

61A Lecture 7

Announcements

Hog Contest Rules

cs61a.org/proj/hog_contest

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- Up to two people submit one entry;
Max of one entry per person

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Yan Duan & Ziming Li

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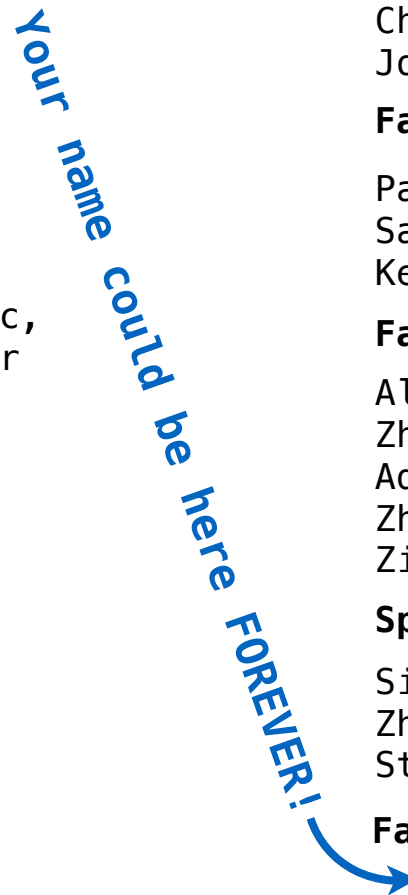
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Fall 2015 Winners...

Your name could be here FOREVER!



Order of Recursive Calls

The Cascade Function

(Demo)

[Interactive Diagram](#)

The Cascade Function

(Demo)

```
1 def cascade(n):  
2     if n < 10:  
3         print(n)  
4     else:  
5         print(n)  
6         cascade(n//10)  
7         print(n)  
8  
9 cascade(123)
```

Global frame

cascade

func cascade(n) [parent=Global]

f1: cascade [parent=Global]

n 123

f2: cascade [parent=Global]

n 12

Return value None

f3: cascade [parent=Global]

n 1

Return value None

Interactive Diagram

The Cascade Function

(Demo)

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Program output:

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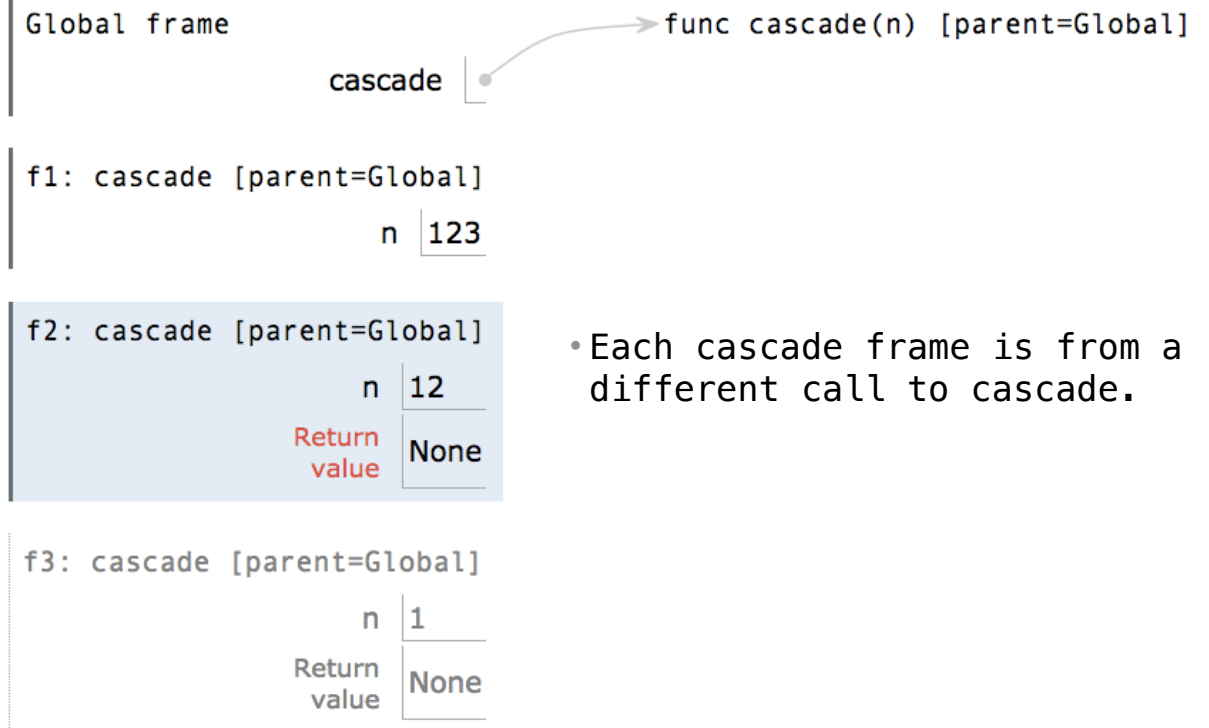
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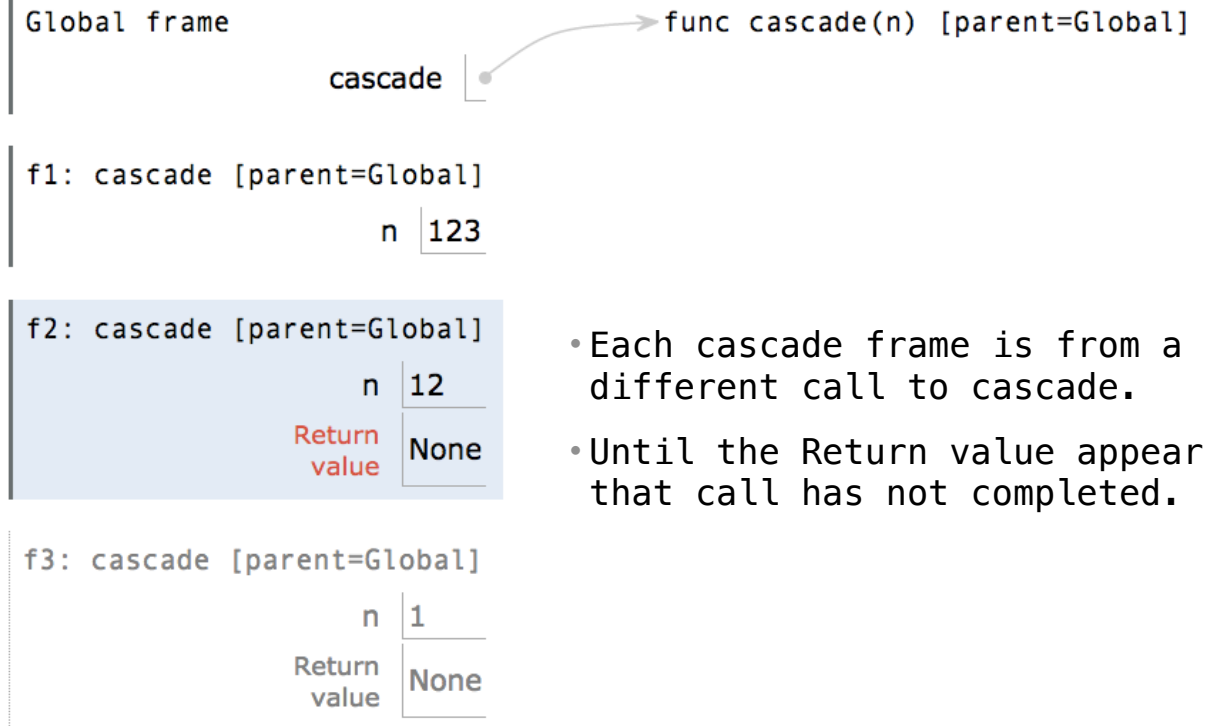
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- Each cascade frame is from a different call to cascade.
- Until the Return value appears, that call has not completed.

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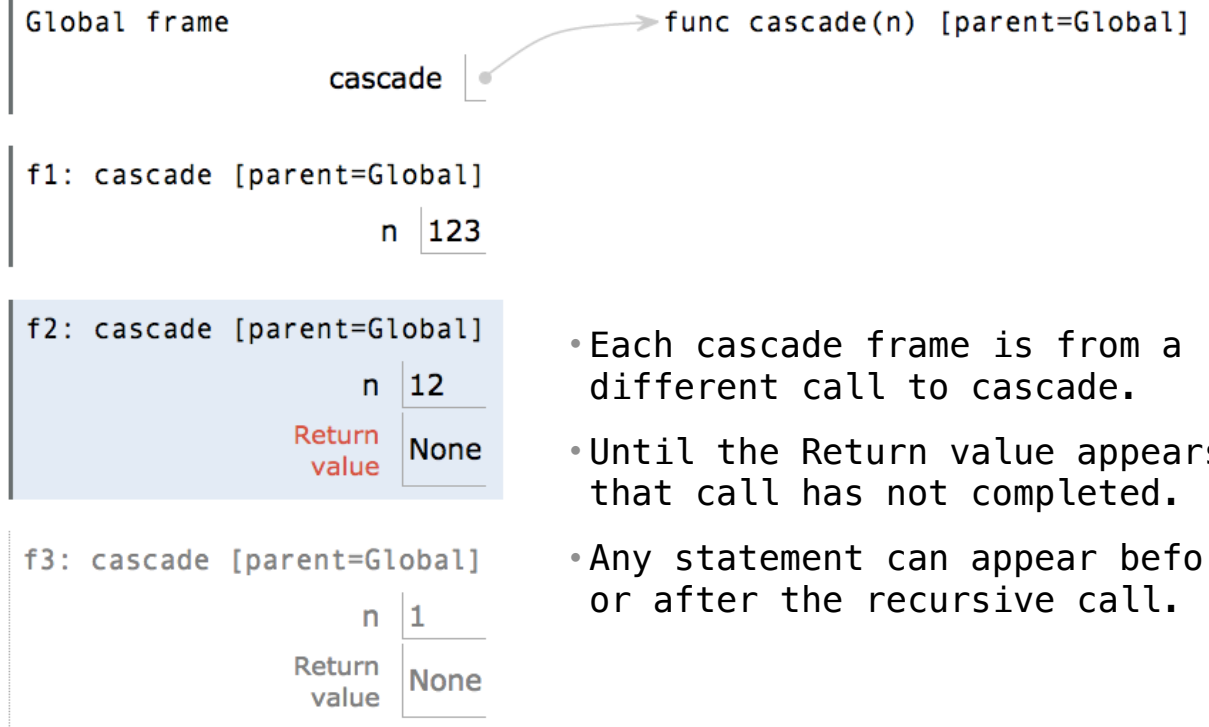
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- Any statement can appear before or after the recursive call.

