# 61A Lecture 7

Wednesday, February 4

#### Announcements

- Project 1 is due Thursday 2/5 @ 11:59pm; Early bonus point for submitting on Wednesday!
  - •Extra tutor office hours on Wednesday 2/4 (See Piazza for details)
- •Midterm 1 is on Monday 2/9 from 7pm to 9pm!
  - Review session on Saturday 2/7
  - •HKN review session on Sunday 2/8
  - •Includes topics up to and including this lecture
  - •Closed book/note exam, except for one page (2 sides) of hand-written notes & study guide
  - -Cannot attend? Fill out the conflict form by Wednesday 2/4! http://goo.gl/2P5fKq
- •Optional Hog strategy contest ends Wednesday 2/18 @ 11:59pm

## **Hog Contest Rules**

- Up to two people submit one entry;
   Max of one entry per person
- Your score is the number of entries against which you win more than 50% of the time
- All strategies must be deterministic, pure functions of the current player scores
- All winning entries will receive 2 points of extra credit
- The real prize: honor and glory

Spring 2015 Winners

YOUR NAME COULD BE HERE... FOREVER!

#### Fall 2011 Winners

Kaylee Mann Yan Duan & Ziming Li Brian Prike & Zhenghao Qian Parker Schuh & Robert Chatham

