## 61A Lecture 21

Monday, October 15

## Tree Recursion

Tree-shaped processes arise whenever executing the body of a function entails making more than one call to that function.

$$
\text { n: 1, 2, 3, 4, 5, 6, 7, 8, 9, ... , } 35
$$

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... ,
fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ... ,
5,702,887
5,702,887
def fib(n):
def fib(n):
if n == 1:
if n == 1:
return 0
return 0
if n == 2:
if n == 2:
return 1
return 1
return fib(n-2) + fib(n-1)
return fib(n-2) + fib(n-1)


## A Tree-Recursive Process

The computational process of fib evolves into a tree structure


## Repetition in Tree-Recursive Computation

This process is highly repetitive; fib is called on the same argument multiple times


## Memoization

Idea: Remember the results that have been computed before

```
def memo(f):
    N-..-....... Keys are arguments that
    def memoized(n):
        if n not in cache:
            cache[n] = f(n)
        return cache[n]
    returnmemoized:{
```


## Memoized Tree Recursion



## Iteration vs Memoized Tree Recursion

Iterative and memoized implementations are not the same.


## Counting Change

```
$1 = $0.50 + $0.25 + $0.10 + $0.10 + $0.05
$1 = 1 half dollar, 1 quarter, 2 dimes, 1 nickel
$1 = 2 quarters, 2 dimes, 30 pennies
$1 = 100 pennies
How many ways are there to change a dollar?
```

How many ways to change $\$ 0.11$ with nickels \& pennies?
\$0.11 can be changed with nickels \& pennies by
A. Not using any more nickels; $\$ 0.11$ with just pennies
B. Using at least one nickel; $\$ 0.06$ with nickels \& pennies

## Counting Change Recursively

```
How many ways are there to change a dollar?
```

The number of ways to change an amount a using $\mathbf{n}$ kinds =

- The number of ways to change a using all but the first kind $+$
- The number of ways to change (a-d) using all n kinds, where $\mathbf{d}$ is the denomination of the first kind of coin.

```
def count_change(a, kinds=(50, 25, 10, 5, 1)):
    <base cases>
    d = kinds[0]
    return count_change(a, kinds[1:]) + count_change(a-d, kinds)
```