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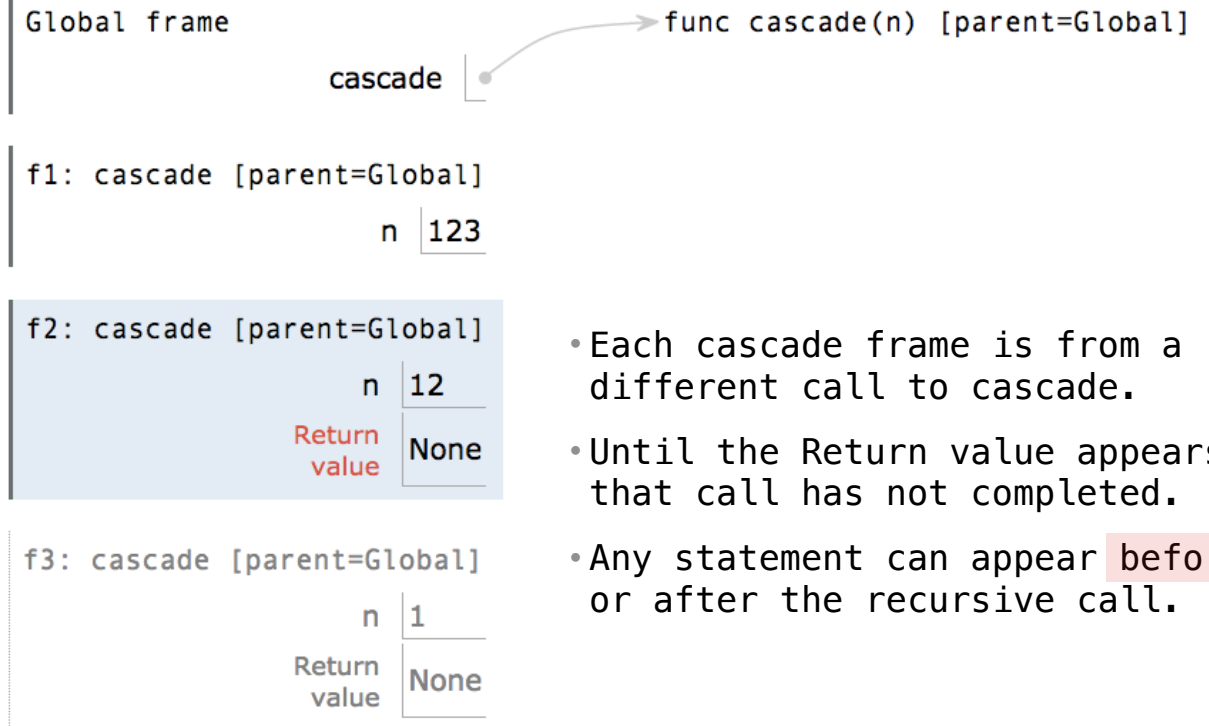
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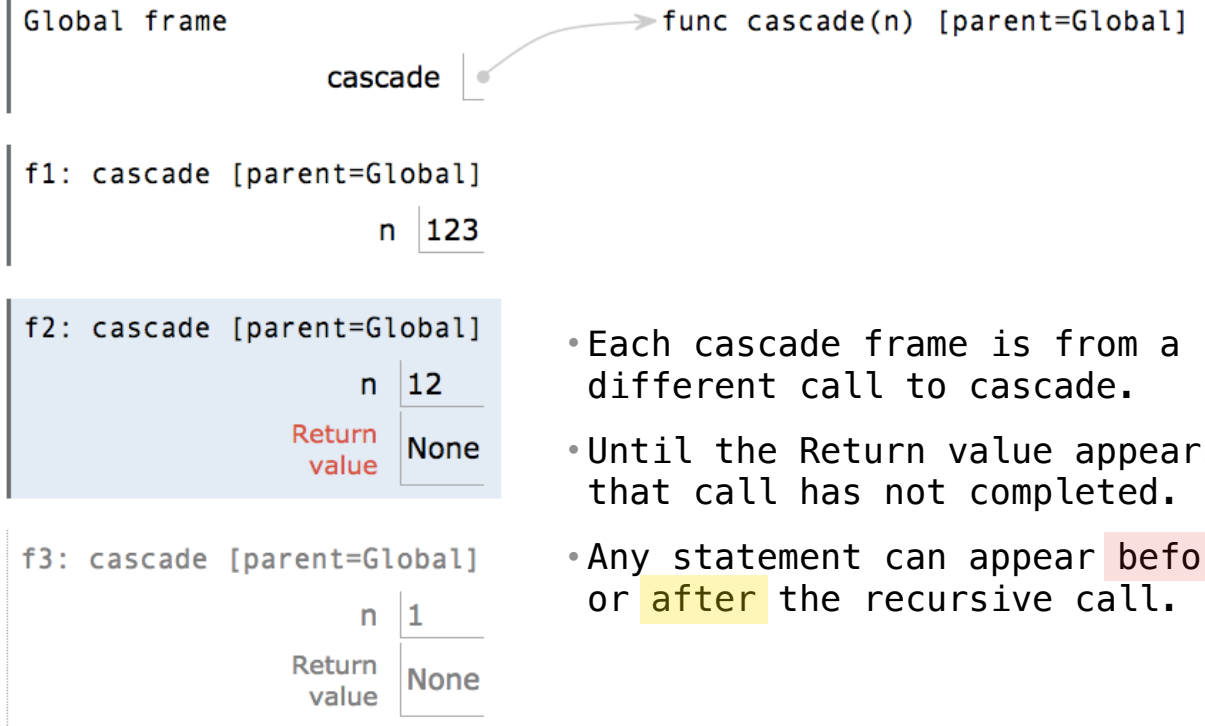
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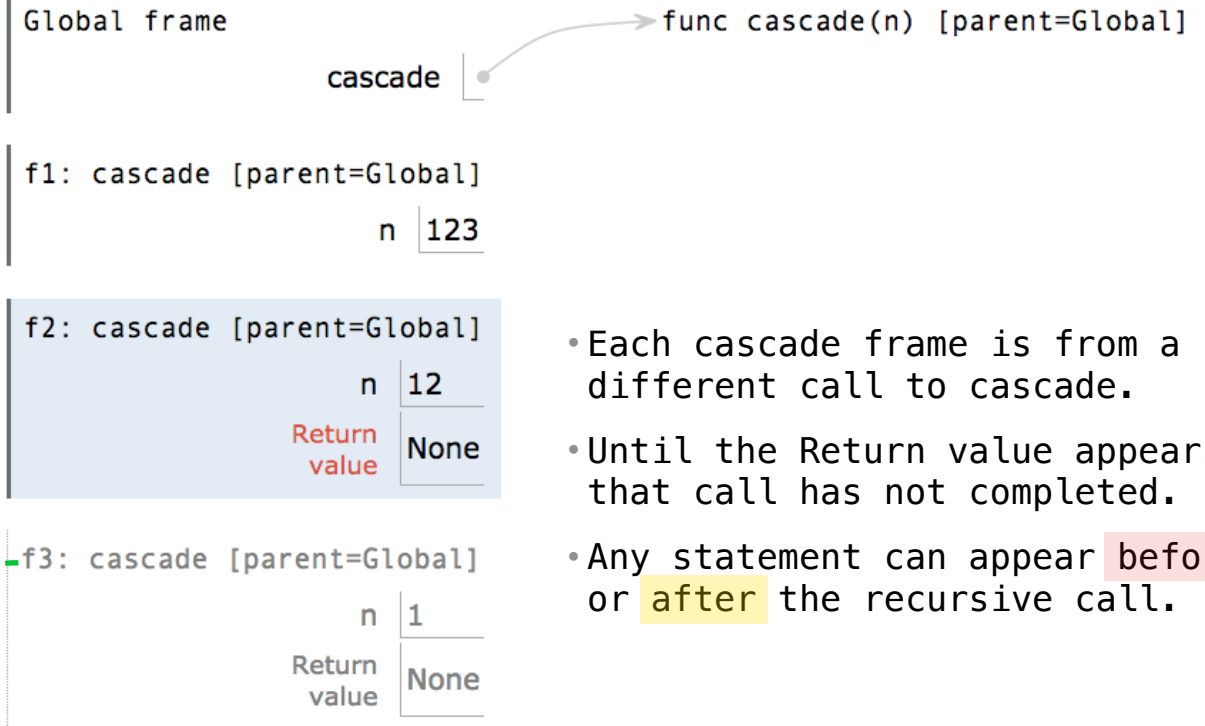
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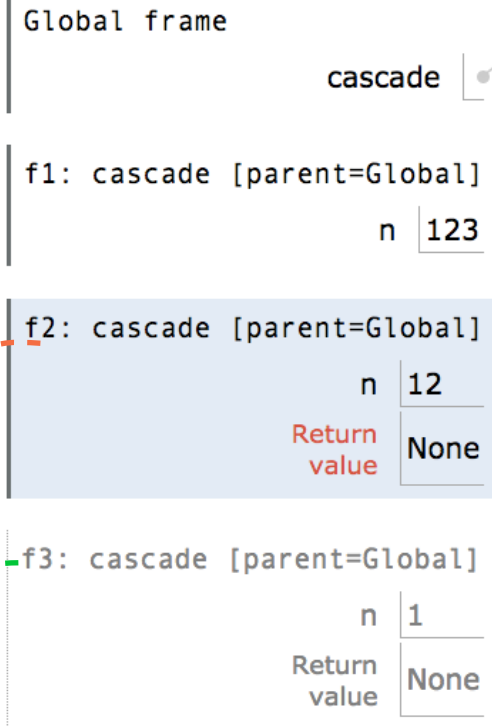
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Interactive Diagram

Two Definitions of Cascade

(Demo)

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def cascade(n):  
    if n < 10:  
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    else:  
        print(n)  
        cascade(n//10)  
        print(n)
```

```
def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
        print(n)
```

Two Definitions of Cascade

(Demo)

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    else:  
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        cascade(n//10)  
        print(n)
```

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def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
        print(n)
```

- If two implementations are equally clear, then shorter is usually better

Two Definitions of Cascade

(Demo)

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- In this case, the longer implementation is more clear (at least to me)

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- When learning to write recursive functions, put the base cases first

Two Definitions of Cascade

(Demo)

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def cascade(n):  
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        cascade(n//10)  
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```

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def cascade(n):  
    print(n)  
    if n >= 10:  
        cascade(n//10)  
        print(n)
```

- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first
- Both are recursive functions, even though only the first has typical structure

Example: Inverse Cascade

Inverse Cascade

Write a function that prints an inverse cascade:

Inverse Cascade

Write a function that prints an inverse cascade:

```
1
12
123
1234
123
12
1
```

Inverse Cascade

Write a function that prints an inverse cascade:

```
1           def inverse_cascade(n):
12          grow(n)
123         print(n)
1234        shrink(n)
123
12
1

```

Inverse Cascade

Write a function that prints an inverse cascade:

```
1           def inverse_cascade(n):
12          grow(n)
123         print(n)
1234        shrink(n)
123
12
1
```

```
def f_then_g(f, g, n):
    if n:
        f(n)
        g(n)
```

Inverse Cascade

Write a function that prints an inverse cascade:

```
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123
1234
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```

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def inverse_cascade(n):
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```
def f_then_g(f, g, n):
    if n:
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```
grow = lambda n: f_then_g(
shrink = lambda n: f_then_g(
```

Inverse Cascade

Write a function that prints an inverse cascade:

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def inverse_cascade(n):
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```
def f_then_g(f, g, n):
    if n:
        f(n)
        g(n)
```

```
grow = lambda n: f_then_g(grow, print, n//10)
shrink = lambda n: f_then_g(print, shrink, n//10)
```


Tree Recursion

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Tree-shaped processes arise whenever executing the body of a recursive function makes more than one recursive call

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<http://en.wikipedia.org/wiki/File:Fibonacci.jpg>

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n: 0, 1, 2, 3, 4, 5, 6, 7, 8,



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n: 0, 1, 2, 3, 4, 5, 6, 7, 8,

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Tree Recursion

Tree-shaped processes arise whenever executing the body of a recursive function makes more than one recursive call

n: 0, 1, 2, 3, 4, 5, 6, 7, 8, ... , 35
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n:	0, 1, 2, 3, 4, 5, 6, 7, 8,	...	35
fib(n):	0, 1, 1, 2, 3, 5, 8, 13, 21,	...	9,227,465



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```
def fib(n):
```



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```
def fib(n):  
    if n == 0:
```



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def fib(n):  
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```
def fib(n):  
    if n == 0:  
        return 0  
    elif n == 1:
```



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fib(n):	0, 1, 1, 2, 3, 5, 8, 13, 21,	...	9,227,465

```
def fib(n):  
    if n == 0:  
        return 0  
    elif n == 1:  
        return 1  
    else:  
        return fib(n-2) + fib(n-1)
```



A Tree-Recursive Process

The computational process of fib evolves into a tree structure

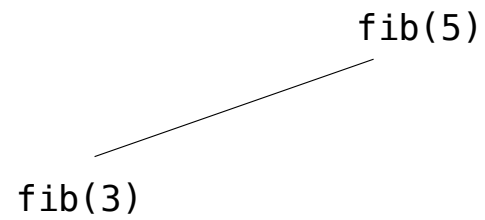
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fib(5)

