61A Lecture 8

Wednesday, September 17

Announcements	

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• Project 1 is due Thursday 9/18 @ 11:59pm; Early bonus point for submitting on Wednesday!

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- Optional Hog strategy contest ends Wednesday 10/1 @ 11:59pm

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

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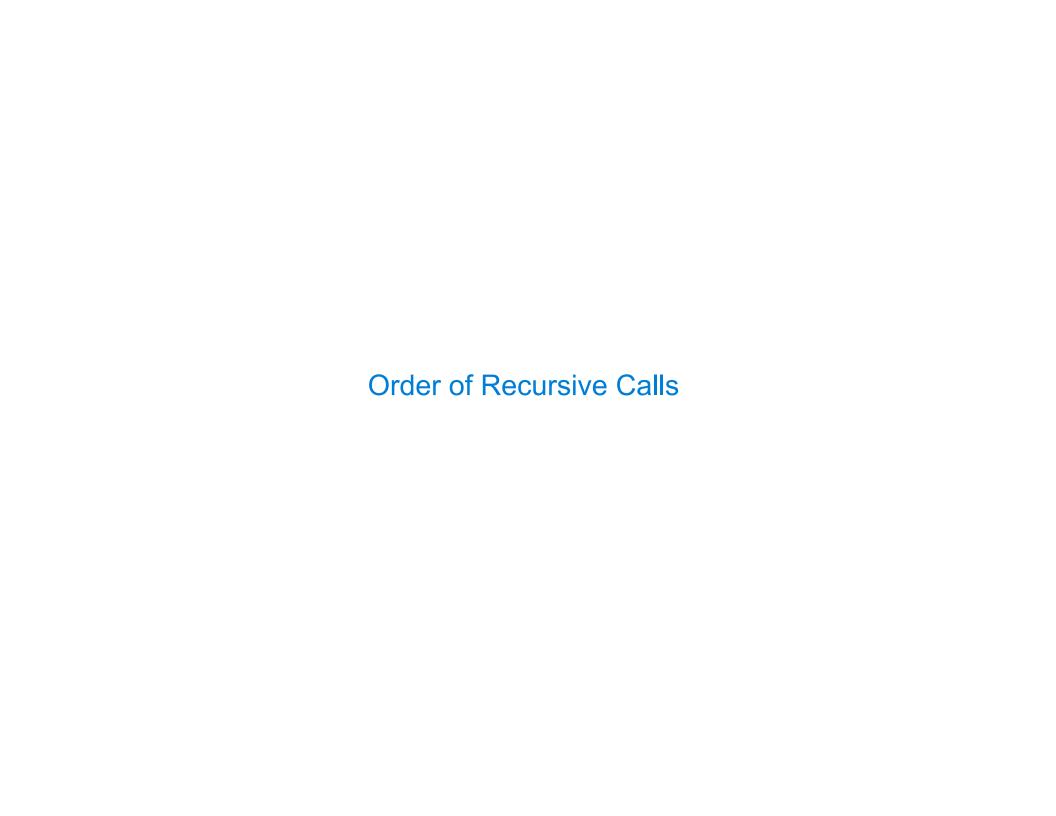
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Fall 2014 Winners

YOUR NAME COULD BE HERE... FOREVER!



(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)</pre>
```

```
Global frame func cascade(n) [parent=Global]

cascade fi: 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:

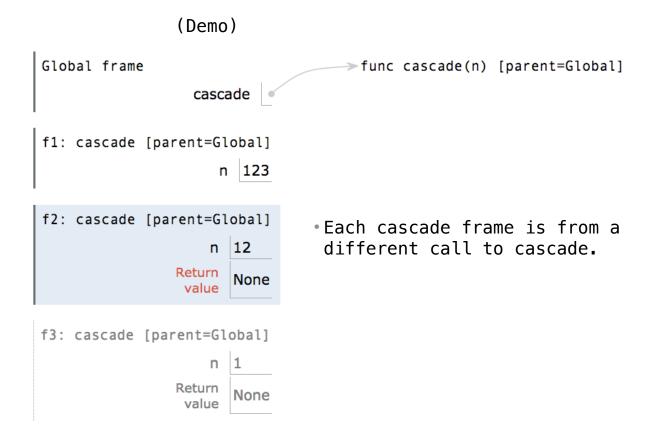
```
123
12
1
12
```

```
(Demo)
Global frame
                                    → func cascade(n) [parent=Global]
                  cascade
f1: cascade [parent=Global]
                     n 123
f2: cascade [parent=Global]
                    n 12
                Return
f3: cascade [parent=Global]
                 value
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Program output:

123	
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<u>Interactive Diagram</u>

Program output:

123	
12	
1	
12	

(Demo) Global frame → func cascade(n) [parent=Global] cascade f1: cascade [parent=Global] n 123 f2: cascade [parent=Global] Each cascade frame is from a n 12 different call to cascade. Return None Until the Return value appears, value that call has not completed. f3: cascade [parent=Global]

value

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      else:
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```

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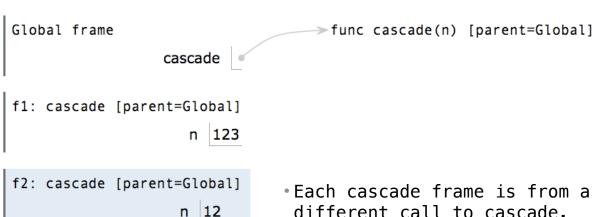
123	
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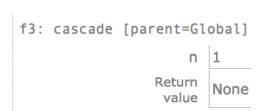
(Demo)

Return

value

None



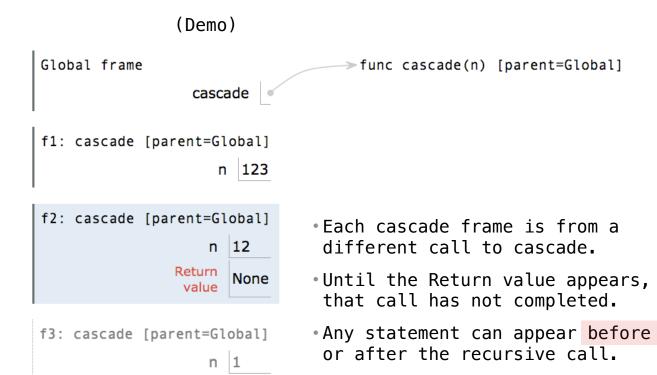


- different call to cascade.
- Until the Return value appears, that call has not completed.
- Any statement can appear before or after the recursive call.

