

Problem solving & C – III

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Outline

- 1 Introduction
- 2 Fibonacci sequence
- 3 Printing link list backwards
- 4 Space Filling Curve
- 5 Towers of Hanoi

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Recursion

What is recursion?

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- A function calling itself with certain properties.

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- There must be a **base criteria** for which the function does not call itself.

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- After each call, the function must be closer to the base criteria.

Recursion

What is recursion?

- A function calling itself with certain properties.
- There must be a **base criteria** for which the function does not call itself.
- After each call, the function must be closer to the base criteria.

An Example (Can you recognize the expression?)

$$\begin{aligned}f(n) &= n * f(n - 1) \text{ if } n \geq 1 \\ &= 1 \text{ if } n = 0\end{aligned}$$

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Fibonacci sequence

The Definition

$$\begin{aligned} fib(n) &= fib(n-1) + fib(n-2) \text{ if } n \geq 2 \\ &= 1 \text{ if } n = 1 \\ &= 1 \text{ if } n = 0 \end{aligned}$$

Fibonacci sequence

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Some values

$fib(2) = 2$; $fib(3) = 3$; $fib(4) = 5$; $fib(5) = 8$; $fib(6) = 13$;
 $fib(7) = 21$; $fib(8) = 34$; $fib(9) = 55$; $fib(10) = 89$; $fib(11) = 144$;

A recursive implementation

```
#include<stdio.h>
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```
int main(void){  
    unsigned int m,val,i;  
    printf("\n What is the value of m::> "); scanf("%d",&m);  
    val = f(m);  
    printf("\n Fibonacci(%d) = %d \n",m,val);  
    return 0;  
}
```

A recursive implementation

```
#include<stdio.h>
unsigned int f(unsigned int num)
{

}

int main(void){
    unsigned int m,val,i;
    printf("\n What is the value of m::> "); scanf("%d",&m);
    val = f(m);
    printf("\n Fibonacci(%d) = %d \n",m,val);
    return 0;
}
```

A recursive implementation

```
#include<stdio.h>
unsigned int f(unsigned int num)
{
    if(num==0 || num==1)    return 1;

}

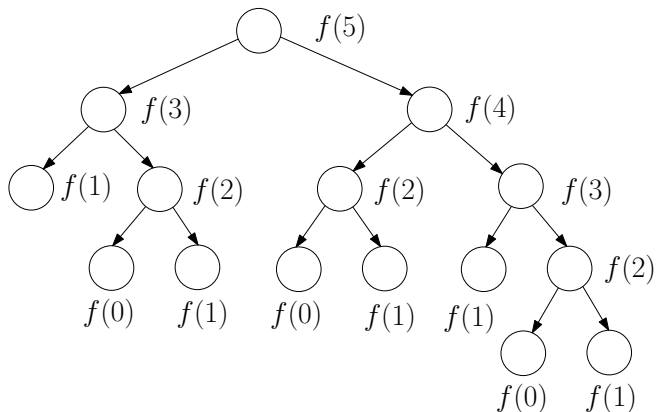
int main(void){
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    printf("\n What is the value of m::> "); scanf("%d",&m);
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    return 0;
}
```

A recursive implementation

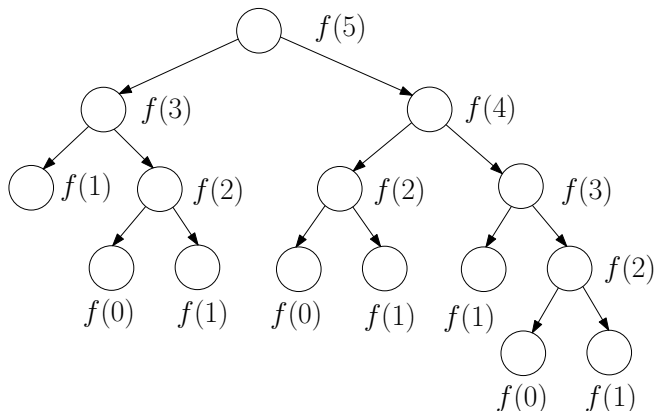
```
#include<stdio.h>
unsigned int f(unsigned int num)
{
    if(num==0 || num==1)    return 1;
    else return(f(num-1)+f(num-2));
}
int main(void){
    unsigned int m,val,i;
    printf("\n What is the value of m::> "); scanf("%d",&m);
    val = f(m);
    printf("\n Fibonacci(%d) = %d \n",m,val);
    return 0;
}
```


The recursion tree

The recursion tree



The recursion tree



How many function calls?

