

Recursion

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Recursion

Introductory Examples

Factorial

Multiplication of natural numbers

Fibonacci sequence

Binary search

Recursion

Introductory Examples : Factorial

$n! = 1$ if $n=0$
 $n! = n (n-1) (n-2) \dots 1$ if $n > 0$

```
Prod := N
FOR X = N-1 ,2 -1 :
  Prod := Prod * X
ENDFOR
```

$n! = 1$ if $n=0$ $\text{Fact}(0) = 1$
 $n! = n (n-1)!$ if $n > 0$ $\text{Fact}(n) = n * \text{Fact}(n-1)$ if $n > 0$

Recursive definition

$4! = 4 * 3!$
 $3! = 3 * 2!$
 $2! = 2 * 1!$
 $1! = 1 * 0!$
 $0! = 1$

```
Fact(N):
IF N = 0
  Fact := 1
ELSE
  Fact := N * Fact(N-1)
ENDIF
```

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Introductory Examples : Multiplication

$$\begin{aligned} a * b &= a && \text{if } b = 1 \\ a * b &= a * (b-1) + a && \text{if } b > 1 \end{aligned}$$

$$\begin{aligned} \text{Mult}(a, b) &= a && \text{if } b = 1 \\ \text{Mult}(a, b) &= \text{Mult}(a, b-1) + a && \text{if } b > 1 \end{aligned}$$

```
Mult(A, B):  
IF B = 1  
    Mult := A  
ELSE  
    Mult := Mult(a, b-1) + a  
ENDIF
```

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Introductory Examples : Synthesis

In recursive definitions:

- A base case is explicitly defined,

$$0! = 1$$

$$a * 1 = a$$

- A general case,

$n!$ is defined in terms of $(n-1)!$;

$a * b$ is defined in terms of $a * (b-1)$.

Invalid definitions:

$$n! = (n+1)! / (n+1)$$

$$a * b = a * (b+1) - a$$

Ensure that from the general case, you reach the base case. For factorial, n is successively decreased by 1 until it reaches 0. For multiplication, b gradually decreases by one until it reaches 1.

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Introductory Examples : Fibonacci sequence

$\text{Fib}(n) = n$ if $n = 0$ ou $n = 1$

$\text{Fib}(n) = \text{Fib}(n-1) + \text{Fib}(n-2)$ if $n \geq 2$

The Fib function references
itself twice.

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Introductory Examples : Binary search in an ordered array

Used for both mathematical and computer science applications.

Search(X, Bi, Bs) :

```
IF Bi > Bs
  Search:= 0
ELSE
  Mid := ( Bi + Bs ) DIV 2
  IF X = A(Mid)
    Search:= Mid
  ELSE
    IF X < A(Mid)
      Search (X, Bi, Mid - 1)
    ELSE
      Search (X , Mid + 1, Bs)
    ENDIF
  ENDIF
ENDIF
```

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Introductory Examples : Properties

A recursive algorithm should not generate an infinite sequence of calls to itself.

There must always be a way to exit recursive calls, a "way out."

- (1) Factorial $0! = 1$
- (2) Multiplication $a * 1 = a$
- (3) Fibonacci $\text{fib}(0) = 0 ; \text{fib}(1) = 1;$
- (4) Binary search
 - IF $B_i > B_s$: Search := 0
 - IF $A(\text{Mid}) = X$: Search := Mid

Recursion

Designing Recursive Algorithms

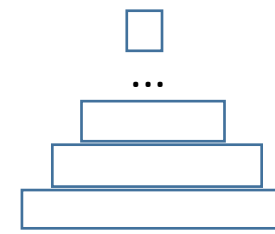
For some problems, it is much easier to search for a recursive solution rather than an iterative one.

Example : Towers of Hanoi

We have 3 towers A, B, and C.

Initially, n disks of different diameters are placed on A.

A larger disk should never be placed on a smaller disk.



Problem: Move the n disks from A to C, using B as an intermediary, while adhering to the following two rules:

Rule 1: At any given moment, only the disk at the top of a tower can be moved to another tower.

Rule 2: A larger disk should not be placed on a smaller disk.

