

1 Recursion and Tree Recursion

Questions

- 1.1 What are three things you find in every recursive function?
- 1.2 When you write a Recursive function, you seem to call it before it has been fully defined. Why doesn't this break the Python interpreter?
- 1.3 Below is a Python function that computes the n th Fibonacci number. Identify the three things it contains as a recursive function (from 1.1).

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

`|\begin{solution}[0.75in]`

`\begin{verbatim}`

Domain **is** integers, **range is** integers.

Base Cases: **if** $n == 0$: ..., **elif** $n == 1$: ...

Finding Smaller Problems: finding $\text{fib}(n - 1)$, $\text{fib}(n - 2)$

Recursive Case: when n **is** neither 0 nor 1, add together the $\text{fib}(n - 1)$ **and** $\text{fib}(n - 2)$ to find $\text{fib}(n)$

`\end{verbatim}`

`\end{solution}|`

- 1.4 With the definition of the Fibonacci function above, draw out a diagram of the recursive calls made when **fib(4)** is called.

1.5 What does the following function **cascade2** do? What is its domain and range?

```
def cascade2(n):  
    print(n)  
    if n >= 10:  
        cascade2(n//10)  
    print(n)
```

1.6 Consider an insect in an M by N grid. The insect starts at the bottom left corner, (0, 0), and wants to end up at the top right corner (M-1, N-1). The insect is only capable of moving right or up. Write a function **paths** that takes a grid length and width and returns the number of different paths the insect can take from the start to the goal. (There is a closed-form solution to this problem, but try to answer it procedurally using recursion.)

```
def paths(m, n):  
    """  
    >>> paths(2, 2)  
    2  
    >>> paths(117, 1)  
    1  
    """
```

- 1.7 Write a procedure `merge(s1, s2)` which takes two sorted (smallest value first) lists and returns a single list with all of the elements of the two lists, in ascending order. Use recursion.

Hint: If you can figure out which list has the smallest element out of both, then we know that the resulting merged list will have that smallest element, followed by the merge of the two lists with the smallest item removed. Don't forget to handle the case where one list is empty!

```
def merge(s1, s2):
    """ Merges two sorted lists
    >>> merge([1, 3], [2, 4])
    [1, 2, 3, 4]
    >>> merge([1, 2], [])
    [1, 2]
    """
```

- 1.8 Mario needs to jump over a sequence of Piranha plants, represented as a string of spaces (no plant) and P's (plant!). He only moves forward, and he can either step (move forward one space) or jump (move forward two spaces) from each position. How many different ways can Mario traverse a level without stepping or jumping into a Piranha plant? Assume that every level begins with a space (where Mario starts) and ends with a space (where Mario must end up):

Hint: You can get the *i*th character in a string 's' by using 's[i]'. For example,

```
>>> s = 'abcdefg'
>>> s[0]
'a'
>>> s[2]
'c'
```

You can find the total number of characters in a string with the built-in 'len' function:

```
>>> s = 'abcdefg'
>>> len(s)
7
>>> len('')
0
```

```
def mario_number(level):
    """Return the number of ways that Mario can perform a sequence of steps
    or jumps to reach the end of the level without ever landing in a Piranha
    plant. Assume that every level begins and ends with a space.
```

```
>>> mario_number(' P P ') # jump, jump
1
>>> mario_number(' P P ') # jump, jump, step
1
>>> mario_number(' P P ') # step, jump, jump
1
>>> mario_number(' P P ') # step, step, jump, jump or jump, jump, jump
2
>>> mario_number(' P PP ') # Mario cannot jump two plants
0
>>> mario_number(' ') # step, jump ; jump, step ; step, step, step
3
>>> mario_number(' P ')
9
>>> mario_number(' P P P P P P P ')
180
"""
```



Don't move on until you have been checked-off.

Topic Review:

Make sure you have a good understanding of these topics before getting checked off.

