

# 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

```
def count_nickels(cup):  
    if cup == []:  
        return 0  
    else:  
        if cup[0] == 5:  
            return 1 + count_nickels(cup[1:])  
        else:  
            return count_nickels(cup[1:])
```

base case:  
cup == []

recursive case:  
cup != []

recursive call is on a smaller problem

# 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
```

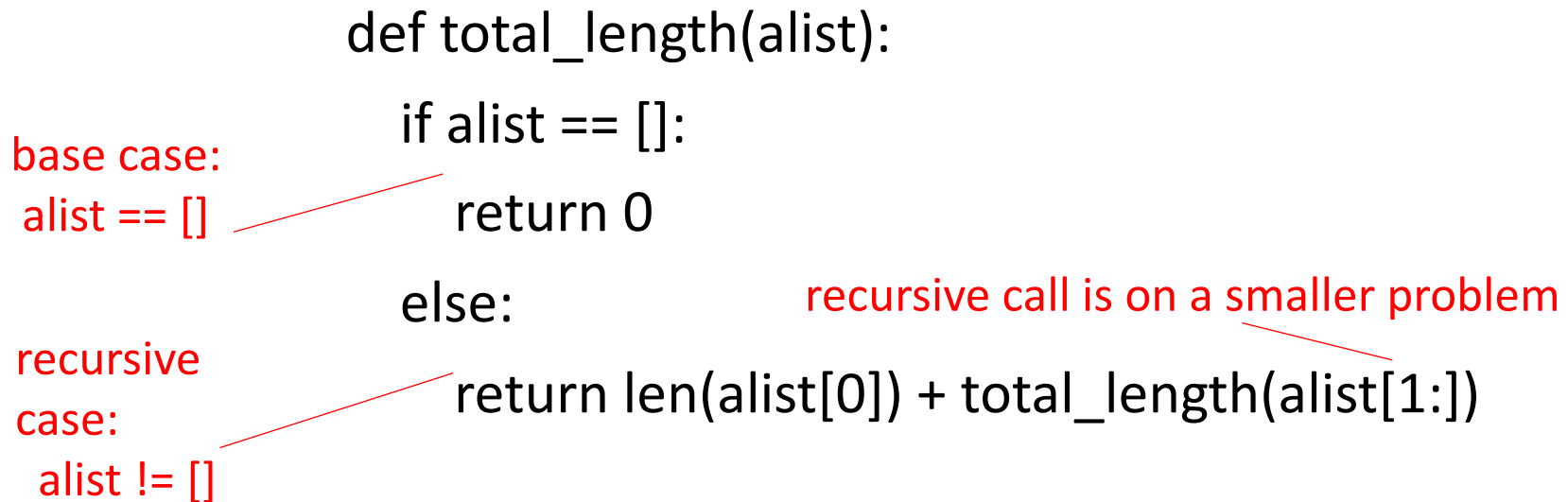
# Solution

```
def total_length(alist):  
    if alist == []:  
        return 0  
    else:  
        return len(alist[0]) + total_length(alist[1:])
```

base case:  
alist == []

recursive case:  
alist != []

recursive call is on a smaller problem



# 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:  
        return n * fact(n-1)
```

base case:  
n == 0

recursive case:  
n != 0

recursive call is on a smaller problem

# EXERCISE-ICA18-p. 2

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

Usage:

```
>>> sumlist([2,4,6,10])
```

```
22
```

# EXERCISE-ICA18- p. 3

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

Usage:

```
>>> >>> string_len("I wandered lonely as a cloud")
28
>>>
```



# EXERCISE-ICA18- p. 4

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-ICA18-p. 5

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)
```

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

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

∴ 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:  
        return 1  
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        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

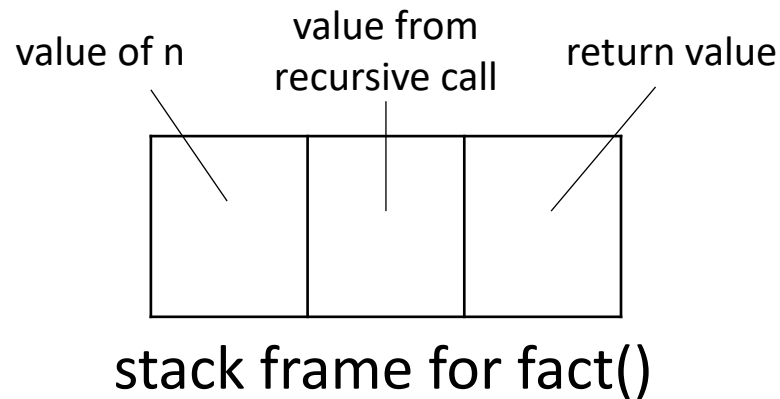
sometimes called the  
"runtime stack"

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

# How recursion works

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

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

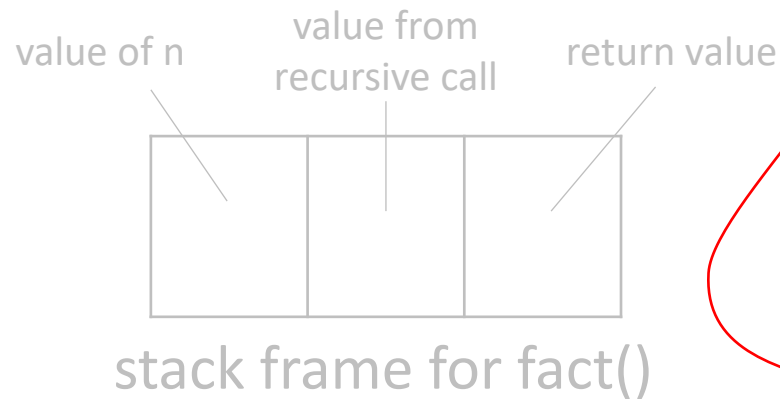




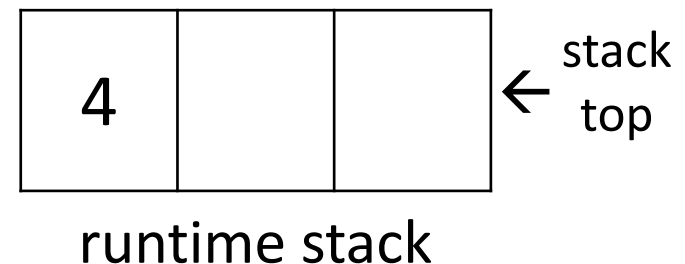
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```

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>>> fact(4)  
24
```



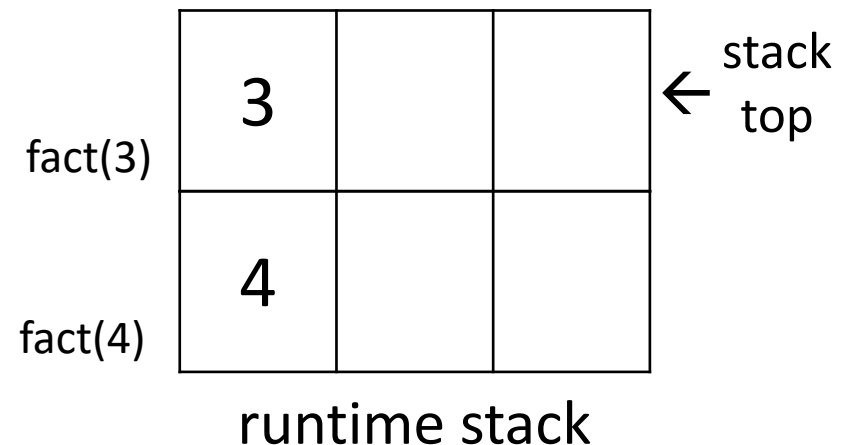
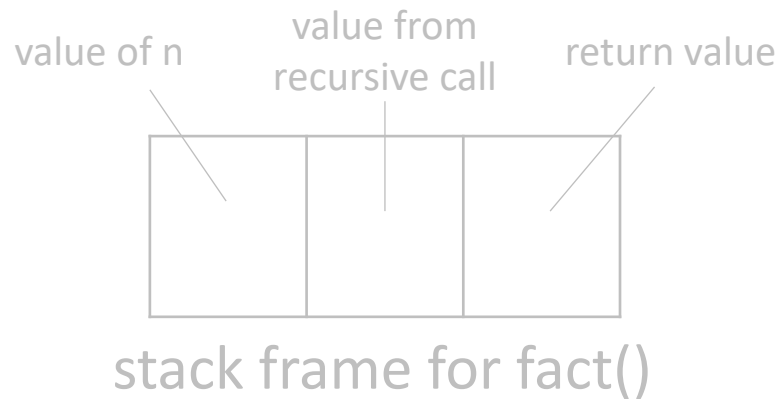
fact(4)



# How recursion works

```
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    if n == 0:  
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```

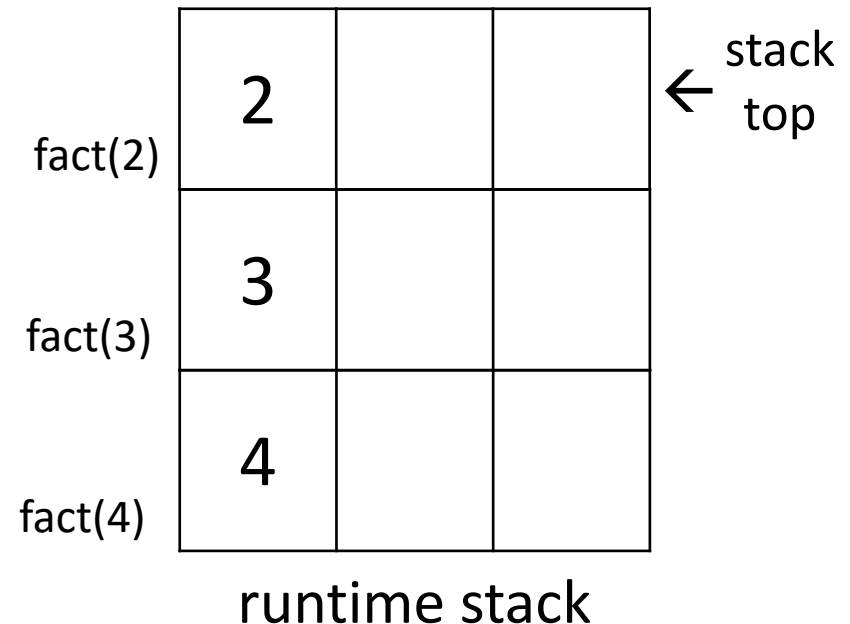
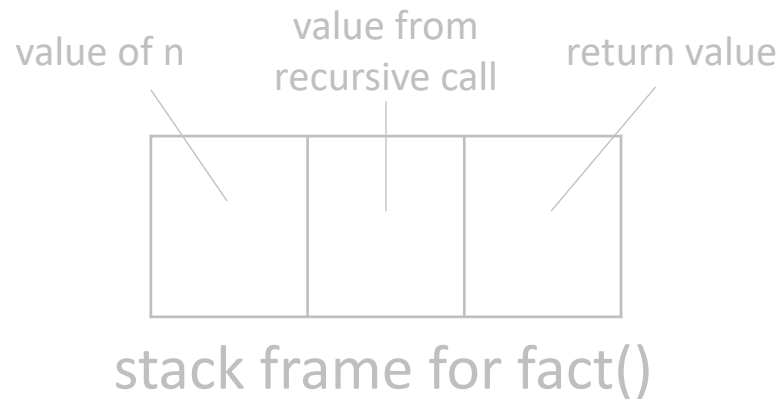
```
>>> fact(4)  
24
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# How recursion works

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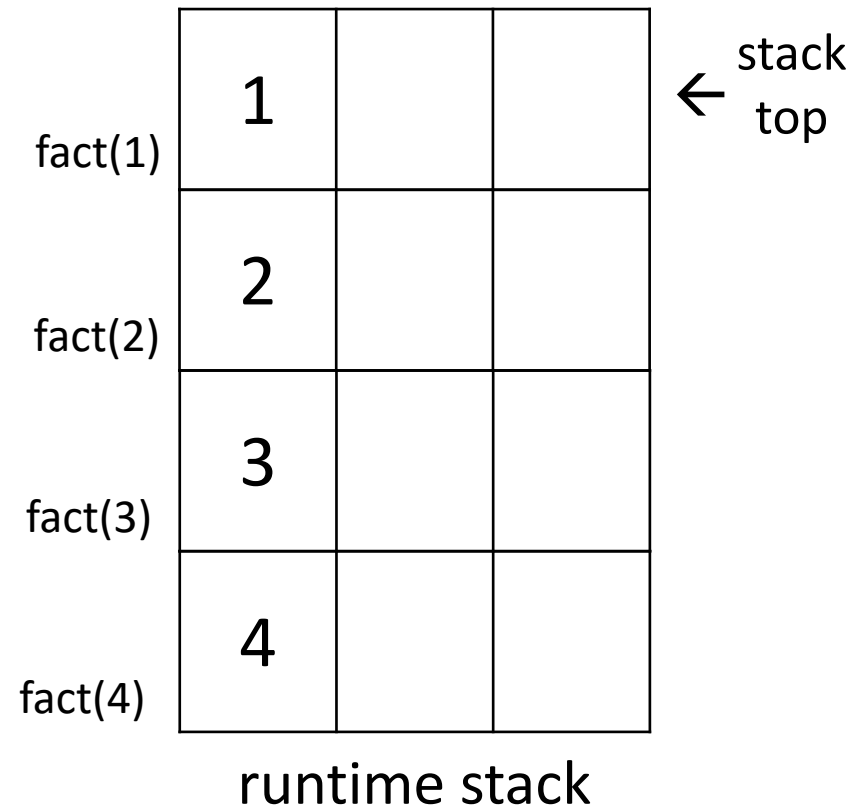
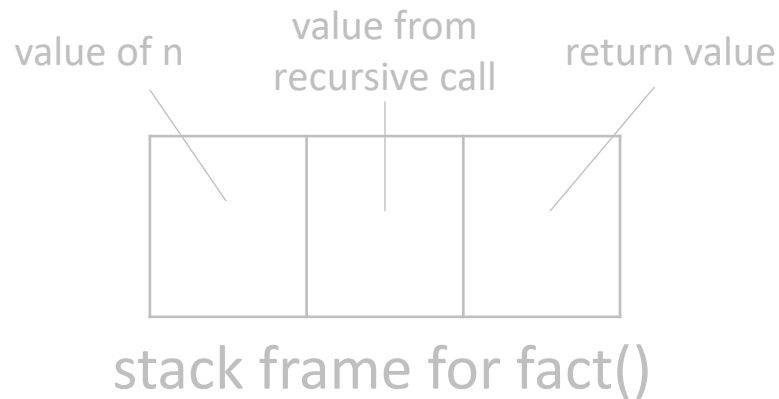
```
>>> fact(4)  
24
```



