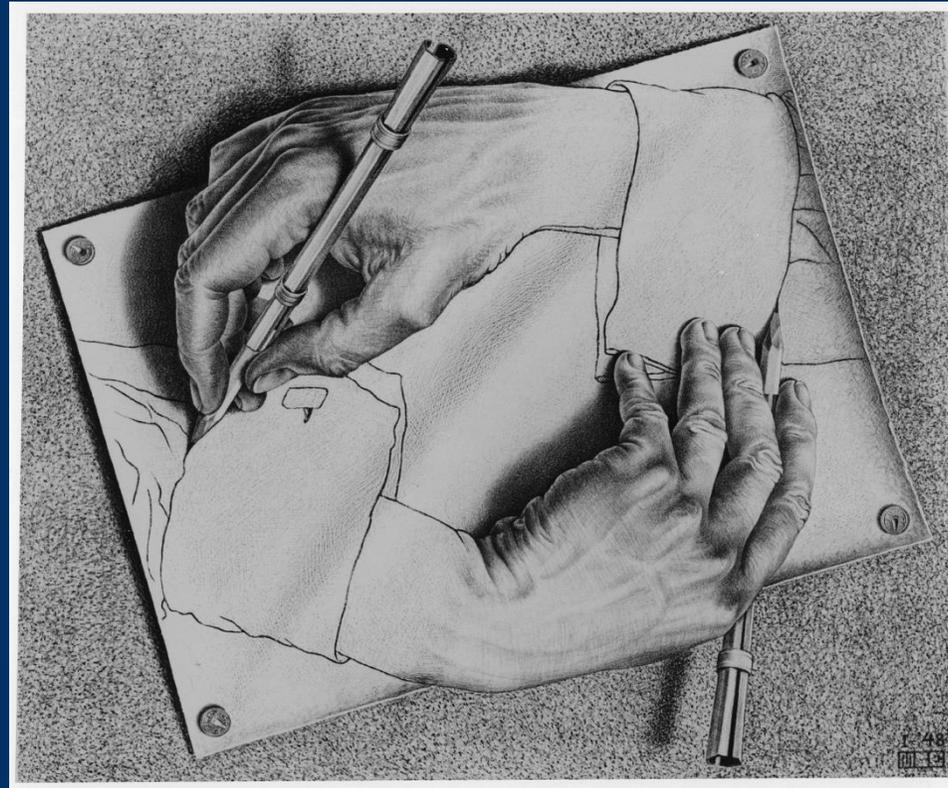


Computational Structures in Data Science

Recursion

M. C. Escher : Drawing Hands



Announcement

- Midterm on 3/11
 - Please fill out accommodations / alternates from by TONIGHT
 - <https://edstem.org/us/courses/94478/discussion/7722086>
- Reminders:
 - You get 1 reference sheet we provide
 - You get your own (hand written) sheet
 - We will collect these!
 - Scratch paper if necessary (lots of blank space on the exam)
- My Tea Hours will change this week (see calendar)

The Recursive Process

Recursive solutions involve two major parts:

- **Base case(s)**, the problem is simple enough to be solved directly
- **Recursive case(s)**. A recursive case has three components:
 - **Divide** the problem into one or more simpler or smaller parts
 - **Invoke** the function (recursively) on each part, and
 - **Combine** the solutions of the parts into a solution for the problem.

Why learn recursion?

- Recursive data is all around us!
 - Take CS61B (data structures), CS70 (discrete math), CS164 (Programming Languages), Data 101 (Data Eng) for more examples where you'll encounter recursion
- Trees (post-midterm) and Graphs are structures which are recursive in nature.
 - E.g. A social network is a graph of friends with connections to other friends, with connections to other friends.
- Analyzing "chains" of data, can benefit from recursion
- Next Lecture: Problems that "branch" out:
 - generating subsets and permutations
 - calculating Fibonacci numbers

Computational Structures in Data Science

Palindromes



Learning Objectives

- Compare Recursion and Iteration to each other
 - Translate some simple functions from one method to another
- Write a recursive function
 - Understand the base case and a recursive case