Recursion

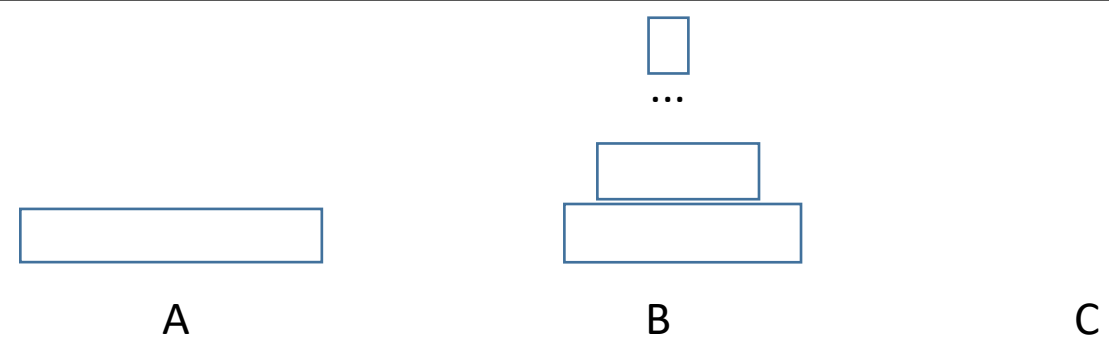
Designing Recursive Algorithms

Hard to find an iterative solution (try...)

Simple and elegant recursive solution.

Let's assume that we have a solution for $n-1$ disks.

A solution for n disks using the solution for $n-1$ disks.



$n=1$ constitutes the trivial case: move the single disk from A to C.

To move n disks from A to C, using B as an auxiliary, proceed as follows:

1. Move the top $n-1$ disks from A to B with C as an auxiliary.

Récurtivité

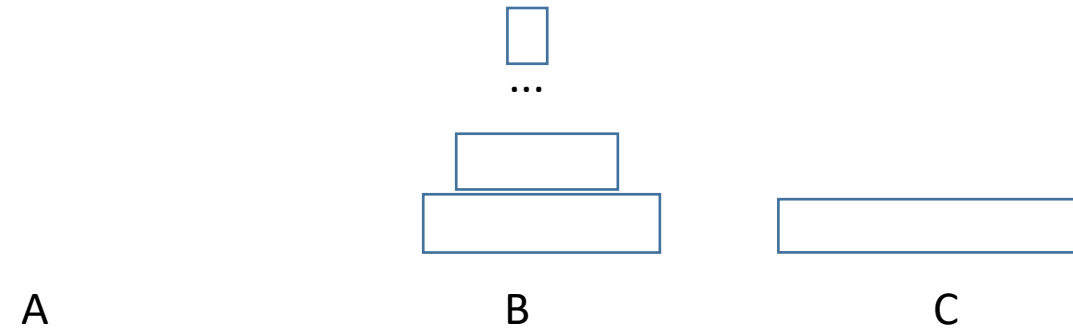
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2. Move the remaining disk from A to C.

Recursion

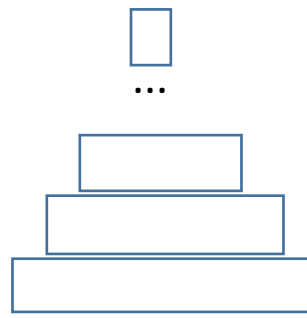
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Let's assume that we have a solution for $n-1$ disks.

A solution for n disks using the solution for $n-1$ disks.



A

B

C

$n=1$ constitutes the trivial case: move the single disk from A to C.

To move n disks from A to C, using B as an auxiliary, proceed as follows:

1. Move the top $n-1$ disks from A to B with C as an auxiliary.
2. Move the remaining disk from A to C.
3. Move the $n-1$ disks from B to C with A as an auxiliary.

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Designing Recursive Algorithms

The algorithm is as follows:

HanoiTower(N, A, C, B):

If N = 1 {base case}

Write("move disk 1 from", A, "to", C)

Else

{Move the N-1 disks from A to B with C as auxiliary}

HanoiTower(N-1, A, B, C)

{Move the remaining disk from A to C}

Write("move disk", N, "from", A, "to", C)

{Move the N-1 disks from B to C, using A as auxiliary}

HanoiTower(N-1, B, C, A)

End If

Number of moves : $2^n - 1$

n=3 → 7

n=6 → 63

n= 10 → 1,023

n= 15 → 32,767

n=20 → 1,048,575