BM267 - Introduction to Data Structures



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Objectives

Learn about

- Recursion
- Divide and conquer
- General and binary tree structures
- Implementation of trees
- Mathematical properties of trees.
- Tree operations, tree traversal algorithms

Recursion

- A **recursive definition** is one which uses the word or concept being defined in the definition itself
- Consider the following list of numbers:

24, 88, 40

• Such a list can be defined on paper as

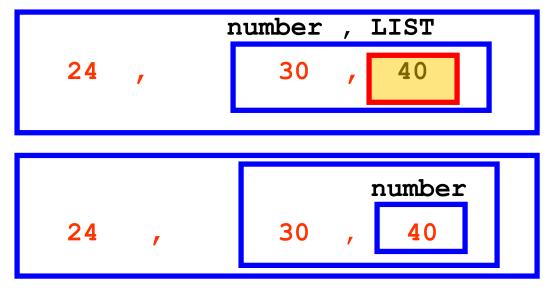
Α	LIST	is	a:	number		
		or	a:	number	comma	LIST

- That is, a LIST is defined to be a single number,
- Or a number followed by a comma followed by another LIST
- The concept of LIST is used to define itself.

Recursion

• If you apply this definition to the actual list of numbers, the recursive part of the LIST definition is used several times, terminating with the non-recursive part:

LIST
$$\rightarrow$$
 number , LIST
24 , 30, 40



Recursion

- All recursive definitions have to have a terminating case **ALIST is:**
 - eithernumber, followed by a comma, followed by another LISTornumber
- Otherwise, there would be no way to terminate the recursive path
- Such a definition would cause **infinite recursion**
- This problem is similar to an infinite loop, but the nonterminating "loop" is part of the definition itself
- The non-recursive part is often called the *base case*

- Recursion simply means a function that calls itself.
- The conditions that cause a function to call itself again are called the *recursive case*.
- In order to keep the recursion from going on forever, you must make sure you hit a termination condition called the *base case*.
- The number of nested invocations is called the *depth of recursion*.
- Function may call itself *directly* or *indirectly*. (All of our examples are direct.)

- Recursive functions must satisfy two basic properties:
 - They must explicitly solve a base case.
 - Each recursive call must involve smaller values of the argument.

```
Euclid: Greatest common divisor
int gcd(int m, int n)
{
    if (n == 0)
        return m;
    return gcd(n, m % n);
}
```

```
int puzzle(int N)
  if (N = = 1)
     return 1;
  if (N % 2 == 0)
     return puzzle(N/2);
  else
     return puzzle(3*N+1);
```

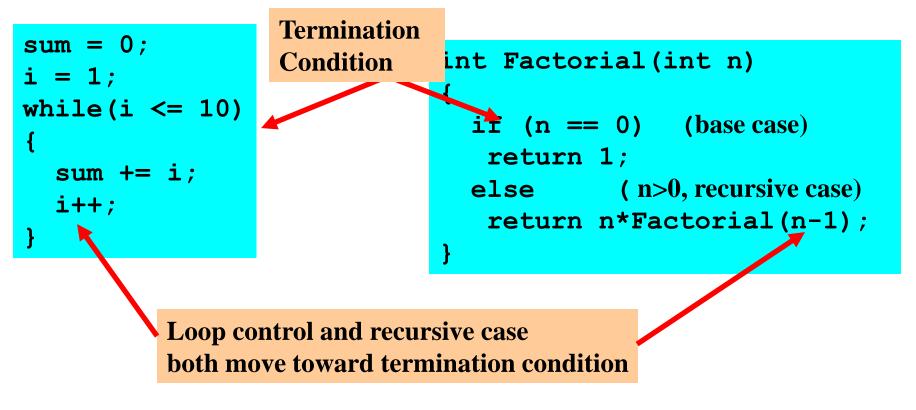
Here, we cannot use induction to prove that this program terminates, because not every recursive call uses an argument smaller than the one given.

```
Linked list node count:
int count(link x)
{
   if (x == NULL)
      return 0;
   return 1 + count(x->next);
}
```

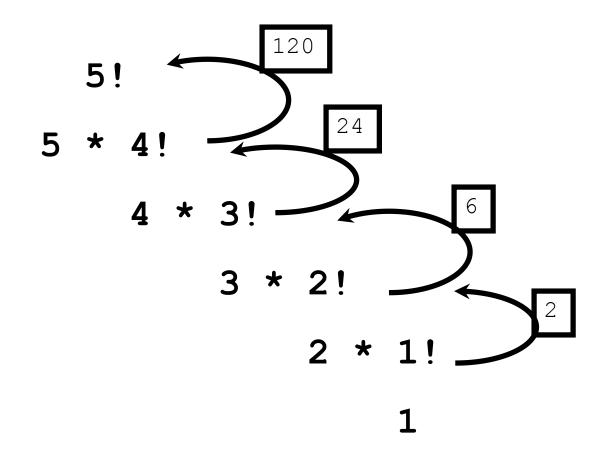
Factorial function

- N!, for any positive integer N, is defined to be the product of all integers between 1 and N inclusive
- This definition can be expressed recursively as:
- 0! = 1
- 1! = 1
- N! = N * (N-1)!
- The concept of the factorial is defined in terms of another factorial
- Eventually, the base case of 1! is reached.

