



## CSCI 311 - Data Structures

Recursion and  
Dynamic Programming

# Recursion

# Recursion

## Factorial:

$$\begin{aligned}fact(n) &= n * fact(n - 1) \\fact(0) &= 1\end{aligned}$$

```
int fact(int n) {  
    if (n == 0) return 1;  
    else return n * fact(n-1);  
}
```

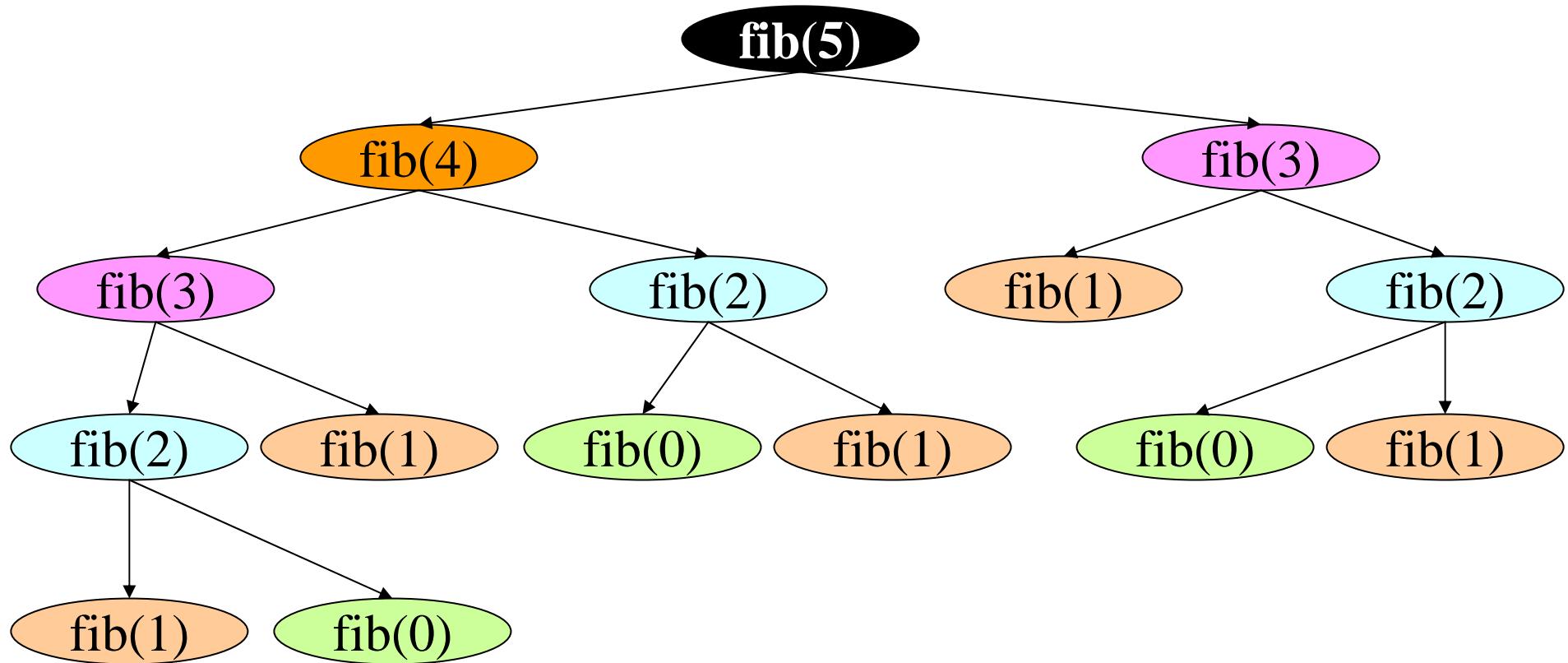
# Recursion

**Fibonacci:**

$$\begin{aligned}fib(n) &= fib(n-1) + fib(n-2) \\fib(0) &= 1, \quad fib(1) = 1\end{aligned}$$

```
int fib(int n) {  
    if (n == 0) return 1;  
    else if (n == 1) return 1;  
    else  
        return fib(n-1) + fib(n-2);  
}
```

