

# CSc 120

## Introduction to Computer Programming II

### 06: Recursion

# Problem

How much money is in this cup?

Approach:

- We will consider a *different* way of adding up the coins
- The TAs will demonstrate!

# How much money is in this cup?

If the cup is not empty:

Take out a coin. Pass the cup to the next person and ask them:

**“How much money is in this cup?”**

When they answer, add your coin to their answer and pass your answer back

**`your_answer = your_coin + their_answer`**

else the cup is empty:

Answer “zero” to the person who passed to you.

**`your_answer = 0`**

# Challenge

Can we express that algorithm/process in Python?

Idea:

```
>>> cup = [5, 10, 1, 5]  
>>> how_much_money(cup)
```

21

Write Python code that models the cup passing example.

# function: how\_much\_money

```
def how_much_money(cup):  
    if cup == []:  
        return 0  
    else:
```

# function: how\_much\_money

```
def how_much_money(cup):  
    if cup == []:  
        return 0  
    else:  
        return cup[0] + how_much_money(cup[1:])
```

Usage:

```
>>> how_much_money([5, 10, 1, 5])
```

21

5

[10, 1, 5]

# Calls and returns

```
def how_much_money(cup):
    if cup == []:
        return 0
    else:
        return cup[0] + how_much_money(cup[1:])
```

```
how_much_money([5,10,1,5])
| how_much_money([10,1,5])
| | how_much_money([1,5])
| | | how_much_money([5])
| | | | how_much_money([])
| | | | how_much_money returned 0
| | | | how_much_money returned 5
| | | how_much_money returned 6
| | how_much_money returned 16
how_much_money returned 21
```

# Manual expansion of calls

```
>>> 5 + how_much_money([10, 1, 5])
```

```
21
```

```
>>> 5 + (10 + how_much_money([1,5]))
```

```
21
```

```
>>> 5 + (10 + (1 + how_much_money([5])))
```

```
21
```

```
>>> 5 + (10 + (1 + (5 + how_much_money([])))))
```

```
21
```

# Recursion

A function is *recursive* if it calls itself:

```
def how_much_money( ... ):  
    ...  
    how_much_money( ... ) ← recursive call  
    ...
```

The call to itself is a *recursive call*

# Recursion

A solution to a problem is *recursive* when it is constructed from the solution to a simpler version of the same problem.

# Recursion

A solution to a problem is *recursive* when it is constructed from the solution to a simpler version of the same problem.

```
def how_much_money(cup):  
    if cup == []:  
        return 0  
    else:  
        return cup[0] + how_much_money(cup[1:])
```

*simpler version of the problem  
(or reduced data)*



# Recursion

- Recursive functions have two kinds of cases:
  - *base case(s)* :
    - *do some trivial computation and return the result*
  - *recursive case(s)* :
    - *the expression of the problem is a simpler case of the same problem*
    - *the input is reduced or the size of the problem is reduced*
- Note: the recursive call is given a smaller problem to work on
  - e.g., it makes progress towards the base case

# recursion: base case/recursive case

```
def how_much_money(cup):  
    if cup == []:  
        return 0  
    else:  
        return cup[0] + how_much_money(cup[1:])
```

base case:  
cup == []

recursive  
case:  
cup != []

The convention is to handle the base case(s) first.

# Problem 1

Write a recursive function to count the number of coins in a cup. *The len function is not allowed.*

Usage:

```
>>> count_coins([10, 5, 1, 5])
```

4

# Solution

```
def count_coins(cup):
    if cup == []:
        return 0
    else
        return 1 + count_coins(cup[1:])
```

# Solution

base case:  
`cup == []`

```
def count_coins(cup):
```

```
    if cup == []:
```

```
        return 0
```

```
    else:
```

```
        return 1 + count_coins(cup[1:])
```

recursive  
case:  
`cup != []`

recursive call is on a **smaller problem**

# Problem 2

Write a recursive function to count the number of nickels in a cup.

Usage:

```
>>> count_nickels([10, 5, 1, 5, 1])
```

```
2
```

# Solution

base case:

cup == []

recursive  
case:

cup != []

```
def count_nickels(cup):
```

```
    if cup == []:
```

```
        return 0
```

```
    else:
```

```
        if cup[0] == 5:    recursive call is on a smaller problem
```

```
            return 1 + count_nickels(cup[1:])
```

```
        else:
```

```
            return count_nickels(cup[1:])
```

# Problem 3

Write a recursive function that returns the total length of all the elements of a list of lists (a 2-d list).

Usage:

```
>>> total_length([[1,2], [8,2,3,4], [2,2,2]])
```

```
9
```

# Solution

```
def total_length(alist):  
    if alist == []:  
        return 0  
    else:  
        recursive call is on a smaller problem  
        return len(alist[0]) + total_length(alist[1:])
```

base case:  
alist == []

recursive  
case:  
alist != []

# Problem 4

Recall that factorial is defined by the equation:

$$n! = n * (n-1) * (n-2) * (n-3) * \dots * 2 * 1$$

and

$$0! = 1$$

Write a recursive function that computes the factorial of a number.

Usage:

```
>>> fact(4)
```

24

# Solution

```
def fact(n):  
    if n == 0:  
        return 1  
  
    else:  
        recursive call is on a smaller problem  
        return n * fact(n-1)
```

base case:  
n == 0

recursive  
case:  
n != 0

# EXERCISE-ICA18- p. 3

Write a recursive function `sum_list(alist)` that returns the sum of the elements in `alist`.

Usage:

```
>>> sum_list([3, 5, 6, 1])
```

```
15
```

# EXERCISE-ICA18- p. 4

Write a recursive function `string_len(s)` that returns the length of string `s`.

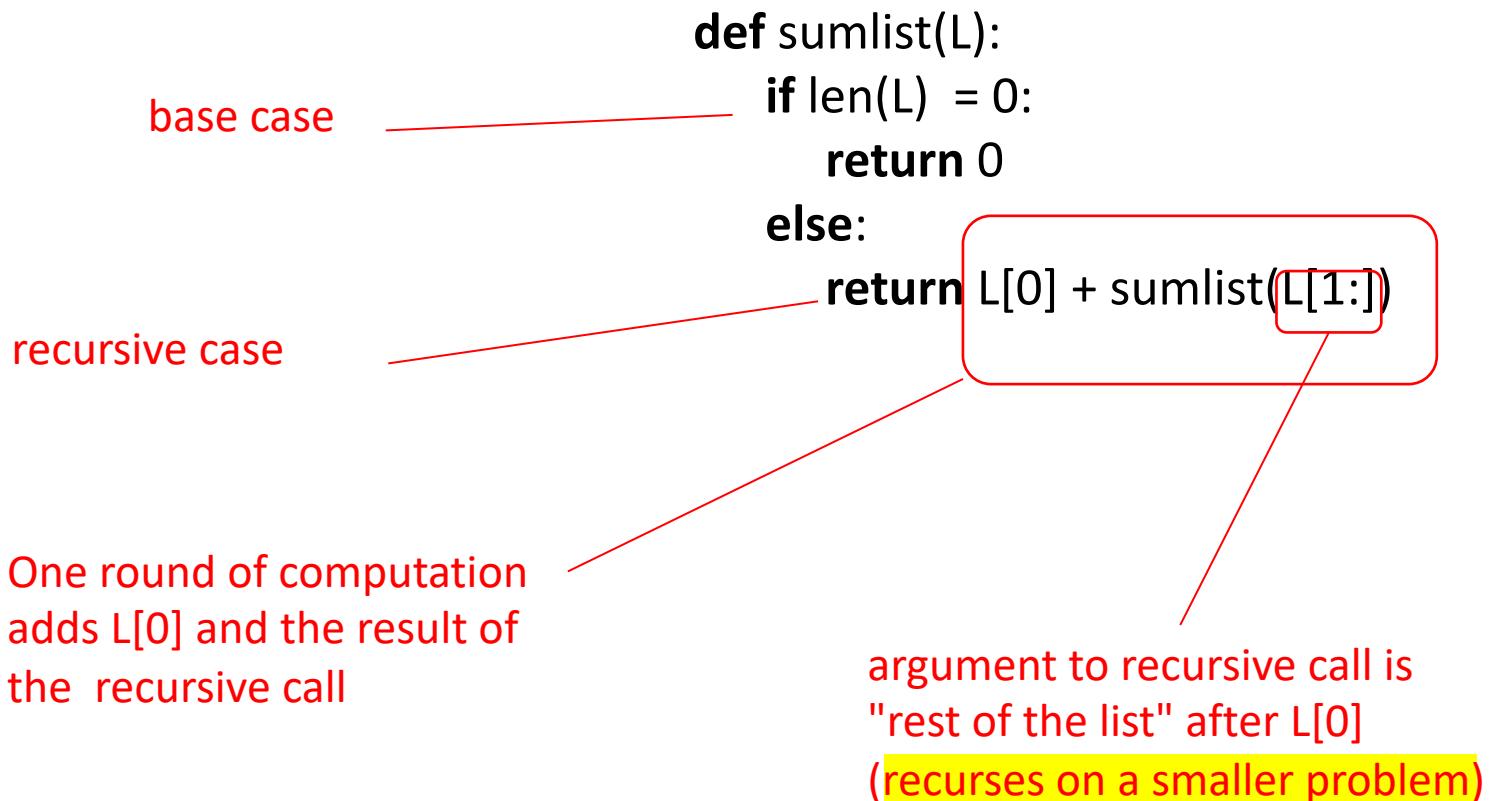
Usage:

```
>>> string_len("I wandered lonely as a cloud")
```

```
28
```

```
>>>
```

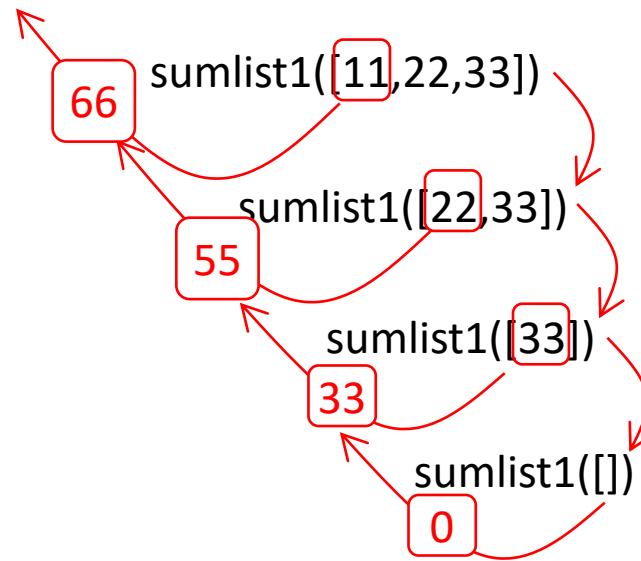
# Recursion how to: sumlist



# Recursion: flow of values

## Version 1

```
def sumlist1(L):
    if len(L) = 0:
        return 0
    else:
        return L[0] + sumlist1(L[1:])
```



# EXERCISE-ICA19- p. 1

Write a recursive function `join_all(alist)` that takes a list `alist` and returns a string consisting of every element of `alist` concatenated together.

Usage:

```
>>> join_all([1,2,3,4,5])
```

```
'12345'
```

```
>>>
```

```
>>> join_all(['aa','bb'])
```

```
'aabb'
```

# EXERCISE-ICA19-p. 2

Write a recursive function that implements join.

That is, write a function `join(alist, sep)` that takes a list `alist` and creates a string consisting of every element of `alist` separated by the string `sep`.

Usage:

```
>>> join(['aa', 'bb', 'cc'], '-')
'aa-bb-cc'
```

# the runtime stack

# How recursion works

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

```
>>> fact(4)
```

24

# How recursion works

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

We need the value of n both **before** and **after** the recursive call

```
>>> fact(4)  
24
```

∴ its value has to be saved somewhere

“somewhere” ≡  
“stack frame”

# How recursion works

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

```
>>> fact(4)  
24
```

Python's runtime system\* maintains a stack:

- push a "frame" when a function is called
- pop the frame when the function returns

"frame" or "stack frame": a data structure that keeps track of variables in the function body, and their values, between the call to the function and its return

\* "runtime system" = the code that Python executes to make everything work at runtime

# How recursion works

```
>>> def fact(n):
    if n == 0:
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Python's runtime system\*  
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- push a "frame" when a function is called
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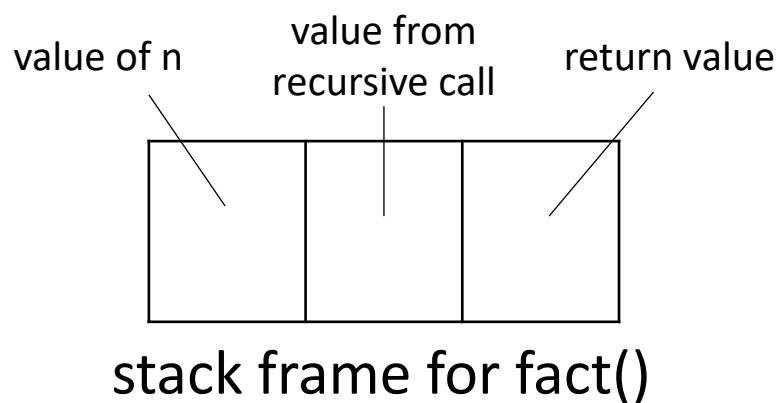
sometimes called the  
"runtime stack"

\* "runtime system" = the code that Python executes to make everything work at runtime

# How recursion works

```
>>> def fact(n):  
    if n == 0:  
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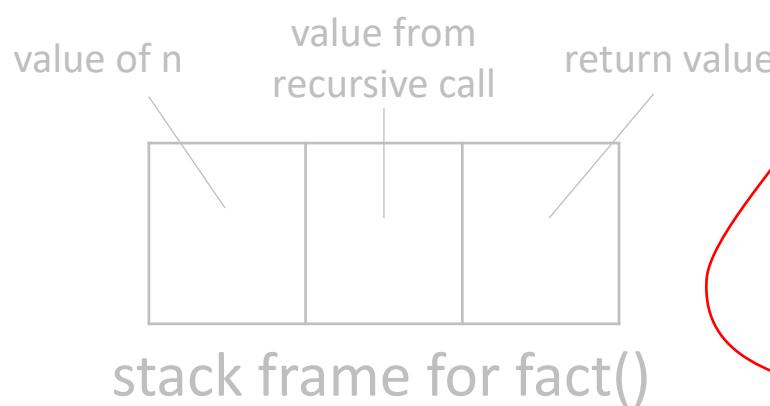
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>>> fact(4)  
24
```



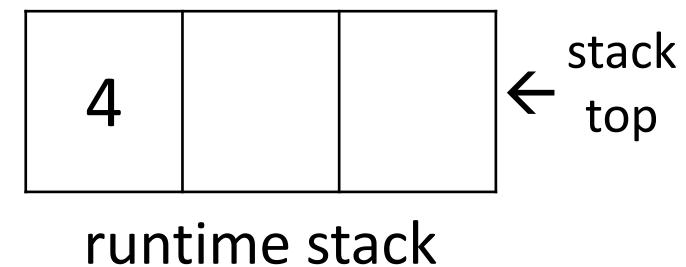
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```
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24
```



fact(4)

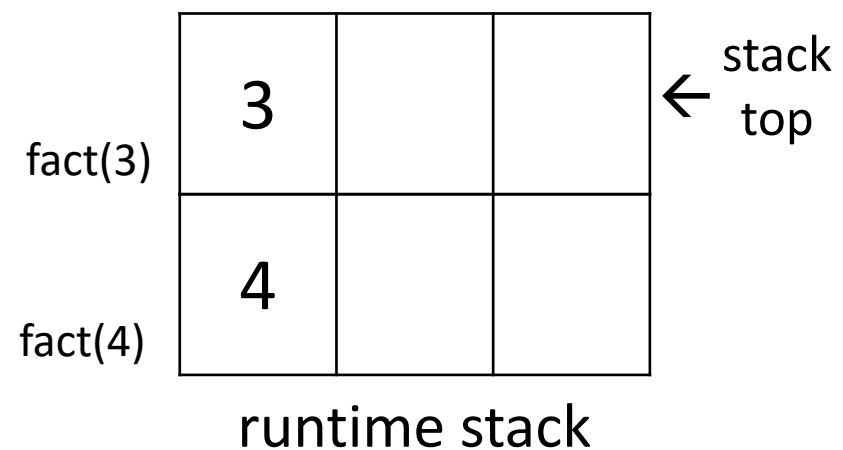
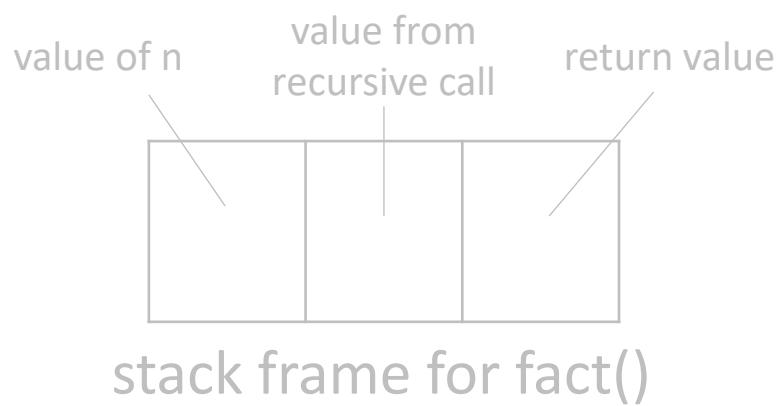


