

CS 220: Recursion

The Art of Self Reference

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Michael Doescher

Part 2 of 3 - Data Structures

- Lists and Dictionaries

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- CSV and JSON

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- Lists and Dictionaries
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- Objects and References
- Fancy Functions
 - Recursion
 - Generators
 - Functions are Objects

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- Lists and Dictionaries
- CSV and JSON
- Objects and References
- Fancy Functions
 - Recursion
 - Generators
 - Functions are Objects
- Files
- Errors

Goal: use self-reference is a meaningful way

Hofstadter's Law: *“It always takes longer than you expect, even when you take into account **Hofstadter's Law.**”*

(From Gödel, Escher, Bach)

good advice for CS assignments!

“**Dialectical Materialism** is materialism that involves dialectic.”

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“**Dialectical Materialism** is **materialism** that involves **dialectic.**”

“The Marxist theory (adopted as the official philosophy of the Soviet communists) that political and historical events result from the conflict of social forces and are interpretable as a series of contradictions and their solutions. The conflict is believed to be caused by material needs.”

Goal: use self-reference is a meaningful way

*Hofstadter's Law: "It always takes longer than you expect, even when you take into account **Hofstadter's Law**."*

(From Gödel, Escher, Bach)

mountain: "a landmass that projects conspicuously above its surroundings and is higher than a **hill**"

hill: "a usually rounded natural elevation of land lower than a **mountain**"

(Example of **unhelpful** self reference from Merriam-Webster dictionary)

Overview: Learning Objectives

Recursive definitions and recursive information

- What is a **recursive definition/structure**?
- Arbitrarily vs. infinitely

Recursive code

- What is **recursive code**?
- Why write recursive code?
- Where do computers keep local variables for recursive calls?
- What happens to programs with **infinite recursion**?

Read *Think Python*

- ✦ Ch 5: “Recursion” through “Infinite Recursion”
- ✦ Ch 6: “More Recursion” through end

What is Recursion?

Recursive definitions

- Contain the term in the body
- Dictionaries, mathematical definitions, etc

A number x is a **positive even number** if:

What is Recursion?

Recursive definitions

- Contain the term in the body
- Dictionaries, mathematical definitions, etc

A number x is a **positive even number** if:

- x is 2

OR

- x equals another **positive even number** plus two

What is Recursion?

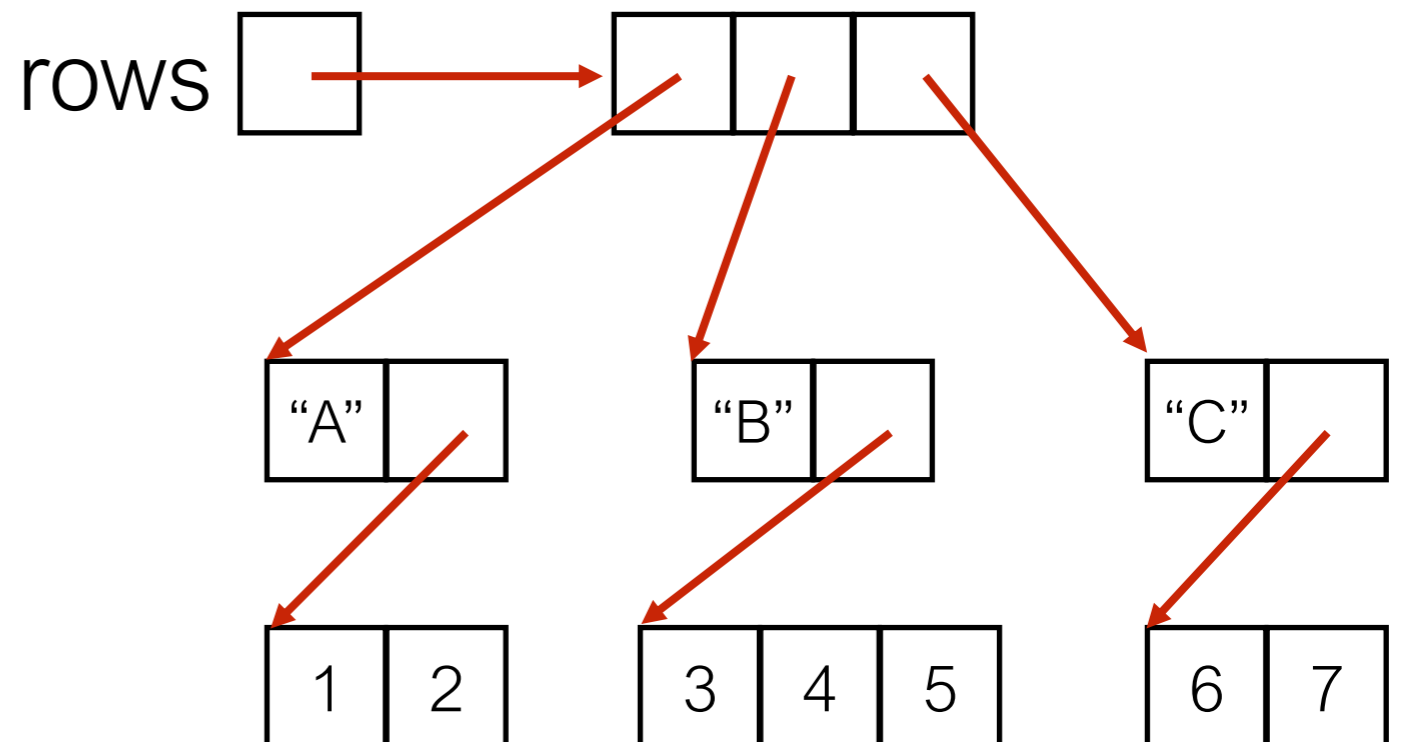
Recursive definitions

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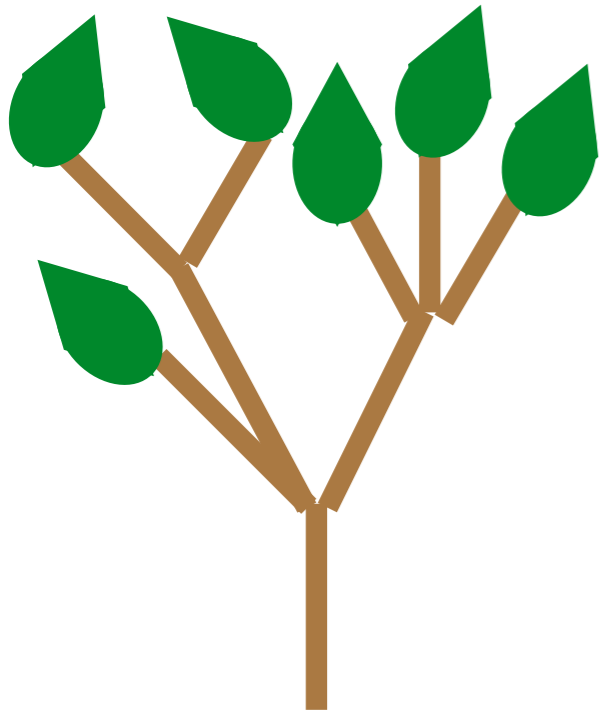
Recursive structures may refer to structures of the same type

- data structures or real-world structures

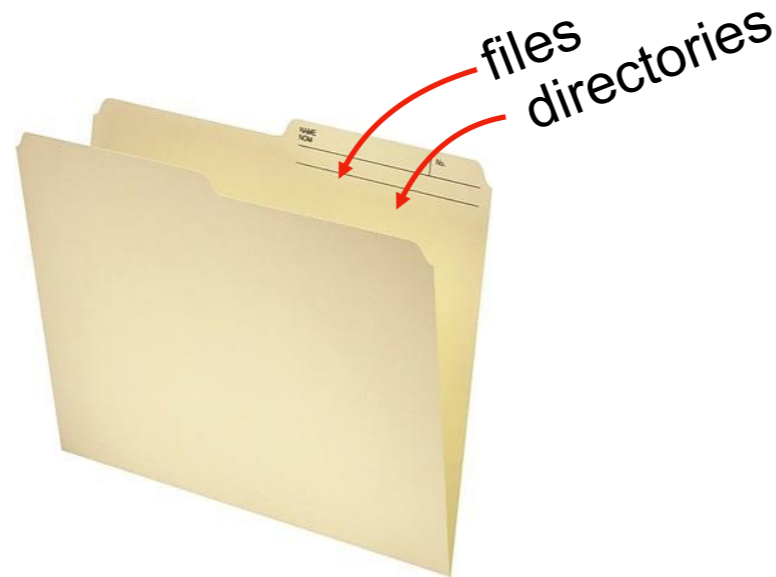
```
rows = [  
  ["A", [1, 2]],  
  ["B", [3, 4, 5]],  
  ["C", [6, 7]]  
]
```



Recursive structures are EVERYWHERE!



nature



files

```
{  
  "name": "alice",  
  "grade": "A",  
  "score": 96,  
  "exams": {  
    "midterm": {"points": 94,  
                "total": 100},  
    "final": {"points": 98,  
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  }  
}
```

formats

Example: Trees (Finite Recursion)

Term: branch

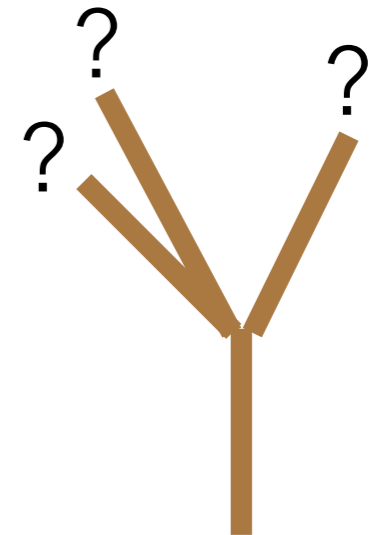
Def: wooden stick, with an end
splitting into other branches, OR
terminating with a leaf



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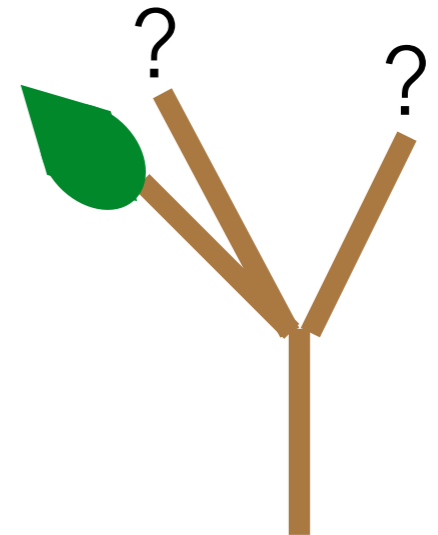
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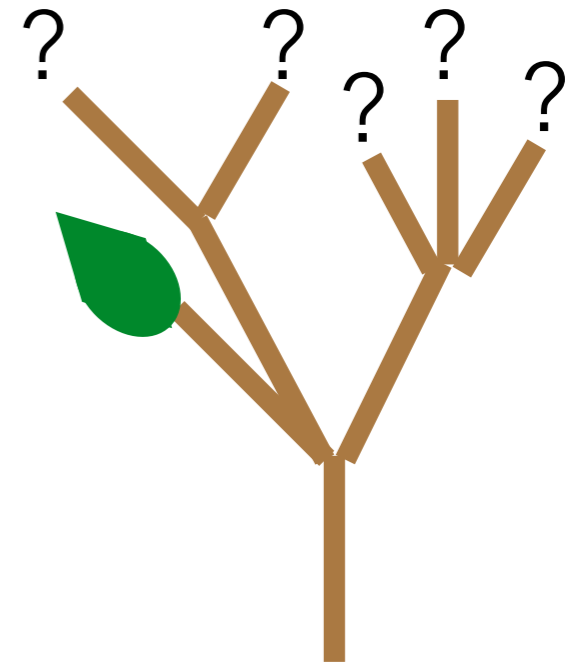
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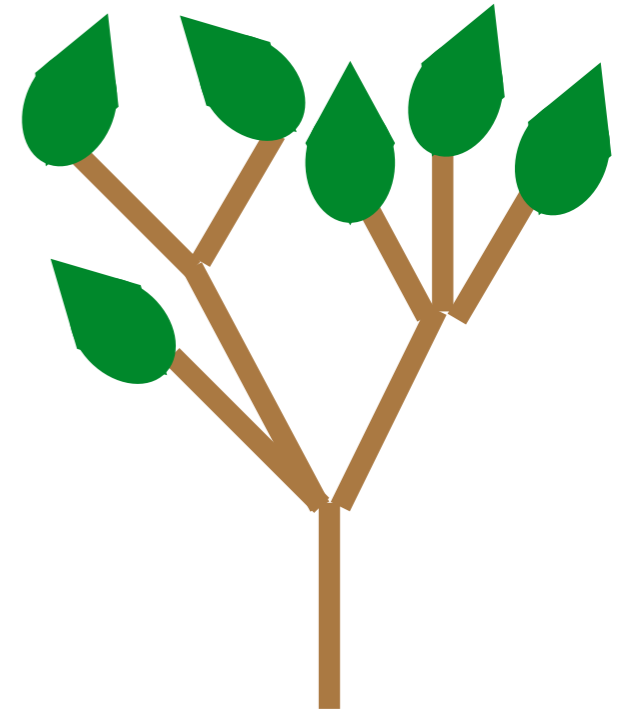
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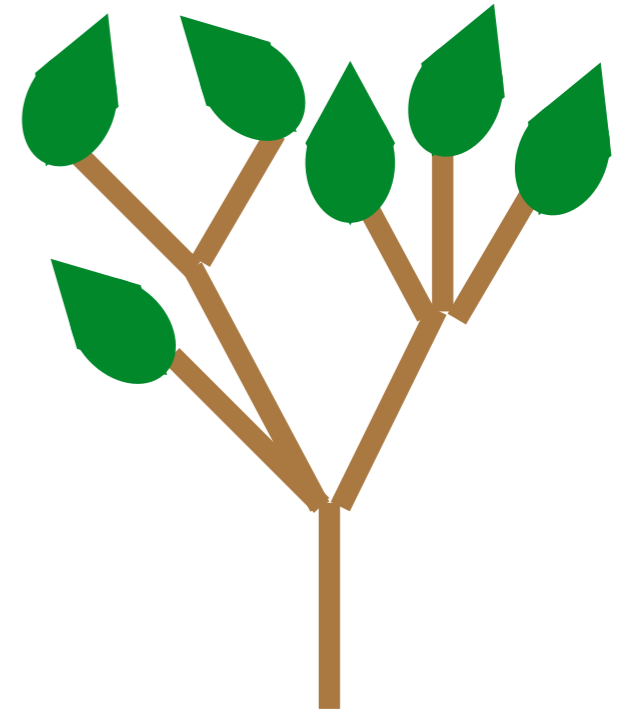


Example: Trees (Finite Recursion)

