

## CSSE 220 Day 12

Sierpiński, Recursion and Efficiency, Mutual Recursion

#### Checkout *Recursion2* project from SVN

Bizarro



## Recap: What are recursive methods?

- Any method that calls itself
  - On a simpler problem
  - So that it makes progress toward completion
  - Indirect recursion: May call another method which calls back to it.

# When should recursive methods be used?

- When implementing a recursive definition
- When implementing methods on recursive data structures



Where parts of the whole look like smaller versions of the whole

## The pros and cons of recursive methods

#### The pros

- easy to implement,
- easy to understand code,
- easy to prove code correct

#### The cons

- Sometimes takes more space and time than equivalent iterative solution
- Why?
  - because of function calls

### **Recap: Key Rules to Using Recursion**

- Always have a base case that doesn't recurse
- Make sure recursive case always makes progress, by solving a smaller problem

#### You gotta believe

- Trust in the recursive solution
- Just consider one step at a time



### HW: Sierpinski



### Work Time HW 11 & 13: Sierpinski Triangle

## Can one little Fib hurt?

Why does recursive Fibonacci take so long?!?

• Can we fix it?

```
private static long fib(int n) {
    // TODO: Convert this to use memoization.
    long f;
    if (n <= 2) {
        f = 1;
    } else {
        long fNMOne = fib(n - 1);
        long fNMTwo = fib(n - 2);
        f = fNMOne + fNMTwo;
    }
    return f;
}</pre>
```



## Memoization

Save every solution we find to sub-problems

- Before recursively computing a solution:
  - Look it up
  - If found, use it
  - Otherwise do the recursive computation



## **Mutual Recursion**

- > 2 or more methods call each other repeatedly
  - E.g., Hofstadter Female and Male Sequences

$$F(n) = \begin{cases} 1 & \text{if } n = 0\\ n - M(F(n-1)) & \text{if } n > 0 \end{cases}$$
$$M(n) = \begin{cases} 0 & \text{if } n = 0\\ n - F(M(n-1)) & \text{if } n > 0 \end{cases}$$

 In how many positions do the sequences differ among the first 50 positions? first 500? first 5,000? first 5,000,000?

http://en.wikipedia.org/wiki/Hofstadter\_sequence

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Sierpinski Carpet

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## Work Time

>>> HW 13: Sierpinski Carpet Game of Life (Pair programming)

