

## Recursion!

- function that sometimes calls itself

$$n! = \overbrace{1 \times 2 \times 3 \times 4 \times \dots \times n}^{\text{recursive def}}, \quad 0! = 1$$

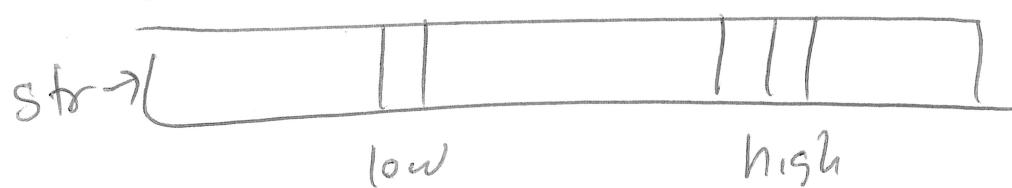
$$n! = \overbrace{(1 \times 2 \times 3 \times \dots \times (n-1))}^{\text{recursive def}} \times n$$

$$\overbrace{n!}^{\text{recursive def}} = (n-1)! \times n \rightarrow \begin{cases} 1! = 1 \\ \text{base case} \end{cases}$$

```
int fact(int n) {
    if (n <= 1)
        return 1;
    return fact(n-1) * n;
}
```

$$b^e = \overbrace{b^{e-1}}^{\text{jus } b} \times b^1 = b^{e-1+1} = b^e$$

# String Problem



c [a]

question how many times does c appear  
in str[low..high]

Count (# c in low to high-1) +

0 (if str[high] == c) → 0

1 (if str[high] == c)

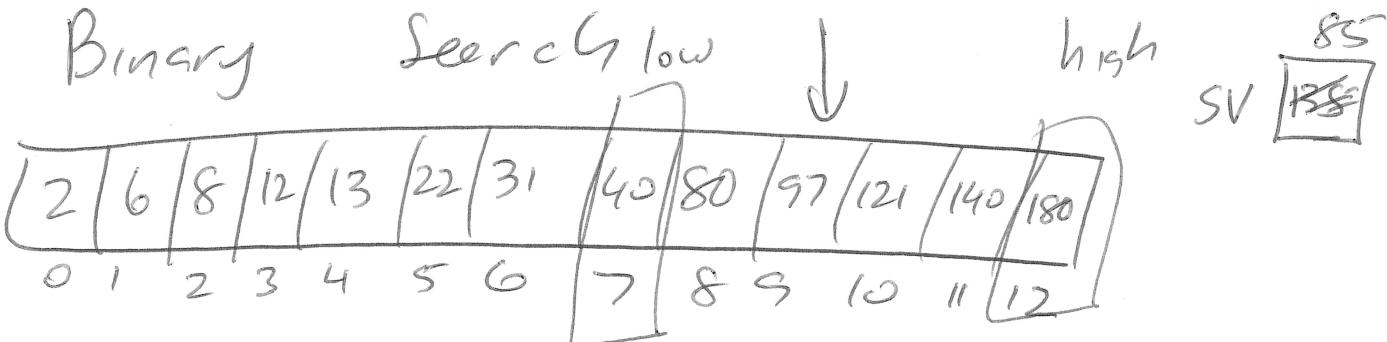
equals 1  
when true  
equals 0  
when false

# Binary Search

Search

↓

high



int binsearch(int\* array, int low, int high, int searchval){

    if (low > high) return 0;

    int mid = (low+high)/2;

    if (searchval < array[mid])

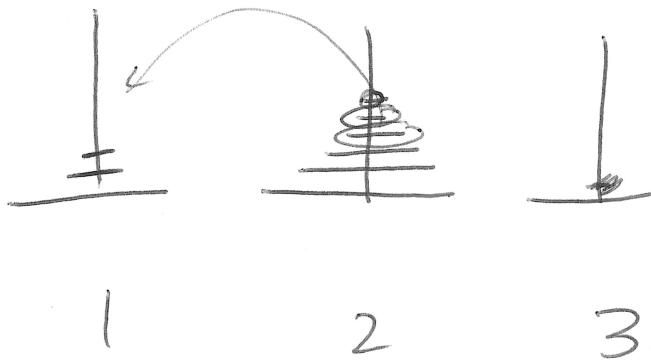
        return binsearch(array, low, mid-1, searchval);

    else if (searchval > array[mid])

        return binsearch(array, mid+1, high, searchval);

    else return 1;

# Towers of Hanoi



Goal: Move all disks from tower start = 2 to tower end = 3.

→ Can't solve puzzle w/o moving bottom disk.

ONLY way to move bottom is to move all  $n-1$  disks from start to "mid" tower

Towers (n, start, end)

1. Towers ( $n-1$ , start, mid)
2. Move Disk # $n$  from start to end
3. Towers ( $n-1$ , mid, end)

$n$  disks on one pole (largest bottom more 1 disk at a time top disk + place on either of the other sticks/poles, provided (a) nothing on it  
(b) it's smaller than top disk on that pole

# Fast Mod Expo

Calculate  $b^e \% m$

fastmodexpo (long long base, long long exp,  
long long mod)

slownmodexpo ( ~ ) {

long long res = 1;

for (long long i = 0; i < exp; i++)

    res = (res + base) % mod;

return res;

}

Run time O(exp)

value of

$$b^{1000000} = ((b^{500000})^2)$$

$$\text{tmp} = b^{500,000}$$

$$\text{return } \underline{\underline{(\text{tmp} + \text{tmp}) \% \text{mod}}}$$

if ( $\text{exp} \% 2 == 0$ ) {

    long long tmp = fastmodexpo(base, exp/2, mod);

    return (tmp + tmp) \% mod;

}

return (base + fastmodexpo(base, exp-1, mod)) \% mod;

$10^6$

↓  
500,000

↓  
250,000

↓  
125,000

↓  
62,500

↓  
31,250

↓  
15,625

↓  
15,624

↓  
7812

$$\frac{\text{exp}}{2^k} = 1$$

$$2^k = \text{exp}$$

$$k = \lceil \log_2 \text{exp} \rceil$$

more steps

$$\leq 2 \times \lceil \log_2 \text{exp} \rceil$$

$O(\lg \text{exp})$

2 steps  
exp by 2  
↓