Term: branch

Def: wooden stick, with an end
splitting into other branches, OR
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trees are arbitrarily large:
recursive case allows
indefinite growth



arbitrarily != infinitely

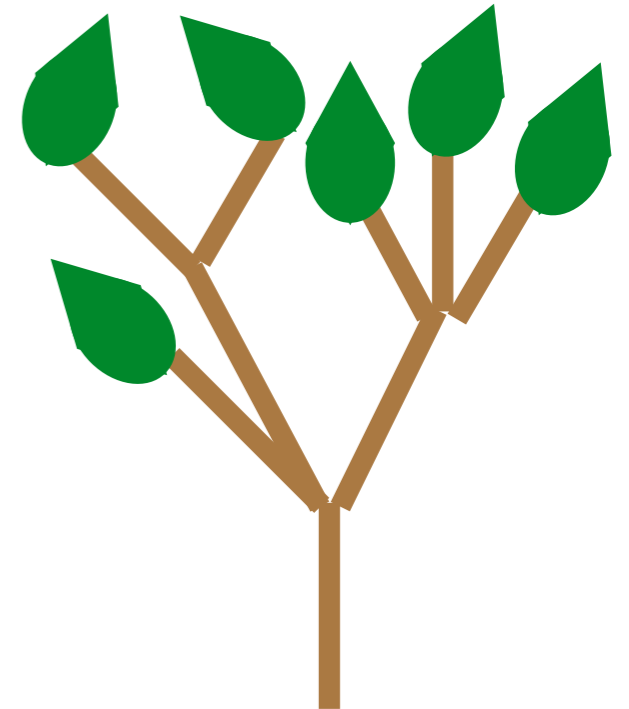
Example: Trees (Finite Recursion)

Term: branch

Def: wooden stick, with an end
splitting into other branches, OR
terminating with a leaf

trees are finite:
eventual **base case**
allows completion

trees are arbitrarily large:
recursive case allows
indefinite growth



arbitrarily != infinitely



base case (leaf)



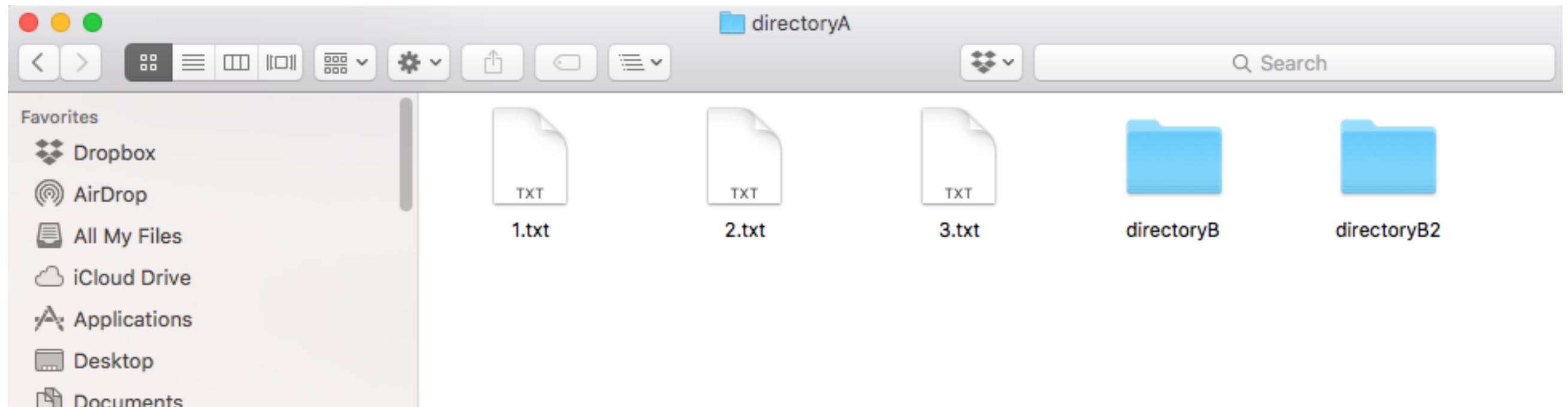
recursive case (branch)

Example: Directories (aka folders)

Term: directory

recursive because def contains term

Def: a collection of files and directories

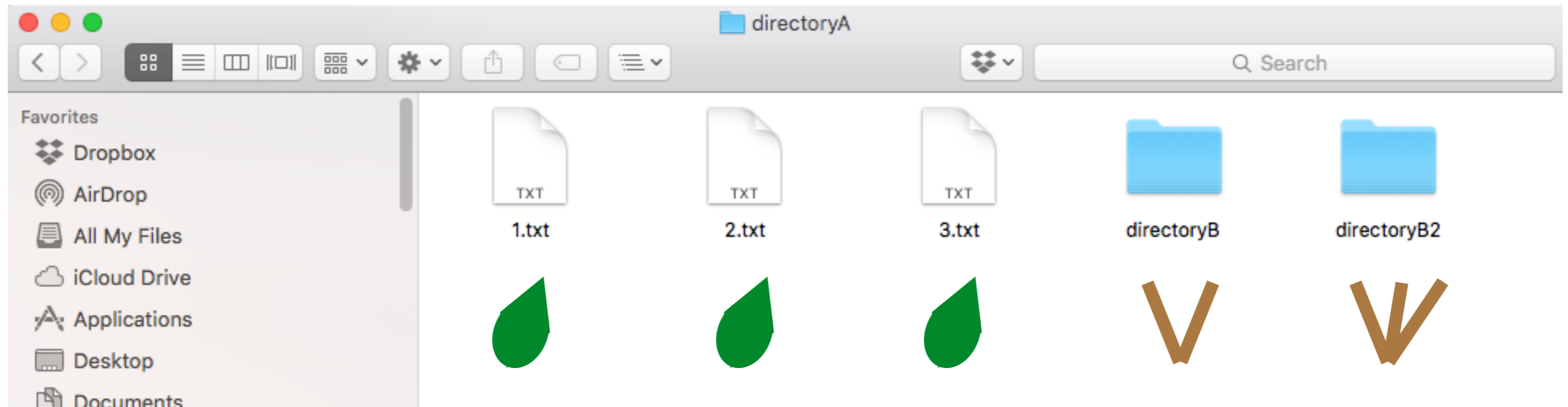


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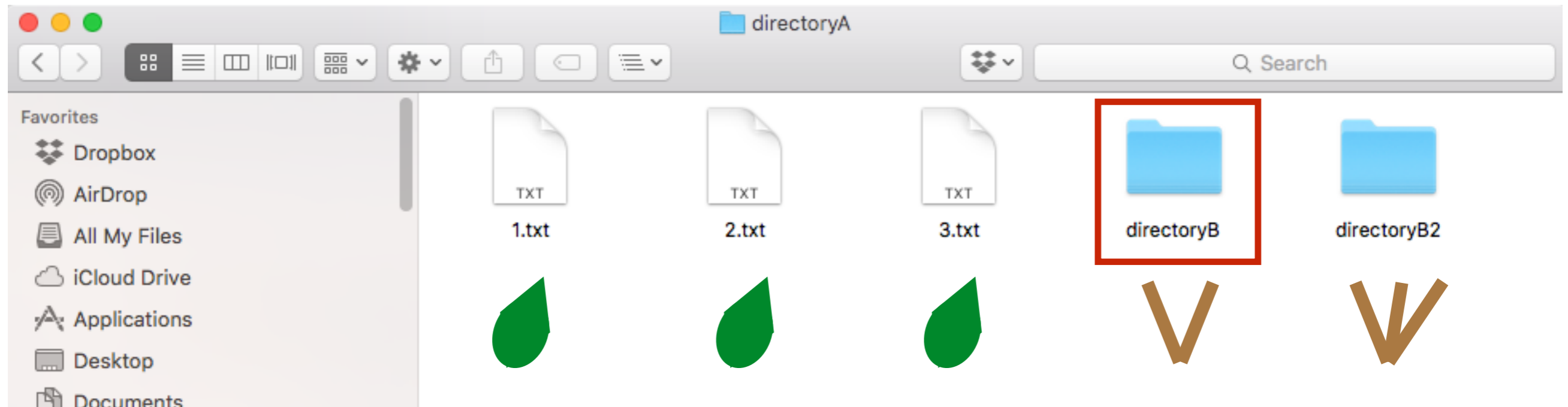
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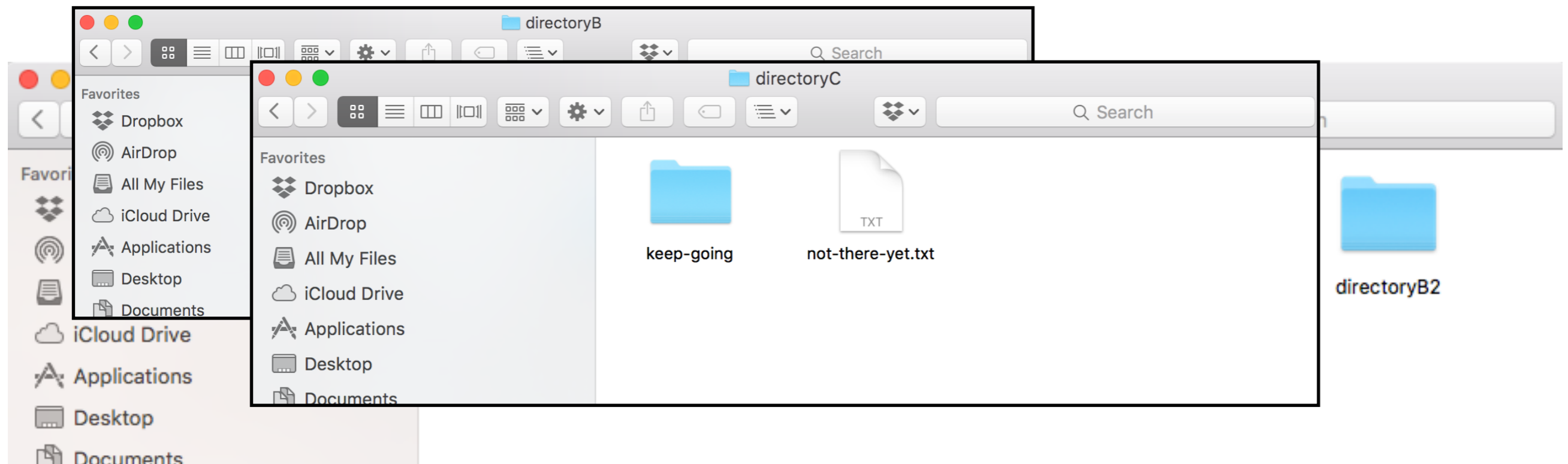
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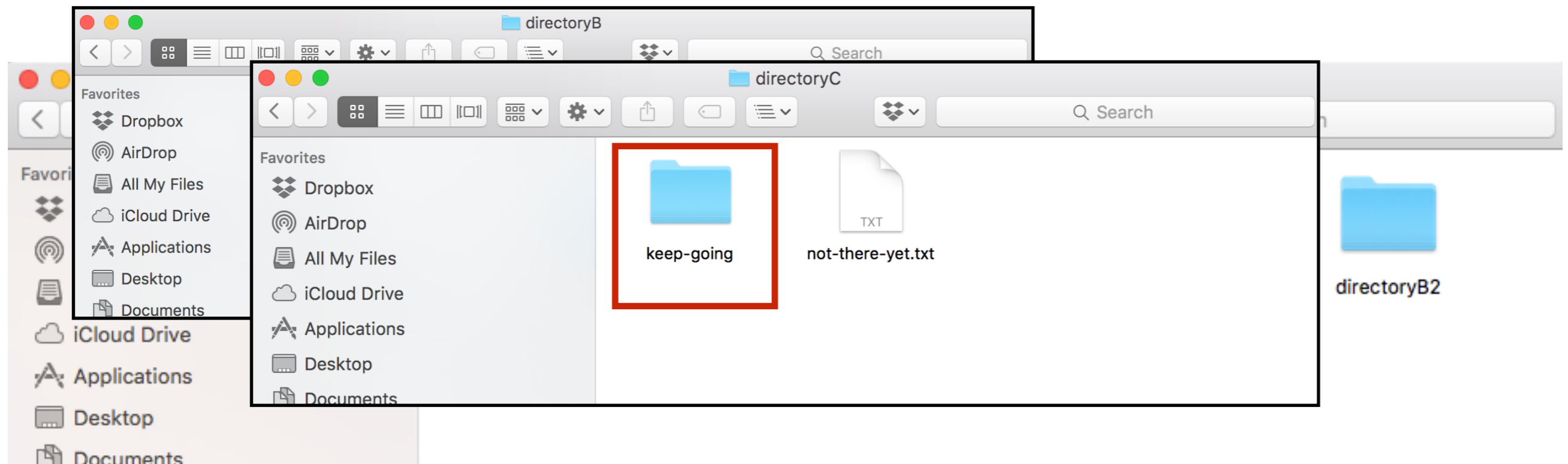
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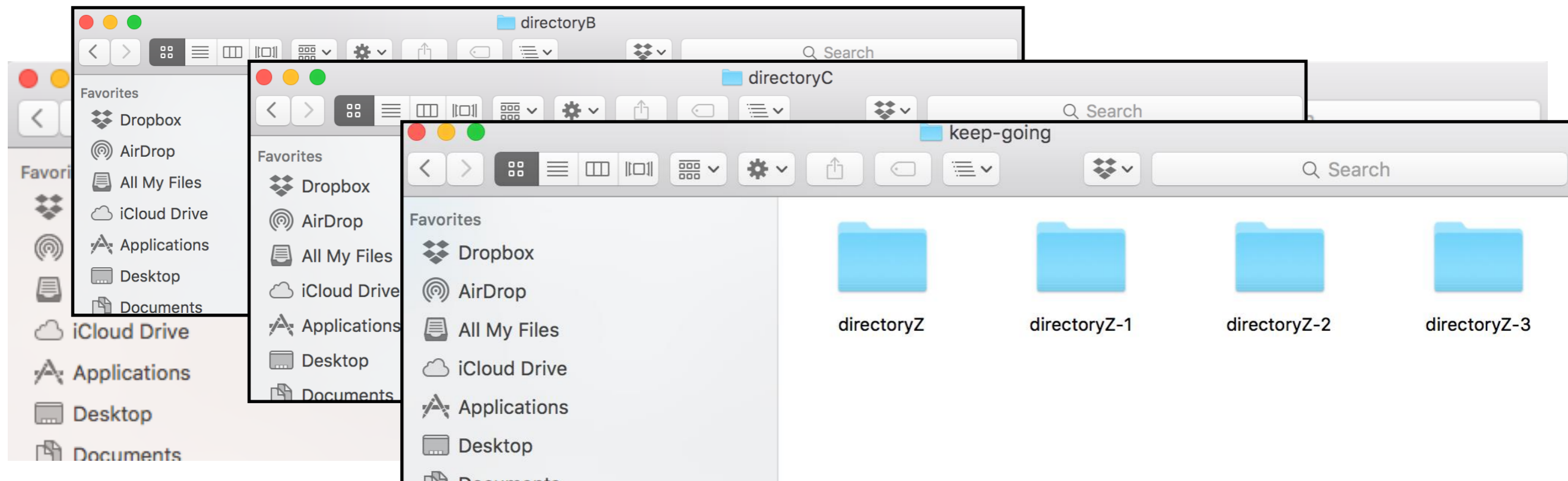
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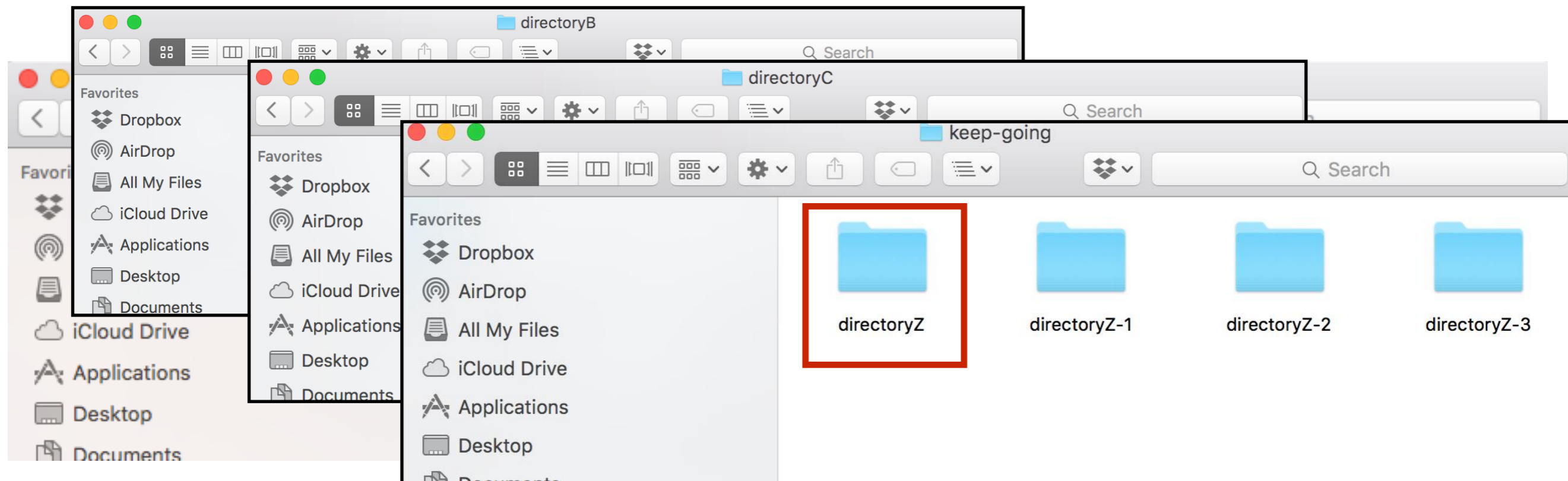
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file system tree