```
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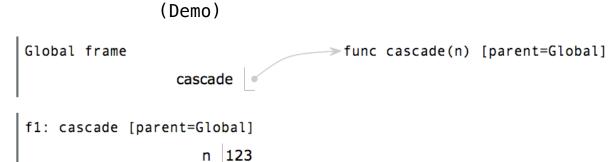


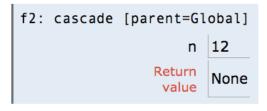
Return value

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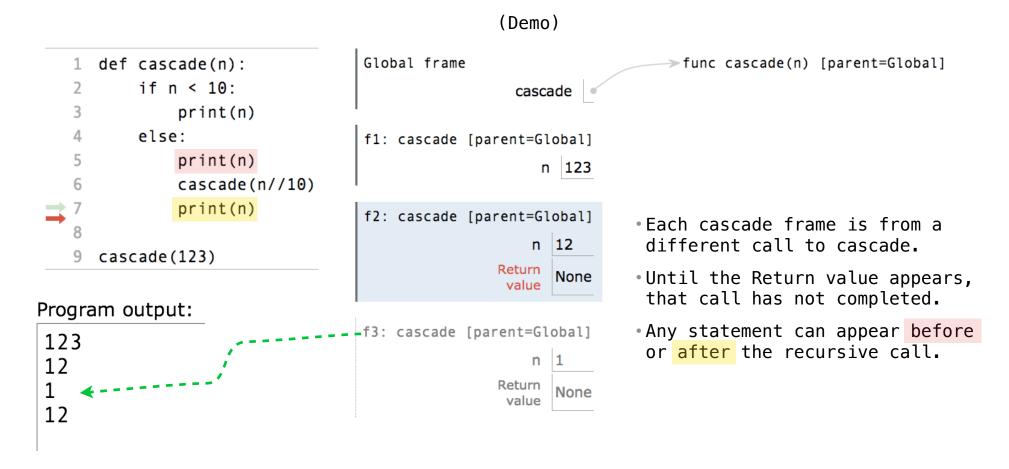


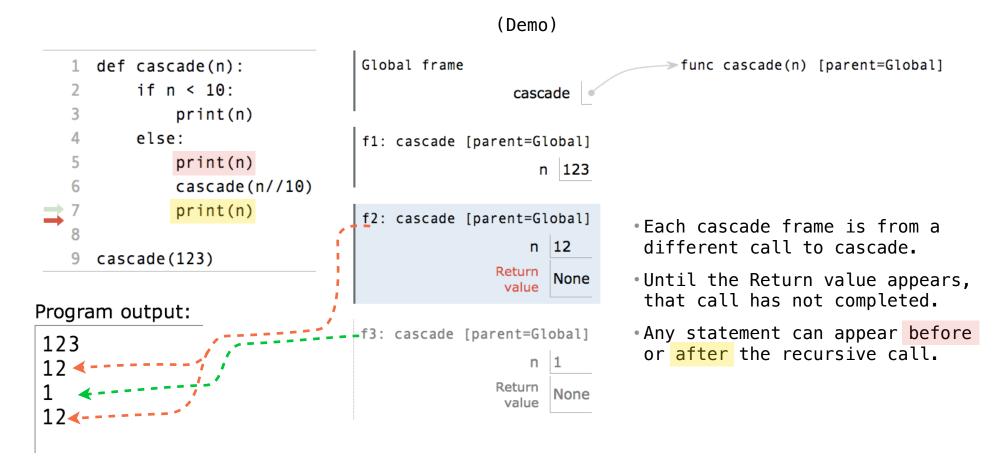
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f3: cascade [parent=Global]