# How recursion works

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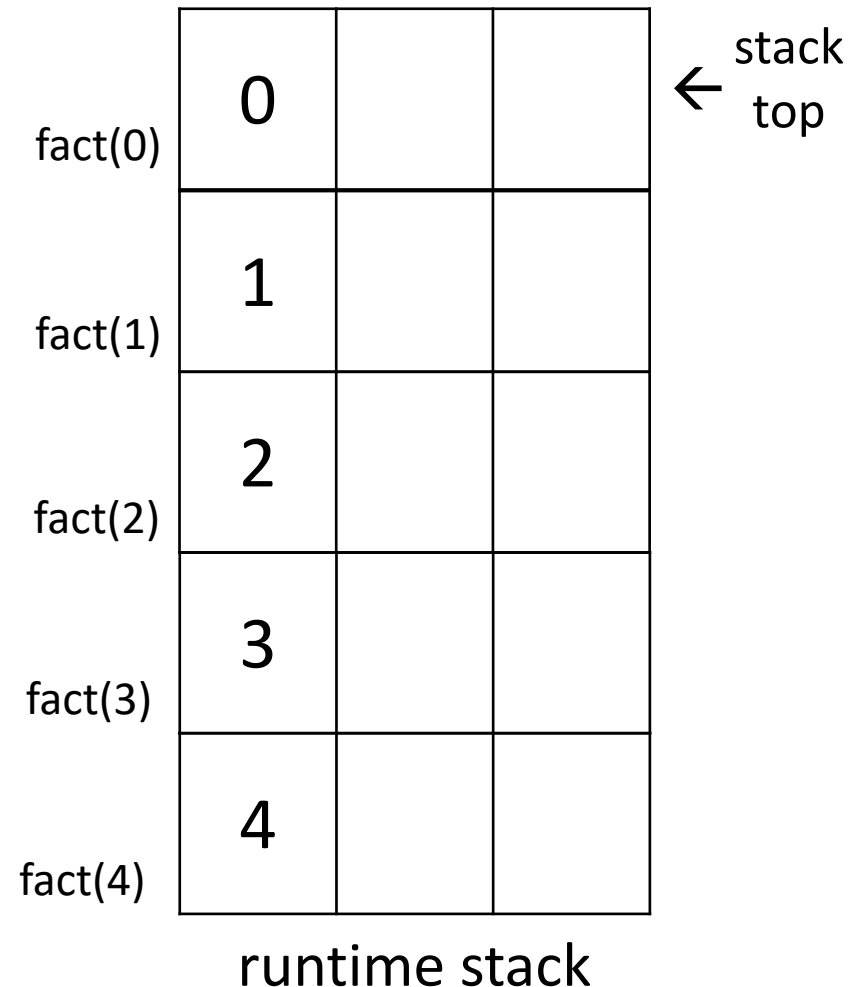
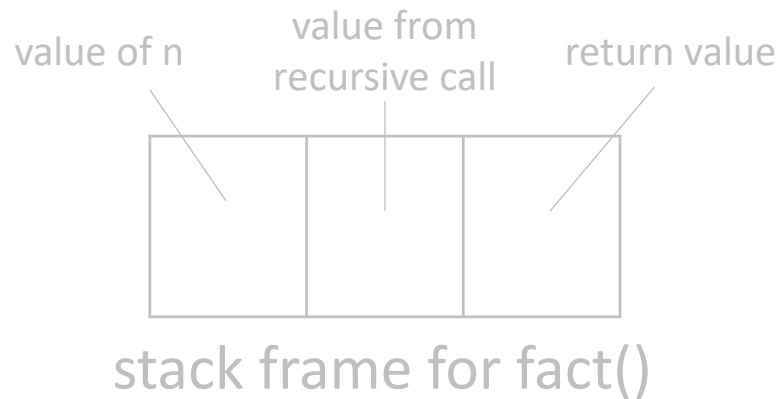
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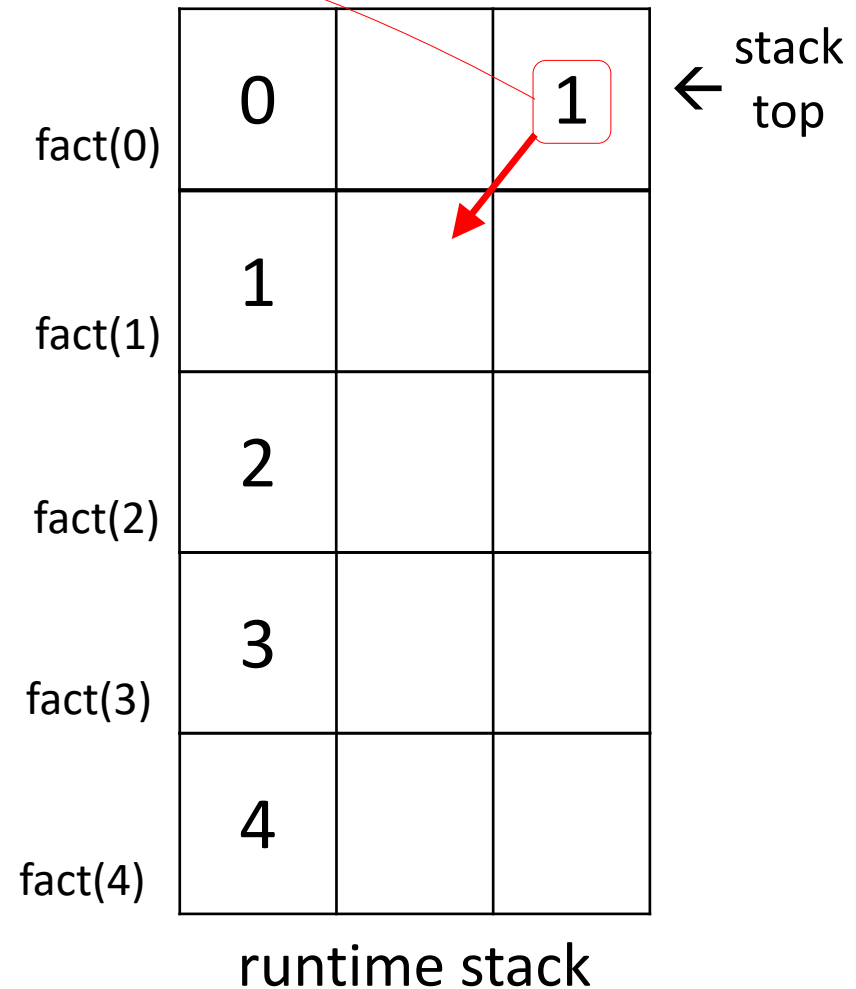
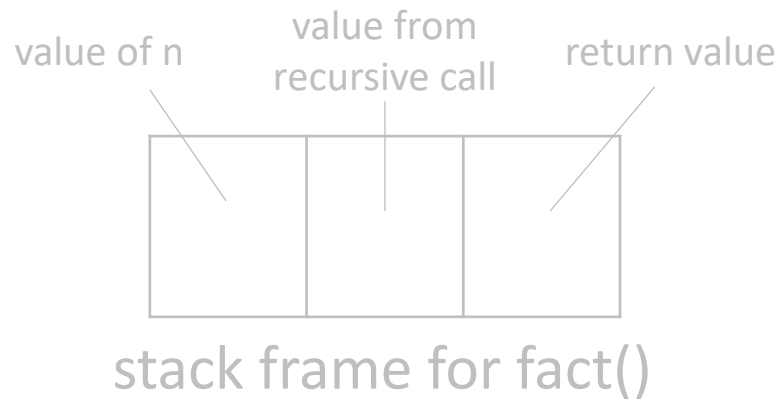
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# How recursion works

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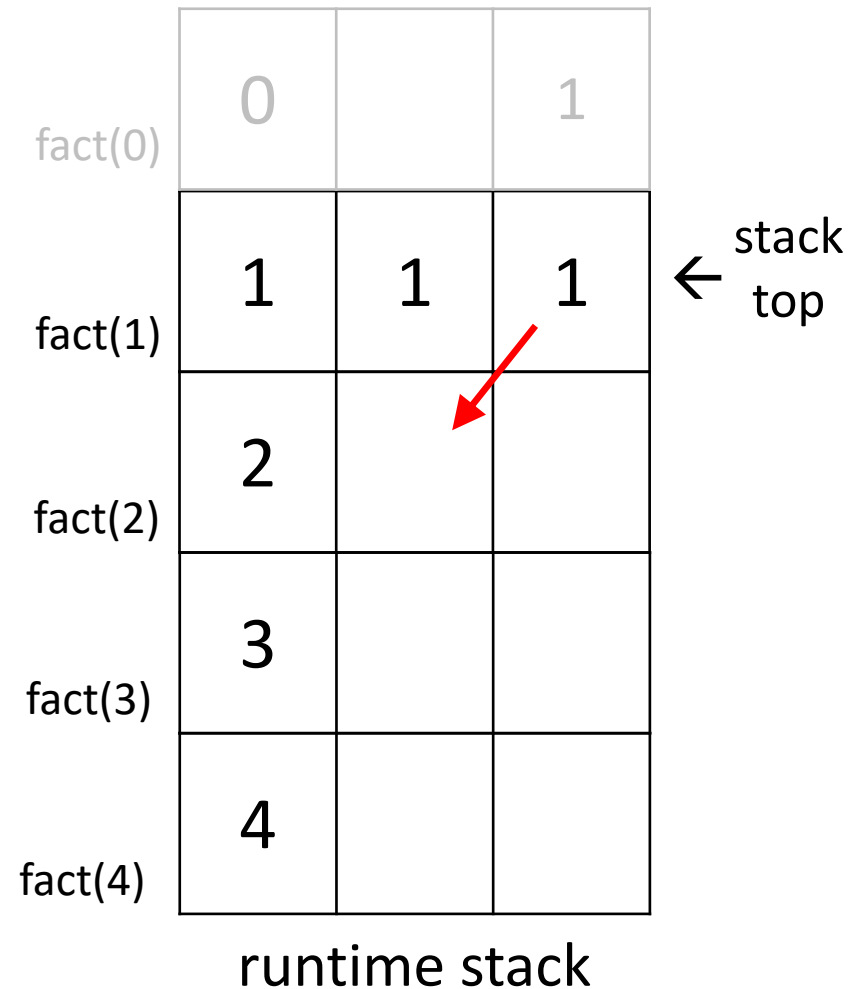
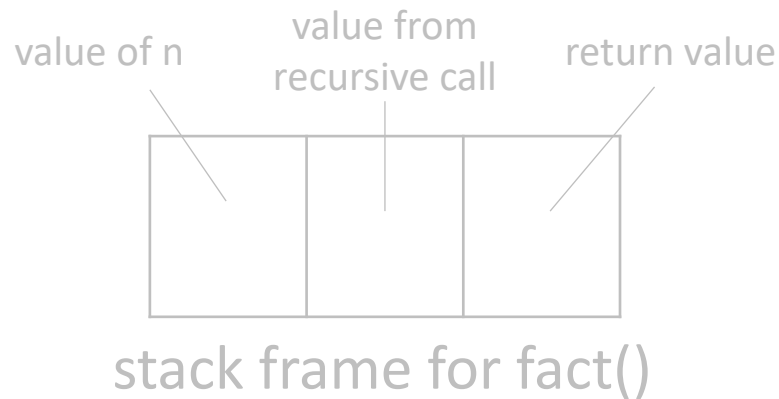
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# How recursion works

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```

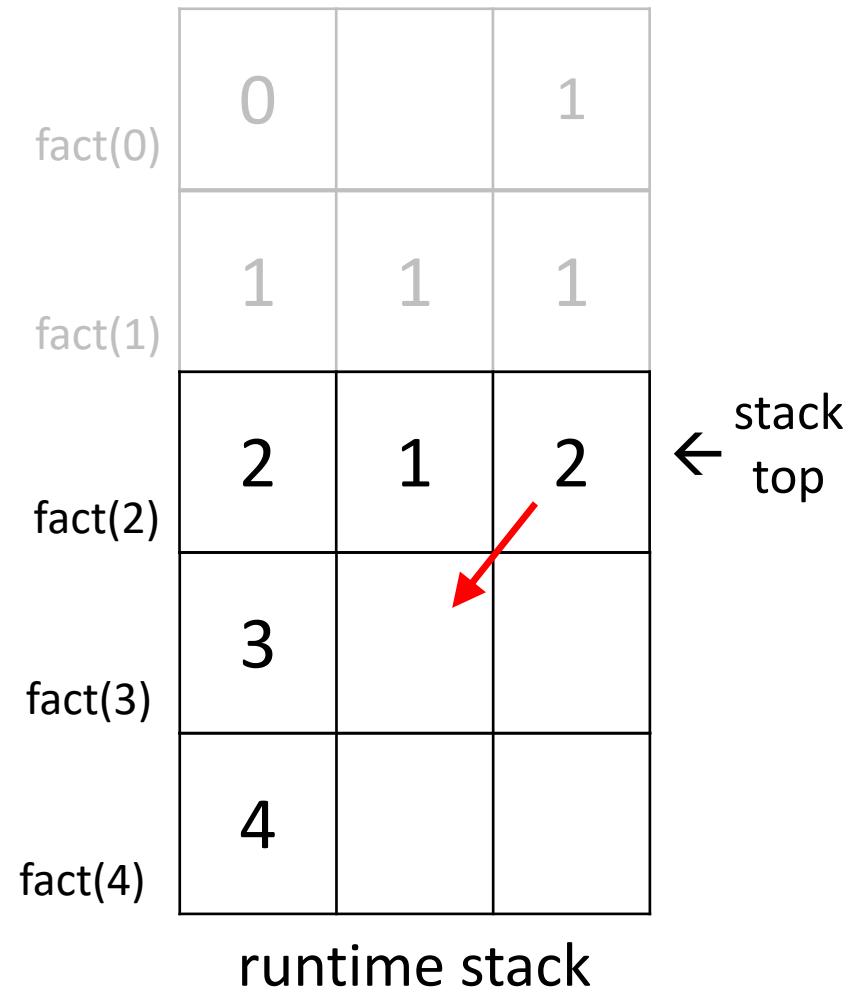
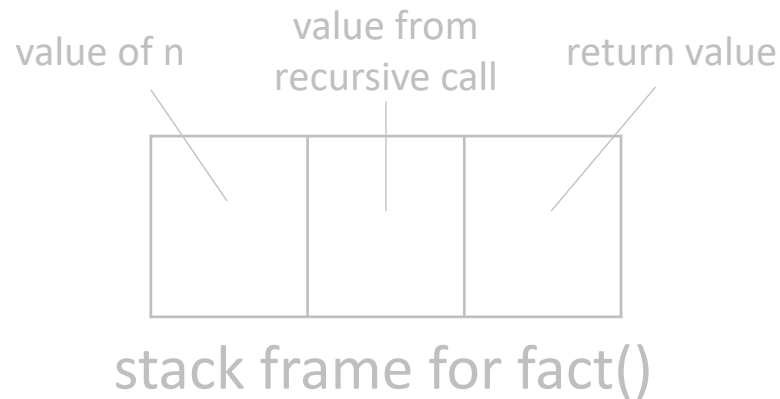
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```



# How recursion works

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```

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

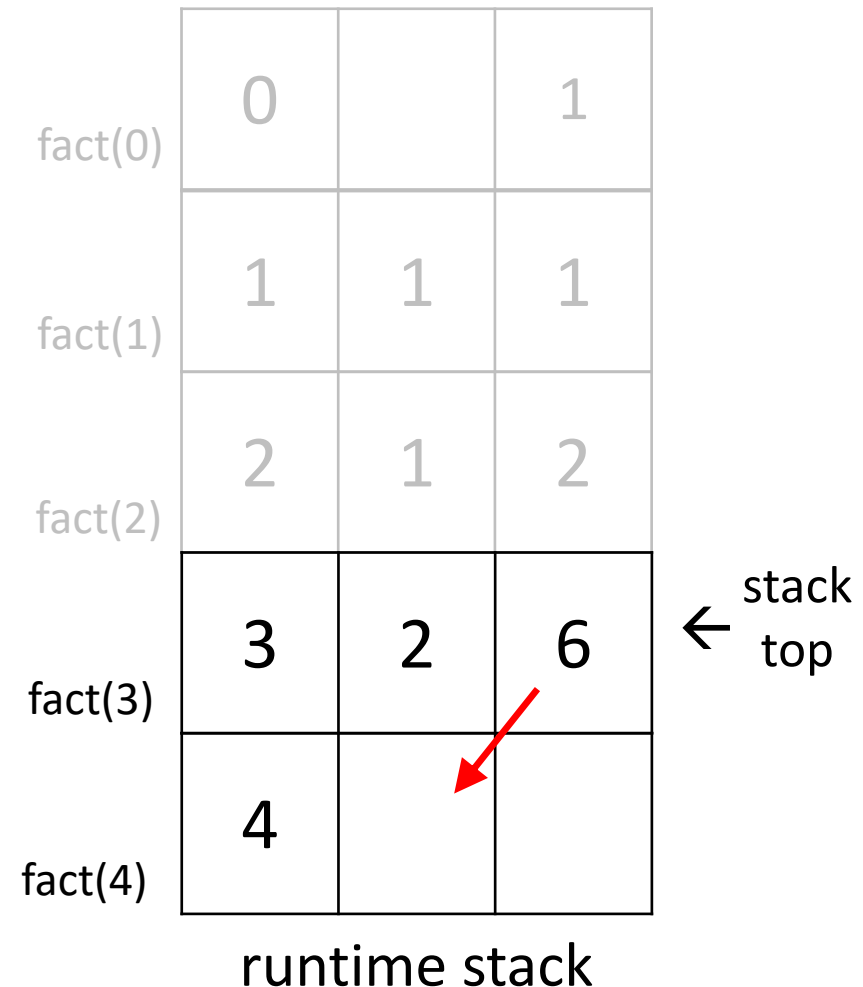
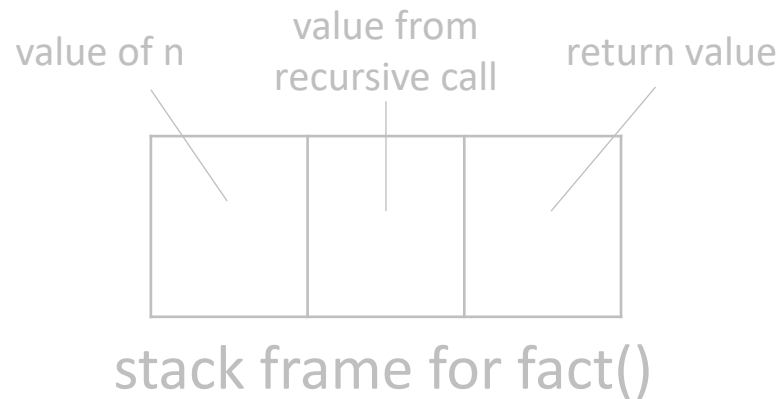