Example: (simplified) JSON Format

Example JSON Dictionary:

```
{  
  "name": "alice",  
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keys



values

Term: *json-dict*

Def: a set of *json-mapping's*

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Def: a *json-string* (**KEY**) paired with a
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OR *json-dict* (**VALUE**)

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recursive self reference isn't always direct!

Example: (simplified) JSON Format

Example JSON Dictionary:

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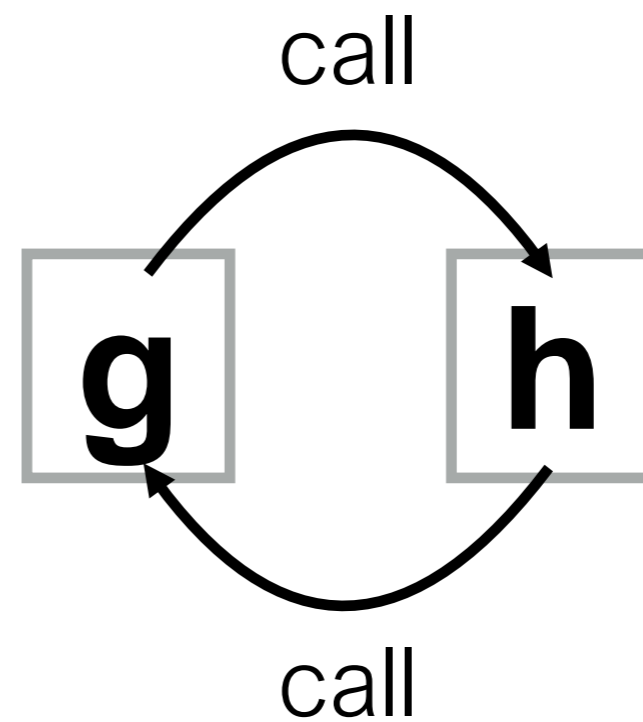
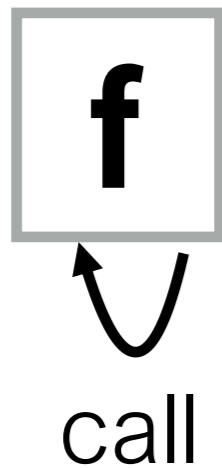
Recursive code

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Recursive Code

What is it?

- A function that calls itself (possible indirectly)

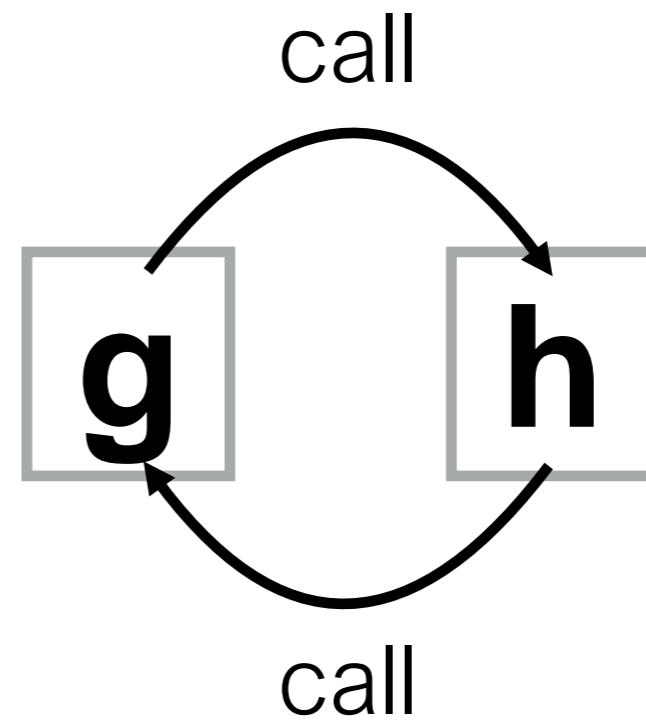


Recursive Code

What is it?

- A function that calls itself (possible indirectly)

```
def f():  
    # other code  
    f()  
    # other code
```



Recursive Code

What is it?

- A function that calls itself (possible indirectly)

