

## Tree Recursion

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## Announcements

## Recursive Factorial

factorial (!)

if  $n == 0$   
 $n! = 1$

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

```
def factorial(n):  
    fact = 1  
    i = 1  
    while i <= n:  
        fact *= i  
        i += 1  
    return fact
```

factorial(5)

1 = 1\*1  
2 = 2\*1!  
6 = 3\*2!  
24 = 4\*3!  
120 = 5\*4!

factorial (!)

if  $n == 0$   
 $n! = 1$

*base case*

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

*recursive case*

```
def factorial(n):  
    if n == 0:  
        return 1  
    else:  
        return n * factorial(n-1)
```

```
factorial(3)
```

```
3 * factorial(2)  
  2 * factorial(1)  
    1 * factorial(0)
```

## Order of Recursive Calls





# The Cascade Function

( Demo )

```
1 def cascade(n):
2     if n < 10:
3         print(n)
4     else:
5         print(n)
6         cascade(n//10)
7         print(n)
8
9 cascade(123)
```

Global frame

cascade

```
func cascade(n) [parent=Global]
```

```
f1: cascade [parent=Global]
```

n	123
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```
f2: cascade [parent=Global]
```

n	12
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Return value	None
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```
f3: cascade [parent=Global]
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n	1
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## Two Definitions of Cascade

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def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
        print(n)
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- If two implementations are equally clear, then shorter is usually better

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- In this case, the longer implementation is more clear (at least to me)

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```

- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first

## Two Definitions of Cascade

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        print(n)
```

```
def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
    print(n)
```

- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first
- Both are recursive functions, even though only the first has typical structure



Example: Inverse Cascade

## Inverse Cascade

---

Write a function that prints an inverse cascade:

## Inverse Cascade

---

Write a function that prints an inverse cascade:

```
1
12
123
1234
123
12
1
```

## Inverse Cascade

---

Write a function that prints an inverse cascade:

```
1      def inverse_cascade(n):
12      grow(n)
123     print(n)
1234    shrink(n)
123
12
1
```

## Inverse Cascade

---

Write a function that prints an inverse cascade:

```
1          def inverse_cascade(n):
12         grow(n)
123        print(n)
1234       shrink(n)
123
12
1
```

```
def f_then_g(f, g, n):
    if n:
        f(n)
        g(n)
```

## Inverse Cascade

---

Write a function that prints an inverse cascade:

```
1
12
123
1234
123
12
1
```

```
def inverse_cascade(n):
    grow(n)
    print(n)
    shrink(n)
```

```
def f_then_g(f, g, n):
    if n:
        f(n)
        g(n)
```

```
grow = lambda n: f_then_g(
shrink = lambda n: f_then_g(
```

## Inverse Cascade

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Write a function that prints an inverse cascade:

```
1
12
123
1234
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```
def inverse_cascade(n):
    grow(n)
    print(n)
    shrink(n)
```

```
def f_then_g(f, g, n):
    if n:
        f(n)
        g(n)
```

```
grow = lambda n: f_then_g(grow, print, n//10)
shrink = lambda n: f_then_g(print, shrink, n//10)
```

## Tree Recursion



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**n:** 0, 1, 2, 3, 4, 5, 6, 7, 8,

**fib(n):** 0, 1, 1, 2, 3, 5, 8, 13, 21,



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Tree-shaped processes arise whenever executing the body of a recursive function makes more than one recursive call

**n:** 0, 1, 2, 3, 4, 5, 6, 7, 8, ... , 35

**fib(n):** 0, 1, 1, 2, 3, 5, 8, 13, 21,



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Tree-shaped processes arise whenever executing the body of a recursive function makes more than one recursive call

<b>n:</b>	0, 1, 2, 3, 4, 5, 6, 7, 8,	...	35
<b>fib(n):</b>	0, 1, 1, 2, 3, 5, 8, 13, 21,	...	9,227,465



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**n:** 0, 1, 2, 3, 4, 5, 6, 7, 8, ... , 35

**fib(n):** 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 9,227,465

```
def fib(n):
```



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**n:** 0, 1, 2, 3, 4, 5, 6, 7, 8, ... , 35

**fib(n):** 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 9,227,465

```
def fib(n):  
    if n == 0:
```





## Tree Recursion

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**n:** 0, 1, 2, 3, 4, 5, 6, 7, 8, ... , 35

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```
def fib(n):  
    if n == 0:  
        return 0
```



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```
def fib(n):  
    if n == 0:  
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    elif n == 1:
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```
def fib(n):  
    if n == 0:  
        return 0  
    elif n == 1:  
        return 1  
    else:  
        return fib(n-2) + fib(n-1)
```



## A Tree-Recursive Process

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The computational process of `fib` evolves into a tree structure

## A Tree-Recursive Process

---

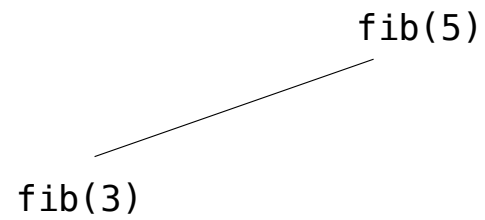
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`fib(5)`

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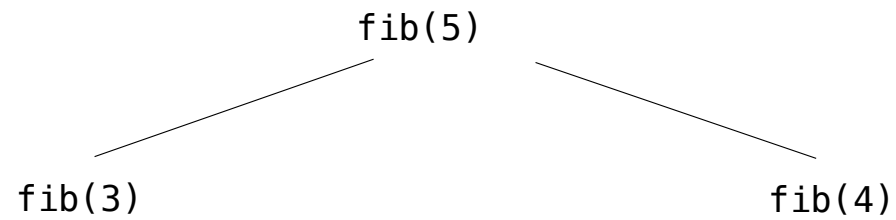