$f(5) : 1, f(4) : 1, f(3) : 2, f(2) : 3, f(1) : 5, f(0) : 3$

Exercise: Find it experimentally and analytically.

An iterative implementation

```
#include<stdio.h>
int main(void){
    unsigned int m,i,f,f_1=1,f_2=1;
    printf("\n What is the value of n::> "); scanf("%d",&m);

    printf("\n Fibonacci(%d) = %d \n",m,f); return 0;
}
```

An iterative implementation

```
#include<stdio.h>
int main(void){
    unsigned int m,i,f,f_1=1,f_2=1;
    printf("\n What is the value of n::> "); scanf("%d",&m);
    if(m==0 || m==1){
        printf("\n Fibonacci(%d) = %d",m,1);  return 0;
    }

    printf("\n Fibonacci(%d) = %d \n",m,f); return 0;
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An iterative implementation

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int main(void){
    unsigned int m,i,f,f_1=1,f_2=1;
    printf("\n What is the value of n::> "); scanf("%d",&m);
    if(m==0 || m==1){
        printf("\n Fibonacci(%d) = %d",m,1);  return 0;
    }
    else {

        }

    printf("\n Fibonacci(%d) = %d \n",m,f); return 0;
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An iterative implementation

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#include<stdio.h>
int main(void){
    unsigned int m,i,f,f_1=1,f_2=1;
    printf("\n What is the value of n::> "); scanf("%d",&m);
    if(m==0 || m==1){
        printf("\n Fibonacci(%d) = %d",m,1);  return 0;
    }
    else {
        for(i=2;i<=m;i++){
            f = f_1+f_2; f_1=f_2, f_2=f;
        }
    }
    printf("\n Fibonacci(%d) = %d \n",m,f); return 0;
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An iterative implementation

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    if(m==0 || m==1){
        printf("\n Fibonacci(%d) = %d",m,1);  return 0;
    }
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        for(i=2;i<=m;i++){
            f = f_1+f_2; f_1=f_2, f_2=f;
        }
    }
    printf("\n Fibonacci(%d) = %d \n",m,f); return 0;
}
```

- Exercise: Compare running times of recursive and iterative versions.

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Printing linked list backwards

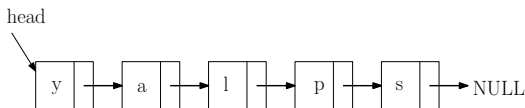
The Problem

You have to create a singly linked list and then print it backwards without doing any changes on the links.

Printing linked list backwards

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You have to create a singly linked list and then print it backwards without doing any changes on the links.

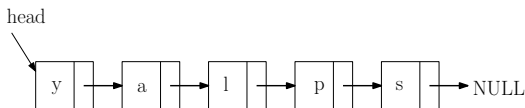


s p l a y

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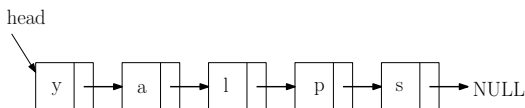


s p l a y

Printing linked list backwards

The Problem

You have to create a singly linked list and then print it backwards without doing any changes on the links.



s p l a y

- Use recursion.