n 1

Return value None
```

- 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.





(Demo)

(Demo)

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

(Demo)

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

6

(Demo)

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

Two Definitions of Cascade

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

Two Definitions of Cascade

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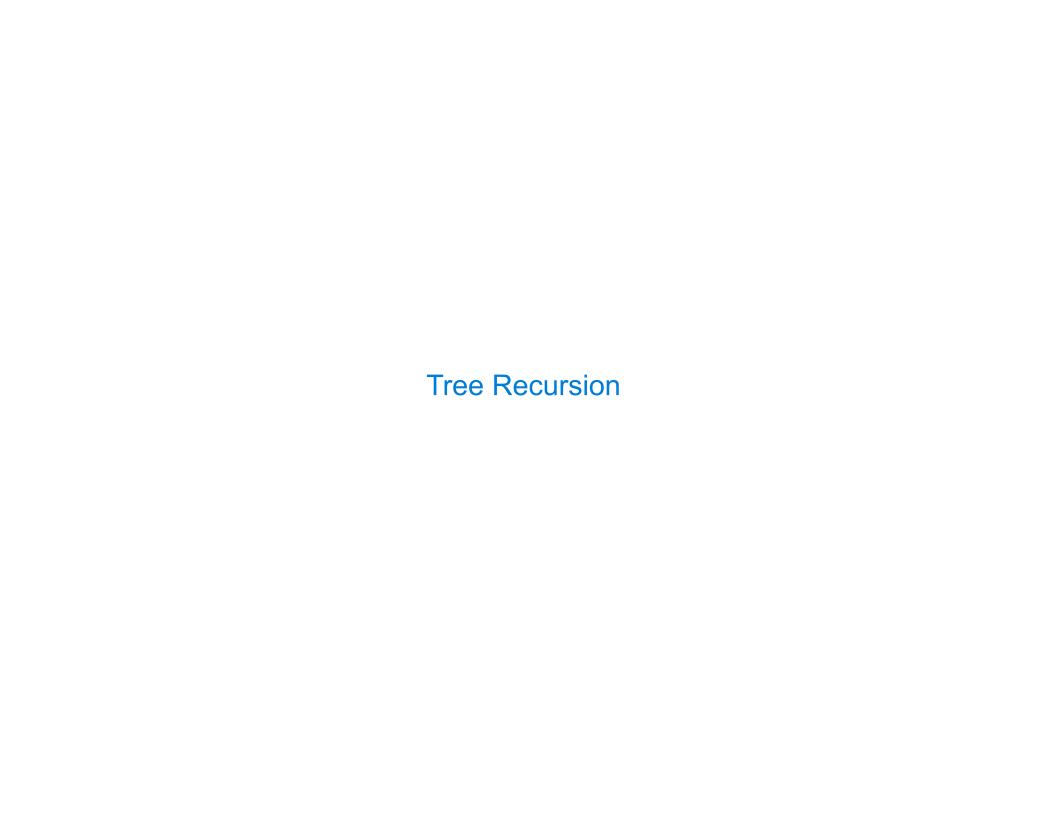
- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first
- Both are recursive functions, even though only the first has typical structure

Example: Inverse Cascade

Write a function that prints an inverse cascade:

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

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



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

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21,



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

n: 0, 1, 2, 3, 4, 5, 6, 7, 8, ..., 35

fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21,



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

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