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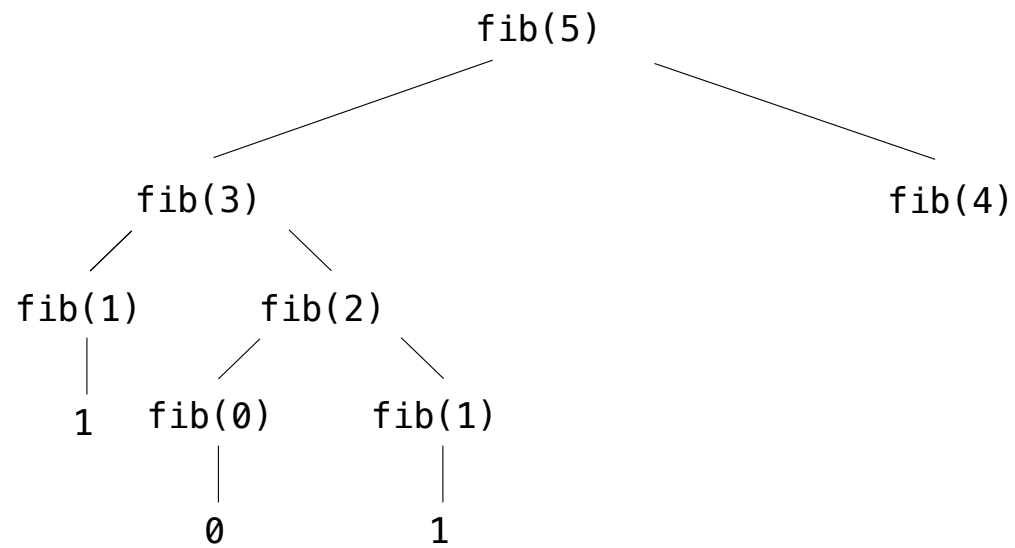
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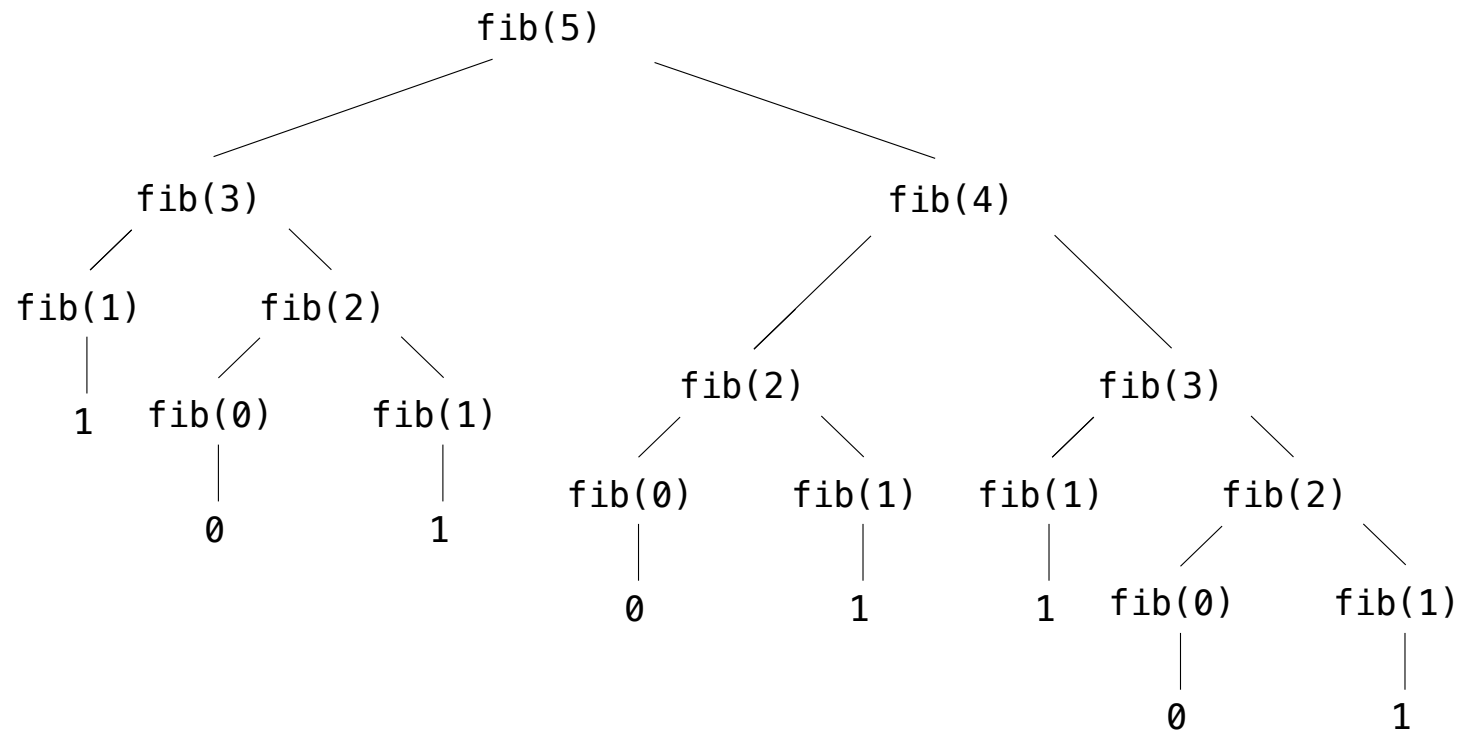
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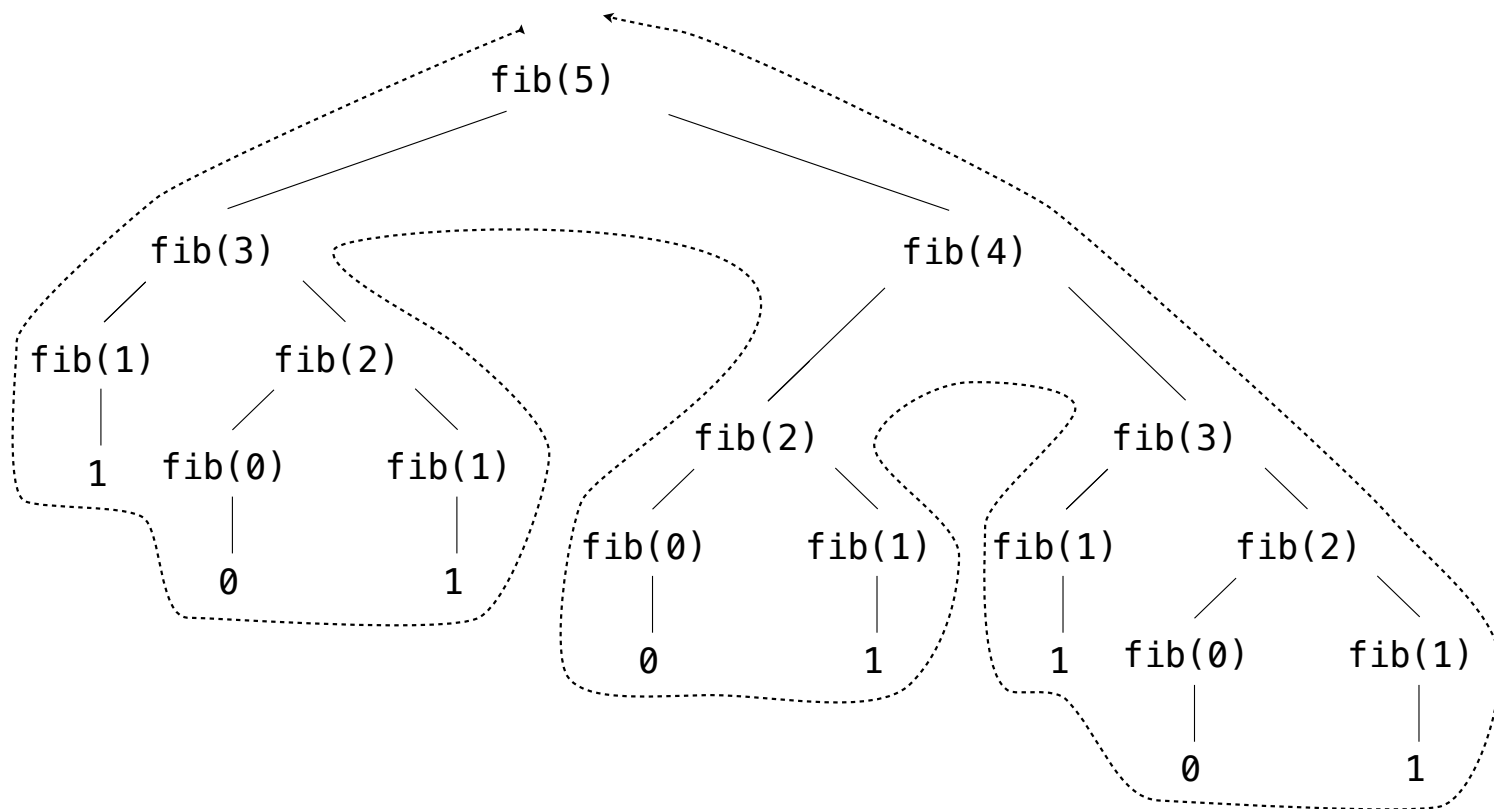
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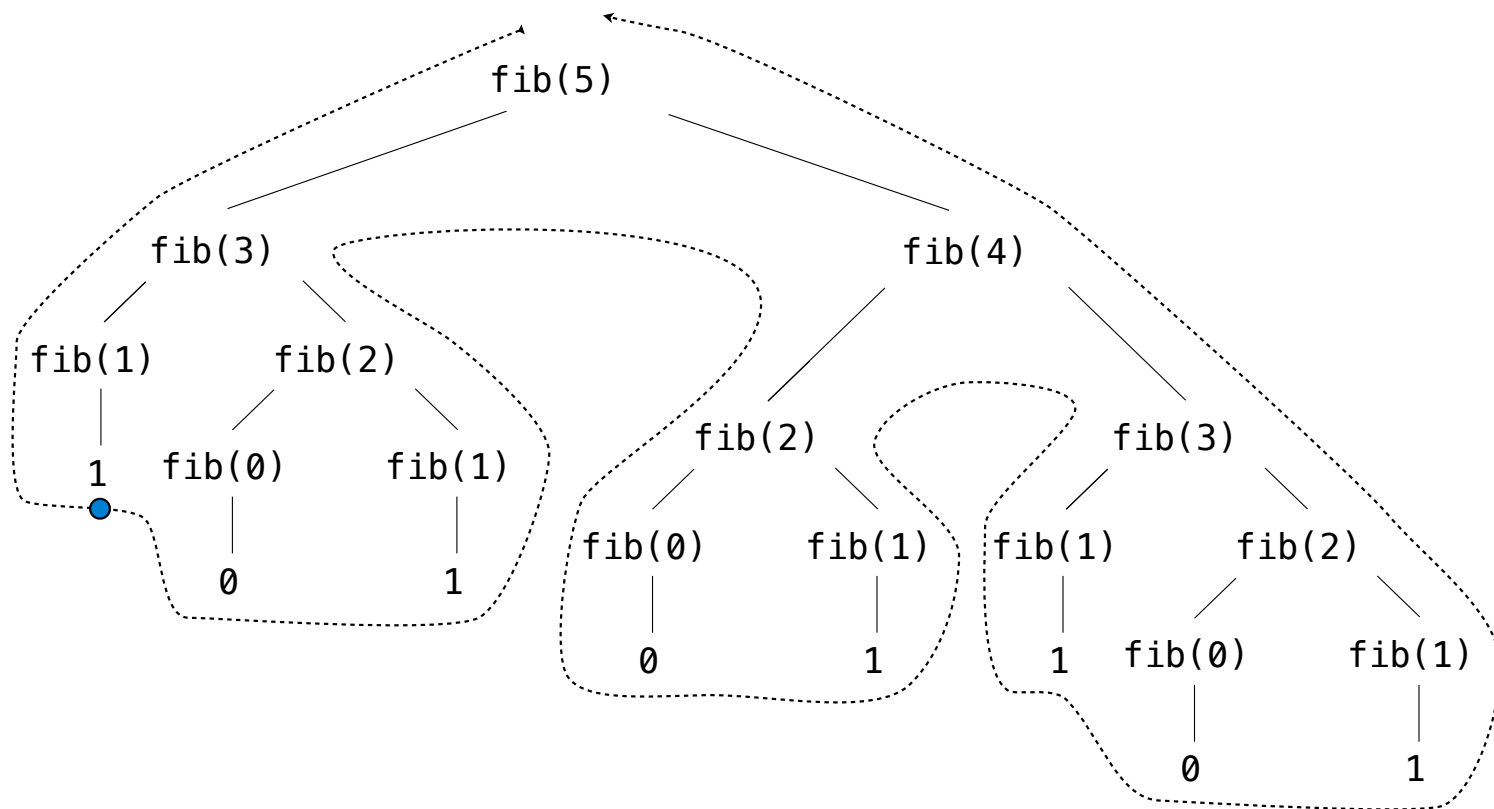
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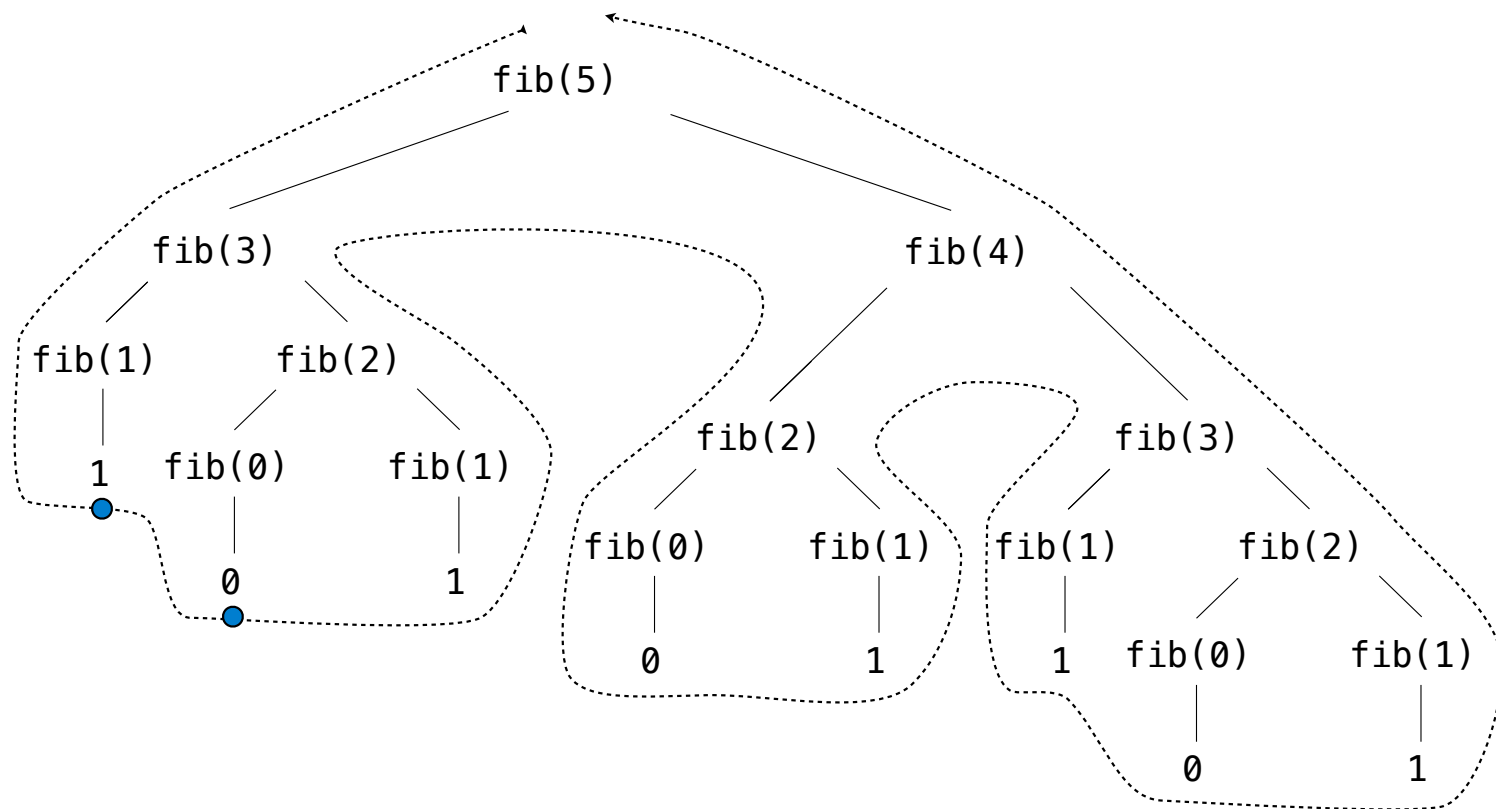
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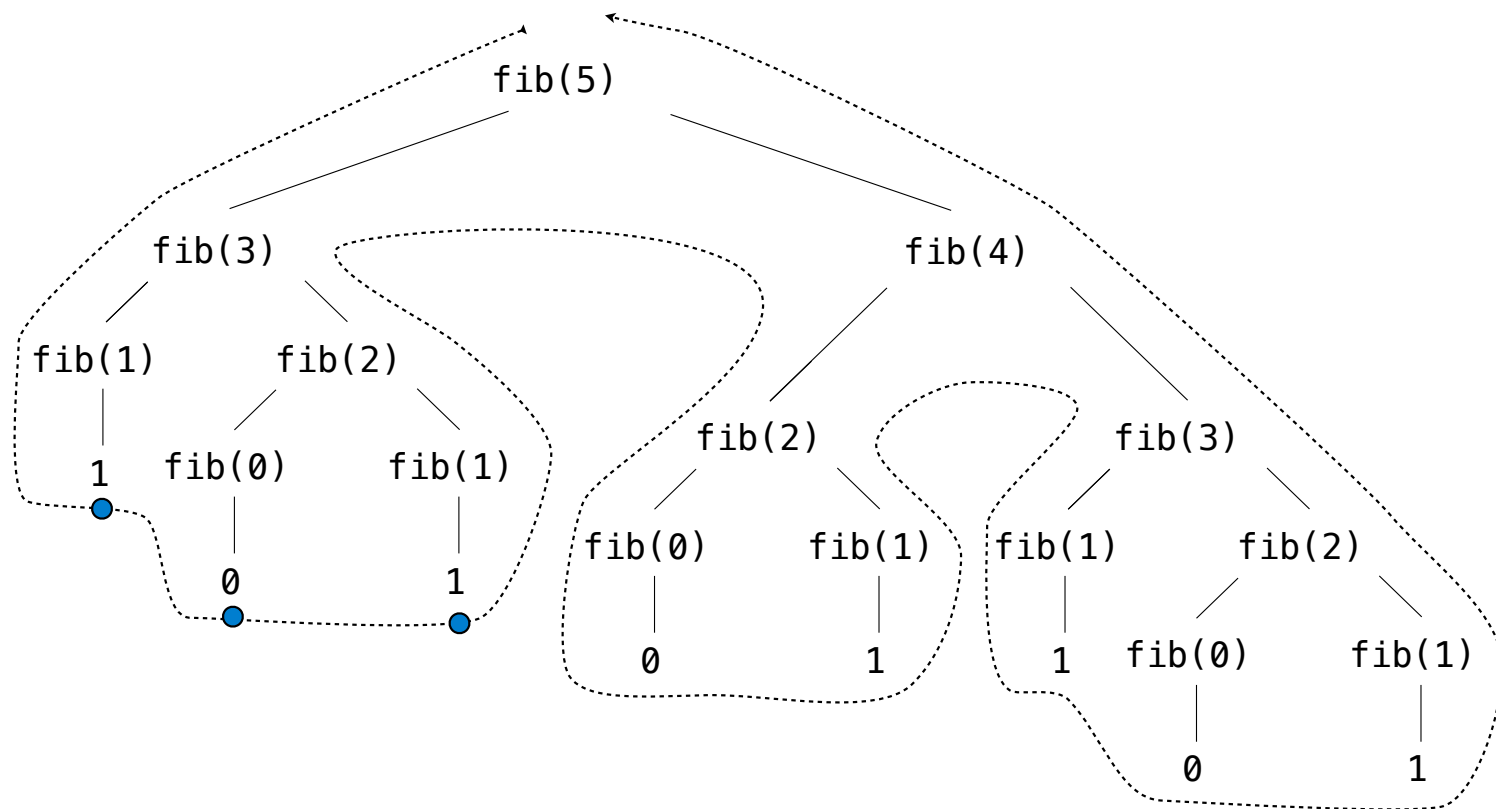
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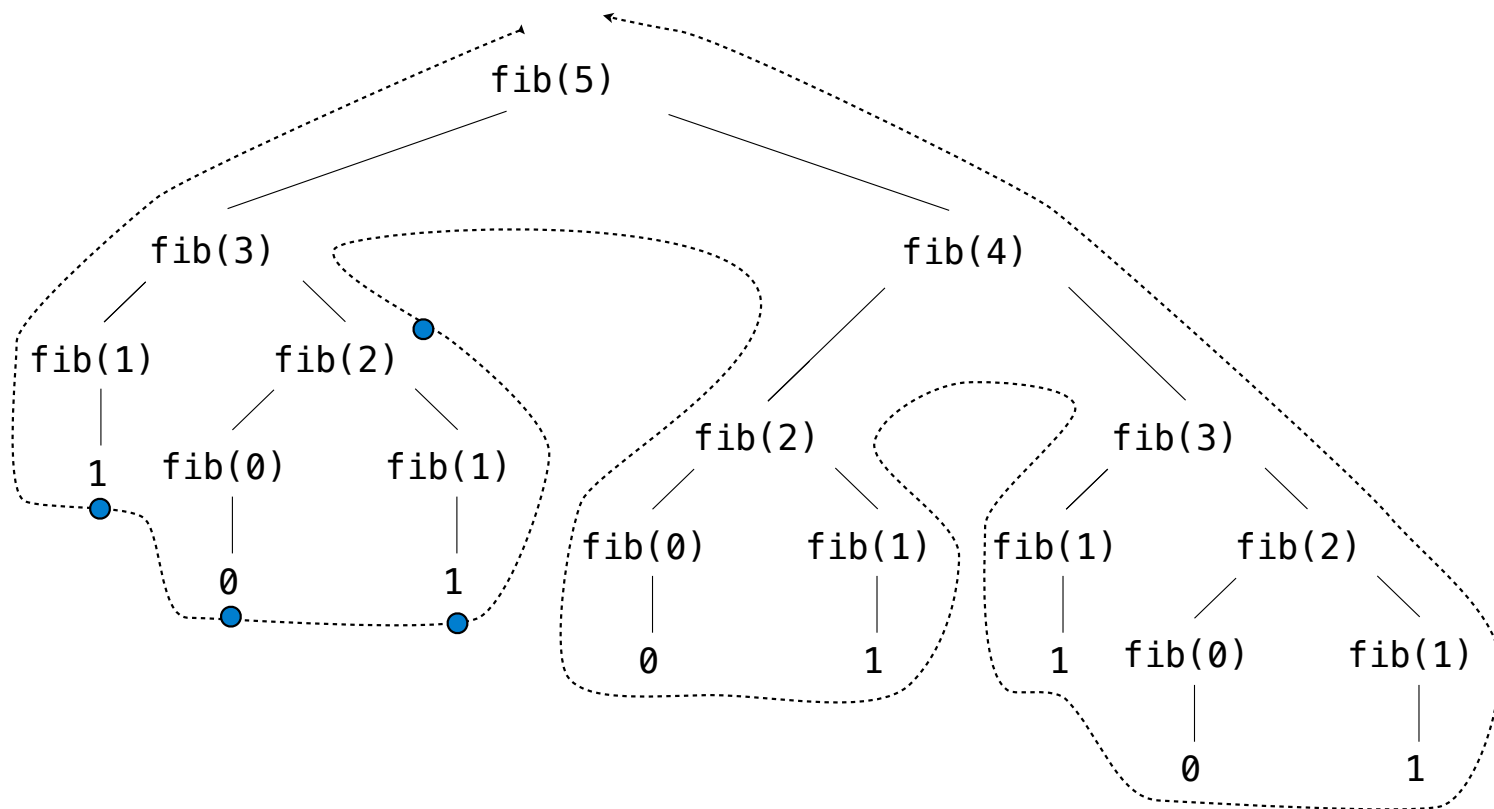