Printing linked list backwards using recursion

```
void PrintArray(data *head)
{
```

```
    return;
}
```

Printing linked list backwards using recursion

```
void PrintArray(data *head)
{

    /* calling function recursively */

    return;
}
```

Printing linked list backwards using recursion

```
void PrintArray(data *head)
{
    /*boundary condition to stop recursion*/

    /* calling function recursively */

    return;
}
```


Printing linked list backwards using recursion

```
void PrintArray(data *head)
{
    /*boundary condition to stop recursion*/

    /* calling function recursively */

    /* Printing current element*/

    return;
}
```

Printing linked list backwards using recursion

```
void PrintArray(data *head)
{
    /*boundary condition to stop recursion*/

    /* calling function recursively */
    PrintArray(head -> next);
    /* Printing current element*/

    return;
}
```

Printing linked list backwards using recursion

```
void PrintArray(data *head)
{
    /*boundary condition to stop recursion*/
    if(head -> next == NULL){
        printf(" %d->",head -> x);
        return;
    }
    /* calling function recursively */
    PrintArray(head -> next);
    /* Printing current element*/

    return;
}
```

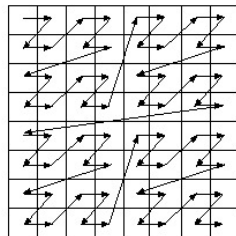
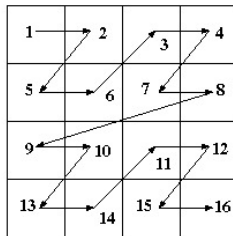
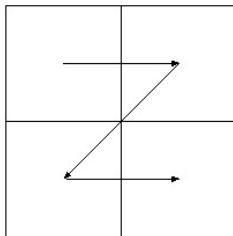
Printing linked list backwards using recursion

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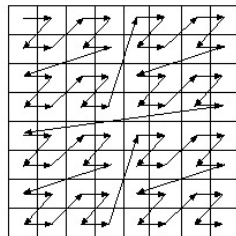
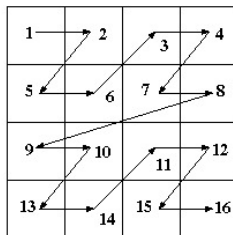
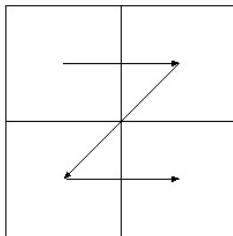
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Space Filling Curve

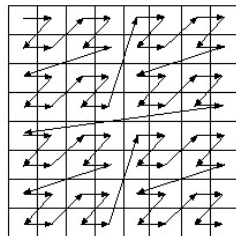
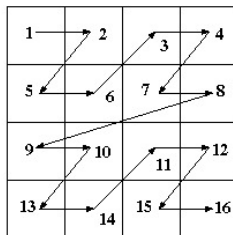
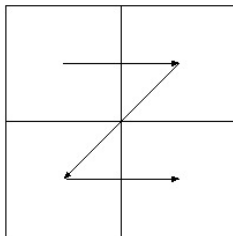


Space Filling Curve



- Z Curve order: 1 2 5 6 3 4 7 8 9 10 13 14 11 12 15 16

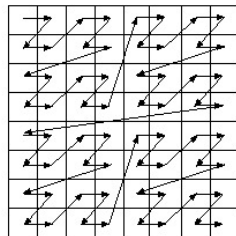
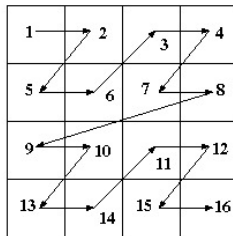
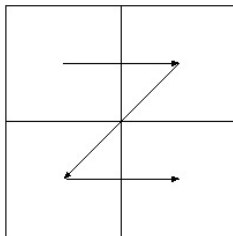
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Problem

Space Filling Curve

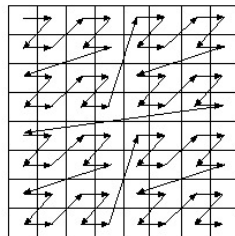


- Z Curve order: 1 2 5 6 3 4 7 8 9 10 13 14 11 12 15 16

Problem

- Allocate a 2-D matrix of size $2^m \times 2^m$.