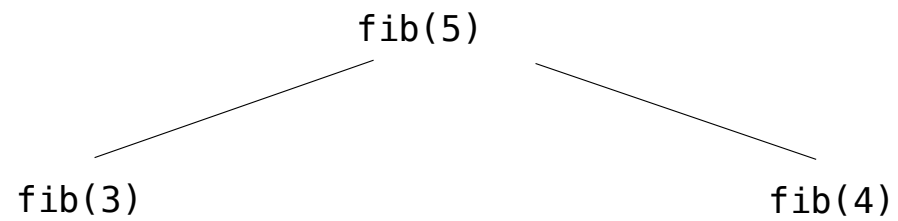
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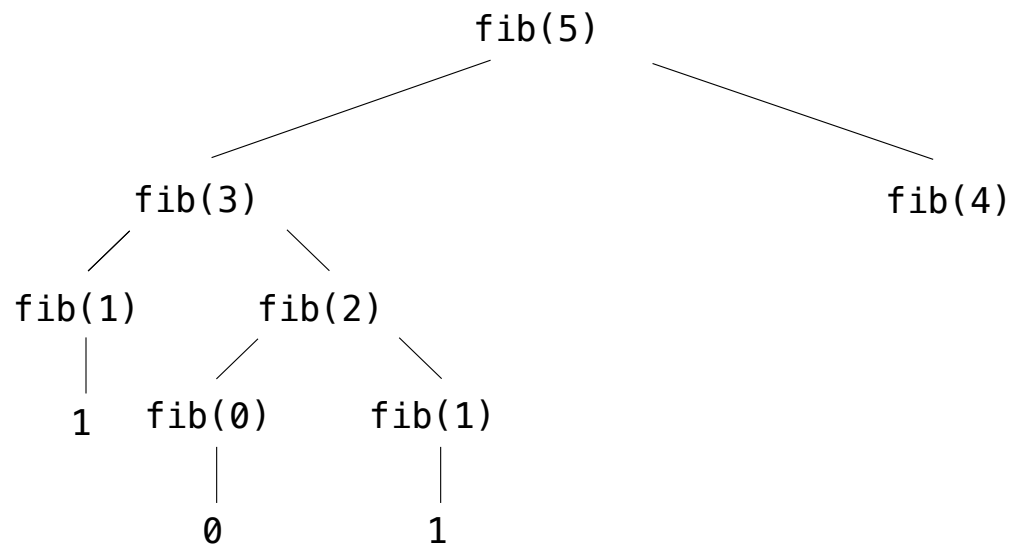
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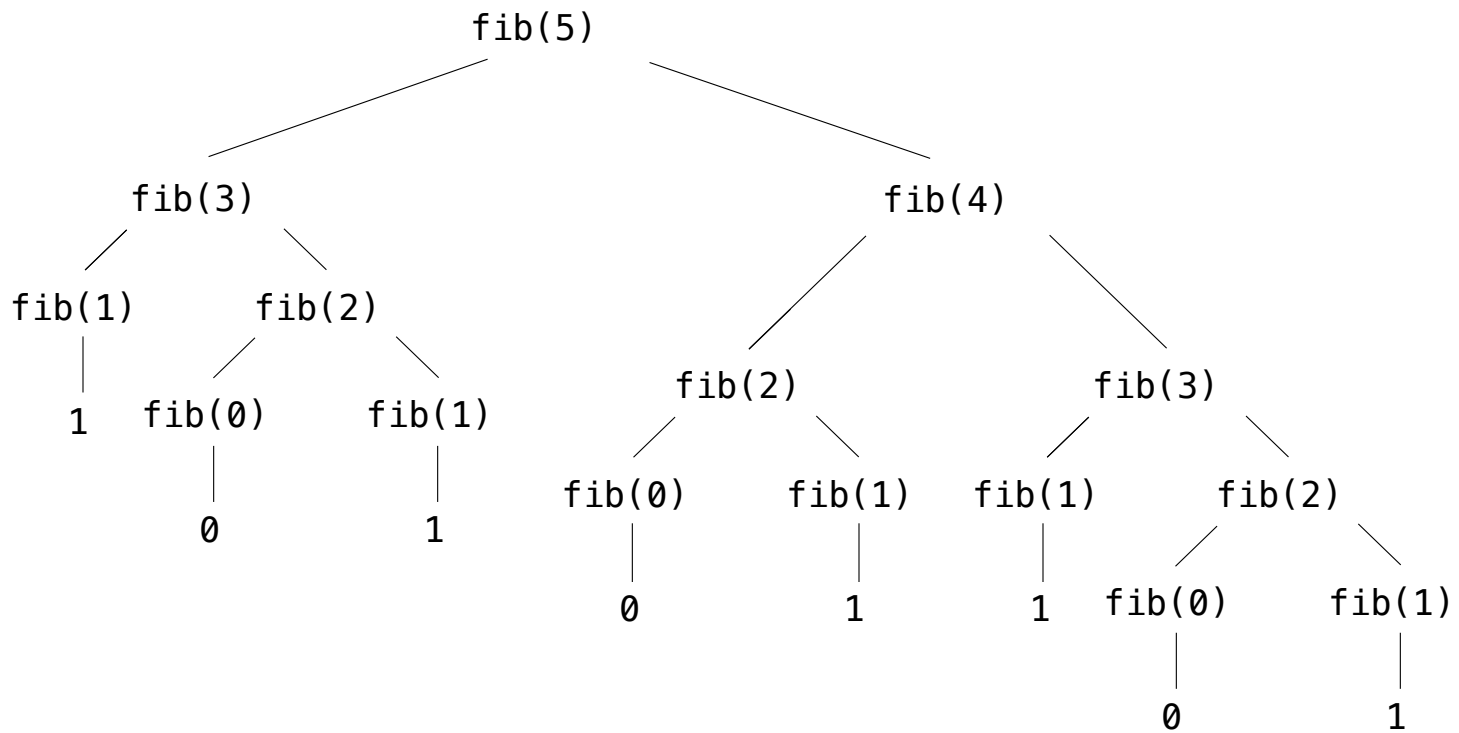
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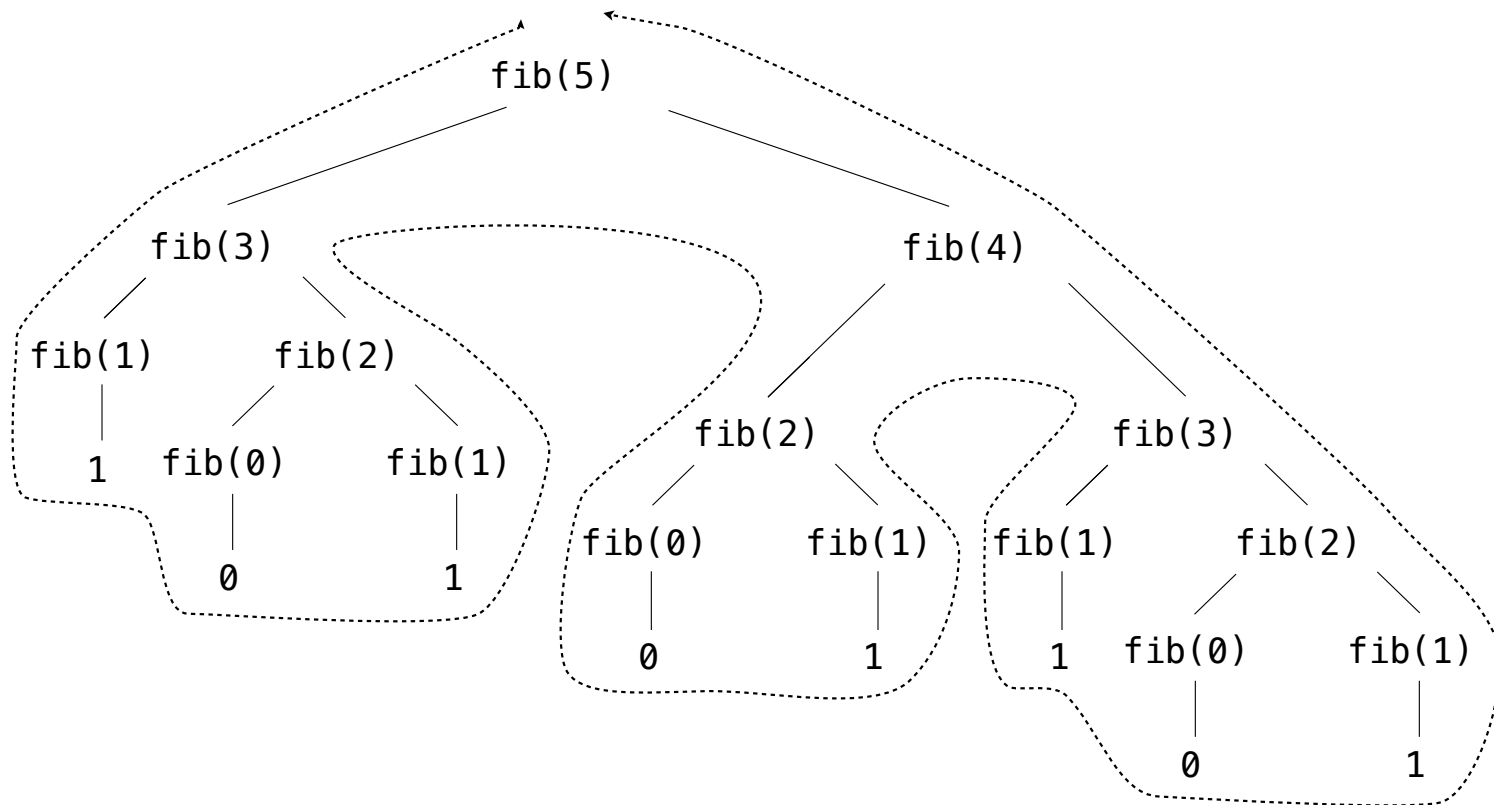
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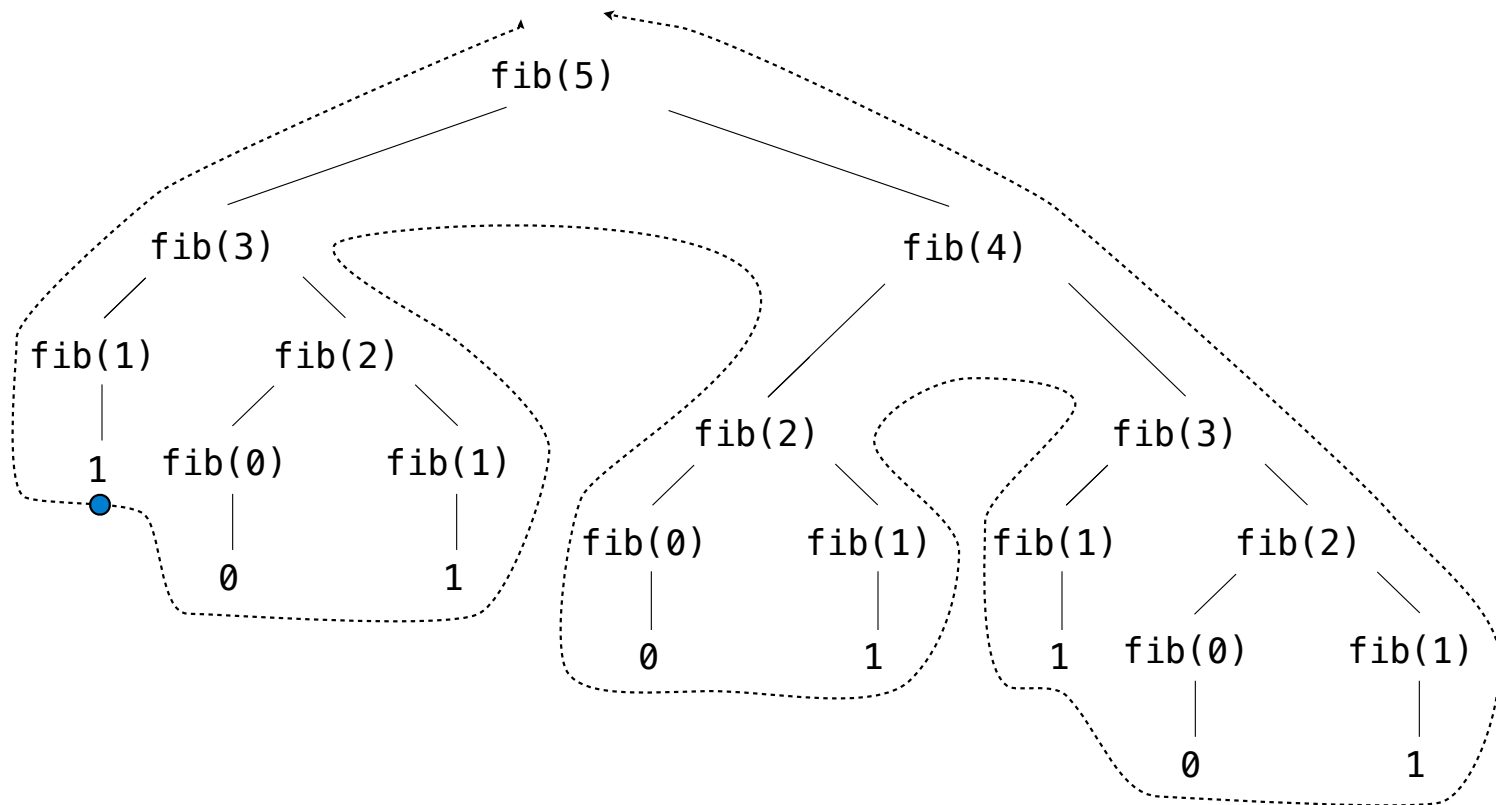