runtime stack

# How recursion works

```
>>> def fact(n):  
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```

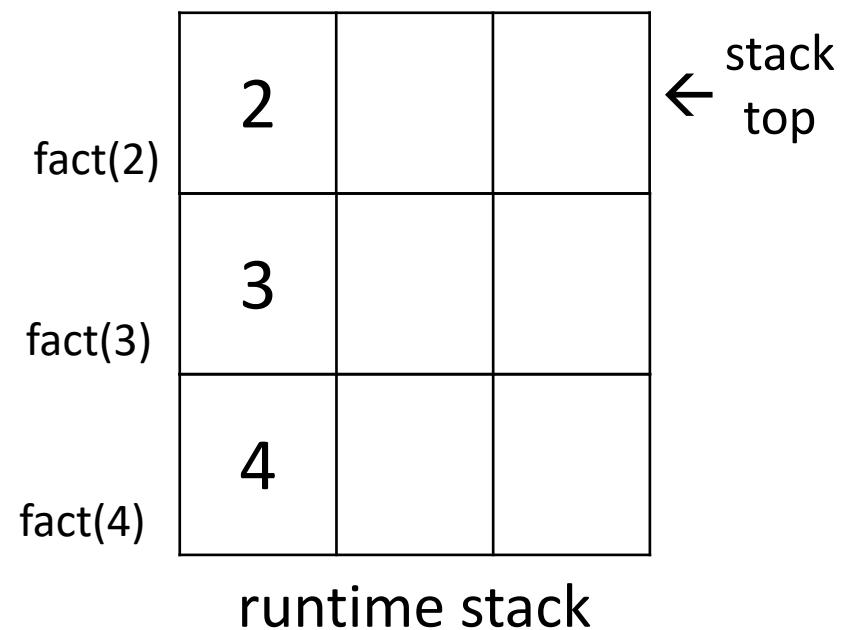
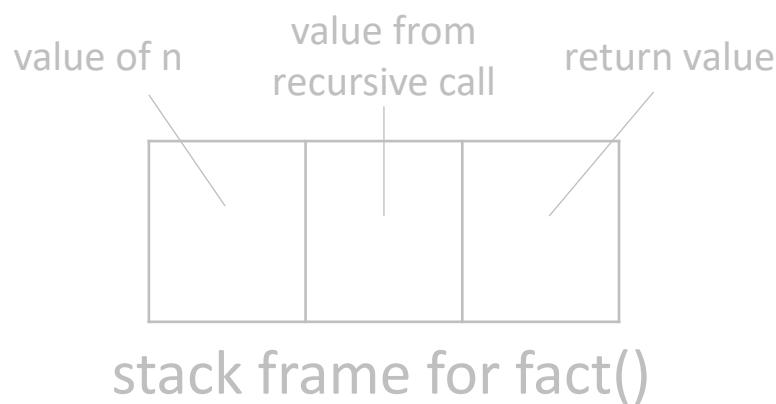
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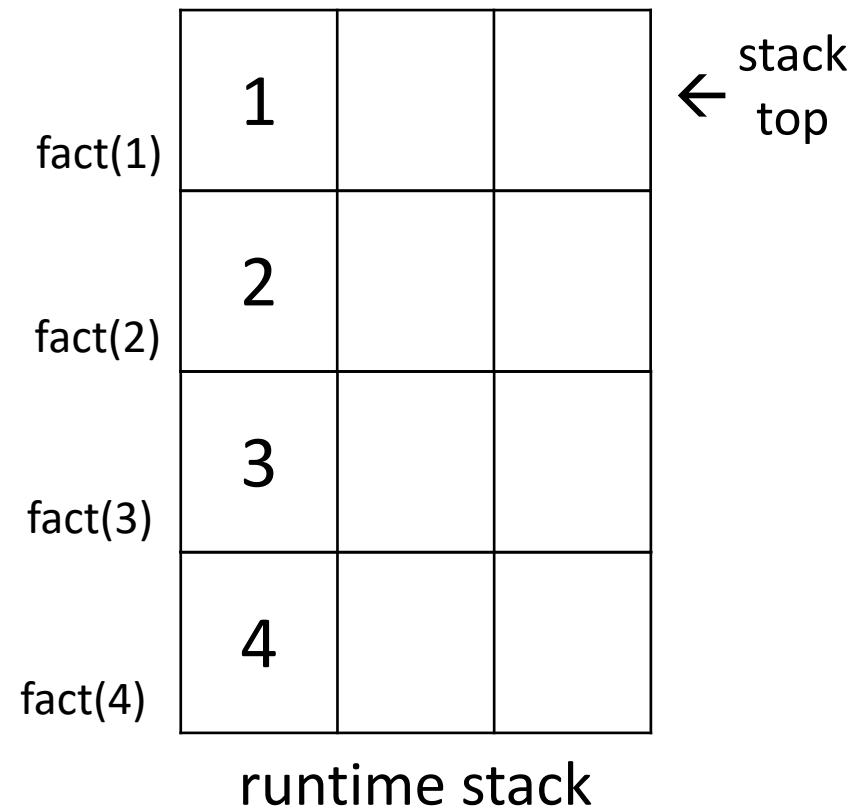
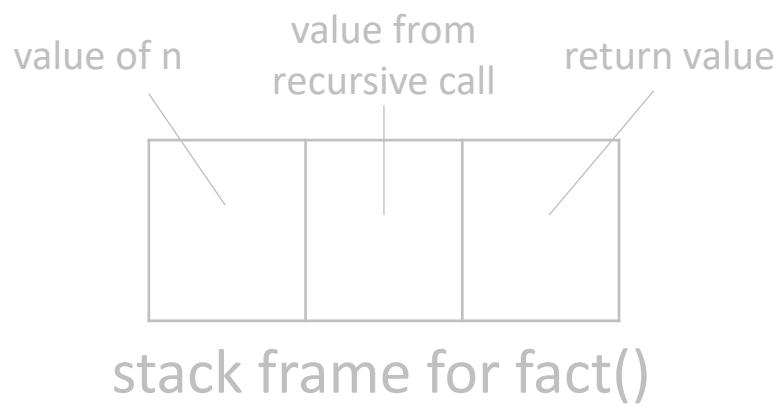
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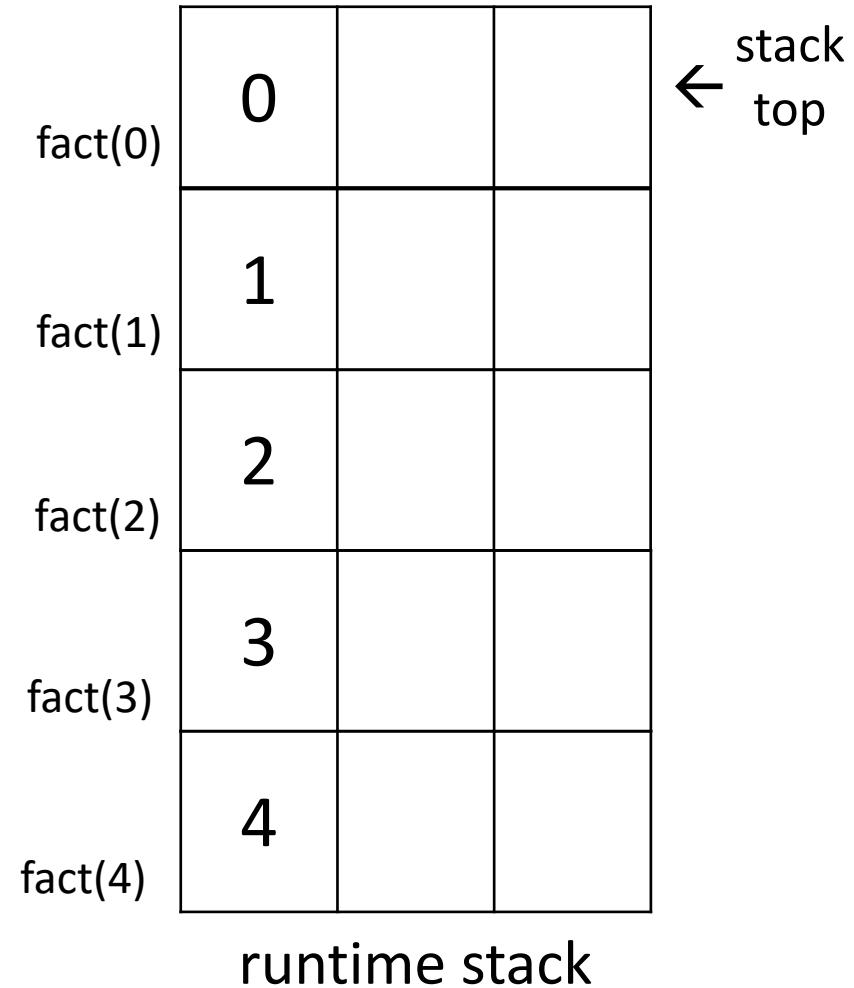
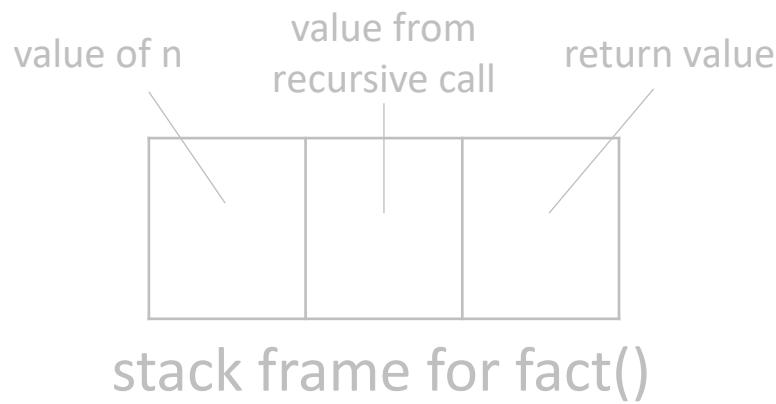
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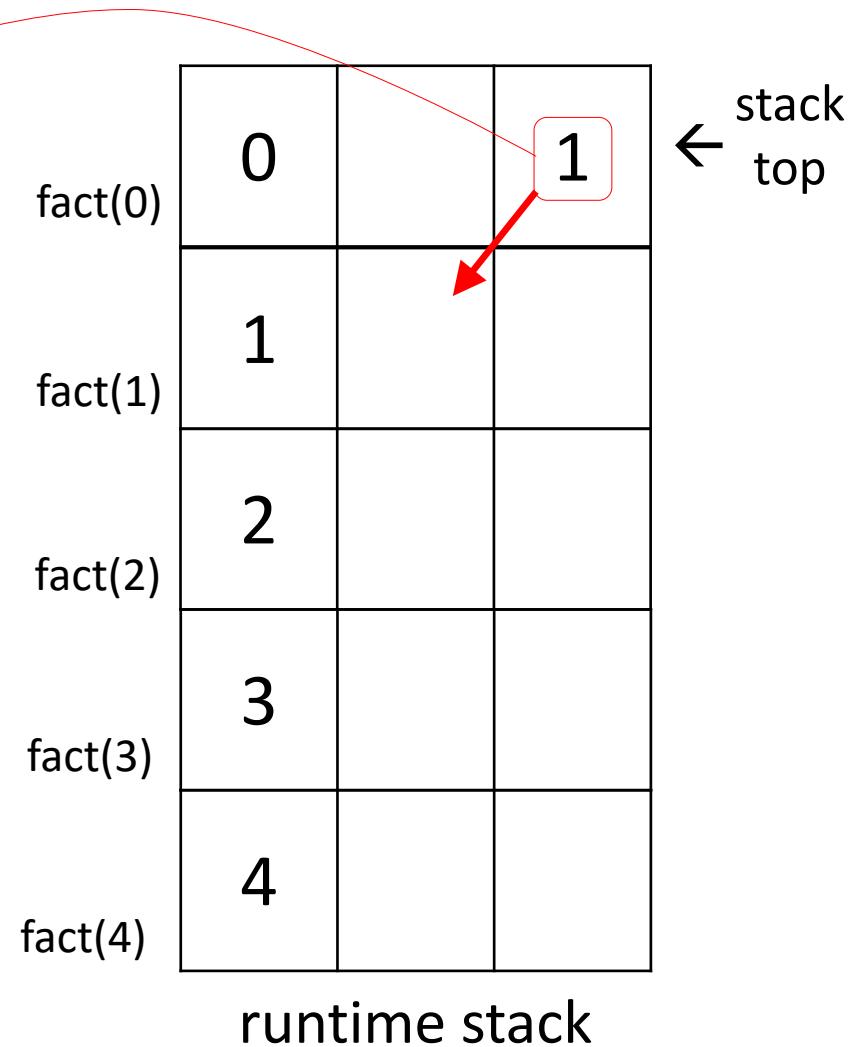
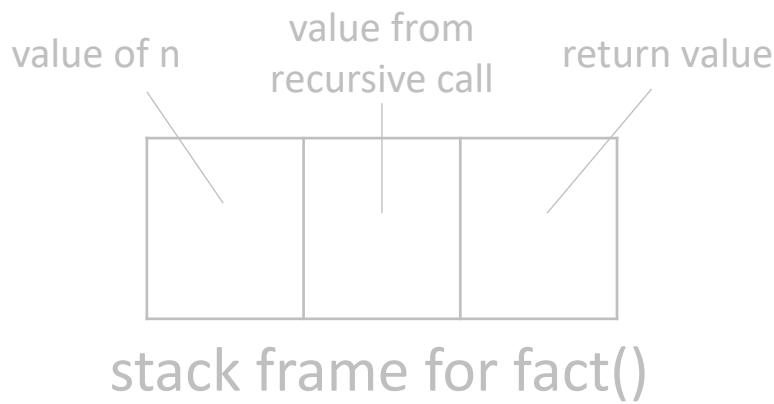
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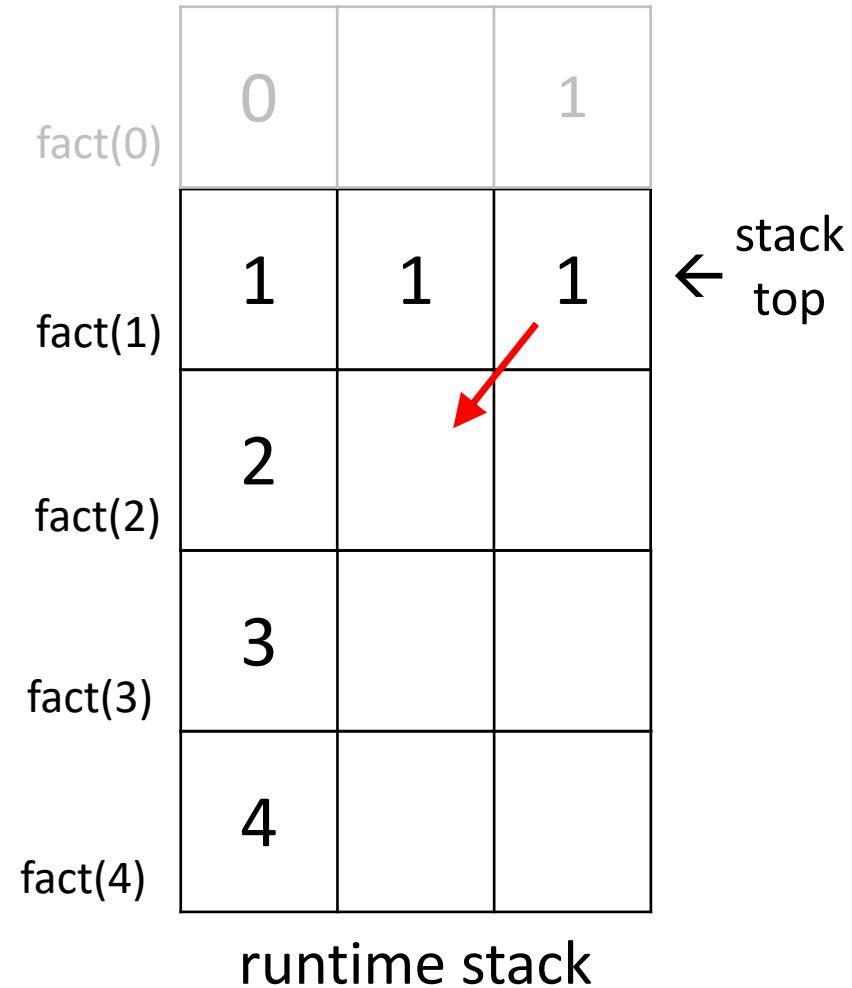
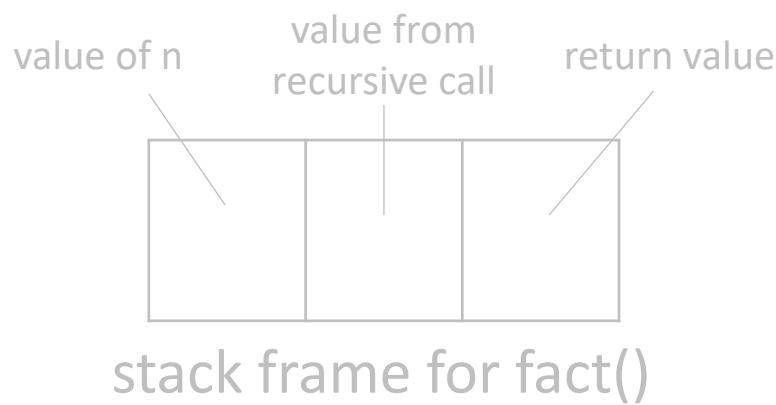
```
>>> fact(4)  
24
```



# How recursion works