Fun Palindromes

- C88C
- racecar
- LOL
- radar
- a man a plan a canal panama
- aibohphobia 
 - The fear of palindromes.
- <https://czechtheworld.com/best-palindromes/#palindrome-words>

Palindromes

- Palindromes are the same word forwards and backwards.
- Python has some tricks, but how could we build this?
 - `palindrome = lambda w: w == w[::-1]`
 - `[::-1]` is a slicing shortcut `[0:len(w):-1]` to reverse items.
- Let's write Reverse:

```
def reverse(s):  
    result = ''  
    for letter in s:  
        result = letter + result  
    return result
```

```
def reverse_while(s):  
    """  
    >>> reverse_while('hello')  
    'olleh'  
    """  
    result = ''  
    while s:  
        first = s[0]  
        s = s[1:] # remove the first letter  
        result = first + result  
    return result
```

Writing Reverse Recursively

```
def reverse(s):  
    if not s:  
        return ''  
    return 'TODO'
```

```
def palindrome(word):  
    return word == reverse(word)
```

How should reverse work?

- Our algorithm in words:
 - Take the first letter, put it at the end
 - The beginning of the string is the reverse of the rest.

`reverse('ABC')`

→ `reverse('BC') + 'A'`

→ `reverse('C') + 'B' + 'A'`

→ `'C' + 'B' + 'A'`

→ `'CBA'`

reverse recursive

```
def reverse(s):  
    if not s:  
        return ''  
    return  Recursive Case
```

```
def palindrome(word):  
    return word == reverse(word)
```

Palindrome – Alternative Approaches

- Compare first / last letters, working our way towards the middle
- **Base Case?**
 - What is the *smallest* word that is a palindrome?
 - A 1-letter word!
 - A 0 letter word? Maybe?
 - We can have a recursive case:
 - If the first and last letter are the same, check the "inner word"
 - If they're not → return False

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Recursion With Lists



Another Example – Finding a Minimum

```
def first(s):  
    """Return the first element in a sequence."""  
    return s[0]  
def rest(s):  
    """Return all elements in a sequence after the first"""  
    return s[1:]  
  
def min_r(s):  
    """Return minimum value in a sequence."""  
    if   
    else:  
        
```

indexing an element of a sequence

Slicing a sequence of elements

- Recursion over sequence length

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Binary Search



Searching for Items in a Sequence

- Given a sequence of sorted items, how do I find an item's position (index)
- e.g. `my_list.index(item)`
- How do we build our own?
- What if we know our list is sorted?
- We can have a clever, efficient algorithm:
 - Check the middle value → If found, return the middle index
 - If item is smaller than the middle value → search only the first half
 - If item is bigger than the middle value → search only the second half
 - Keep searching each 'half' until there's nothing left to divide.

Binary Search

```
letters = 'abcdefghijklmnopqrstuvwxyz'
```

```
def binary_search(sequence, item):
```

```
    ...
```

```
binary_search(letters, 'c') → 2
```

- How do we split this sequence in half?
- We can use inner functions to control our starting and stopping of searching

Binary Search

```
letters = 'abcdefghijklmnopqrstuvwxyz'
```

```
binary_search(letters, 'c') → 2
```

```
# Step 1:
```

```
Find the midpoint
```

```
Is 'c' before or after 'm'?
```

```
step_1 = 'abcdefghijkl'
```

```
binary_search(step_1, 'c')
```

```
# Step 2
```

```
Is 'c' before or after 'f' (new middle letter)
```

```
step_2 = 'abcde'
```

```
binary_search(step_2, 'c')
```

Inner Functions

- Inner functions allow us to control our base case, without exposing it to the caller
- What might we want? This is ugly.
`def binary_search(sequence, item, start, stop):`
- When should we stop searching? When our 'start' is > 'stop', i.e. we've gone past the end of our sequence
- Enter inner functions!

```
def binary_search(sequence, item):  
    def helper(start, stop):  
        ...  
    return helper(0, len(sequence) - 1)
```

Binary Search – A Start

```
def binary_search(sequence, item):
    def helper(start, stop):
        if start > stop:
            return -1
        mid = (start + stop) // 2
        if sequence[mid] == item:
            return mid
        elif sequence[mid] > item:
            return -----
        else:
            return -----
    return helper(0, len(sequence) - 1)
```