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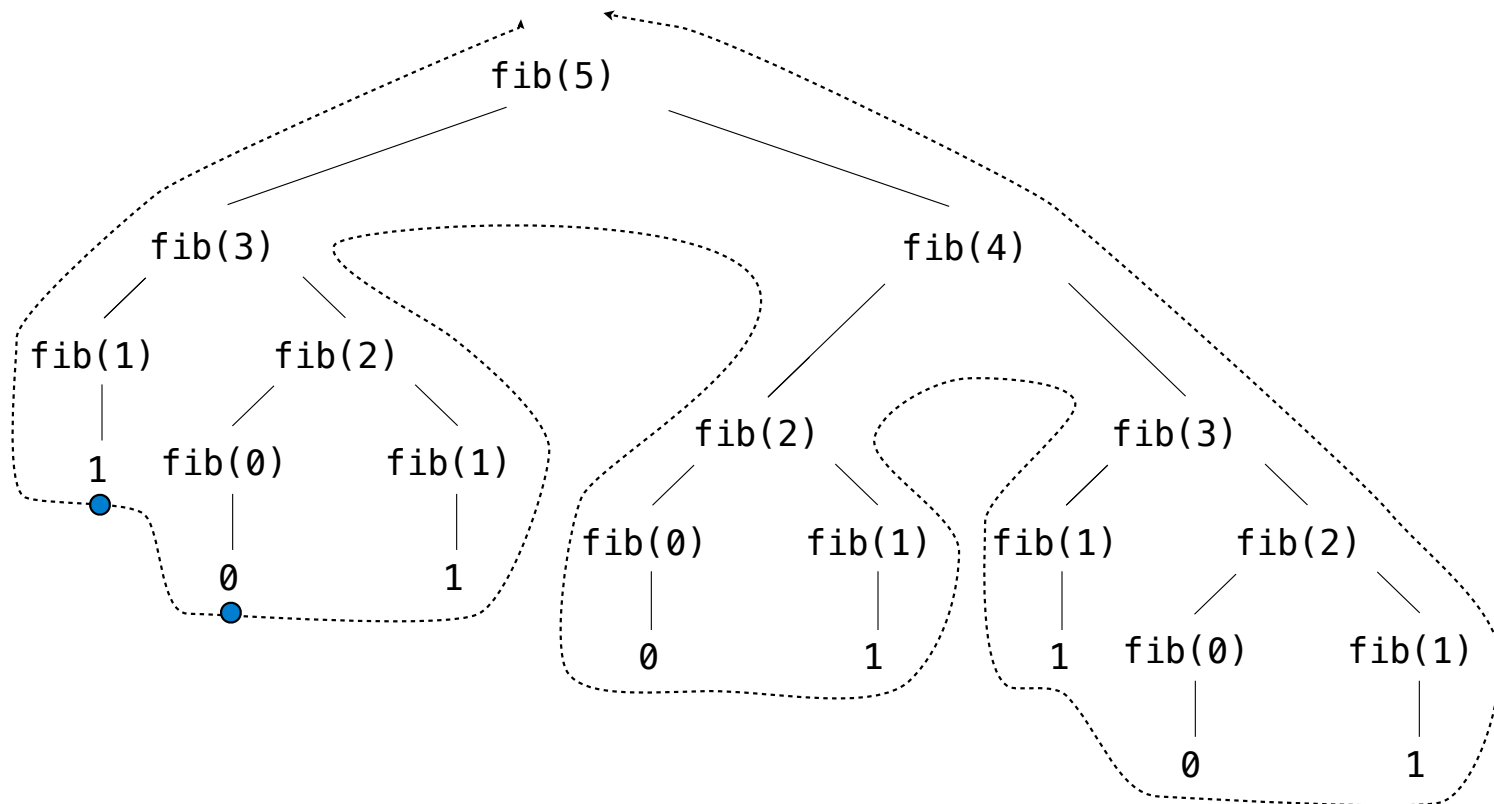
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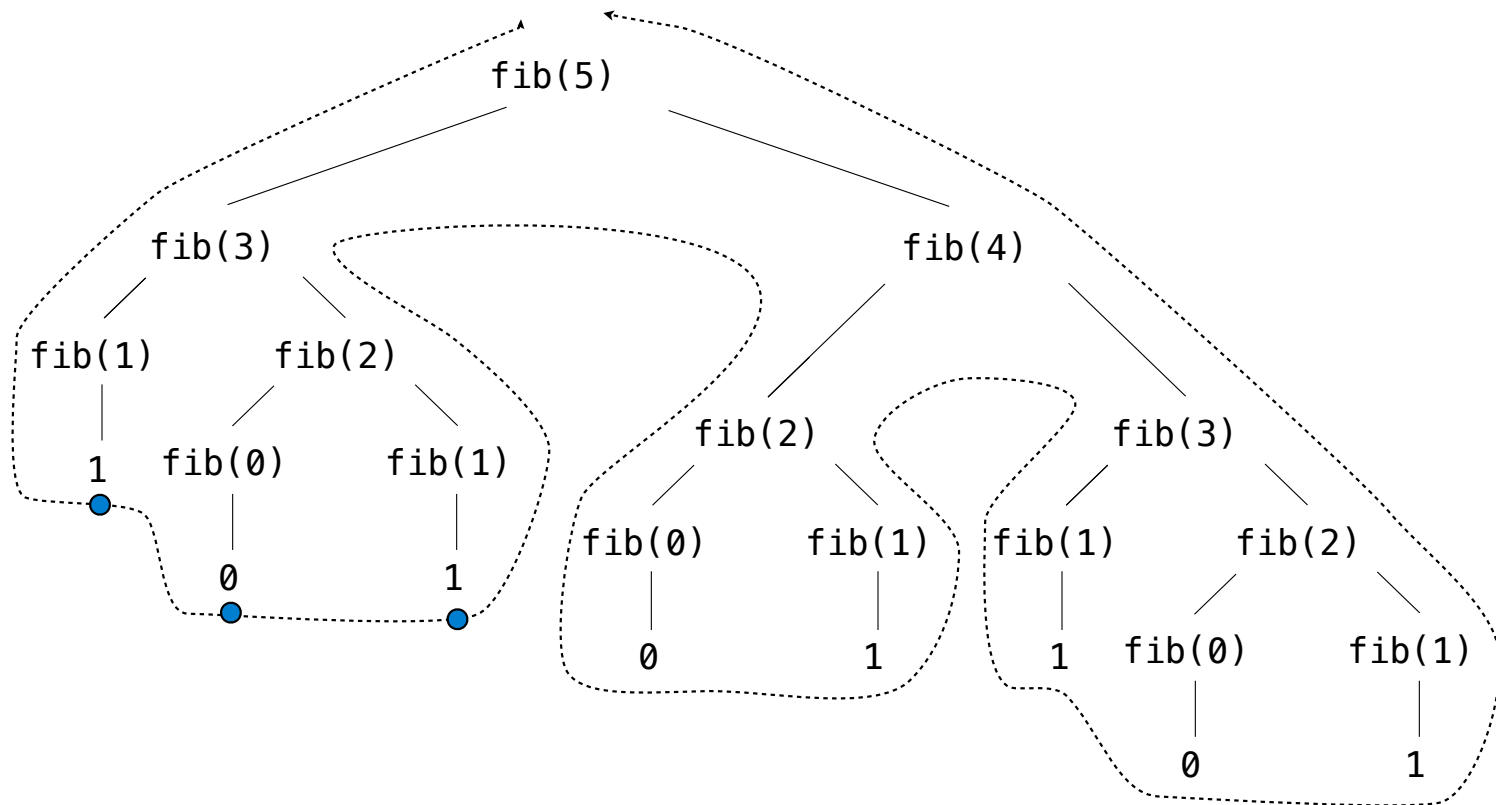
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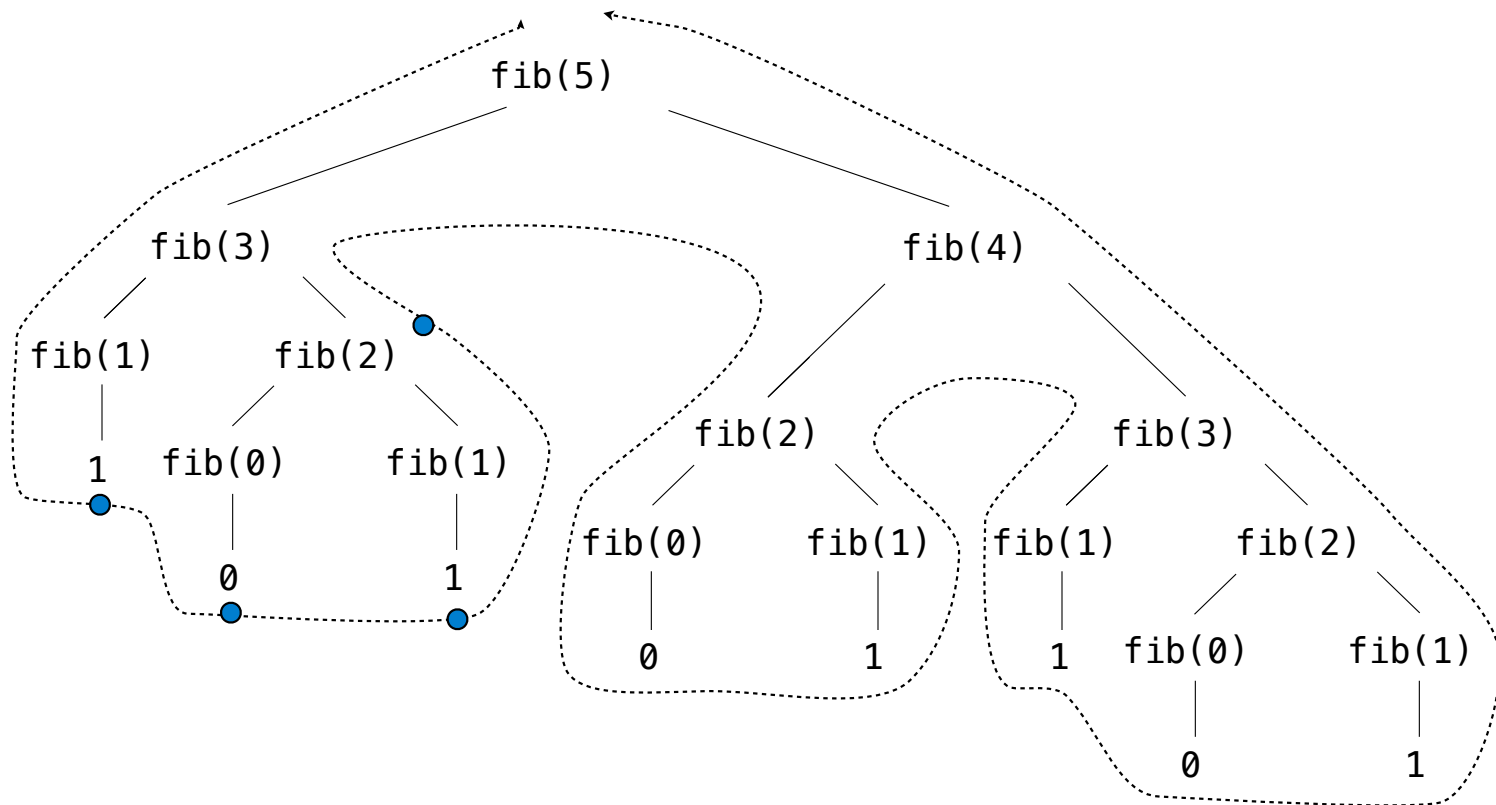
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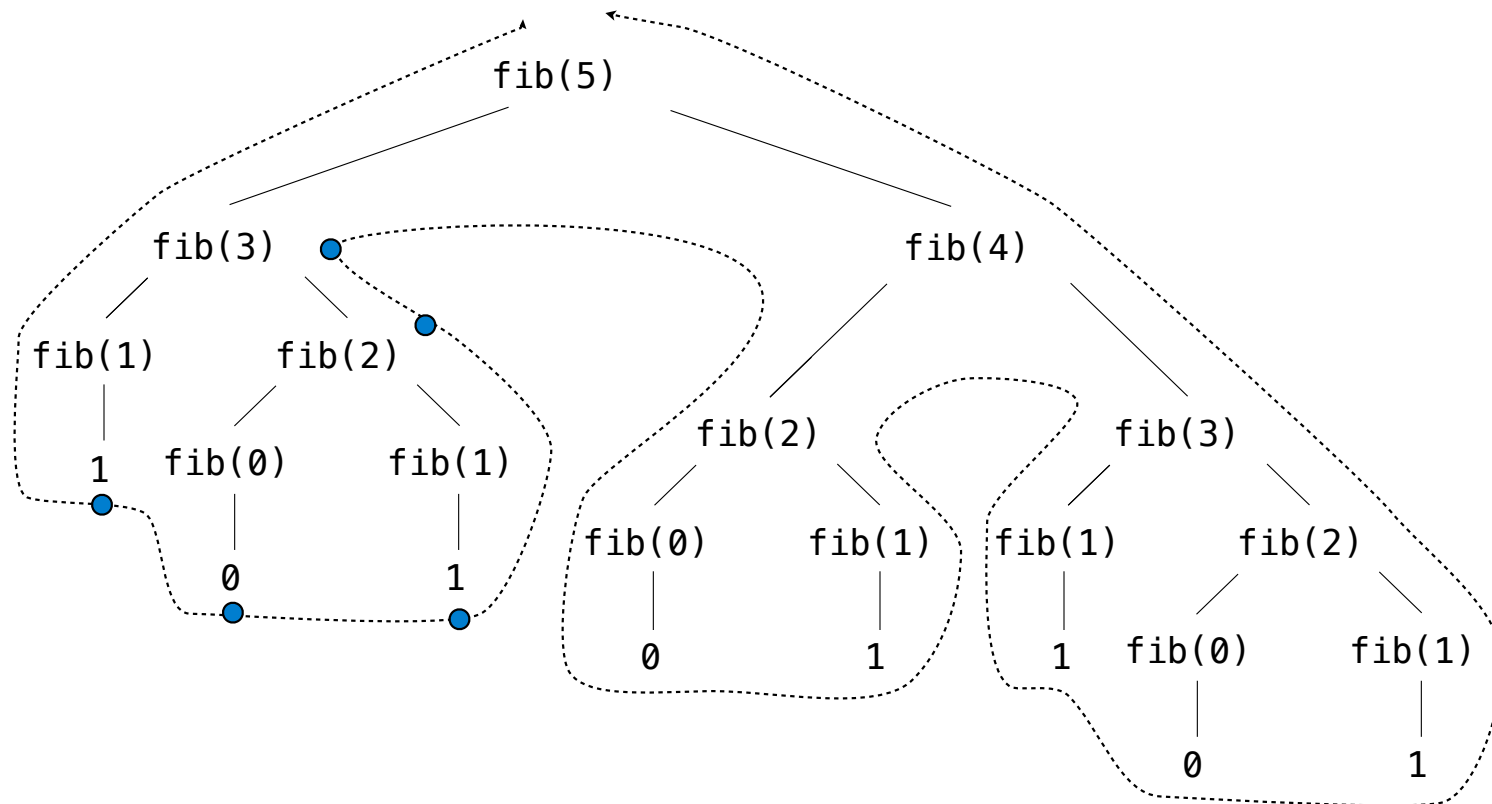
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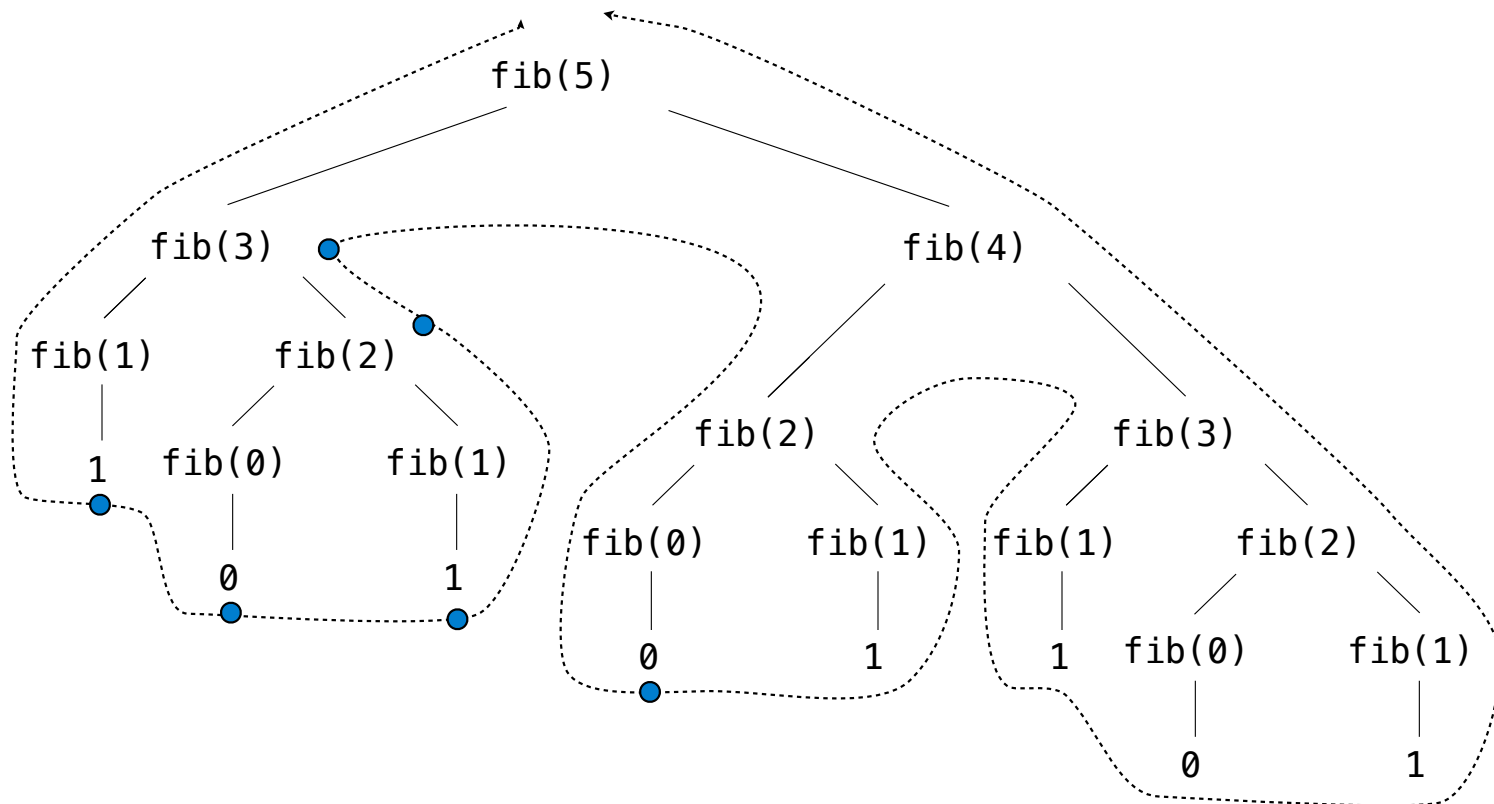
