

CSC148-Section:L0301

Week#9-Monday

Instructed by

AbdulAziz Al-Helali

a.alhelali@mail.utoronto.ca

Office hours: Wednesday 11-1, BA2230.

Slides adapted from Professor Danny Heap course material
winter17

Exam 2 Topics

- Trace recursion
- Recursion on nested Python list
- Recursion on class Tree
- Recursion on class BinaryTree
- Definitions for trees and binary trees, traversals (inorder, postorder, preorder, levelorder)
- Binary search trees

Outline

- Binary **Search** Tree
 - Delete
- Recursion efficiency
 - Maximum recursion depth
 - Redundancy

Recall – BinaryTree node

```
class BinaryTree:
    """
    A Binary Tree, i.e. arity 2.
    """

    def __init__(self, value: object, left: Union['BinaryTree', None]=None,
                right: Union['BinaryTree', None]=None) -> None:
        """
        Create BinaryTree self with value and children left and right.
        """
        self.value, self.left, self.right = value, left, right
```

deletion of value from BST rooted at node?

- what return value?
- what to do if node is None?
- what if value to delete is less than that at node?
- what if it's more?
- what if the value equals this node's value and...
 - this node has no left child
 - ... no right child?
 - both children?

- **what return value?**

- **return** node (for every call to delete)

A. what to do if node is None?

A. if node **is None**:
 pass

B. what if value to delete is less than that at node?

- *#Branch to the left*
- **elif** value < node.value:
 node.left = delete(node.left, value)

C. what if it's more?

- *#Branch to the right*
- **elif** value > node.value:
 node.right = delete(node.right, value)

D. what if the value equals this node's value and... (neither greater nor smaller)

- **We have 3 cases:**

1. this node has no left child

- `elif node.left is None:`
 `node = node.right`

2. ... no right child?

- `elif node.right is None:`
 `node = node.left`

3. both children?

- # One way to **not break BST definition**
- # find the **max** node in **left** tree and put it in place of
- # deleted node
 - `node.value = find_max(node.left).value`
 `node.left = delete(node.left, node.value)`
- # Alternatively
- # find the **min** node in **right** tree and put it in place of
- # deleted node
 - `node.value = find_min(node.right).value`
 `node.right = delete(node.right, node.value)`



Recursion efficiency:

Maximum recursion depth

```
from linked_list_Wed import LinkedListNode
```

```
def recursive_append(b: LinkedListNode, data: object) -> None:  
    """  
    recursively append a node with data to linked list headed  
by b  
    """
```


Recursion efficiency:

Maximum recursion depth

```
from linked_list_Wed import LinkedListNode

def recursive_append(b: LinkedListNode, data: object) -> None:
    """
    recursively append a node with data to linked list headed
    by b
    """
    if b.next_ is None:
        b.next_ = LinkedListNode(data)
    else:
        recursive_append(b.next_, data)
```

Recursion efficiency:

Maximum recursion depth

```
b = LinkedListNode(1)
print(b)
recursive_append(b, 2)
print(b)
for i in range(3, 950):
    recursive_append(b, i)
print(b)
```

```
for i in range(950, 998):
    recursive_append(b, i)
```

File "<D:/csc148/lectures/week9/limits.py>", line 8, in recursive_append
b.next_ = LinkedListNode(data)
RecursionError: maximum recursion depth exceeded

Recursion efficiency: Redundancy

- Fibonacci numbers
 - “By definition, the first two numbers in the Fibonacci sequence are either 1 and 1, or 0 and 1, depending on the chosen starting point of the sequence, and each subsequent number is the sum of the previous two.”[wikipedia.org]
- The sequence F_n of Fibonacci numbers is defined as:
 - *If $n < 2$: $F_n = 1$*
 - *Else: $F_n = F_{n-1} + F_{n-2}$*

Recursion efficiency: Redundancy

- Implement the following function recursively

```
def fibonacci(n: int) -> int:  
    """  
    Return the nth fibonacci number, that is n if  $n < 2$ ,  
    or  $\text{fibonacci}(n-2) + \text{fibonacci}(n-1)$  otherwise.  
  
    >>> fibonacci(0)  
    0  
    >>> fibonacci(1)  
    1  
    >>> fibonacci(3)  
    2  
    """
```

