

# Programming Paradigms

## Unit 5 — Recursion

J. Gamper

Free University of Bozen-Bolzano  
Faculty of Computer Science  
IDSE

# Outline

1 Recursion

2 Writing Recursive Functions

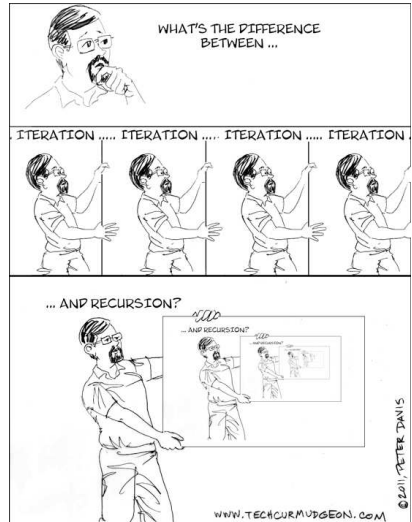
# Outline

## 1 Recursion

## 2 Writing Recursive Functions

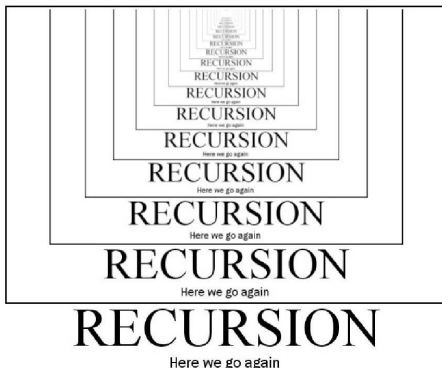
# A Different Kind of Loop/1

- The languages we are covering next have a **lack of iterative constructs**
  - That means, they have no loops
- That does not mean that they are less expressive, they use **recursion**, instead



# A Different Kind of Loop/2

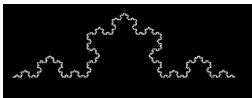
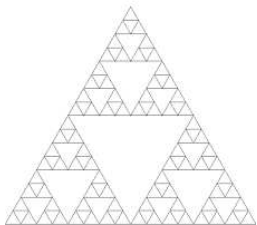
- It depends on the language how easy and efficient one or the other is
  - Some languages lack recursion: Fortran77, Assembler
  - Some languages allow recursion, but aren't very efficient with it: C++, Java
  - Languages we cover next are optimized for recursion



# Basic Idea of Recursion

- Basic idea of recursion is “Divide et Impera”
  - Divide a problem  $P$  into subproblems with the same structure, but smaller (recursive case)
  - At some point, the subproblem is small enough to solve it (base case)
  - Once the subproblems are solved, they can be composed to solve  $P$  (composition)
- Many problems can be expressed very elegantly and naturally with recursion

*To iterate is human, to recurse divine (Anonymous)*



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

# Iterative Sum Example

- Let's convert a simple loop into recursion
- We're going to stay with Ruby for a while longer and write a function that computes a sum:

```
def sum(n)
  total = 0
  while(n != 0)
    total += n
    n -= 1
  end
  return total
end
```

ONE MUST FIRST UNDERSTAND RECURSION, IN ORDER TO UNDERSTAND RECURSION.

# Explaining Recursion

- The function from the previous slide in plain words:

- ① You have `n`, set `total` to 0

- ② If `n` is not 0 yet:

- (a) Add `n` to `total`

- (b) Decrement `n` by 1

- (c) Repeat Step 2

- ③ Done, return `total`

- Explaining Step 2 in recursive fashion:

- ② If `n` is not 0 yet, repeat this same step with

- (a) `total + n` as new value for `total`

- (b) `n-1` as new value for `n`

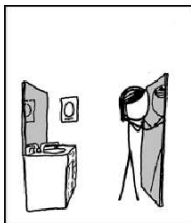


# Recursive Sum Example/1

- How would this look like in Ruby?

```
def sum(n,total)
  if n != 0
    sum(n-1,total+n)
  end
end
```

- Something is still missing ...



A fatal error has occurred.