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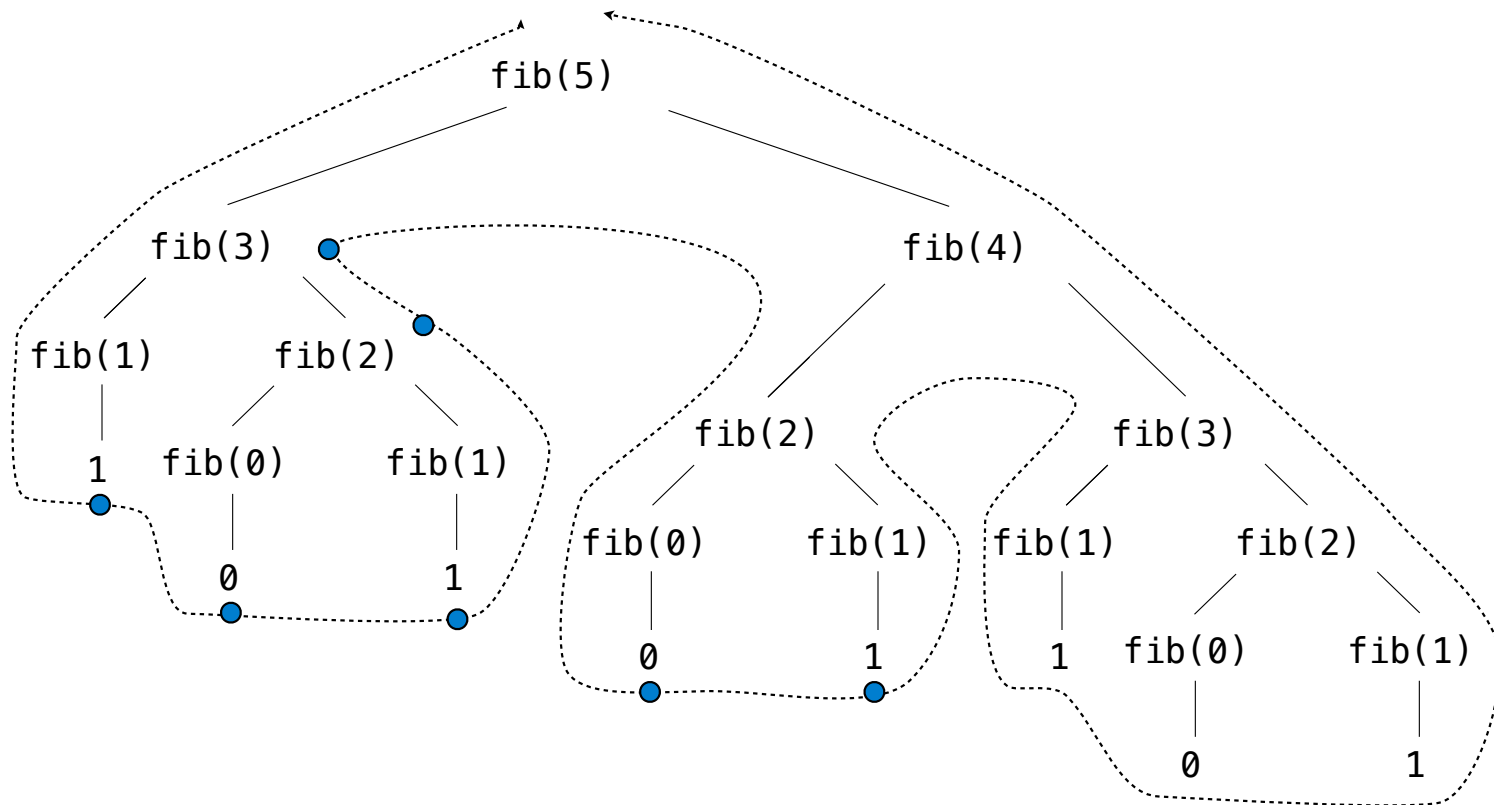
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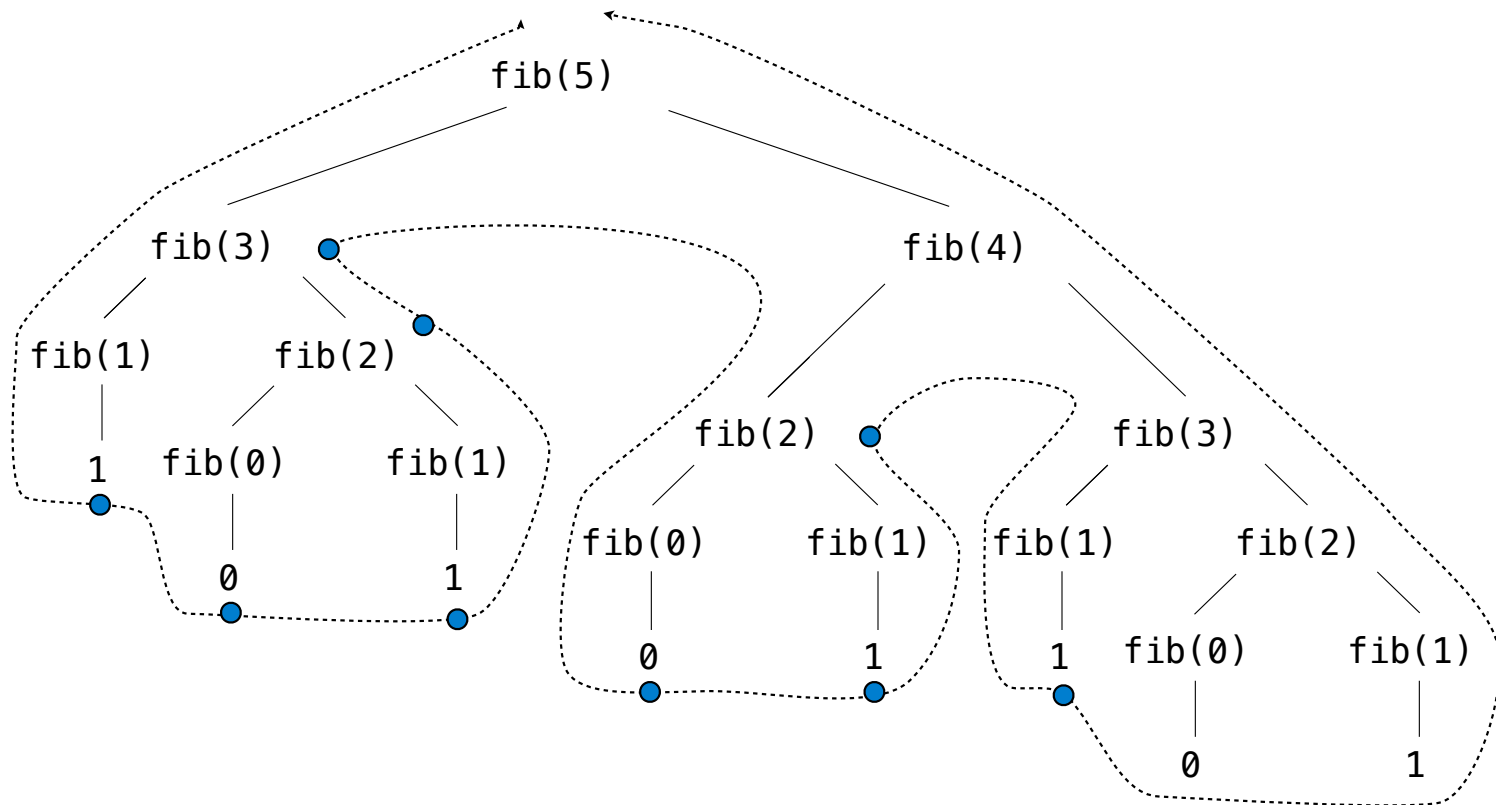
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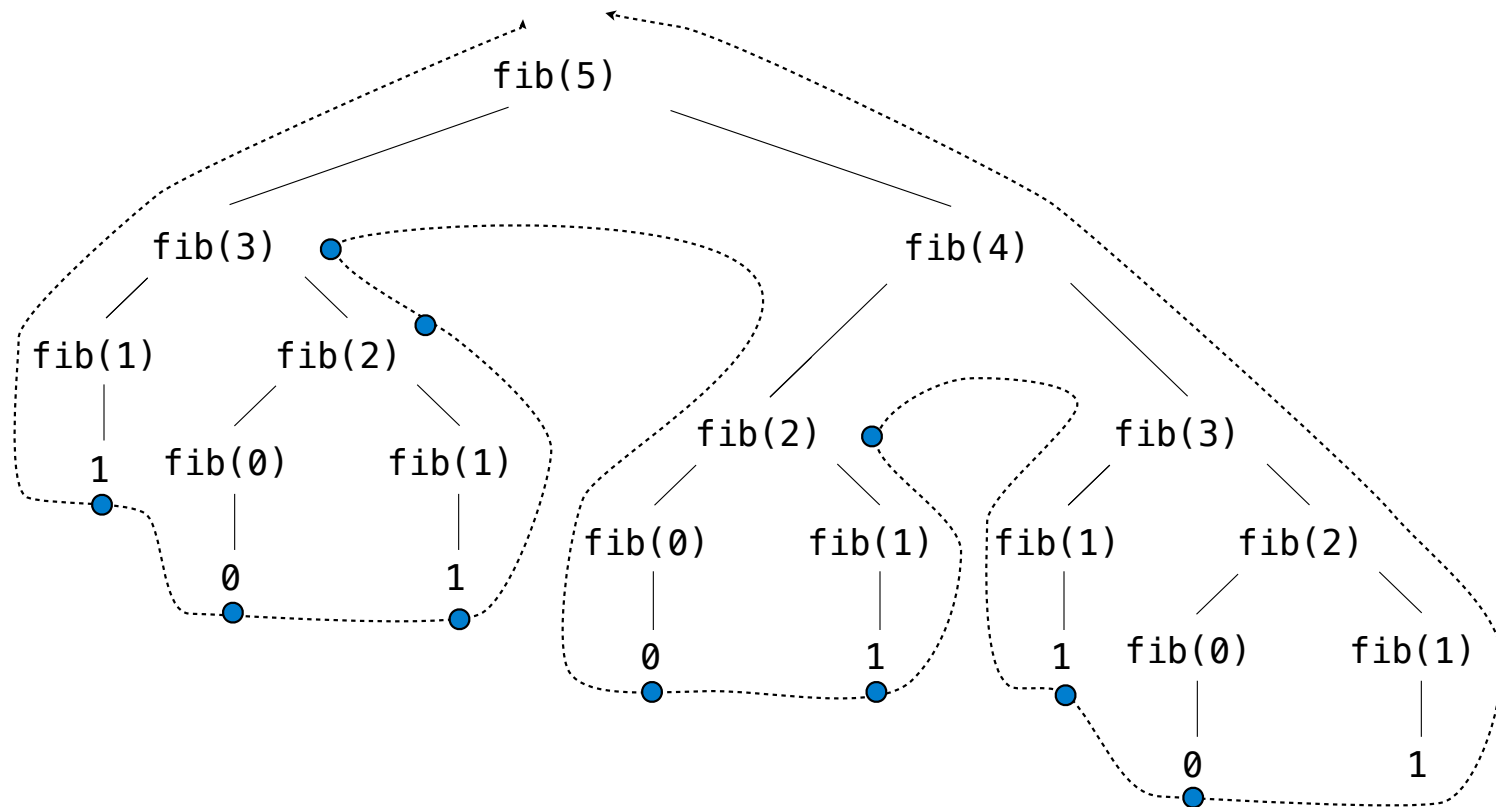
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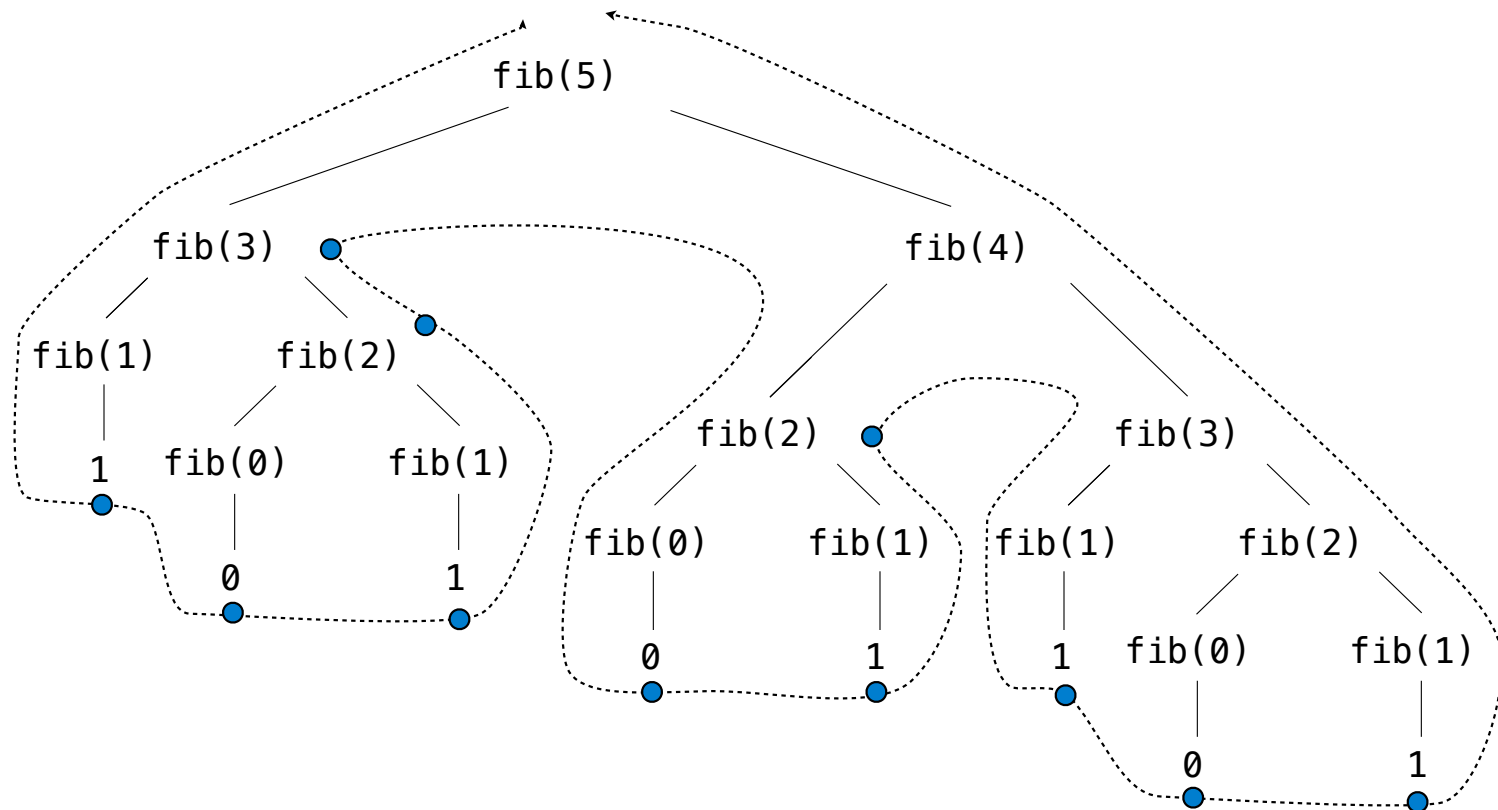
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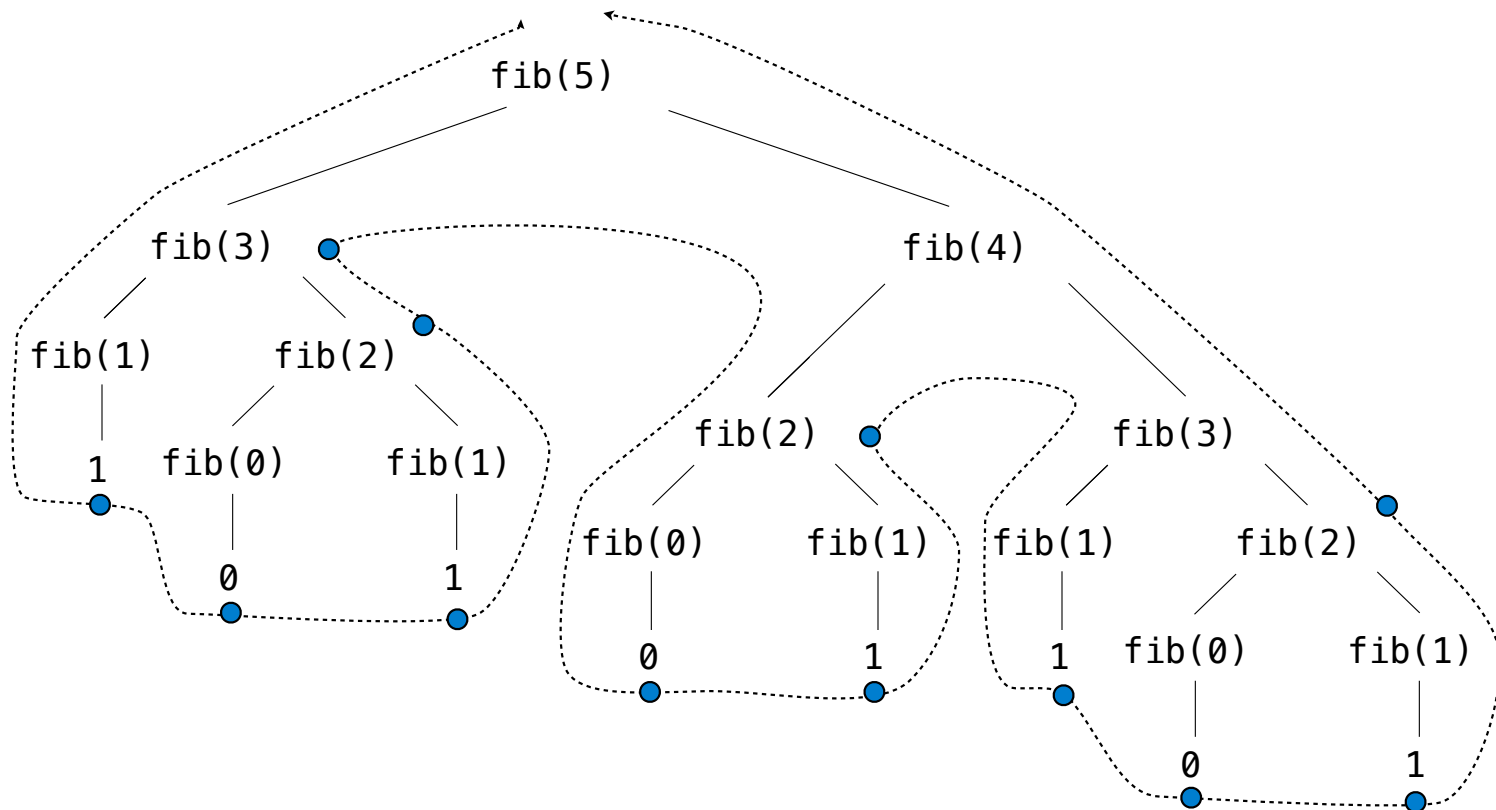