- Recursion and looping has similar meanings.
- Loop termination condition has the same role as a recursive base case.
- A loop's control variable serves the same role as a general case.

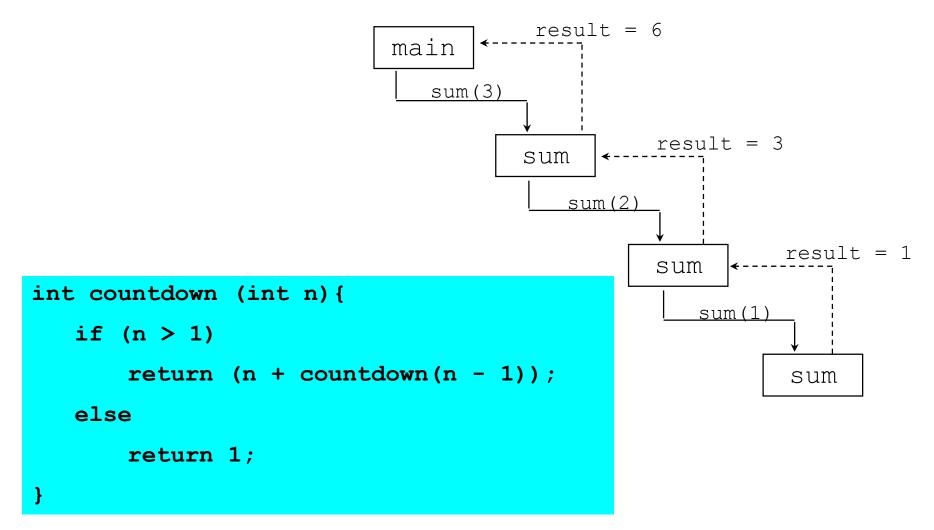


Function call Factorial(5) proceeds as below:



- Consider the problem of computing the sum of all the numbers between 1 and any positive integer N
- This problem can be recursively defined as:

$$\sum_{i=1}^{N} \mathbf{i} = \mathbf{N} + \sum_{i=1}^{N-1} \mathbf{i} = \mathbf{N} + (\mathbf{N-1}) + \sum_{i=1}^{N-2} \mathbf{i}$$



- Note that just because we can use recursion to solve a problem, doesn't mean we should
- For instance, we usually would not use recursion to solve the sum of 1 to N problem, because the iterative version is easier to understand
- However, for some problems, recursion provides an elegant solution, often cleaner than an iterative version
- You must carefully decide whether recursion is the correct technique for any problem

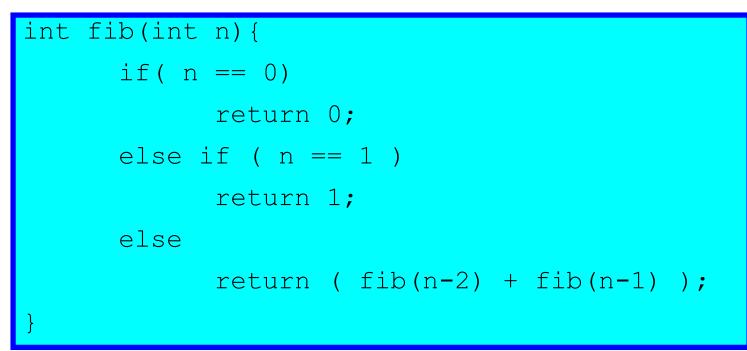
•Fibonacci numbers

-0, 1, 1, 2, 3, 5, 8...

-Each number sum of the previous two

fib(n) = fib(n-1) + fib(n-2)

-Base case: fib(0) = 0 and fib(1) = 1



```
int main() {
int i, array[32];
for( i = 0 ; i<32; i++) {
      if( i == 0 )
             array[i]= 0;
       else if( i == 1)
              array[i] = 1;
       else
              array[i] = array[i-2] + array[i-1];
       cout<<array[31];</pre>
       return 0;
```

- An effective approach to designing fast algorithm in sequential computation is the method known as **divide and conquer.**
- The problem to be solved is broken into a number of subprograms (typically two) of the same form as the original problem; this is the **divide** step.
- The subproblems are then solved independently, usually recursively; this is the **conquer** step.
- Finally, the solutions to the subproblems are combined to provide the answer to the original problem.

