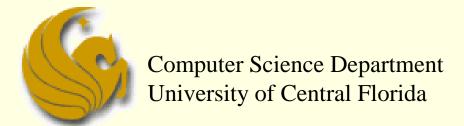
# And More Recursion



COP 3502 - Computer Science I



## Binary Search – A reminder

#### Array Search

We are given the following sorted array:

index	0	1	2	3	4	5	6	7	8
value	2	6	19	27	33	37	38	41	118

- We are searching for the value, 19 (for example)
- Remember, we said that you search the middle element
  - If found, you are done
  - If the element in the middle is greater than 19
    - Search to the LEFT (cuz 19 MUST be to the left)
  - If the element in the middle is less than 19
    - Search to the RIGHT (cuz 19 MUST then be to the right)



## Binary Search – A reminder

#### Array Search

We are given the following sorted array:

index	0	1	2	3	4	5	6	7	8
value	2	6	19	27	33	37	38	41	118

- We are searching for the value, 19
- So, we MUST start the search in the middle INDEX of the array.
- In this case:
  - The lowest index is 0
  - The highest index is 8
  - So the middle index is 4



## Binary Search

#### Array Search

- Correct Strategy
  - We would ask, "is the number I am searching for, 19, greater or less than the number stored in index 4?
    - Index 4 stores 33
  - The answer would be "less than"
  - So we would modify our search range to in between index 0 and index 3
    - Note that index 4 is no longer in the search space
  - We then continue this process
    - The second index we'd look at is index 1, since (0+3)/2=1
    - Then we'd finally get to index 2, since (2+3)/2 = 2
    - And at index 2, we would find the value, 19, in the array



## Binary Search

#### Binary Search code:

```
int binsearch(int a[], int len, int value) {
       int low = 0, high = len-1;
       while (low <= high) {</pre>
              int mid = (low+high)/2;
              if (value < a[mid])</pre>
                     high = mid-1;
              else if (value > a[mid])
                      low = mid+1;
              else
                      return 1;
       return 0;
```



## Binary Search

- Binary Search code:
  - At the end of each array iteration, all we do is update either low or high
  - This modifies our search region
    - Essentially halving it
  - As we saw previously, this runs in <u>log n</u> time
  - But this iterative code isn't the easiest to read
  - We now look at the recursive code
    - MUCH easier to read and understand



## Binary Search – Recursive

- Binary Search using recursion:
  - We need a stopping case:
    - We need to STOP the recursion at some point
  - So when do we stop:
  - 1) When the number is found!
  - 2) Or when the search range is nothing
    - huh?
    - The search range is empty when (low > high)
  - So how let us look at the code…



## Binary Search – Recursive

- Binary Search Code (using recursion):
  - We see how this code follows from the explanation of binary search quite easily

```
int binSearch(int *values, int low, int high, int searchval)
    int mid;
    if (low <= high) {
        mid = (low+high)/2;
        if (searchval < values[mid])
            return binSearch(values, low, mid-1, searchval);
        else if (searchval > values[mid])
            return binSearch(values, mid+1, high, searchval);
        else
            return 1;
    }
    return 0;
}
```



## Binary Search – Recursive

- Binary Search Code (using recursion):
  - So if the value is found
    - We return 1
  - Otherwise,
    - if (searchval < values[mid])</pre>
      - Then recursively call binSearch to the LEFT
    - else if (searchval > values[mid])
      - Then recursively call binSearch to the RIGHT
  - If low ever becomes greater than high
    - This means that searchval is NOT in the array



## Brief Interlude: Human Stupidity





- Example from Previous lecture
  - Our function:
    - Calculates be
      - Some base raised to a power, e
      - The input is the base, b, and the exponent, e
      - So if the input was 2 for the base and 4 for the exponent
        - The answer would be 2<sup>4</sup> = 16
  - How do we do this recursively?
    - We need to solve this in such a way that part of the solution is a sub-problem of the EXACT same nature of the original problem.



#### Example from Previous lecture

- Our function:
  - Using b and e as input, here is our function
    - $f(b,e) = b^e$
  - So to make this recursive, can we say:
    - $f(b,e) = b^e = b^*b^{(e-1)}$
  - Does that "look" recursive?
  - YES it does!
  - Why?
  - Cuz the right side is indeed a sub-problem of the original
  - We want to evaluate be
  - And our right side evaluates b<sup>(e-1)</sup>



- Example from Previous lecture
  - Our function:
    - $f(b,e) = b*b^{(e-1)}$
    - So we need to determine the terminating condition!
    - We know that  $f(b,0) = b^0 = 1$ 
      - So our terminating condition can be when e = 1
    - Additionally, our recursive calls need to return an expression for f(b,e) in terms of f(b,k)
      - for some k < e</p>
    - We just found that f(b,e) = b\*b<sup>(e-1)</sup>
    - So now we can write our actual function...