# How recursion works

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    if n == 0:  
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```

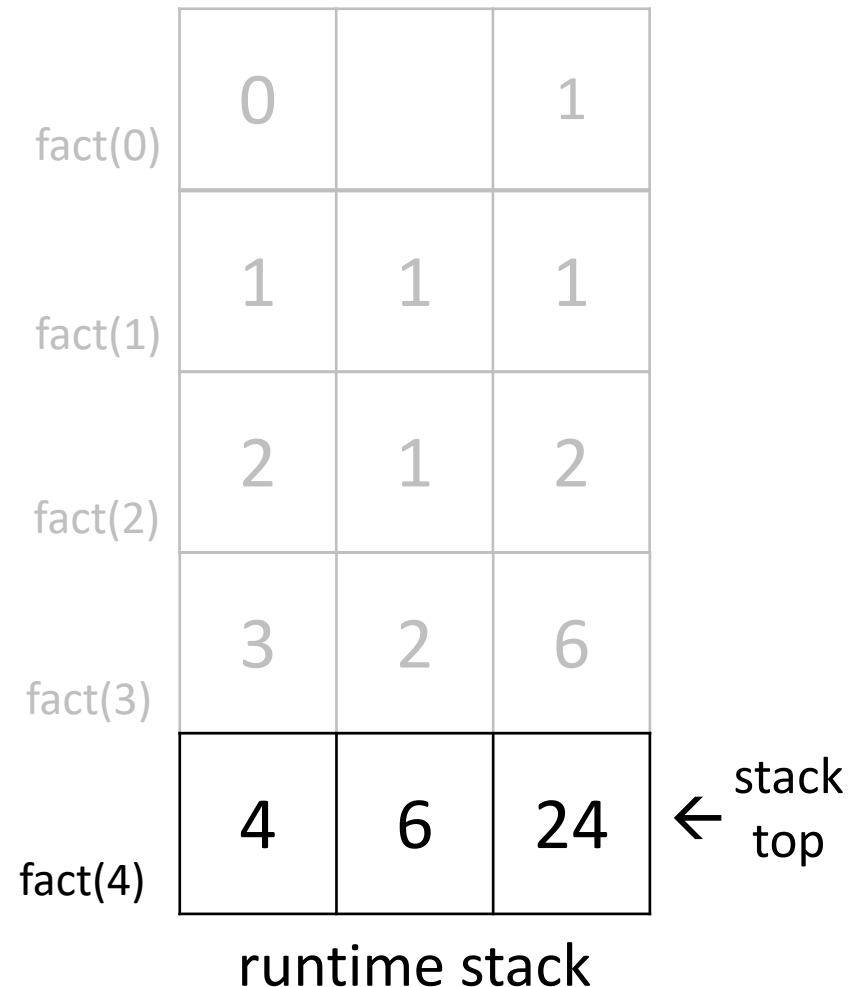
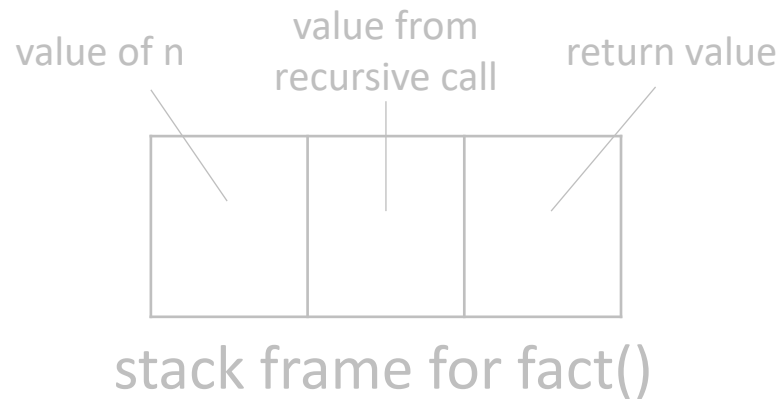
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24
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# How recursion works

```
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    else:  
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```

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

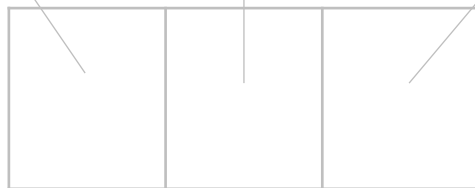


# How recursion works

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

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

value of n      value from recursive call      return value



stack frame for fact()

|         |   |   |    |
|---------|---|---|----|
| fact(0) | 0 |   | 1  |
| fact(1) | 1 | 1 | 1  |
| fact(2) | 2 | 1 | 2  |
| fact(3) | 3 | 2 | 6  |
| fact(4) | 4 | 6 | 24 |

runtime stack

← stack top

# 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
```

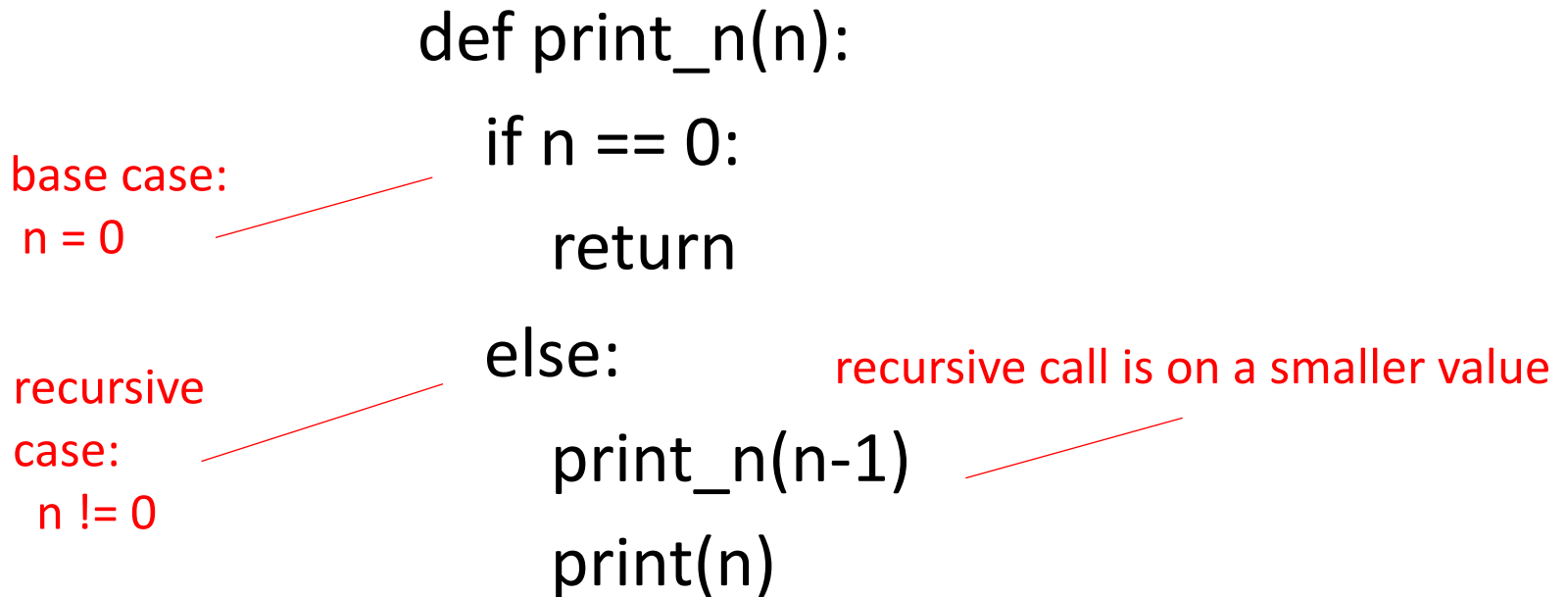
# Solution

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

base case:  
n = 0

recursive  
case:  
n != 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

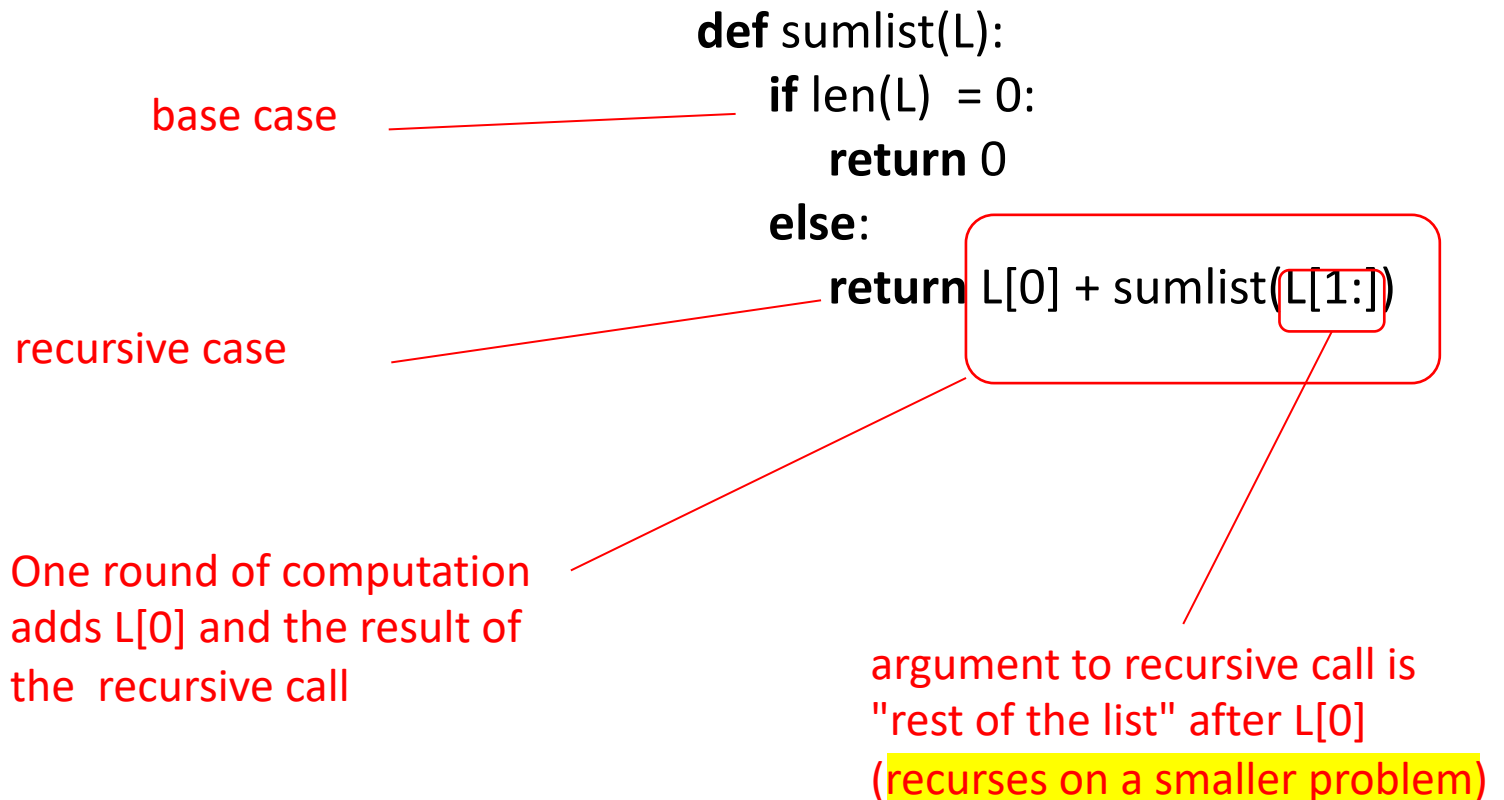
- *Base case(s)*

- 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?

# Recursion how to: sumlist

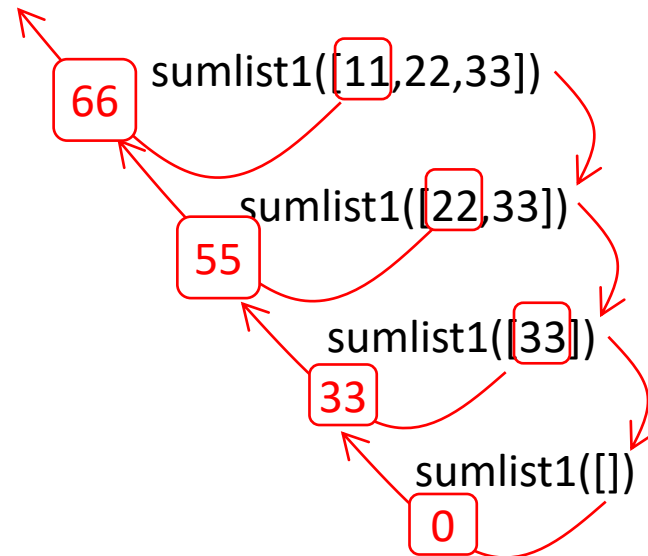




# Recursion: flow of values

## Version 1

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



# Recursion

- The recursive case can be written many ways
- Consider summing the elements in a list

```
def sumlist(L):
```

```
    if len(L) == 0:
```

```
        return 0
```

```
    else:
```

```
        return L[0] + sumlist(L[1:])
```

- Options:
  - Recurse on L[:-1] and then add in L[-1]
  - Recurse on each half and add the results

# EXERCISE-ICA-19

Do all problems.

