the reverse of what was entered at the keyboard, no matter how many characters were entered!
 - Try to write an equally simple program just using the iterative statements we know about; it would be difficult to make it behave the same without limiting the number of characters that can be entered or using up a lot of memory with a huge array of characters!
 - Notice, with recursion, we didn't have to even use an array!!
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Recursion

- What happens to this “power” if we had swapped the cout statement with the recursive call in the previous example?
 - It would have simply read and echoed what was typed in.
 - Recursion would be overkill; iteration should be used instead.
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Recursion

- ❑ When a recursive call is encountered, execution of the current function is temporarily stopped.
 - ❑ This is because the result of the recursive call must be known before it can proceed.
 - ❑ So, it saves all of the information it needs in order to continue executing that function later (i.e., all current values of all local variables and the location where it stopped).
 - ❑ Then, when the recursive call is completed, the computer returns and completes execution of the function.
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Recursion

- ❑ In order for your recursive calls to be useful, they must be designed so that your program will ultimately terminate.
 - ❑ As with iteration or looping, there is danger of creating a recursive function that is an infinite loop!
 - ❑ We need to be careful to prevent infinite repetition.
 - ❑ Therefore, when designing a recursive function
 - one of the first steps should be to determine what the stopping condition should be
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Recursion

- The best way to do this is to use
 - an if statement to determine if a recursive call should be made -- depending on the value of some conditional expression.
 - Eventually, every recursive set of calls should reach a point that does not require recursion (i.e., this will stop recursion).
 - Recursion should not be used if it makes your algorithm harder to understand or if it results in excessive demands on storage or execution time.
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Recursion

- Therefore, there are 3 requirements when using recursion:
 - Every recursive function must contain a control structure that prevents further recursion when a certain state is reached.
 - That state must be able to be reached each time you run the program.
 - When that state is reached, the function must have completed its computation and (if the function returns a value) return the appropriate value for each recursive call. *don't forget to have the function "use" the returned value...if there is one!*
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Recursion

- In class, walk through the following:

```
int factorial(int n)
{
    if (n < 2)
        return 1;
    else
        return (n * factorial(n-1));
}
```

Recursion

- In class, walk through the following:

```
int factorial(int n)
{
    if (n < 2)
        return 1;
    else
        return (n * factorial(n-1));
}
```

- Compare and contrast with the iterative version. Which is better? Why?
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Recursion

- ❑ If you request nesting or recursion that goes beyond what your system can handle...you will get an error when you try to execute your program...such as "stack overflow".
 - ❑ This simply means that you've tried to make too many function calls - recursively.
 - ❑ If you get this error, one clue would be to look to see if you have infinite recursion.
 - This situation will cause you to exceed the size of your stack -- no matter how large your stack is!
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Examples of Recursion

- Two meaningful examples of recursion are the
 - towers of hanoi problem
 - binary search
 - Let's discuss each of these and examine:
 - the process they go thru
 - see how recursion helps solve the problem
 - look at the implementation details (of the binary search)
 - discuss the benefits and drawbacks of recursion for these algorithms
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For Next Time

- Practice Recursion

- Do the following:

- Rewrite the insert and remove functions with linked lists using recursion (just for practice...)

- try to add to the end recursively

- try to remove in the middle recursively