- Example from Previous lecture
  - Code:

```
// Pre-conditions: e is greater than or equal to 0.
// Post-conditions: returns be.
int Power(int base, int exponent) {
    if ( exponent == 0 )
        return 1;
    else
        return (base*Power(base, exponent-1));
}
```



- Example from Previous lecture
  - Say we initially call the function with 2 as our base and 8 as the exponent
  - The final return will be
    - return 2\*2\*2\*2\*2\*2\*2\*2
    - Which equals 256
  - You notice we have 7 multiplications (exp was 8)
  - The number of multiplications needed is <u>one less</u> than the exponent value
  - So if n was the exponent
    - The # of multiplications needed would be n-1



- Example from Previous lecture
  - This works just fine
  - BUT, it becomes <u>VERY slow</u> for large exponents
    - If the exponent was 10,000, that would be 9,999 mults!
  - How can we do better?
  - One key idea:
    - Remembering the <u>laws of exponents</u>
      - Yeah, algebra...the thing you forgot about two years ago
    - So using the laws of exponents
      - We remember that 28 = 24\*24



- Example from Previous lecture
  - One key idea:
    - Remembering the laws of exponents
    - $2^8 = 2^{4*}2^4$
    - Now, if we know 2<sup>4</sup>
      - we can calculate 2<sup>8</sup> with one multiplication
    - What is 2<sup>4</sup>?
      - $2^4 = 2^{2*}2^2$
      - and  $2^2 = 2^*(2)$
    - So...  $2^*(2) = 4$ ,  $4^*(4) = 16$ ,  $16^*(16) = 256 = 2^8$
    - So we've calculated 2<sup>8</sup> using only three multiplications
      - MUCH better than 7 multiplications



- Example of Fast Exponentiation
  - So, in general, we can say:
  - $b^n = b^{n/2} * b^{n/2}$
  - So to find b<sup>n</sup>, we find b<sup>n/2</sup>
    - HALF of the original amount
  - $\blacksquare$  And to find  $b^{n/2}$ , we find  $b^{n/4}$ 
    - Again, HALF of b<sup>n/2</sup>
  - This smells like a <u>log n</u> running time
    - log n number of multiplications
    - Much better than n multiplications
  - But as of now, this only works if n is even



- Example of Fast Exponentiation
  - So, in general, we can say:
  - $b^n = b^{n/2} b^{n/2}$
  - This works when n is even
  - But what if n is odd?
  - Notice that  $2^9 = 2^{4*}2^{4*}2$
  - So, in general, we can say:

$$a^{n} = \begin{cases} a^{n/2}(a^{n/2}) & \text{if n is even} \\ a^{n/2}(a^{n/2})(a) & \text{if n is odd} \end{cases}$$



- Example of Fast Exponentiation
  - Also, this method relies on "integer division"
    - We've briefly discussed this
    - Basically <u>if n is 9, then n/2 = 4</u>
      - Integer division
      - Think of it as dividing
      - AND then rounding down, if needed, to the nearest integer
    - So if n is 121, then n/2 = 60
    - Finally, if n is 57, then n/2 = 28
  - Using the same base case as the previous power function, here is the code...



- Example of Fast Exponentiation
  - Code:

```
int powerB(int base, int exp) {
    if (exp == 0)
        return 1;
    else if (exp == 1)
        return base;
    else if (exp%2 == 0)
        return powerB(base*base, exp/2);
    else
        return base*powerB(base, exp-1);
}
```

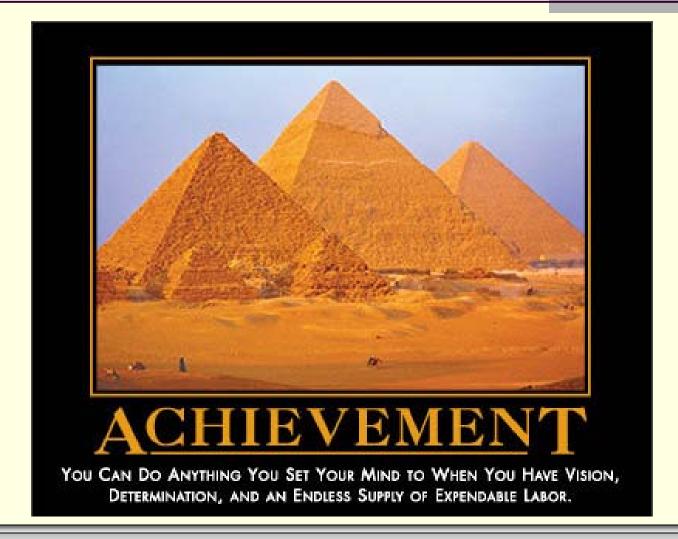


#### Recursion

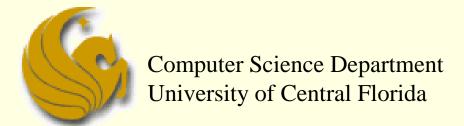
## **WASN'T** THAT **BODACIOUS!**



### Daily Demotivator



# And More Recursion



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