```
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```

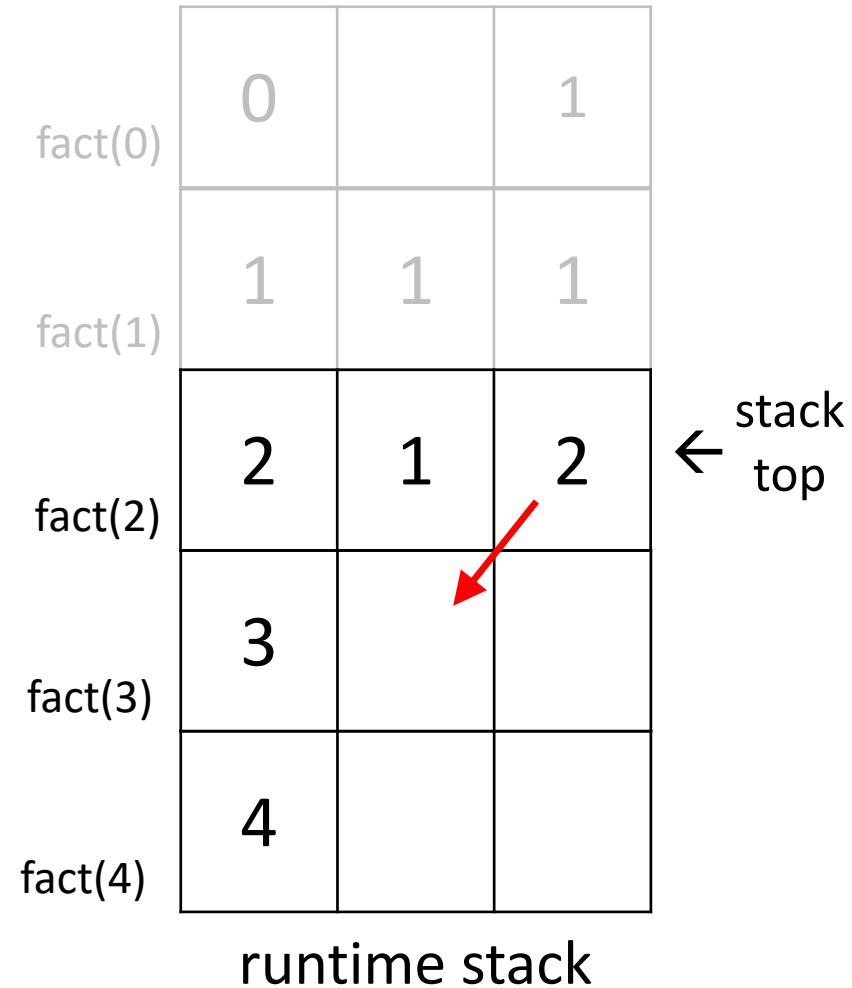
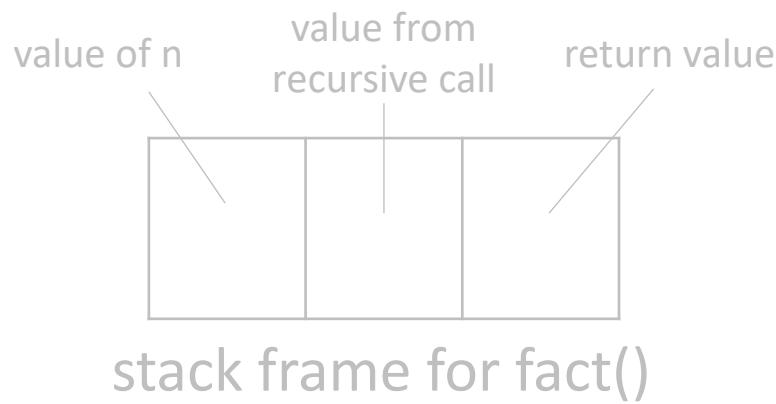
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24
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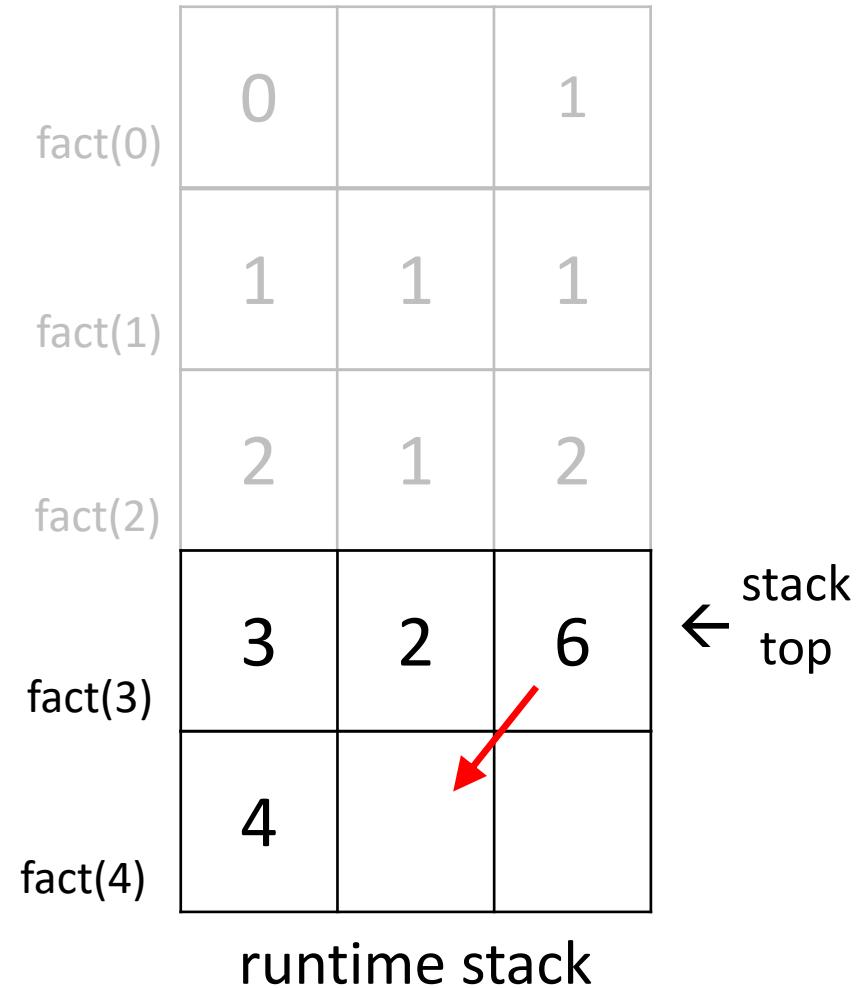
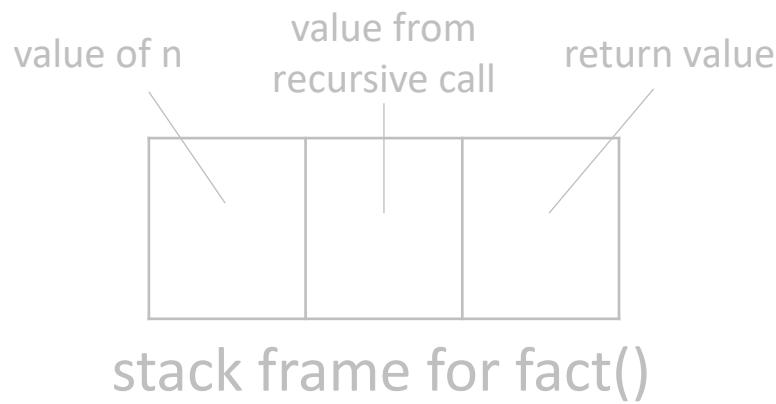
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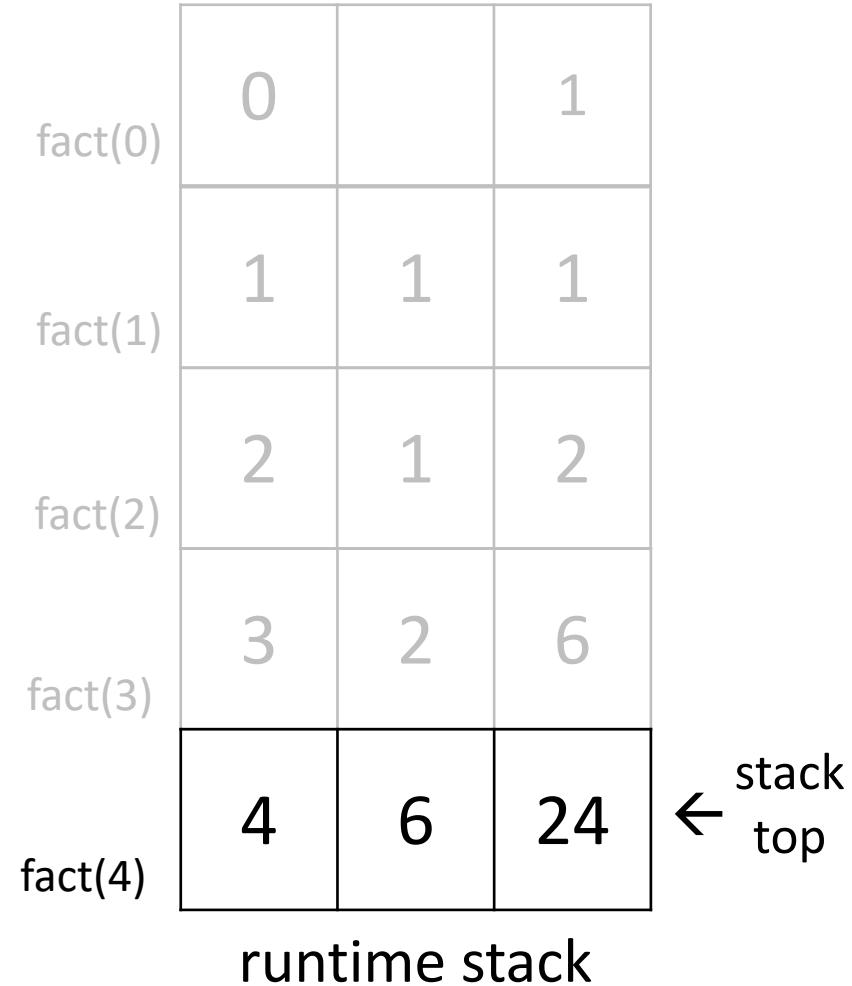
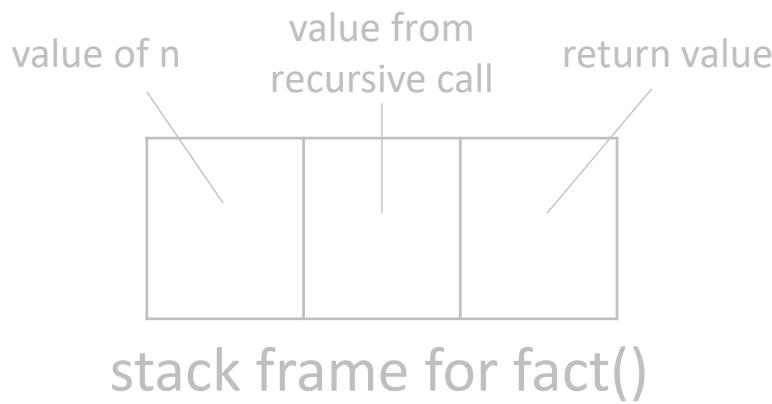
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>>> fact(4)  
24
```



# How recursion works

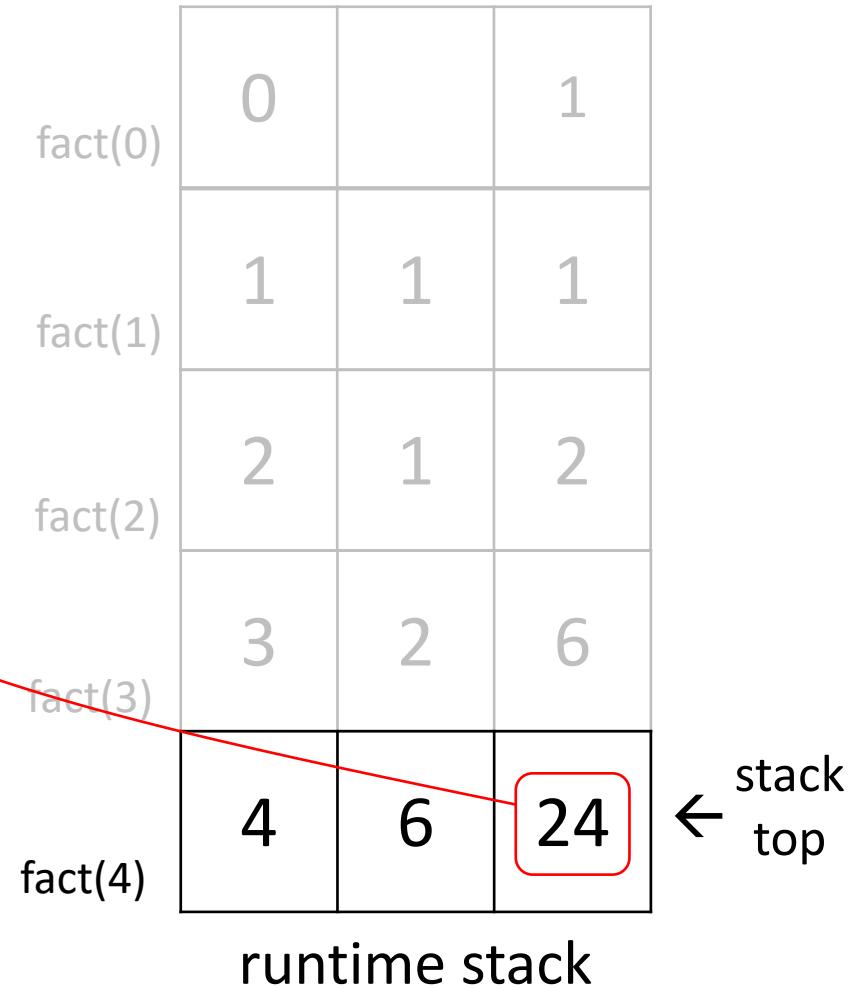
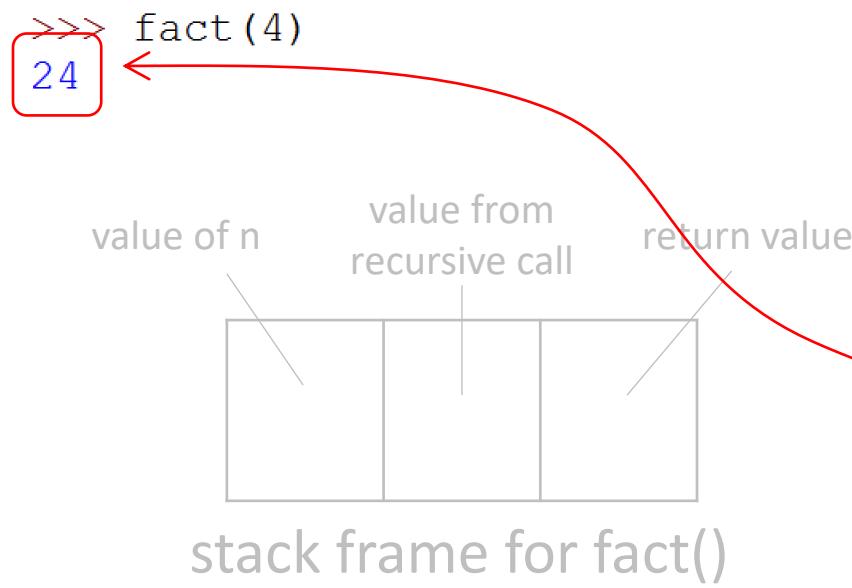
```
>>> def fact(n):  
    if n == 0:  
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```

```
>>> fact(4)  
24
```



# How recursion works

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



# The runtime stack

- The use of a *runtime stack* containing *stack frames* is not specific to recursion
  - all function and method invocations use this mechanism
  - not just in Python, but other languages as well (Java, C, C++, ...)

# Problem 5

Write a recursive function to print the numbers from 1 through n, one per line.

Usage:

```
>>> print_n(6)
```

1

2

3

4

5

6

# Solution

```
def print_n(n):  
    if n == 0:  
        return  
  
    else:  
        print_n(n-1)  
        print(n)
```

base case:  
 $n = 0$

recursive  
case:  
 $n \neq 0$

recursive call is on a smaller value

# Recursion How to

To write a recursive function, figure out:

*What values are involved in the computation?*

- these will be the arguments to the recursive function
- *Base case(s)*
  - when does the recursion stop?
  - what is the simple value or data that can be computed and returned?
- *Recursive case(s)*
  - what is the "smaller problem" to pass to the recursive call?
  - what does a single round of computation involve?

# EXERCISE-ICA-19

Do all problems 3-5.

# Recursion

- Except for print\_n(n), the recursive solutions have all followed a similar pattern to sumlist() below:

```
def sumlist(L):  
    if len(L) = 0:  
        return 0  
    else:  
        return L[0] + sumlist(L[1:])
```

- Let's look at the solution for replace() (similar pattern)

# Recursion

- Replace

```
def replace(s, a, b):
    if s == "":
        return ""
    elif s[0] == a:
        return b + replace(s[1:], a, b)
    else:
        return s[0] + replace(s[1:], a, b)
```

- Small modification: What if **a** is more than one character long?

# EXERCISE ICA-20 p. 1-2

Problem 1: replace(s, a, b) where a is a string of arbitrary length

Problem 2: get\_even\_positions(alist)

(The recursive solutions follow the same pattern that we have seen so far.)

# Recursion

- For some problems, we need to follow a different pattern:
  - recurse and get the result of the recursive case
  - return a value based on that answer

# Recursion

- For some problems, we need to follow a different pattern:
  - recurse and get the result of the recursive case
  - return a value based on that answer

```
def my_function(arg):  
    if <expr1>:  
        return <some value>  
    result = my_function(arg[1:])  
    if <condition based on result> :  
        return <expr2>  
    else:  
        return <expr3>
```

# EXERCISE ICA-20 p. 3

Write a function `max_l(alist)` that returns the largest value in `alist`. Assume `alist` has at least one element.

Usage:

```
>>> max_l([8, 3, 24, 7, 9])
```

```
24
```

Use the “new” pattern to help write the solution

# max\_l() solution

Let's do this on the ELMO.

# EXERCISE ICA-20 p. 4

Write the function `maxmin (alist)` described in the ICA.

Note: this returns a tuple!

Think carefully about the base case.

Use the “new” pattern to help write the solution

(Do problem 5 if you finish.)

