



Recursion

snarf today's code

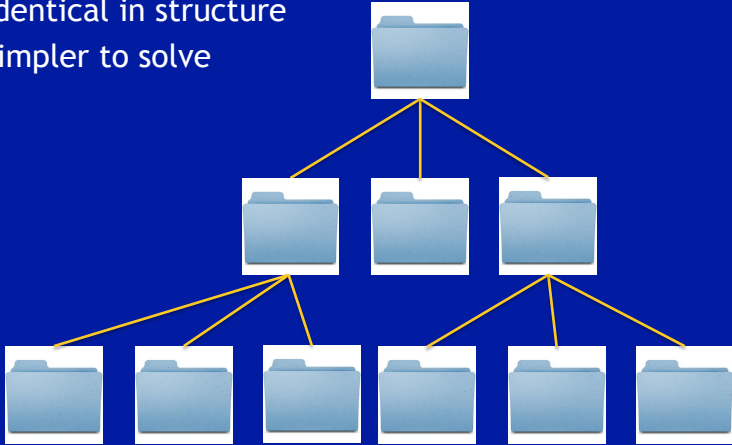


Announcements

- Markov
- Exams - Friday
- APT Set 4 - Due Feb 28
- DNA - Due March 5

Last time

- Directory search
 - Reduce it to a sub problem
 1. identical in structure
 2. simpler to solve



General Structure

- void `solve`(ProblemClass instance){
 - if(instance *is simple*){
 - *solve instance directly*}
 - else{
 - *divide into subinstance(s)*
 - `solve`(subinstance)
 - *reassemble problem*
 - }
- }



Today

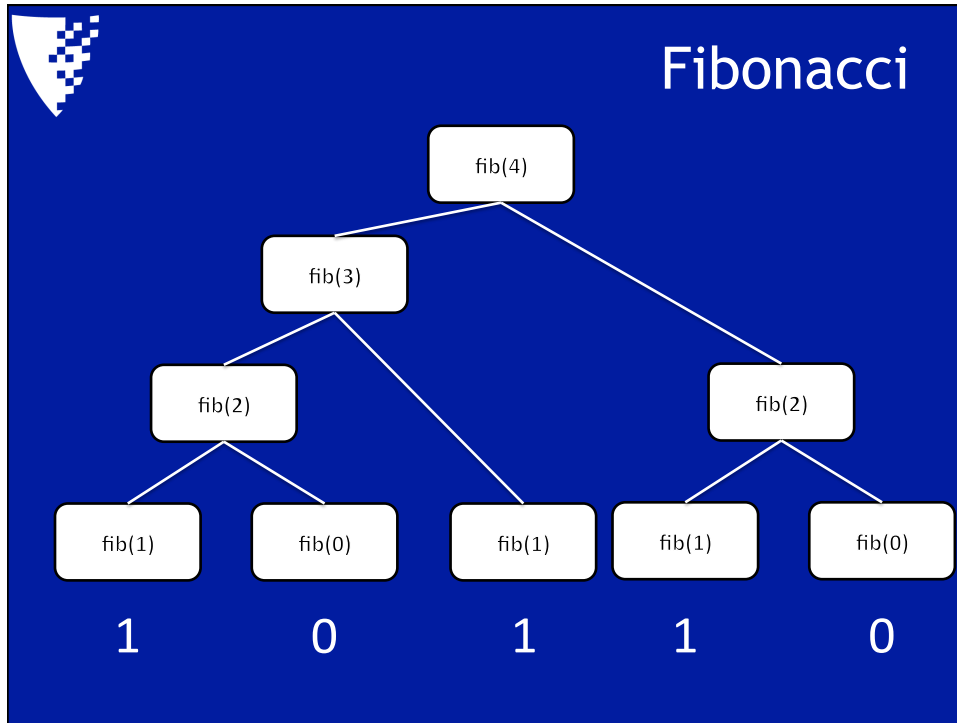
- Recursion and the call stack
- More examples:
 - Sorting
 - Flood Fill



Fibonacci

- $\text{fib}(0) = 0$
- $\text{fib}(1) = 1$
- $\text{fib}(2) = 1$
- $\text{fib}(3) = 2$

- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$




Fibonacci

- When a function is called it is pushed to the call stack

```

int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
  
```

fib(3);