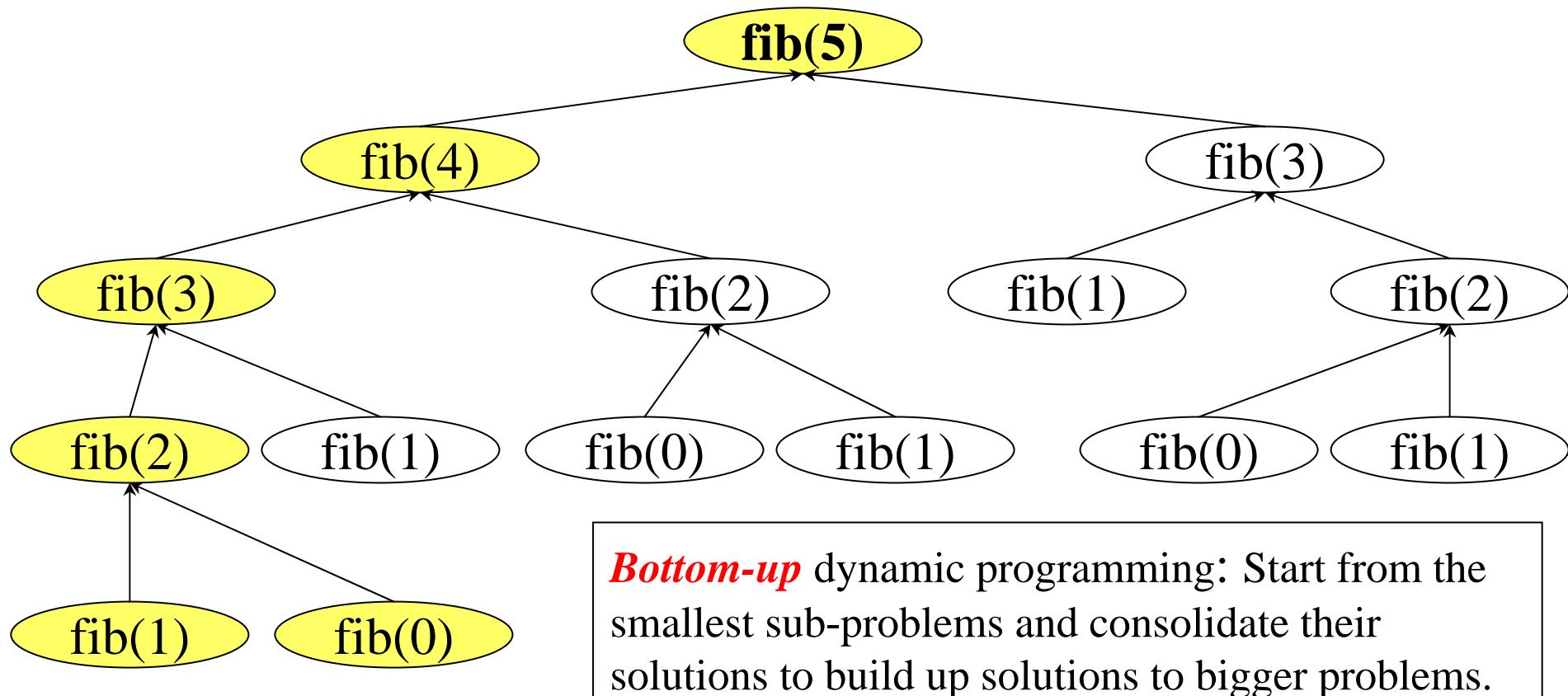
# Fibonacci Numbers



**Question:** How can this be accomplished without repeating the same work over and over?

# Dynamic Programming

# Fibonacci Numbers



0	1	2	3	4	5	6	7	8	9
1	1	2	3	5	8	0	0	0	0

# Fibonacci Numbers

$$F_N = \phi^N \text{ (exponential - time)}$$

```
int F(int i) {  
    if (i <= 1) return 1;  
    return F(i-1) + F(i-1);  
}
```