Binary Search – A Start

```
def binary_search(sequence, item):
    def helper(start, stop):
        if start > stop:
            return -1
        mid = (start + stop) // 2
        if sequence[mid] == item:
            return mid
        elif sequence[mid] > item:
            return helper(start, mid - 1)
        else:
            return helper(mid + 1, stop)
    return helper(0, len(sequence) - 1)
```

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Review: Order of Execution



Recall: Iteration

```
def sum_of_squares(n):  
    accum = 0  
    for i in range(1, n+1):  
        accum = accum + i*i  
    return accum
```

1. Initialize the "base" case of no iterations

2. Starting value

3. Ending value

4. New loop variable value

Recursion Key concepts – by example

1. Test for simple "base" case

2. Solution in simple "base" case

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return sum_of_squares(n-1) + n**2
```

3. Assume recursive solution to simpler problem

4. "Combine" the simpler part of the solution, with the recursive case

In words

- The sum of no numbers is zero
- The sum of 1^2 through n^2 is the
 - sum of 1^2 through $(n-1)^2$
 - plus n^2

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return sum_of_squares(n-1) + n**2
```

Why does it work

```
sum_of_squares(3)
```

```
# sum_of_squares(3) => sum_of_squares(2) + 3**2  
#                   => sum_of_squares(1) + 2**2 + 3**2  
#                   => sum_of_squares(0) + 1**2 + 2**2 + 3**2  
#                   => 0 + 1**2 + 2**2 + 3**2 = 14
```

Questions

- In what order do we sum the squares ?
- How does this compare to iterative approach ?

```
def sum_of_squares(n):  
    accum = 0  
    for i in range(1,n+1):  
        accum = accum + i*i  
    return accum
```

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return sum_of_squares(n-1) + n**2
```