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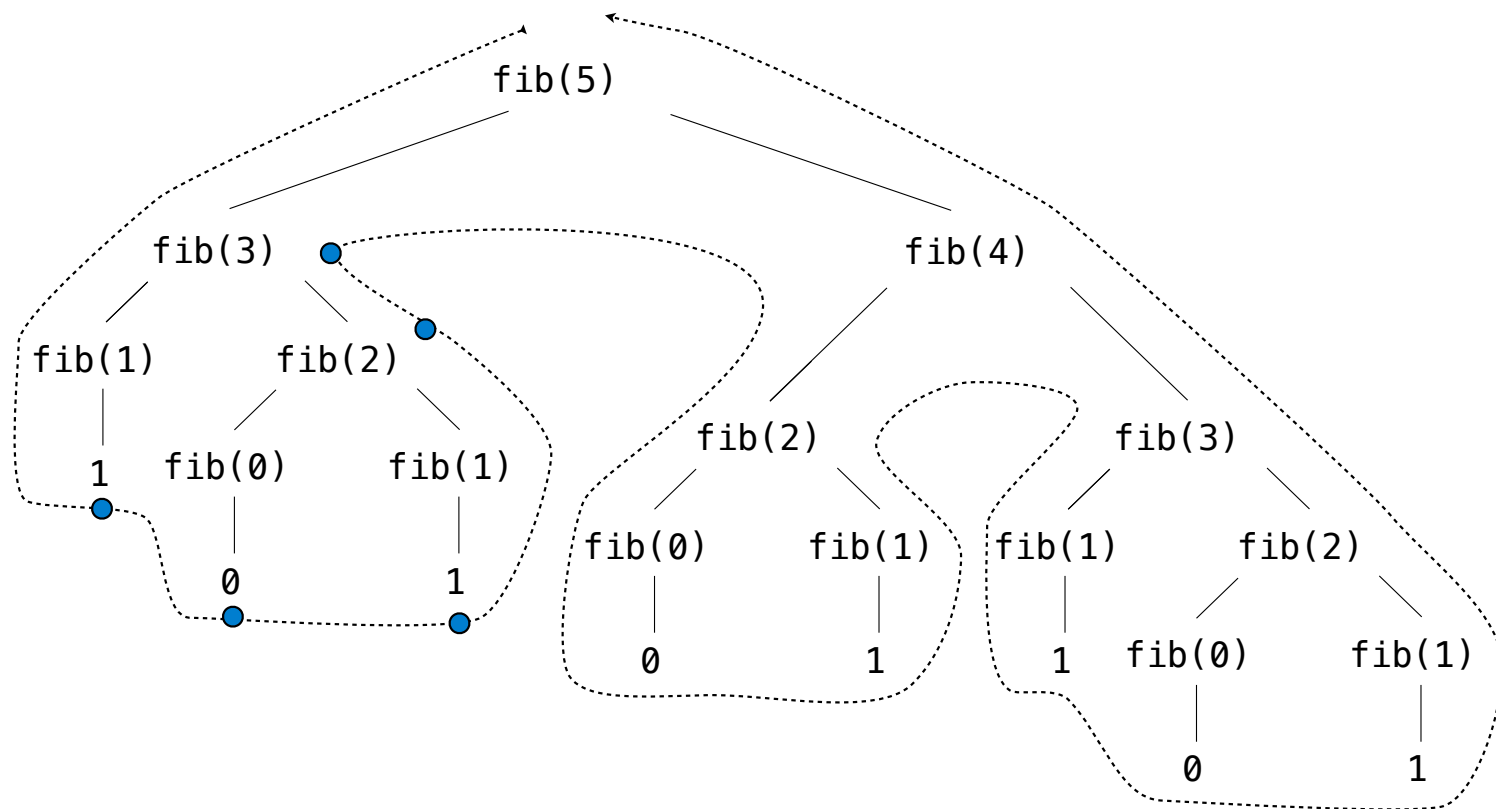
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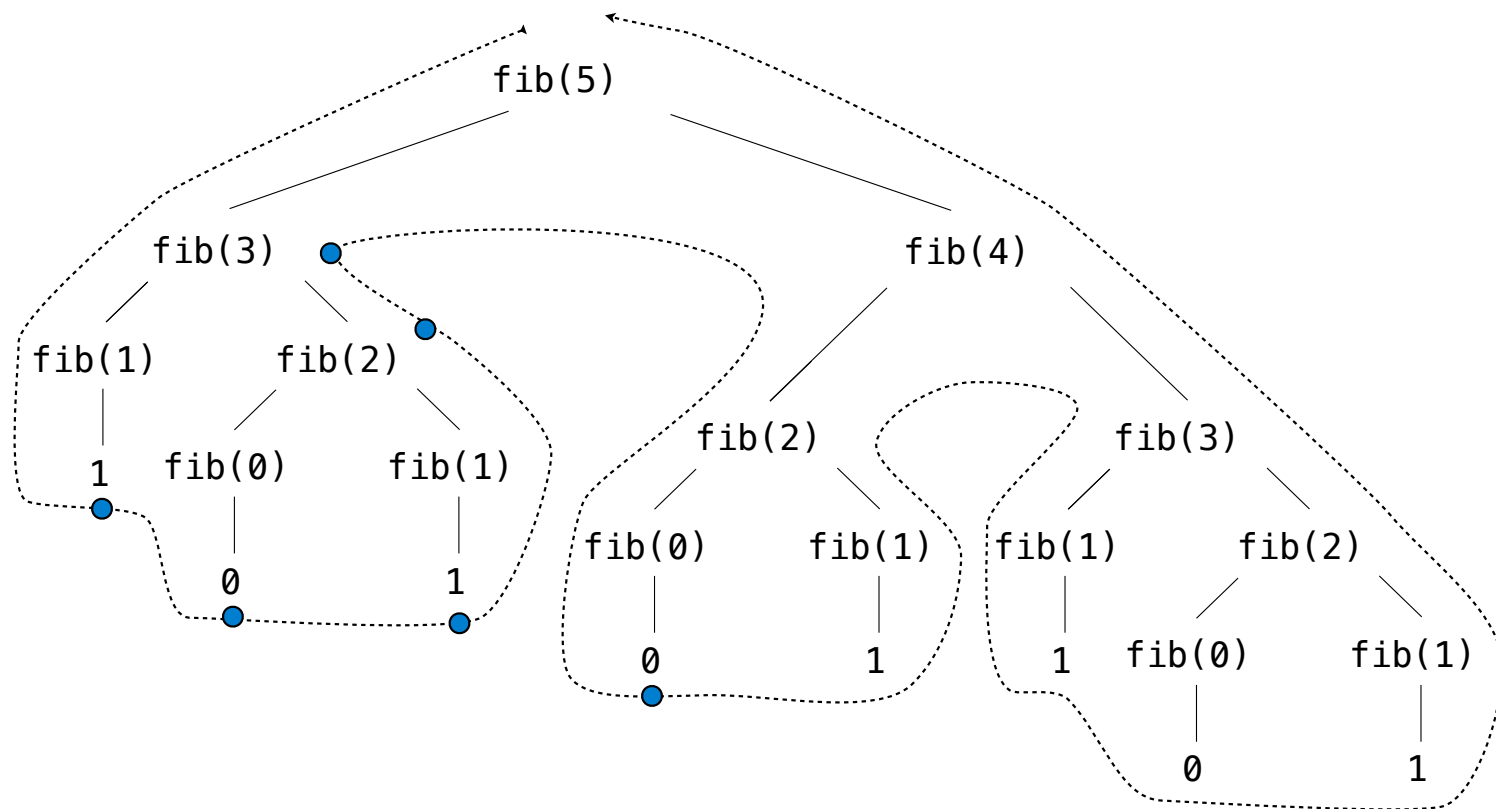
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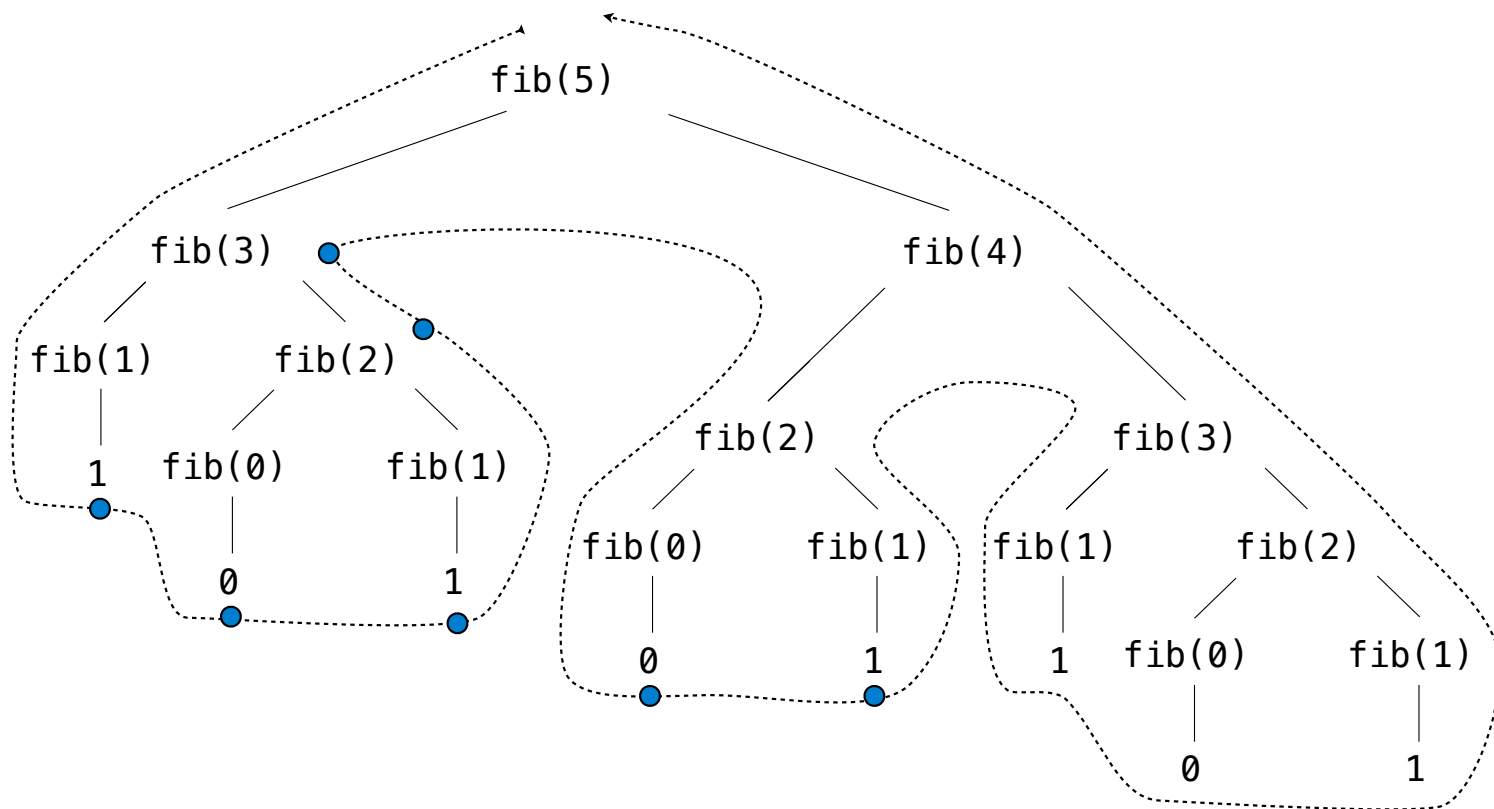
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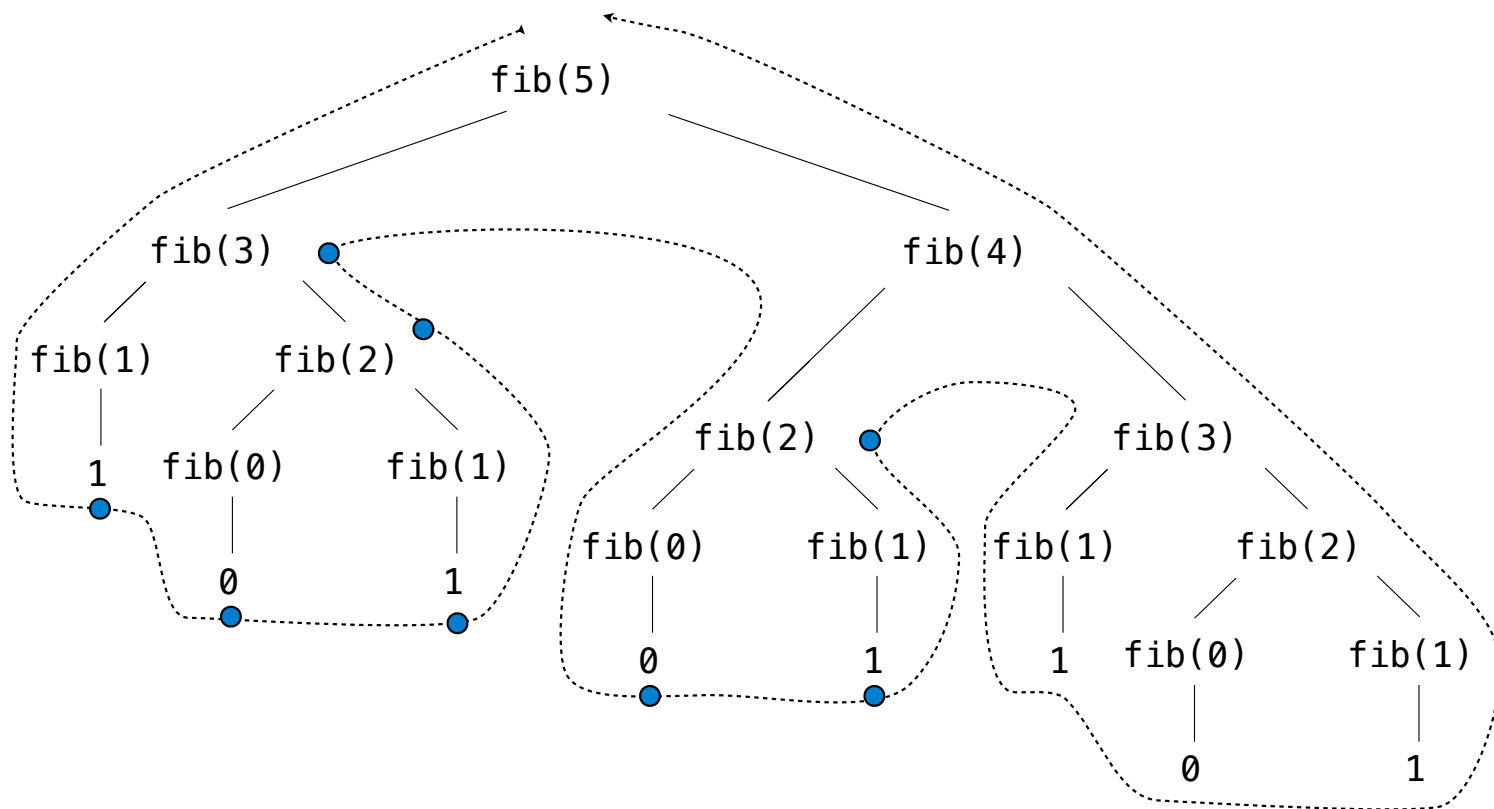
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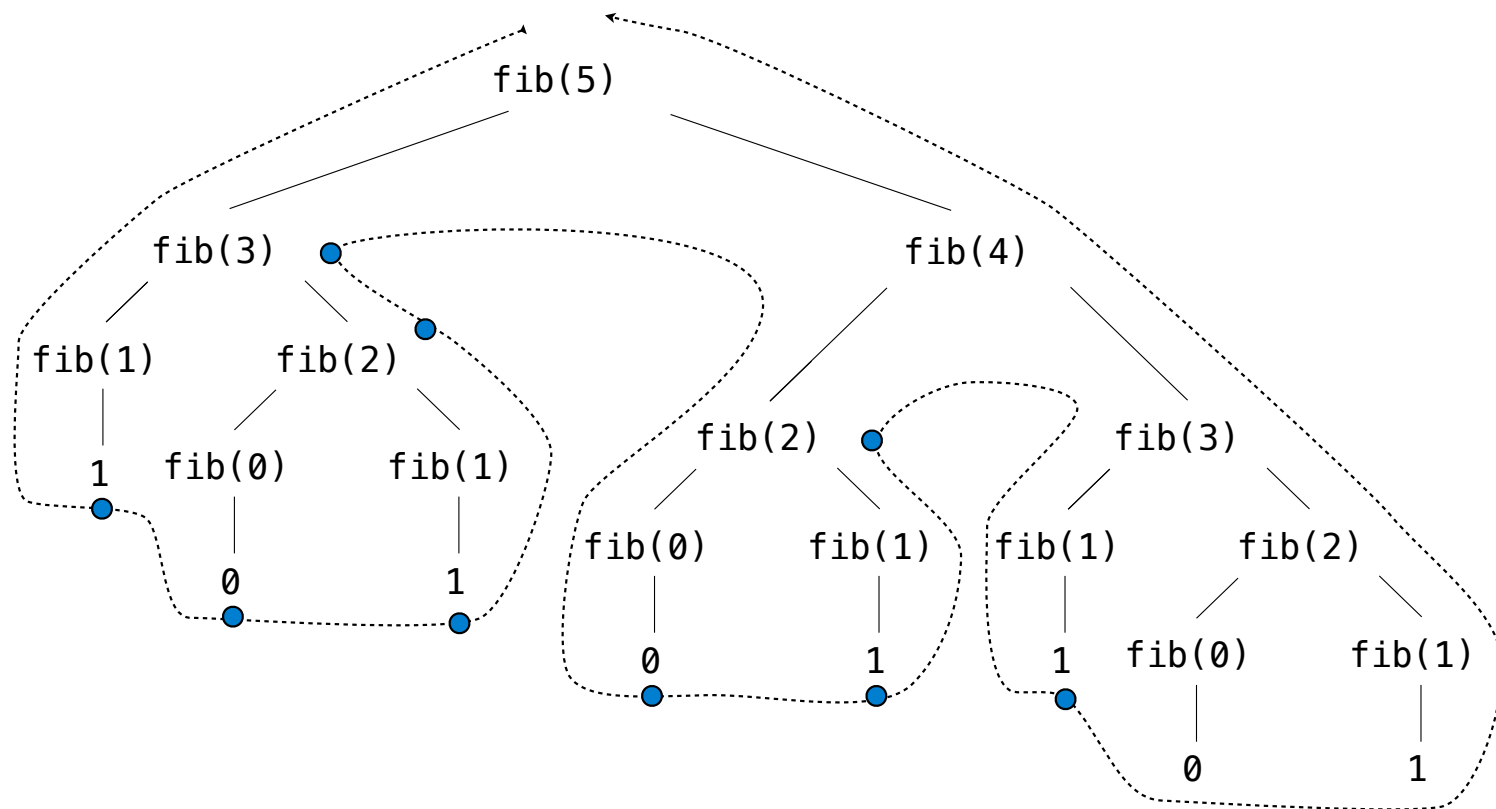
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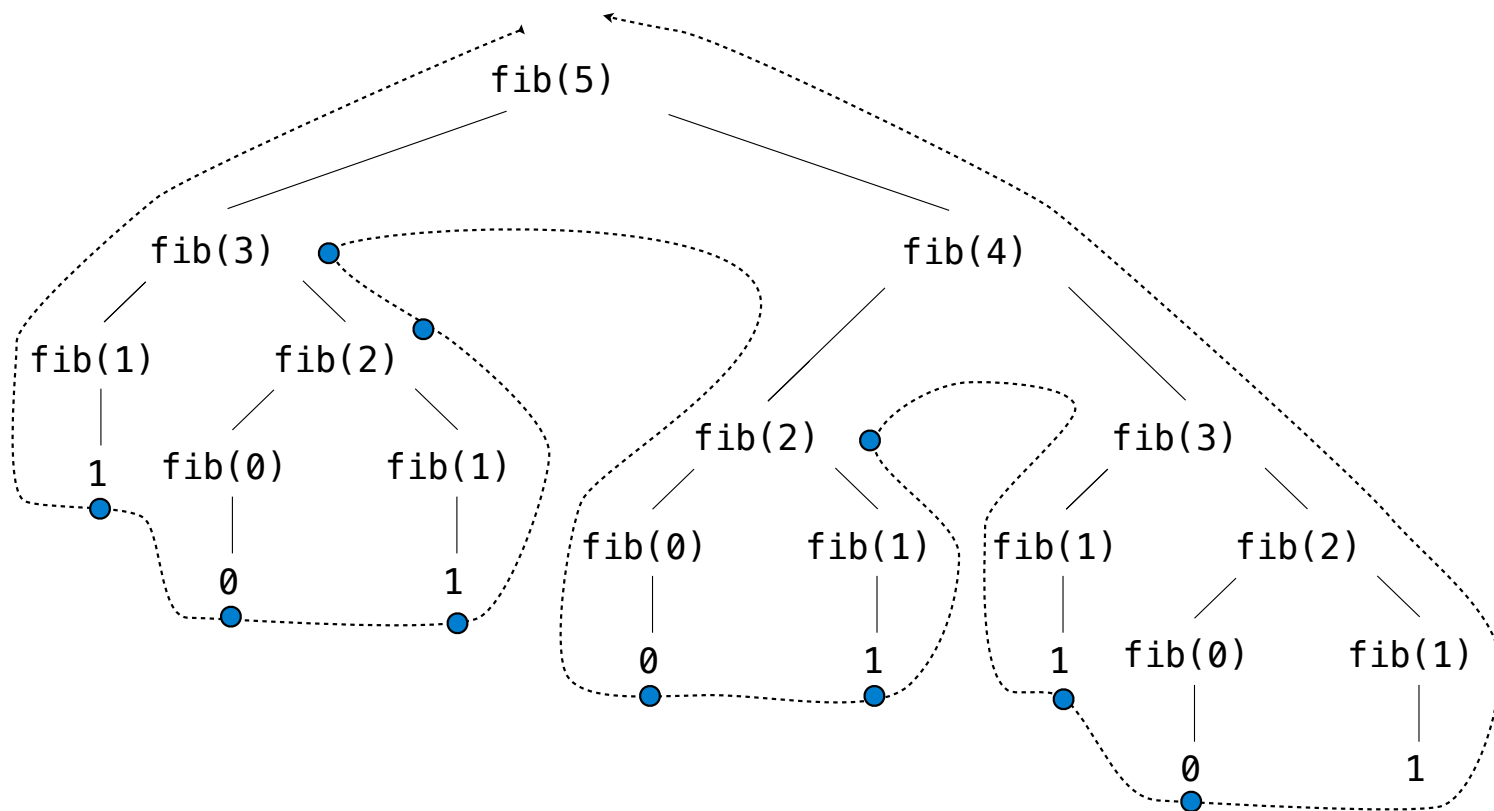