# Versions of sumlist

## Version 1

```
def sumlist(L):  
    if len(L) == 0:  
        return 0
```

base case

```
    else:
```

```
        return L[0] + sumlist(L[1:])
```

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:])
```

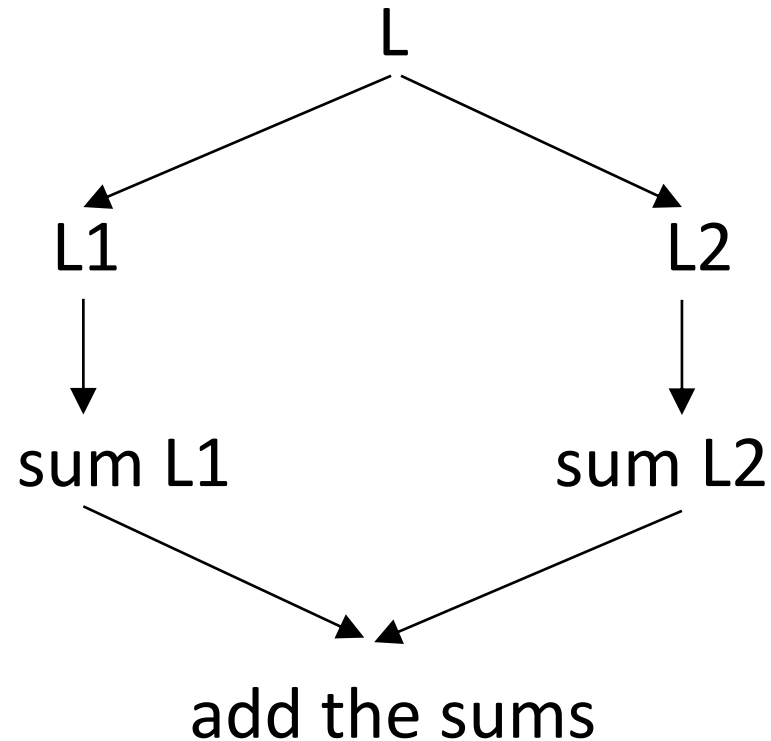
# recursive sumlist

input list

split into two  
halves

add the halves  
(recursively)

return the  
sum of the  
sums





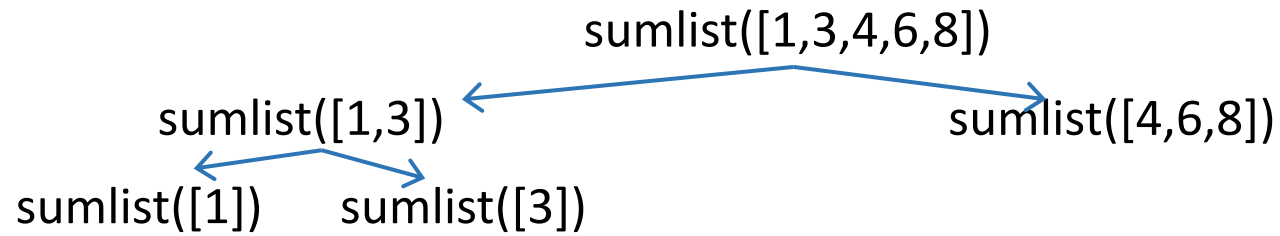
# sumlist: example

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

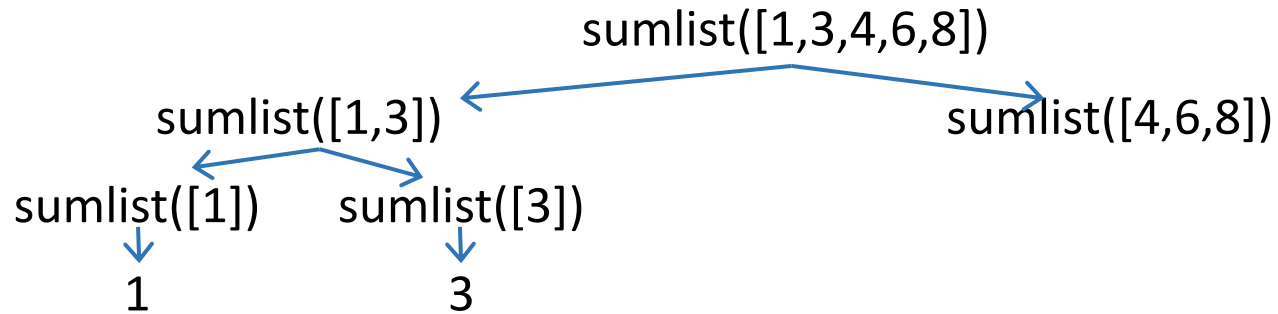
# sumlist: example



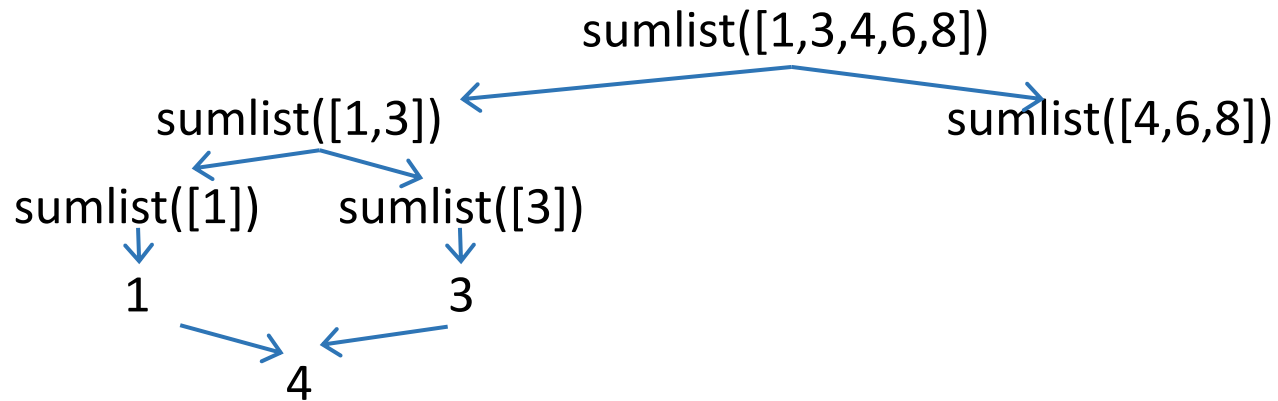
# sumlist: example



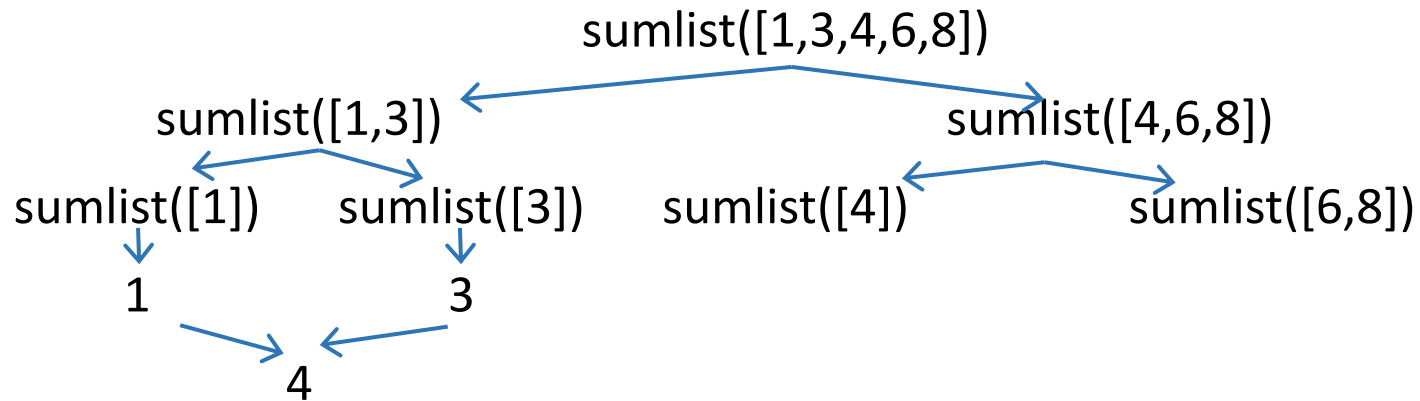
# sumlist: example



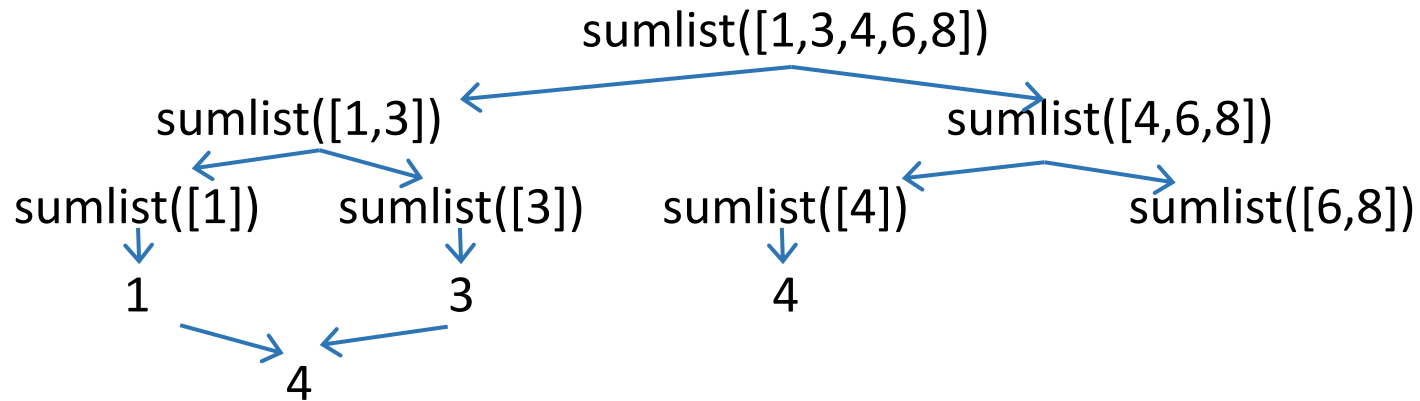
# sumlist: example



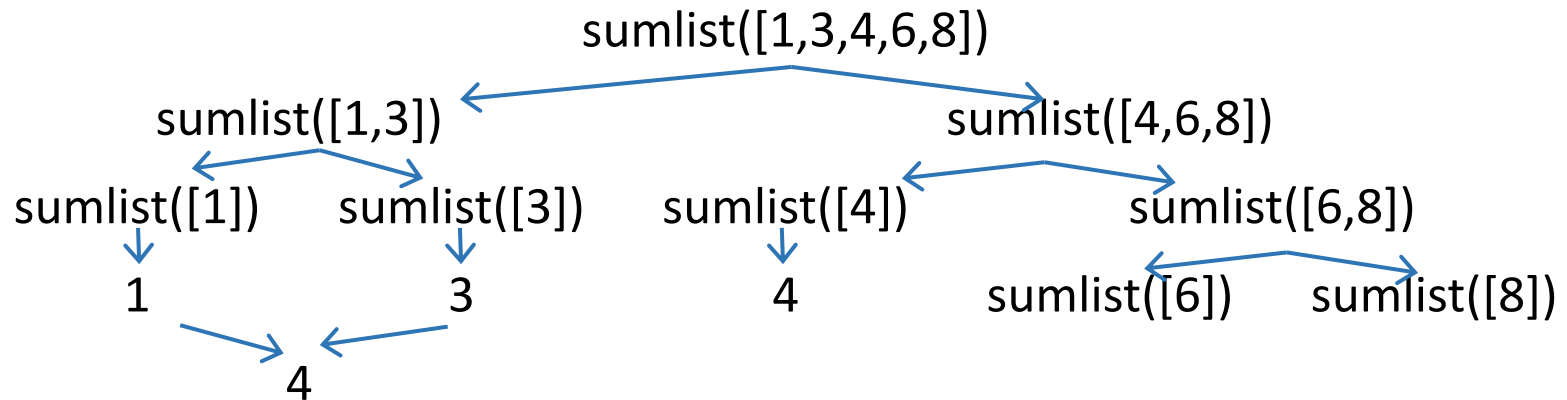
# sumlist: example



# sumlist: example

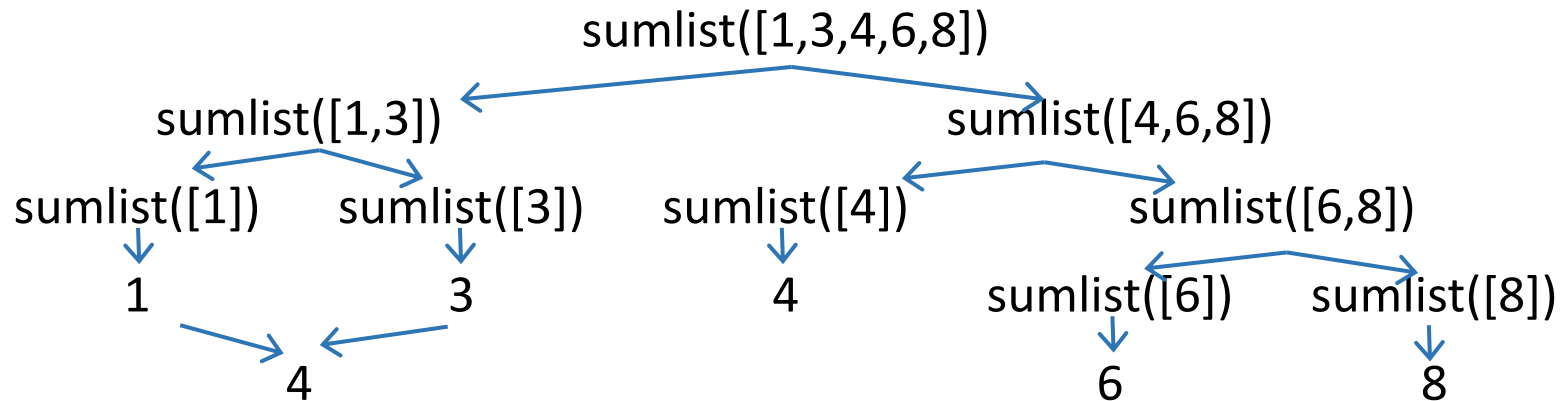


# sumlist: example

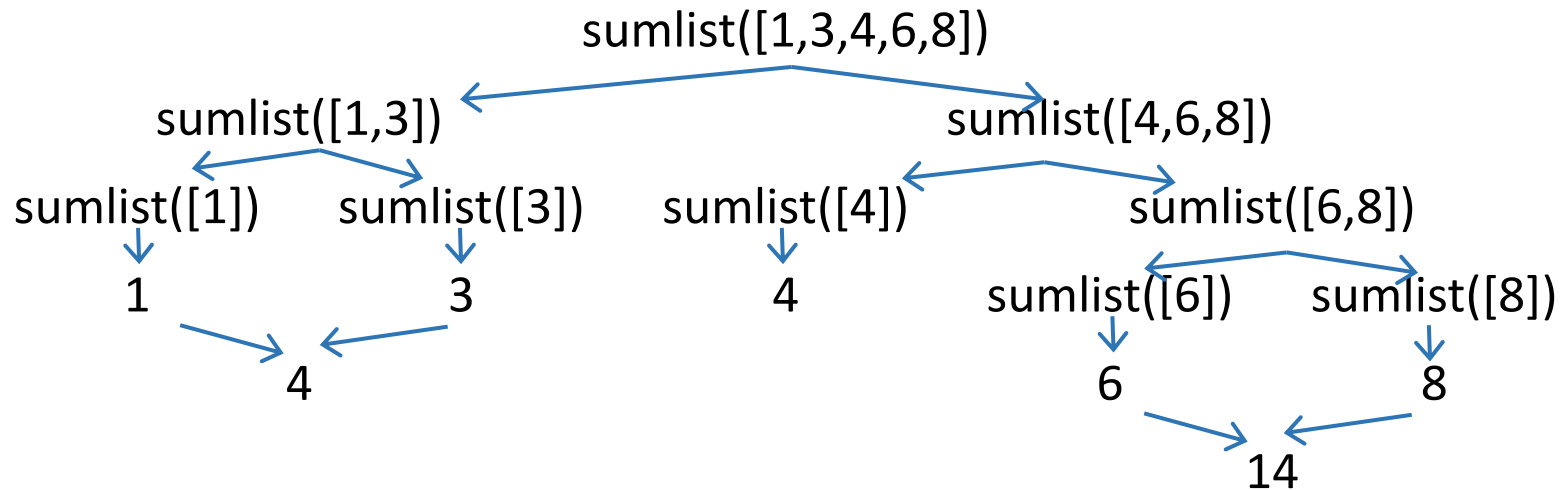




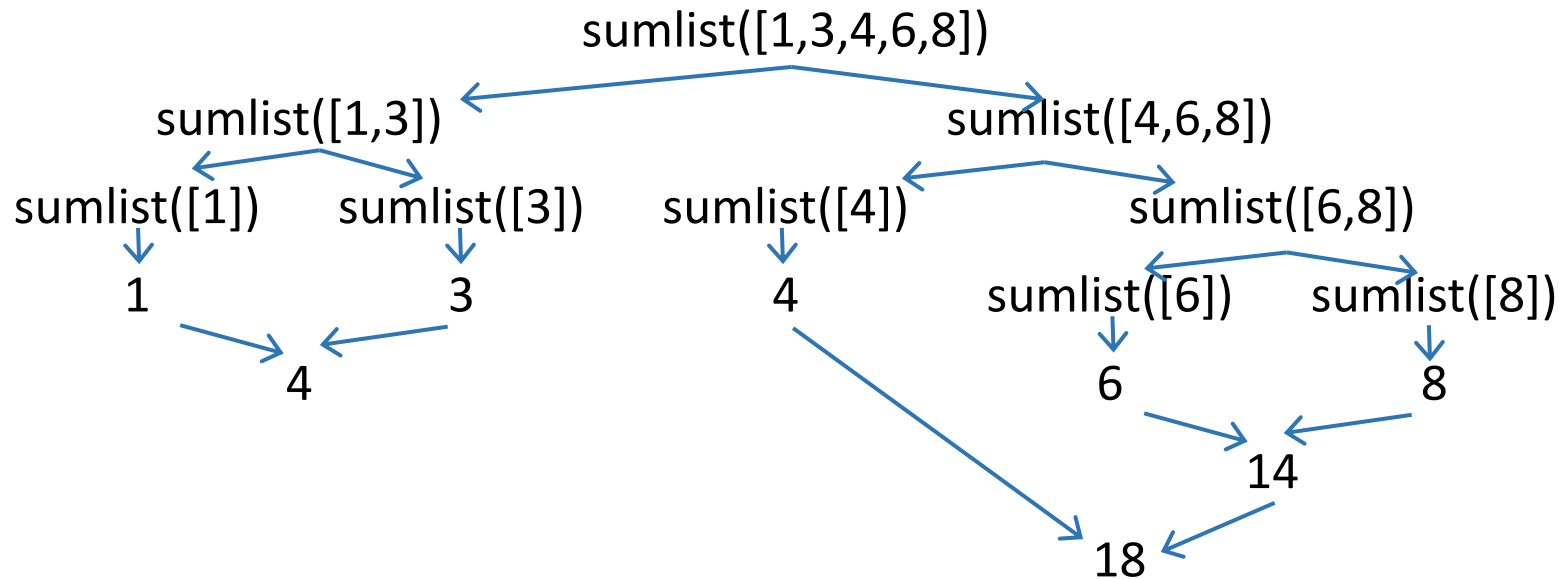
# sumlist: example



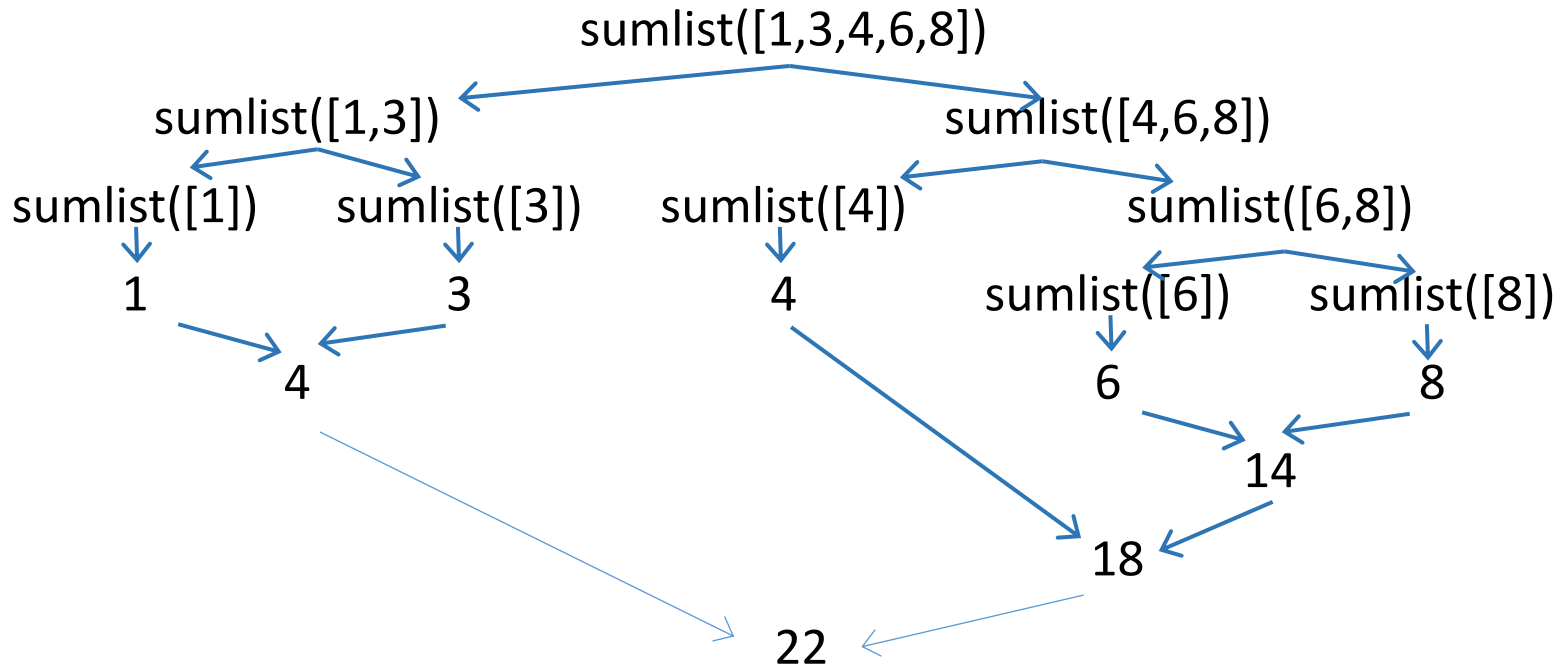
# sumlist: example



# sumlist: example



# sumlist: example



# recursion: example search

# Searching an unsorted list

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

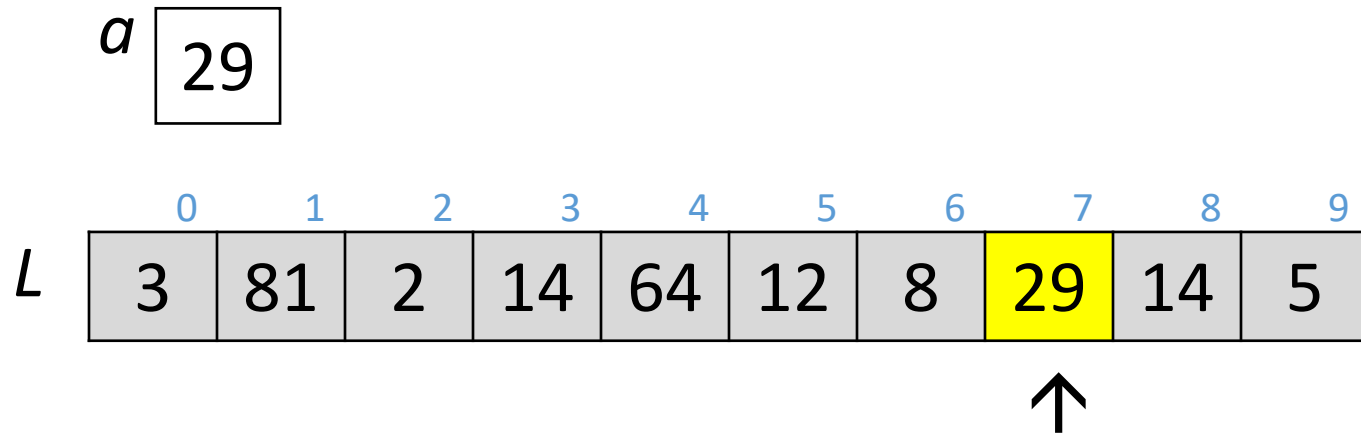
$a$ 

|    |
|----|
| 29 |
|----|

|     |   |    |   |    |    |    |   |    |    |   |
|-----|---|----|---|----|----|----|---|----|----|---|
|     | 0 | 1  | 2 | 3  | 4  | 5  | 6 | 7  | 8  | 9 |
| $L$ | 3 | 81 | 2 | 14 | 64 | 12 | 8 | 29 | 14 | 5 |

# Searching an unsorted list

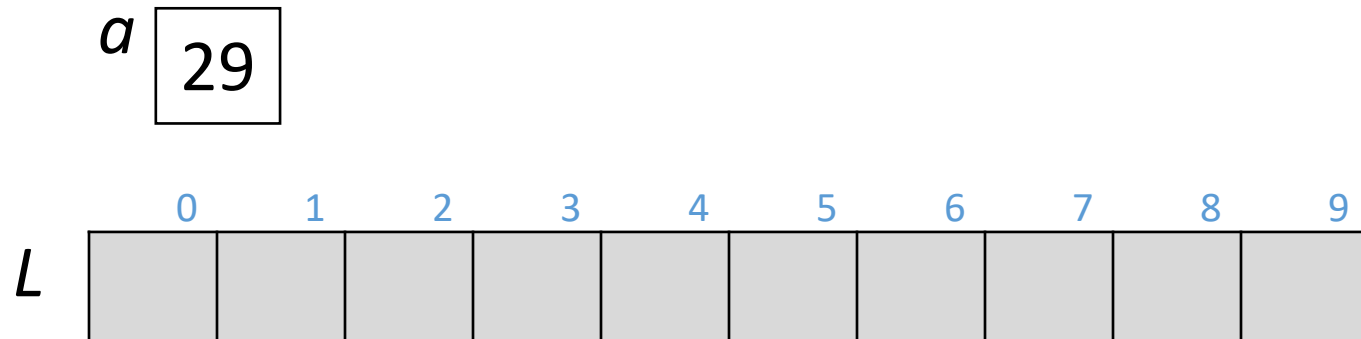
- Problem: Given an **unsorted** list  $L$  and a value  $a$ , determine whether or not  $a$  is in  $L$ .



- 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  $L$ .



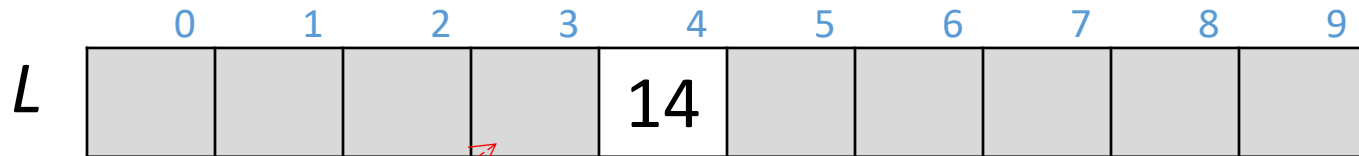


# Searching a sorted list

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

$a$  29

pick a value  $i$  in  $\text{range}(\text{len}(L))$   
say,  $i = 4$



↑  
 $a > L[4]$

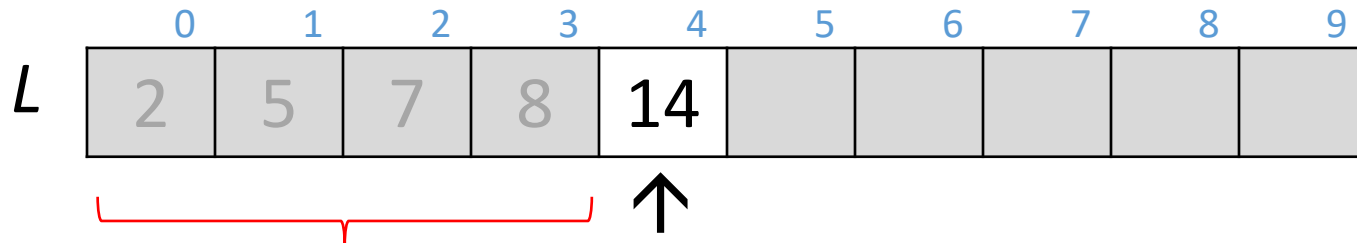
Q: Can  $L[3]$  be  $a$ ?

# Searching a sorted list

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

$a$  29

pick a value  $i$  in  $\text{range}(\text{len}(L))$   
say,  $i = 4$



$a > L[4]$

$L$  sorted and  $a > L[4]$   
means  $a$  cannot be any  
of these elements

# 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-ICA-20

Do all problems.

# 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. 1

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)
```

