

## Tree Recursion

## Announcements

## Order of Recursive Calls

## 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  
f1: cascade [parent=Global]  
n 123  
f2: cascade [parent=Global]  
n 12  
Return value None  
f3: cascade [parent=Global]  
n 1  
Return value None

Program output:  
123  
12  
1  
12

Interactive Diagram

- Each cascade frame is from a different call to cascade.
- Until the Return value appears, that call has not completed.
- Any statement can appear before or after the recursive call.

## Two Definitions of Cascade

(Demo)

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

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:

```
1         def inverse_cascade(n):
2         grow(n)
3         print(n)
4         shrink(n)
5
6         def f_then_g(f, g, n):
7         if n:
8             f(n)
9             g(n)
10
11        grow = lambda n: f_then_g(grow, shrink, n)
12        shrink = lambda n: f_then_g(shrink, grow, n)
```

## Tree Recursion

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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  
 $\text{fib}(n)$ : 0, 1, 1, 2, 3, 5, 8, 13, 21, ... , 9,227,465

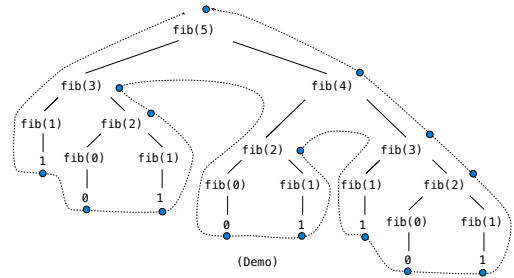
```
def fib(n):
    if n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return fib(n-2) + fib(n-1)
```



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

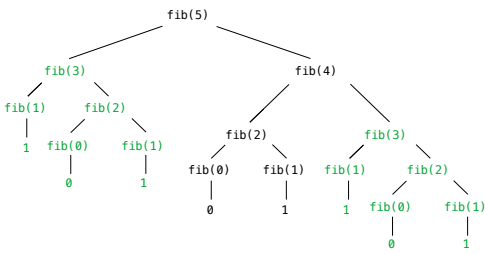
## A Tree-Recursive Process

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



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

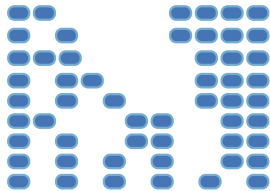
## Example: Counting Partitions

## 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.

$\text{count\_partitions}(6, 4)$

2 + 4 = 6  
 1 + 1 + 4 = 6  
 3 + 3 = 6  
 1 + 2 + 3 = 6  
 1 + 1 + 1 + 3 = 6  
 2 + 2 + 2 = 6  
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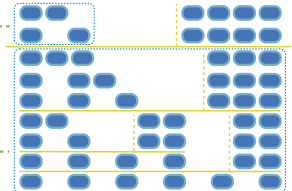


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- Recursive decomposition: finding simpler instances of the problem.
- Explore two possibilities:
  - Use at least one 4
  - Don't use any 4
- Solve two simpler problems:
  - $\text{count\_partitions}(2, 4)$
  - $\text{count\_partitions}(6, 3)$
- Tree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



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- 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