0x00000539 0x4641494C  
0x4F4F5053 0x78686364

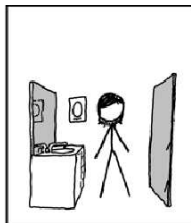
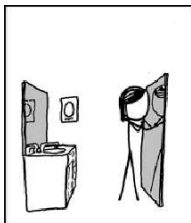
Press Ctrl+Alt+Delete to  
restart the universe.

# Recursive Sum Example/1

- How would this look like in Ruby?

```
def sum(n,total)
  if n != 0
    sum(n-1,total+n)
  end
end
```

- Something is still missing ... when and how do we **stop**?



A fatal error has occurred.

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Press Ctrl+Alt+Delete to  
restart the universe.

## Recursive Sum Example/2

- When  $n$  has reached 0, we return total:

```
def sum(n,total)
  if n != 0
    sum(n-1,total+n)
  else
    return total
  end
end
```

- This isn't exactly the same as the iterative version

## Recursive Sum Example/3

- To obtain the same signature as in the iterative version, we need a second function that initializes `total = 0`
  - Be careful that this cannot be done in the recursive function!

```
def do_sum(n)
  sum(n,0)
end
```

```
def sum(n,total)
  if n != 0
    sum(n-1,total+n)
  else
    return total
  end
end
```

# Tail Recursion

- A very important sub-class of recursive functions are **tail recursive** functions
- This means, there is nothing left to do when the recursive call returns
- The example on the previous slide is tail recursive
- Why are these functions so important?



# Execution of Tail-Recursive Function

Recursive call	n	total	n != 0
sum(3,0)	3	0	yes
sum(2,3)	2	3	yes
sum(1,5)	1	5	yes
sum(0,6)	0	6	no
→ 6			
→ 6			
→ 6			
→ 6			

```
def sum(n,total)
  if n != 0
    sum(n-1,total+n)
  else
    return total
  end
end
```

# Non-Tail Recursion

- We implemented sum as a tail recursive function
- It could have also been implemented in a **non-tail recursive** way:

```
def sum(n)
  if n != 0
    sum(n-1) + n
  else
    return 0
  end
end
```

- After returning from the recursive call we still have to add n

# Execution of Non-Tail-Recursive Function

Recursive call	n	n != 0
sum(3)	3	yes
sum(2) + 3	2	yes
sum(1) + 2	1	yes
sum(0) + 1	0	no
$\hookrightarrow 0 + 1$		
$\rightarrow 1$		
$\hookrightarrow 1 + 2$		
$\rightarrow 3$		
$\hookrightarrow 3 + 3$		
$\rightarrow 6$		
$\rightarrow 6$		

```
def sum(n)
    if n != 0
        sum(n-1) + n
    else
        return 0
    end
end
```



# Tail Recursion vs. Non-Tail Recursion

- In general, (non-tail) recursive function calls put parameters on the stack
  - Every call grows the stack
  - On return, the parameters are needed to compute the result (together with the partial result returned)
- In tail recursive functions, the parameters from the call before are not needed anymore
  - Instead, the result is directly handed to the parent
  - Hence, no parameters need to be put on the stack
- Languages that use tail recursion optimization realize this and don't grow the stack
- The languages we cover next are optimized in this way
  - So they are much more efficient when using recursion

# Efficiency of Recursion

- So we always use tail recursion and everything is fine?
- Unfortunately, it is not that simple:
  - **Not every recursive function** can be formulated in a tail recursive way
  - **Non-tail recursive** functions are usually easier to write: they store everything on the **stack**
  - **Tail recursive** functions have to track information in **accumulator** parameters, e.g. `total` in the `sum` function
- If a recursive function “**loops**” **forever**, it has to be tail recursive for obvious reasons

# Outline

1 Recursion

**2 Writing Recursive Functions**

# Writing Recursive Functions

- If you have no experience with recursive functions, writing them may seem difficult, but there are a few tricks
- Let's have a look at a concrete example: reversing an array
- First of all, it helps to **look at examples**