# Versions of sumlist

## Version 1

```
def sumlist(L):
    if len(L) = 0:
        return 0
    else:
        return L[0] + sumlist(L[1:])
```

base case

recursive case

One round of computation adds  $L[0]$  and the result of the recursive call

argument to recursive call is "rest of the list" after  $L[0]$   
**(recurses on a smaller problem)**

# Versions of sumlist

## Version 2 (variation on version 1)

```
def sumlist(L):
    n = len(L)
    if n == 0:
        return 0
    else:
        return sumlist(L[:-1]) + L[-1]
```

argument to recursive call is "rest  
of the list" up to the last element  
**(recurses on a smaller problem)**

add the last  
element of L

# Versions of sumlist

## Version 2

(variation on version 1)

```
def sumlist(L):
    n = len(L)
    if n == 0:
        return 0
    else:
        return sumlist(L[:-1]) + L[-1]
```

## Version 3

("smaller" need not be by just 1)

```
def sumlist(L):
    if len(L) == 0:
        return 0
    elif len(L) == 1:
        return L[0]
    else:
        return sumlist(L[:len(L)//2]) + \
            sumlist(L[len(L)//2:])
```

better for parallel execution

argument to each recursive call is half of the current list  
(recurses on a smaller problem)

# sumlist

```
def sumlist(L):  
    if len(L) == 0:  
        return 0  
    elif len(L) == 1:  
        return L[0]  
    else:  
        return sumlist(L[ :len(L)//2]) + sumlist(L[len(L)//2: ])
```

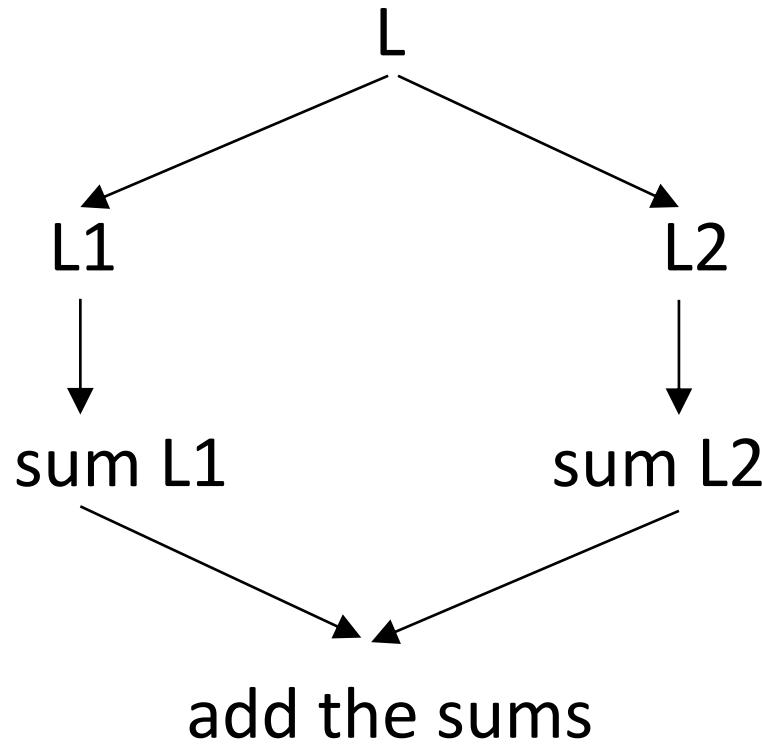
# recursive sumlist

input list

split into two  
halves

add the halves  
(recursively)

return the  
sum of the  
sums



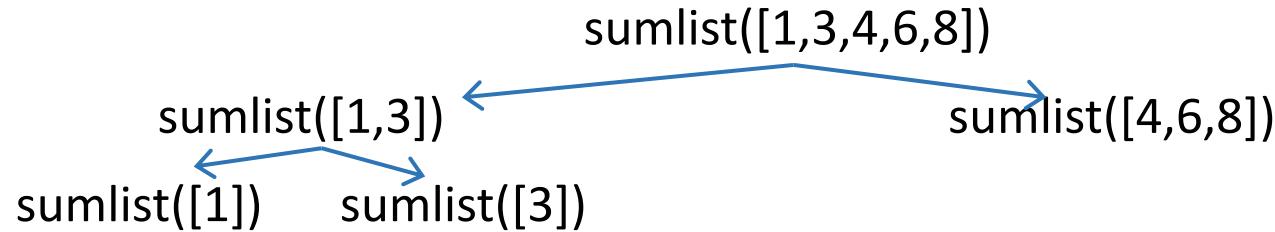
# sumlist: example

```
sumlist([1,3,4,6,8])
```

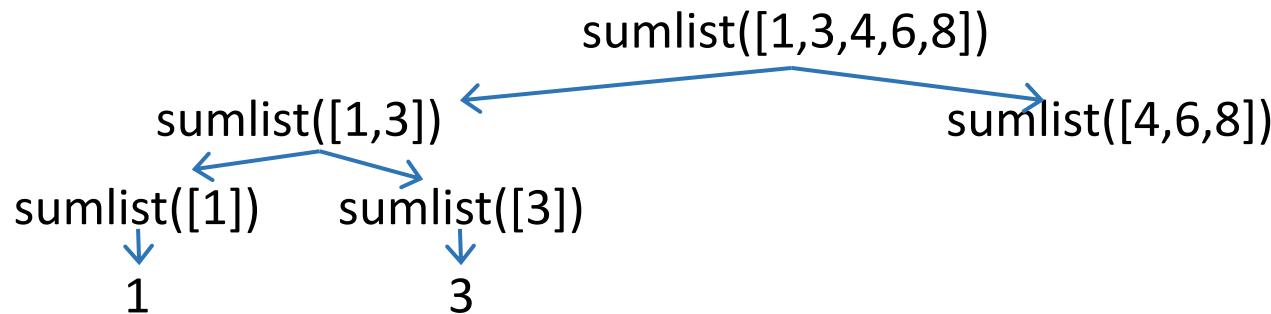
# sumlist: example

```
sumlist([1,3,4,6,8])  
sumlist([1,3]) ← sumlist([4,6,8]) →
```

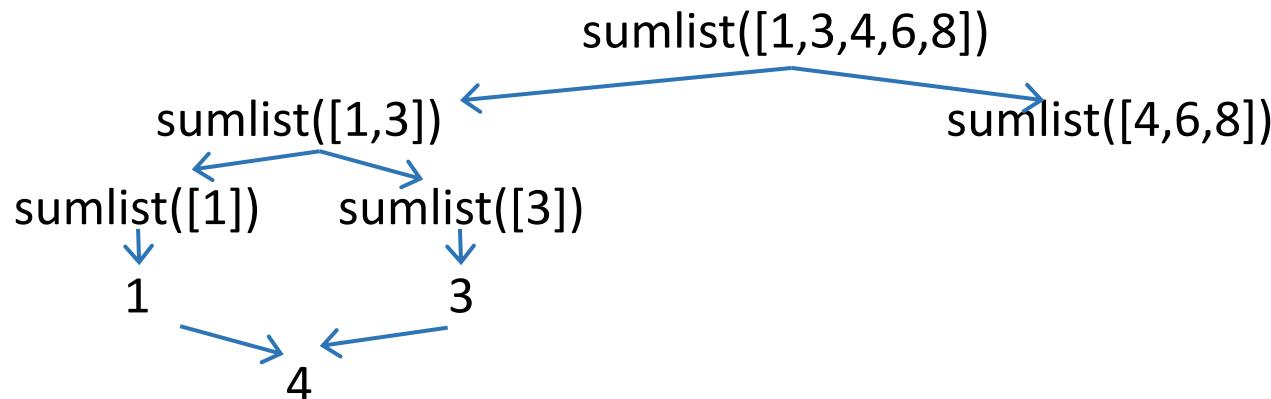
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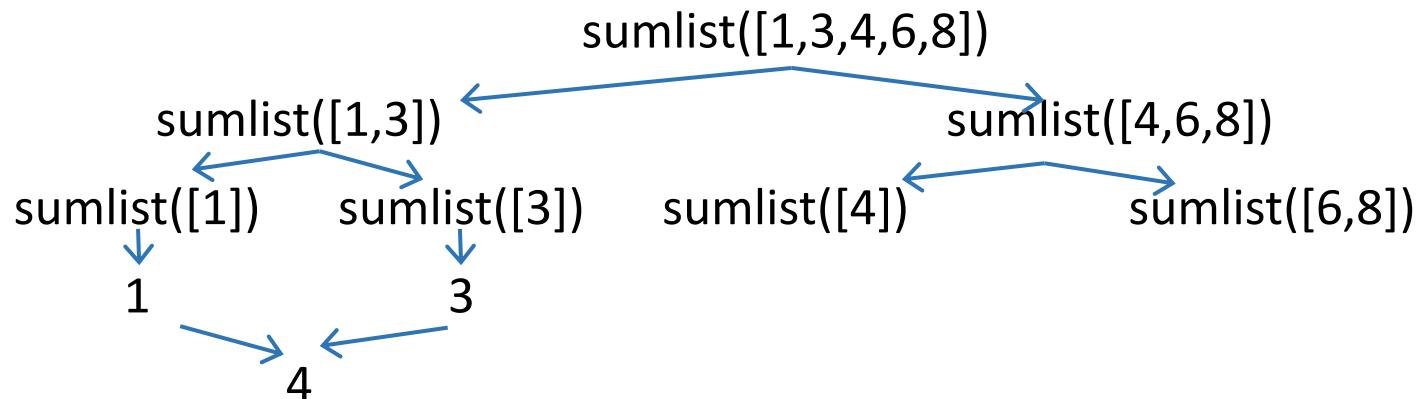
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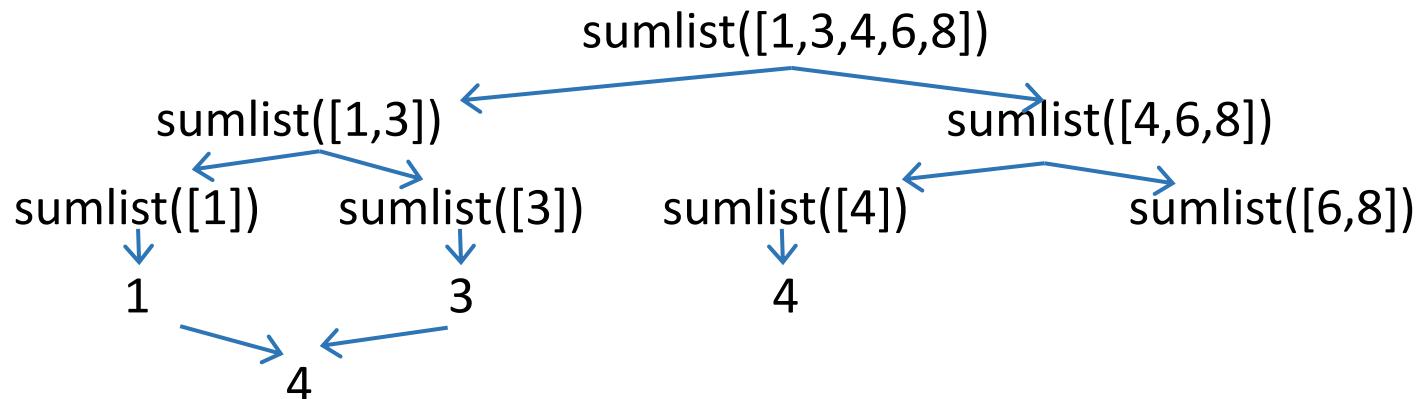
# sumlist: example