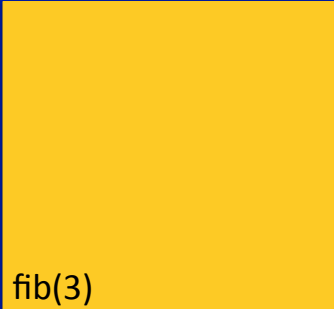


Fibonacci


- When a function is called it is pushed to the call stack

```
int fib(int n){  
    if(n==0) return 0;  
    if(n==1) return 1;  
    return fib(n-1) * fib(n-2);  
}
```

fib(3);



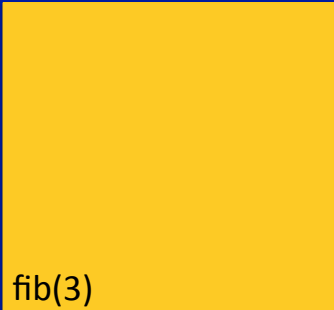
fib(3)




Fibonacci

- Run code on top of stack

```
int fib(int n){  
    if(n==0) return 0;  
    if(n==1) return 1;  
    return fib(n-1) * fib(n-2);  
}
```



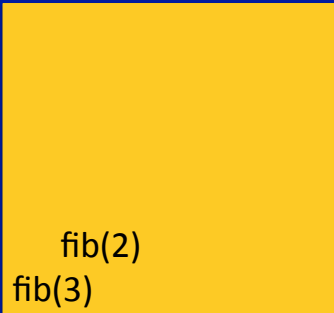
fib(3)




Fibonacci

- Run code on top of stack

```
int fib(int n){  
    if(n==0) return 0;  
    if(n==1) return 1;  
    return fib(n-1) * fib(n-2);  
}
```



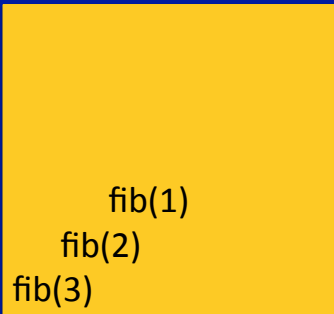
fib(2)
fib(3)




Fibonacci

- Run code on top of stack

```
int fib(int n){  
    if(n==0) return 0;  
    if(n==1) return 1;  
    return fib(n-1) * fib(n-2);  
}
```



fib(1)
fib(2)
fib(3)



Fibonacci


- Pop when function completes

```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(1) = 1

fib(2)

fib(3)



Fibonacci

- Continue from where you left off


```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(0)

fib(1) = 1

fib(2)

fib(3)




Fibonacci

- Continue from where you left off

```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(0) = 0
fib(1) = 1
fib(2)
fib(3)




Fibonacci

- Continue from where you left off

```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(0) = 0
fib(1) = 1
fib(2) = 1 + 0
fib(3)




Fibonacci

- Continue from where you left off

```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(1)
 fib(0) = 0
 fib(1) = 1
 fib(2) = 1 + 0
 fib(3)




Fibonacci

- Continue from where you left off

```
int fib(int n){
  if(n==0) return 0;
  if(n==1) return 1;
  return fib(n-1) * fib(n-2);
}
```

fib(1) = 1
 fib(0) = 0
 fib(1) = 1
 fib(2) = 1 + 0
 fib(3)




Fibonacci

- Continue from where you left off


```
int fib(int n){  
    if(n==0) return 0;  
    if(n==1) return 1;  
    return fib(n-1) * fib(n-2);  
}
```

fib(1) = 1
fib(0) = 0
fib(1) = 1
fib(2) = 1 + 0
fib(3) = 1 + 1




Today

- Recursion and the call stack
- More examples:
 - Sorting
 - Flood Fill



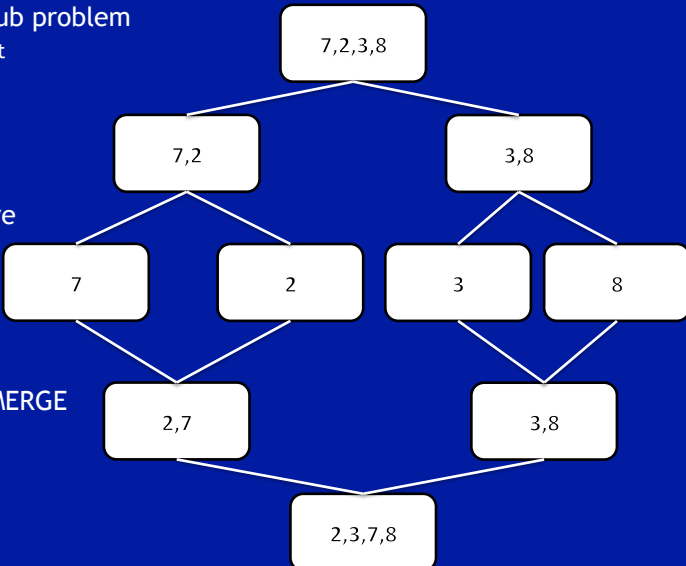
Merge Sort

- Sort an array of integers into increasing order
- <http://goo.gl/3hrUj>




MergeSort

- Reduce to a sub problem
 - half the list
- Simple to solve
 - 1 element
- Once sorted MERGE lists together