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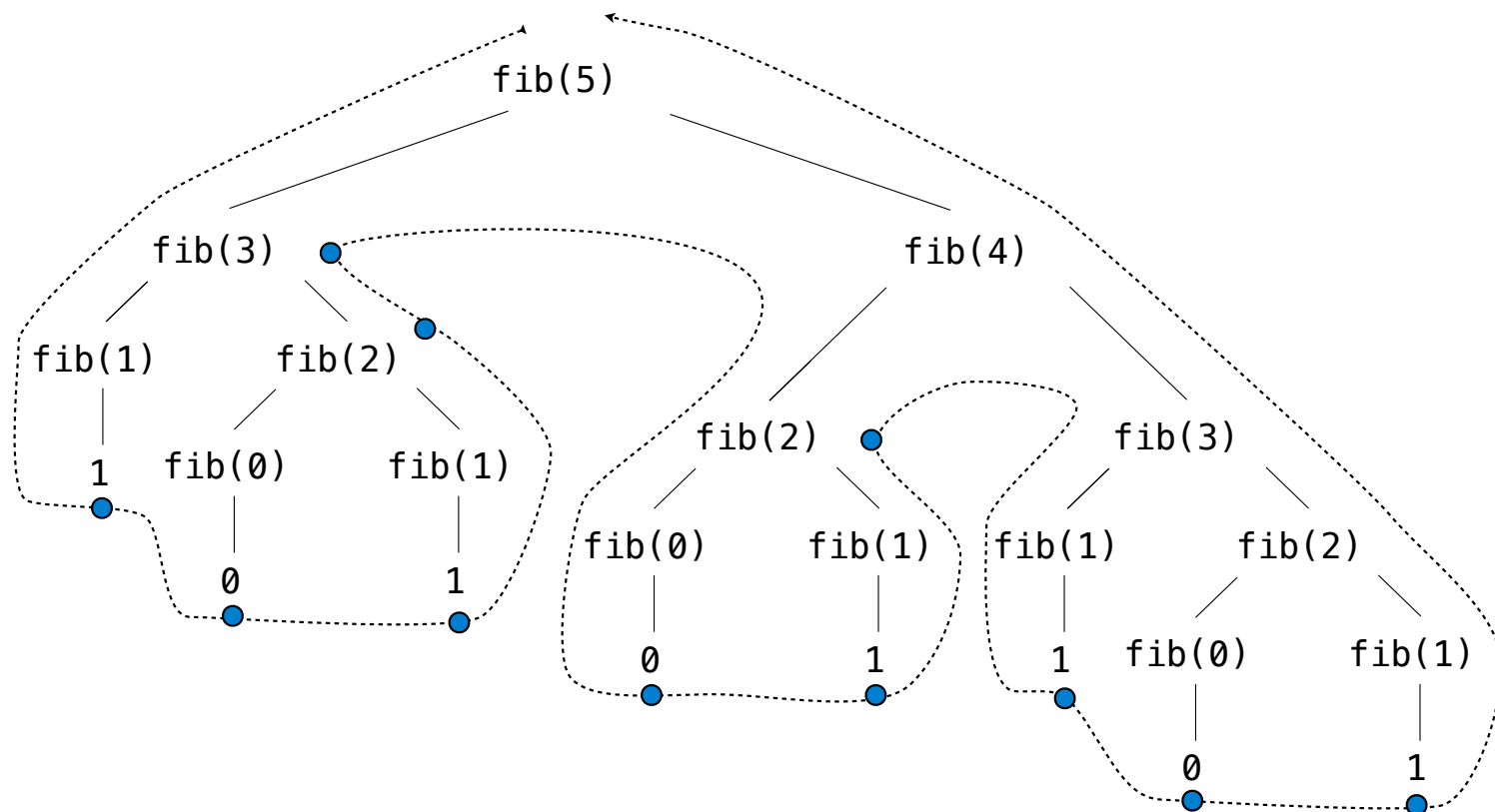
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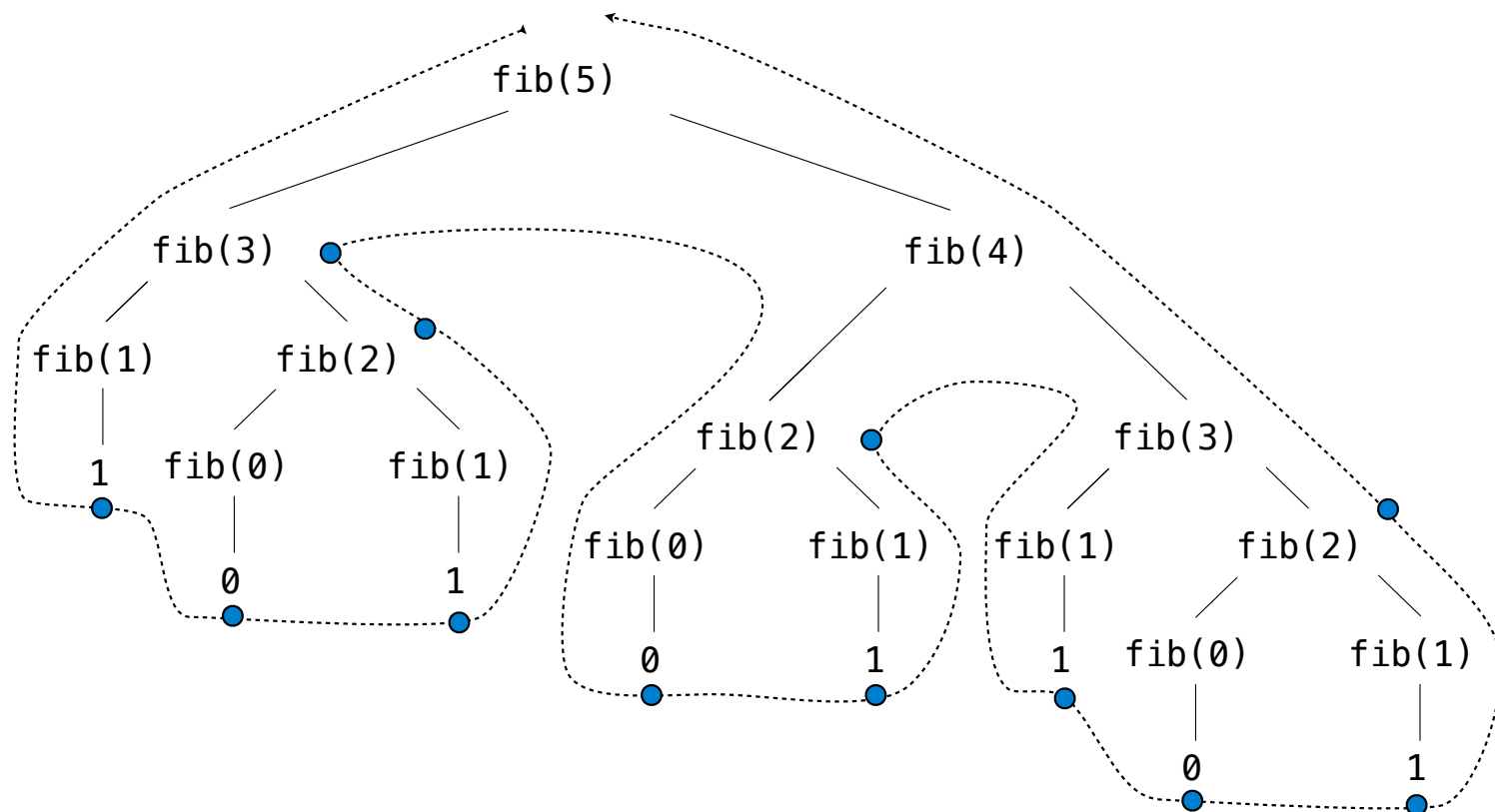
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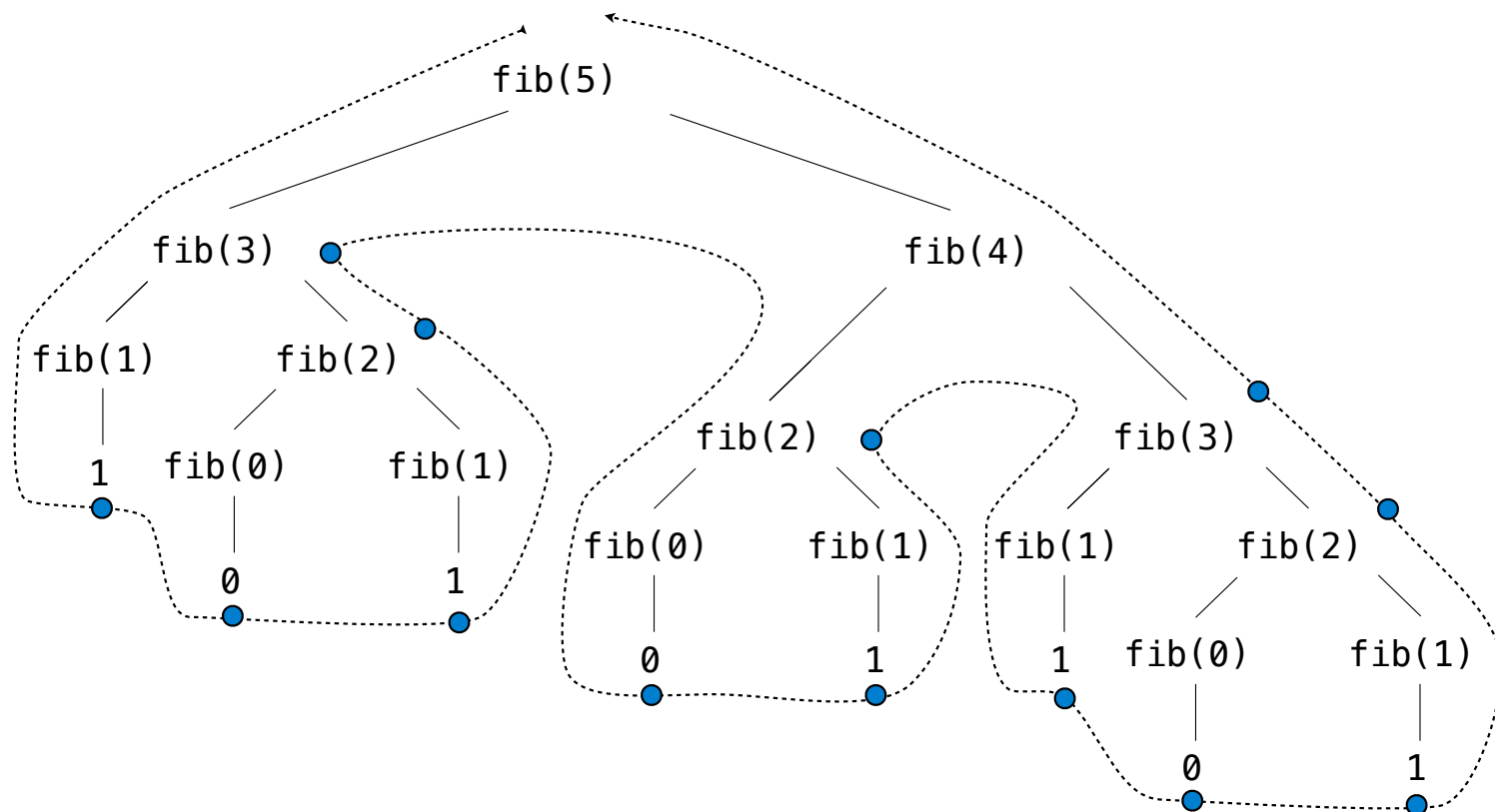
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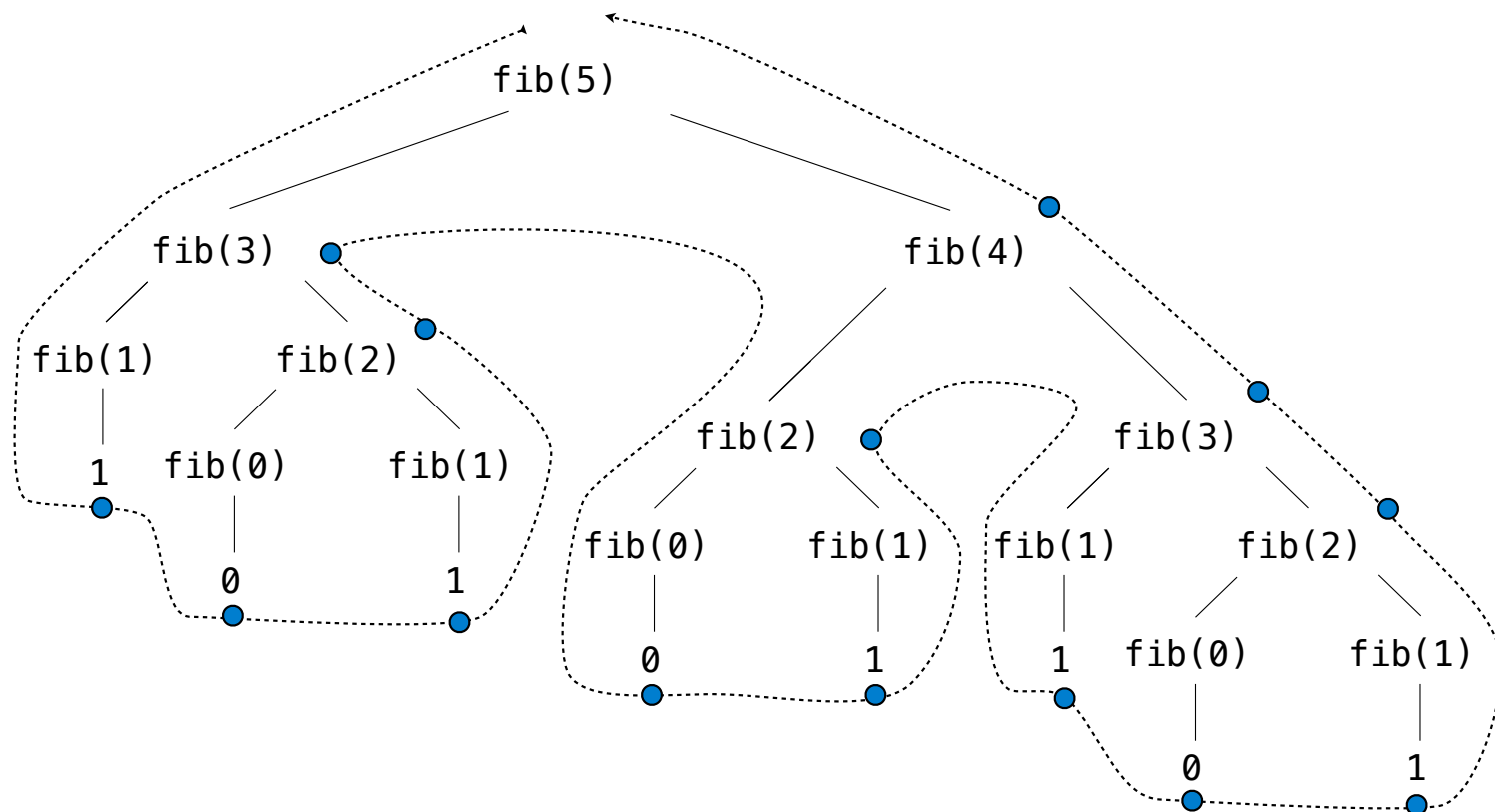
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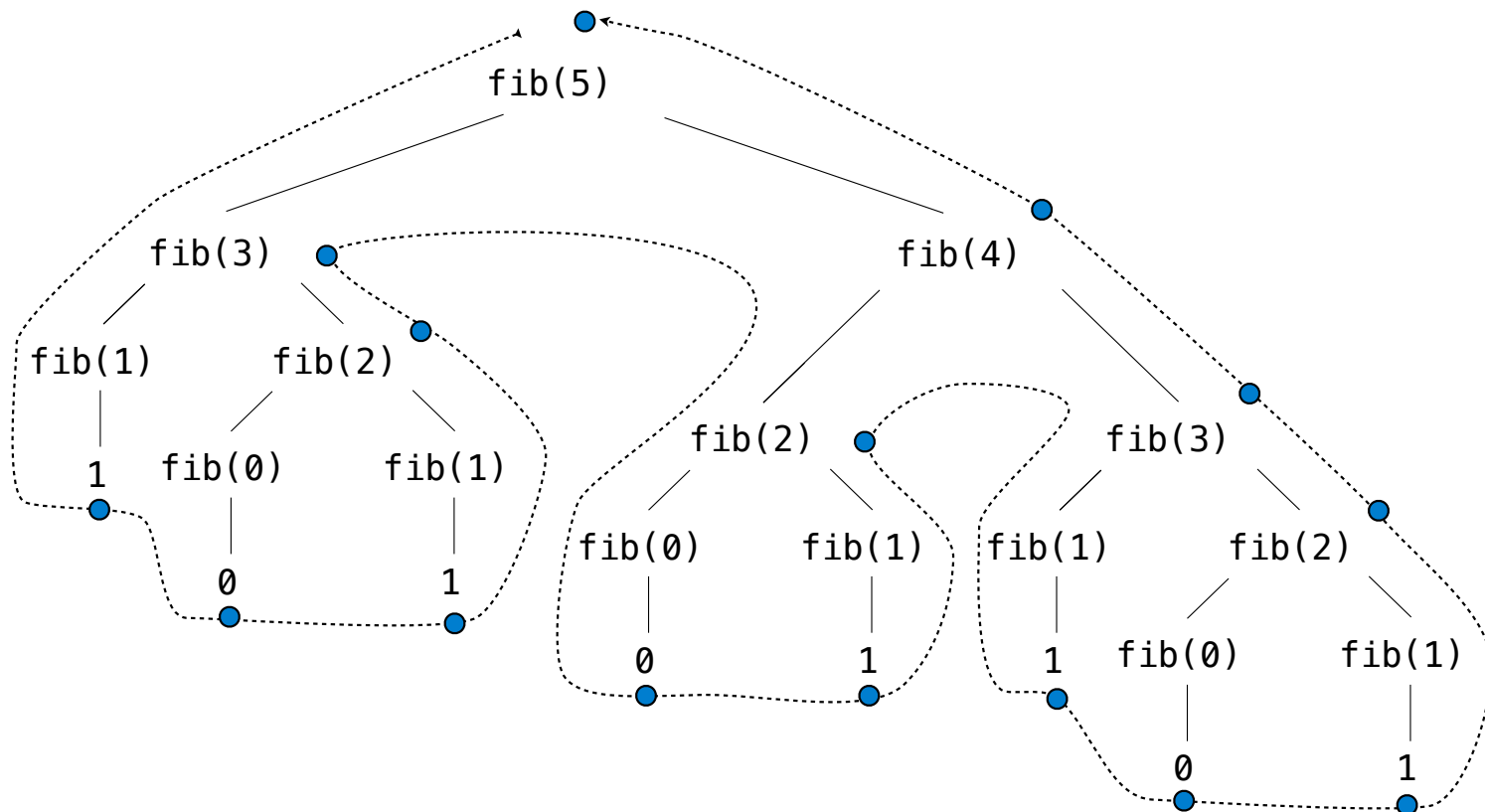
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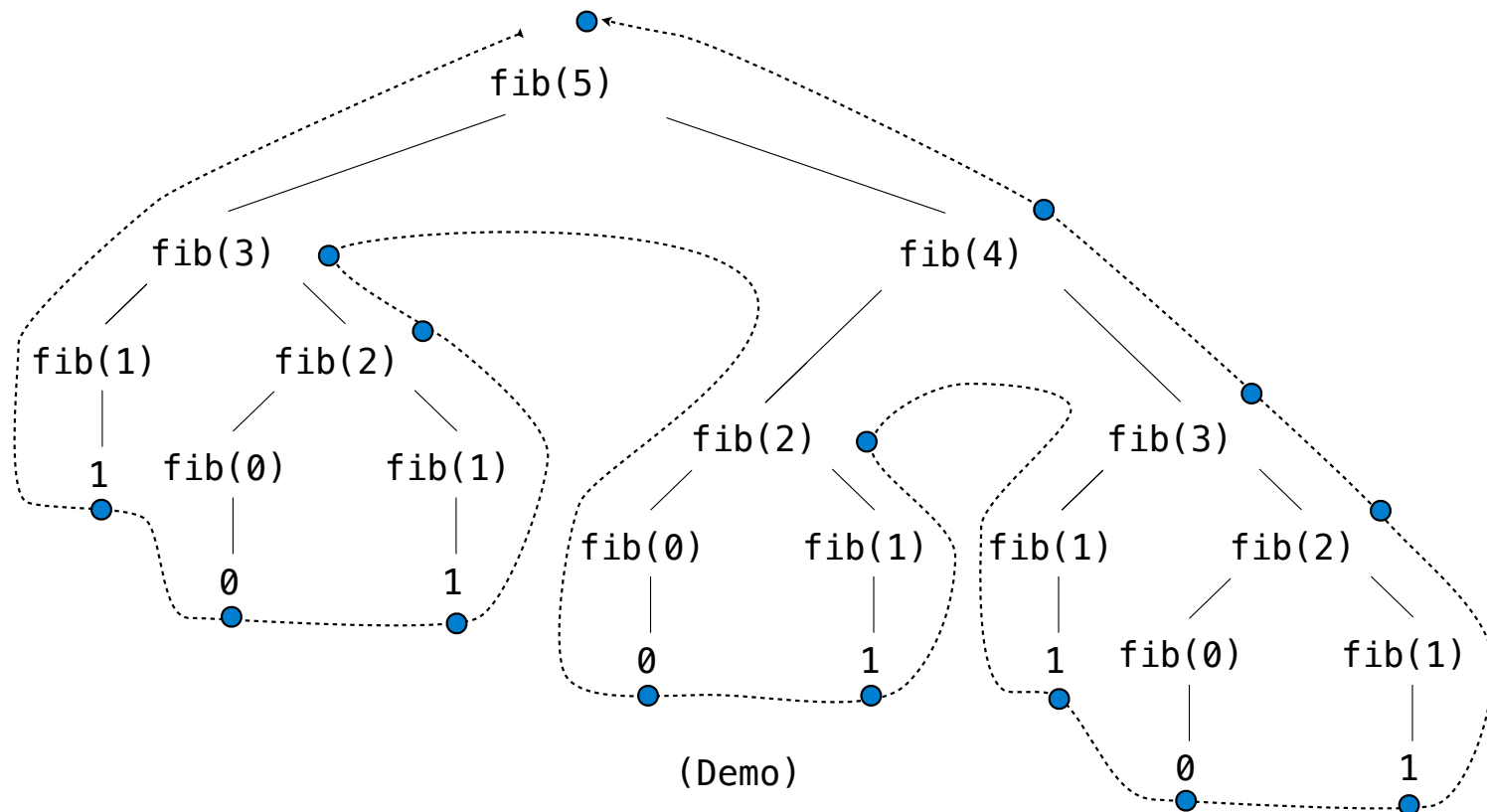
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## Repetition in Tree-Recursive Computation