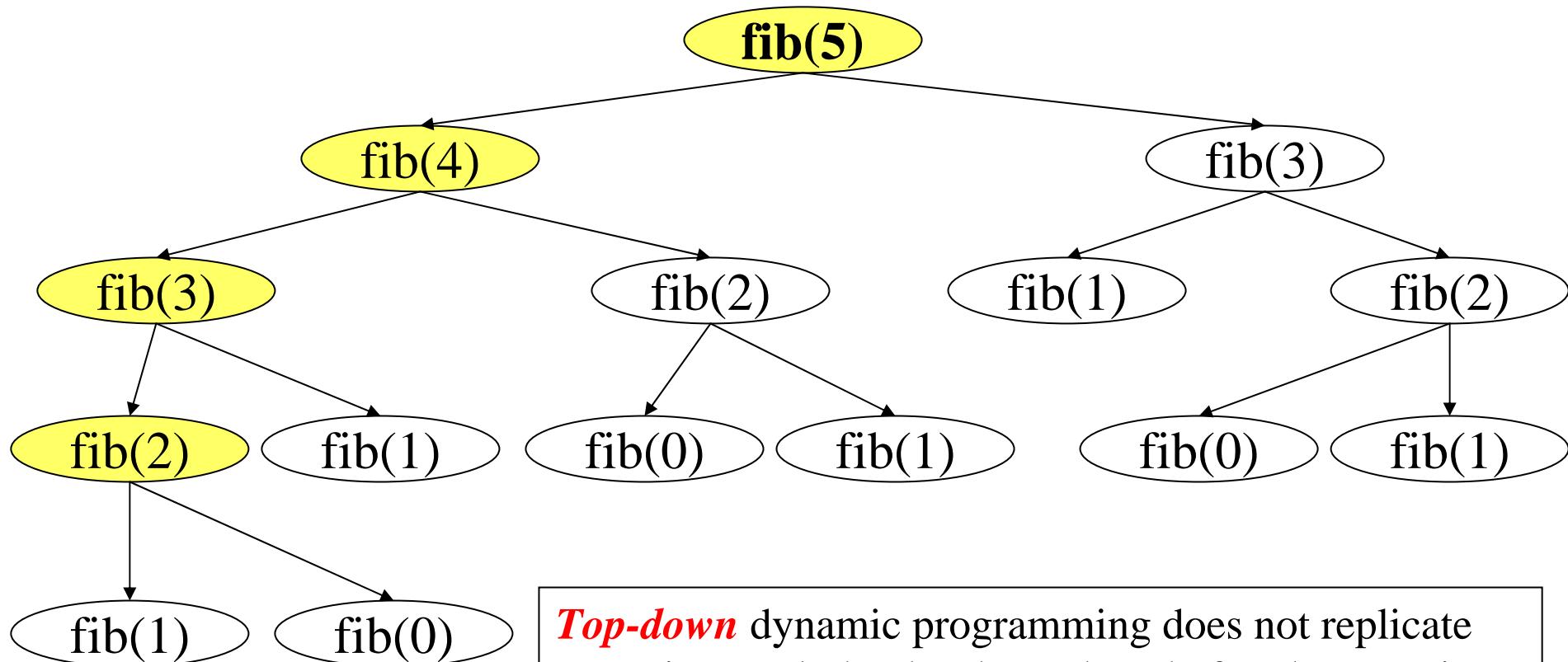
**Question:** What is the run time complexity of this alternative?



```
int F(int i) {  
    static int knownF[maxN];  
  
    if (knownF[i] != 0)  
        return knownF[i];  
  
    int t = i;  
    if (i <= 1) return 1;  
    // i > 1 and F(i) not known  
    t = F(i-1) + F(i-2);  
    knownF[i] = t;  
    return knownF[i];  
}
```

*Top-down Dynamic Programming*  
or  
*Memoization*

# Fibonacci Numbers



**Top-down** dynamic programming does not replicate recursive work that has been done before because it can remember the results generated at each step.

0	1	2	3	4	5	6	7	8	9
1	1	2	3	5	8	0	0	0	0