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

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



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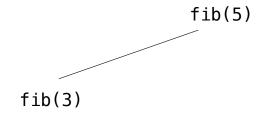
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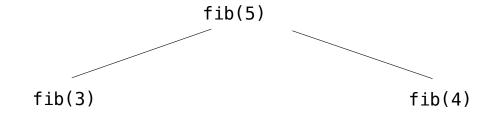
```
def fib(n):
    if n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return fib(n-2) + fib(n-1)
```



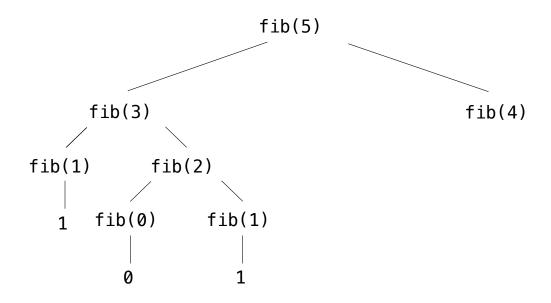
The computational process of fib evolves into a tree structure

fib(5)

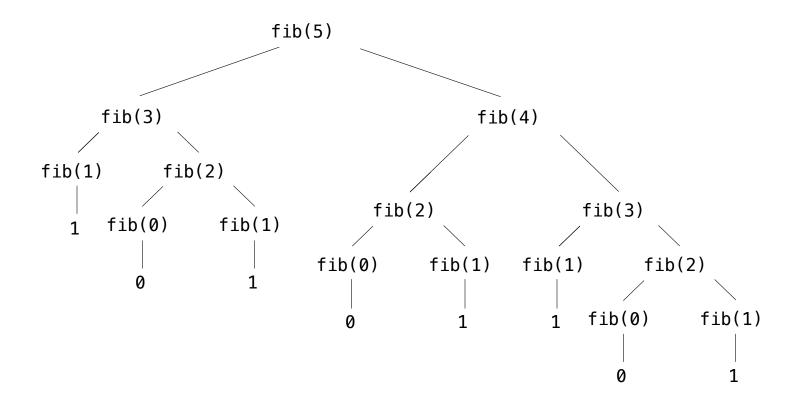


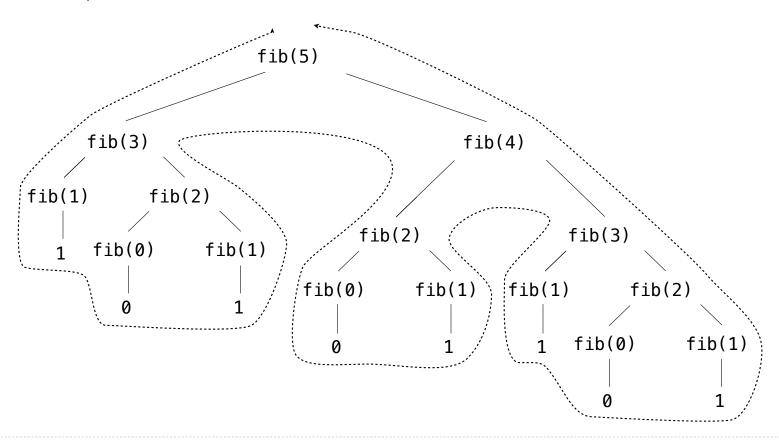


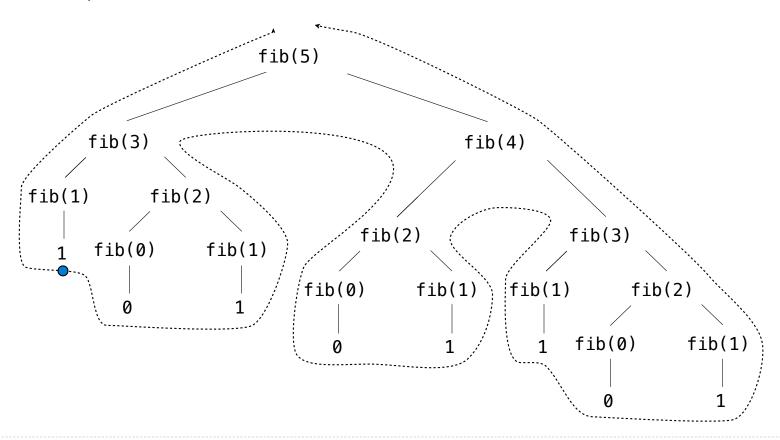
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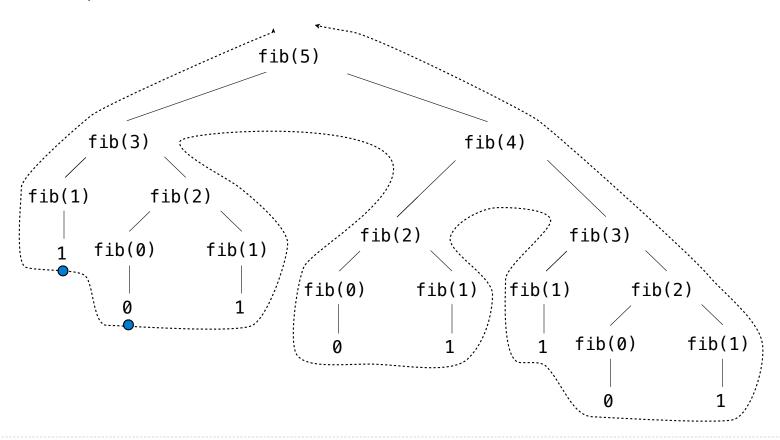


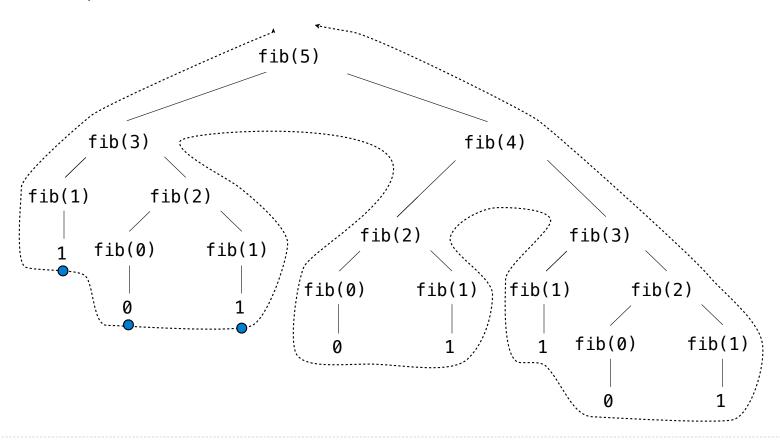
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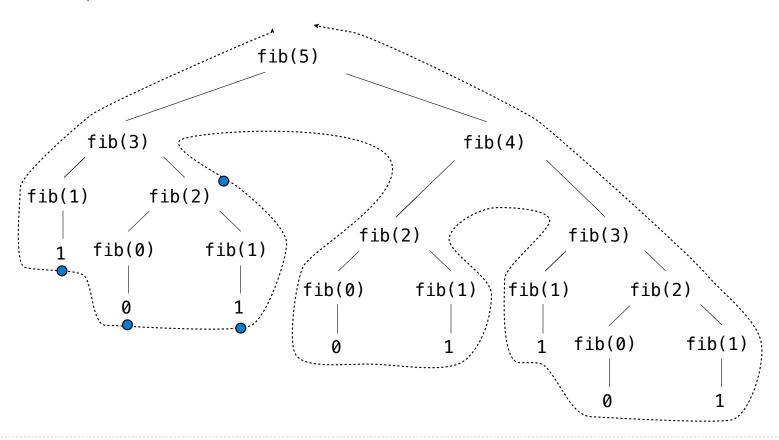


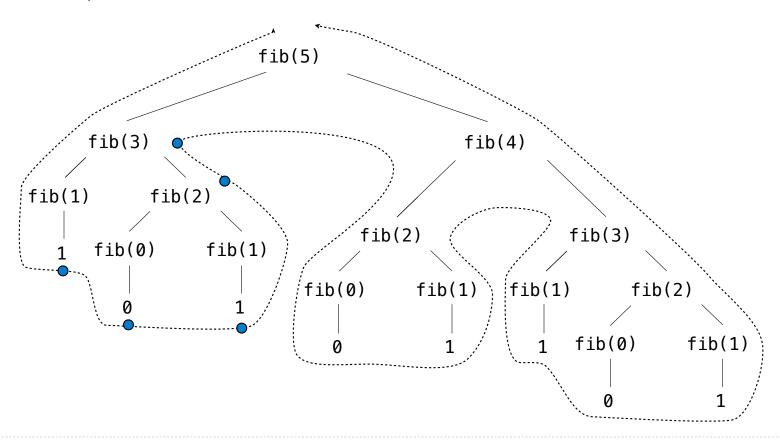


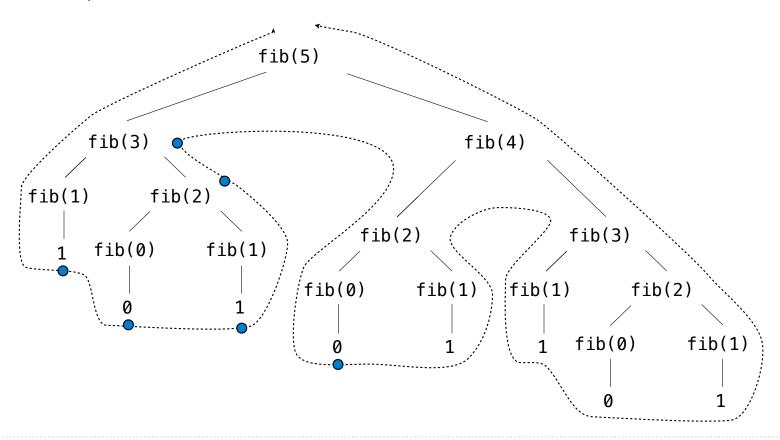


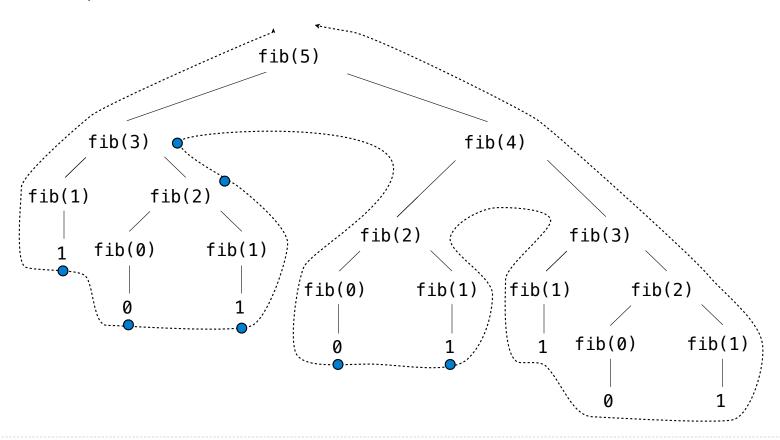


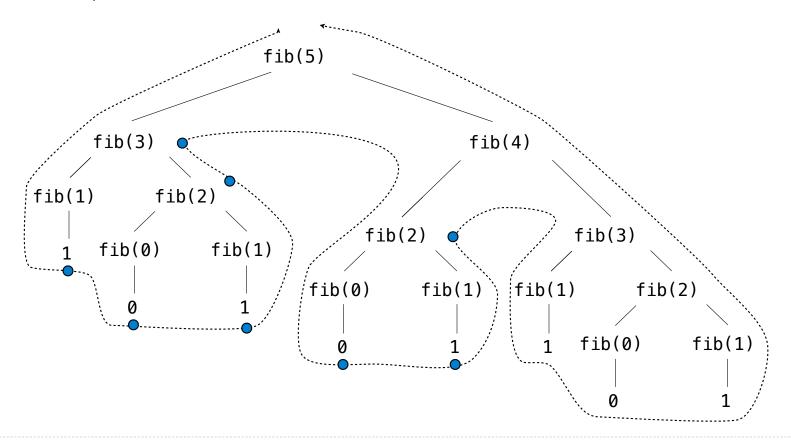


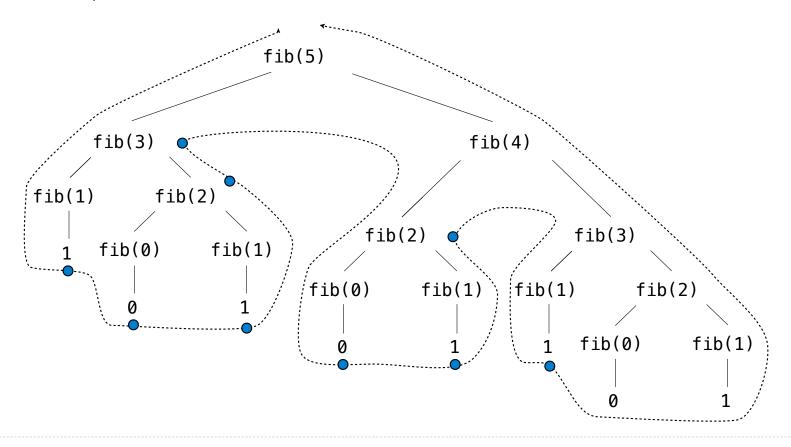


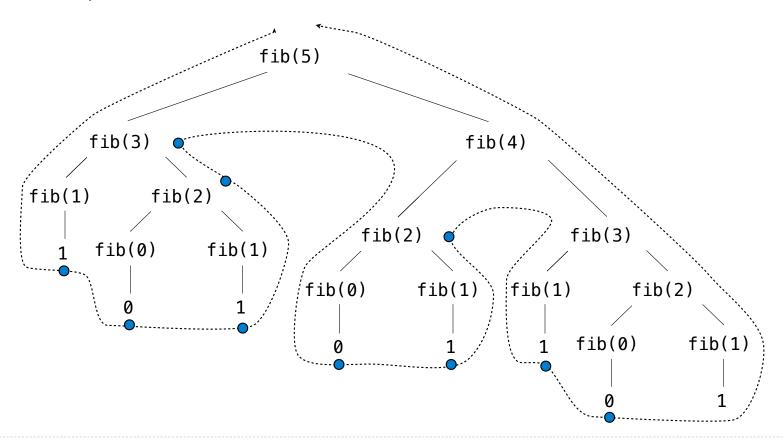


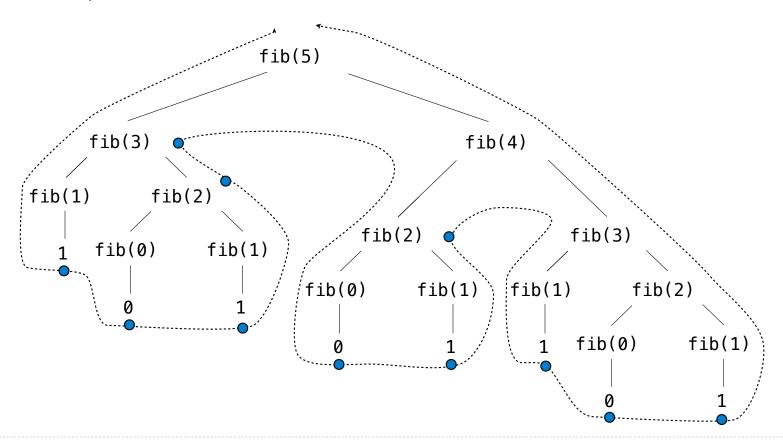


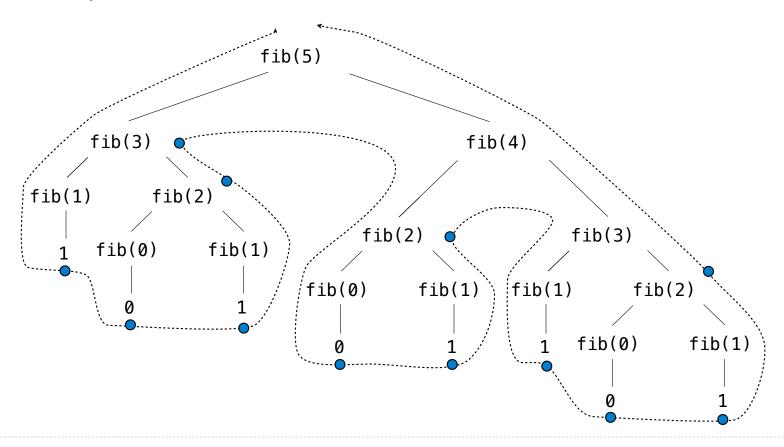