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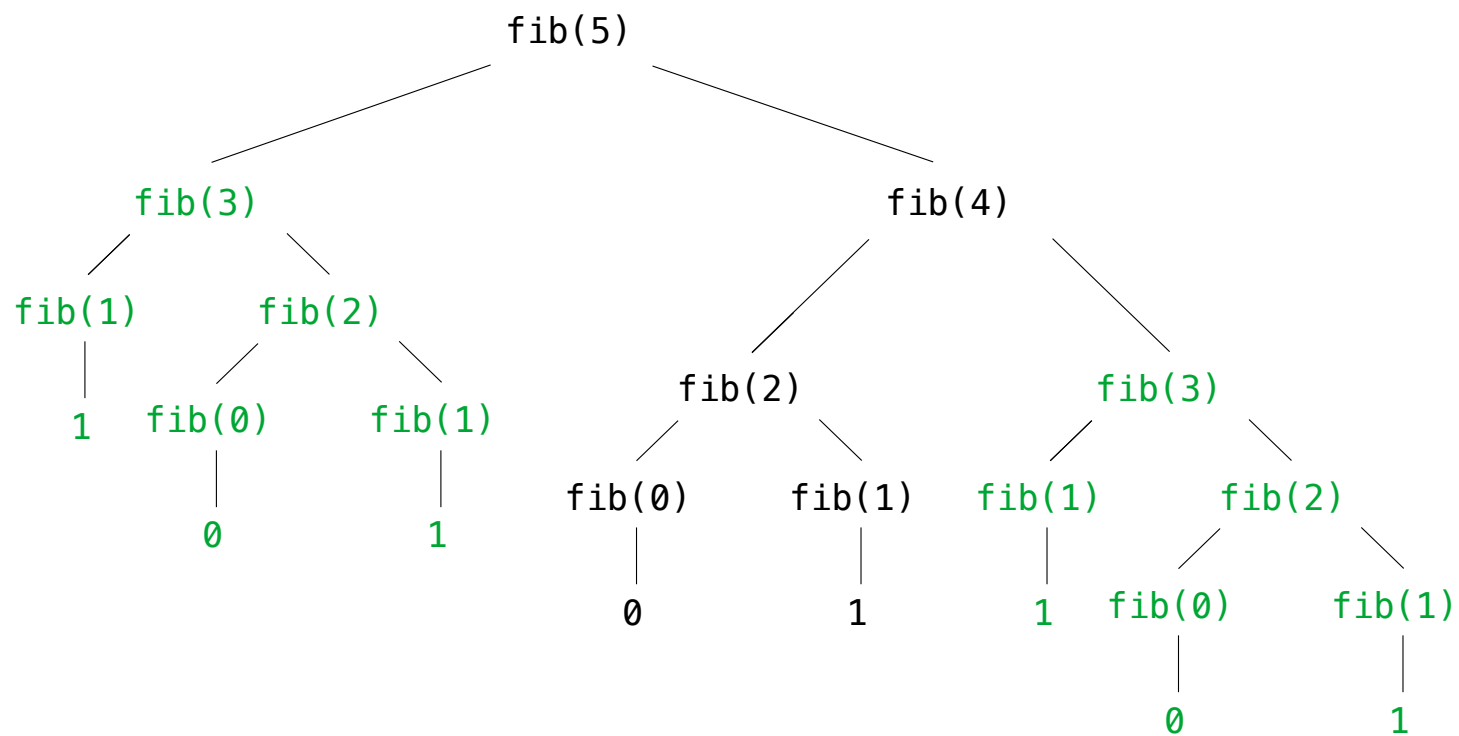
## Repetition in Tree-Recursive Computation