```
def sum_of_squares(n):  
    if n < 1:  
        return 0  
    else:  
        return n**2 + sum_of_squares(n-1)
```

Trust ...

- The recursive “leap of faith” works as long as we hit the base case eventually
- What happens if we don't?

Recursion (unwanted)

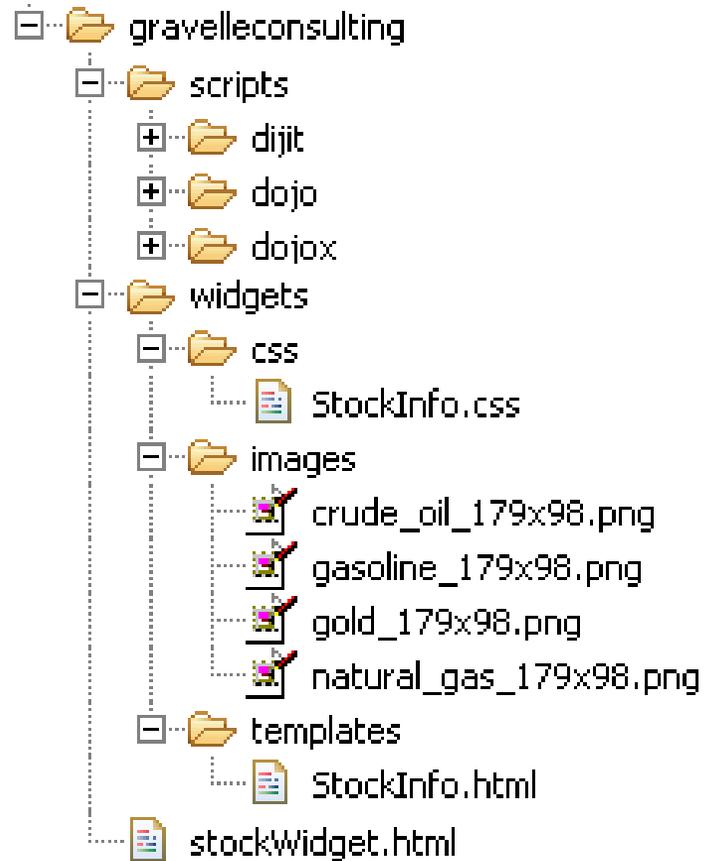


Why Recursion?

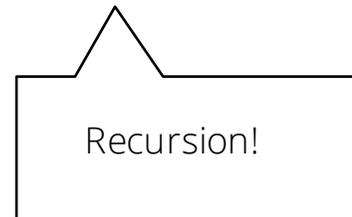
- “After Abstraction, Recursion is probably the 2nd biggest idea in this course”
- “It’s tremendously useful when the problem is self-similar”
- “It’s no more powerful than iteration, but often leads to more concise & better code”
- “It’s more ‘mathematical’”
- “It embodies the beauty and joy of computing”
- ...

Example I

List all items on your hard disk



- Files
- Folders contain
 - Files
 - Folders



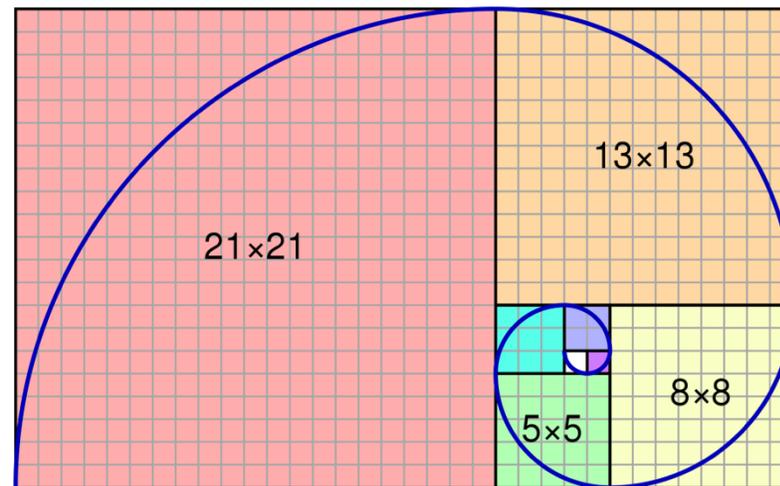