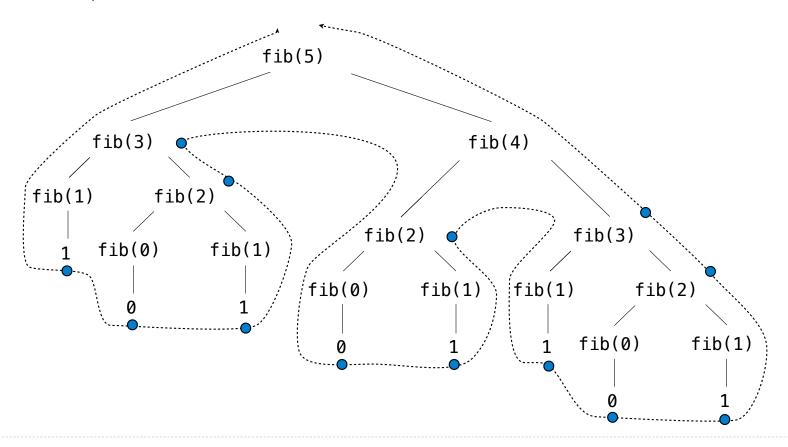


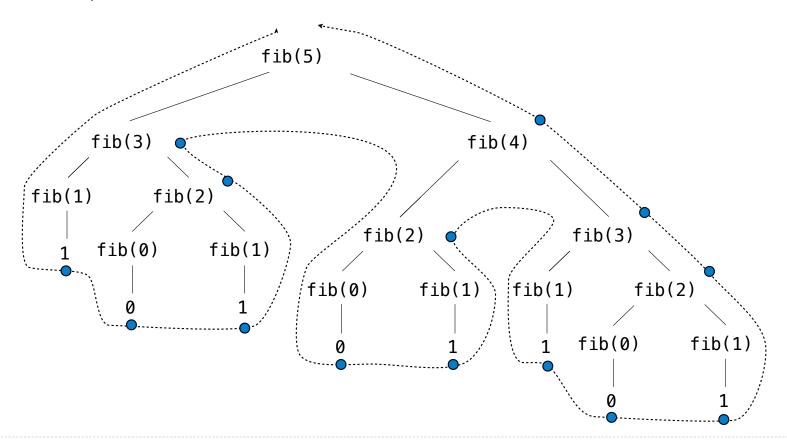


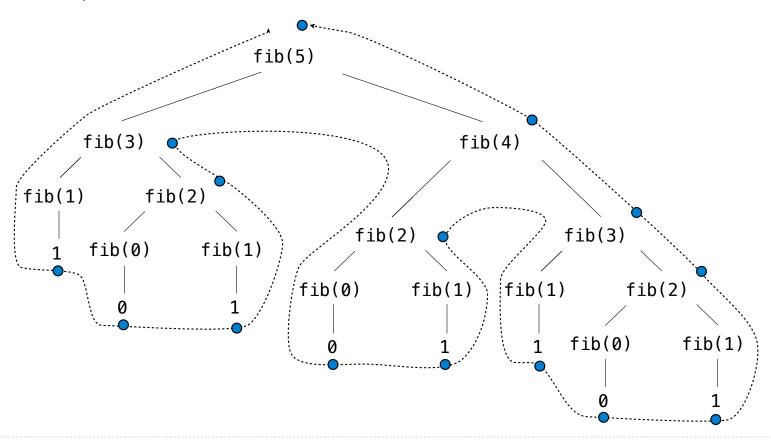


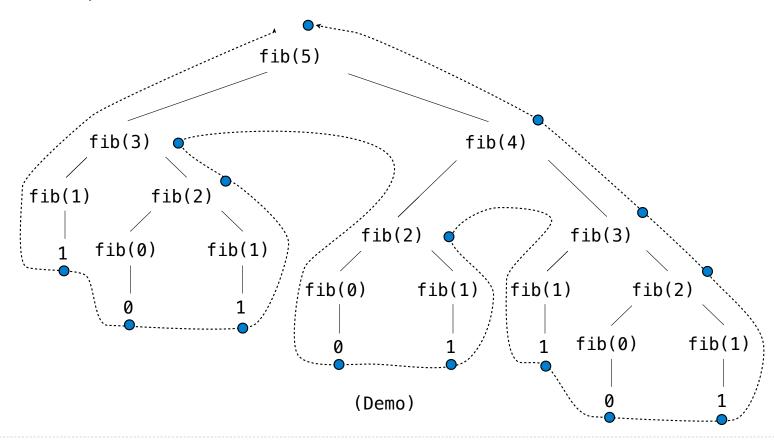












Repetition in Tree-Recursive Computation

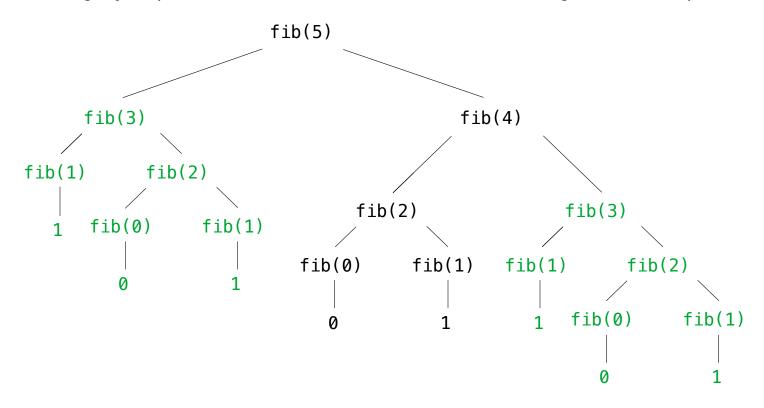
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This process is highly repetitive; fib is called on the same argument multiple times.

12

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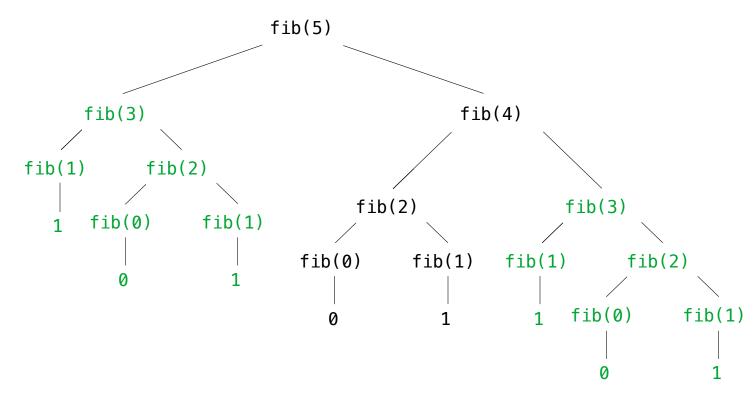
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12

Repetition in Tree-Recursive Computation

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



We can speed up this computation dramatically in a few weeks by remembering results.

Example: 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.

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$$2 + 4 = 6$$

$$1 + 1 + 4 = 6$$

$$3 + 3 = 6$$

$$1 + 2 + 3 = 6$$

$$1 + 1 + 1 + 3 = 6$$

$$2 + 2 + 2 = 6$$

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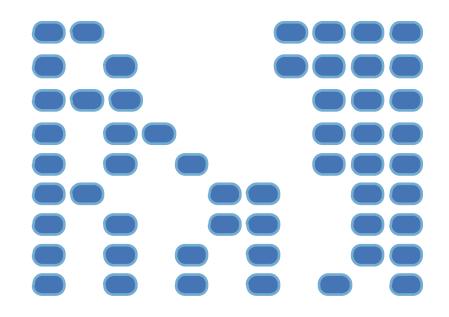
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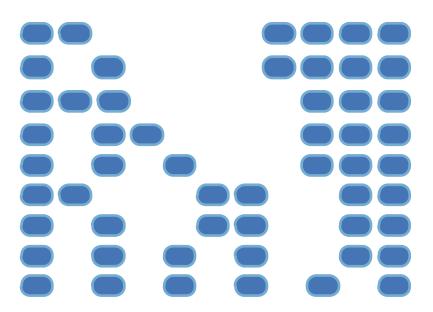




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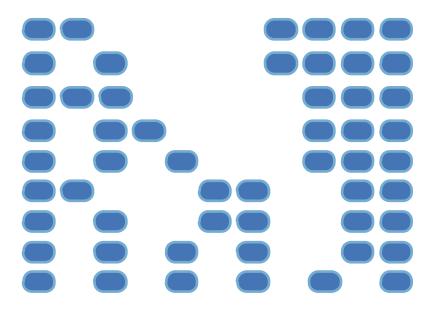