Recursion efficiency: Redundancy

```
def fibonacci(n: int) -> int:  
    """  
    Return the nth fibonacci number, that is n if n < 2,  
    or fibonacci(n-2) + fibonacci(n-1) otherwise.  
  
    >>> fibonacci(0)  
    0  
    >>> fibonacci(1)  
    1  
    >>> fibonacci(3)  
    2  
    """  
    if n < 2:  
        return n  
    else:  
        return fibonacci(n - 1) + fibonacci(n - 2)
```

src: wikipedia.org

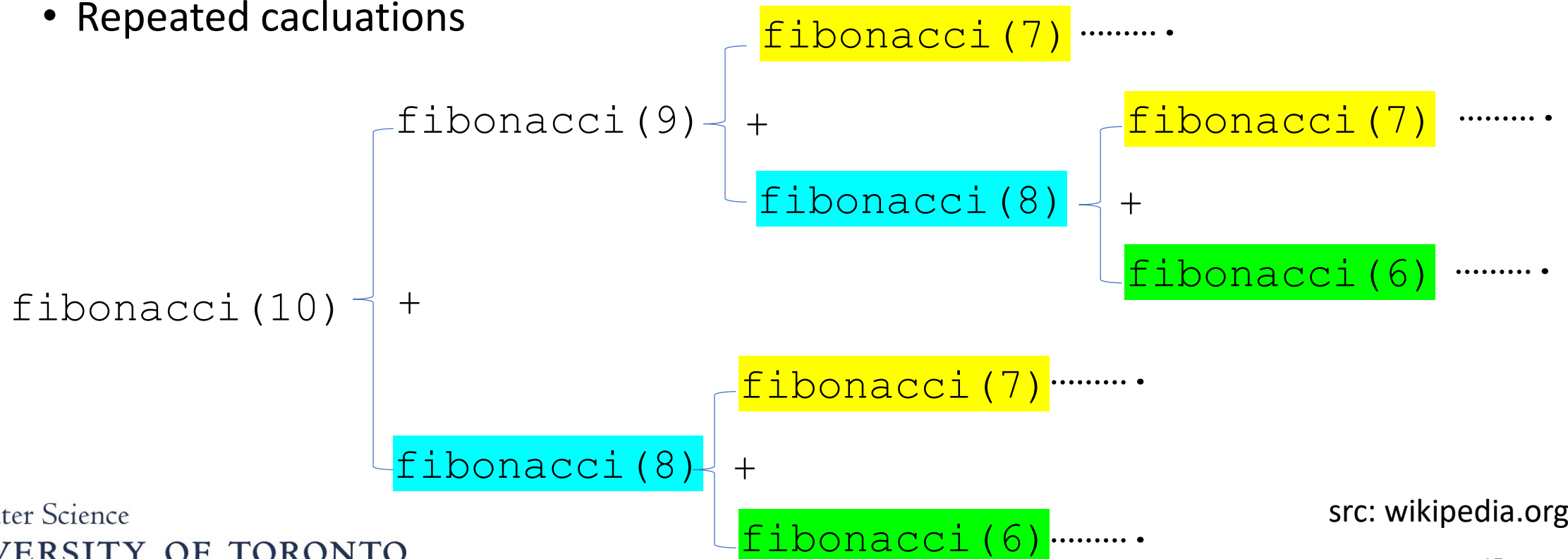
Recursion efficiency: Redundancy

- Although the implementation is very easy using recursion
- It is not efficient. Why?

Recursion efficiency: Redundancy

Any Solutions?

- Although the implementation is very easy using recursion
- It is not efficient. Why?
 - Repeated calculations



src: wikipedia.org

Recursion efficiency: Redundancy

- One Solution is to use **Memoization**
 - “In computing, memoization or memoisation is **an optimization technique** used primarily to **speed up** computer programs by **storing the results of expensive function calls** and returning the cached result when the same inputs occur again.”[wikipedia.org]

Recursion efficiency: Redundancy-One Solution Memoization

```
def fib_memo(n: int, seen: dict) -> int:  
    """  
    Return the nth fibonacci number (n) reasonably quickly.  
    uses seen to store already-seen results  
  
    """  
    if n not in seen:  
        if n < 2:  
            seen[n] = n  
        else:  
            seen[n] = fib_memo(n - 2, seen) + fib_memo(n - 1, seen)  
    return seen[n]
```