Recursion, pt. 2:

Thinking it Through
One classic application for recursion is for use in sorting.

- What might be some strategies we could use for recursively sorting?
- During the course introduction, a rough overview of quicksort was mentioned.
- There are other divide-and-conquer type strategies.
Merge Sort

• One technique, called merge sort, operates on the idea of merging two pre-sorted arrays.
  – How could such a technique help us?
Merge Sort

- One technique, called merge sort, operates on the idea of merging two pre-sorted arrays.
  - If we have two presorted arrays, then the smallest overall element *must* be in the first slot of one of the two arrays.
  - It dramatically reduces the effort needed to find each element in its proper order.
Merge Sort

• Problem: when presented with a fresh array, with items in random order within it... how can we use this idea of “merging” to sort the array?
  – Hint: think with recursion!
  – Base case: $n = 1$ – a single item is automatically a “sorted” list.
• We’ve found our base case, but what would be our recursive step?
  – Given the following two sorted arrays, how would we merge them into a single sorted array?

[13]
=> [13 42]
[42]
Merge Sort

• Given the following two sorted arrays, how would we merge them into a single sorted array?

  
  \[
  \begin{array}{c}
  [-2, 47] \\
  \Rightarrow [-2, 47, 57, 101] \\
  [57, 101]
  \end{array}
  \]
Merge Sort

• Given the following two sorted arrays, how would we merge them into a single sorted array?

\[
[13, 42] \quad \Rightarrow \quad [7, 13, 42, 101]
\]

\[
[7, 101]
\]
Merge Sort

• Can we find a pattern that we can use to make a complete recursive step?
Merge Sort

• Given the following two sorted arrays, how would we *merge* them into a single sorted array?

\[
[13, 42] \quad \Rightarrow \quad [7, 13, 42, 101]
\]
Merge Sort

• In words:
  – If both lists still have remaining elements, pick the smaller of the first elements and consider that element removed.
  – If only one list has remaining elements, copy the remaining elements into place.

• This is the recursive step of merge sort.
Merge Sort

13 32 77 55 43 1 42 88
[13 32 77 55], [43 1 42 88]
[13 32], [77 55], [43 1], [42 88]
[13 32], [55 77], [1 43], [42 88]
[13 32 55 77], [1 43], [42 88]
[13 32 55 77], [1 42 43 88]
[1 13 32 42 43 55 77 88]
Merge Sort

• Note that for each element insertion into the new array, only one element needs to be examined from each of the two old arrays.
  – It’s possible because the two arrays are presorted.
  – The “merge” operation thus takes $O(N)$ time.
Recursive Structure: Binary Tree

```
   13
  /   \
 7     25
 /     / \
 2     9   17
  \
   42
```
Recursive Structures

• One data structure we’ve have yet to examine is that of the binary tree.
• How could we create a method that prints out the values within a binary tree in sorted order?
Binary Tree

```
13
  /  \
 7 25
 /   \
2 9   17
   /   /
  42 42
```
template <typename K, typename V>
class TreeNode<K, V>
{
    public:
    K key;
    V value;
    TreeNode<K, V>* left;
    TreeNode<K, V>* right;
};
Binary Tree

• What can we note about binary trees that can help us print them in sorted order?
Binary Tree

• Note that for a given node, anything in the left subtree comes (in sorted order) before the node.

• On the other hand, anything in the right subtree comes after the node.
Binary Tree Recursion

• So, to print out the binary tree...

```cpp
void print(TreeNode<K, V>* node)
{
    if(node == 0) return;
    print(node.left);
    cout << node.value << " ";
    print(node.right);
}
```
Binary Tree Recursion

• Calling print() with the tree’s root node will then print out the entire tree.
  – Note that we’re dumping the values to the console because it’s simpler for teaching purposes.
  – We should instead set up either an iterator which returns each item in the tree, one at a time, in proper order... or a custom operator<<.
1. We started at $n$ and reduced the problem to $1!$.
   - Is there a reason we couldn’t start from 1 and move up to $n$?

2. The actual computation was done entirely at the end of the method, after it returned from recursion.
   - Could we do some of this calculation on the way, before the return?
Using Recursion

• Note that the core reduction of the problem is still the same, no matter how we handle the issues raised by #1 and #2.

• How we choose to code this reduction, however, can vary greatly, and can even make a difference in efficiency.
Using Recursion

- Let’s examine the issue raised by #1: that of starting from the reduced form and moving to the actual answer we want.
Coding Recursion

```c
int factorial(int n)
{
    if(n<0) throw Exception();
    if(???)
        return ?;
    else return n * factorial(n+1);
}
```

- Hmm. We’re missing something.
Coding Recursion

• How will we know when we reach the desired value of n?
  – Also, isn’t this method modifying the actual value of n? Maybe we need... another parameter.
Coding Recursion

```c
int factorial(int i, int n)
{
    if(i<0) throw exception();
    if(???)
        return ?;
    else return i * factorial(i+1, n);
}
```

- That looks better. When do we stop?
Coding Recursion

```c
int factorial(int i, int n)
{
    if(i<0) throw exception();
    if(i >= n)
        return n;
    else return i * factorial(i+1, n);
}
```

- Well, almost. It might need cleaning up.
Helper Methods

• Unfortunately, writing the methods in this way does leave a certain design flaw in place.
  – We’re expecting the caller of these methods to know the correct initial values to place in the parameters.
  – We’ve left part of our overall method implementation exposed. This could cause issues.
Helper Methods

• A better solution would be to write a *helper method* solution.
  – It’s so named because its sole reason to exist is to *help* setup the needed parameters and such for the true, underlying method.
Coding Recursion

```c
int factorial(int i, int n)
{
    if(i >= n)
        return n;
    else return i * factorial(i+1, n);
}
```
Helper Methods

```java
int factorialStarter(int n)
{
    if(n < 0) throw exception();
    else if(n==0) return 1;
    else return factorial(1, n);
}
```
Note how factorialStarter performs the error-checking and sets up the special recursive parameter.

- This would be the method that should be called for true factorial functionality.
- The original factorial method would then be its helper method, aiding the originally-called method perform its tasks.
Helper Methods

• Note that we wish for only factorialStarter to be generally accessible – to be public.
  – Assuming, of course, that these methods are class methods.
  – The basic factorial method is somewhat exposed.
  – The solution? Make factorial private!
Using Recursion

• Let’s now turn our attention to the issue raised by #2: that of when the main efforts of computation occur.
  – For this version, we’ll return to starting at “n” and counting down to 1.
Using Recursion

• How can we perform most of the computation before reaching the base case of our problem?

  - $5! = 5 \times 4!$
    
    $= 5 \times 4 \times 3!$
    
    $= \ldots$
    
    $= 5 \times 4 \times 3 \times 2 \times 1!$
Using Recursion

• How can we perform most of the computation before reaching the base case of our problem?

  \[
  5! = 5 \times 4! \\
  = 5 \times 4 \times 3! \\
  = \ldots \\
  = 5 \times 4 \times 3 \times 2 \times 1! \\
  \]

  We could keep track of this multiplier across our recursive calls.
int factorial(int part, int n) {
    if(n == 0 || n == 1)
        return part;
    else
        return factorial(part * n, n-1);
}
Coding Recursion

```c
int factorial(int n)
{
    return factorial(1, n);
}
```

- Using a separate method to start our computation allows us to hide the additional internal parameter.