```
def f():  
    # other code  
    f()  
    # other code
```

```
def g():  
    # other code  
    h()  
    # other code
```

```
def h():  
    # other code  
    g()  
    # other code
```

Recursive Code

What is it?

- A function that calls itself (possible indirectly)

Motivation: don't know how big the data is before execution

- Need either **iteration** or **recursion**
- In theory, these techniques are equally powerful

Recursive Code

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- A function that calls itself (possible indirectly)

Motivation: don't know how big the data is before execution

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- In theory, these techniques are equally powerful

Why recurse? (instead of always iterating)

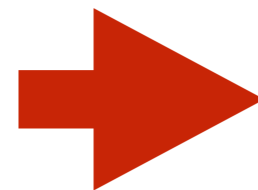
- in practice, often easier
- recursive code corresponds to recursive data
- reduce a big problem into a smaller problem



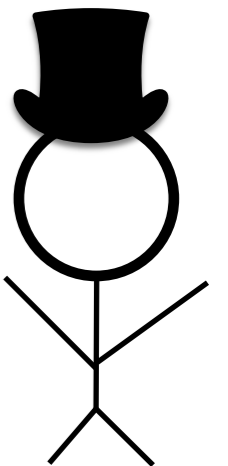
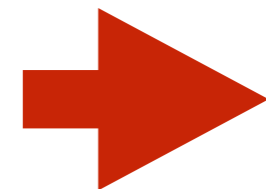


Recursive Student Counting

eager CS 220 students
in the front row



wise and benevolent
teacher wearing a top hat



Recursive Student Counting

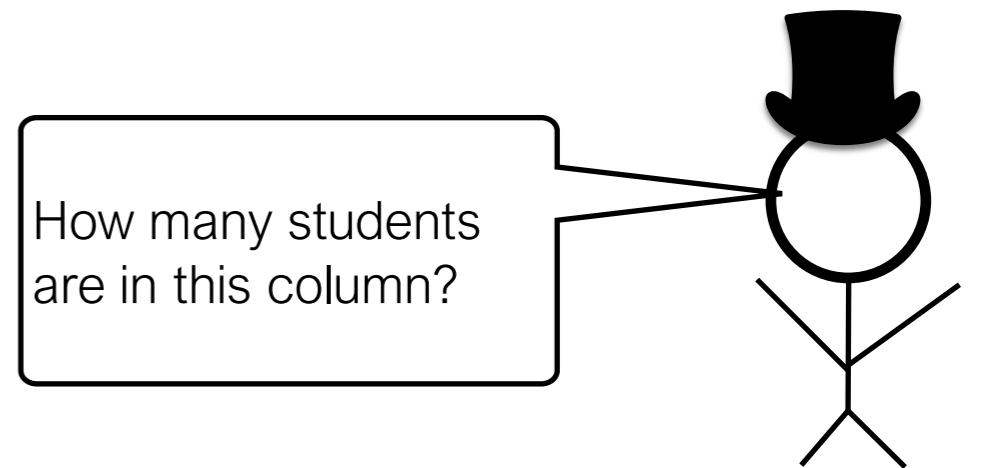
Imagine:

A teacher wants to know how many students are in a column.

What should each student ask the person behind them?

Constraints:

- It is dark, you **can't** see the back
- You **can't** get up to count
- You **may** talk to adjacent students
- Mic is broken (students in back can't hear from front)



Recursive Student Counting

Strategy: reframe question as “*how many students are behind you?*”

how many are behind you?



Recursive Student Counting

Strategy: **reframe** question as “*how many students are behind you?*”

Reframing is the hardest part

how many are behind you?



Recursive Student Counting

Strategy: reframe question as “*how many students are behind you?*”

Process:

if nobody is behind you: **say** 0

else: ask them, **say** their answer+1

how many are behind you?



Recursive Student Counting

Strategy: reframe question as “*how many students are behind you?*”

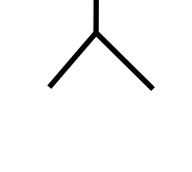
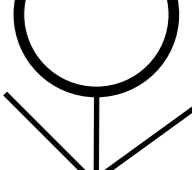
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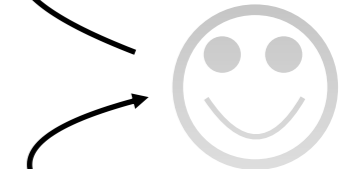
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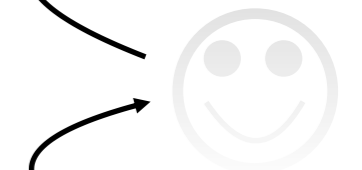
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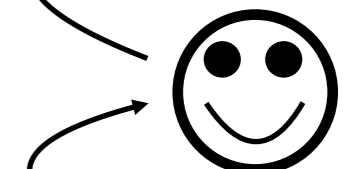
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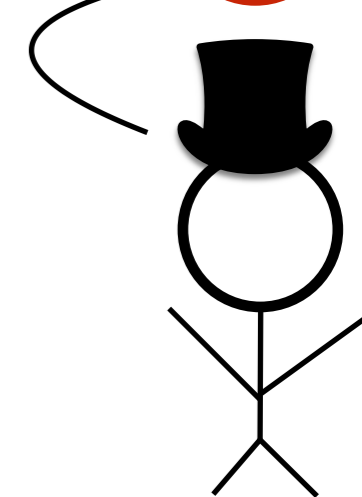
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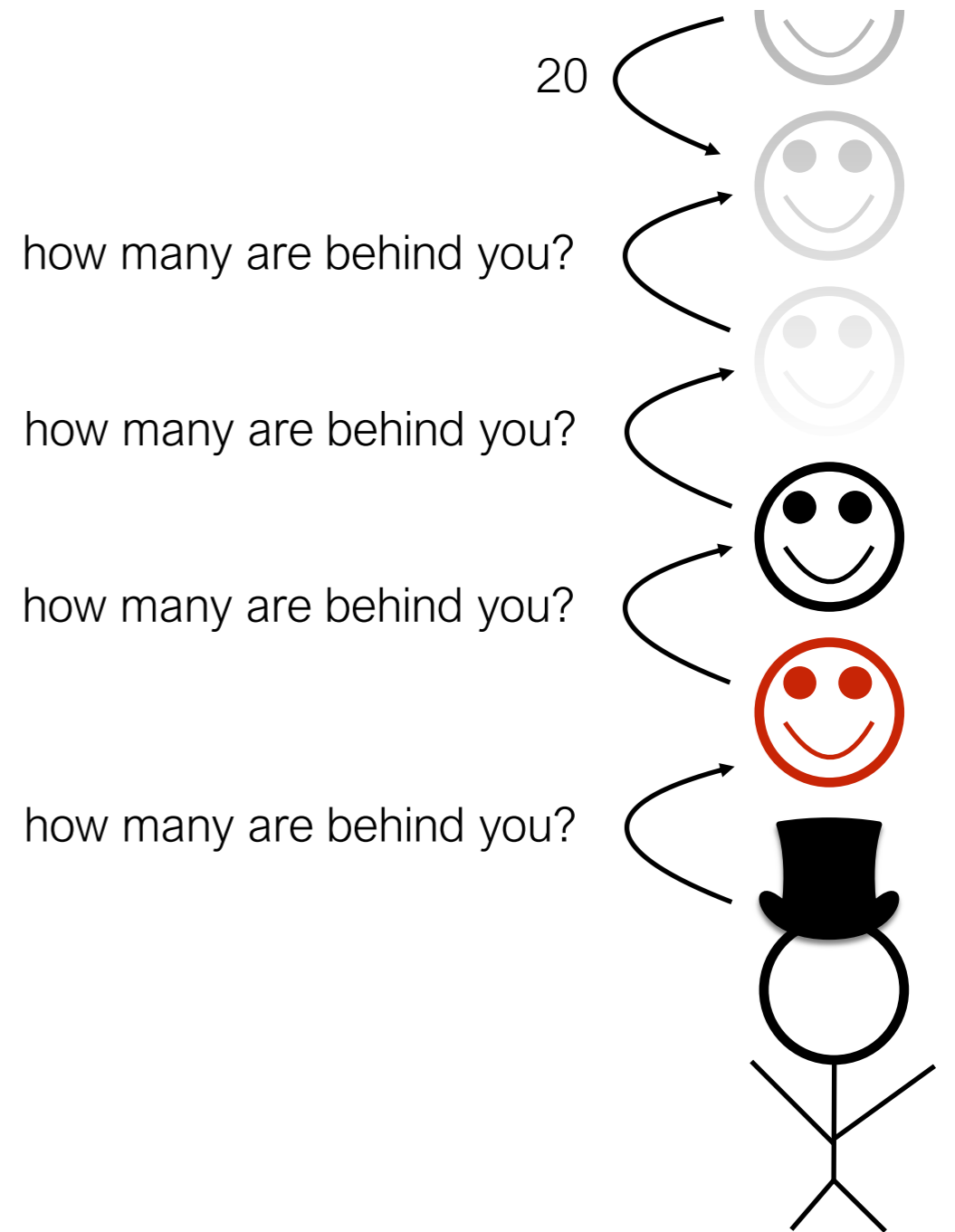
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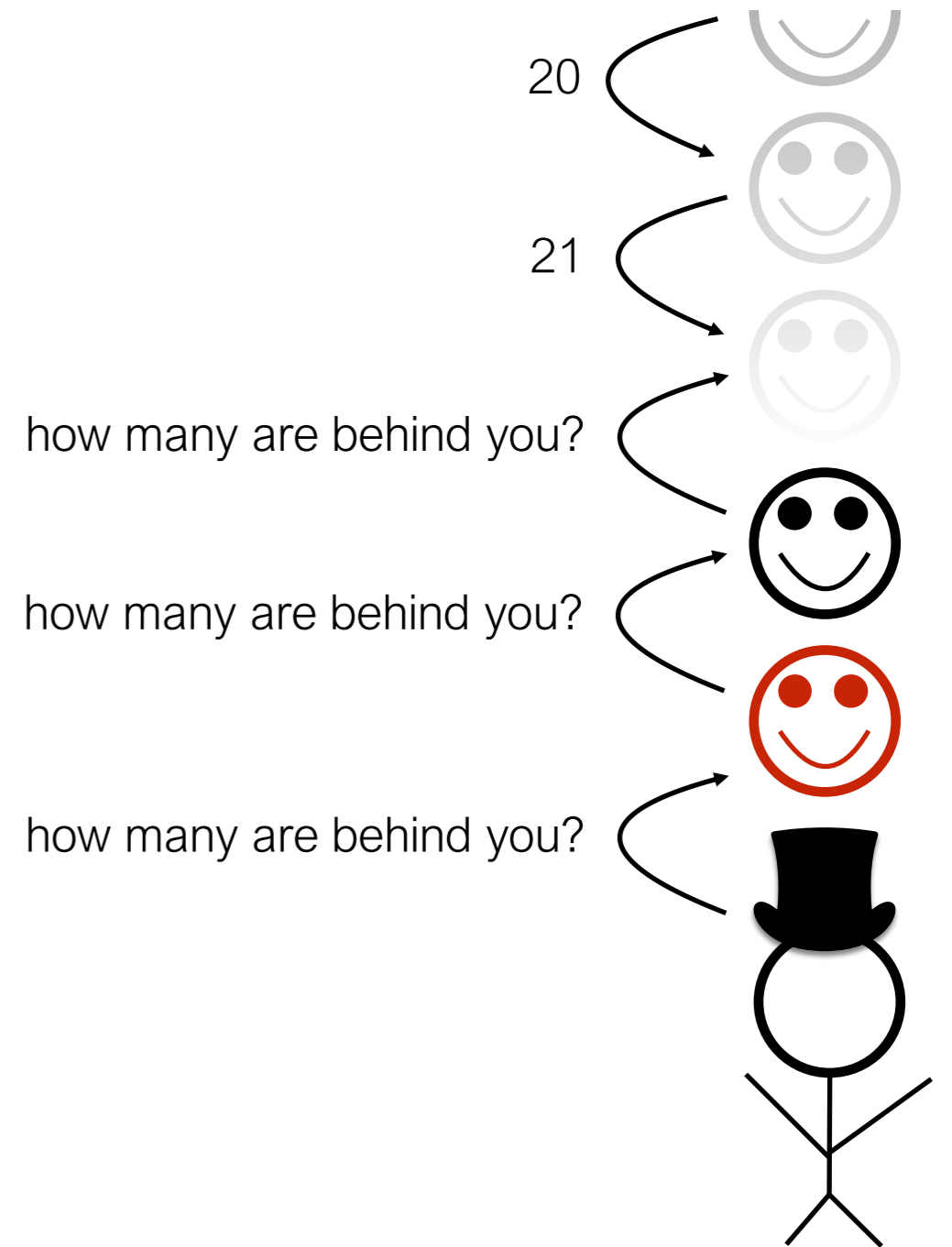
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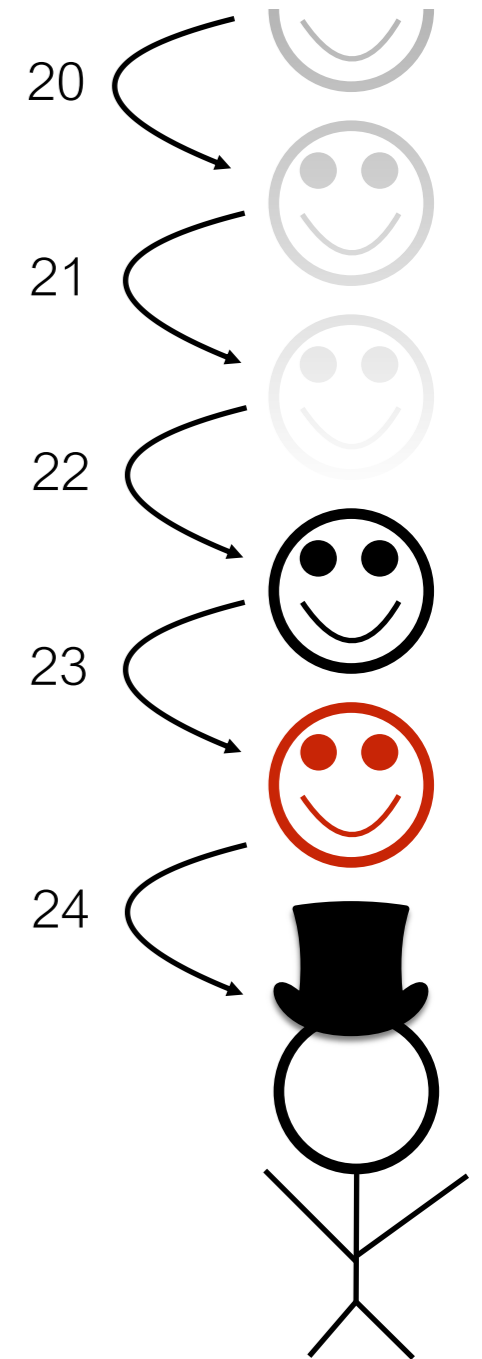
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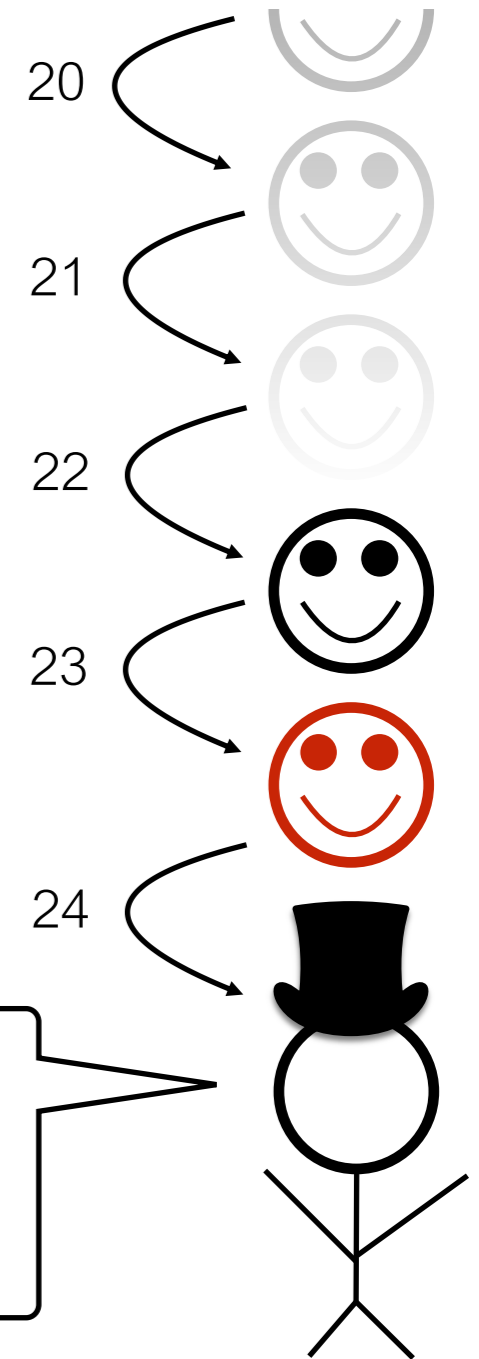
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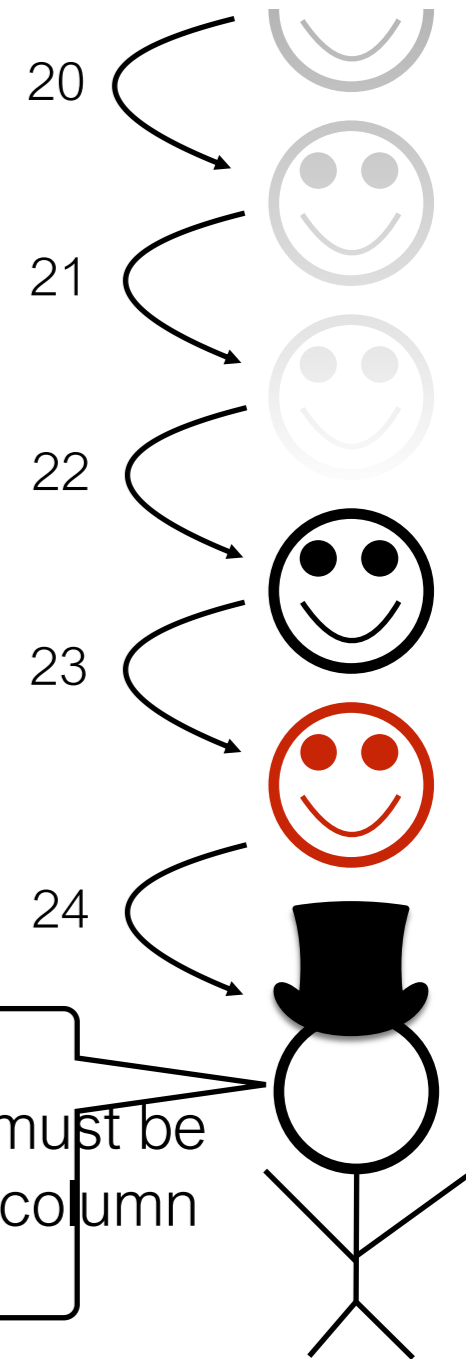
Strategy: reframe question as *“how many students are behind you?”*

Process:

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Observations:

- Each student runs the **same** “code”
- Each student has their **own** “state”



Practice: Reframing Factorials

$$N! = 1 \times 2 \times 3 \times \dots \times (N-2) \times (N-1) \times N$$

Example: Factorials

1. Examples:

$$\begin{aligned}1! &= 1 \\2! &= 1 * 2 = 2 \\3! &= 1 * 2 * 3 = 6 \\4! &= 1 * 2 * 3 * 4 = 24 \\5! &= 1 * 2 * 3 * 4 * 5 = 120\end{aligned}$$

2. Self Reference:

3. Recursive Definition:

4. Python Code:

```
def fact(n):  
    pass # TODO
```

Goal: work from examples to get to recursive code

Example: Factorials

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2. Self Reference:

*look for patterns that allow
rewrites with self reference*

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2. Self Reference:

$$\begin{aligned}1! &= 1 && \textit{don't need a pattern} \\2! &= 1! * 2 && \textit{at the start} \\3! &= 2! * 3 \\4! &= 3! * 4 \\5! &= 4! * 5\end{aligned}$$

3. Recursive Definition:

4. Python Code:

```
def fact(n):  
    pass # TODO
```

Example: Factorials

1. Examples:

$$\begin{aligned}1! &= 1 \\2! &= 1 * 2 = 2 \\3! &= 1 * 2 * 3 = 6 \\4! &= 1 * 2 * 3 * 4 = 24 \\5! &= 1 * 2 * 3 * 4 * 5 = 120\end{aligned}$$

2. Self Reference:

$$\begin{aligned}1! &= 1 \\2! &= 1! * 2 \\3! &= 2! * 3 \\4! &= 3! * 4 \\5! &= 4! * 5\end{aligned}$$

3. Recursive Definition:

*convert self-referring examples
to a recursive definition*

4. Python Code:

```
def fact(n):  
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Example: Factorials

1. Examples:

$1! = 1$
 $2! = 1 * 2 = 2$
 $3! = 1 * 2 * 3 = 6$
 $4! = 1 * 2 * 3 * 4 = 24$
 $5! = 1 * 2 * 3 * 4 * 5 = 120$

2. Self Reference:

$1! = 1$
 $2! = 1! * 2$
 $3! = 2! * 3$
 $4! = 3! * 4$
 $5! = 4! * 5$

3. Recursive Definition:

$1!$ is 1

4. Python Code:

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

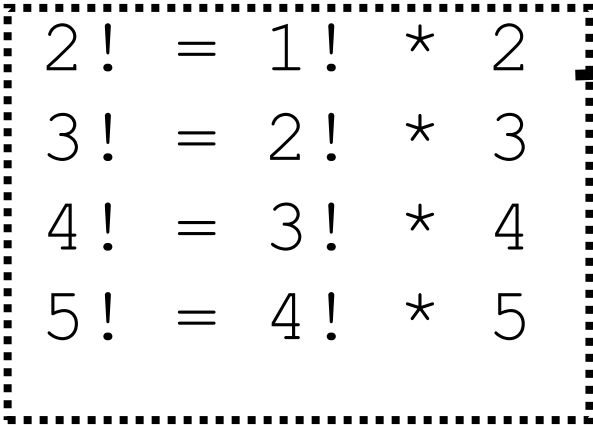
Example: Factorials

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2. Self Reference:

$1! = 1$
 $2! = 1! * 2$
 $3! = 2! * 3$
 $4! = 3! * 4$
 $5! = 4! * 5$



3. Recursive Definition:

$1!$ is 1
 $N!$ is ??? for $N > 1$

4. Python Code:

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

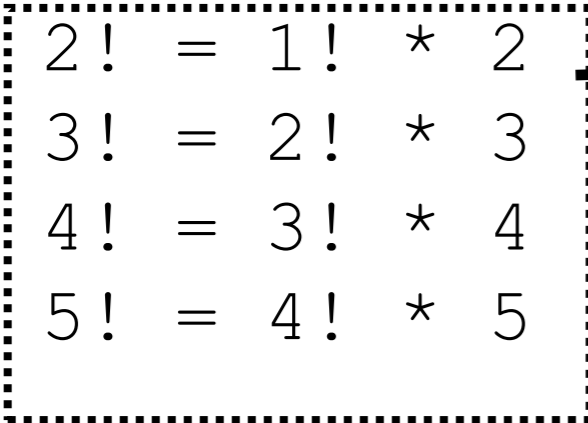
Example: Factorials

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3. Recursive Definition:

$1!$ is 1
 $N!$ is $(N-1)! * N$ for $N > 1$

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Example: Factorials

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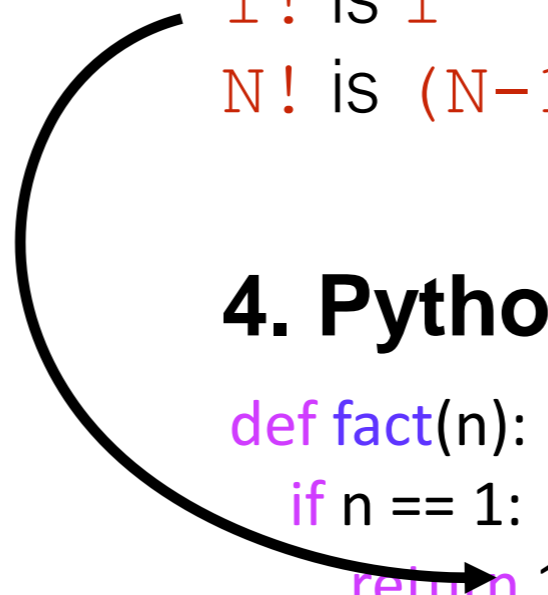
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3. Recursive Definition:

1! is 1
N! is (N-1)! * N for N>1

4. Python Code:

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



Example: Factorials

1. Examples:

$1! = 1$
 $2! = 1 * 2 = 2$
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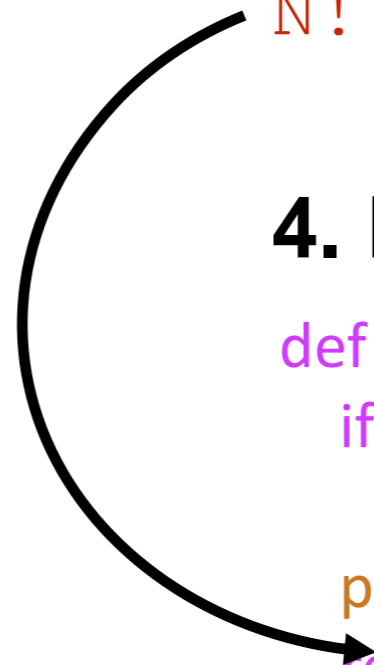
$1! = 1$
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 $5! = 4! * 5$

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$1!$ is 1
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    return n * p
```



Example: Factorials

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4. Python Code:

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

Let's "run" it!

Tracing Factorial

somebody
called fact(4)

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

Note, this is **not** a stack frame!
We're tracing code line-by-line.
Boxes represent which invocation.

Tracing Factorial

```
def fact(n):  
→ if n == 1:  
    return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
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    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

Tracing Factorial

```
def fact(n):  
→ if n == 1:  
    return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

Tracing Factorial

```
def fact(n):  
    → if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

Tracing Factorial

```
def fact(n):  
    → if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        → return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    → return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    → return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    → p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    → return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

return 24

Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

fact(n=4)

if n == 1:

fact(n=3)

if n == 1:

fact(n=2)

if n == 1:

fact(n=1)

if n == 1:

return 1

p = 1

return 2

p = 2

return 6

p = 6

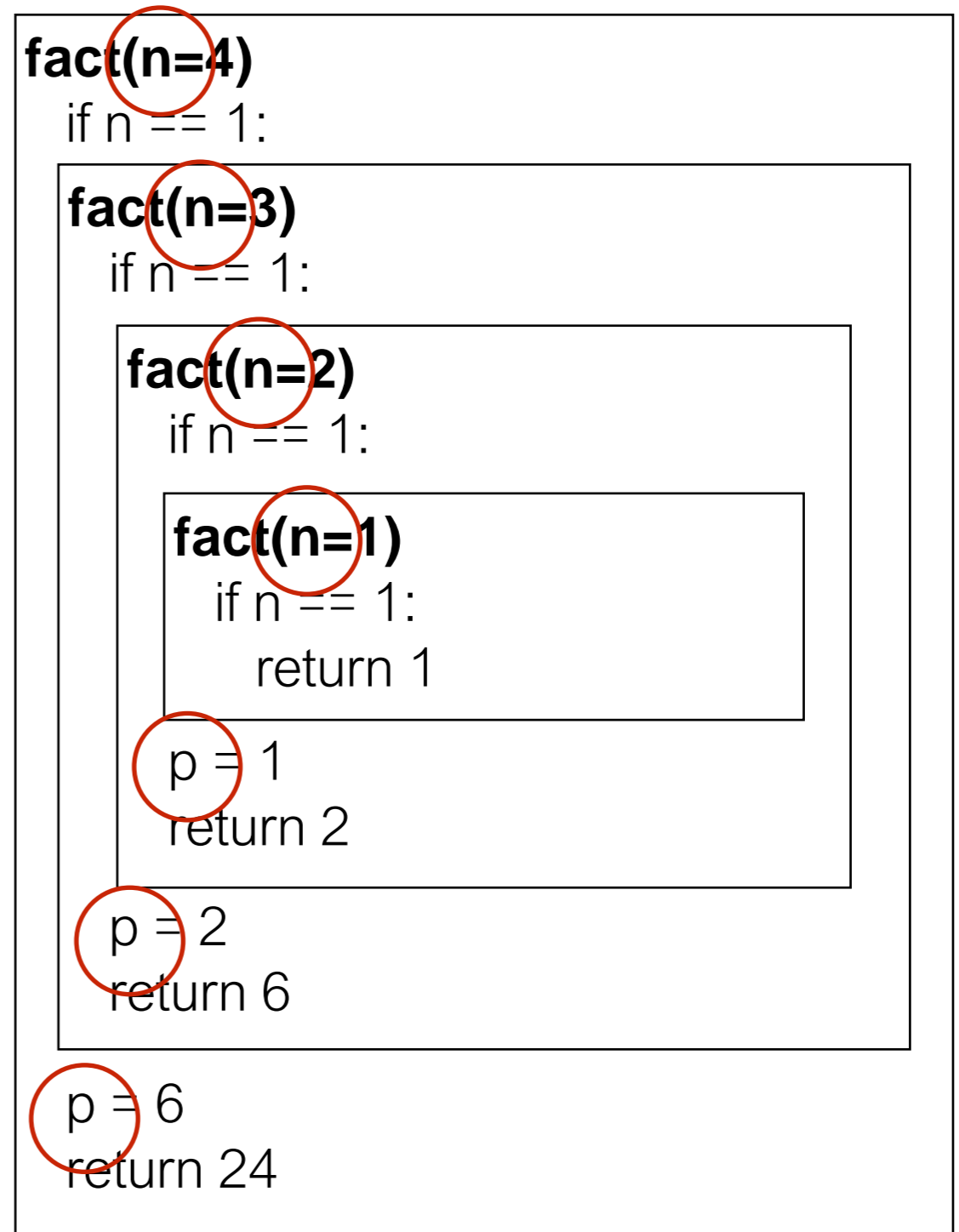
return 24



Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

How does Python keep
all the variables separate?

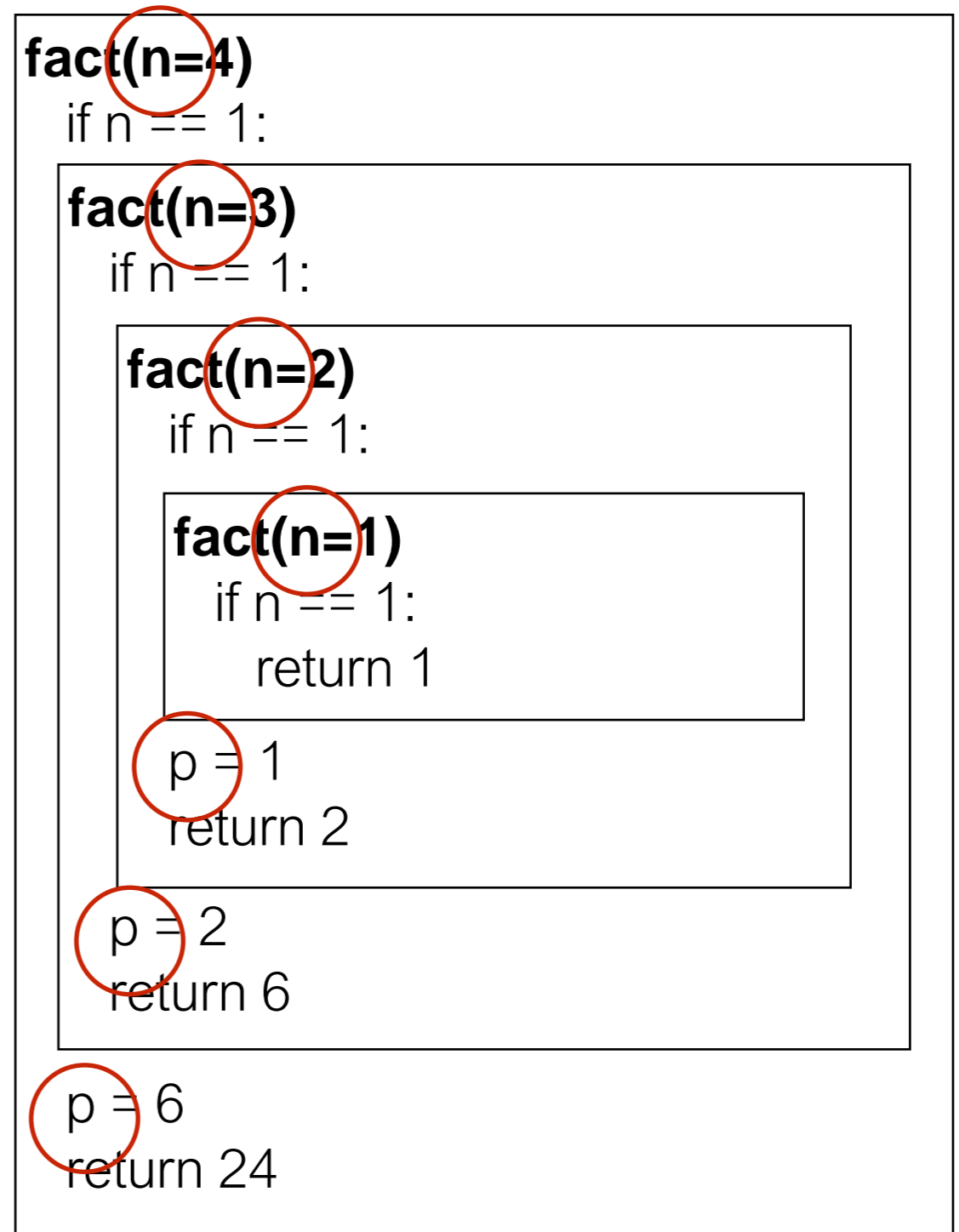


Tracing Factorial

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

How does Python keep
all the variables separate?

frames to the rescue!



Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Deep Dive: Invocation State

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Variables for an invocation exist in a *frame*

frame:



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Variables for an invocation exist in a **frame**

- the frames are stored in the **stack**



Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Variables for an invocation exist in a **frame**

- the frames are stored in the **stack**
- one invocation is active at a time: its frame is on the top of stack



Deep Dive: Invocation State

In recursion, each function invocation has its **own state**, but multiple invocations **share code**.

Variables for an invocation exist in a **frame**

- the frames are stored in the **stack**
- one invocation is active at a time: its frame is on the top of stack
- if a function calls itself, there will be multiple frames at the same time for the multiple invocations of the same function



Deep Dive: Runtime Stack

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

call fact (3)

Current
Runtime Stack



global

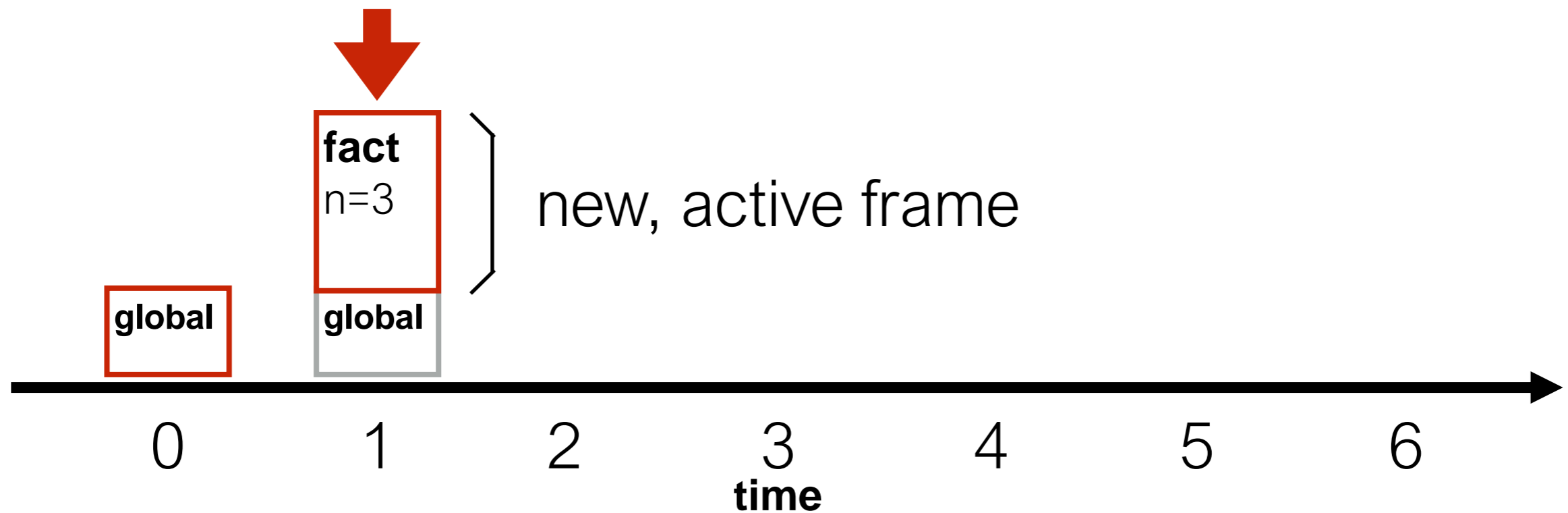


Deep Dive: Runtime Stack

➔

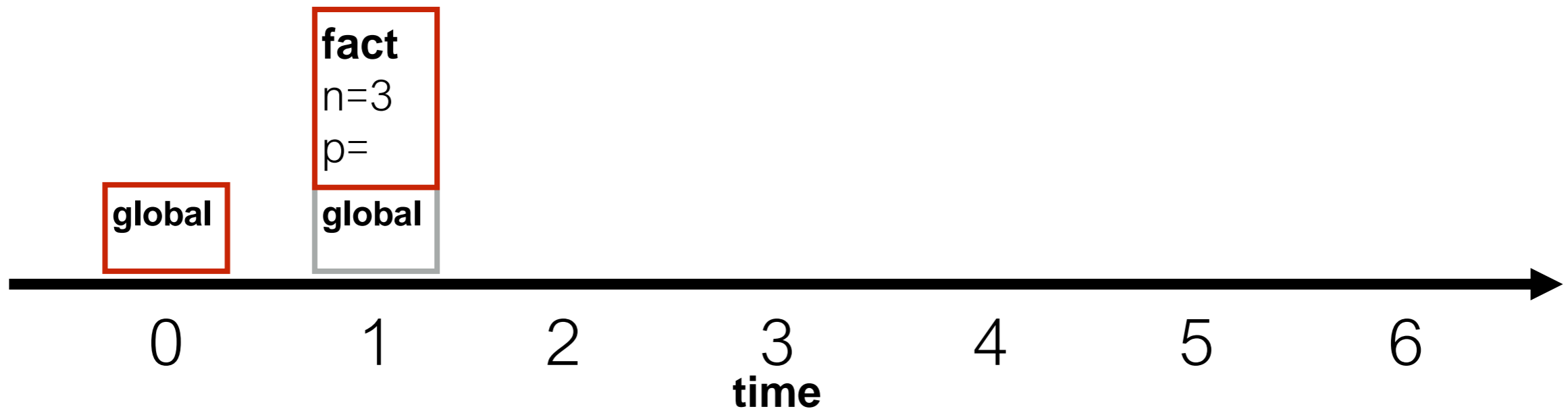
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def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

Current
Runtime Stack



Deep Dive: Runtime Stack

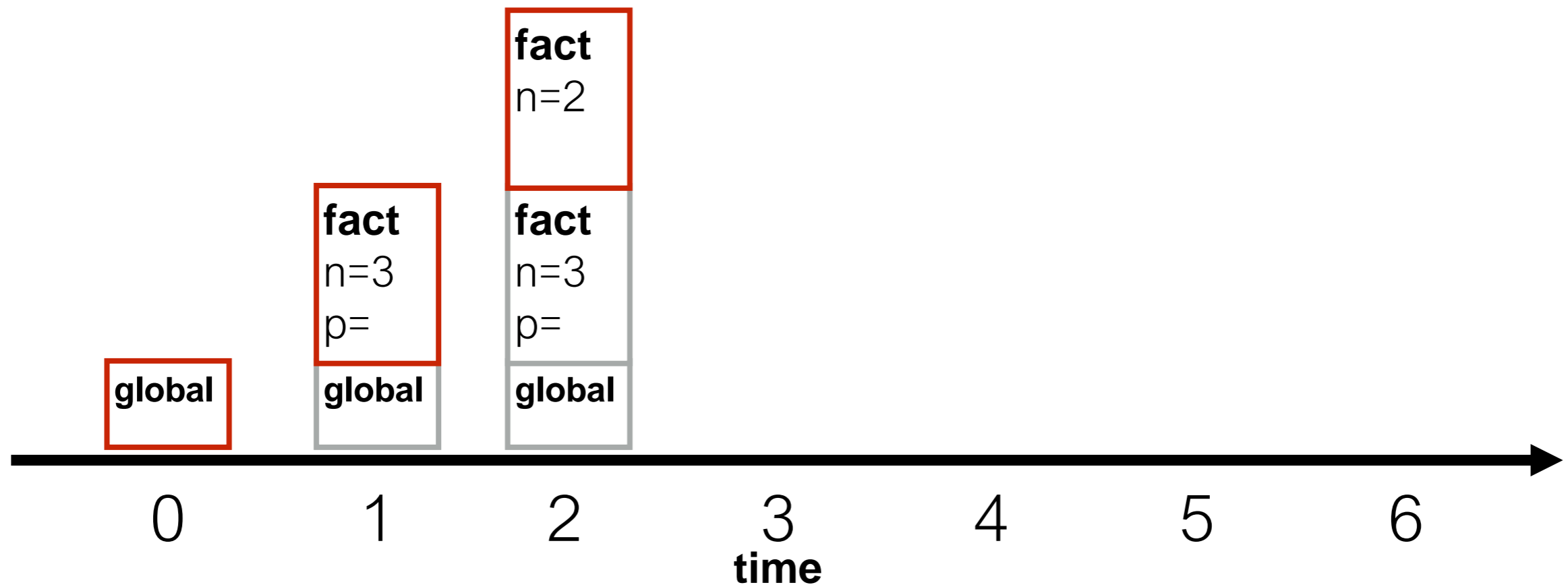
```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1) ←  
    return n * p
```



Deep Dive: Runtime Stack

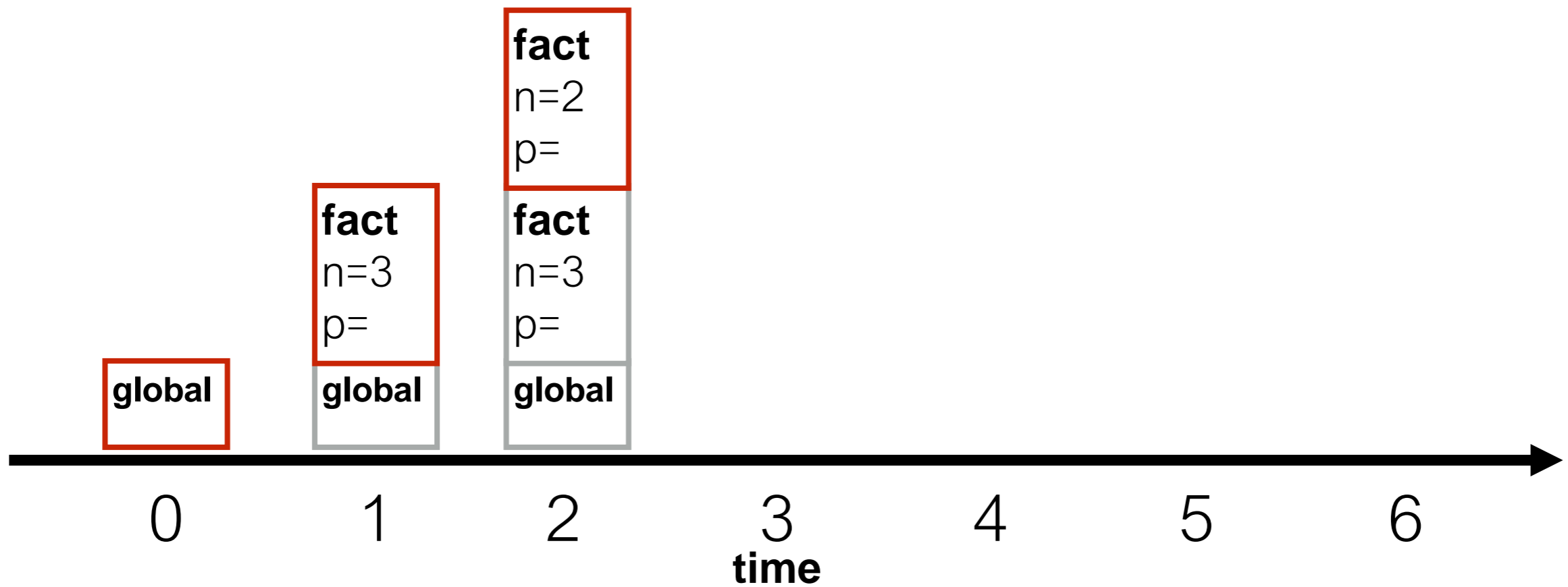
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    p = fact(n-1)  
    return n * p
```