---

This process is highly repetitive; fib is called on the same argument multiple times

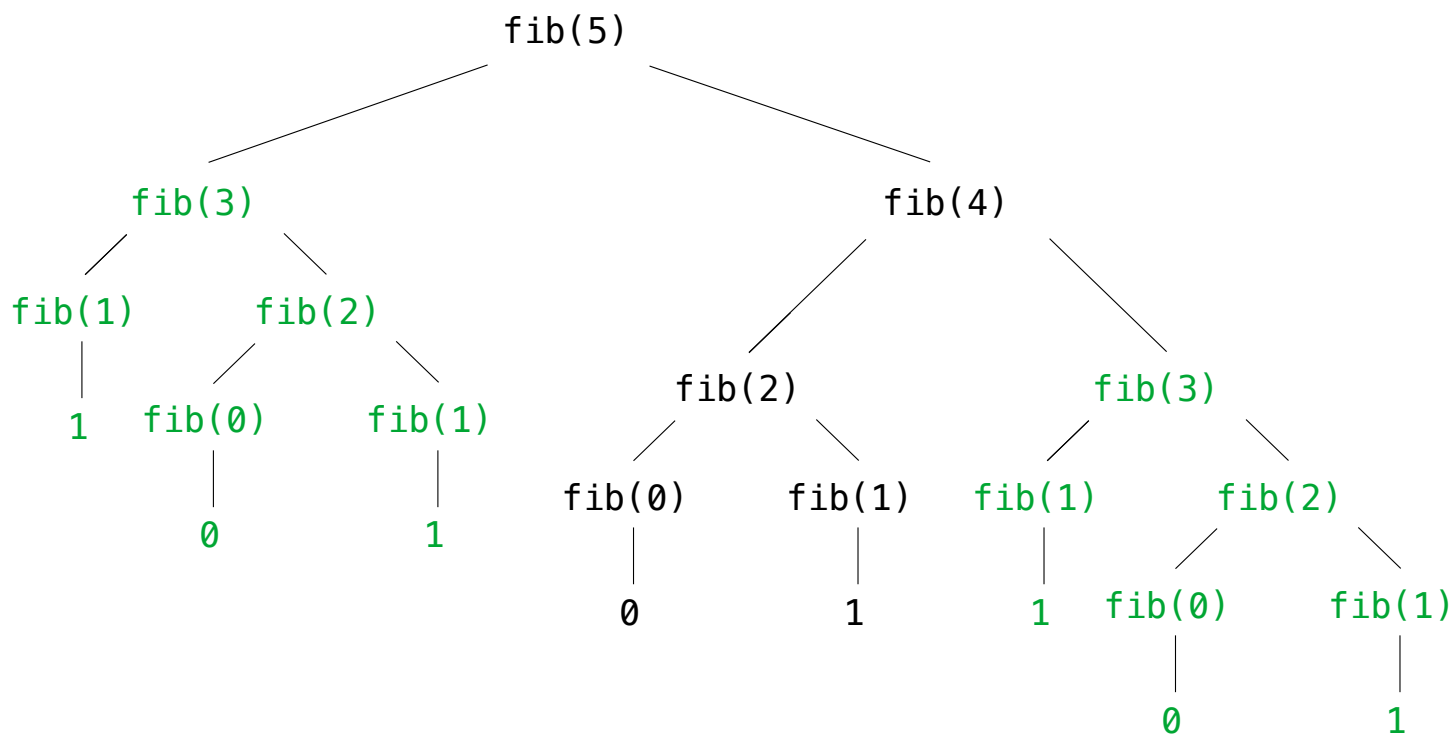
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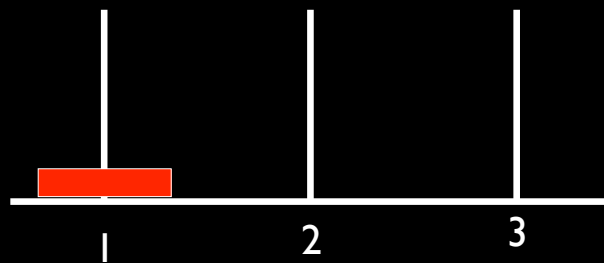
(We will speed up this computation dramatically in a few weeks by remembering results)



Example: Towers of Hanoi

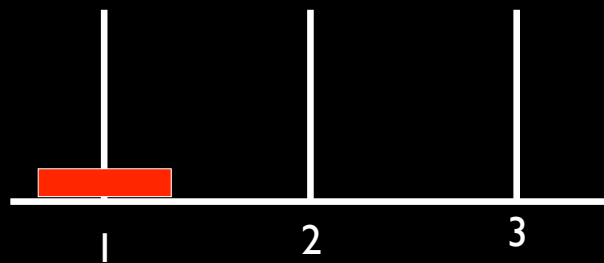
## Towers of Hanoi

$n = 1$ : move disk from post 1 to post 2



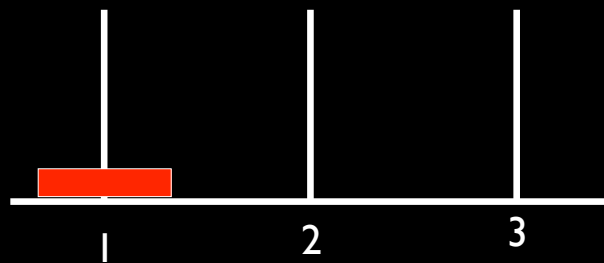
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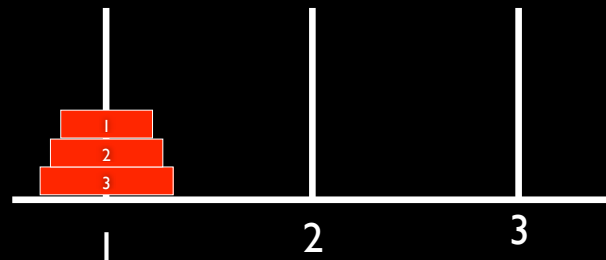
```
def move_disk(disk_number, from_peg, to_peg):  
    print("Move disk " + str(disk_number) + " from peg " \  
          + str(from_peg) + " to peg " + str(to_peg) + ".")  
  
def solve_hanoi(n, start_peg, end_peg):  
    if n == 1:  
        move_disk(n, start_peg, end_peg)  
    else:
```

```
def move_disk(disk_number, from_peg, to_peg):  
    print("Move disk " + str(disk_number) + " from peg " \  
          + str(from_peg) + " to peg " + str(to_peg) + ".")  
  
def solve_hanoi(n, start_peg, end_peg):  
    if n == 1:  
        move_disk(n, start_peg, end_peg)  
    else:  
        spare_peg = 6 - start_peg - end_peg  
        solve_hanoi(n - 1, start_peg, spare_peg)  
        move_disk(n, start_peg, end_peg)  
        solve_hanoi(n - 1, spare_peg, end_peg)
```

```
def solve_hanoi(n, start_peg, end_peg):  
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```

---

hanoi(3,1,2)



## Example: Counting Partitions



## Counting Partitions

---

The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.

## Counting Partitions

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The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.