#### Fall 2012 Winners

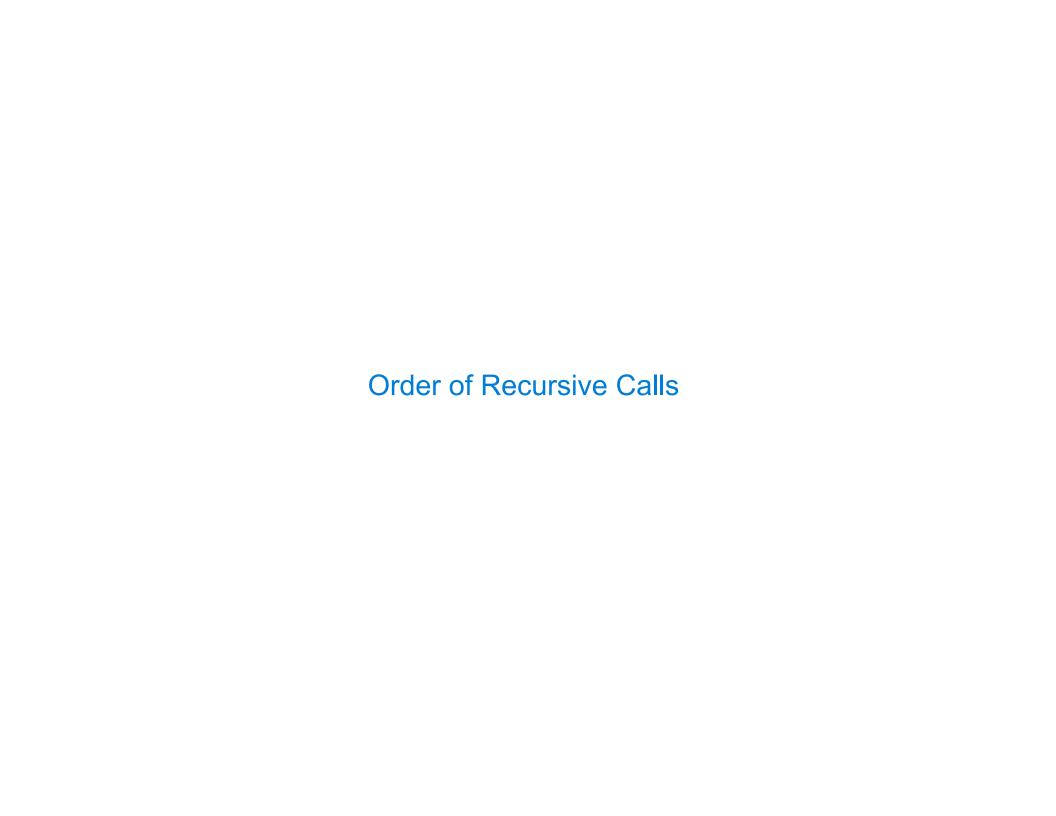
Chenyang Yuan Joseph Hui

#### Fall 2013 Winners

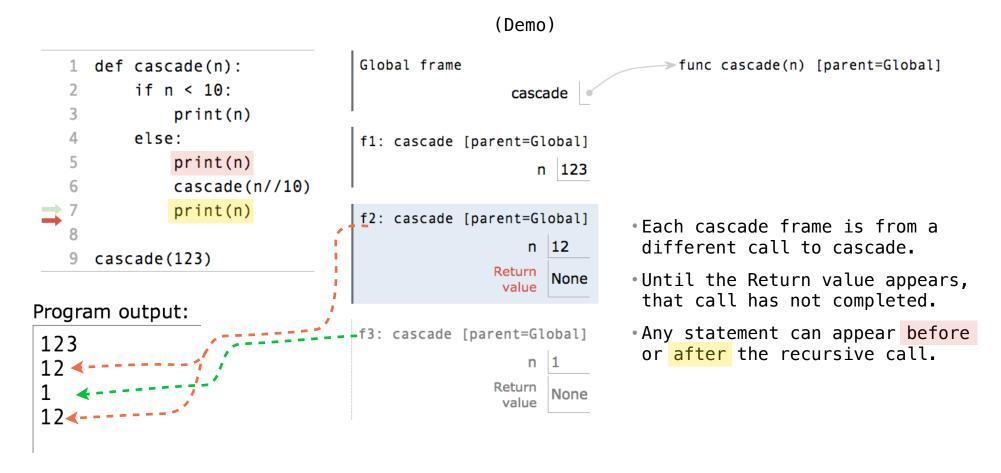
Paul Bramsen Sam Kumar & Kangsik Lee Kevin Chen

#### Fall 2014 Winners

Alan Tong & Elaine Zhao Zhenyang Zhang Adam Robert Villaflor & Joany Gao Zhen Qin & Dian Chen Zizheng Tai & Yihe Li



### The Cascade Function



### Two Definitions of Cascade

(Demo)

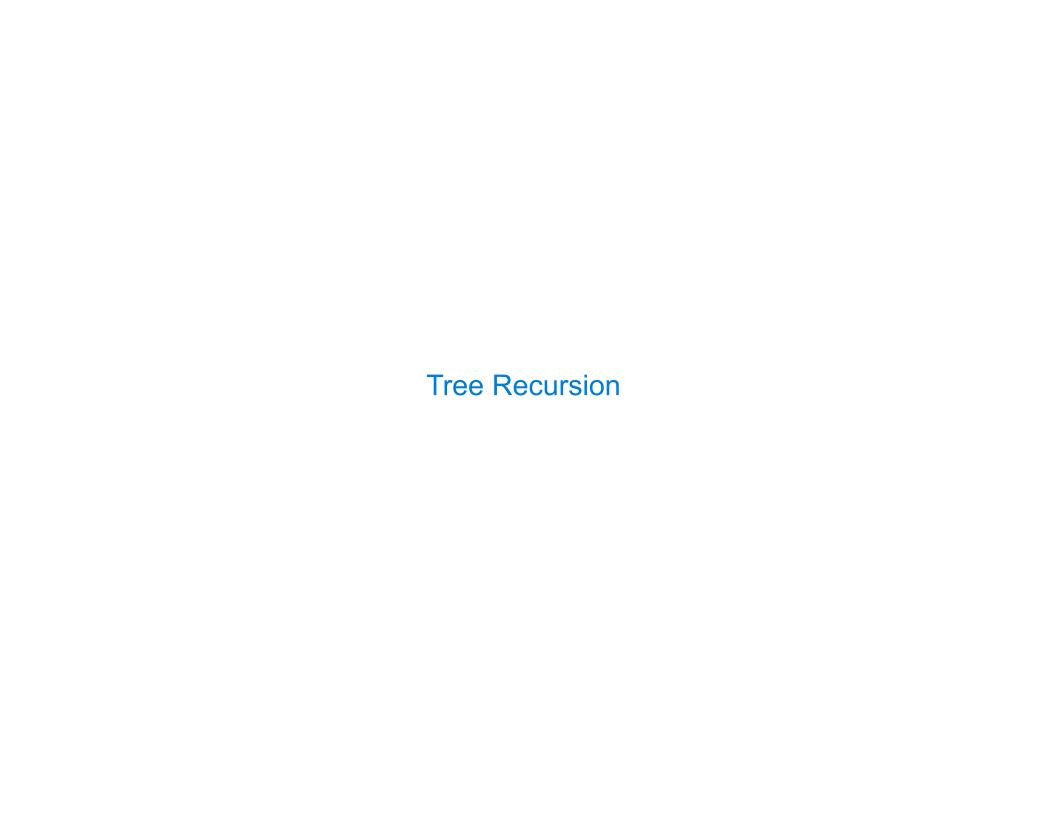
- If two implementations are equally clear, then shorter is usually better
- In this case, the longer implementation is more clear (at least to me)
- When learning to write recursive functions, put the base cases first
- Both are recursive functions, even though only the first has typical structure