# Binary search: complexity

- The size of the search area is halved at each round of recursion

| Comparisons | Approx. number of items left |
|-------------|------------------------------|
| 1           | $n/2$                        |
| 2           | $n/4$                        |
| 3           | $n/8$                        |
| ...         | ...                          |
| $i$         | $n/2^i$                      |

- The number of comparisons until we are done is  $i$ , where  $n/2^i = 1$ , or  $n = 2^i$   
solving for  $i$  gives  $i = \log_2 n$
- total no. of rounds of recursion =  $\log_2(n)$



# Binary search: complexity

- The size of the search area is halved at each round of repetition (recursion)
  - total no. of rounds of recursion =  $\log_2(n)$   
*or the number of comparisons is  $\log_2(n)$*
- However, on each round of repetition, the work done is **not** a fixed amount due to slicing
  - slicing is  $O(n)$
- Fix that by computing the indices and passing them as parameters.

# Binary search: no slicing

```
def bin_search(L, item, lo, hi):  
    if lo > hi:  
        return False  
    if lo == hi:  
        return L[lo] == item  
  
    mid = (lo+hi)//2  
    if item <= L[mid]:  
        return bin_search(L, item, lo, mid)  
    else:  
        return bin_search(L, item, mid+1, hi)
```

# Binary search: complexity

- The size of the search area is halved at each round of recursion
  - total no. of rounds of recursion =  $\log_2(n)$
- On each recursive step, the work done is a fixed amount
  - $O(1)$

∴ Overall complexity:  $O(\log n)$

recursion: example

# Example: merging two sorted lists

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

**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

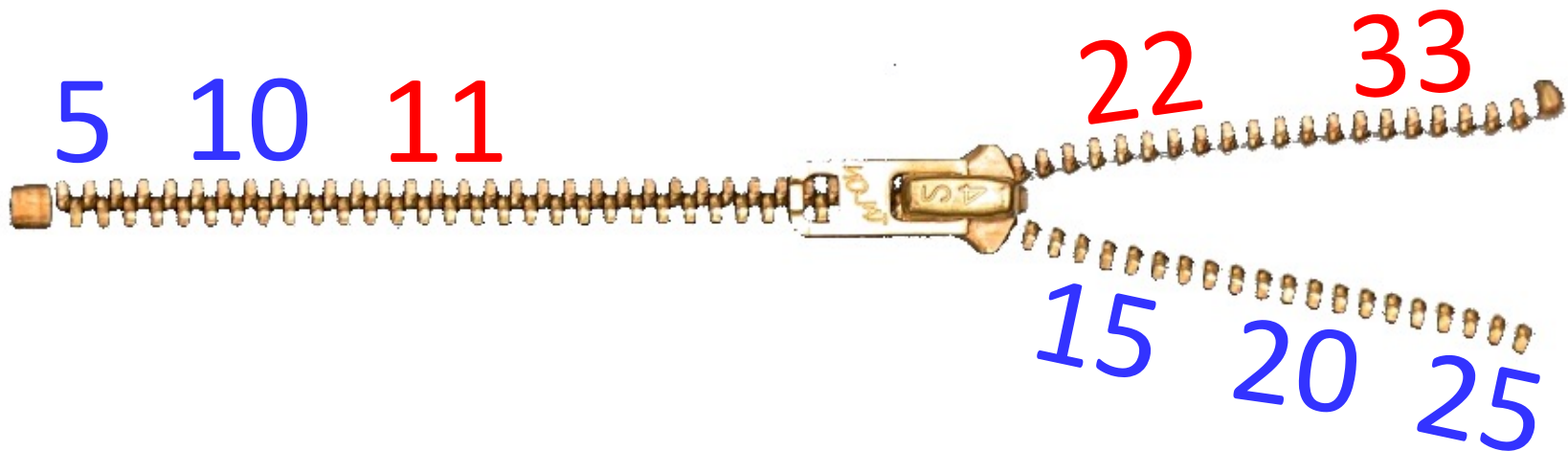
```
def merge(L1, L2): # may need another argument
```

```
...
```

# Merging: repetition

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

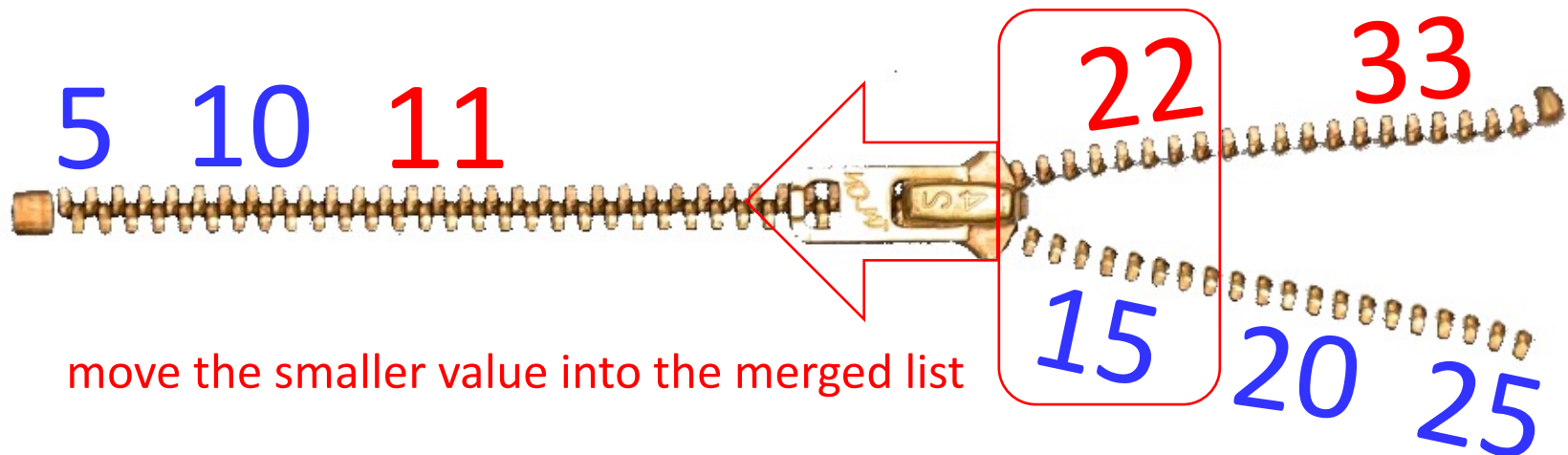
2. What does the computation involve in each call?