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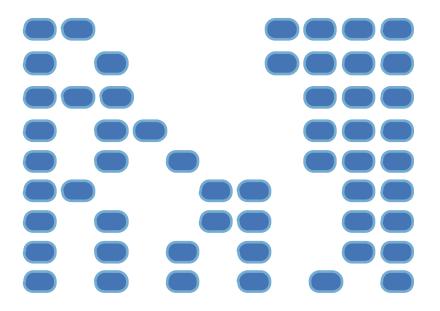
count_partitions(6, 4)

 Recursive decomposition: finding simpler instances of the problem.



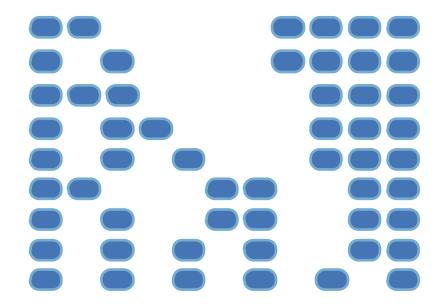
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- Recursive decomposition: finding simpler instances of the problem.
- •Explore two possibilities:



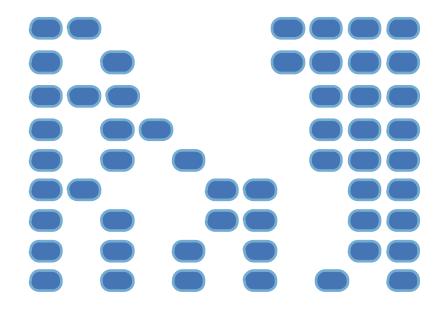
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- •Explore two possibilities:
- •Use at least one 4



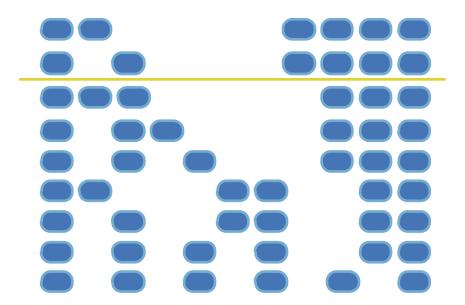
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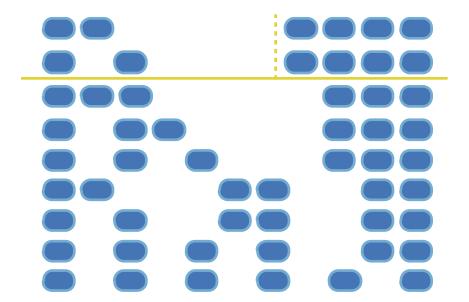
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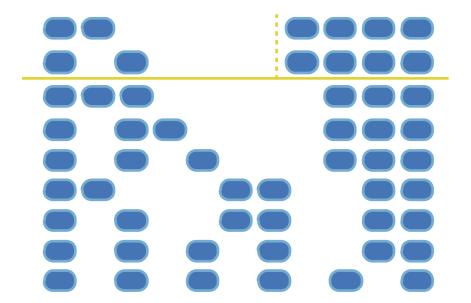
The number of partitions of a positive integer n, using parts up to size m, is the number of ways in which n can be expressed as the sum of positive integer parts up to m in increasing order.

- Recursive decomposition: finding simpler instances of the problem.
- •Explore two possibilities:
- •Use at least one 4
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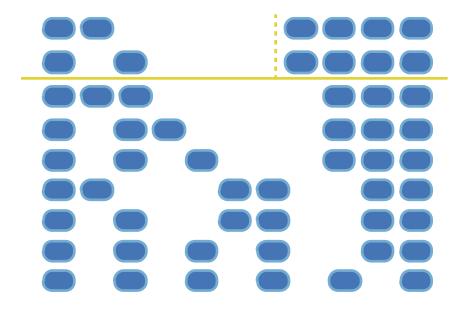
