CompSci 201, L13: Recursion (and more Linked List)

Person in CS: Ellen Ochoa

- BS physics ('75), PhD Electrical Eng. ('85).
- Starting working on software for optical recognition systems (computer vision)
- Applied to be an astronaut in...
 - '85...rejected
 - '87...rejected
 - '90...accepted!!!
- Worked on flight software, computer hardware, and robotics
- First Hispanic woman in space '93
- Director of NASA Johnson Space Flight Center (Houston) '13



Announcements, Coming up

- Today, Monday 2/27
 - Nothing due
- Wednesday 3/1
 - APT 5 (linked list problems) due
- Next Monday 3/6
 - Project P3: DNA (linked list project) due
- Midterm exam 2? Pushed back to Wed. 3/22 after spring break.

Today's outline

1. Wrapping up DIYLinkedList:

- Add to front of linked list
- Writing an Iterator
- 2. Introducing Recursion
 - Counting ListNodes
 - Reversing a LinkedList

3. Sorting algorithms: Recursive Mergesort

More DIYLinkedList





- Add to front?
- Efficient iterator?

Toward Recursion by counting nodes: Iterative vs. Recursive

- Standard linked list iteration
 - Advance local pointer, do something at each node

```
public int countIter(ListNode list) {
    int total = 0;
    while (list != null) {
        total += 1;
        list = list.next;
    }
    General case?
    Define size using size?
    public int size(ListNode list) {
        if (list == null) return 0;
        return 1 + size(list.next);
    }
```

Key ideas in recursion

- 1. Base case: Easy answer when input small
- 2. Recursive call(s): Get answer on subset of input
- 3. Do something with the result of the recursive call(s) and then return
- Note: Method does not call itself
 - Calls identical clone, with its own state
 - Methods/calls stacked, like all methods

Thinking recursively

1. When is the input small enough that the answer is trivial? Base case.

2. Otherwise, suppose an *oracle* could solve the *exact some problem* on a smaller subset of the input.

Recurse

Base case

3. Could you solve the larger problem given what the oracle told you?



The call stack: How recursion works on a machine

- Each method call gets its own *call frame* (local variables, etc.)
- Eager evaluation: Invoking method does not resume until invoked method returns.











Counting Nodes



Recursive runtime

- Concept is the same: Count the number of constant time operations...across all recursive calls!
- Ensure each recursive call gets closer to the base case, else code may run forever.

```
public int size(ListNode list) {
    if (list == null) return 0;
    return 1 + size(list.next);
}
```

- Moves one node toward the base case at each step.
- List of N nodes, makes O(N) recursive calls, each is O(1).
- Overall O(N) runtime complexity.

Recall the reverse problem

- How do we reverse nodes in a linked list
 - Go from A->B->C to C->B->A
 - Typical interview style question
 - <u>https://leetcode.com/problems/reverse-linked-list/</u>
 - <u>https://www.hackerrank.com/challenges/revers</u>
 <u>e-a-linked-list</u>





Base case, words and code

- Base case: When is there nothing to do?
 - A list with 0 or 1 nodes is its own reverse

```
3 public static ListNode reverse(ListNode list) {
4     if (list == null || list.next == null) {
5         return list;
6     }
```

Recursive step in words

- Suppose the recursion oracle (a recursive call) reverses the list *after the first node*.
- How to use? Just put the first node at the end!
- Restated: The reverse of a list is *the reverse of all but the first element,* with the first element added to the end.



Return reversedFirst

Recursive step in code



Note that list.next still refers to reversedLast

Recursive step in code (continued)



9reversedLast.next = list;Make10list.next = null;Make11return reversedFirst;Return

Make **B** point to **A** Make **A** point to **null** Return overall reversed list



Putting it all together

```
3
      public static ListNode reverse(ListNode list) {
 4
          if (list == null || list.next == null) {
                                                          Base case
 5
              return list;
 6
 7
          ListNode reversedLast = list.next;
                                                          Recurse
          ListNode reversedFirst = reverse(list.next);
8
9
          reversedLast.next = list;
10
          list.next = null;
                                                          Use result
11
          return reversedFirst;
12
      }
```

Revisiting the call stack: How it *really* works



Revisiting the call stack: How it *really* works





Back to the case we considered first

WOTO Go to <u>duke.is/6effd</u>

Not graded for correctness, just participation.

Try to answer *without* looking back at slides and notes.

But do talk to your neighbors!



Consider the rec method. If the input list is ['A', 'B', 'C'], what will be returned by rec(list)? $\ensuremath{^*}$

3	<pre>public static ListNode rec(ListNode list) {</pre>
4	<pre>if (list == null list.next == null) {</pre>
5	return list;
6	}
7	<pre>ListNode after = rec(list.next);</pre>
8	<pre>if (list.info <= after.info) {</pre>
9	<pre>list.next = after;</pre>
10	return list;
11	}
12	return after;
13	}

('A']

2

- ['C']
- ['A', 'B']
- ['C', 'B']
- ['A', 'B', 'C']
- ['C', 'B', 'A']

Same rec method. If the input list is ['C', 'B', 'A'], what will be returned by rec(list)? $\ensuremath{^*}$

```
3
     public static ListNode rec(ListNode list) {
          if (list == null || list.next == null) {
 4
 5
              return list;
 6
          }
 7
          ListNode after = rec(list.next);
          if (list.info <= after.info) {</pre>
 8
 9
              list.next = after;
              return list;
10
11
          }
          return after;
12
13
     }
```

('A']

3

- ('C']
- ['A', 'B']
- ('C', 'B')
- (ia', 'B', 'C')
- ['C', 'B', 'A']

Same rec method. For an input list with N nodes, the best characterization of the runtime complexity of rec(list) is... \ast

3	<pre>public static ListNode rec(ListNode list) {</pre>
4	<pre>if (list == null list.next == null) {</pre>
5	return list;
6	}
7	<pre>ListNode after = rec(list.next);</pre>
8	<pre>if (list.info <= after.info) {</pre>
9	<pre>list.next = after;</pre>
10	return list;
11	}
12	return after;
13	}

O(1)

4

O(N)

```
O(N^2)
```

O(N^3)

Consider the mystery method. Note that it is the same as rec except for lines 24-29. If the input list is ['C', 'B', 'A'], what will be returned by mystery(list)? *

```
15
     public static ListNode mystery(ListNode list) {
          if (list == null || list.next == null) {
16
17
              return list;
18
         }
19
         ListNode after = mystery(list.next);
20
         if (list.info <= after.info) {</pre>
21
              list.next = after;
22
              return list;
23
         }
         ListNode current = after;
24
25
         while (current.next != null && list.info > current.next.info) {
              current = current.next;
26
27
         }
28
         list.next = current.next;
29
         current.next = list;
30
         return after;
31
     3
```

('A']

- ('C']
- ('A', 'B')
- ['B', 'C']
- ['A', 'B', 'C']
- ['C', 'B', 'A']

5

6

Same mystery method. For an input list with N nodes, the best characterization of the runtime complexity of mystery(list) is... \ast

```
15
     public static ListNode mystery(ListNode list) {
          if (list == null || list.next == null) {
16
17
              return list;
18
         }
19
         ListNode after = mystery(list.next);
20
         if (list.info <= after.info) {</pre>
21
              list.next = after;
22
              return list;
23
         }
24
         ListNode current = after;
25
         while (current.next != null && list.info > current.next.info) {
26
              current = current.next;
27
         }
28
         list.next = current.next;
29
         current.next = list;
30
         return after;
31
     }
```

O(1)
 O(N)

) O(N^2)

O(N^3)