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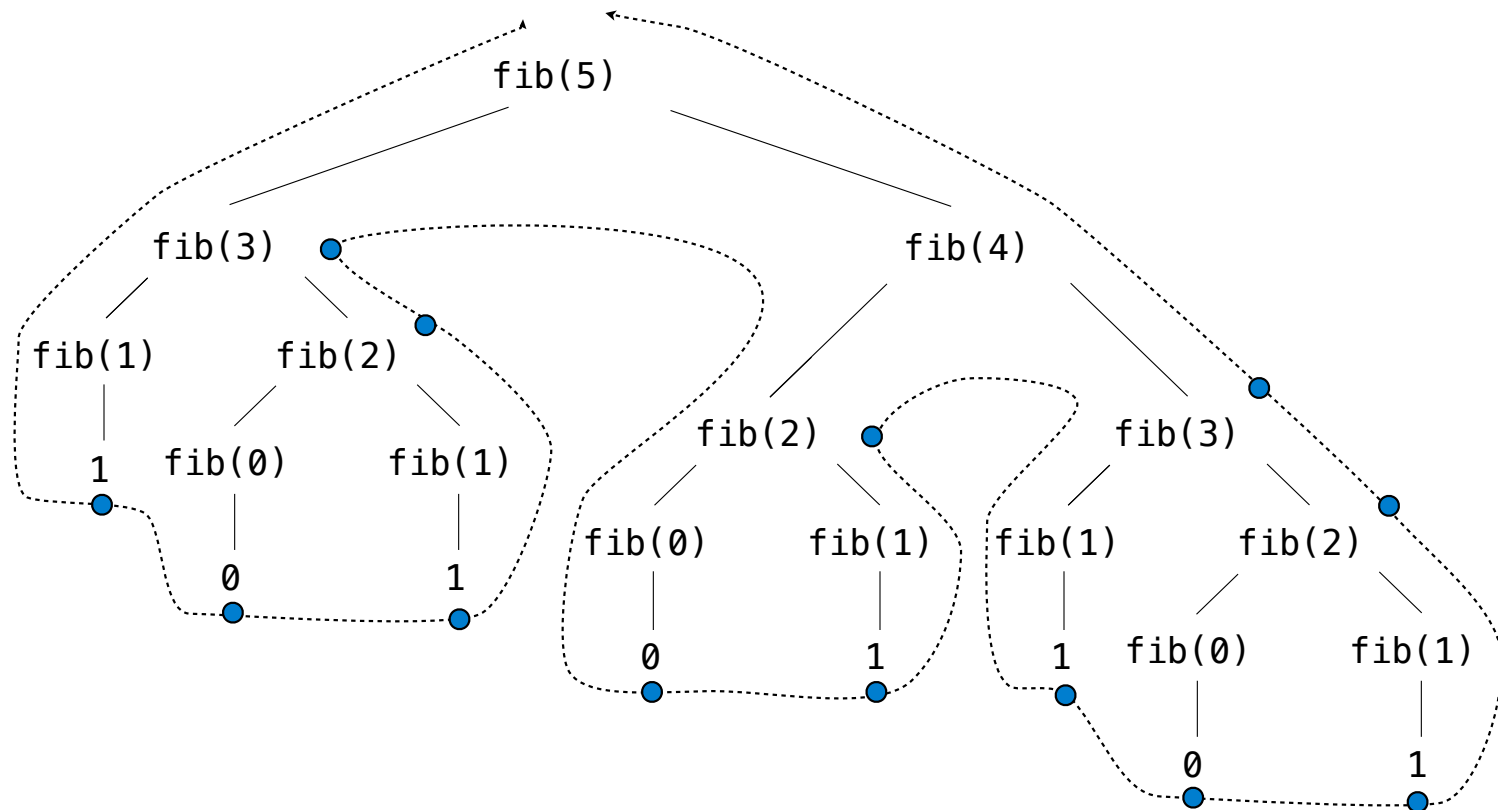
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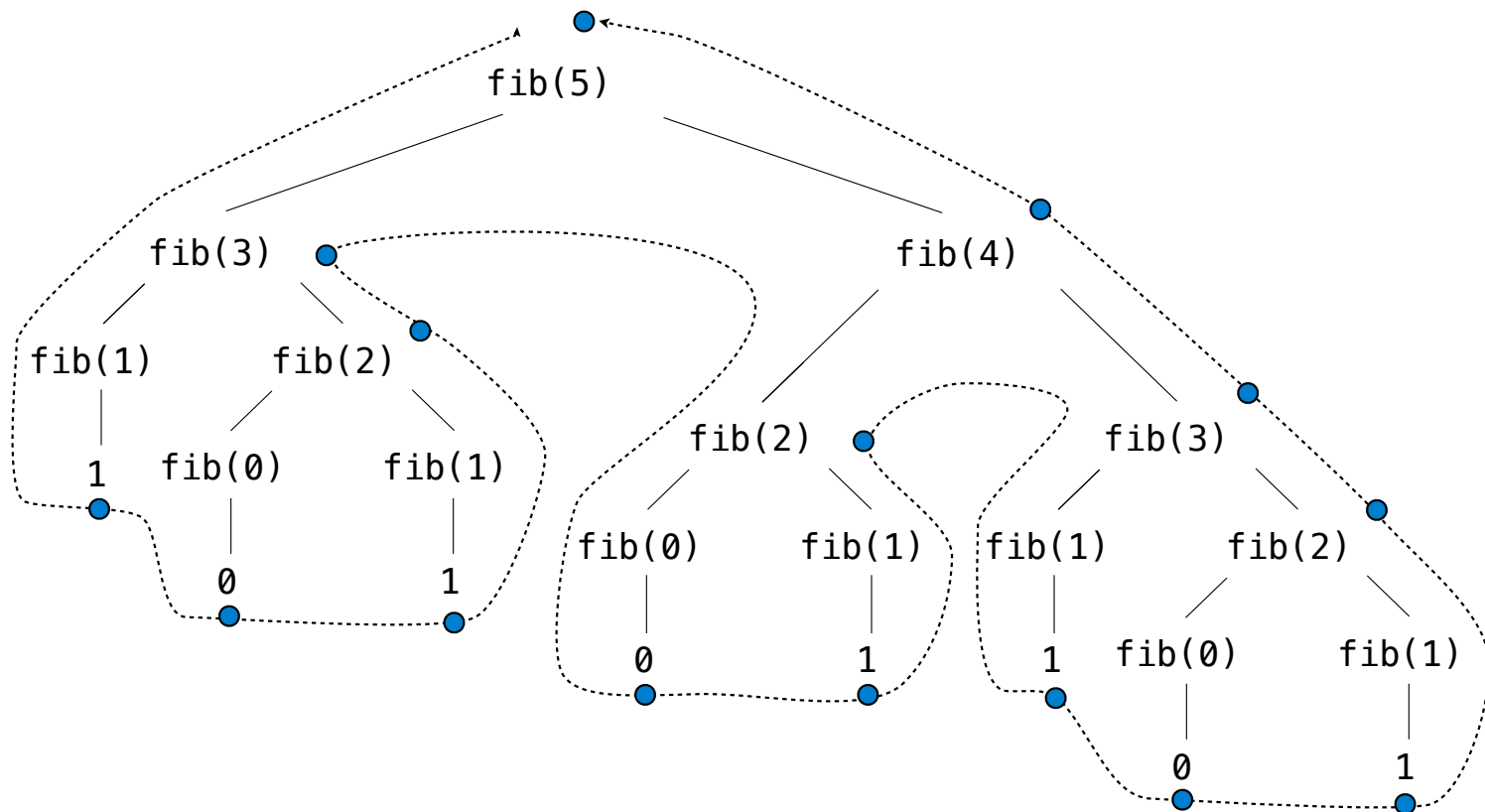
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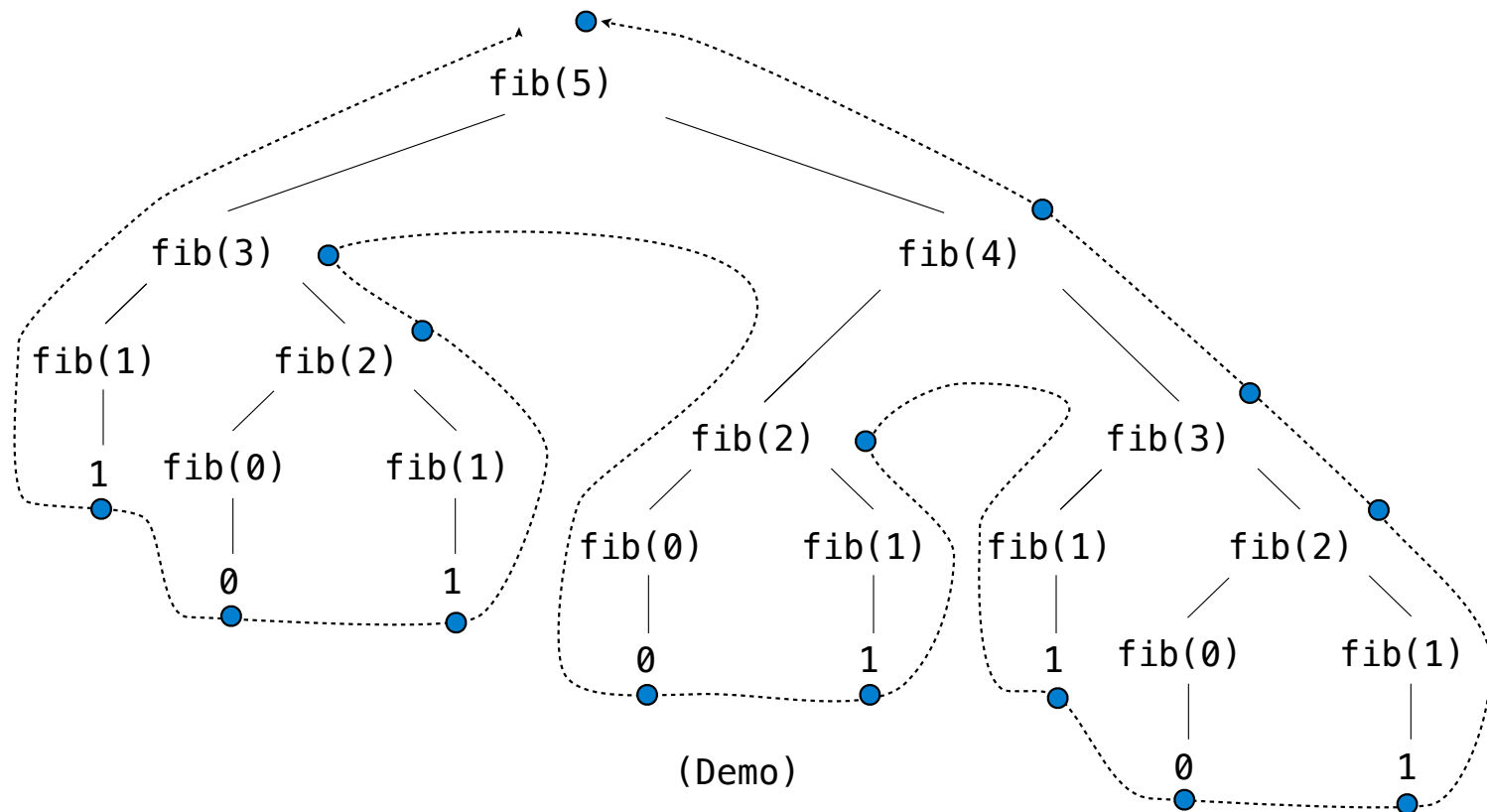
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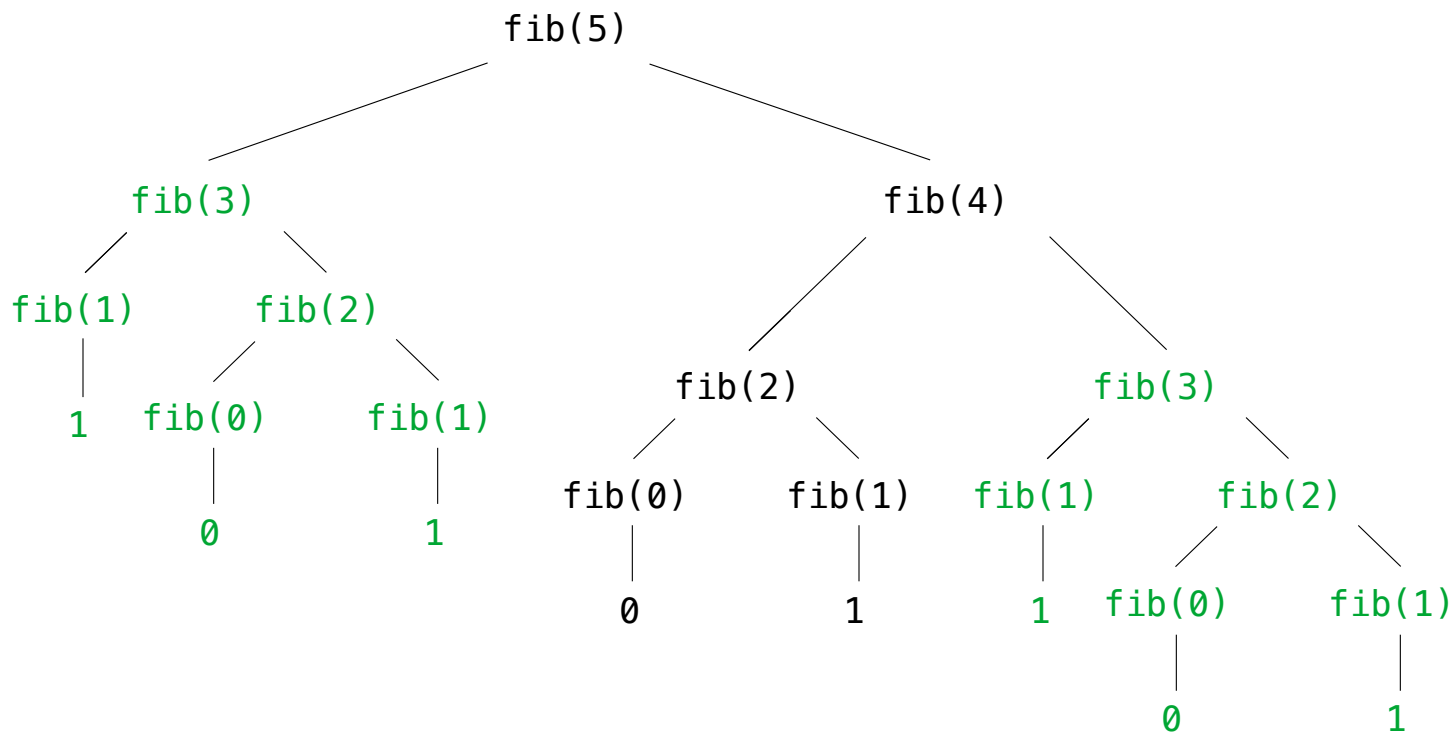
Repetition in Tree-Recursive Computation

