

# Introduction to Computer Science and Programming in C

Session 8: September 25, 2008

Columbia University

# Announcements

- Homework 2 out. Due 10/14 (correction)
- Midterm review 10/16, exam 10/21
- Submission procedure and deadline

# Review

- Functions
- Variable Scope - when variables are valid
- Recursion - when a function calls itself

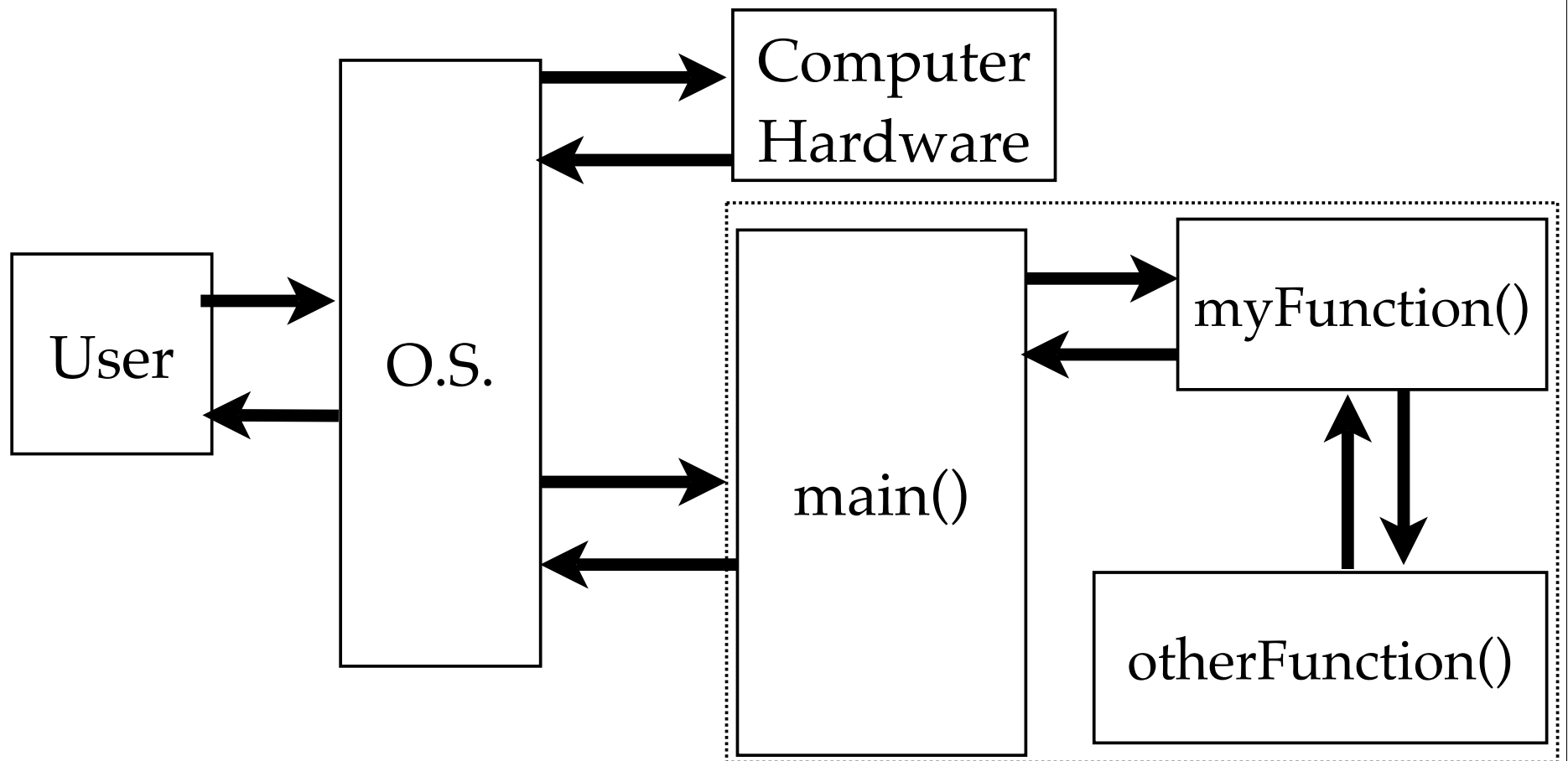
# Today

- Go over HW1
- Recursion (continued)

