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## Chapter 17 Recursion

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## What is Recursion?

- A **recursive function** is one that solves its task by **calling itself** on smaller pieces of data.
  - Similar to recurrence function in mathematics.
  - Like iteration -- can be used interchangeably; sometimes recursion results in a simpler solution.

Example: Running sum (  $\sum_{i=1}^n i$  )

<p><b>Mathematical Definition:</b>  <math>RunningSum(1) = 1</math>  <math>RunningSum(n) = n + RunningSum(n-1)</math></p>	<p><b>Recursive Function:</b></p> <pre>int RunningSum(int n) {     if (n == 1)         return 1;     else         return n + RunningSum(n-1); }</pre>
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## Executing RunningSum

```
res = RunningSum(4);
```

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## High-Level Example: Binary Search

- Given a sorted set of exams, in alphabetical order, find the exam for a particular student.
  1. Look at the exam **halfway** through the pile.
  2. If it matches the name, we're done; if it does not match, then...
    - 3a. If the name is greater (alphabetically), then **search the upper half** of the stack.
    - 3b. If the name is less than the halfway point, then **search the lower half** of the stack.

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## Binary Search: Pseudocode

- Pseudocode is a way to describe algorithms without completely coding them in C.

```

FindExam(studentName, start, end) {
    halfwayPoint = (end + start)/2;
    if (end < start)
        ExamNotFound(); /* exam not in stack */
    else if (studentName == NameOfExam(halfwayPoint))
        ExamFound(halfwayPoint); /* found exam! */
    else if (studentName < NameOfExam(halfwayPoint))
        /* search lower half */
        FindExam(studentName, start, halfwayPoint-1)
    else
        /* search upper half */
        FindExam(studentName, halfwayPoint + 1, end);
}
    
```

## Detailed Example: Fibonacci Numbers

- Mathematical Definition:

$$f(n) = f(n-1) + f(n-2)$$

$$f(1) = 1$$

$$f(0) = 1$$

- In other words, the n-th Fibonacci number is the sum of the previous two Fibonacci numbers.

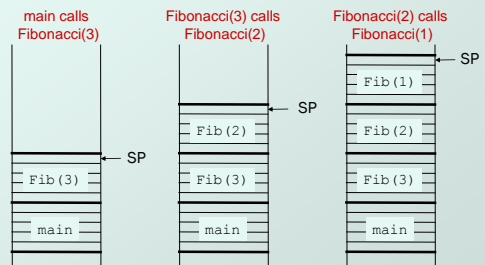
## Fibonacci: C Code

```

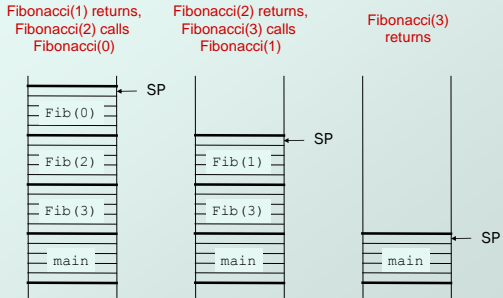
int Fibonacci(int n)
{
    if ((n == 0) || (n == 1))
        return 1;
    else
        return Fibonacci(n-1) + Fibonacci(n-2);
}
    
```

## Activation Records

- Whenever Fibonacci is invoked, a new activation record is pushed onto the stack.



## Activation Records (cont.)



## Tracing the Function Calls

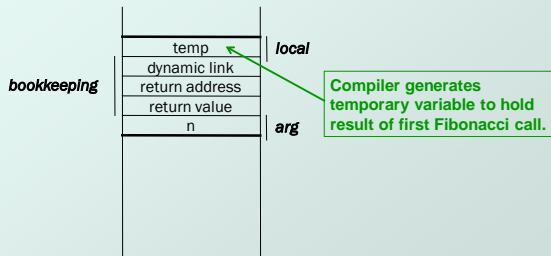
- If we are debugging this program, we might want to trace all the calls of Fibonacci.
  - Note: A trace will also contain the arguments passed into the function.
- For Fibonacci(3), a trace looks like:
 

```

Fibonacci (3)
Fibonacci (2)
Fibonacci (1)
Fibonacci (0)
Fibonacci (1)
            
```
- What would trace of Fibonacci(4) look like?

## Fibonacci: LC-3 Code

### Activation Record



## A Final C Example: Printing an Integer

- Recursively converts an unsigned integer as a string of ASCII characters.
  - If integer < 10, convert to char and print.
  - else, call self on first (n-1) digits and then print last digit.

```

void IntToAscii(int num) {
    int prefix, currDigit;
    if (num < 10)
        putchar(num + '0'); /* print number */
    else {
        prefix = num / 10; /* previous digits */
        digit = num % 10; /* current digit */
        IntToAscii(prefix); /* recursive call */
        putchar(digit + '0'); /* print digit */
    }
}
            
```

## Trace of IntToAscii

- Calling IntToAscii with parameter 12345:

```
IntToAscii(12345)
  IntToAscii(1234)
    IntToAscii(123)
      IntToAscii(12)
        IntToAscii(1)
          putchar('1')
        putchar('2')
      putchar('3')
    putchar('4')
  putchar('5')
```