```
count_partitions(6, 4)
```

## Counting Partitions

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The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.

`count_partitions(6, 4)`

$$2 + 4 = 6$$

$$1 + 1 + 4 = 6$$

$$3 + 3 = 6$$

$$1 + 2 + 3 = 6$$

$$1 + 1 + 1 + 3 = 6$$

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$$1 + 1 + 2 + 2 = 6$$

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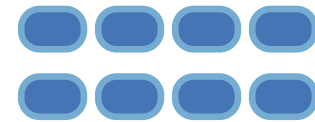
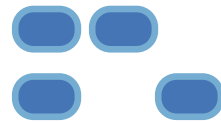
$$1 + 1 + 1 + 3 = 6$$

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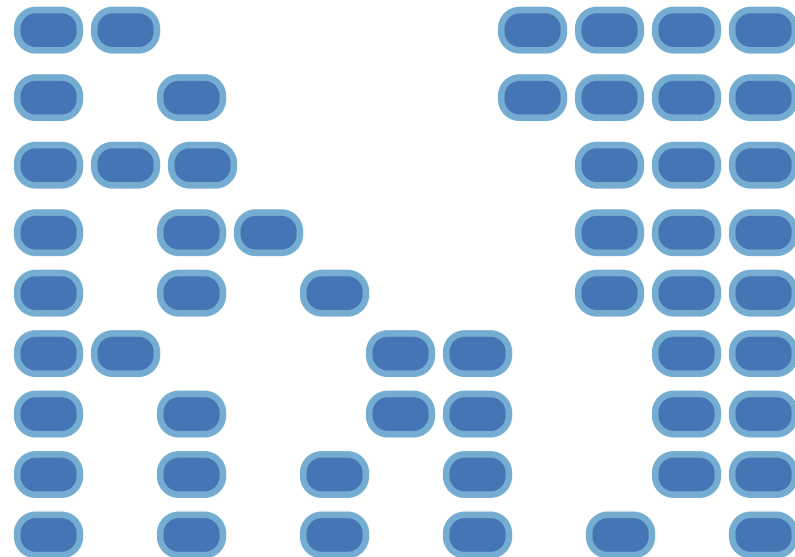
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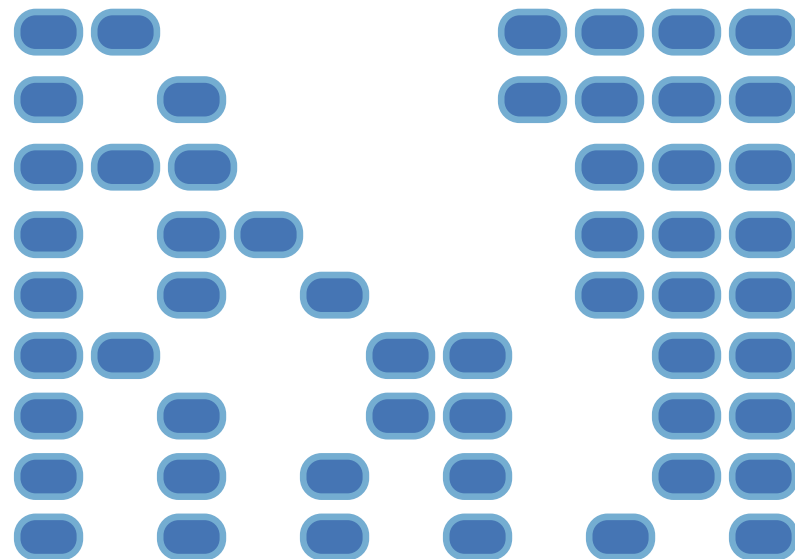
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# Counting Partitions

The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in non-decreasing order.