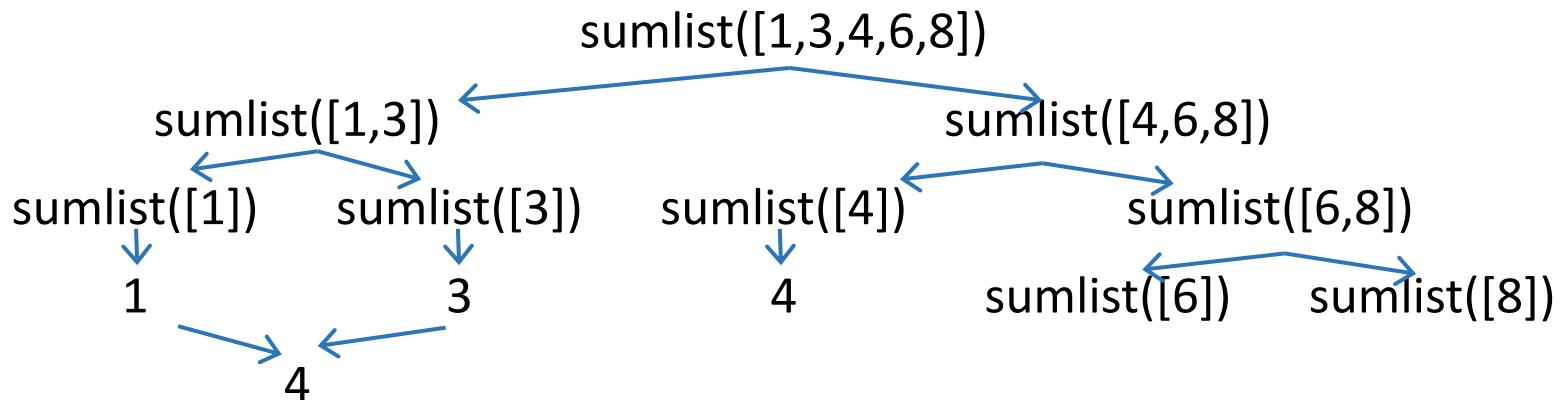
# sumlist: example



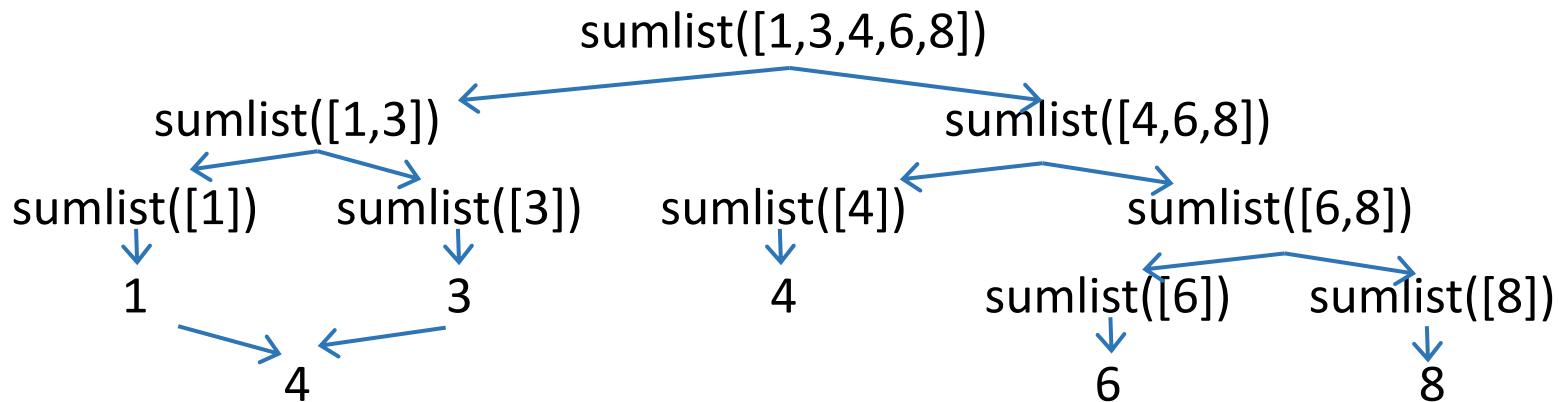
# sumlist: example



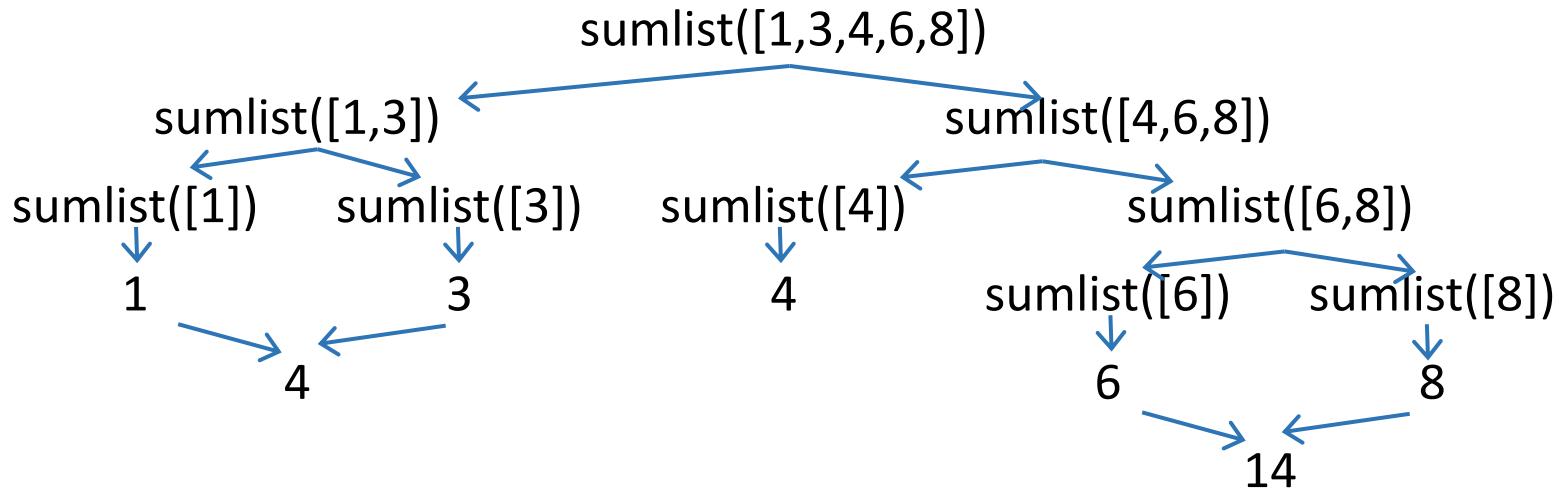
# sumlist: example



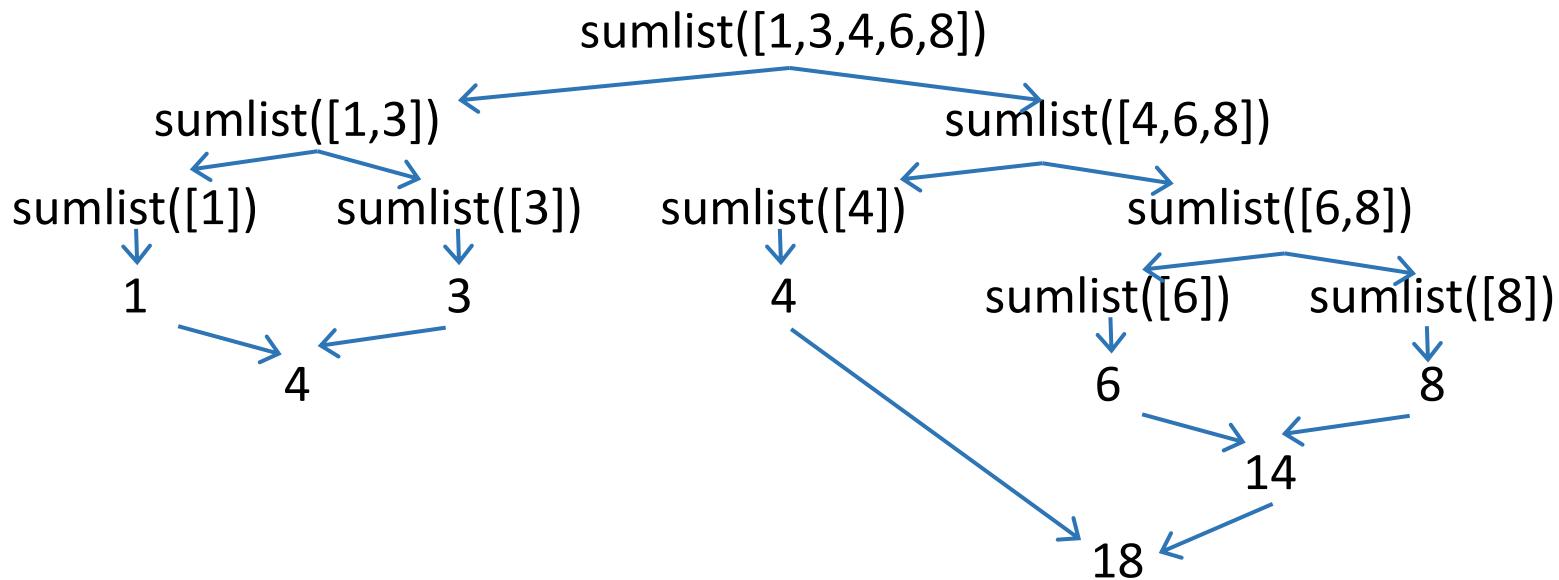
# sumlist: example



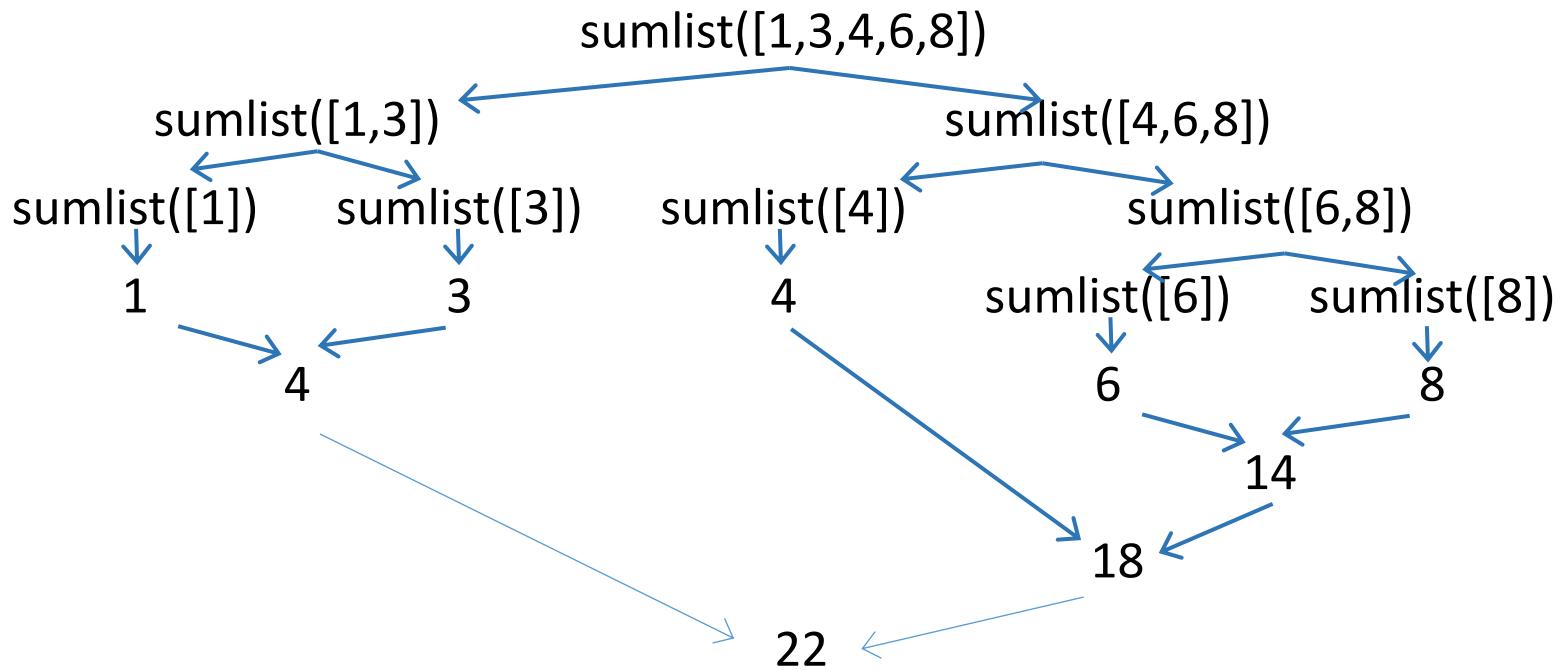
# sumlist: example



# sumlist: example



# sumlist: example



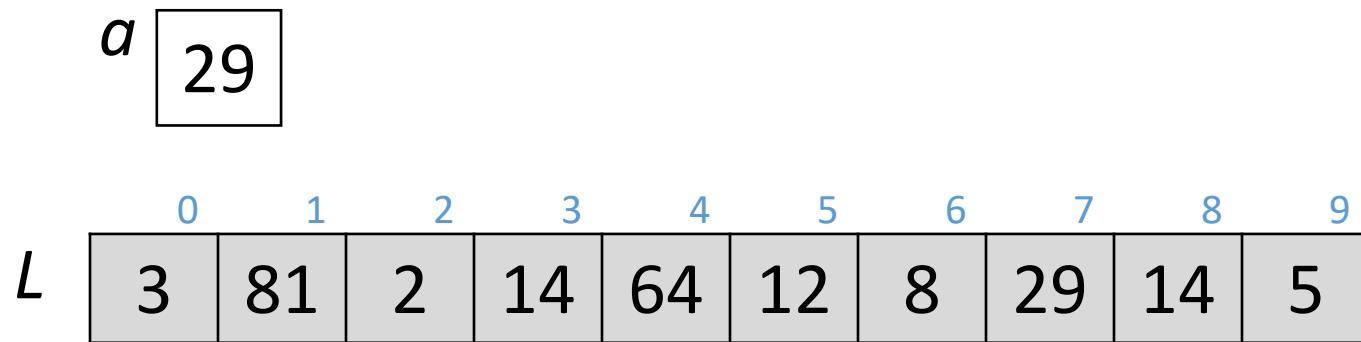
# EXERCISE ICA-21 p. 1

Write a sumlist() two different ways.

recursion: example  
search

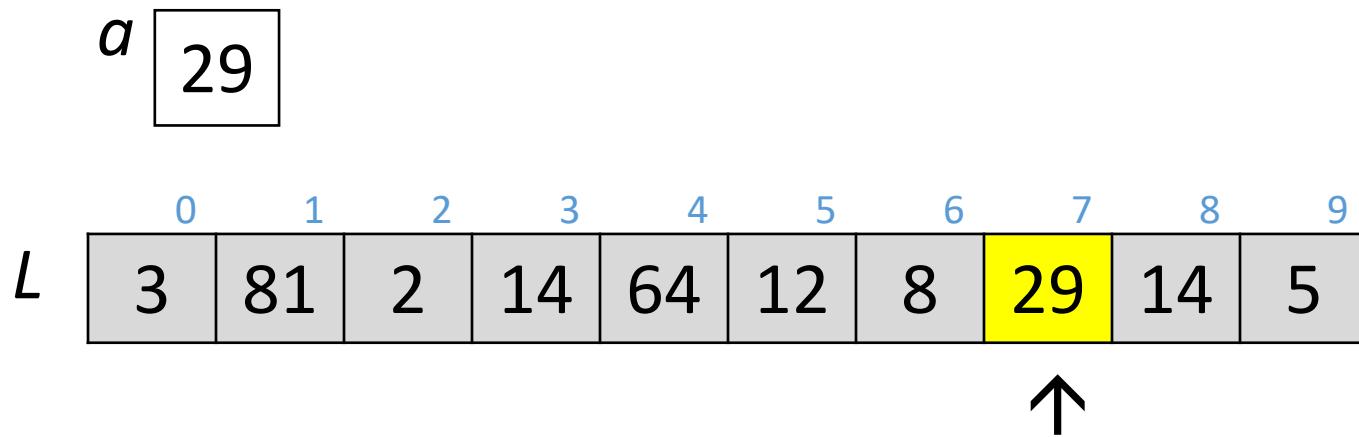
# Searching an unsorted list

- Problem: Given an **unsorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



# Searching an unsorted list

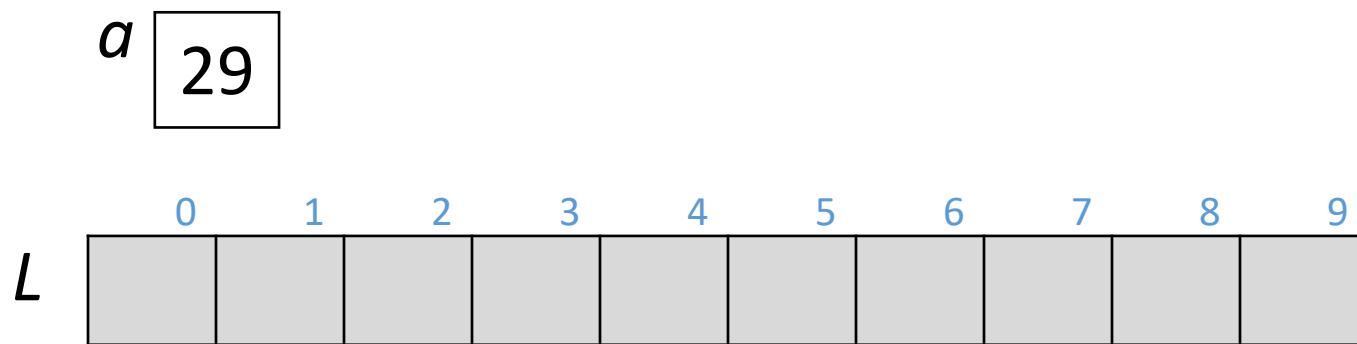
- Problem: Given an **unsorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



- Linear search: sequentially look at (possibly) all values in the list.

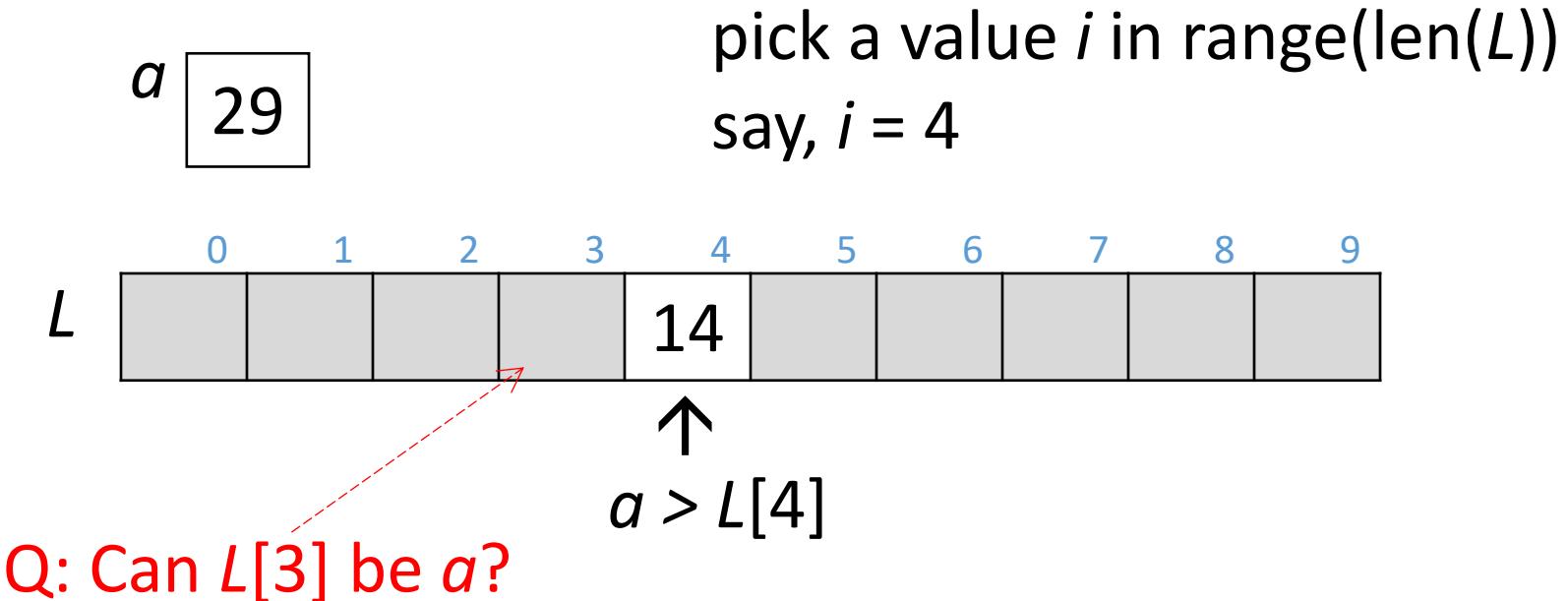
# Searching a sorted list

- Problem: Given a **sorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



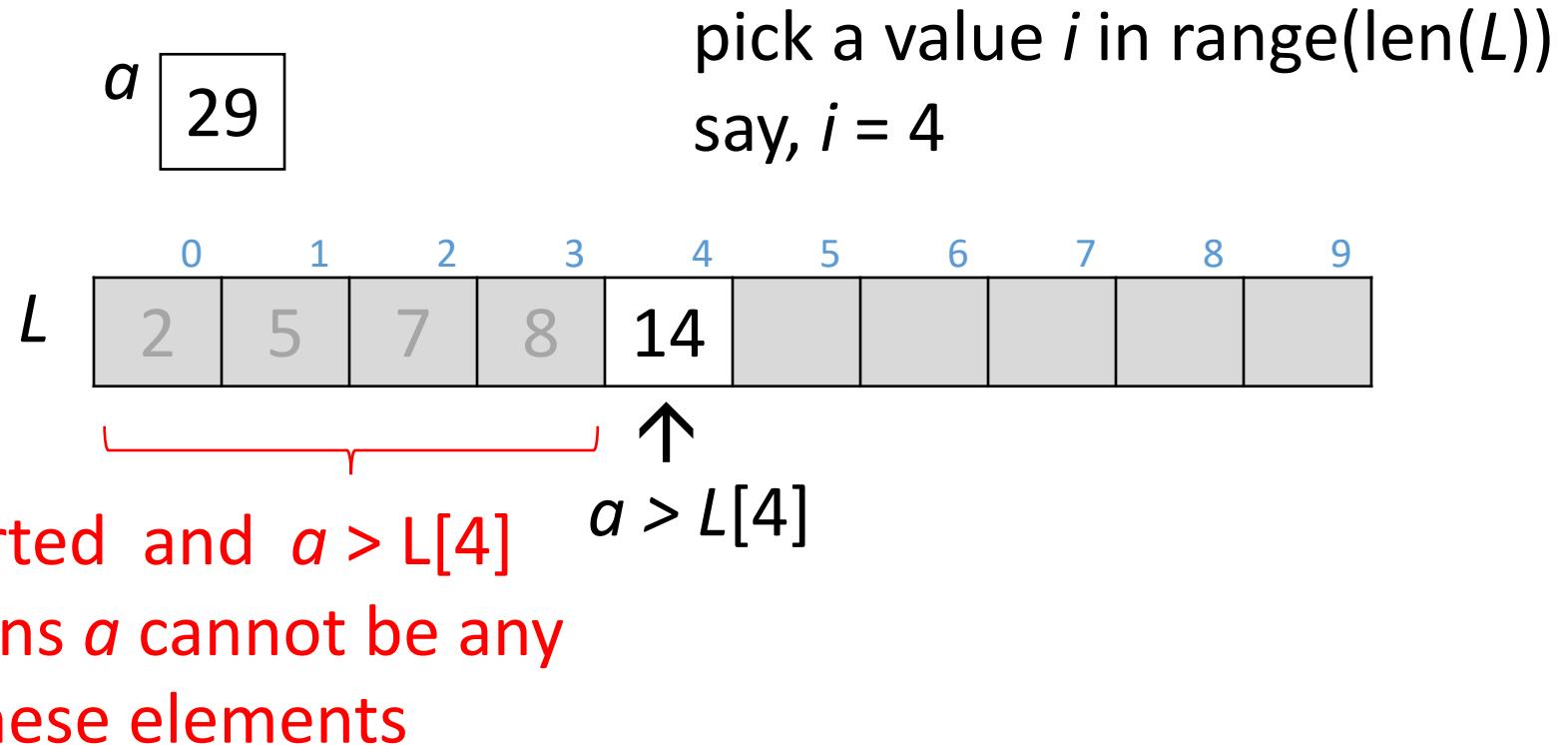
# Searching a sorted list

- Problem: Given a **sorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



# Searching a sorted list

- Problem: Given a **sorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



# Binary search: recursive solution

binary search - find an item in a **sorted** list

if the list is empty

    the item is not found (return False)

look at the middle of the list

if we found the item

    then done (return True)

else

    if the item is less than the middle

        search in the lower half of the list

    else

        search in the upper half of the list

# EXERCISE-ICA21 p. 2

Write a recursive function `bin_search(alist, item)` that searches for item in alist and returns True if found and False otherwise.

Usage:

```
>>>bin_search([4, 25, 28, 33, 47, 54, 65, 83], 65)
```

```
True
```

```
>>>
```

# Binary search

```
def bin_search(L, item):
    if L == []:
        return False
    mid = len(L)//2
    if L[mid] == item :
        return True
    if item < L[mid]:
        return bin_search(L[0:mid], item)
    else:
        return bin_search(L[mid+1:], item)
```

# recursion: example

# Example: merging two sorted lists

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list (recursively)

**Example:** L1 = [11, 22, 33], L2 = [5, 10, 15]

- Output: [5, 10, 11, 15, 22, 33]
  - can't just concatenate the lists
  - can't alternate between the lists

# Merging: values involved

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

1. Values involved in the computation in each (recursive) call ?

L1 and L2

So the recursive function will look something like

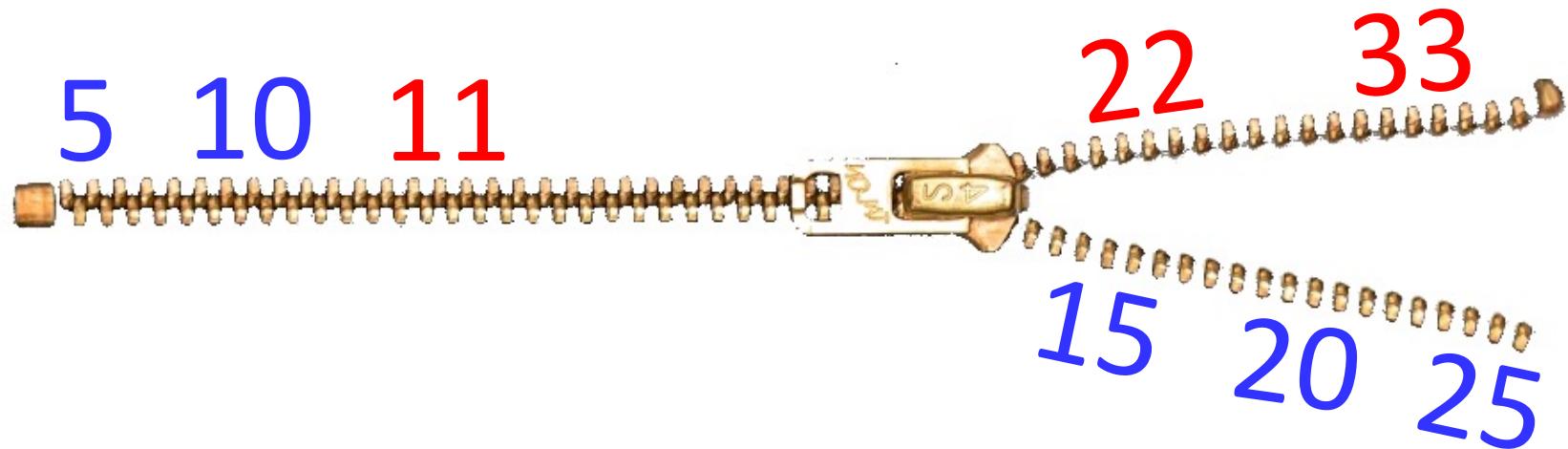
```
def merge(L1, L2): # may need another parameter
```

...