```

graph TD
    A["7,2,3,8"] --> B["7,2"]
    A --> C["3,8"]
    B --> D["7"]
    B --> E["2"]
    C --> F["3"]
    C --> G["8"]
    D --> H["2,7"]
    E --> H
    F --> I["3,8"]
    G --> I
    H --> J["2,3,7,8"]
    I --> J
  
```

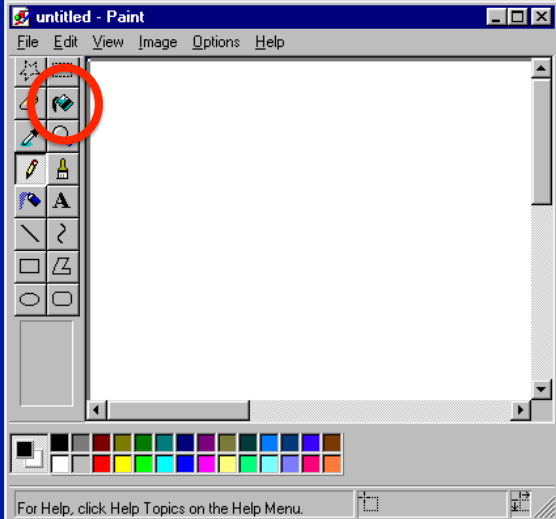


Today

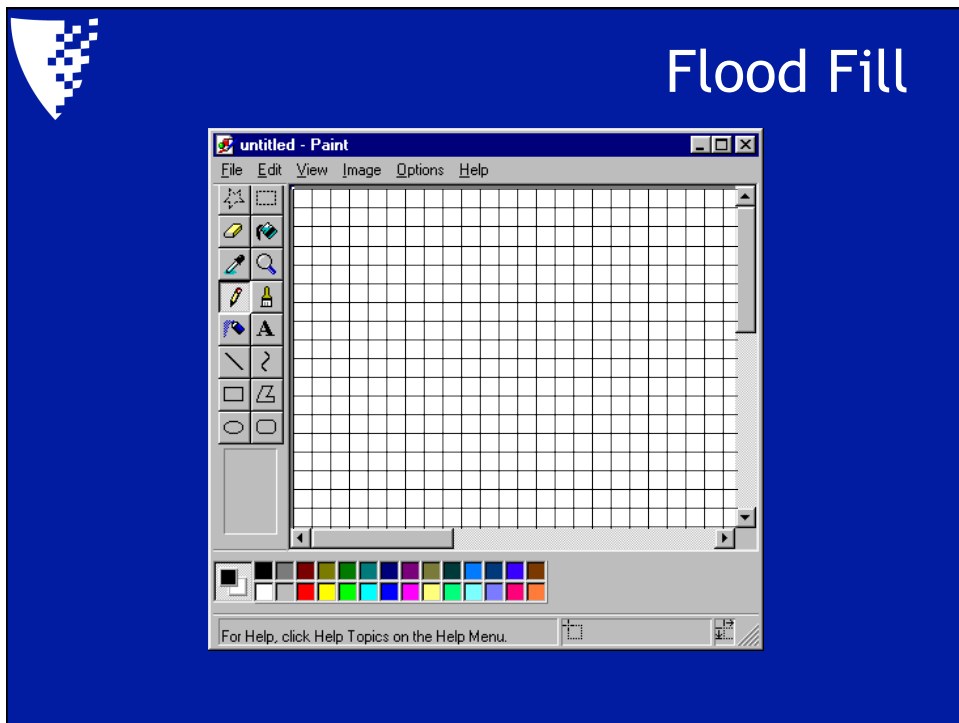
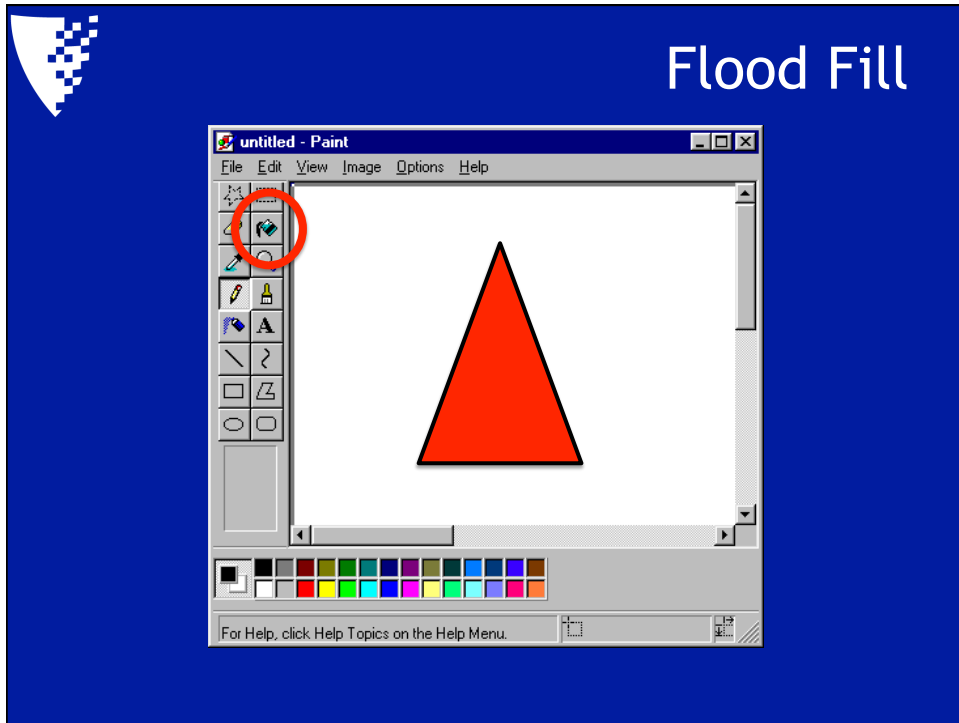
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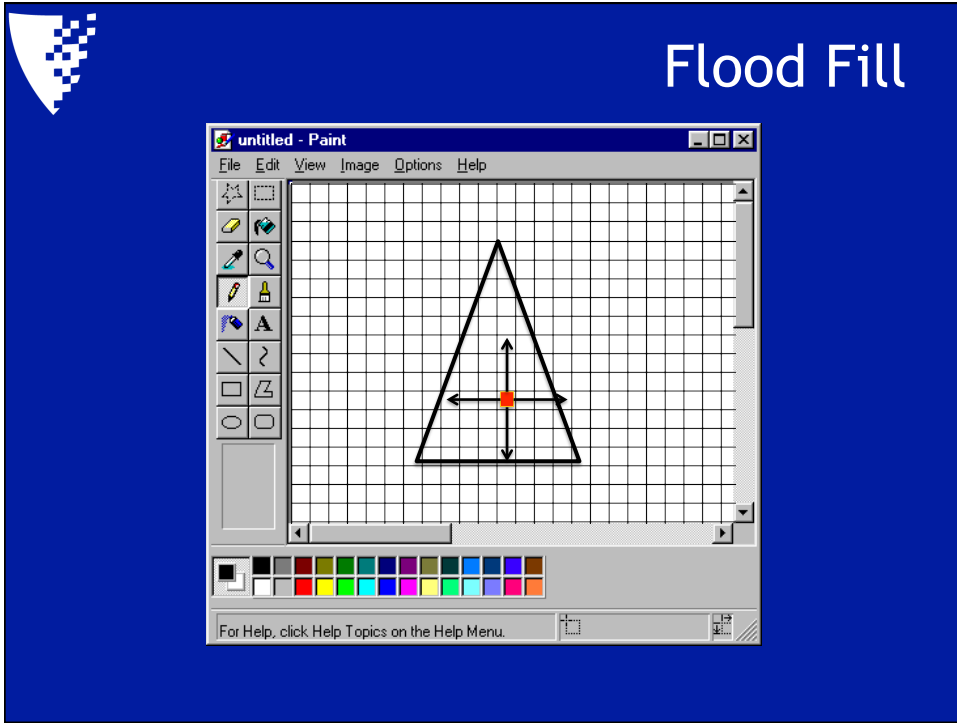