```
count_partitions(6, 4)
```



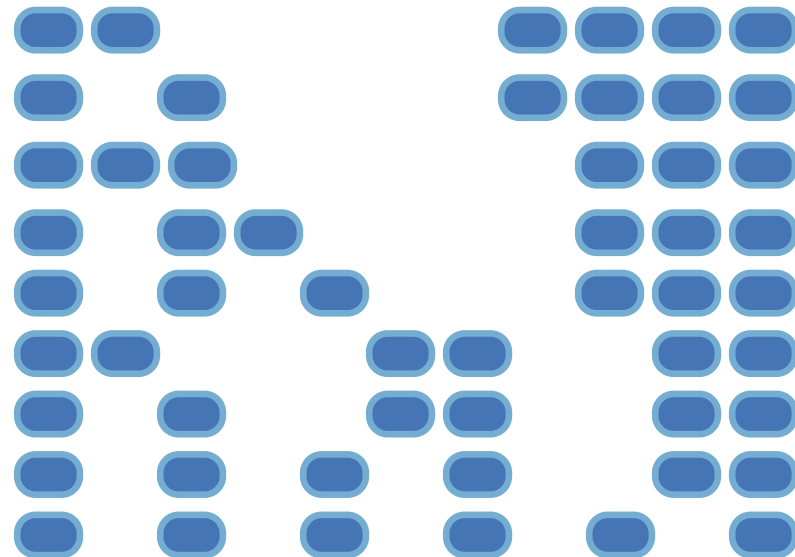
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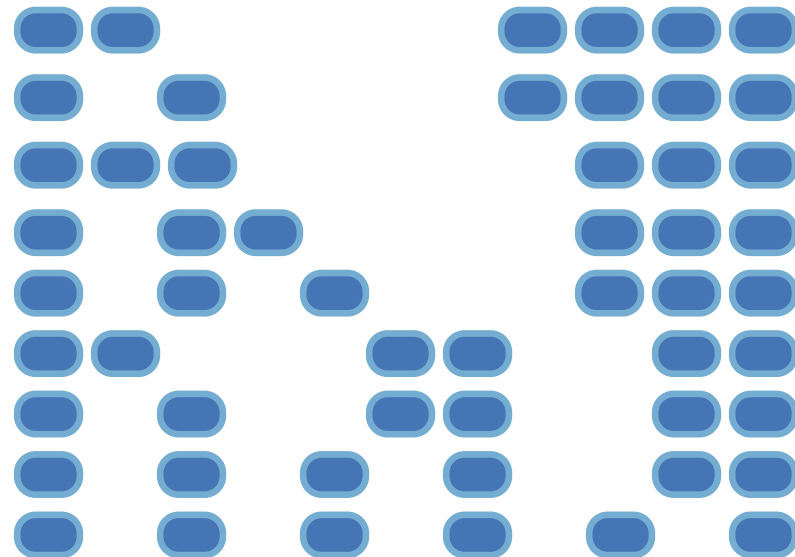
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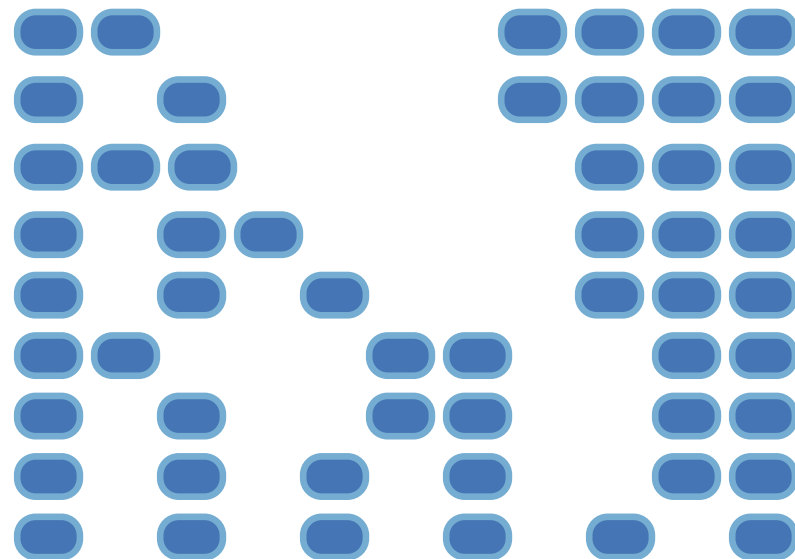
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`count_partitions(6, 4)`

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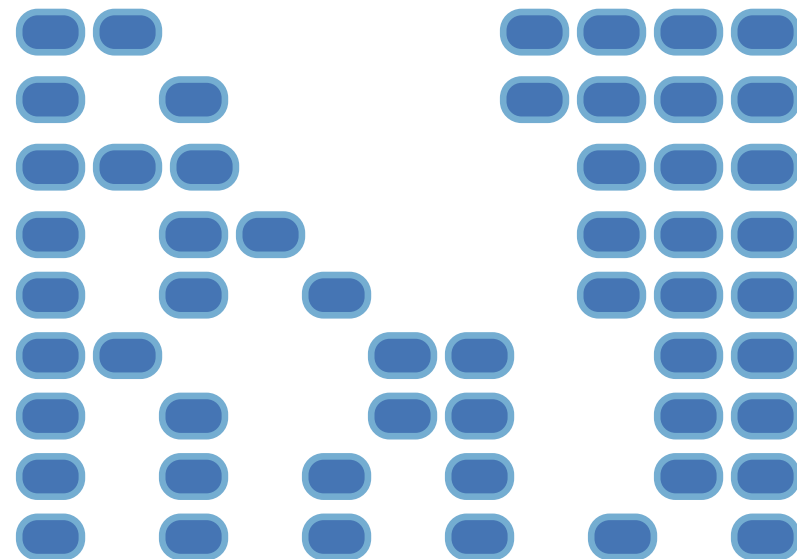
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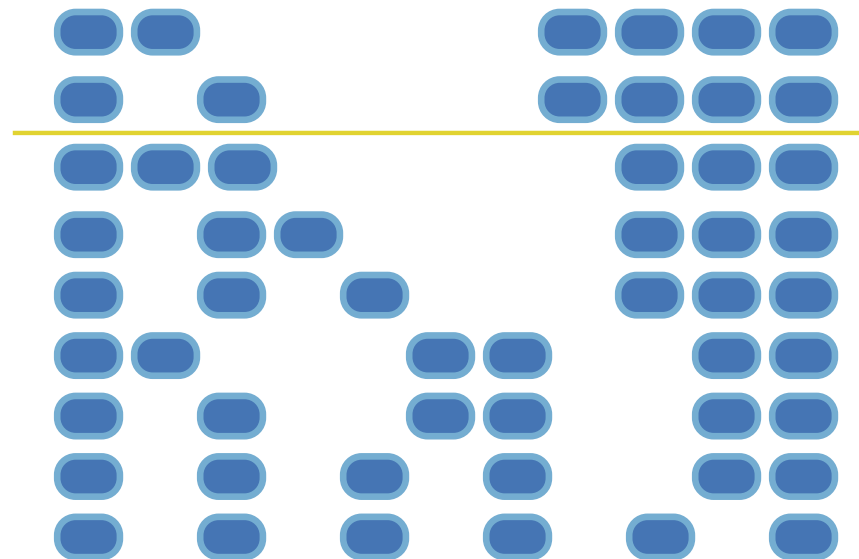


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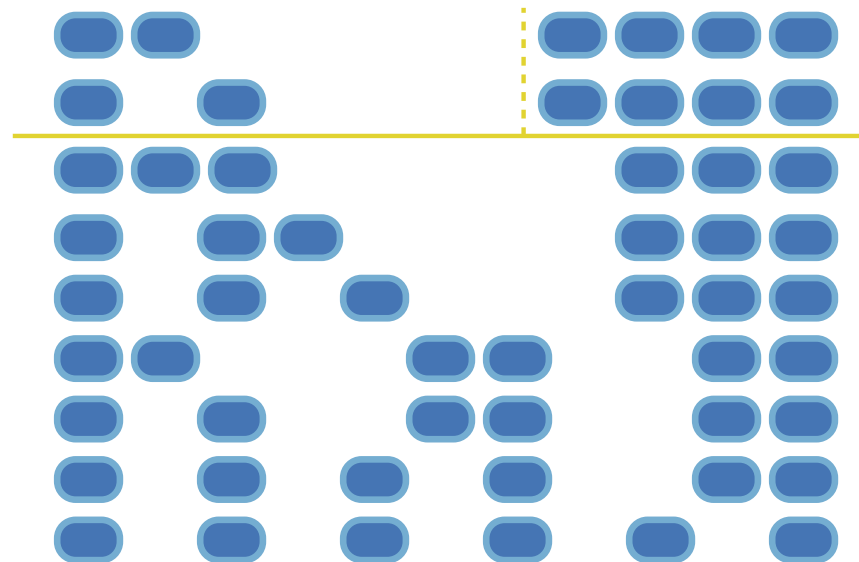


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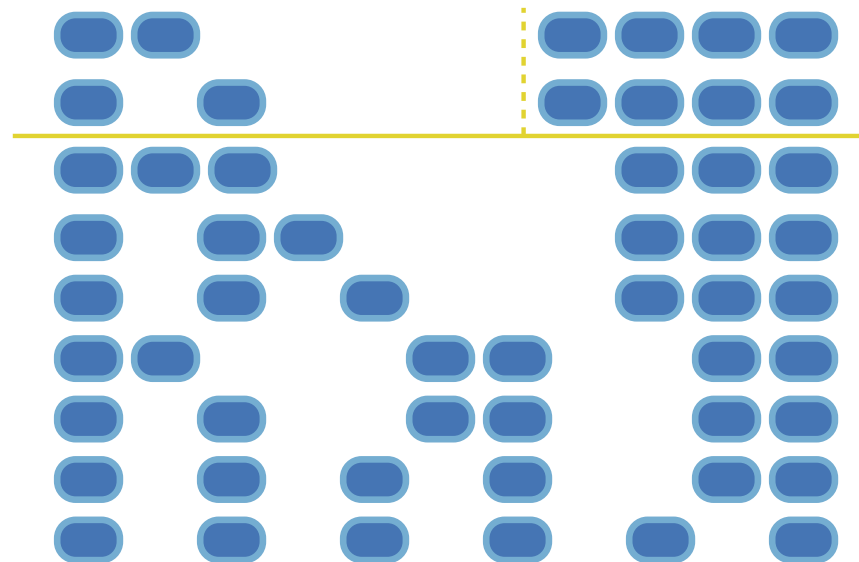


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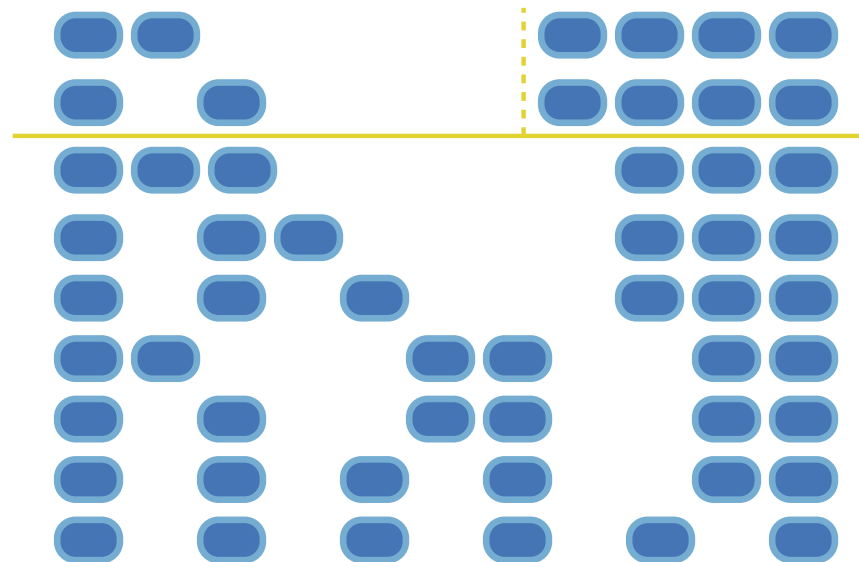


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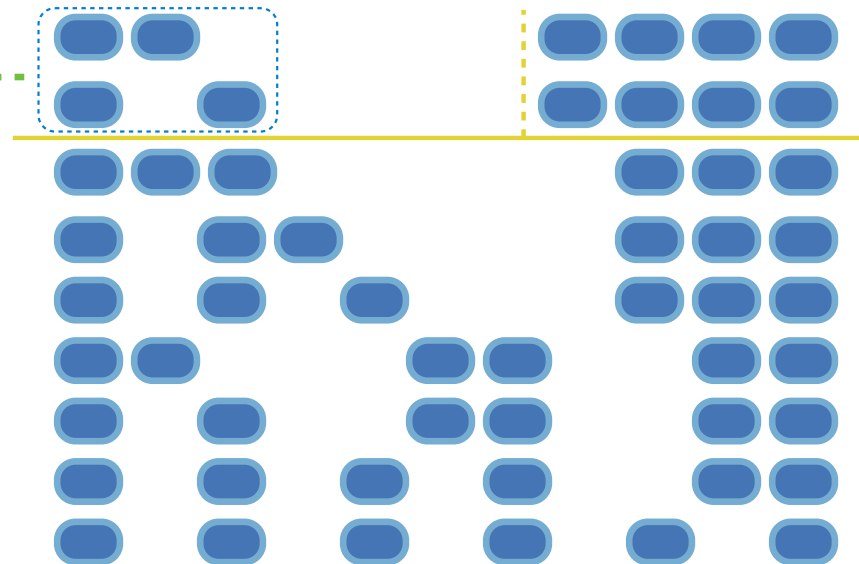


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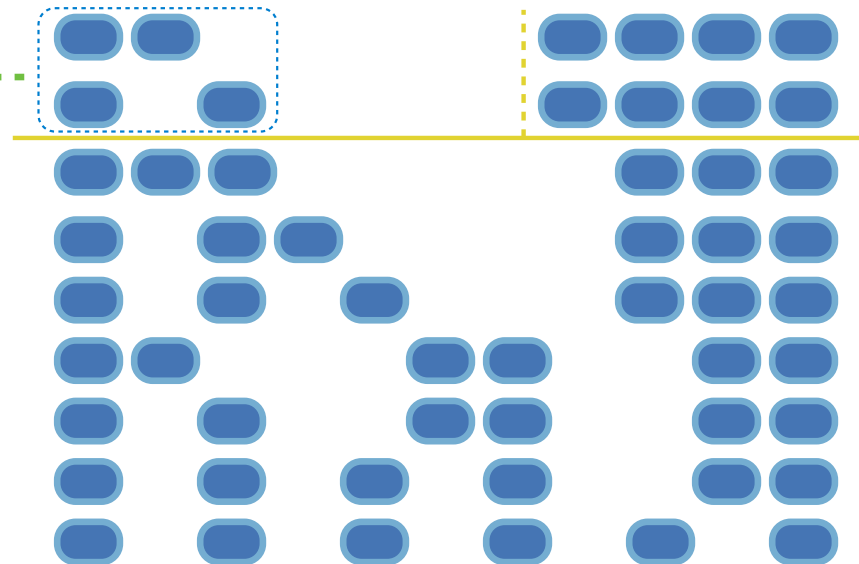


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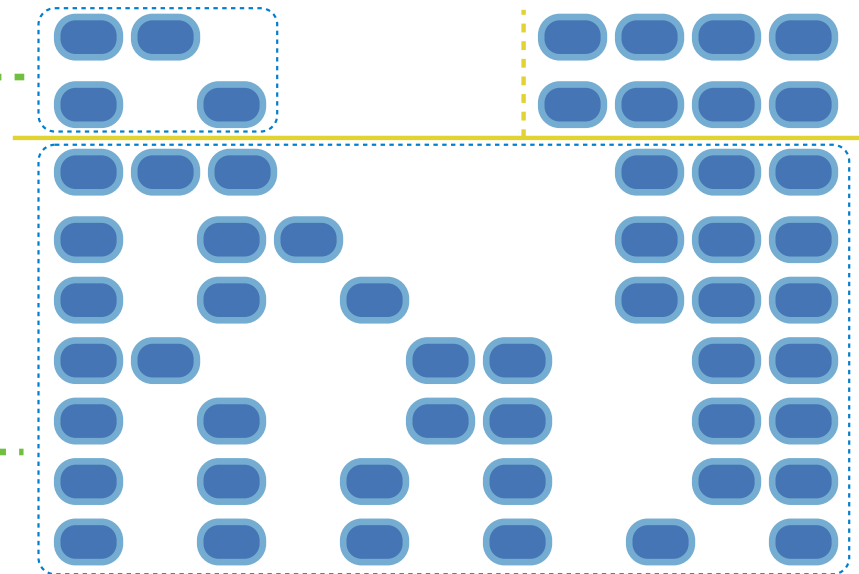


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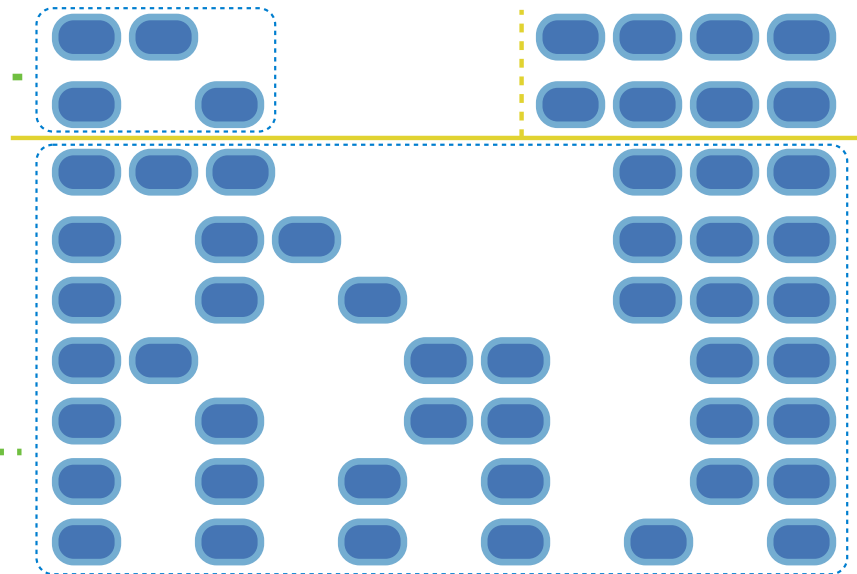


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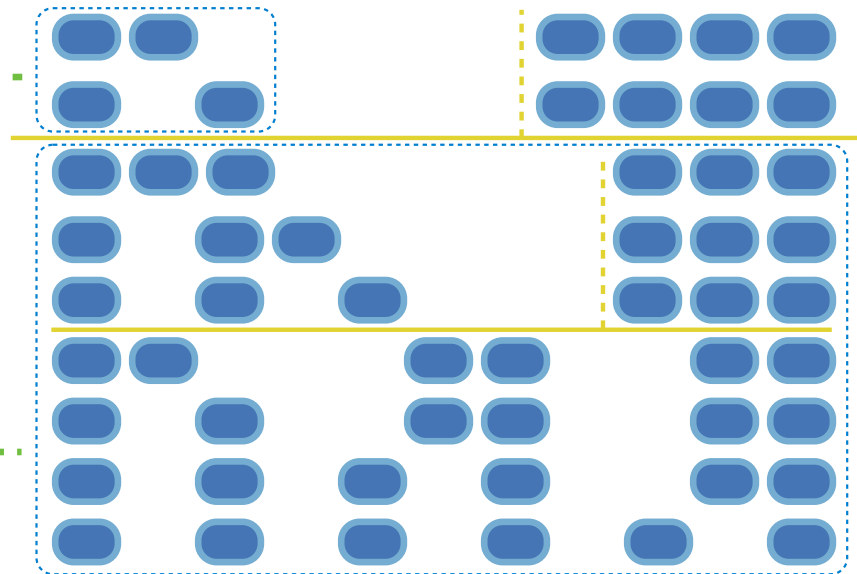


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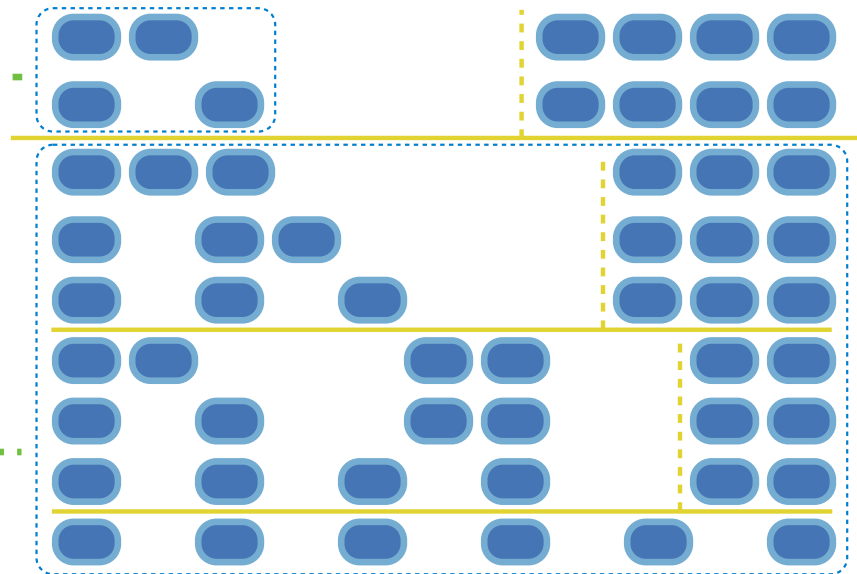


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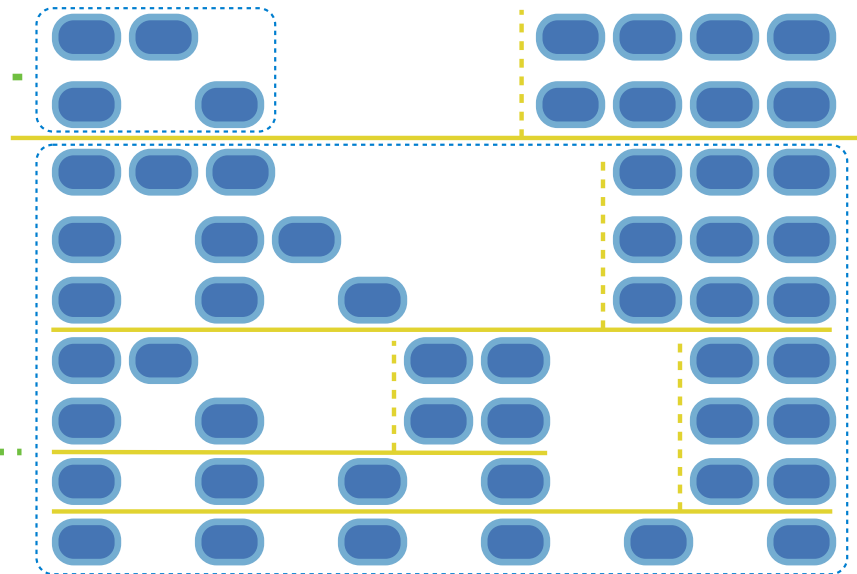


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def count_partitions(n, m):
```

```
    else:
```

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    else:  
        with_m = count_partitions(n-m, m)  
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        return with_m + without_m
```

## Counting Partitions

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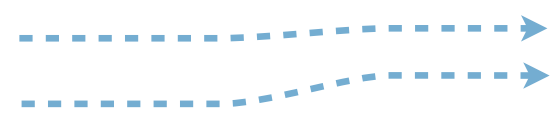
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- Recursive decomposition: finding simpler instances of the problem.

```
def count_partitions(n, m):  
    if n == 0:
```

- Explore two possibilities:

- Use at least one 4
- Don't use any 4

- Solve two simpler problems:

- `count_partitions(2, 4)` 
- `count_partitions(6, 3)` 

```
    else:
```

```
        with_m = count_partitions(n-m, m)  
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        return with_m + without_m
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- Recursive decomposition: finding simpler instances of the problem.

```
def count_partitions(n, m):  
    if n == 0:  
        return 1
```

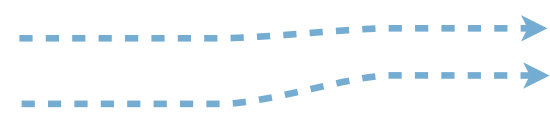
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- `count_partitions(2, 4)` 

- `count_partitions(6, 3)` 

- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):  
    if n == 0:  
        return 1  
    elif n < 0:  
  
    else:  
        with_m = count_partitions(n-m, m)  
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## Counting Partitions

---

The number of partitions of a positive integer  $n$ , using parts up to size  $m$ , is the number of ways in which  $n$  can be expressed as the sum of positive integer parts up to  $m$  in increasing order.

- Recursive decomposition: finding simpler instances of the problem.
- Explore two possibilities:
  - Use at least one 4
  - Don't use any 4
- Solve two simpler problems:
  - `count_partitions(2, 4)`
  - `count_partitions(6, 3)`
- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):  
    if n == 0:  
        return 1  
    elif n < 0:  
        return 0  
    elif m == 0:  
  
    else:  
        with_m = count_partitions(n-m, m)  
        without_m = count_partitions(n, m-1)  
        return with_m + without_m
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( Demo )