# Merging: repetition

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

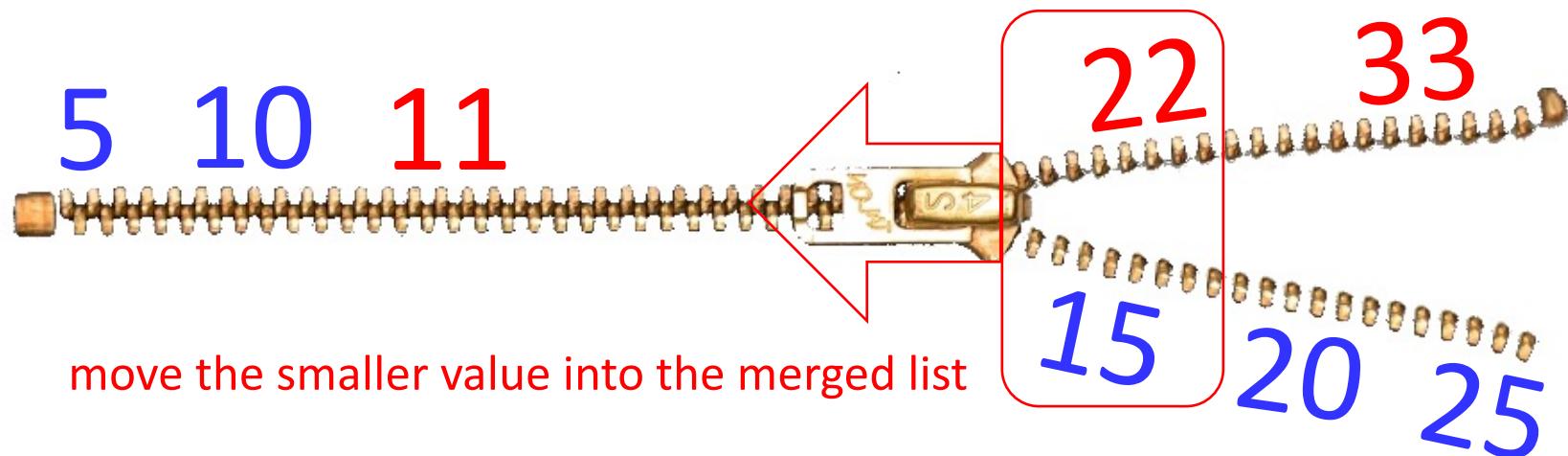
2. What does the computation involve in each call?



# Merging: repetition

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

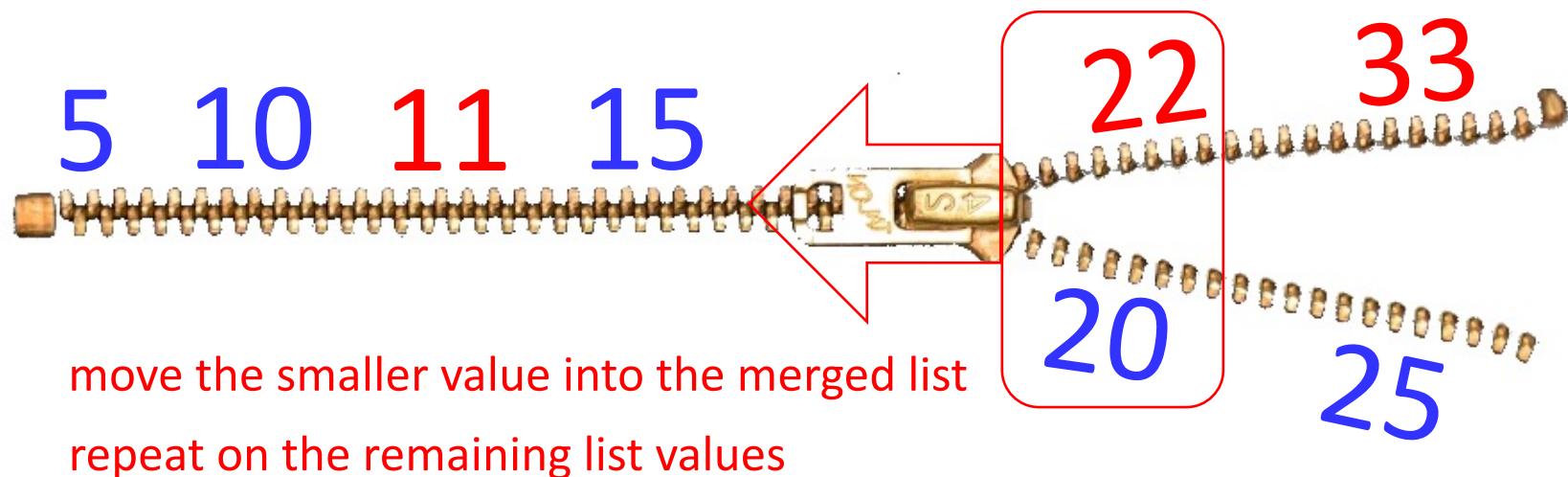
2. What does the computation involve in each call?



# Merging: repetition

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

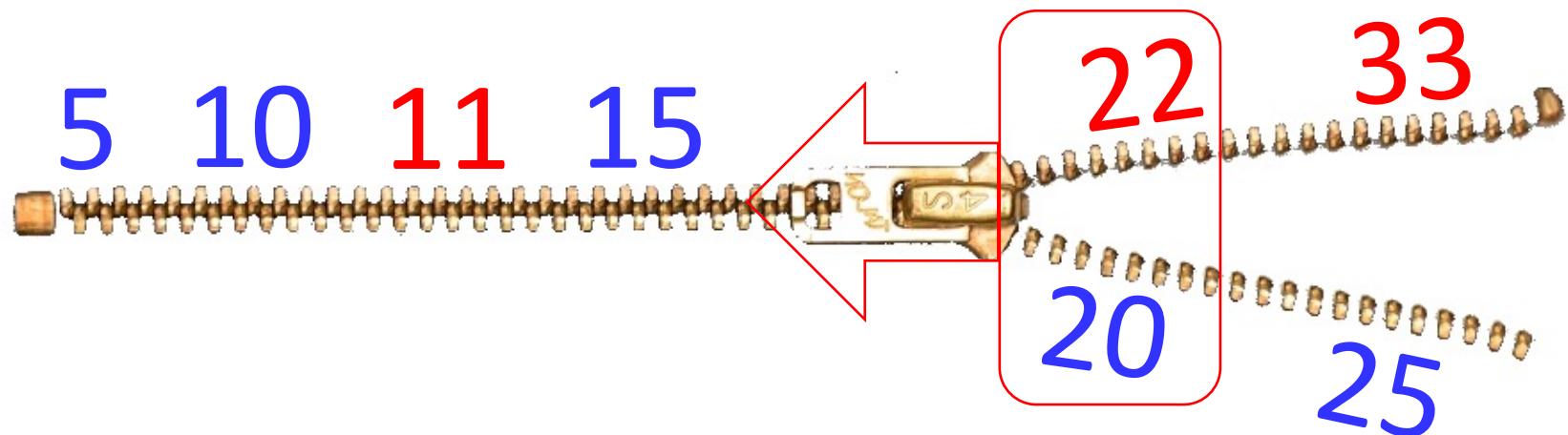
2. How does the problem (or data) get smaller?



# Merging: base case

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

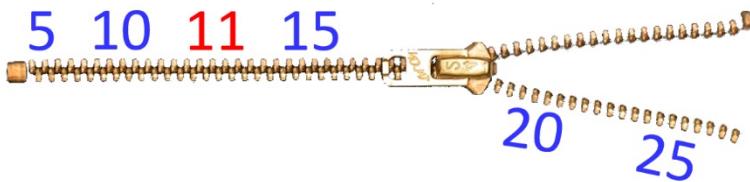
3. When can't we make the data smaller?



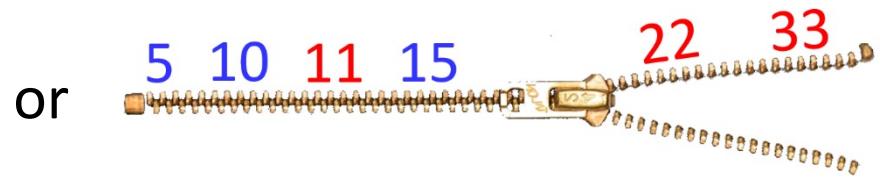
# Merging: base case

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

3. When can't we make the data smaller?
  - when either L1 or L2 is empty



or



in this case, concatenate the other list into the merged list

# Merging: base case

The code looks something like:

```
def merge(L1, L2, merged): # note the new parameter  
    if L1 == []:  
        return merged + L2  
    elif L2 == []:  
        return merged + L1  
    else:  
        ....
```

Call it like this:

```
merge([11,22,33], ([5,10,15],[]))
```

# Merging: base case

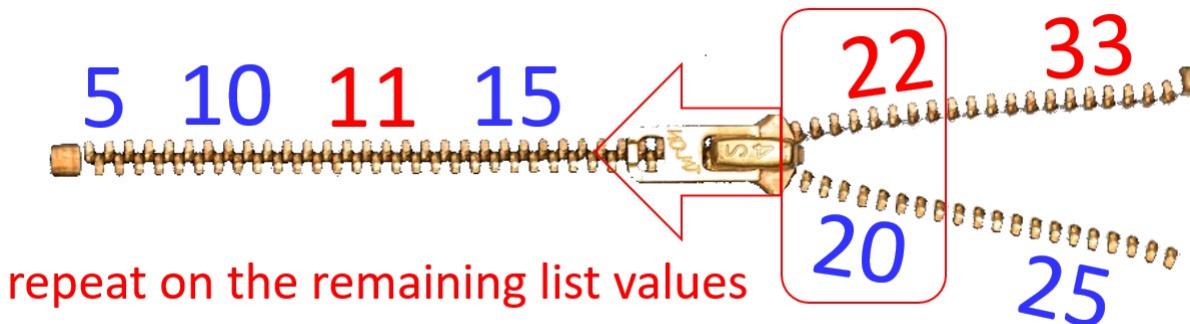
We can combine the two base cases:

```
def merge(L1, L2, merged): # note the new parameter  
    if L1 == [] or L2 == []:  
        return merged + L1 + L2  
    else:  
        ....
```

# Merging: recursive case

**Problem:** Given two sorted lists L1 and L2, merge them into a single sorted list

4. What is "the rest of the computation"?
  - "repeat on the remaining list values"



# EXERCISE

Given the pseudocode below, write the recursive cases for merge.

The arguments to merge are lists L1, L2, and merged

if  $L1[0] \leq L2[0]$

    put  $L1[0]$  into the merged list

    recursively merge using the rest of L1, L2, and merged

else

    put  $L2[0]$  into the merged list

    recursively merge using L1, the rest of L2, and merged

# Merging: recursive case –V1

```
if L1[0] < L2[0]:  
    merged.append(L1[0])  
    return merge(L1[1:], L2, merged)  
  
else:  
    merged.append( L2[0] )  
    return merge(L1, L2[1:], merged)
```

# Merging: recursive case-V2

```
if L1[0] < L2[0]:  
    new_merged = merged + [ L1[0] ]  
    new_L1 = L1[1: ]  
    new_L2 = L2  
  
else:  
    new_merged = merged + [ L2[0] ]  
    new_L1 = L1  
    new_L2 = L2[1: ]  
  
return merge(new_L1, new_L2, new_merged)
```

# Merging: putting it all together

```
base case  
[  
def merge(L1, L2, merged):  
    if L1 == [] or L2 == []:  
        return merged + L1 + L2  
    else:  
        if L1[0] < L2[0]:  
            new_merged = merged + [ L1[0] ]  
            new_L1 = L1[1: ]  
            new_L2 = L2  
        else:  
            new_merged = merged + [ L2[0] ]  
            new_L1 = L1  
            new_L2 = L2[1: ]  
        return merge(new_L1, new_L2, new_merged)  
]  
  
recursive case
```

```
>>> def merge(L1,L2,merged):
        if L1 == [] or L2 == []:
            return merged + L1 + L2
        else:
            if L1[0] < L2[0]:
                new_merged = merged + [L1[0]]
                new_L1 = L1[1:]
                new_L2 = L2
            else:
                new_merged = merged + [L2[0]]
                new_L1 = L1
                new_L2 = L2[1:]
            return merge(new_L1, new_L2, new_merged)
```

```
>>> merge([11,22,33],[5,10,15,20,25],[])
[5, 10, 11, 15, 20, 22, 25, 33]
```

```
>>>
```

# recursion: flow of values

# Recursion: flow of values

```
def merge(L1, L2, merged):  
    if L1 == [] or L2 == []:  
        return merged + L1 + L2  
    else:  
        if L1[0] < L2[0]:  
            new_merged = merged + [L1[0]]  
            new_L1 = L1[1:]  
            new_L2 = L2  
        else:  
            new_merged = merged + [L2[0]]  
            new_L1 = L1  
            new_L2 = L2[1:]  
    return merge(new_L1, new_L2, new_merged)
```

values are computed and passed down as arguments into the recursive call

The diagram illustrates the flow of values through the recursive calls. Red arrows point from the current values being processed to the arguments passed to the next recursive call. The arguments are highlighted with red boxes. The first recursive call takes L1, L2, and merged as arguments. Inside the function, it checks if either L1 or L2 is empty. If not, it compares the first elements. If L1[0] < L2[0], it creates new\_merged with L1[0], new\_L1 with L1[1:], and new\_L2 with L2. Otherwise, it creates new\_merged with L2[0], new\_L1 with L1, and new\_L2 with L2[1:]. Finally, it returns the result of the recursive call merge(new\_L1, new\_L2, new\_merged).

# Recursion: flow of values

```
def merge(L1, L2, merged):  
    if L1 == [] or L2 == []:  
        return merged + L1 + L2  
    else:  
        if L1[0] < L2[0]:  
            new_merged = merged + [L1[0]]  
            new_L1 = L1[1:]  
            new_L2 = L2  
        else:  
            new_merged = merged + [L2[0]]  
            new_L1 = L1  
            new_L2 = L2[1:]  
    return merge(new_L1, new_L2, new_merged)
```

the computation of each round of repetition takes place as values are passed up as return values

The diagram illustrates the flow of values in the recursive merge function. It shows the state of the 'merged' variable at different points in the recursion. Red boxes highlight the 'merged' variable in the initial call and in the recursive calls. Red arrows point from the 'new\_merged' variable in one iteration back to the 'merged' variable in the previous iteration, showing how values are passed up through the call stack.

# EXERCISE-ICA21 p. 3

Write a recursive function `sum_diag(grid)` that returns the sum of the diagonal from upper left to bottom right in a grid, i.e., it sums `grid[0][0]`, `grid[1][1]`, and so on.

Usage:

```
>>> sum_diag([[1,2,3], [10,20,30],  
[100,200,300]])
```

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# EXERCISE-ICA21 p. 3

sum\_diag(grid)

Notice:

For a grid = [ [1,2,3], [10,20,30], [100,200,300] ]

Each time we slice for the recursion, we have one less row (row 0 is always the current row)

How do we know which column to use?

Idea: introduce a new “helper” function with an additional argument:

sum\_diag\_helper(grid,col)

# EXERCISE-ICA21 p. 4 & 5

Write a recursive function `zip(a,b)`, that combines the elements of lists `a` and `b`. You will write this in two ways, per the description in the ICA.

# EXERCISE-ICA22 p. 1

A recursive function `zip(a,b)`, that combines the elements of lists `a` and `b` is provided.

Modify it to use a helper function. (Read the ICA description.)

recursion: application  
merge sort

# Sorting

- Problem: Given a list  $L$ , sort the elements of  $L$  into a list  $\text{sorted}L$
- Important problem
  - arises in a wide variety of situations
  - many different algorithms, with different assumptions and characteristics
  - we will consider just one algorithm

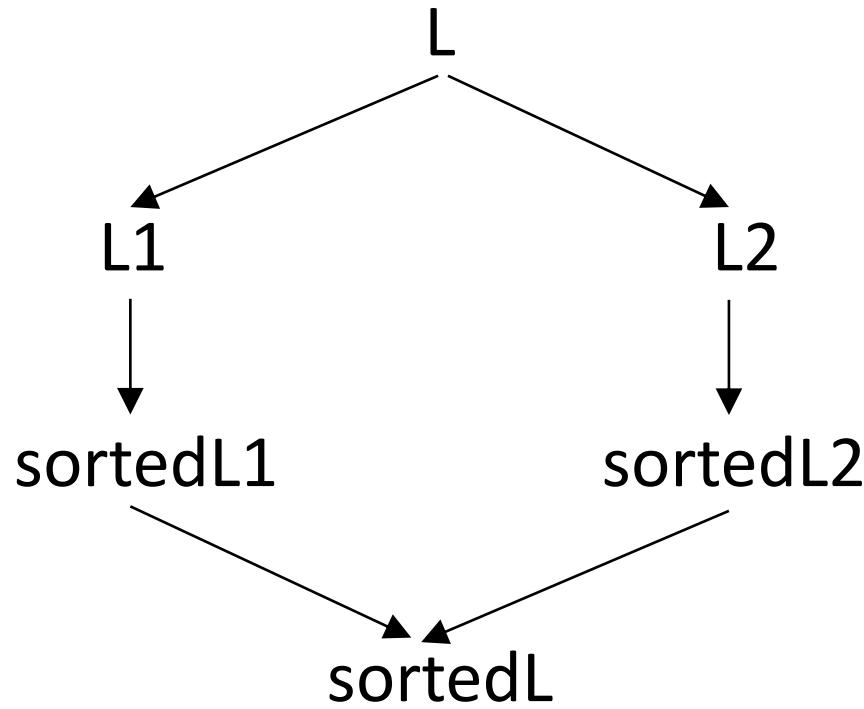
# Algorithm: mergesort

input list

split into two  
halves

sort the halves  
recursively

merge the  
sorted lists



Divide and conquer algorithm

# Divide and Conquer

- An algorithm paradigm based on multi –branched recursion
  - Recursively break the problem down into two or more sub-problems (until they are trivial to solve)
  - Combine the solutions of the sub-problems to give the solution to the original problem

# Mergesort

- Base case:  $\text{len}(L) \leq 1$ 
  - no further halving possible
- Recursive case:
  - set up the next round of computation: split the list
  - smaller problem to recurse on: a list of half the size
- Each round of computation: merging the sorted lists
  - has to be done *after* the recursive call

# Mergesort

```
def msort(L):
    if len(L) <= 1:
        return L
    else:
        split_pt = len(L)//2
        L1 = L[ :split_pt]
        L2 = L[split_pt: ]
        sortedL1 = msort(L1)
        sortedL2 = msort(L2)
        return merge(sortedL1, sortedL2,[])
```