Space Filling Curve

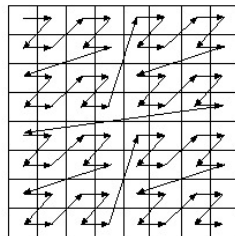


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Problem

- Allocate a 2-D matrix of size $2^m \times 2^m$.
- Fill it with integers $1, \dots, 2^{2m}$ in a row-major fashion.

Space Filling Curve



- Z Curve order: 1 2 5 6 3 4 7 8 9 10 13 14 11 12 15 16

Problem

- Allocate a 2-D matrix of size $2^m \times 2^m$.
- Fill it with integers $1, \dots, 2^{2m}$ in a row-major fashion.
- Traverse the matrix in a z-curve order.

The main program

```
int main(void){  
    int m,N, i,j,k=1,**matrix;  
    printf(" \n What is the value of m::>"); scanf("%d",&m);  
    N=(int)(pow(2.0,m));  
    matrix = allocate2D(N,N);  
  
}
```

The main program

```
int main(void){
int m,N, i,j,k=1,**matrix;
printf(" \n What is the value of m::>"); scanf("%d",&m);
N=(int)(pow(2.0,m));
matrix = allocate2D(N,N);
/*Fill up and print the matrix */
for(i=0;i<N;i++)
    for(j=0;j<N;j++){matrix[i][j]=k; k++;}
for(i=0;i<N;i++){ printf("\n");
    for(j=0;j<N;j++)    printf("%d \t",matrix[i][j]);
    }

}
```

The main program

```
int main(void){
int m,N, i,j,k=1,**matrix;
printf(" \n What is the value of m::>"); scanf("%d",&m);
N=(int)(pow(2.0,m));
matrix = allocate2D(N,N);
/*Fill up and print the matrix */
for(i=0;i<N;i++)
    for(j=0;j<N;j++){matrix[i][j]=k; k++;}
for(i=0;i<N;i++){ printf("\n");
    for(j=0;j<N;j++)  printf("%d \t",matrix[i][j]);
    }
printf("\n \nReading the matrix in z-curve fashion::>");
zee(0,N-1,0,N-1,matrix);
printf("\n"); return 0;
}
```

Allocating the 2-D matrix

```
int** allocate2D(int row,int col){
int **S,k;

S=(int **)calloc(row,sizeof(int *));
if(S==NULL){printf("\n No space \n"); exit(0);}

for(k=0;k<row;k++){
    S[k]=(int *)calloc(col,sizeof(int));
    if(S[k]==NULL){ printf("\n No space \n"); exit(0);}
}
return S;
}
```

The recursive function

The recursive function

```
void zee(int r_b,int r_e,int c_b,int c_e,  
        int **matrix){  
    if((r_b==r_e)&&(c_b==c_e)){  
        printf(" %2d ",matrix[r_b][c_b]);  
        return;  
    }  
  
    return;  
}
```