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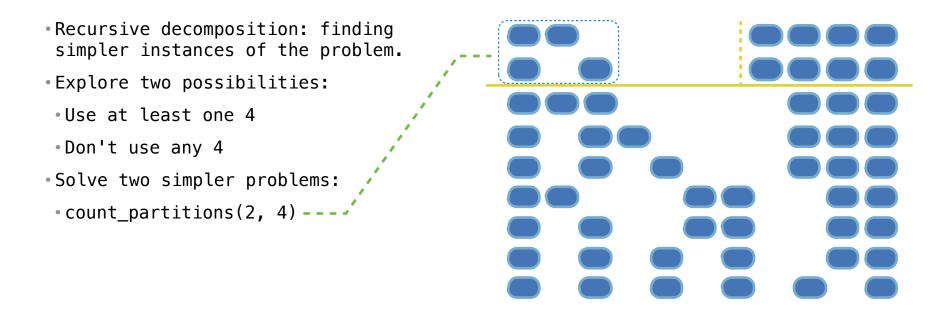


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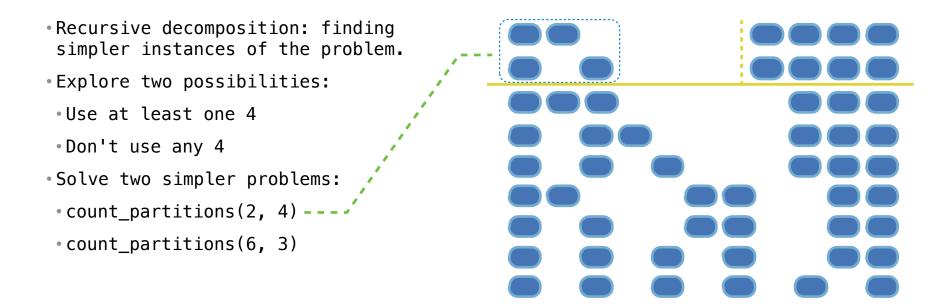
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- count_partitions(2, 4)



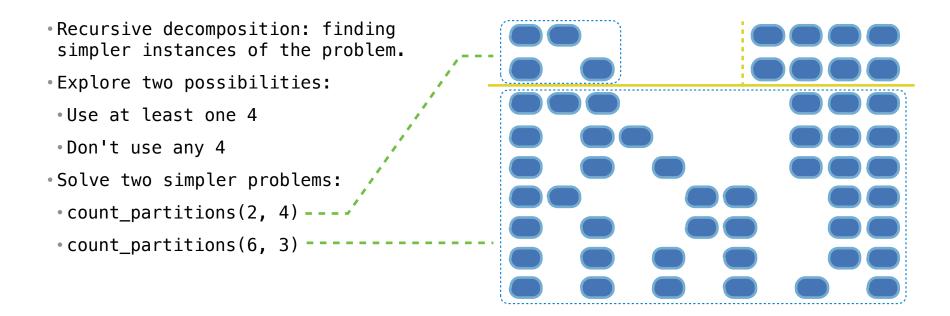
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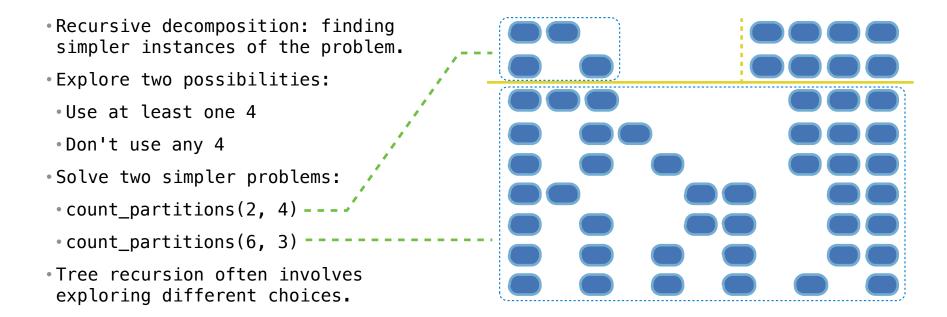
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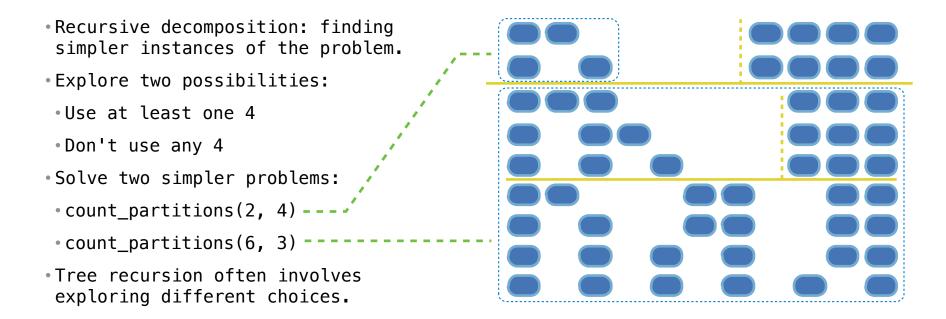
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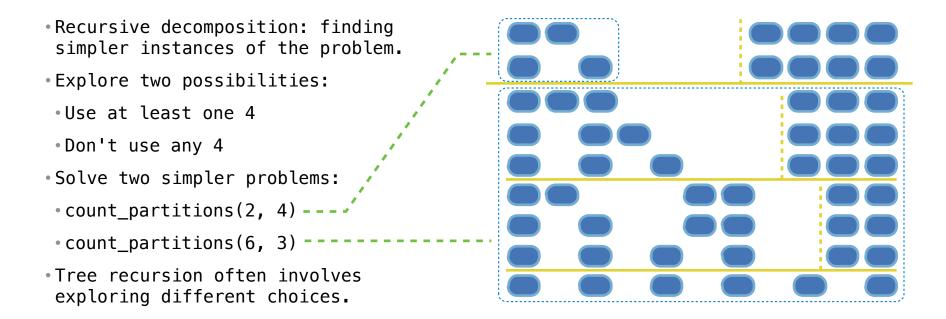
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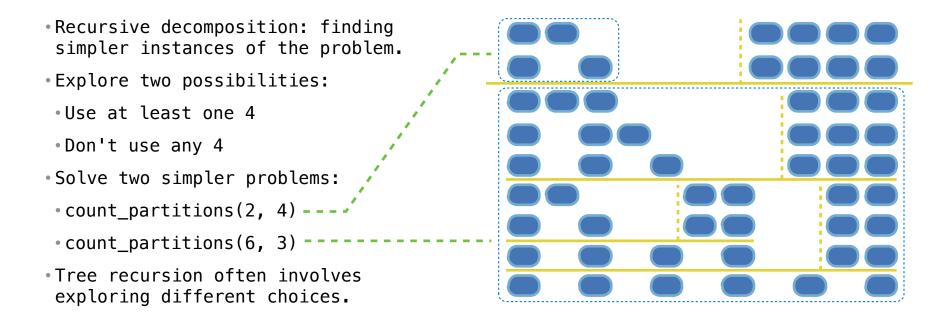


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count_partitions(6, 4)



- 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.

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```
    Recursive decomposition: finding
simpler instances of the problem.
```

Explore two possibilities:

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•Solve two simpler problems:

count_partitions(2, 4)

count_partitions(6, 3)

 Tree recursion often involves exploring different choices. def count_partitions(n, m):

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### Count_partitio
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```
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```

def count partitions(n, m):

with m = count partitions(n-m, m)without m = count partitions(n, m-1)

```
    Recursive decomposition: finding
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- Tree recursion often involves exploring different choices.

```
def count_partitions(n, m):
```

```
else:
```

```
with_m = count_partitions(n-m, m)
without_m = count_partitions(n, m-1)
return with_m + without_m
```

```
def count partitions(n, m):

    Recursive decomposition: finding

                                     if n == 0:
simpler instances of the problem.
                                        return 1
•Explore two possibilities:
                                     elif n < 0:
•Use at least one 4
•Don't use any 4
•Solve two simpler problems:
                                     else:
•count_partitions(2, 4) ------ with_m = count_partitions(n-m, m)
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    Tree recursion often involves

exploring different choices.
                                      (Demo)
```

<u>Interactive Diagram</u>