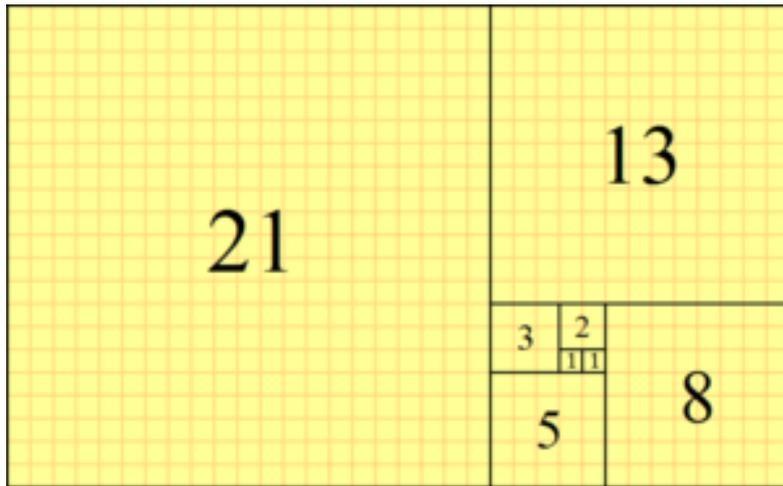
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The Fibonacci Sequence



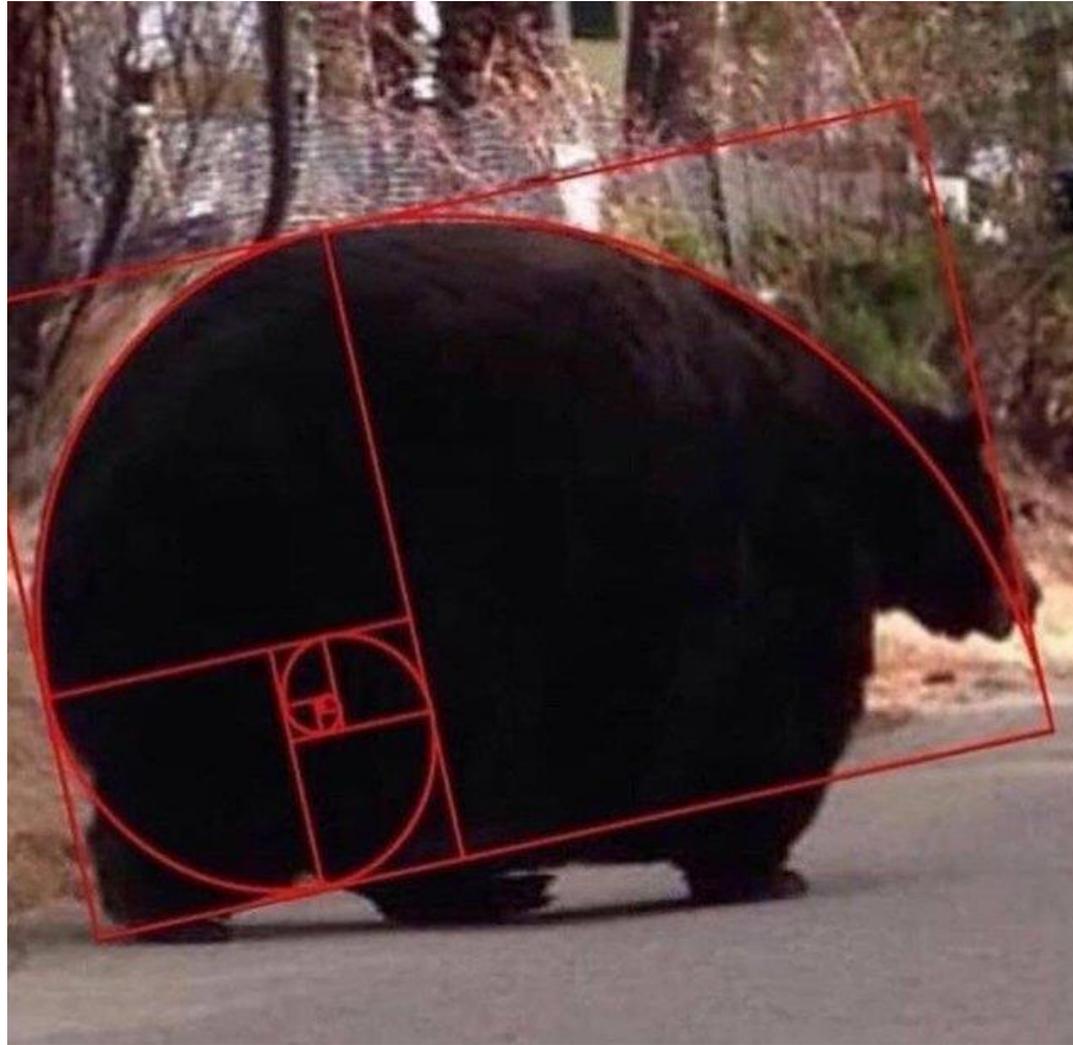
The Fibonacci Sequence

- 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89...
- $F_0 = 0, F_1 = 1$
- $F_n = F_{n-1} + F_{n-2}$



Golden Spirals Occur in Nature

GO BEARS



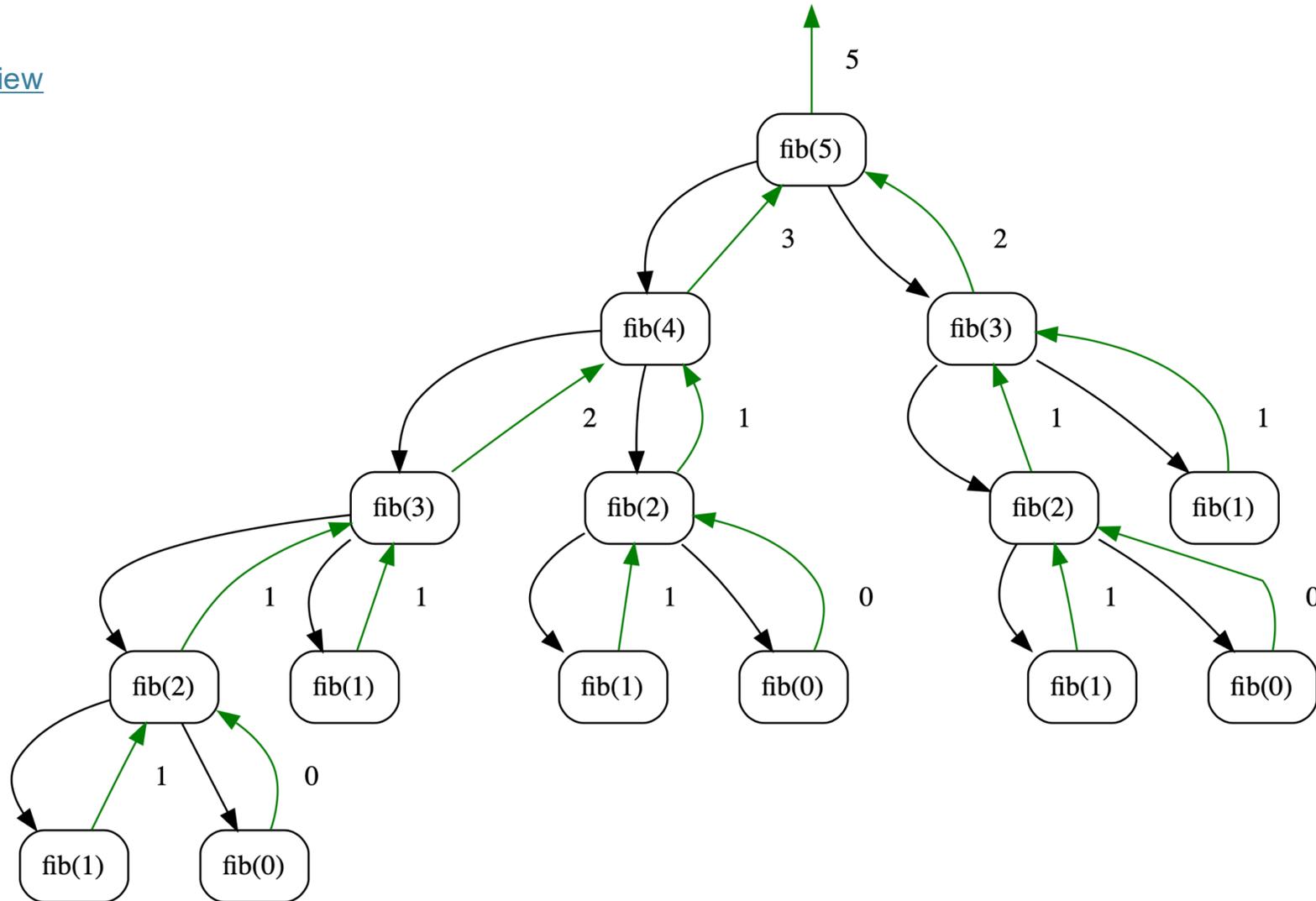
Fibonacci Code

$\text{fibonacci}(n) = \text{fibonacci}(n-1) + \text{fibonacci}(n-2)$
where $\text{fibonacci}(1) == 1$ and $\text{fibonacci}(0) == 0$

```
def fib(n):  
    """  
    >>> fib(5)  
    5  
    """  
    if n < 2:  
        return n  
    return fib(n - 1) + fib(n - 2)
```

Visualizing Fib Recursion:

[Interactive View](#)



But what about the iterative version?

- In practice, recursive fib is *slow!*
- We can write the program using a for loop.
- How do we translate this? You've done it before!
 - Technique is called "dynamic programming".

```
def iter_fib(n):  
    (n_1, n_2) = (0, 1)  
    for i in range(0, n):  
        # This computes n_1+n_2 before updating n_1  
        (n_1, n_2) = (n_2, n_1 + n_2)  
    return n_1
```

What's Similar to Fibonacci?

- Many number sequences have similar properties
 - Catalan numbers
 - Pascal's Triangle
- "Branching" Patterns in Biology:
 - (Real) Tree branches
 - Veins in leaves
 - Romanesco Broccoli
 - Population growth of animals over N generations
 - Some of these structures can be modeled recursively

Why Recursion? More Reasons

- Recursive structures exist (sometimes hidden) in nature and therefore in data!
- It's mentally and sometimes computationally more efficient to process recursive structures using recursion.