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

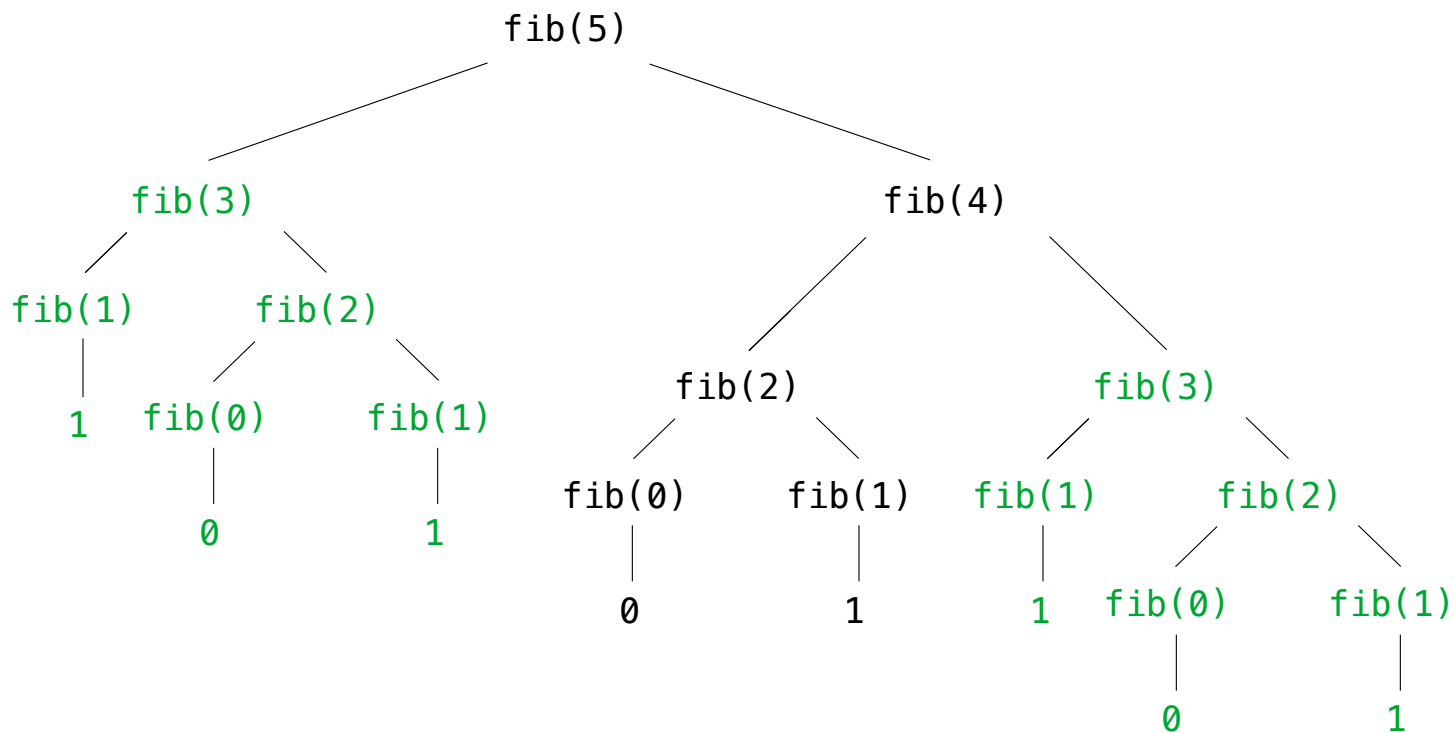
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(We will speed up this computation dramatically in a few weeks by remembering results)

Example: Counting Partitions

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The number of partitions of a positive integer n , using parts up to size m , is the number of ways in which n can be expressed as the sum of positive integer parts up to m in increasing order.

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$$1 + 1 + 4 = 6$$

$$3 + 3 = 6$$

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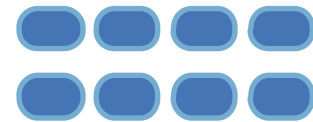
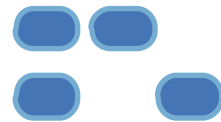
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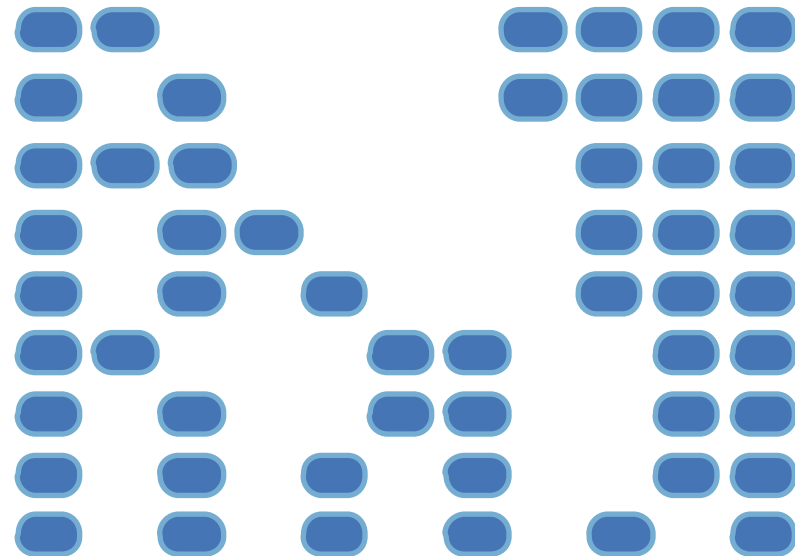
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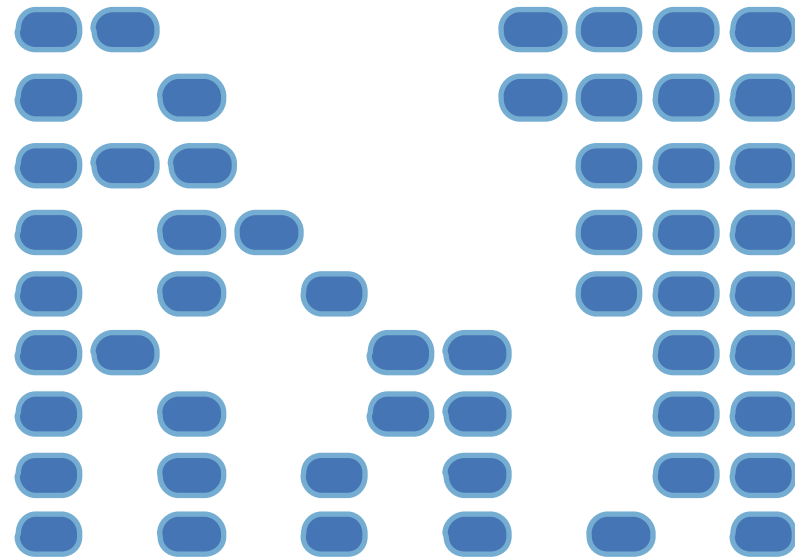
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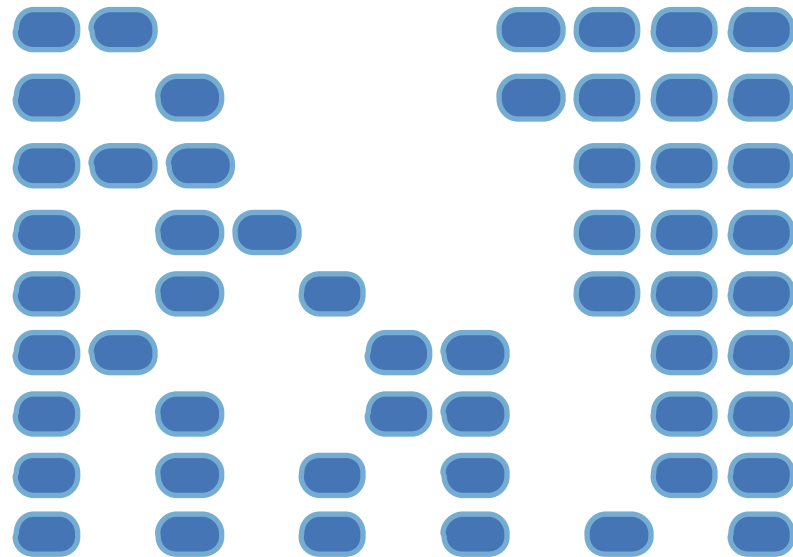


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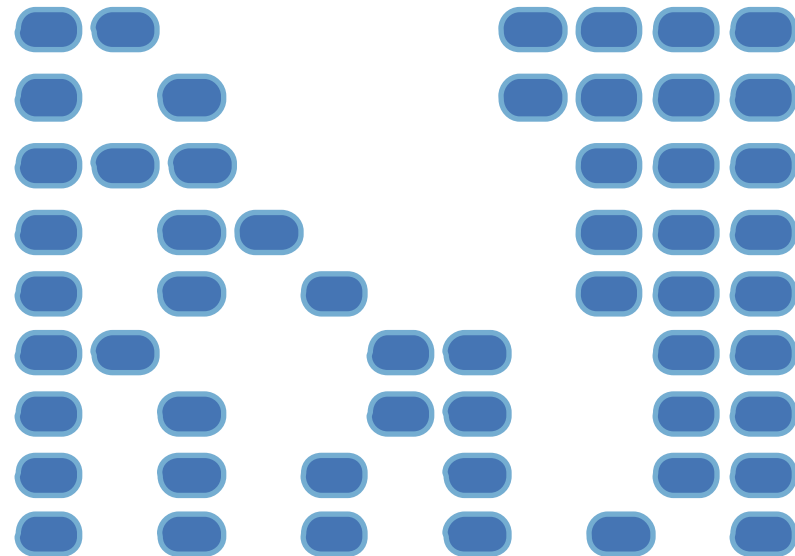


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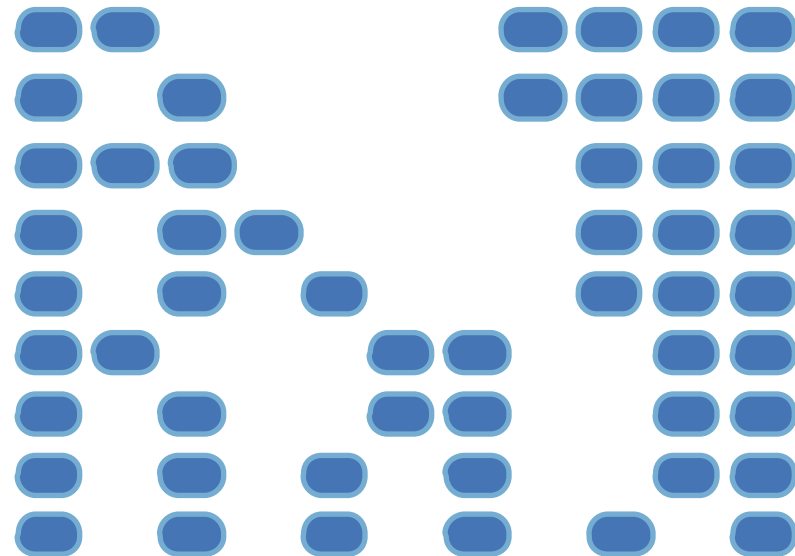


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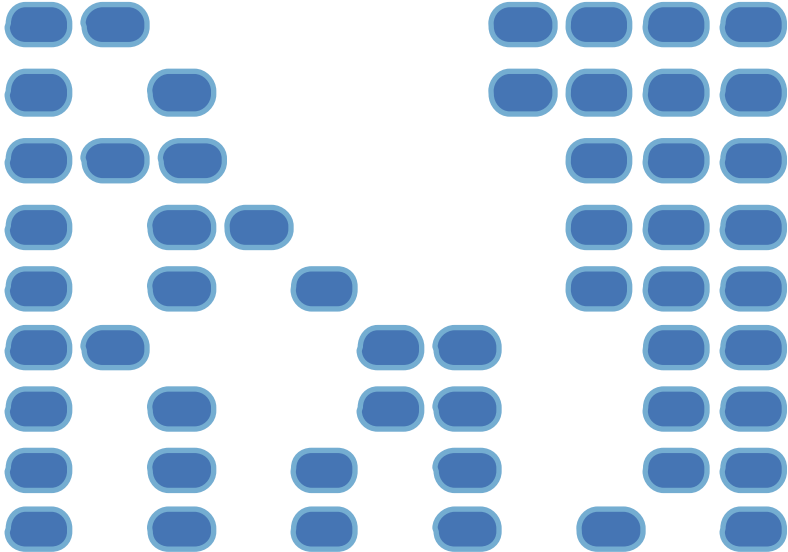


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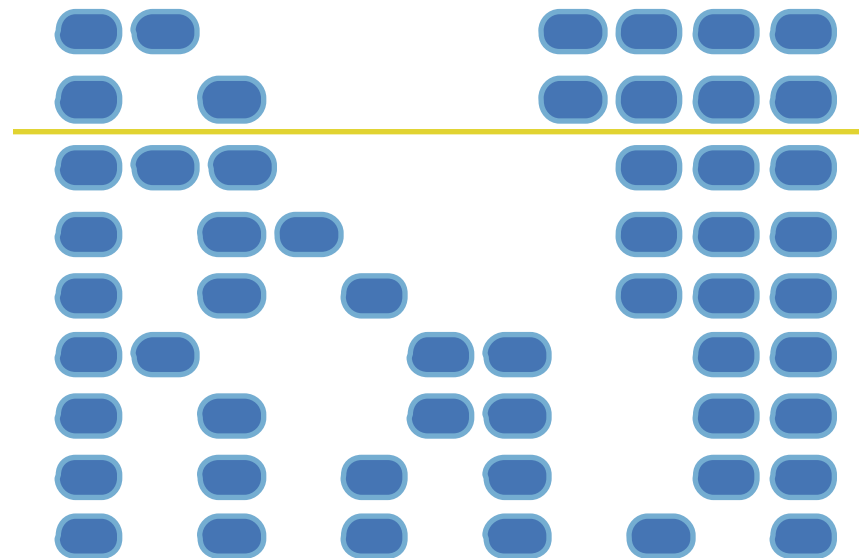


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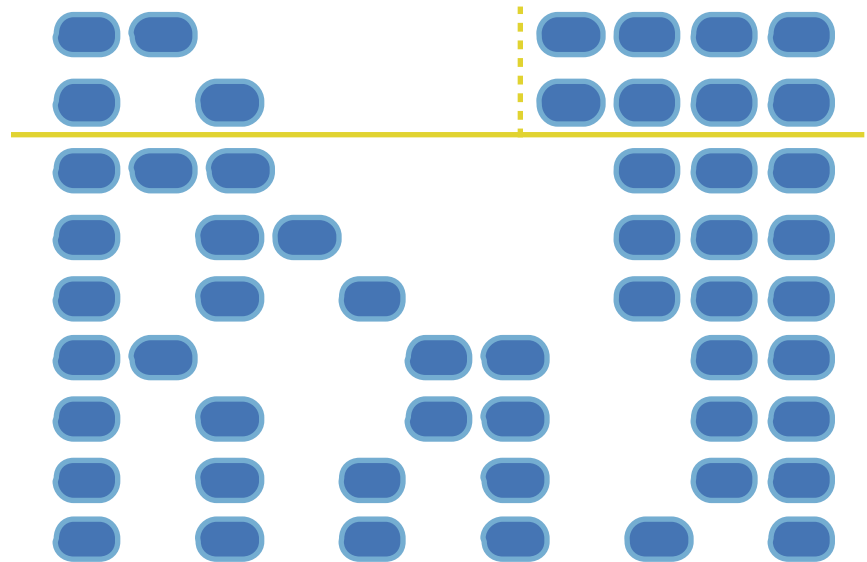