- Identifying the three parts of a recursive function.
- Evaluating the output of a recursive function.
- Using multiple base cases and recursive cases (tree recursion)

2 Higher Order Functions

Questions

2.1 What do lambda expressions do? Can we write all functions as lambda expressions? In what cases are lambda expressions useful?

2.2 Determine if each of the following will error:

```
>>> 1/0
|\begin{solution}
Error
\end{solution}|
>>> boom = lambda: 1/0
|\begin{solution}
No error, since we don't evaluate the body of the lambda when we define it.
\end{solution}|
>>> boom()
|\begin{solution}
Error
\end{solution}|
```

2.3 Express the following lambda expression using a **def** statement, and the **def** statement using a lambda expression.

```
pow = lambda x, y: x**y
|\begin{solution}[0.25in]
\begin{verbatim}
def pow(x, y):
    return x**y
\end{verbatim}
\end{solution}|

def foo(x):
    def f(y):
        def g(z):
            return x + y * z
        return g
    return f
```

6 *Recursion and Tree Recursion, HOFs*

2.4 Draw Environment Diagrams for the following lines of code

```
square = lambda x: x * x
```

```
higher = lambda f: lambda y: f(f(y))
```

```
higher(square)(5)
```

```
a = (lambda f, a: f(a))(lambda b: b * b, 2)
```

- 2.5 Write **make_skipper**, which takes in a number n and outputs a function. When this function takes in a number x , it prints out all the numbers between 0 and x , skipping every n th number (meaning skip any value that is a multiple of n).

```
def make_skipper(n):
    """
    >>> a = make_skipper(2)
    >>> a(5)
    1
    3
    5
    """
```

`|\begin{solution}[1.5in] \begin{verbatim}`

```
def skipper(x):
    for i in range(x + 1):
        if i % n != 0:
            print(i)
    return skipper
```

`\end{verbatim}`

`\end{solution}|`

- 2.6 Write a function that takes in a function `cond` and a number n and prints numbers from 1 to n where calling `cond` on that number returns `True`.

```
def keep_ints(cond, n):
    """Print out all integers 1..i..n where cond(i) is true

    >>> def is_even(x):
    ...     # Even numbers have remainder 0 when divided by 2.
    ...     return x % 2 == 0
    >>> keep_ints(is_even, 5)
    2
    4
    """
```

- 2.7 Write a function similar to `keep_ints` like before, but now it takes in a number `n` and returns a function that has one parameter `cond`. The returned function prints out numbers from 1 to `n` where calling `cond` on that number returns `True`.

```
def make_keeper(n):
    """Returns a function which takes one parameter cond and prints out
    all integers 1..i..n where calling cond(i) returns True.

    >>> def is_even(x):
    ...     # Even numbers have remainder 0 when divided by 2.
    ...     return x % 2 == 0
    >>> make_keeper(5)(is_even)
    2
    4
    """
```



Don't move on until you have been checked-off.

Topic Review:

Make sure you have a good understanding of these topics before getting checked off.

- The difference between **lambda** and **def**.
- Higher order lambda functions.
- Analyzing functions that return functions.

Optional

2.8 Write **make_alternator** which takes in two functions, f and g, and outputs a function. When this function takes in a number x, it prints out all the numbers between 1 and x, applying the function f to every odd-indexed number and g to every even-indexed number before printing.

```
def make_alternator(f, g):
    """
    >>> a = make_alternator(lambda x: x * x, lambda x: x + 4)
    >>> a(5)
    1
    6
    9
    8
    25
    >>> b = make_alternator(lambda x: x * 2, lambda x: x + 2)
    >>> b(4)
    2
    4
    6
    6
    """
```

```
|\begin{solution}
\begin{verbatim}
def alternator(n):
    i = 1
    while i <= n:
        if i % 2 == 1:
            print(f(i))
        else:
            print(g(i))
        i += 1
    return alternator
\end{verbatim}
\end{solution}
```