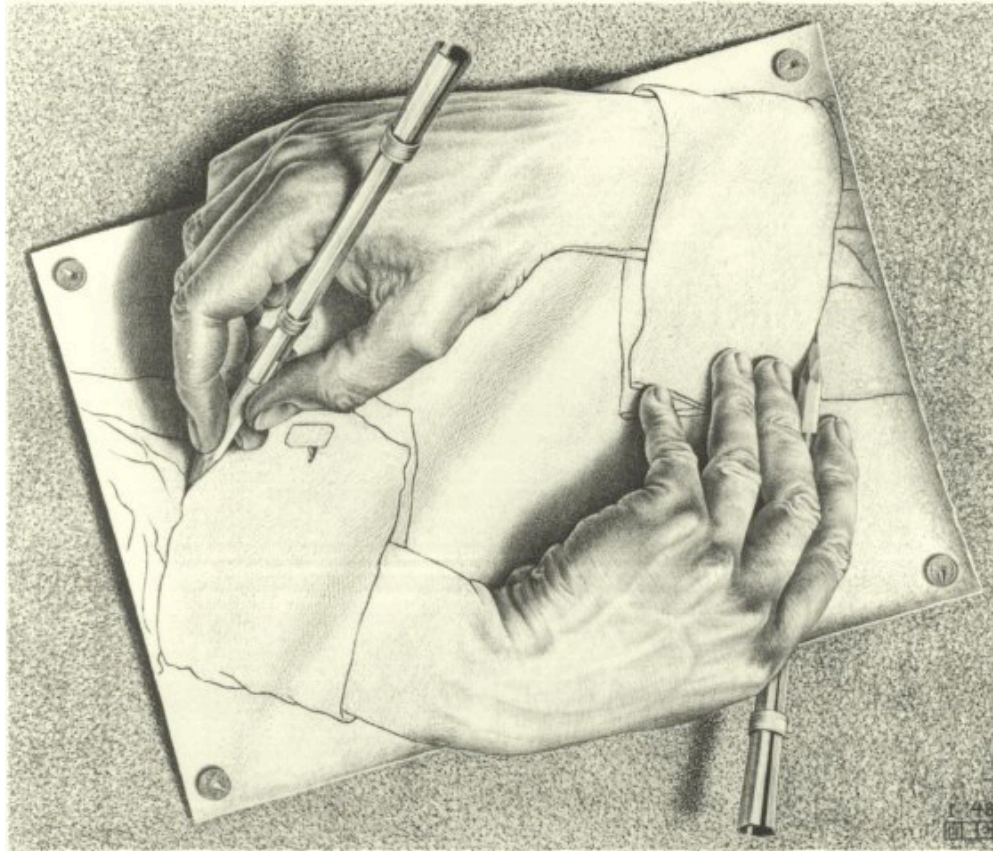
# Homework 1

- [http://www.cs.columbia.edu/~bert/courses/1003/homework1\\_soln.txt](http://www.cs.columbia.edu/~bert/courses/1003/homework1_soln.txt)

# Functions Illustrated



# Recursion Examples



Painting by M.C. Escher

[http://aixa.ugr.es/escher/640x480/Manos\\_dibujando.jpg](http://aixa.ugr.es/escher/640x480/Manos_dibujando.jpg)

# Silly Recursion Examples

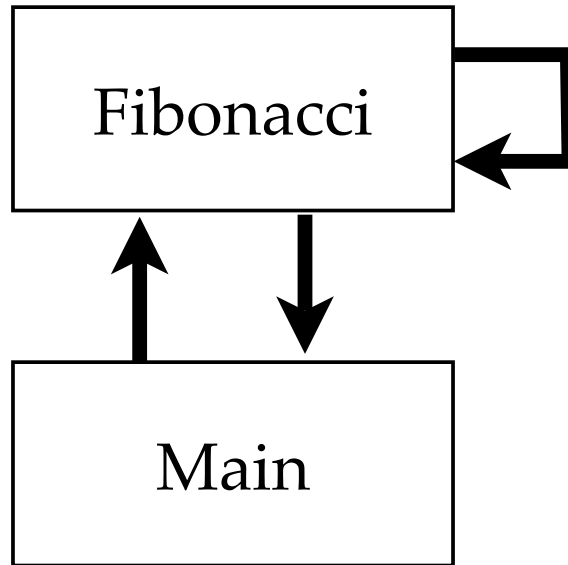
- GNU (of gcc) stands for GNU is Not Unix
- The C Programming Language index:  
recursion 86, 139, 141, 182, 202, 269  
is listed on page 269
- This sentence is not true.
- Every rule has exceptions.



# Recursion Examples

- Fibonacci Sequence: 1, 1, 2, 3, 5, 8, 13, 21, 34 ...
  - Base case:  $\text{fib}(0) = 0$ ,  $\text{fib}(1) = 1$
  - $\text{fib}(n) = \text{fib}(n-2) + \text{fib}(n-1)$ 
    - $\text{fib}(2) = \text{fib}(0) + \text{fib}(1) = 1$
    - $\text{fib}(3) = \text{fib}(1) + \text{fib}(2) = 2$

# Fibonacci Illustrated



# Towers of Hanoi



## Tower of Hanoi



# Towers of Hanoi

- In English, target function:  
Move stack of  $N$  discs from peg A to peg B
- Base case: When  $N = 1$ , just move the disc
- What about  $N=2$ ?
  - Move disc 1 from A to C,  
Move disc 2 from A to B,  
Move disc 1 from C to B

# Towers of Hanoi

- $N = 3$ ?
- General rule: Move  $N$  discs from  $A$  to  $B$ 
  - 1) Move stack of  $(N-1)$  discs from  $A$  to  $C$
  - 2) Move  $N$ th disc from  $A$  to  $B$
  - 3) Move stack of  $(N-1)$  discs from  $C$  to  $B$

# Recursion Summary

- Simple, elegant algorithms with often complex results
- Always *possible* to use loops instead, but recursion can significantly simplify the algorithm
- Sometimes recursion can be less efficient; tradeoff between simplicity and efficiency

# Reading

- Practical C Programming Ch. 9
- The C Programming Language, Ch. 4