•The sorting algorithms Mergesort and Quicksort are both based on the divide-and-conquer approach.

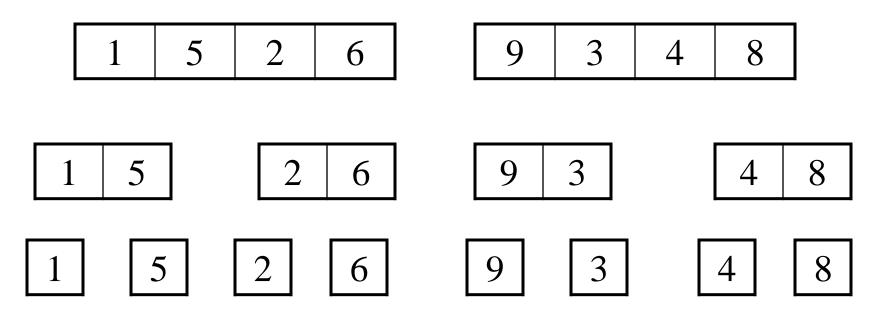
•Example:Let us consider the task of finding the maximum(or minimum) of N items stored in an array.

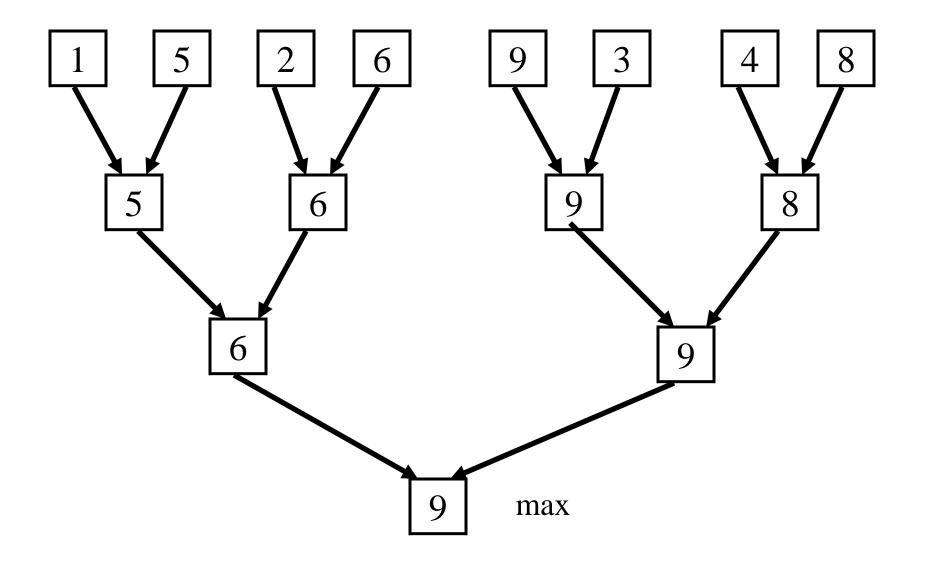
•Iterative Findmax:

 $\mathbf{T}(\mathbf{n}) = \mathbf{n} \mathbf{-1}$

```
Divide and Conquer solution of finding max of N integers.
int max(int a[], int l, int r) {
  int u, v;
  int m = (1+r)/2;
  if (l == r)
      return a[1];
  u = max(a, l, m);
  v = max(a, m+1, r);
  if (u > v)
      return u;
  else
      return v;
}
```

- Assume that $N = 2^k$
- T(n) = 2 T(n/2) + 1





T(n) = 2 T(n/2) + 1 T(n/2) = 2 T(n/4) + 1T(n) = 2 (2 T(n/4) + 1) + 1 = 2²T(n/4) + 2 + 1 T(n/4) = 2 T(n/8) + 1

$$T(n) = 2^{2}(2 T(n/8) + 1) + 2 + 1$$

= 2³T(n/8) + 2² + 2 + 1
= 2³T(n/2³) + 2² + 2 + 1
.....

$$= 2^{k}T(n/2^{k}) + 2^{k-1} + 2^{k-2} + \dots + 2^{2} + 2 + 1$$

k-1
$$= 2^{k}T(n/2^{k}) + \sum_{i=0}^{k} 2^{i}$$

From the base case where T(1) = 0 $(n/2^k) = 1 \rightarrow n = 2^k$ k = logn k-1 $x^k - 1$ and we know that $\sum_{i=0}^{k-1} 2^i = \frac{x-1}{x-1}$

$$T(n) = 2^{k}T(n/2^{k}) + \sum_{i=0}^{k-1} 2^{i} = 2^{k}T(n/2^{k}) + \frac{2^{k}-1}{2-1}$$

$$T(n) = 2^k * 0 + 2^k - 1 = 2^{logn} - 1 = n-1$$

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