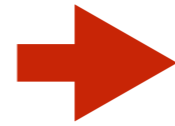


Deep Dive: Runtime Stack

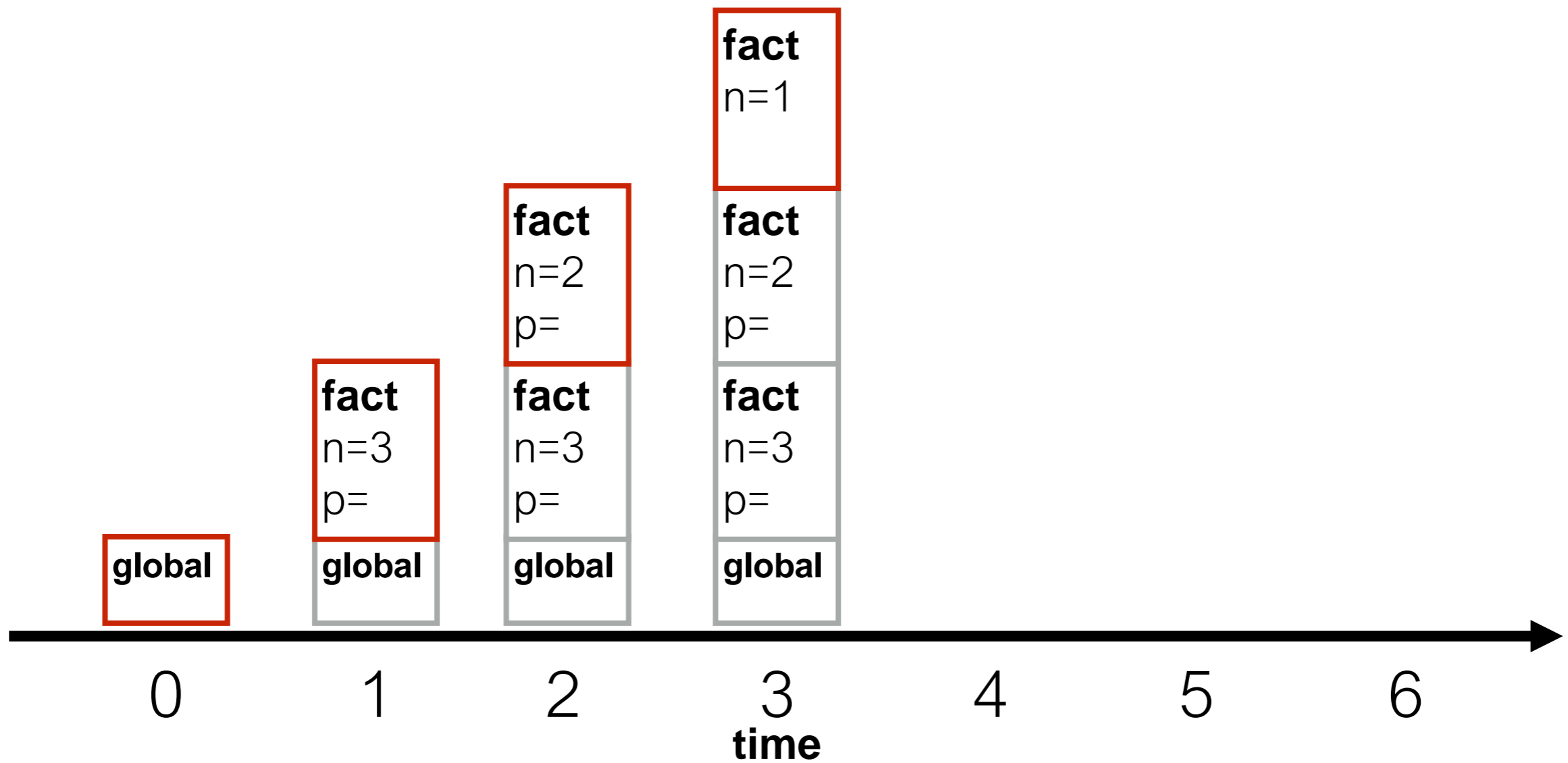
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    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



Deep Dive: Runtime Stack

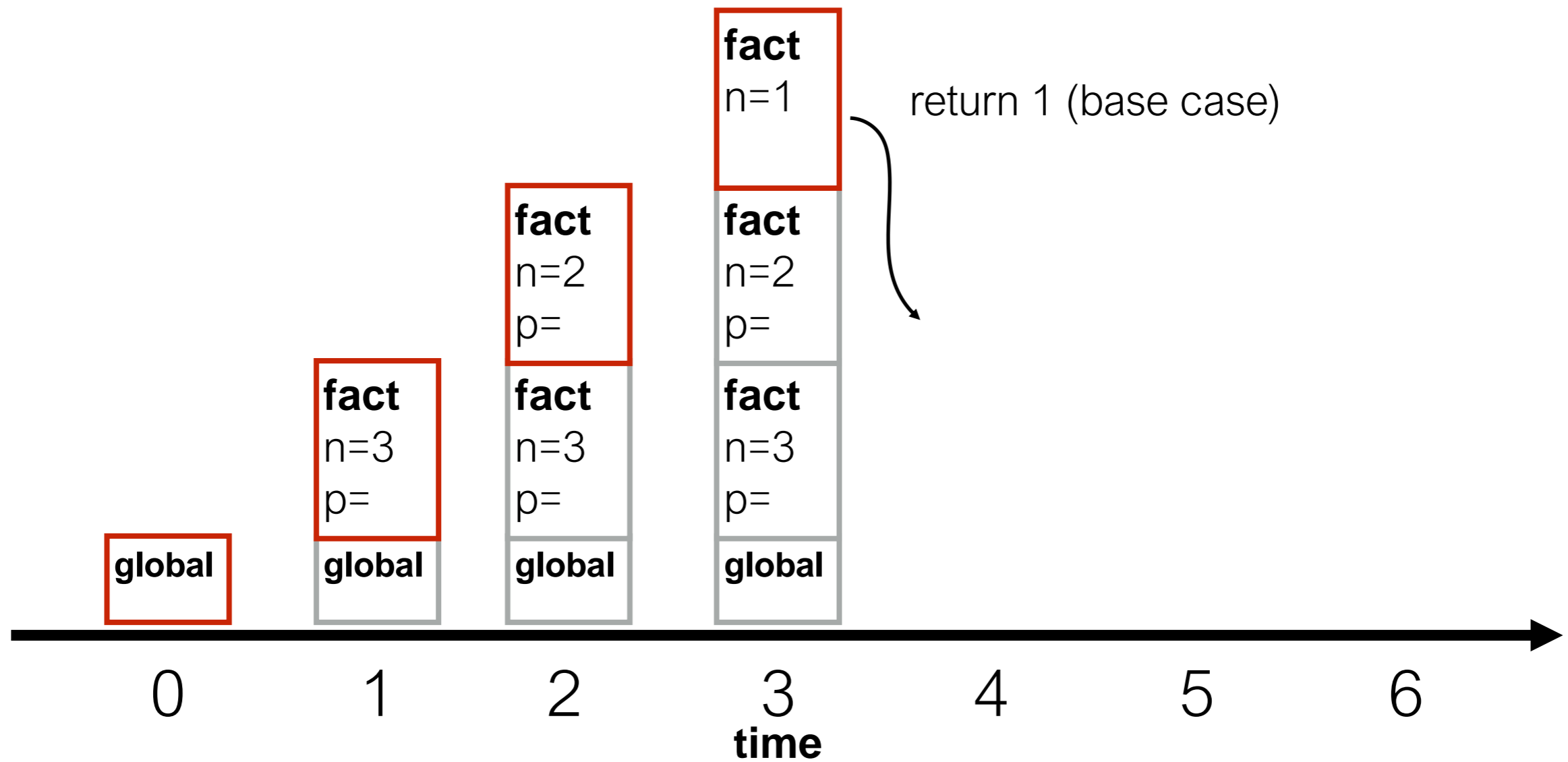


```
def fact(n):  
    if n == 1:  
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    p = fact(n-1)  
    return n * p
```