<code>[]</code>	<code>-&gt; []</code>
<code>[1]</code>	<code>-&gt; [1]</code>
<code>[1,2]</code>	<code>-&gt; [2,1]</code>
<code>[1,2,3]</code>	<code>-&gt; [3,2,1]</code>

- This will help you get a “feel” for the problem
- You may even be able to recognize some pattern

# Base Cases

- Next, try to figure out the **base cases**
  - These are the cases that don't need a recursive call

```
def rev(a)
  if a.length == 0 or a.length == 1
    return a
  else
    puts "not implemented yet"
  end
end
```

- You can already test this function by calling it with different parameters

rev([])	-> []
rev([1])	-> [1]
rev(['abc'])	-> ["abc"]
rev([1,2,3])	-> not implemented yet
rev([[1,2,3]])	-> [[1,2,3]]

# Recursive Cases/1

- Now, you have to consider the **recursive case**, which is a bit more difficult
- What do we have?
  - We know there are at least two elements in the array (and possibly some rest)
  - We have to add a recursive call to `rev` somewhere
- Why not imagine you already have a working version?
- Summing up, we have
  - first two elements: `a[0]` and `a[1]`
  - the rest: `a.drop(2)`  
`drop(n)` drops the first `n` elements, here 2)
  - a working function: `old_rev`

## Recursive Cases/2

- How do we put this together?

```
def rev(a)
  if a.length == 0 or a.length == 1
    return a
  else
    old_rev(a.drop(2)).push(a[1]).push(a[0])
  end
end
```

- Basically, we reverse the rest of the array ...
- ... and append the first two elements in reverse order

## Recursive Cases/3

- This should work now
- But if it works, then it is as good as `old_rev`
  - So you can replace `old_rev` with a **recursive call** `rev` and you're done!

```
def rev(a)
  if a.length == 0 or a.length == 1
    return a
  else
    rev(a.drop(2)).push(a[1]).push(a[0])
  end
end
```

- Well, we're not quite done yet ...
  - We have to check that the recursion stops
  - We may be able to simplify the function



# Termination/1

- **Termination** is crucial in recursive functions
- For simple functions it may be easy to see it won't get stuck in an endless loop
- For more complicated ones, you can check that its arguments are **monotonically decreasing/increasing**
  - and will eventually reach one of your **base cases**

## Termination/2

- The function `rev` terminates
  - We keep dropping items from the array, making it smaller and smaller
  - Eventually it will contain only one or no item, i.e., base case
- However, checking the function `sum` we have overlooked a case
  - What happens if we call it with a negative number?



# Termination of the Sum Function

- To make the sum function always terminate, we have to check for negative numbers
- Let's change the condition to  $n > 0$

```
def sum(n,total)
  if n > 0
    sum(n-1,total+n)
  else
    return total
  end
end
```

- Alternatively, we could check for negative numbers in the initialization function `do_sum`

```
def do_sum(n)
  sum(n,0) if n > 0
  0
end
```

# Simplification/1

- If you have **multiple base cases**, check if you actually need all of them
- If we can handle empty arrays, do we need arrays with one element as a base case?
  - The case with one element can be rewritten into:  
`[1] -> rev([]).push(1)`
  - So we only need the empty array as base case

## Simplification/2

- The simplified function looks like this:

```
def rev(a)
  return a if a == []
  rev(a.drop(1)).push(a[0])
end
```

- Was not that difficult, was it?



# Just One More Flaw/1

- We now have a recursive function that reverses an array
- However, it is not tail recursive
  - We append an element to the return value
- Can you make it tail recursive?

# Just One More Flaw/2

- We need a second parameter, which keeps the reversed array

```
def rev(a,b)
  return b if a == []
  rev(a.drop(1), [a[0]] + b)
end
```

# Summary

- **Recursion** is just a different kind of loop, but as **expressive** as loops
- Some programming languages are heavily based on recursion, others do not offer recursion at all
- Three important steps in writing recursive programs
  - **Base** cases
  - **Recursive** cases
  - **Termination**
- Often recursion allows you to write elegant code
- With the right language, it is even efficient
- **Tail recursion** is important to make recursive programs efficient
  - They essentially don't need to store any data on the stack