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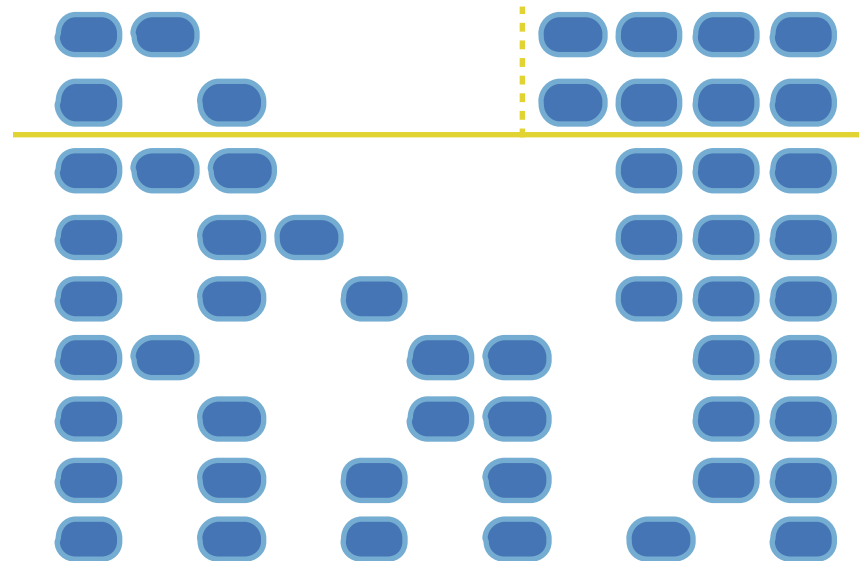


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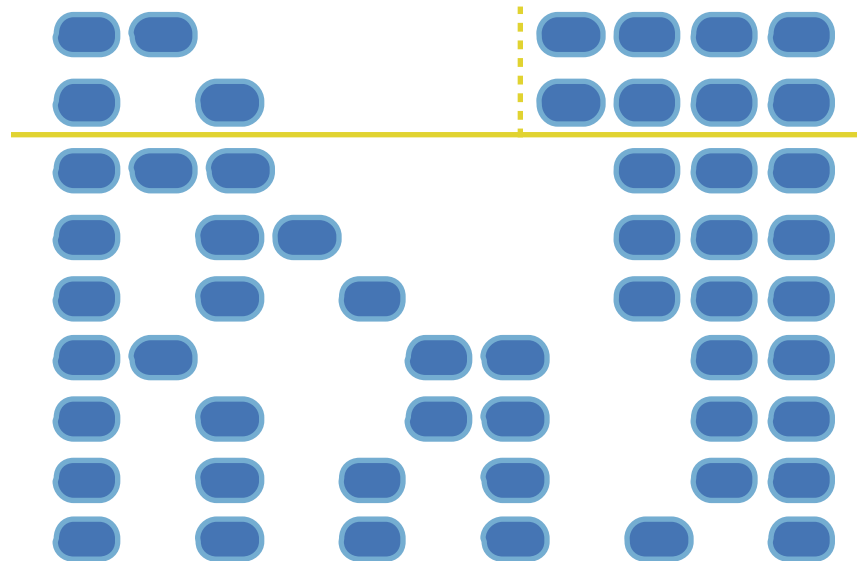


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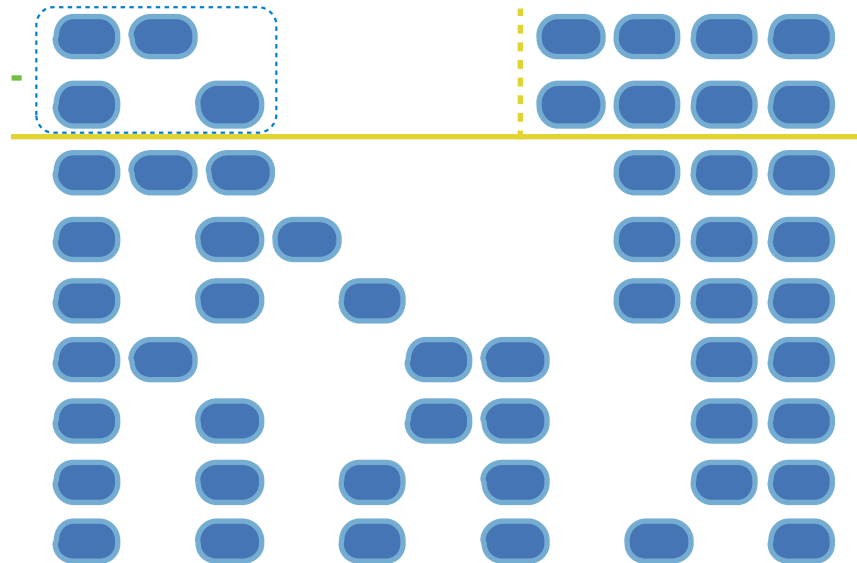


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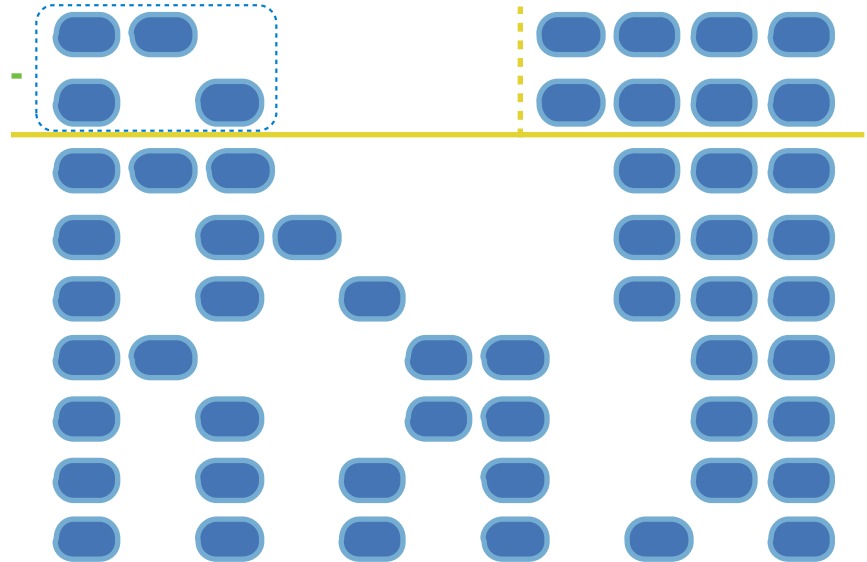


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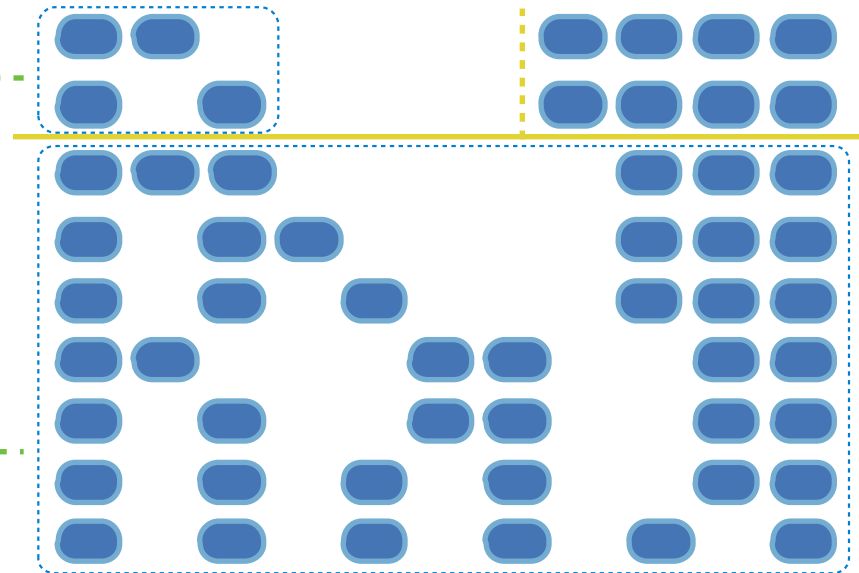


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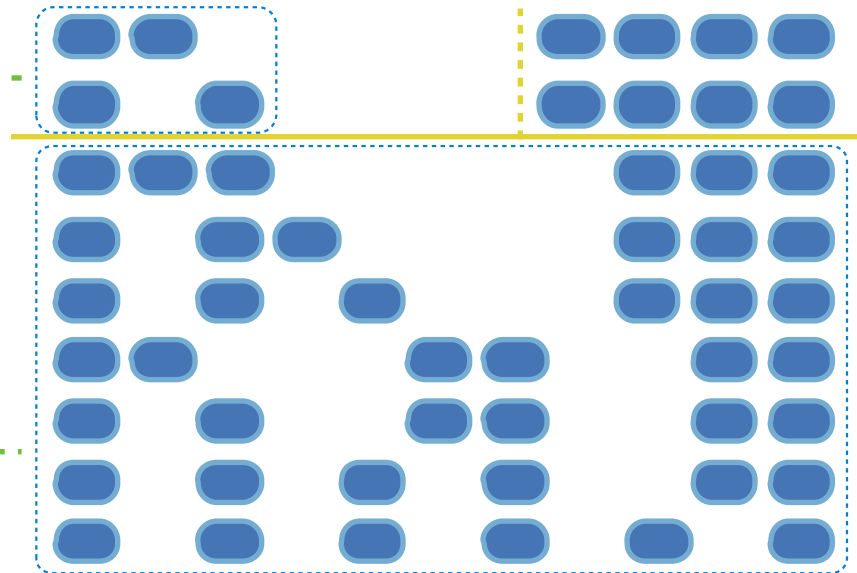


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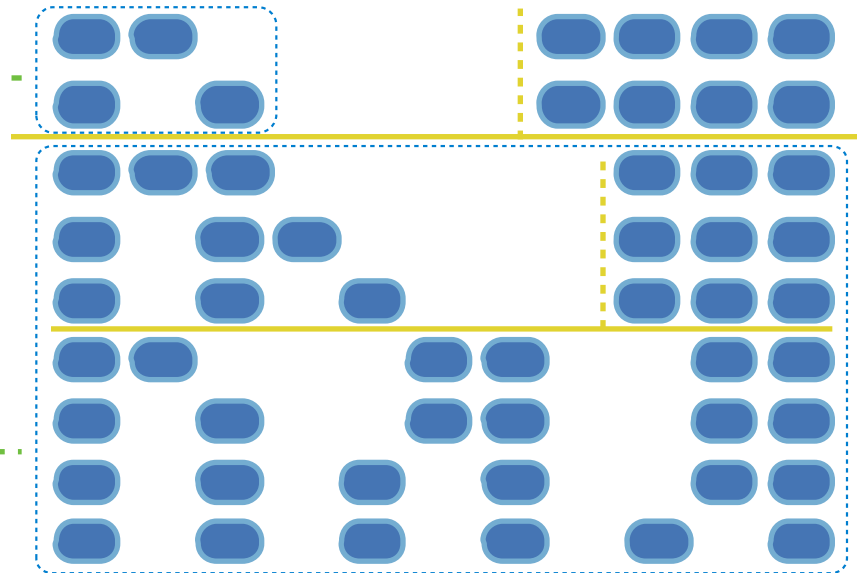


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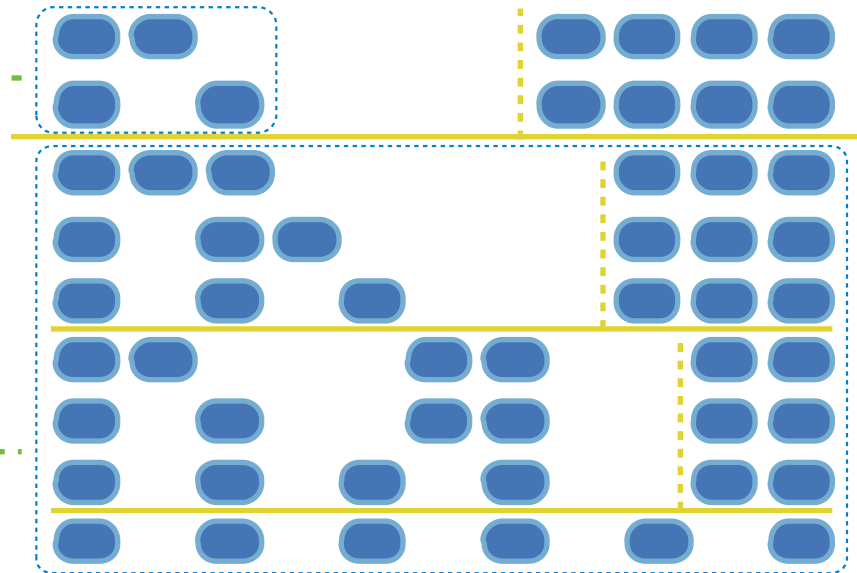


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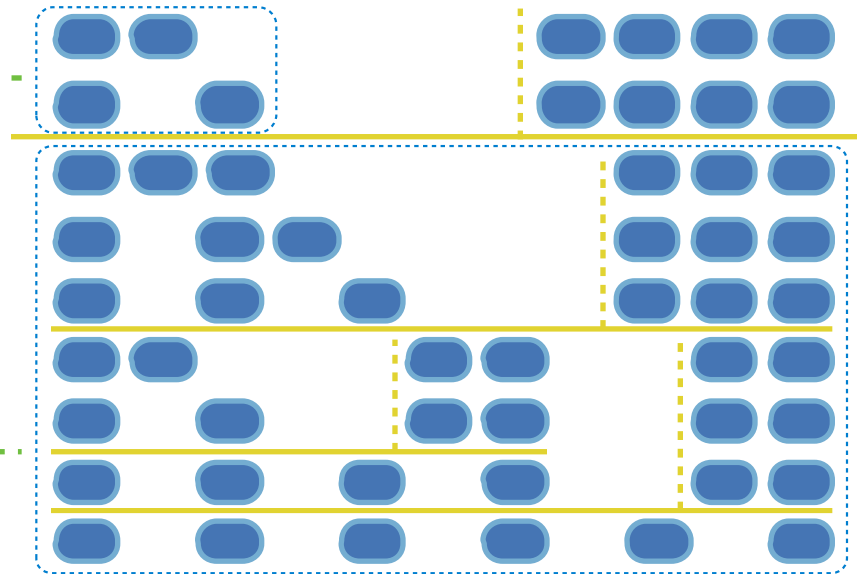


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def count_partitions(n, m):  
    if n == 0:  
  
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    elif n < 0:  
        return 0  
    elif m == 0:  
        return 0  
  
    else:  
        with_m = count_partitions(n-m, m)  
        without_m = count_partitions(n, m-1)  
        return with_m + without_m
```

Counting Partitions

The number of partitions of a positive integer n , using parts up to size m , is the number of ways in which n can be expressed as the sum of positive integer parts up to m in increasing order.

- Recursive decomposition: finding simpler instances of the problem.
- Explore two possibilities:
 - Use at least one 4
 - Don't use any 4
- Solve two simpler problems:
 - `count_partitions(2, 4)`
 - `count_partitions(6, 3)`
- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):  
    if n == 0:  
        return 1  
    elif n < 0:  
        return 0  
    elif m == 0:  
        return 0  
    else:  
        with_m = count_partitions(n-m, m)  
        without_m = count_partitions(n, m-1)  
        return with_m + without_m
```

(Demo)

[Interactive Diagram](#)