# 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?

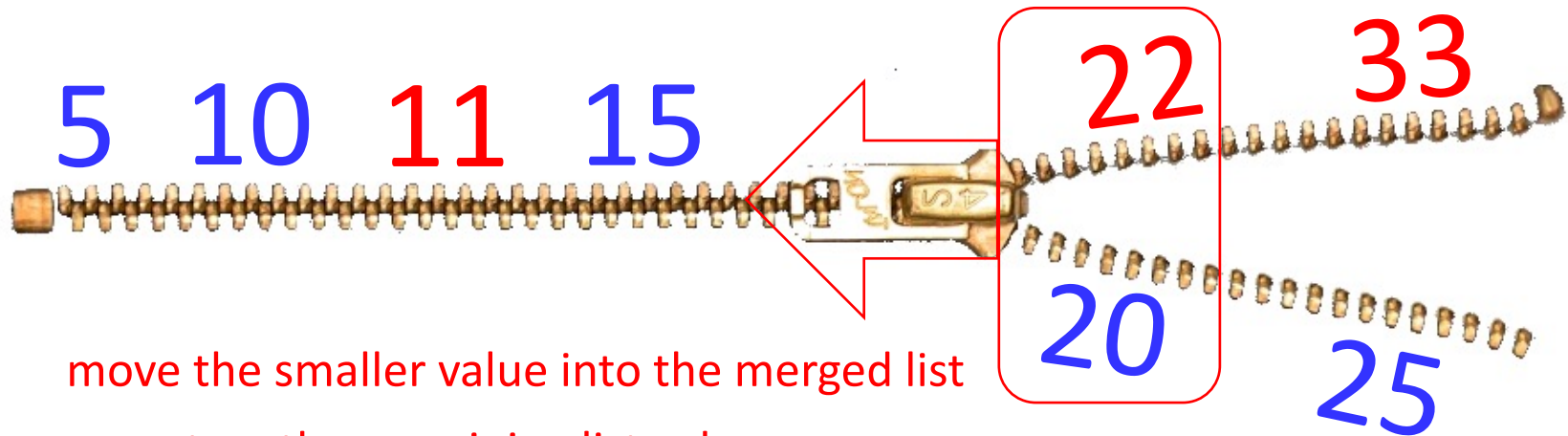




# Merging: repetition

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

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

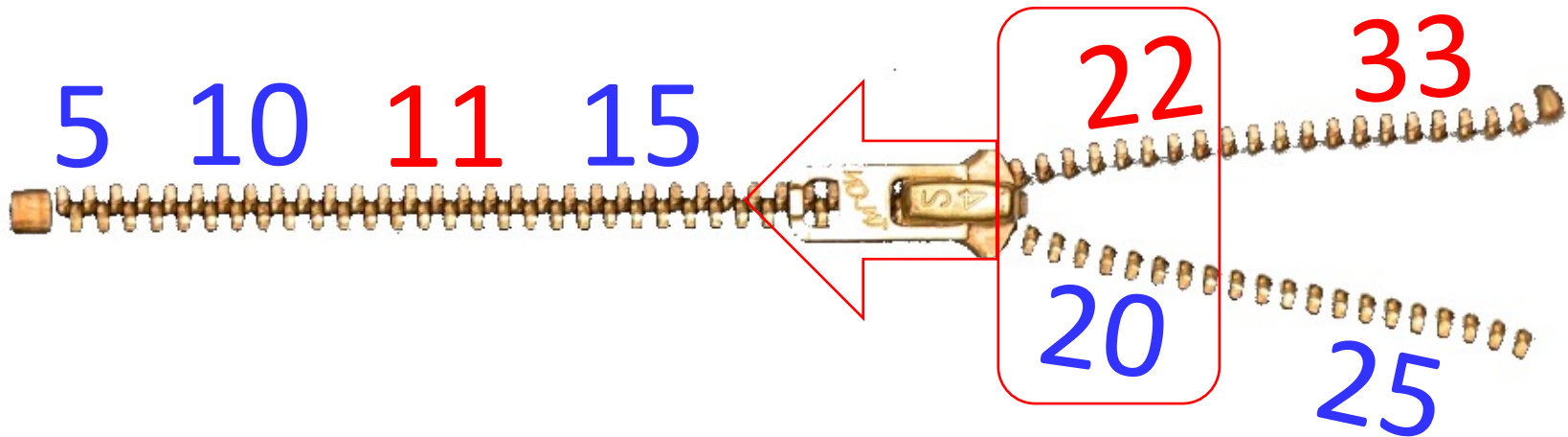


move the smaller value into the merged list  
repeat on the remaining list values

# 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



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:
        ....
```

# Merging: base case

The code looks something like:

```
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] <= 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

```
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)
```

base case

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

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

```
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)
```

# Recursion: flow of values

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

```
graph TD  
    A[merged] --> B[merged + [L1[0]]]  
    A --> C[merged + [L2[0]]]  
    B --> D[new_merged]  
    C --> D  
    D --> E[return merge(new_L1, new_L2, new_merged)]
```

## EXERCISE-ICA21 p. 2 (repeat) & 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]],1)  
321
```

## EXERCISE-ICA21 p. 4 & 5

Write a recursive function `zip(a,b)`, that combines the elements of lists `a` and `b`, in two ways.



recursion: application  
merge sort

# Sorting

- Problem: Given a list  $L$ , sort the elements of  $L$  into a list 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

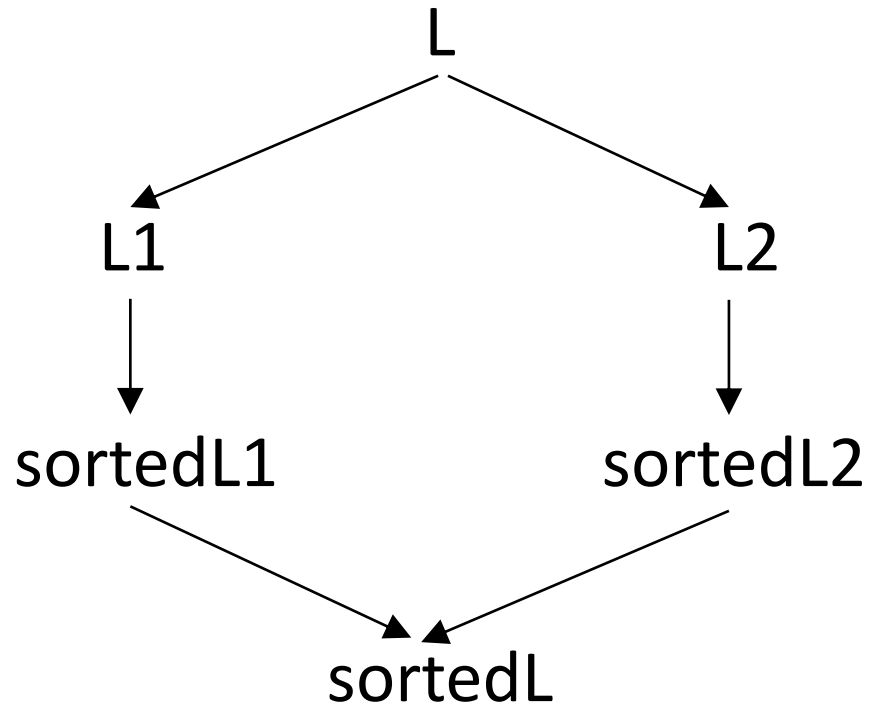
# Algorithm: mergesort

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

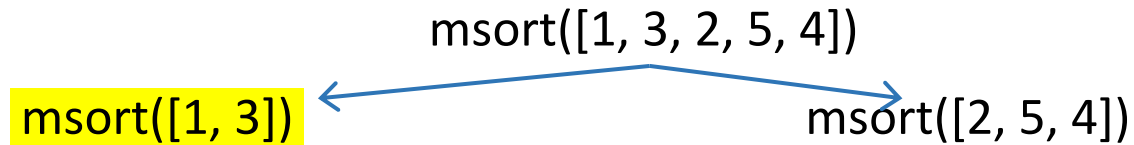
# Mergesort