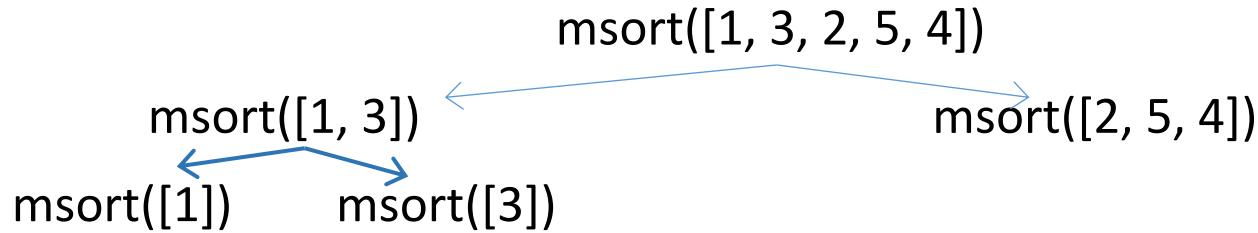
# Mergesort: example

`msort([1, 3, 2, 5, 4])`

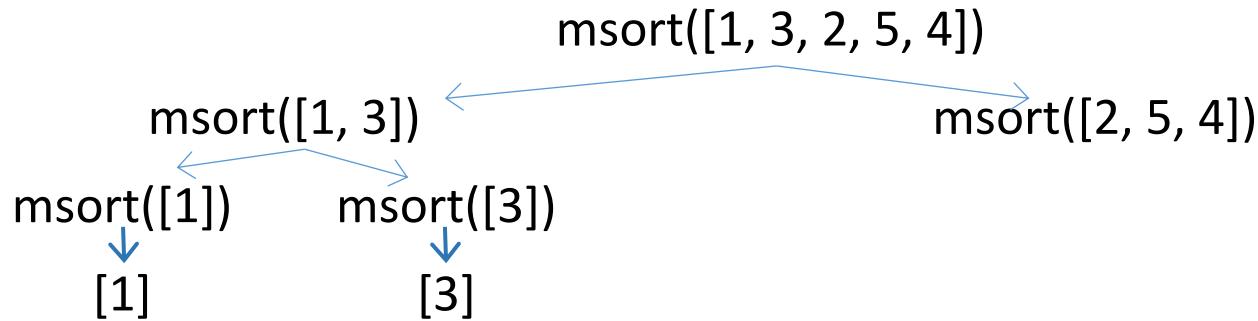
# Mergesort: example



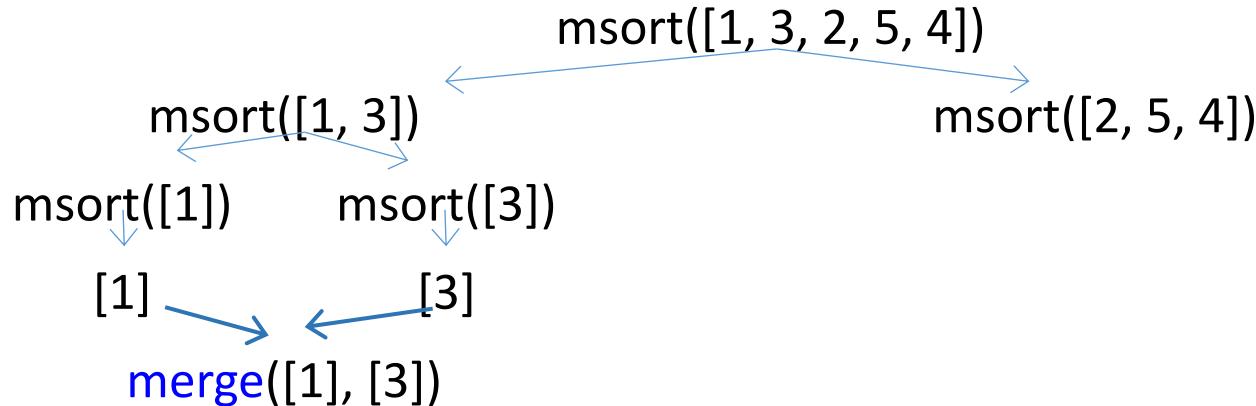
# Mergesort: example



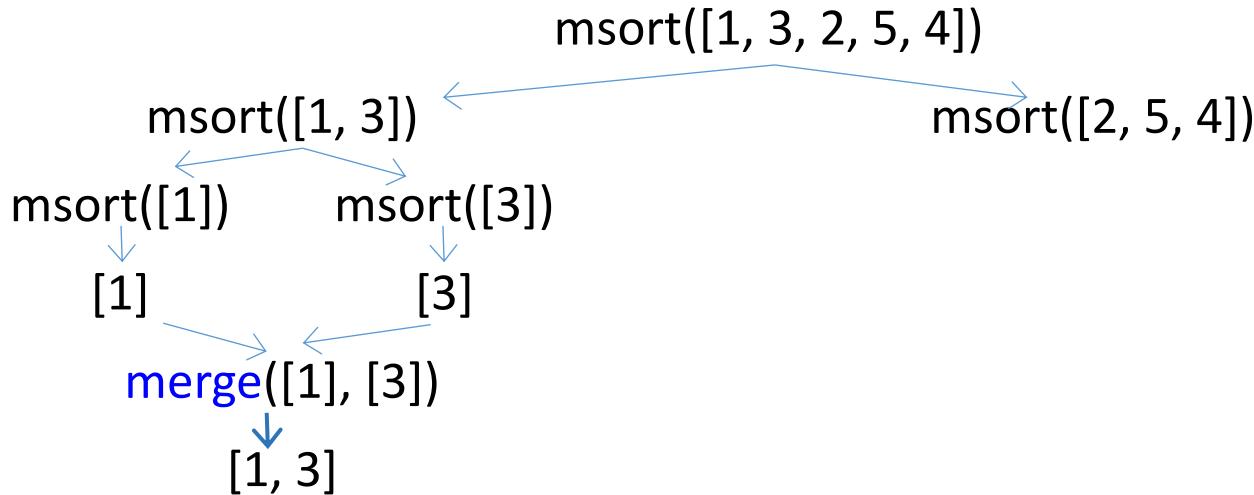
# Mergesort: example



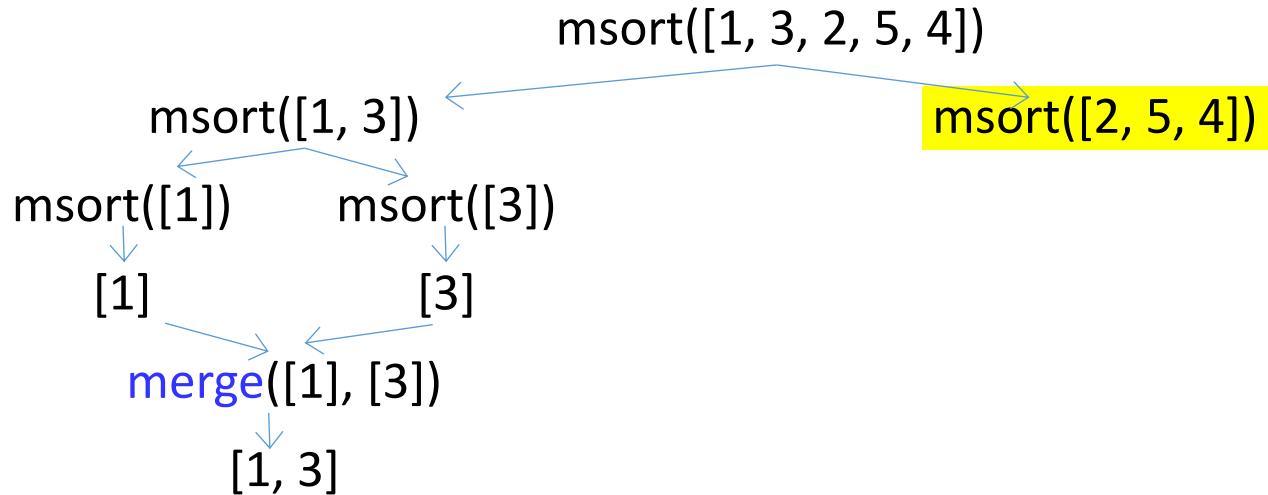
# Mergesort: example



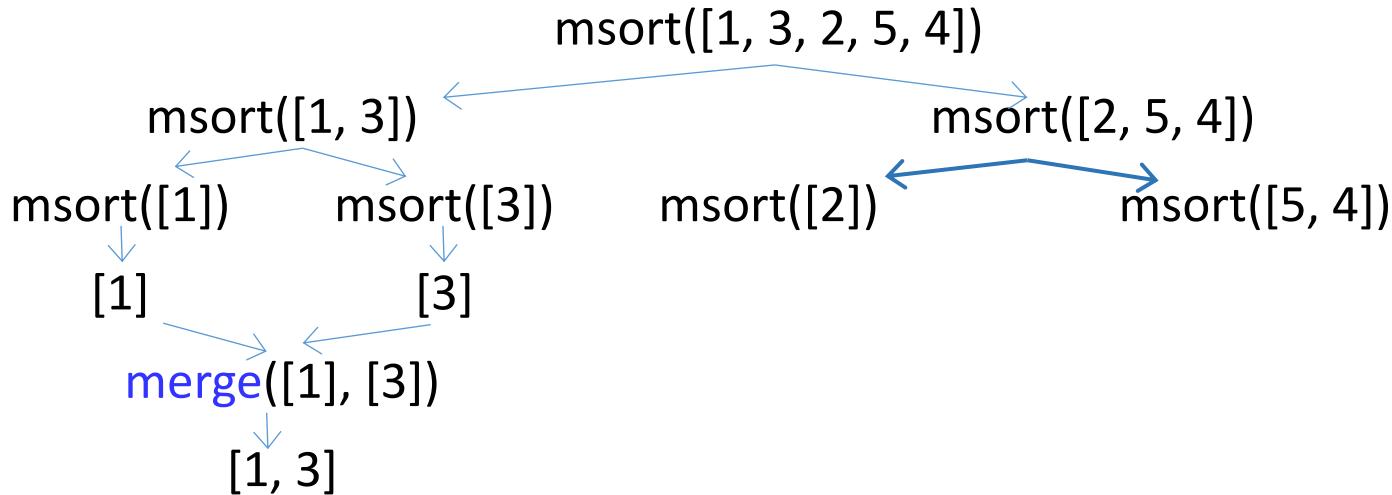
# Mergesort: example



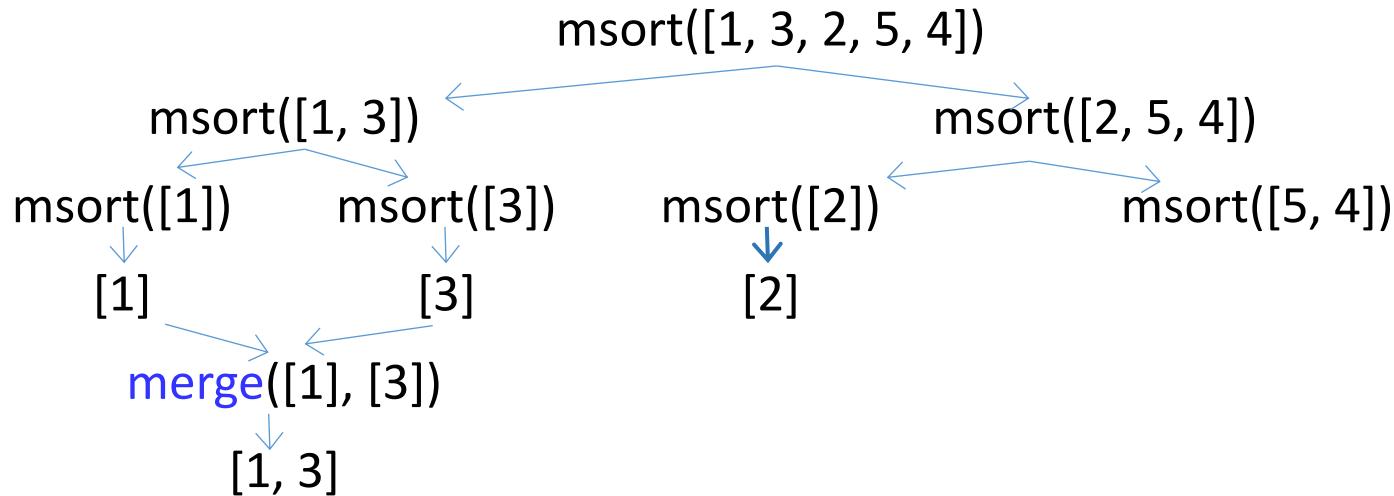
# Mergesort: example



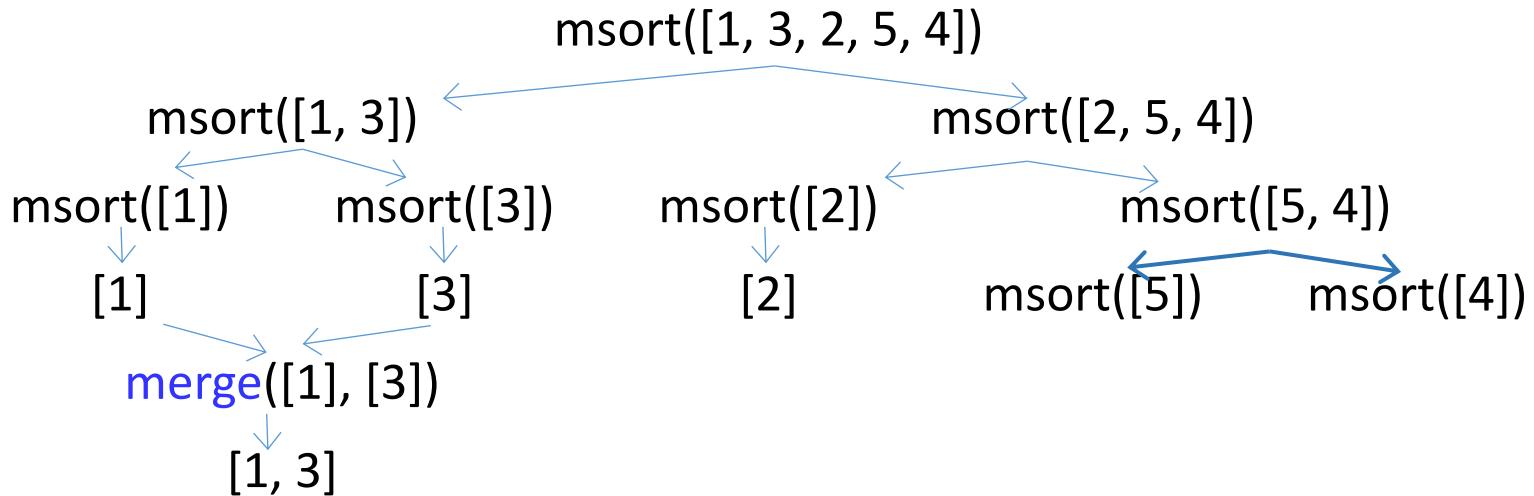
# Mergesort: example



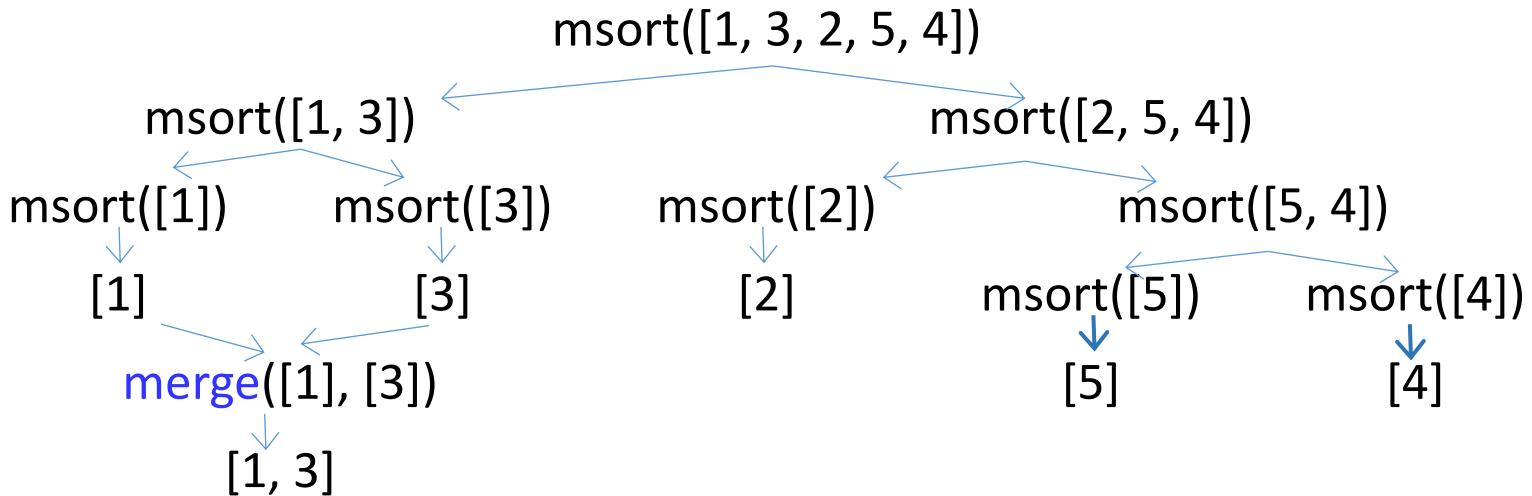
# Mergesort: example



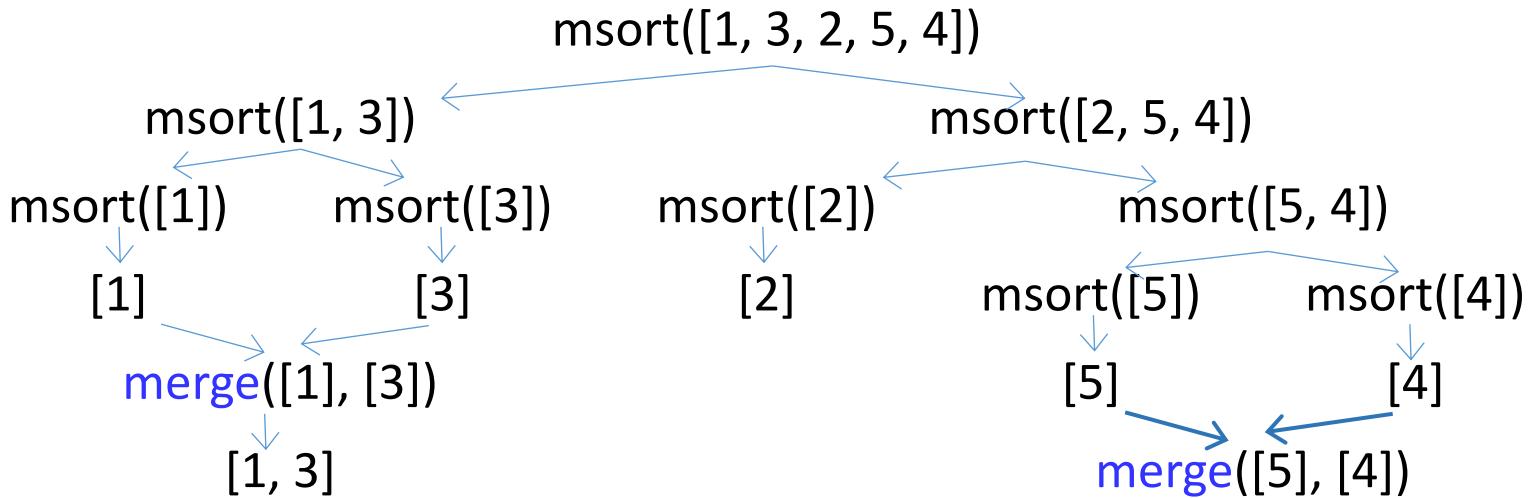
# Mergesort: example



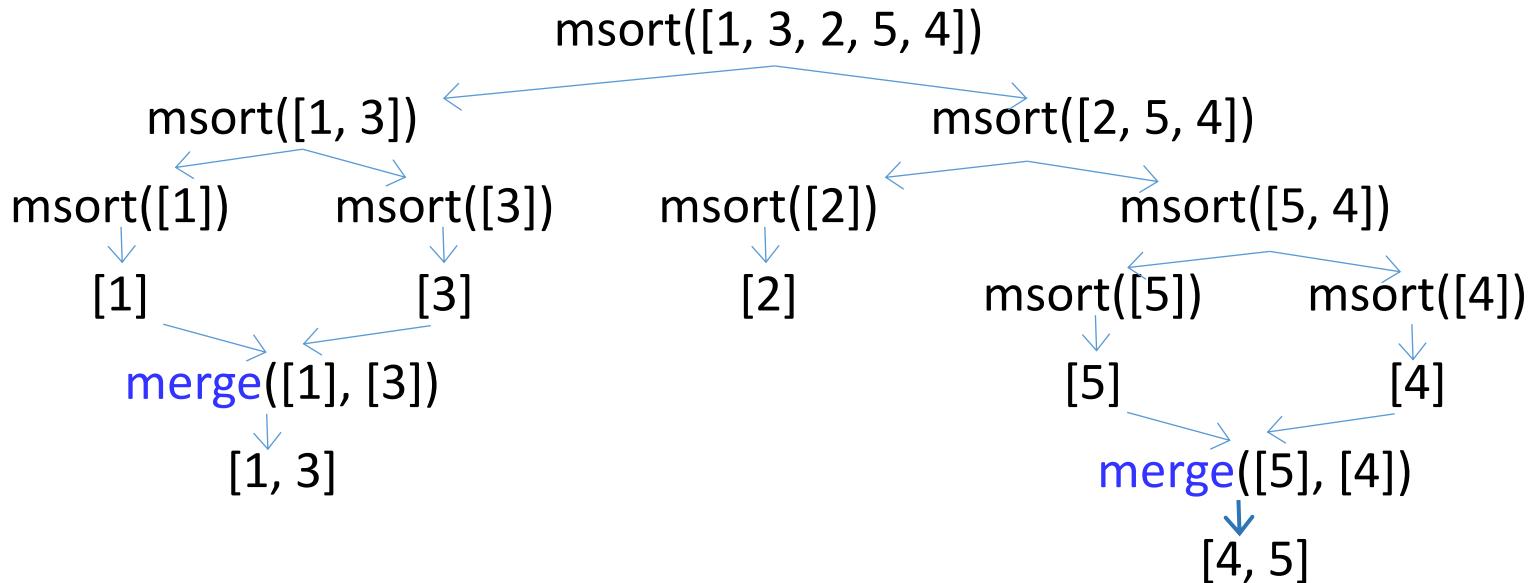