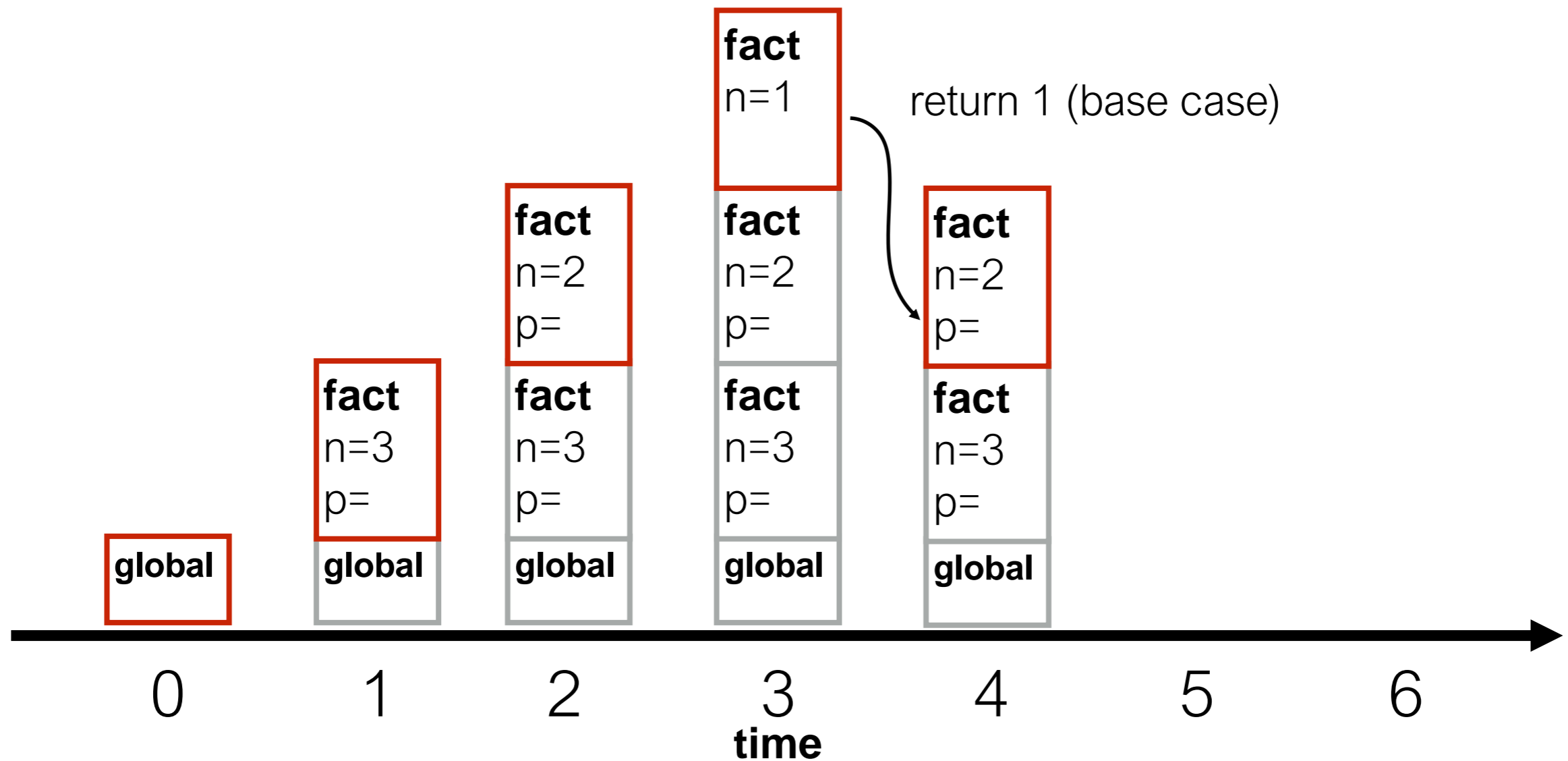
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```



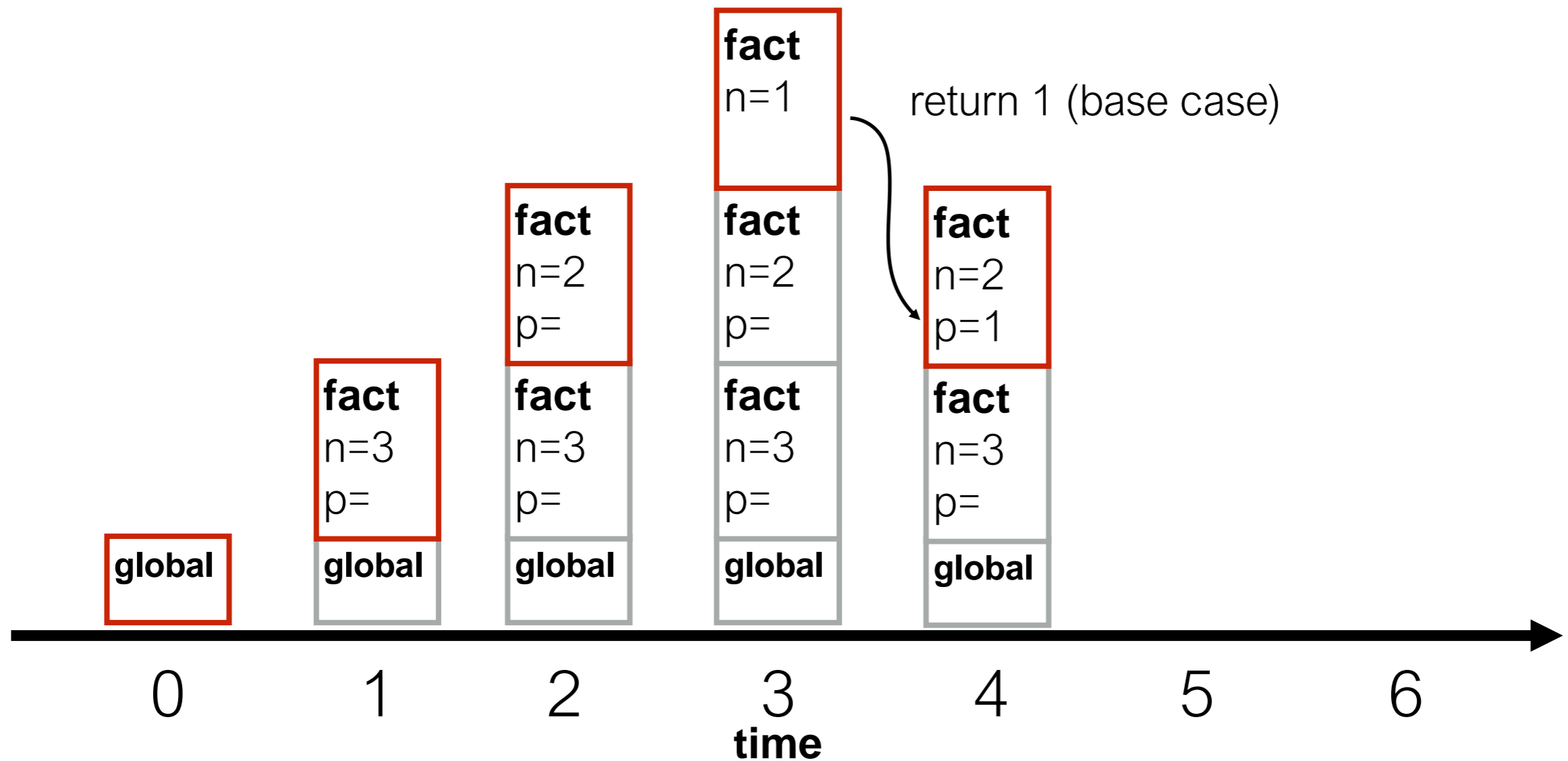
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```



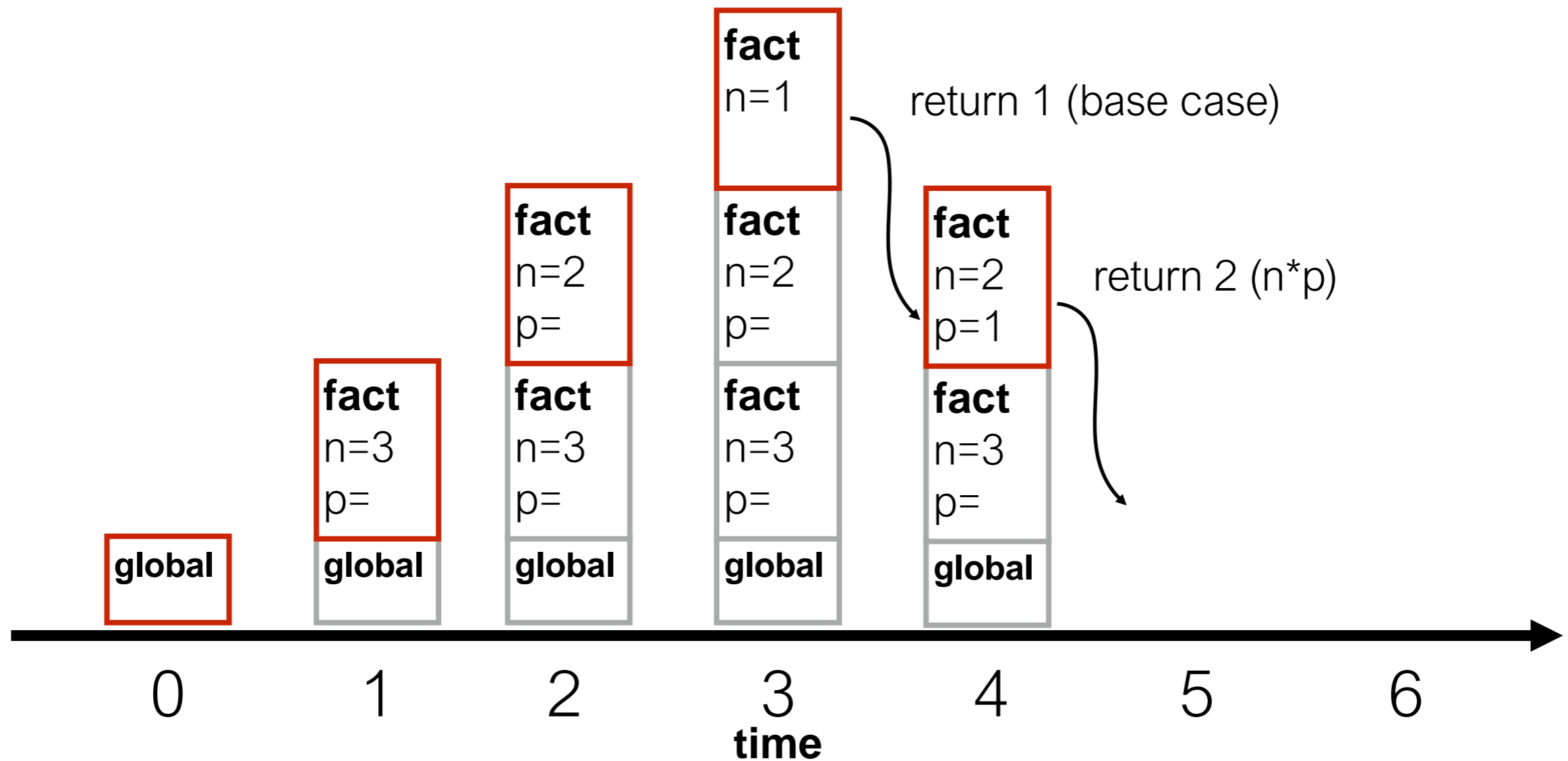
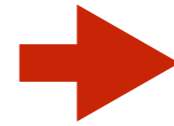
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    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



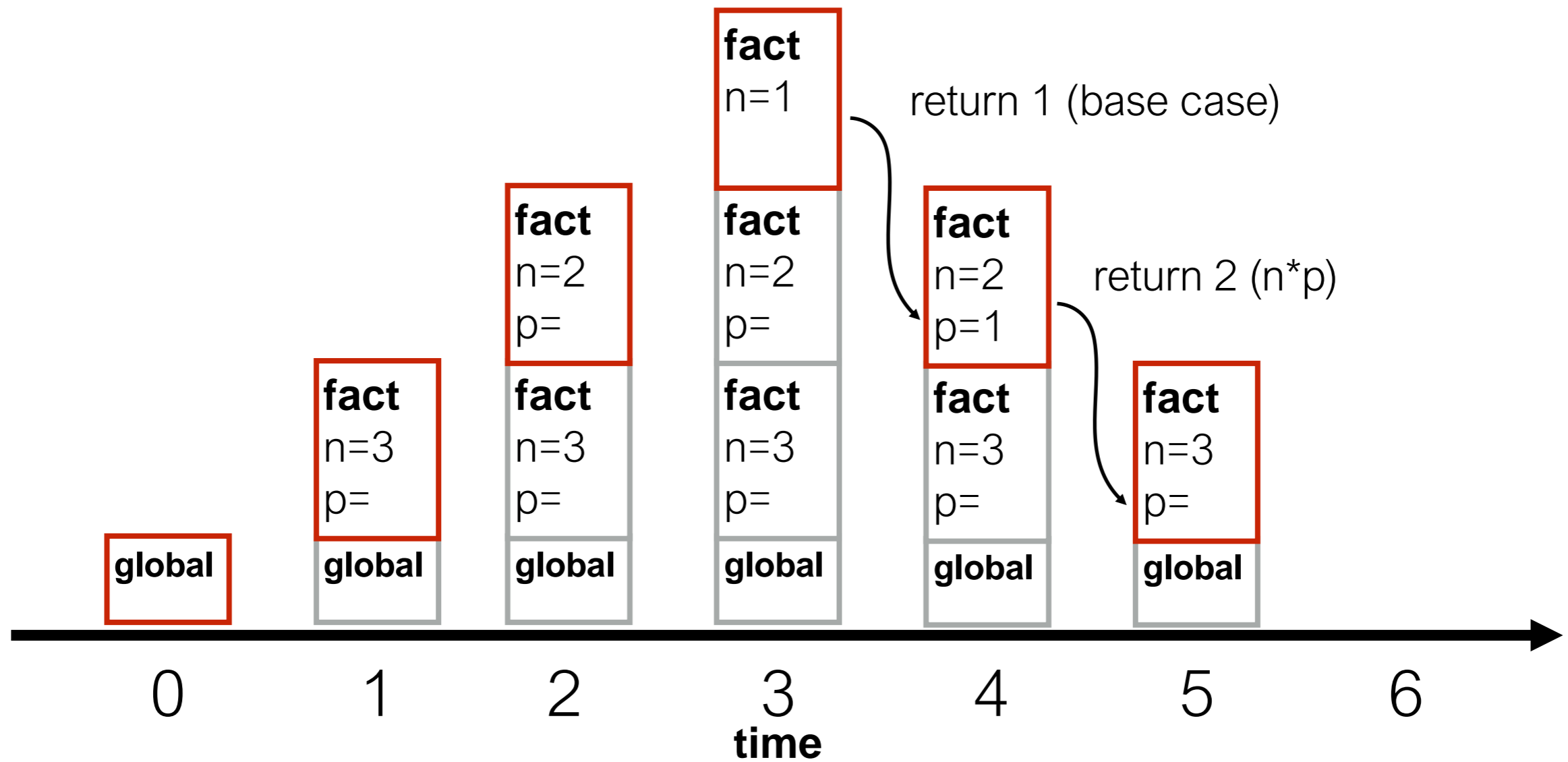
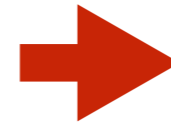
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def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



