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10.1 RECURSION

Recursion in computer science is a method where the solution to a problem depends on solutions to smaller instances of the same problem.

Listing 1: General format of many recursive algorithms

```java
if (some condition for which the answer is known) {
    return solution; // base case
} else {
    recursive function call // smaller version of the same problem
}
```

10.2 Examples

10.2.1 Factorial

\[
n! = \begin{cases} 
1 & \text{if } n = 0, \\
(n - 1)! \times n & \text{if } n > 0 
\end{cases}
\]

Listing 2: Factorial

```java
public int fact(int n) {
    if (n == 0) return 1;
    return n * fact(n - 1);
}
```

10.2.2 GCD

\[
gcd(a, b) = \begin{cases} 
a & \text{if } b \text{ is } 0 \\
gcd(b, a \% b) & \text{otherwise} 
\end{cases}
\]

Listing 3: Factorial

```java
public int gcd(int a, int b) {
    if (b == 0) return a;
    return gcd(b, a \% b);
}
```
10.2.3 Print a linked list

Listing 4: Print linked list

```java
public void print(Node h)
    if(h == null){ return; } //base case
    System.out.print(h.data+",");
    print(h.next);
}
```

Listing 5: Print linked list in reverse order

```java
public void print(Node h)
    if(h == null) return; //base case
    print(h.next);
    System.out.print(h.data+",");
}
```

10.2.4 The Towers of Hanoi

Legend has it that there were three diamond needles set into the floor of the temple of Brahma in Hanoi. Stacked upon the leftmost needle were 64 golden disks, each a different size, stacked in concentric order, as shown in Figure 10.2. The monks were to transfer the disks from the first needle A to the second needle B, using the third C as necessary. But they could only move one disk at a time, and could never put a larger disk on top of a smaller one. When they completed this task, the world would end!

Figure 10.1: Towers of Hanoi
10.2.4.1 Base case: one disk only

If there is only one disk, it is trivial. We just move the disk from A to B as shown in Figure 10.3.

Listing 6: One Disk

1. Move from A to B.

10.2.4.2 Two Disks

You know how to move one disk. Now we move two disks. We have two disks as shown in Figure 10.4.
Here are the steps:

Listing 7: Two Disks

1. Move from A to C.
2. Move from A to B.
3. Move from C to B.

Figure 10.5: Two Disks: Move from A to C
10.2.4.3 Three Disks

You know how to move two disks, right? We just saw it. Now, we move three disks, as shown in Figure 10.11. Here are the steps:
Listing 8: Three Disks

1. Move 2 disks from A to C.
2. Move 1 disk from A to B.
3. Move 2 disk from C to B.

How do you move two disks at once in step 1? Yes, we can move 2 disks using the method described in section 10.2.4.2.
10.2.4.4  Four or more Disks

You know how to move three disks. Now, we move four disks, as shown in Figure 10.13.

Here are the steps:

Listing 9: Four Disks

1. Move 3 disks from A to C.
2. Move 1 disk from A to B.
3. Move 3 disk from C to B.

How do you move three disks from A to C? We can do that using the exact same method we described in section 10.2.4.3.
If we generalize the method, in order to move \( n \) disks from A to B, the steps are:

**Listing 10: \( n \) disks**

1. Move \( n-1 \) disks from A to C.
2. Move 1 disk from A to B.
3. Move \( n-1 \) disk from C to B.

Here is the code for the Towers of Hanoi.

**Listing 11: Towers of Hanoi**

```java
import java.util.Scanner;

public class TowersOfHanoi {
    public void solve(int n, String A, String C, String B) {
        if (n == 1) {
            System.out.println(A + "-" + B);
        } else {
            solve(n - 1, A, B, C);
            System.out.println(A + "-" + B);
            solve(n - 1, C, A, B);
        }
    }

    public static void main(String[] args) {
        TowersOfHanoi TowersOfHanoi = new TowersOfHanoi();
        Scanner scanner = new Scanner(System.in);
        int discs = scanner.nextInt();
        TowersOfHanoi.solve(discs, "A", "C", "B");
    }
}
```

### 10.2.4.5 How long it will take to move 64 disks?

Let's see how many moves it takes to solve this problem, as a function of \( n \), the number of disks to be moved.
<table>
<thead>
<tr>
<th>n</th>
<th>Number of disk-moves required</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>15</td>
</tr>
<tr>
<td>5</td>
<td>31</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>i</td>
<td>$2^i - 1$</td>
</tr>
<tr>
<td>64</td>
<td>$2^{64} - 1$ (a big number)</td>
</tr>
</tbody>
</table>

### 10.2.5 Palindrome

#### Listing 12: Palindrome

```java
public static boolean palindrome(String s){
    if(s.length() == 1 || s.length() == 0){
        return true;
    }
    if(s.charAt(0) != s.charAt(s.length()-1)) return false;
    return palindrome(s.substring(1,s.length()-1));
}
```

### 10.2.6 Fibonacci

#### Listing 13: Fibonacci

```java
//recursive implementation of Fibonacci. Extremely slow
public static int fib1(int n){
    System.out.println("working hard " + count++ + " times");
    if(n == 1) return 1;
    if(n == 2) return 1;
    return fib1(n-1)+ fib1(n-2);
}

//iterative implementation of Fibonacci. Linear time
public static int fib2(int n){
    int a = 0;
    int b = 1;
    int t = 1;
    for(int i =1; i < n; i++){
        t = a + b;
        a = b;
        b = t;
    }
    return t;
}

//BigInteger example
public static BigInteger fib3(int n){
    BigInteger a = new BigInteger("0");
    BigInteger b = new BigInteger("1");
    BigInteger t = new BigInteger("1");
    for(int i =1; i < n; i++){
        t = a.add(b);
        a = b;
        b = t;
    }
    return t;
}
```
Listing 14: Recursive Fibonacci with Memoization

```java
public Map<Integer, Integer> fibo;
public int fib(int n){
    int f1=0,f2=0;
    if((n == 1)|| (n == 2)) return 1;
    else{
        if(fibo.containsKey(n-1)) f1 = fibo.get(n-1);
        else{
            f1 = fib(n-1);
            fibo.put(n-1,f1);
        }
        if(fibo.containsKey(n-2)) f2 = fibo.get(n-2);
        else{
            f2 = fib(n-2);
            fibo.put(n-2,f2);
        }
        return f2+f1;
    }
}
```

10.2.7 Recursive Tree

http://introcs.cs.princeton.edu/java/23recursion/Tree.java.html

10.2.8 Maze

http://algs4.cs.princeton.edu/41undirected/Maze.java.html