Example: Inverse Cascade

### Inverse Cascade

```
Write a function that prints an inverse cascade:
```

8



### Tree Recursion

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

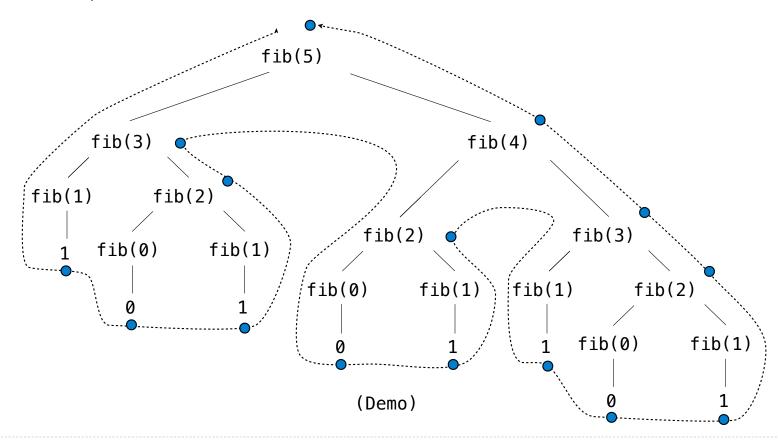
fib(n): 0, 1, 1, 2, 3, 5, 8, 13, 21, ..., 9,227,465
```

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



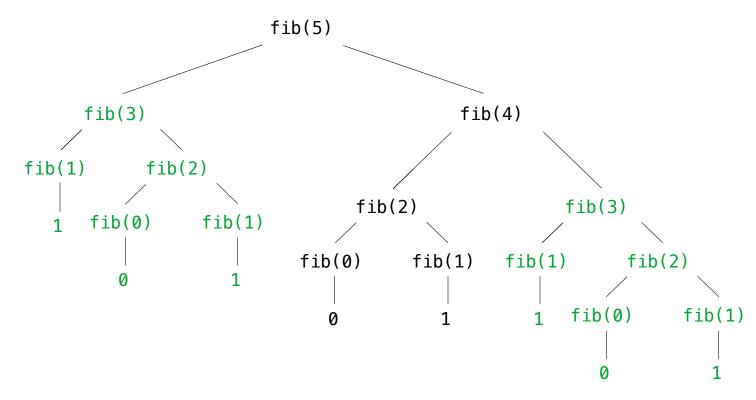
## A Tree-Recursive Process

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



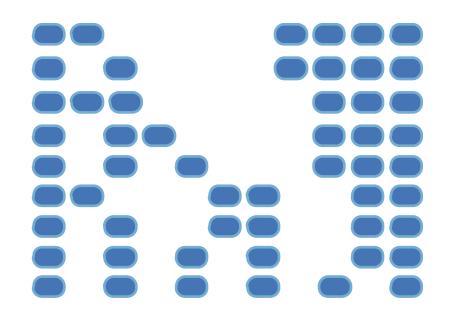
(We can speed up this computation dramatically in a few weeks by remembering results)

**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.

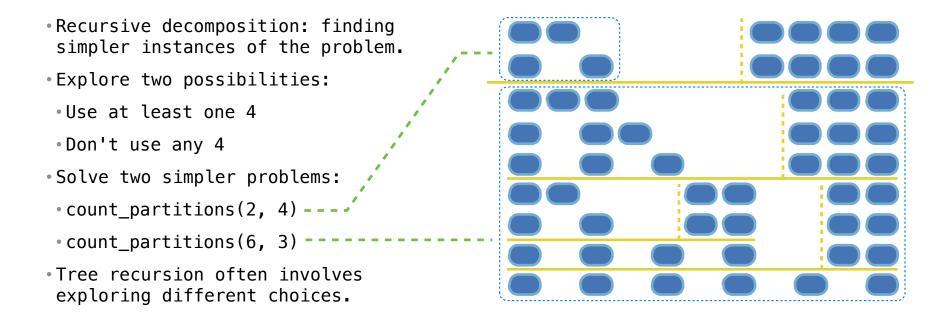
### count\_partitions(6, 4)



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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.

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

    Recursive decomposition: finding

                                           if n == 0:
simpler instances of the problem.
                                              return 1
• Explore two possibilities:
                                           elif n < 0:
                                              return 0
•Use at least one 4
                                           elif m == 0:
Don't use any 4
                                              return 0
•Solve two simpler problems:
                                           else:
                                     • count partitions(2, 4) ----
                                               without m = count partitions(n, m-1)
•count_partitions(6, 3) -----
                                               return with m + without m

    Tree recursion often involves

exploring different choices.
                                      (Demo)
```

<u>Interactive Diagram</u>