# Mergesort: example



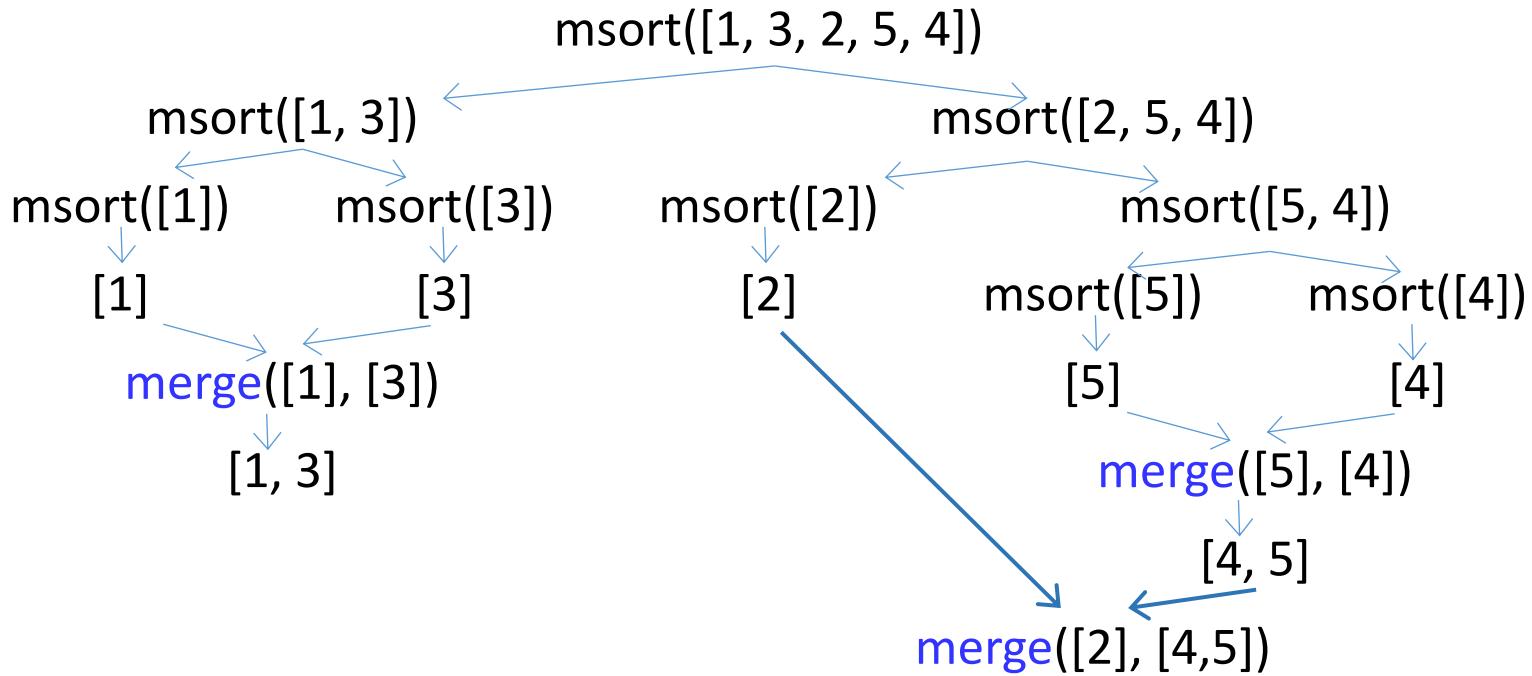
# Mergesort: example



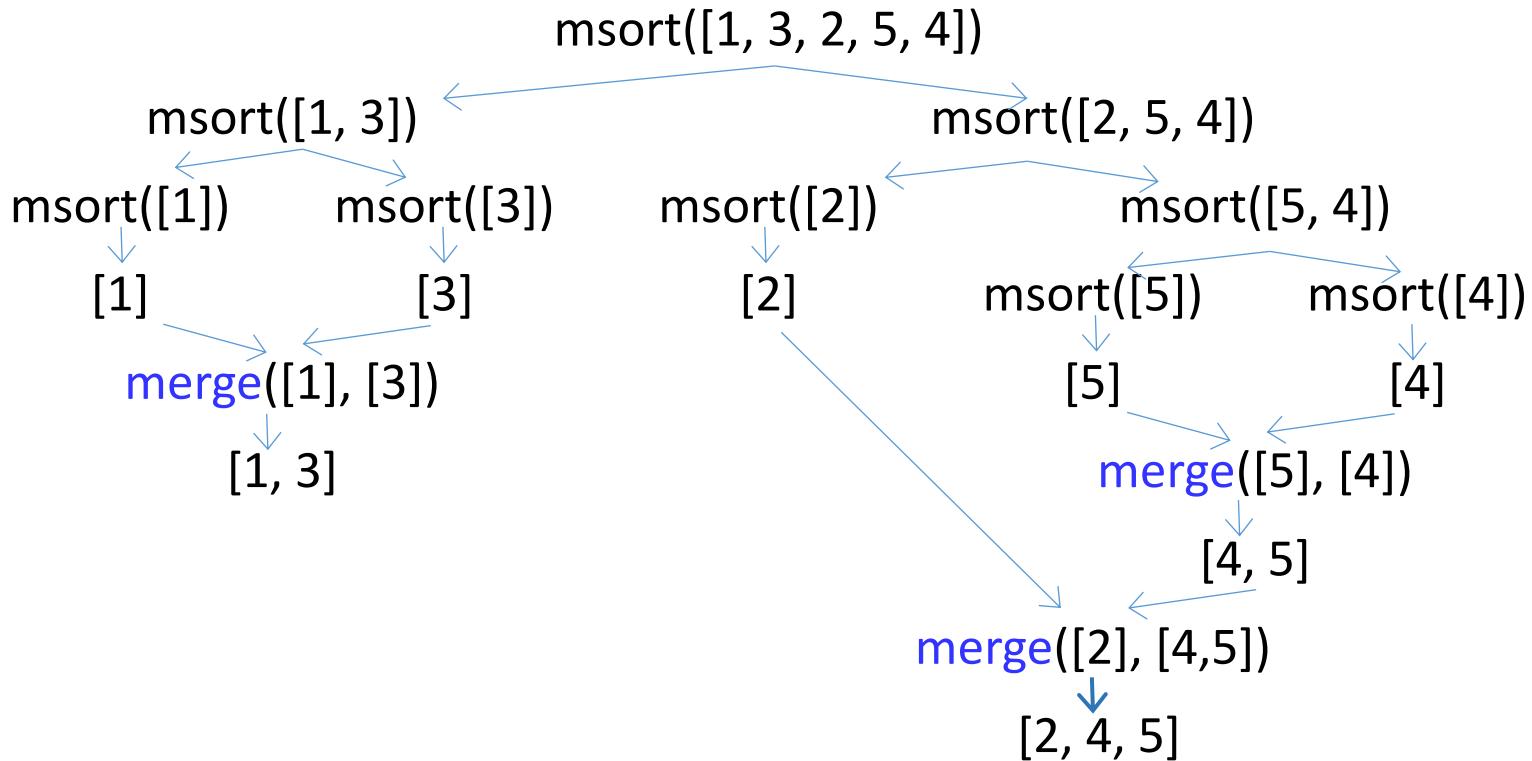
# Mergesort: example



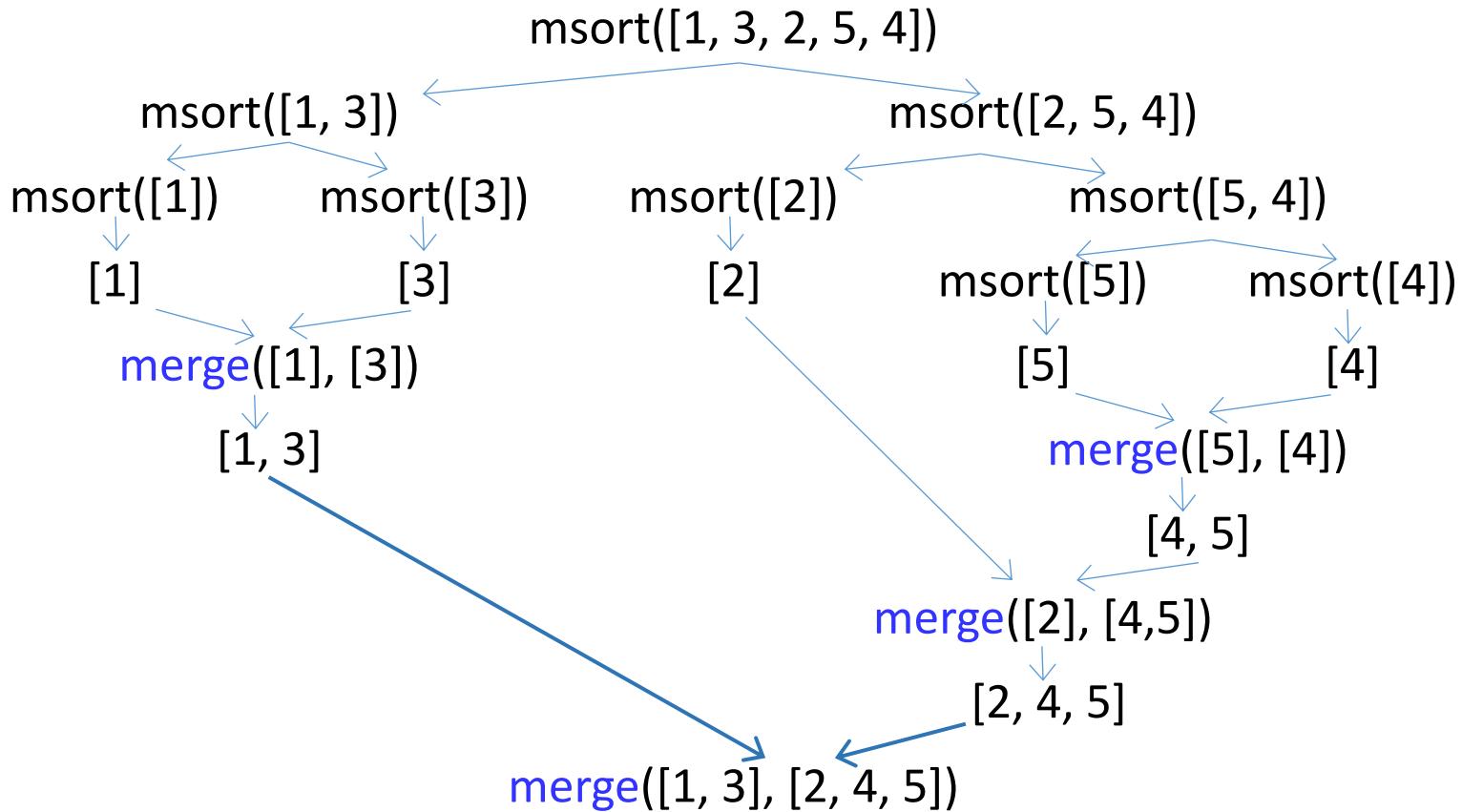
# Mergesort: example



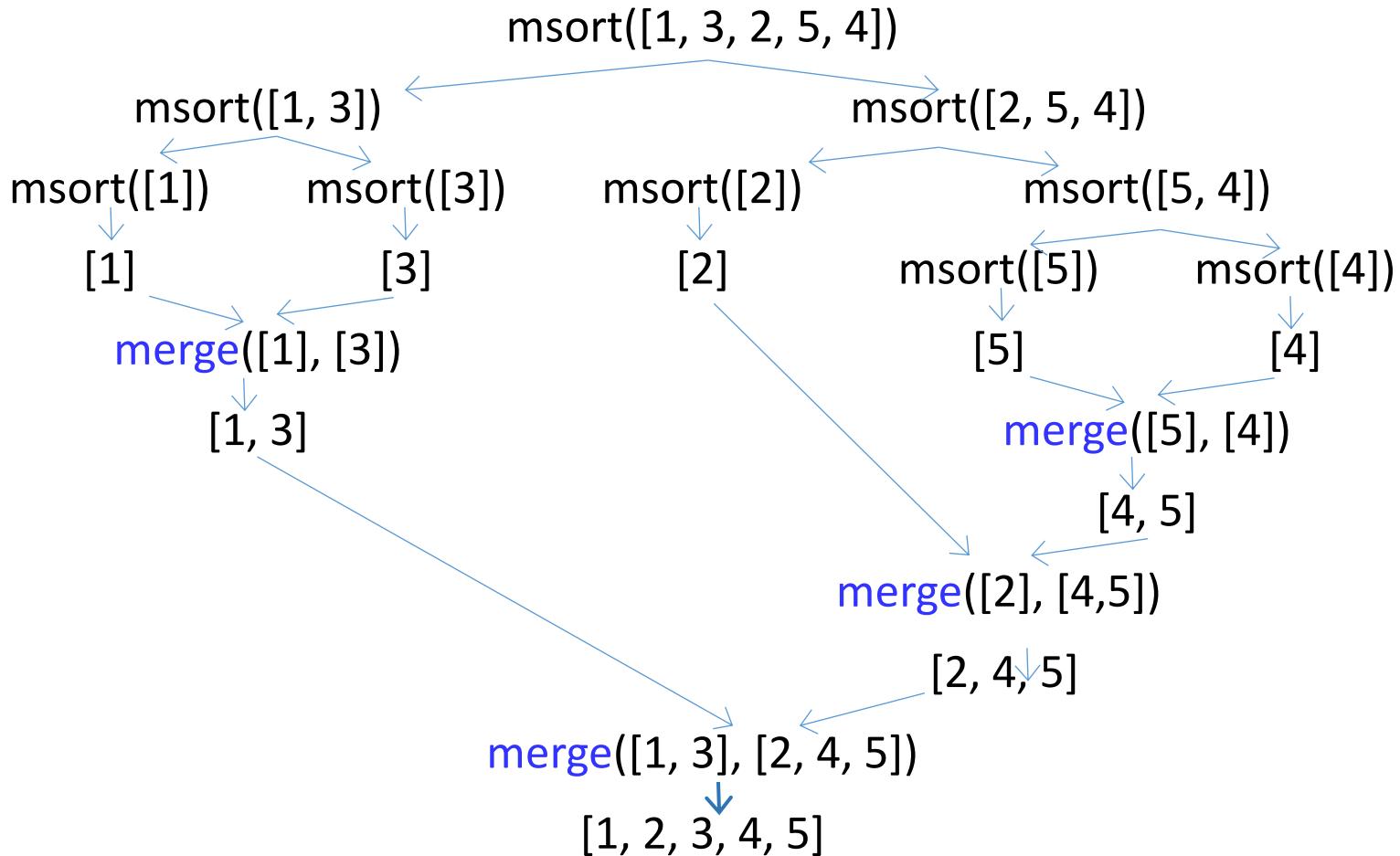
# Mergesort: example



# Mergesort: example



# Mergesort: example



# recursion: summary

# Recursion: summary

- Recursion offers a way to express repetitive computations cleanly and succinctly
- How to:
  - what are the values used in the recursive call?
  - base case: when does the recursion stop?
  - recursive case:
    - what does a single round of computation involve?
    - what is the “smaller problem” to recurse on?
- Recursion is an essential component of every good computer scientist’s toolkit