```
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

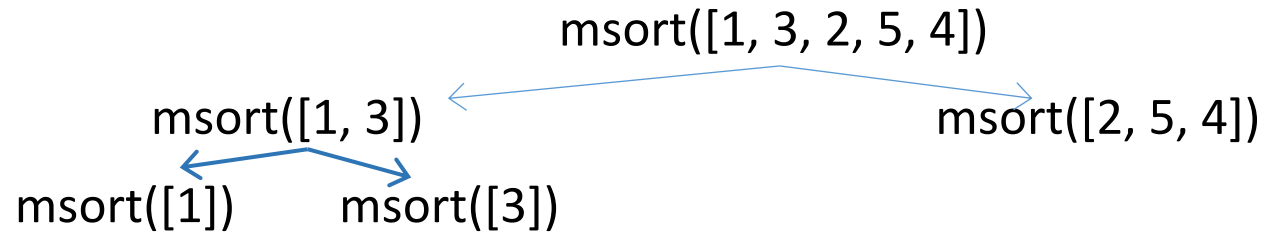
```
msort([1, 3, 2, 5, 4])
```

# Mergesort: example

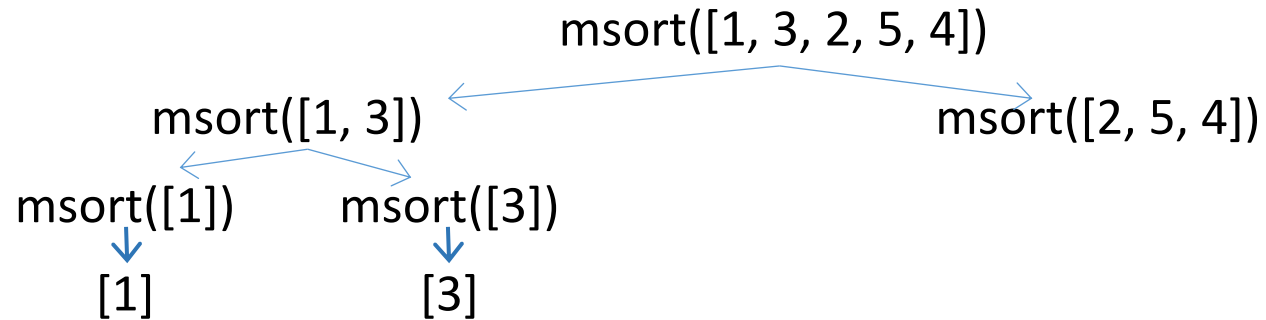




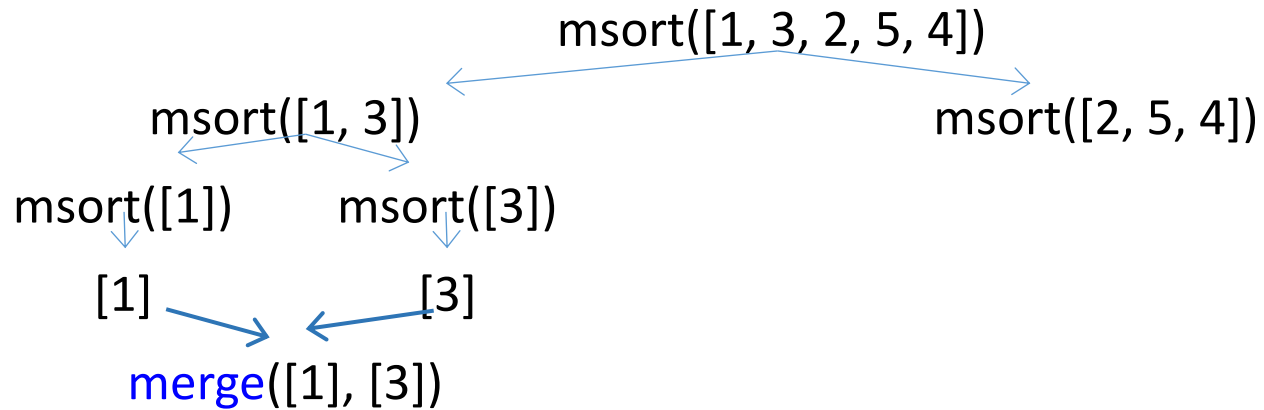
# Mergesort: example



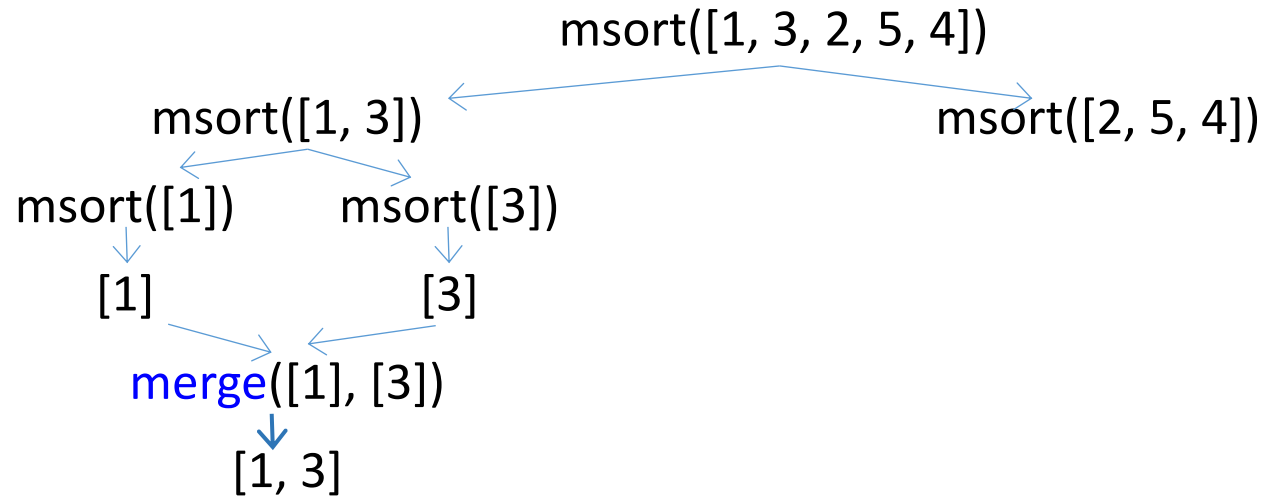
# Mergesort: example



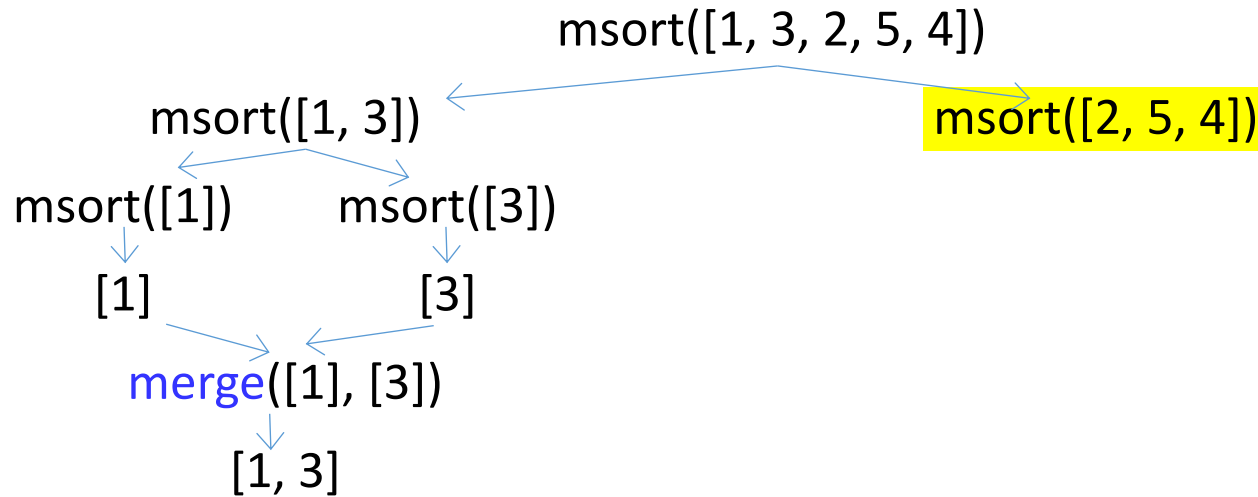
# Mergesort: example



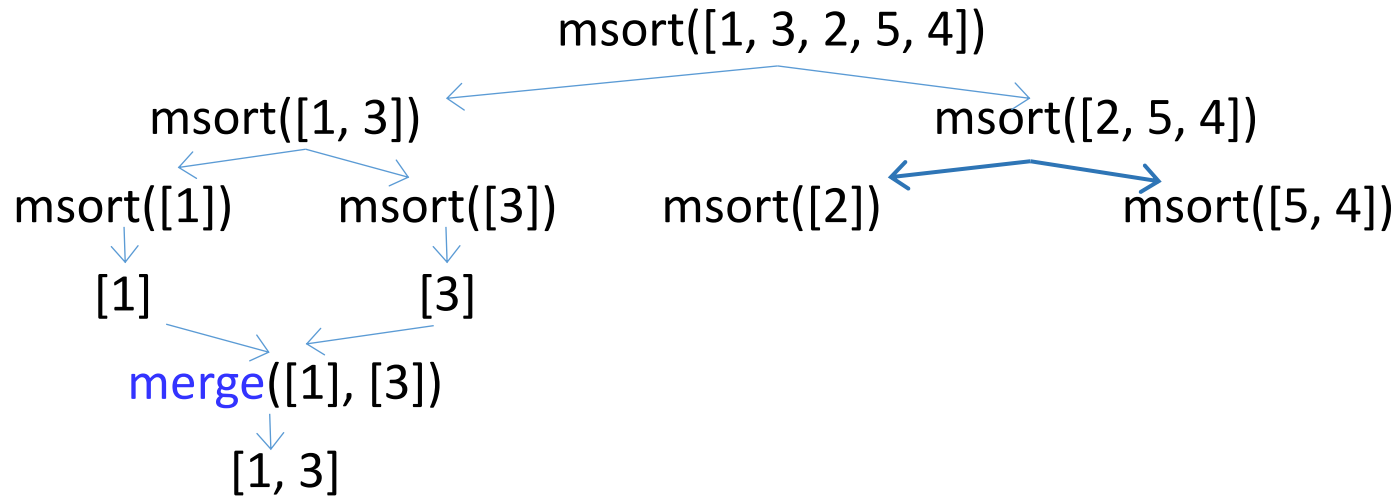
# Mergesort: example



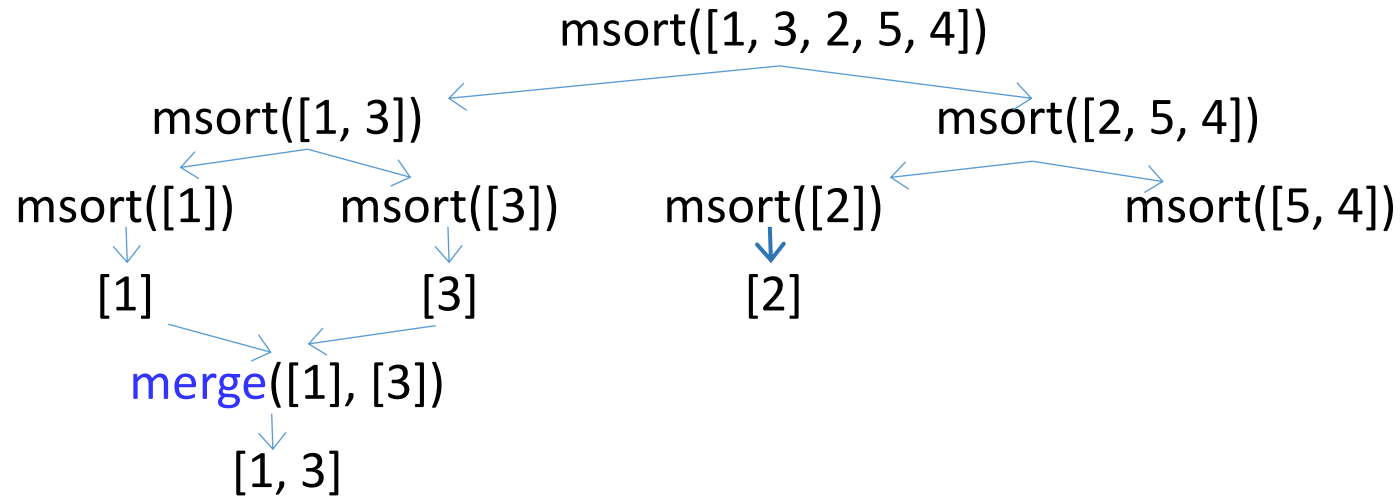
# Mergesort: example



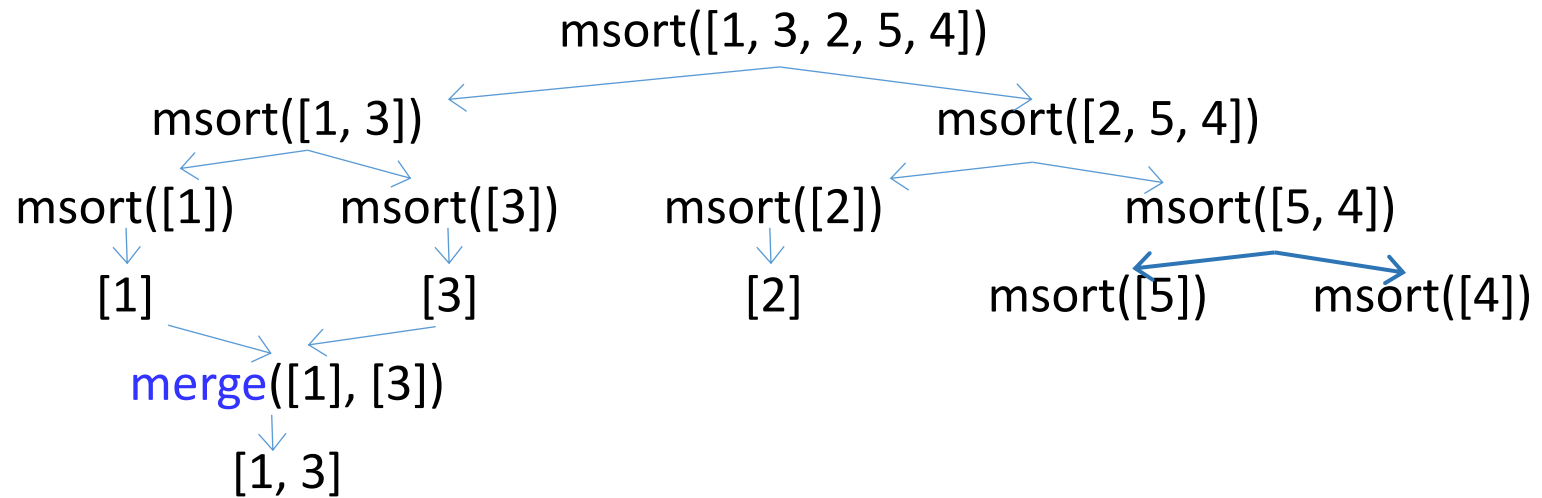
# Mergesort: example



# Mergesort: example

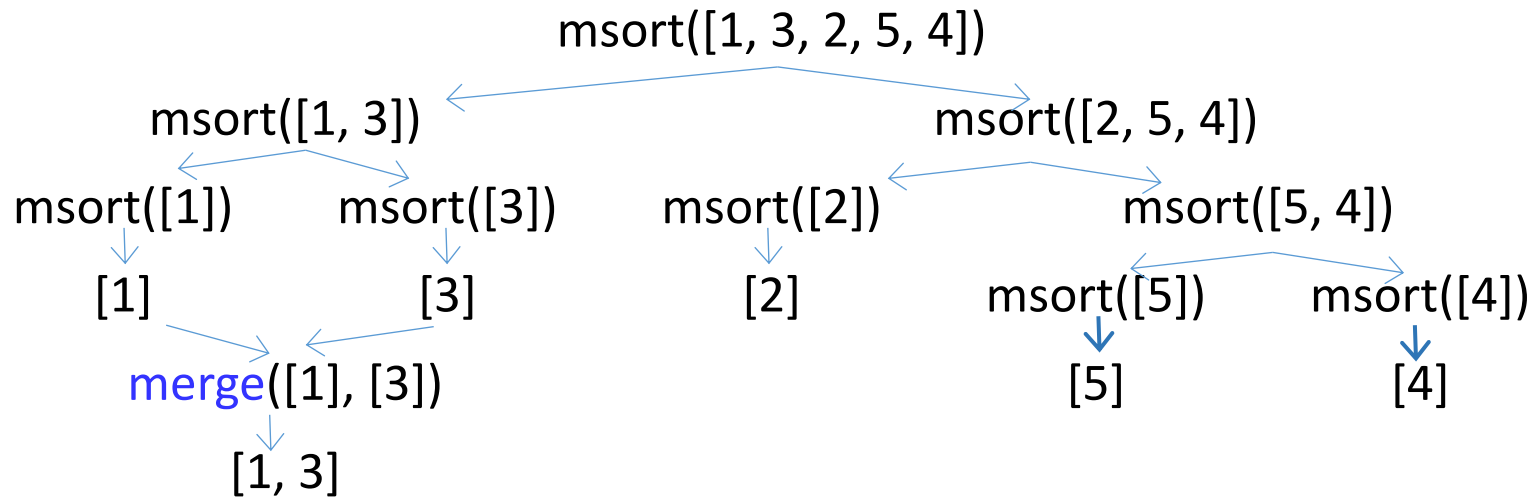


# Mergesort: example

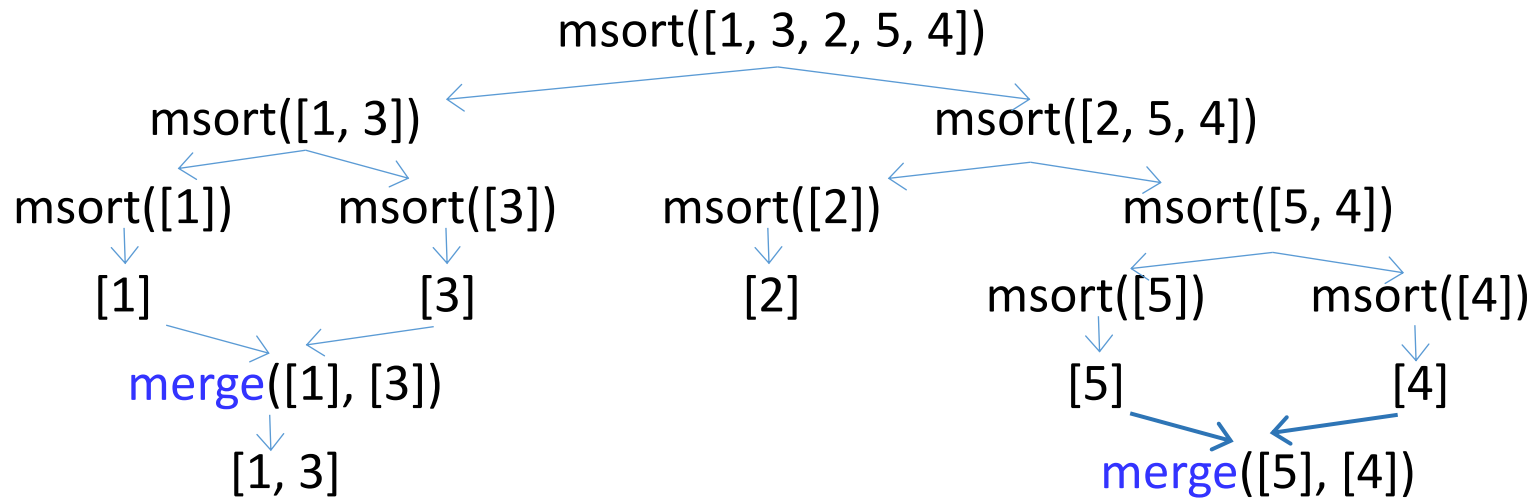




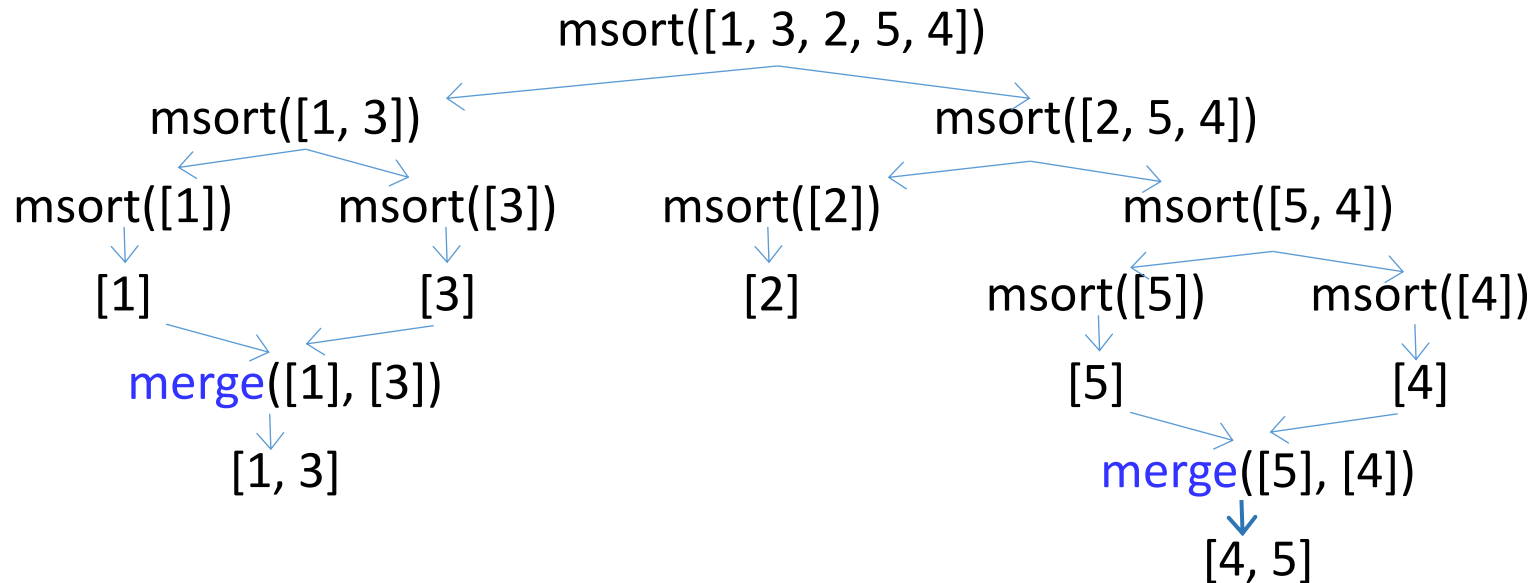
# Mergesort: example



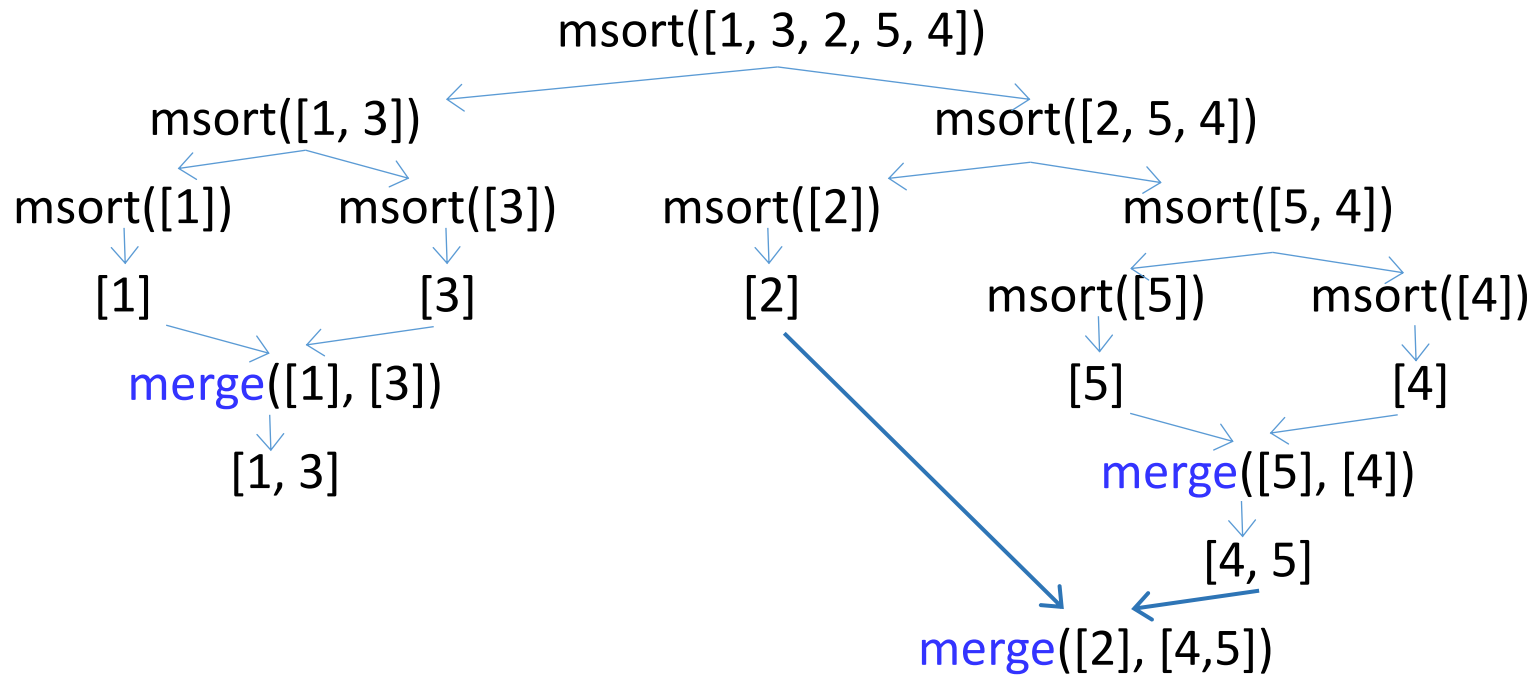
# Mergesort: example



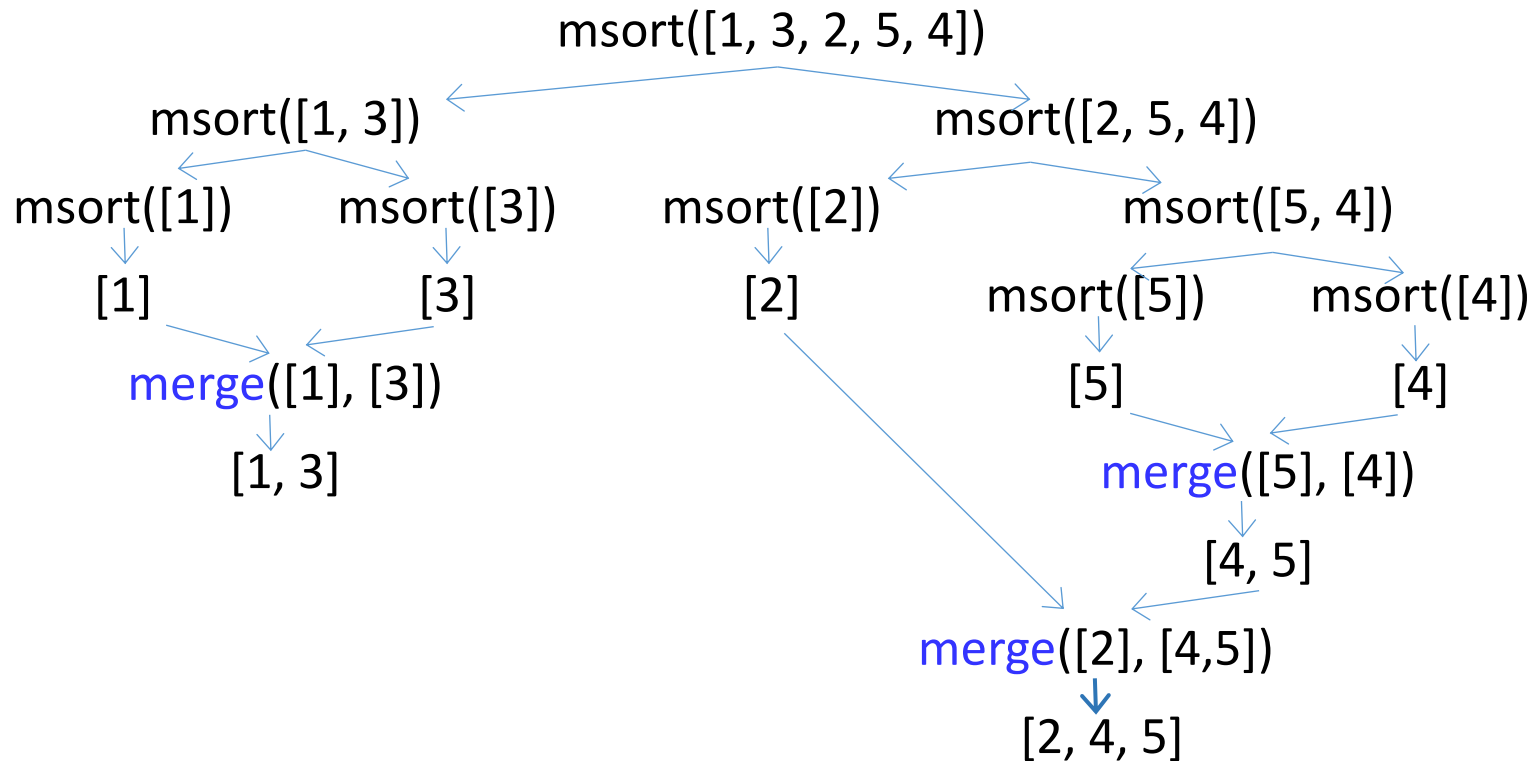
# Mergesort: example



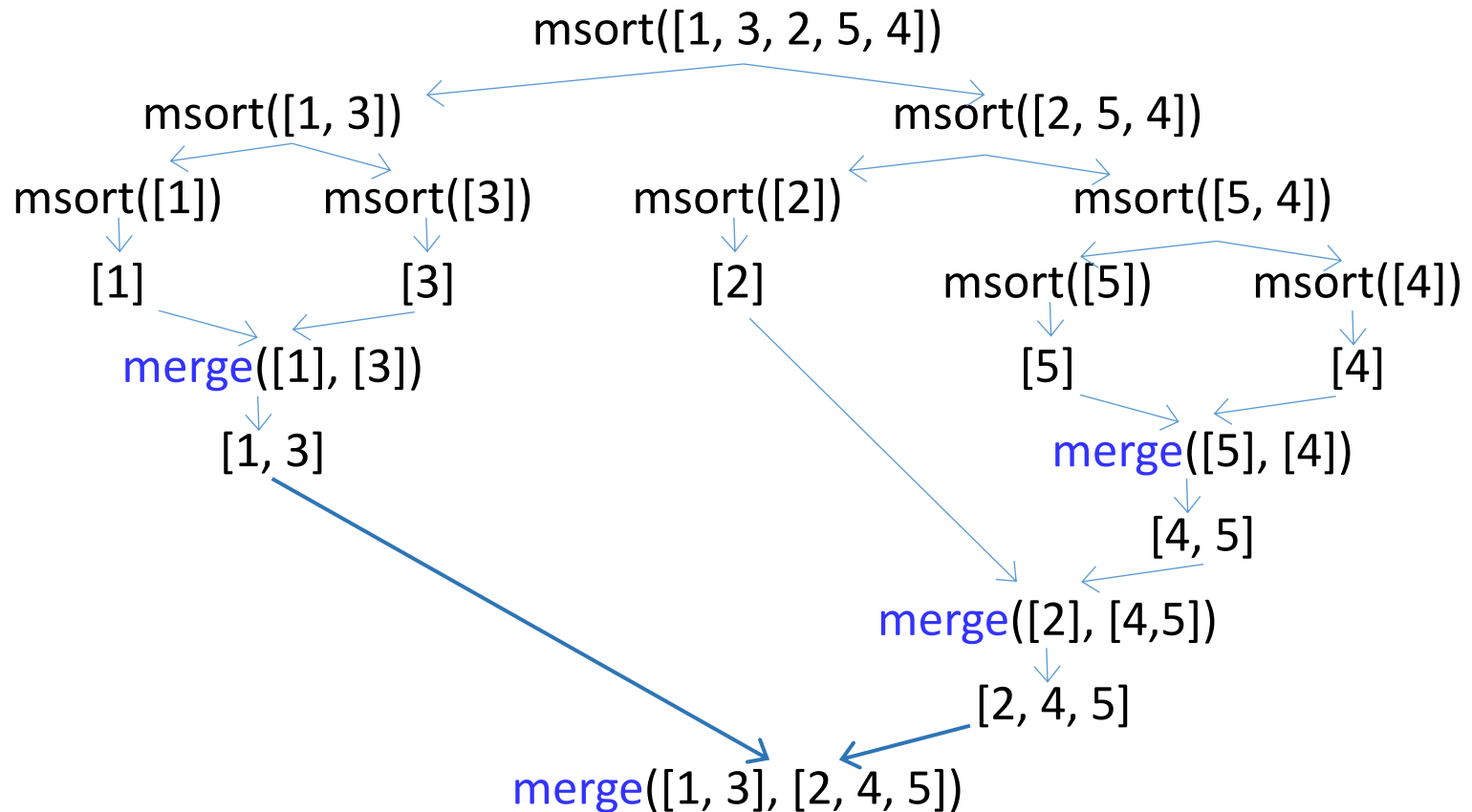
# Mergesort: example



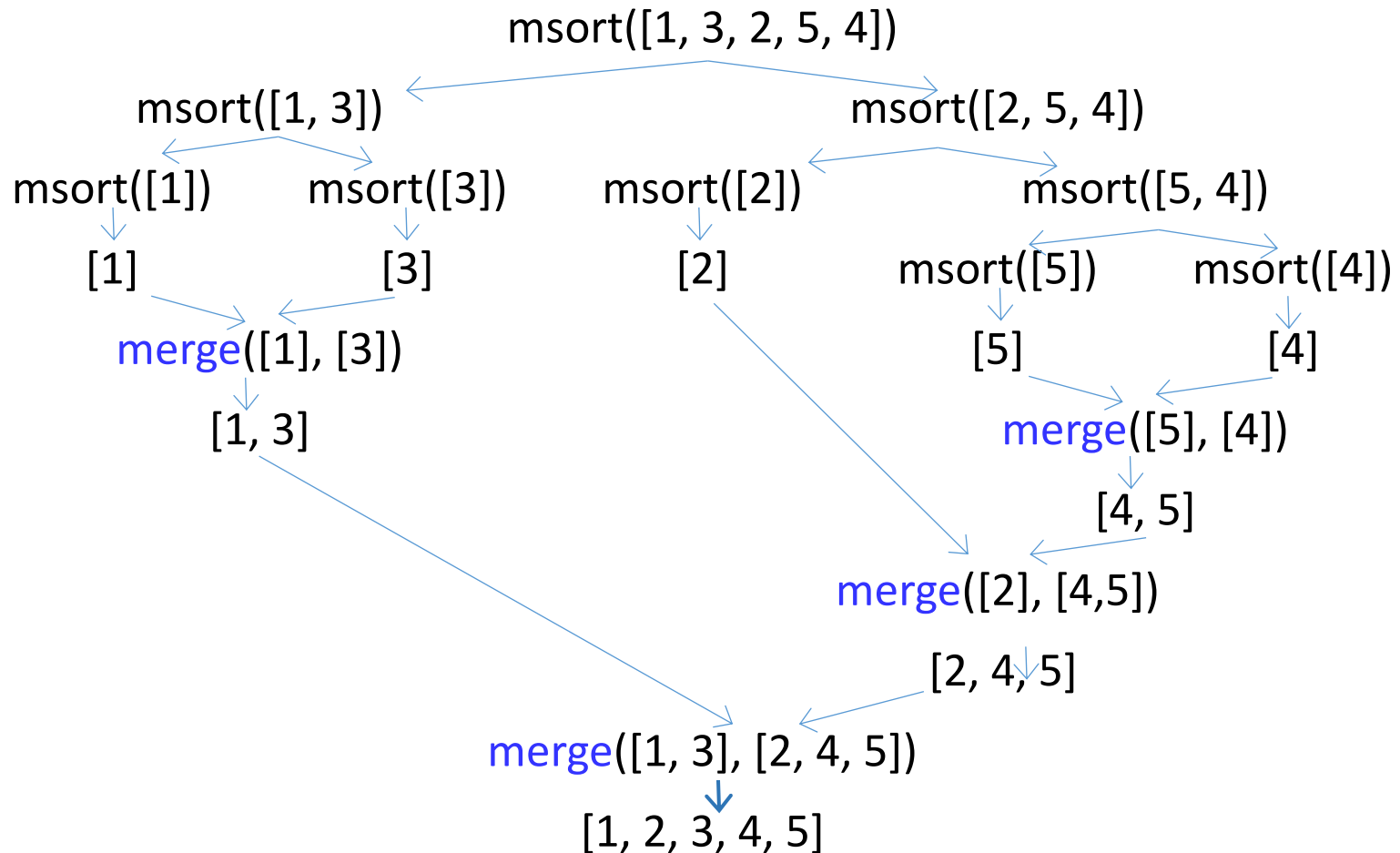
