COMP 110-001 Recursion, Searching, and Selection

Yi Hong June 12, 2015

Announcements

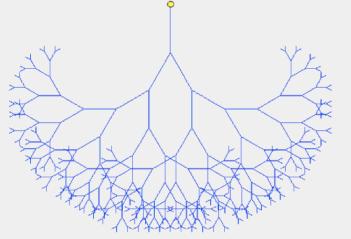
- Homework 4 deadline extended to June 13th, by 11:59pm
- Final exam, comprehensive
 - Wednesday, June 17th, 8am 11am
 - Review on Monday

Today

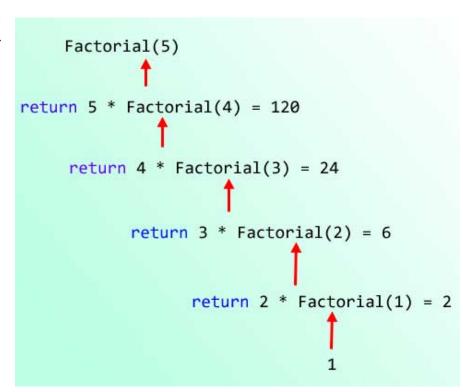
- Introduction to Recursion
- Introduction to Search & Selection
 - Not the focus of the final exam
 - But, you should be able to understand the code in the slides (and know how to use the code in similar problems by making slight modifications).

- Whenever an algorithm has one subtask that is a smaller version of the entire algorithm's task, it is said to be recursive
- Recursion: you write a method to solve a big task, and the method invokes itself to solve a smaller subtask
 - E.g., I want to eat 5 apples now. My subtask can be eating 4 apples, eating 3 apples, eating 2 apples, et.....
 - To eat 5 apples, I can do:
 Eat 3 apples + Eat 2 apples
 Eat 1 apple + Eat 4 apples
 Eat 1 apple

- Eating 1 apple is the smallest task that I can have. I cannot divide it anymore.
- This is the base case in recursion.
- Recursion is to divide a big task into smaller tasks. Smaller tasks are then divided further. Until we reach base case.



- Let's start with a simple example: calculating factorial
 - Factorial(n) = n * (n-1) * (n-2) * * 3 * 2 * 1
- How do you solve a task with smaller task(s)?
 - Factorial(n) = n * Factorial(n-1)



```
Translate this into Java code
   public static int factorial (int n)
   if (n==1) return 1; // base case
                                         Factorial(5)
   else
                                     return 5 * Factorial(4) = 120
       return n * factorial(n-1);
                                          return 4 * Factorial(3) = 24
                                               return 3 * Factorial(2) = 6
```

return 2 * Factorial(1) = 2

 The recursion form can be more natural in many problems (than using loops)

 Some problems can be hard to formulate using naïve looping (but such problems are beyond the scope of this course)

- Let's see more recursion examples:
 - Digits to Words from textbook

- Define a method that takes a single integer as an argument and displays the digits of that integer as words.
 - For example, if the argument is the number 223, the method should display:

two two three

- Base case?
- Recursive rule?

- Base case: only 1 digit
 - print word for 1 digit
- Recursive rule:

Print words for n digits -->

(print words for first n-1 digits) + (print word for last digit)

public static void displayAsWords(int number)

```
if (number < 10) // base case
       System.out.print(getWordFromDigit(number) + " ");
          //number has two or more digits
   else
      displayAsWords(number / 10);
      System.out.print(getWordFromDigit(number % 10) + "");
   }
You should be able to write out: getWordFromDigit(int
num)
```



Search

- Given a list of numbers (in an array), how do you search for a number?
 - Return index if the number is found in the array
 - Return -1 if the number is not found

Sequential (Linear) Search

- Basic idea
 - For each item in the list:
 - if that item has the desired value, stop the search and return the item's location.
 - Return Not Found.
- Can you do better than this (by making it faster)?
- The general answer is no
 - No assumptions made on array (unsorted)
 - In worst case, have to examine each array element at least once