Flood Fill

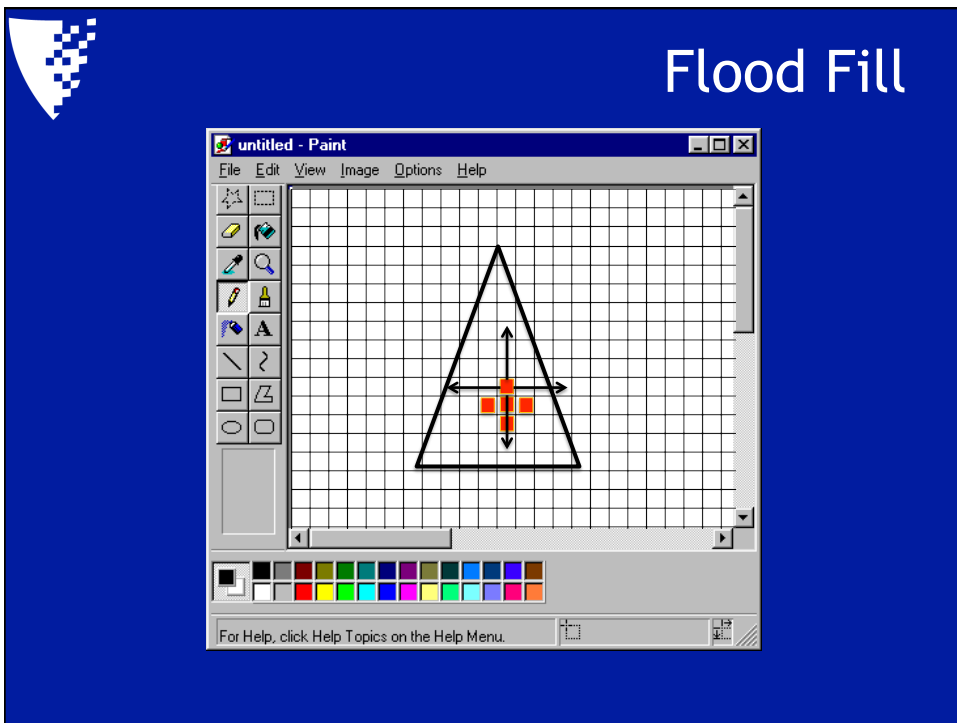


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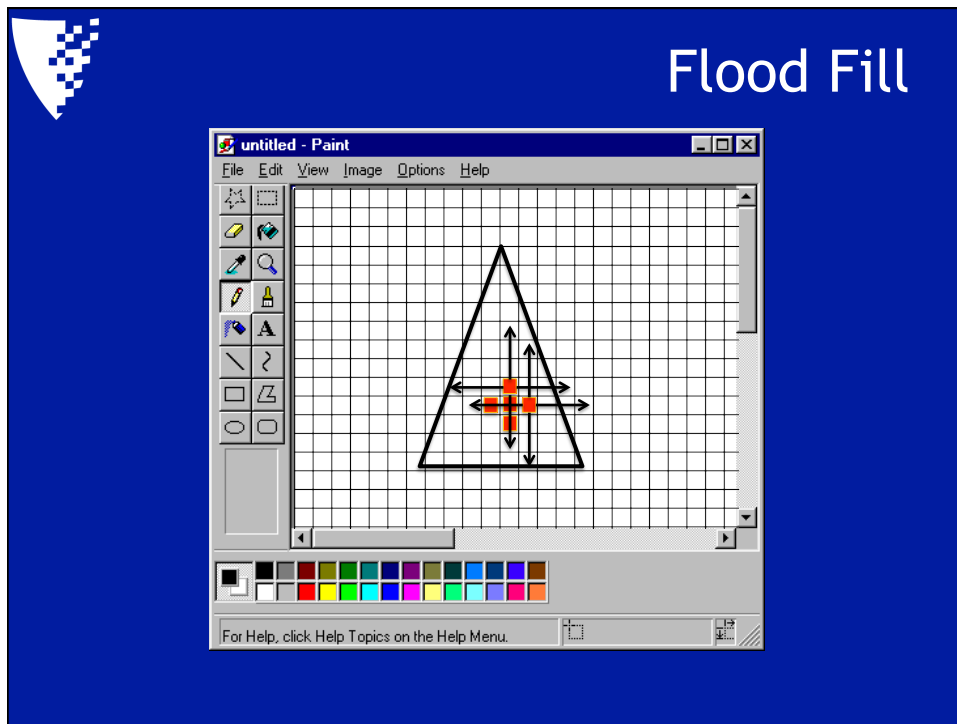




Flood Fill



Flood Fill



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