# Mergesort: example



# Mergesort: example



# Mergesort: example



# Mergesort: complexity

$$\text{Cost} = \left( \begin{array}{c} \text{cost per} \\ \text{round of} \\ \text{repetition} \end{array} \right) \times \left( \begin{array}{c} \text{no. of} \\ \text{rounds of} \\ \text{repetition} \end{array} \right)_{\text{worst case}}$$

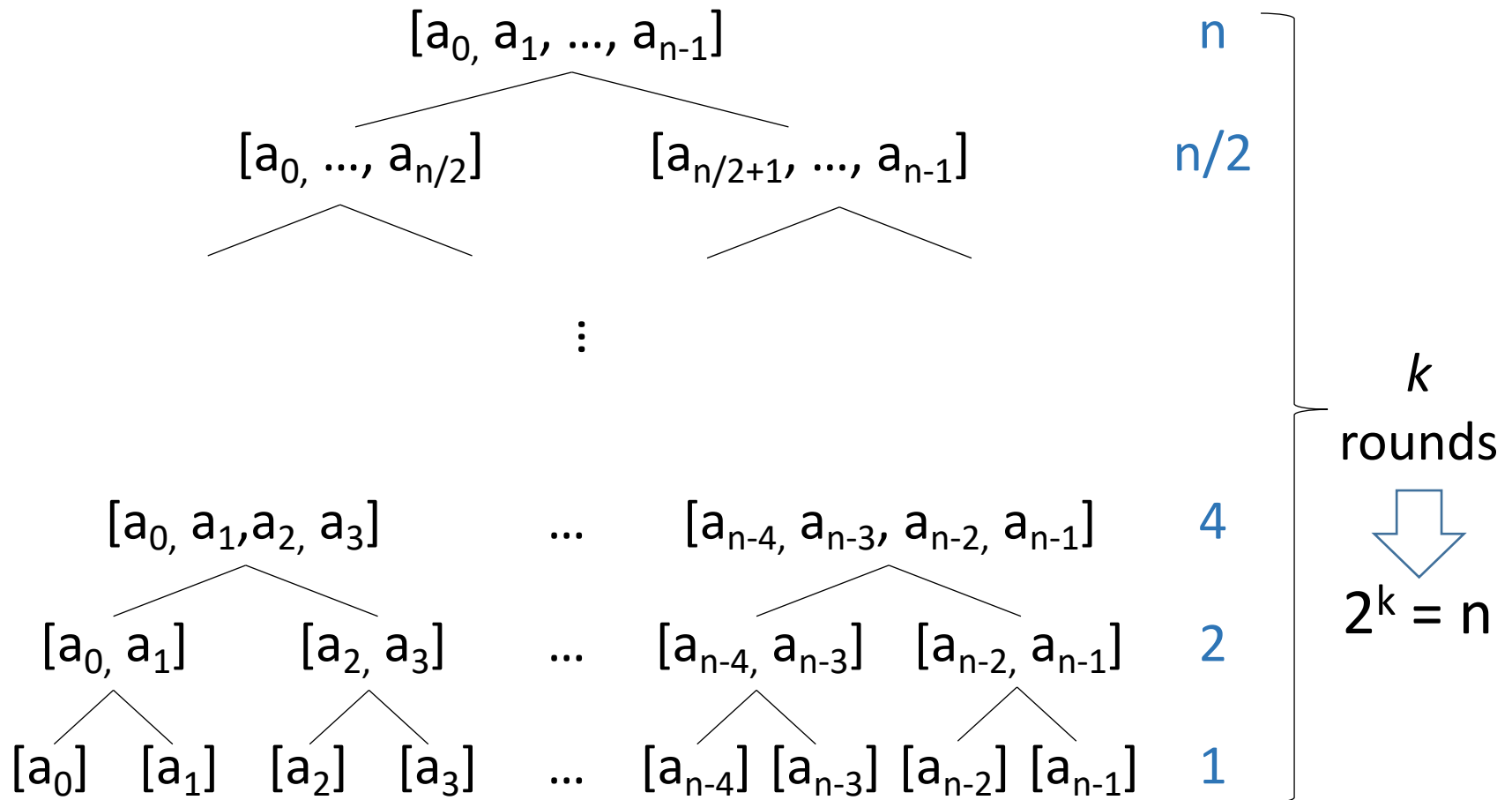
merging the sorted  
lists is  $O(n)^*$

???

\*if slicing is removed from merge



# Mergesort: complexity



# Mergesort: complexity

- No. of rounds of recursion:
  - if we start with a list of size  $n$  and have  $k$  rounds of recursion, then  $2^k = n$ 
    - $\therefore \log_2(2^k) = \log_2(n)$
    - $\therefore k = \log_2(n)$
- Complexity of each round of recursion (for merge()) is:  $O(n)$

$\Rightarrow$  Worst-case complexity of mergesort:  $O(n \log n)^*$

\*if slicing is removed from `msort()` and `merge()`

# 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