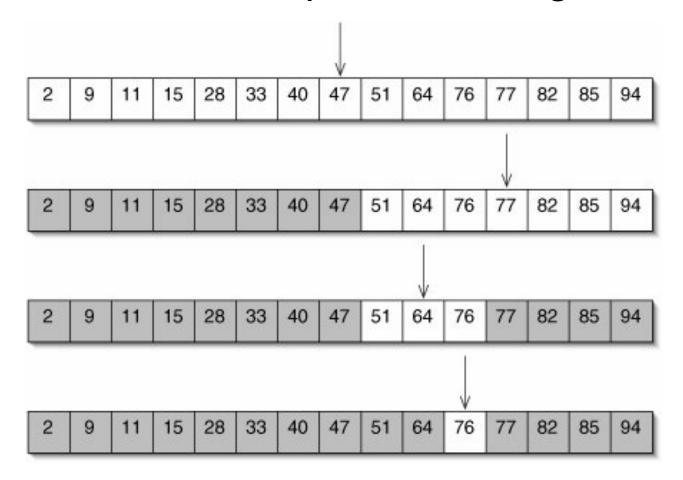


 How about sorted array? (numbers are in ascending or descending order)

Can you make the linear search faster?

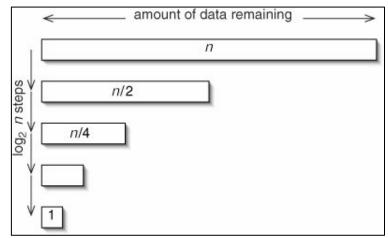
Search

Let's see an example: searching for 76



Search

- Given **n** numbers:
 - In linear search, you need to explore one possible choice in each iteration
 - Worst case, **n** comparisons needed
 - With the new search algorithm (which only works for sorted array), we can reduce half of the search space in each iteration!
 - How many comparisons
 do I need in the worst case?



Binary Search

int binary_search(int A[], int key, int imin, int imax) { // test if search range is empty if (imax < imin) { return KEY_NOT_FOUND; // set is empty } else { // calculate midpoint to cut set in half int imid = midpoint(imin, imax); // three-way comparison if (A[imid] > key) // key is in lower subset return binary_search(A, key, imin, imid-1); else if (A[imid] < key) // key is in upper subset return binary_search(A, key, imid+1, imax); else // key has been found return imid;

Search Algorithms

- A lot of search algorithms, here we just covered two simplest cases:
 - Linear search in a list (array) of numbers
 - Binary search in sorted array
- More with different data structures:
 - Search in graphs and trees (computer science concepts, not the usual graph/tree)
 - E.g., search for a move in chess game
 - Search for relations/patterns in social network communication graph

Selection

- One selection problem:
 - Find the smallest / largest number in a given list (array)
 - No assumption made on the list (so it is not sorted)
- We have solved this in lab 4
 - Loop through each element, keep the largest/ smallest
- Let's relax the problem a bit

Selection

- Find the k-th smallest (or largest) element in a list of numbers
- How to solve this problem?
 - Go through each element, for each element, check its position in list
 - How many operations in the worst case?
 - Sort array first. Then get the k-th element
 - How many operations in the worst case

Selection

Quickselect (quick in practice, but not in the worst case)

- To find **k**-th smallest number in **n** numbers:
 - Randomly pick a number from the list, call it p
 - Partition the array into two parts:
 - Numbers that are
 - Numbers that are > p (n m 1 numbers)
 - If m==k-1, p is the k-th smallest
 - If **m** > **k**, find the **k**-th smallest in the m numbers
 - If m < k, find the (k-m-1)-th smallest in the (n-m-1) numbers
- On average, this requires ~n*constant operations
- But in the worst case, it is ~n^2*constant

Next Class

Introduction to sorting