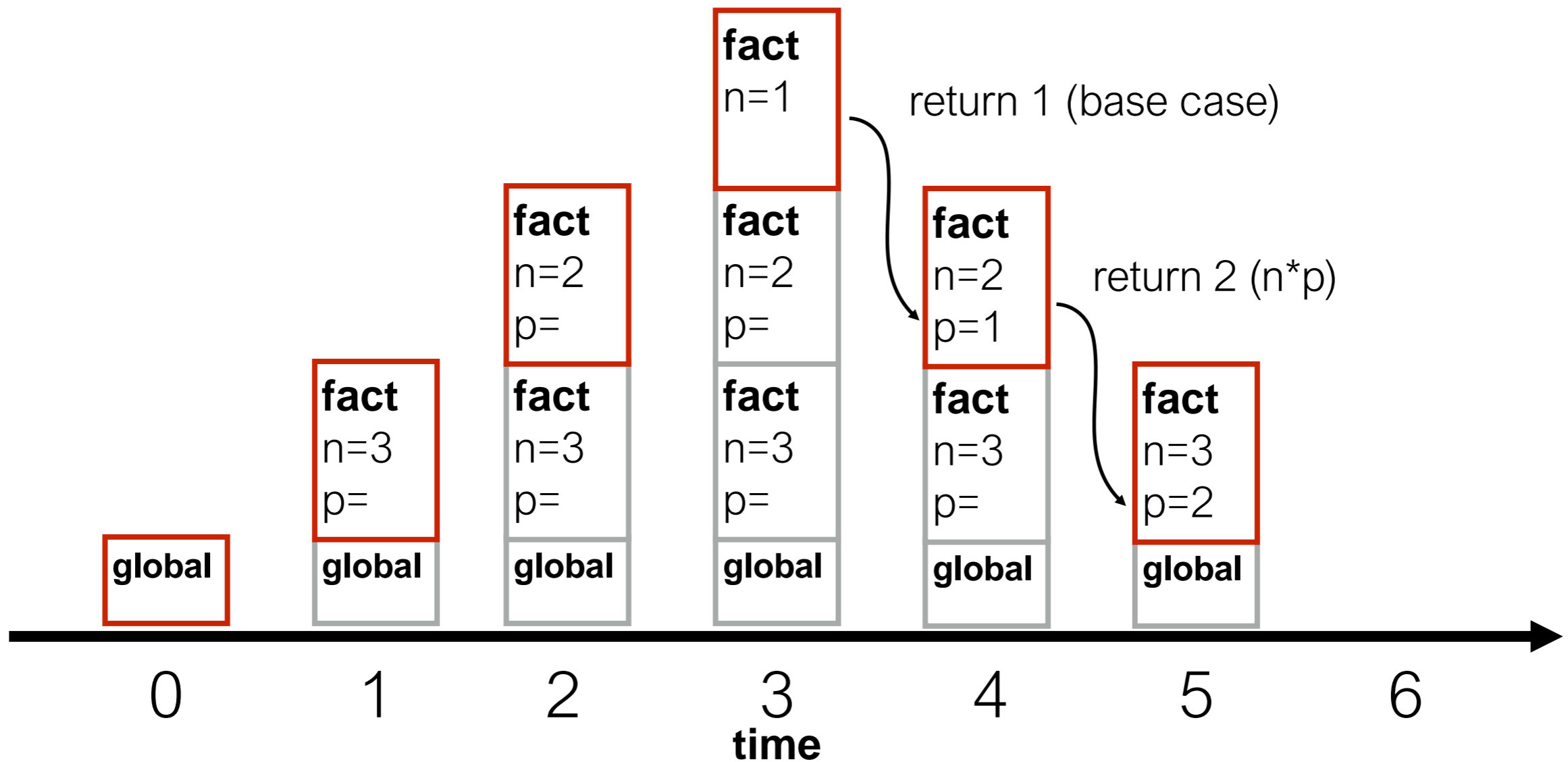
Deep Dive: Runtime Stack

```
def fact(n):  
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    p = fact(n-1)  
    return n * p
```



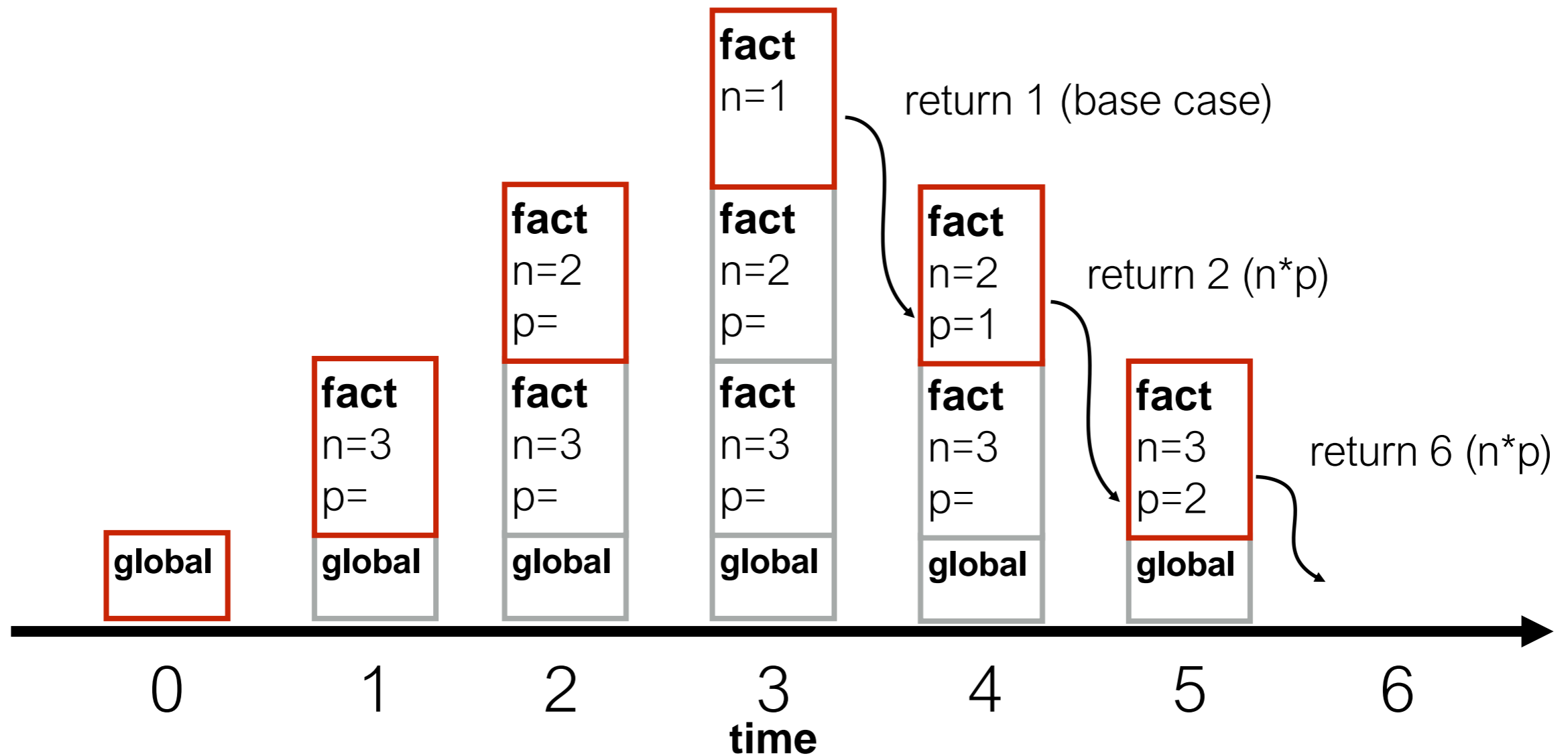
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```
def fact(n):  
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    p = fact(n-1)  
    return n * p
```



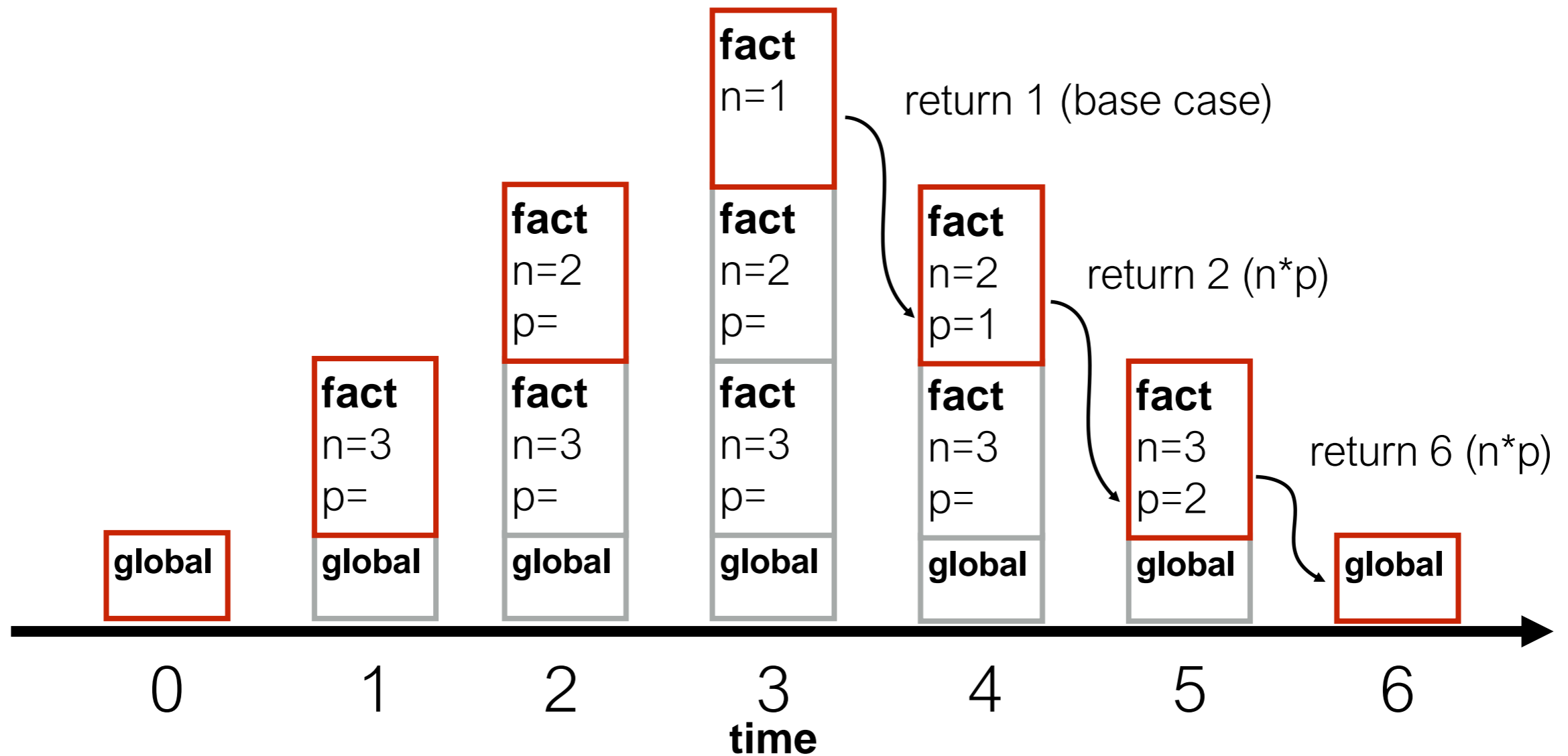
Deep Dive: Runtime Stack

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```



Deep Dive: Runtime Stack

```
def fact(n):  
    if n == 1:  
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    p = fact(n-1)  
    return n * p
```



“Infinite” Recursion Bugs

What happens if:

-
-

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
-

```
def fact(n):  
    if n == 1:  
        return 1  
    p = fact(n-1)  
    return n * p
```

-1

never terminates

“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
- we forgot the “n == 1” check?

```
def fact(n):  
if n == 1:  
return 1  
    p = fact(n-1)  
    return n * p
```

3

fact
n=2

fact
n=3

global


“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
- we forgot the “n == 1” check?

```
def fact(n):  
if n == 1:  
return 1  
    p = fact(n-1)  
    return n * p
```

3



fact
n=-1

fact
n=0

fact
n=1

fact
n=2

fact
n=3

global

“Infinite” Recursion Bugs

What happens if:

- factorial is called with a negative number?
- we forgot the “n == 1” check?

```
def fact(n):  
if n == 1:  
return 1  
p = fact(n-1)  
return n * p
```

3

never
terminates

fact
n=-1

fact
n=0

fact
n=1

fact
n=2

fact
n=3

global

Coding Demos

Demo 1: Pretty Print

Goal: format nested lists of bullet points

Input:

- The recursive lists

Output:

- Appropriately-tabbed items

Example:

```
>>> pretty_print(["A", ["1", "2", "3", ],  
                  "B", ["4", ["i", "ii"]]])
```

```
*A
```

```
  *1
```

```
  *2
```

```
  *3
```

```
*B
```

```
  *4
```

```
    *i
```

```
    *ii
```

Demo 2: Recursive List Search

Goal: does a given number exist in a recursive structure?

Input:

- A number
- A list of numbers and lists (which contain other numbers and lists)

Output:

- True if there's a list containing the number, else False

Example:

```
>>> contains(3, [1, 2, [4, [[3], [8, 9]], 5, 6]])
```

```
True
```

```
>>> contains(12, [1, 2, [4, [[3], [8, 9]], 5, 6]])
```

```
False
```

Conclusion: Review Learning Objectives

Learning Objectives: Recursive Information

What is a **recursive definition/structure**?

- Definition contains term
- Structure refers to others of same type
- Example: a dictionary contains dictionaries (which may contain...)



recursive case



base case

Learning Objectives: Recursive Code

What is **recursive code**?

- Function that sometimes itself (maybe indirectly)

Why write recursive code?

- Real-world data/structures are recursive; intuitive for code to reflect data

Where do computers keep local variables for recursive calls?

- In a section of memory called a “frame”
- Only one function is **active** at a time, so keep frames in a stack

What happens to programs with **infinite recursion**?

- Calls keep pushing more frames
- Exhaust memory, throw **StackOverflowError**

Questions?