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return;  
}
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    if((r_b==r_e)&&(c_b==c_e)){
        printf(" %2d ",matrix[r_b][c_b]);
        return;
    }
    zee(r_b,(r_e+r_b)/2,c_b,(c_e+c_b)/2,
matrix);
    zee(
        );
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        return;
    }
    zee(r_b,(r_e+r_b)/2,c_b,(c_e+c_b)/2,
matrix);
    zee(r_b,(r_e+r_b)/2,(c_e+c_b)/2+1,c_e,
matrix);
    zee(
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        int **matrix){
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        return;
    }
    zee(r_b,(r_e+r_b)/2,c_b,(c_e+c_b)/2,
matrix);
    zee(r_b,(r_e+r_b)/2,(c_e+c_b)/2+1,c_e,
matrix);
    zee((r_e+r_b)/2+1,r_e,c_b,(c_e+c_b)/2,
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    zee(
        );
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}
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        return;
    }
    zee(r_b,(r_e+r_b)/2,c_b,(c_e+c_b)/2,
matrix);
    zee(r_b,(r_e+r_b)/2,(c_e+c_b)/2+1,c_e,
matrix);
    zee((r_e+r_b)/2+1,r_e,c_b,(c_e+c_b)/2,
matrix);
    zee((r_e+r_b)/2+1,r_e,(c_e+c_b)/2+1,c_e,
matrix));
    return;
}
```

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Towers of Hanoi

The Problem

Towers of Hanoi

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- Three pegs A, B and C are given and on peg A there are n disks with decreasing size.

Towers of Hanoi

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- We have to move disks from peg A to peg C using peg B as an auxiliary peg following some rules.

Towers of Hanoi

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- Three pegs A, B and C are given and on peg A there are n disks with decreasing size.
- We have to move disks from peg A to peg C using peg B as an auxiliary peg following some rules.
 - The top disk on any peg can be moved to any other peg.

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- Three pegs A, B and C are given and on peg A there are n disks with decreasing size.
- We have to move disks from peg A to peg C using peg B as an auxiliary peg following some rules.
 - The top disk on any peg can be moved to any other peg.
 - A larger disk can never be placed on a smaller disk.

Towers of Hanoi

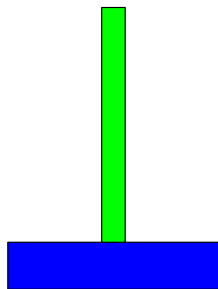
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 - The top disk on any peg can be moved to any other peg.
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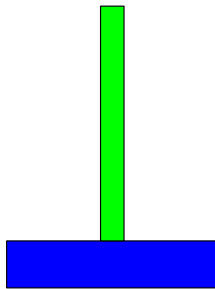
Exercise

Try with $n = 3, 4, \dots$ and start thinking recursively.

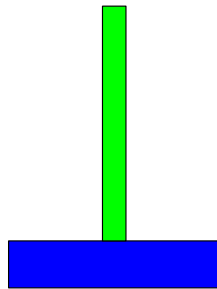
Towers of Hanoi



Peg A

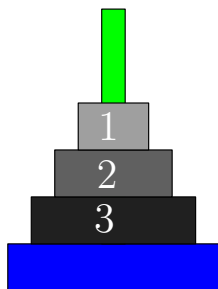


Peg B

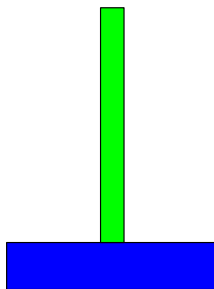


Peg C

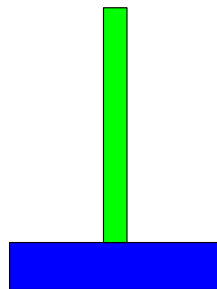
Towers of Hanoi



Peg A

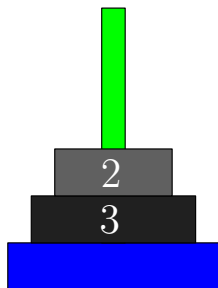


Peg B

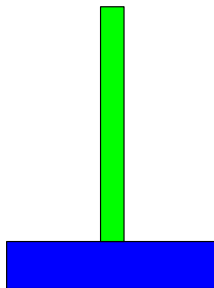


Peg C

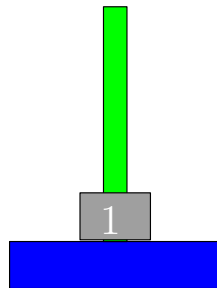
Towers of Hanoi



Peg A

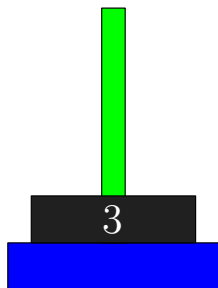


Peg B

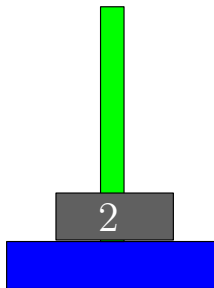


Peg C

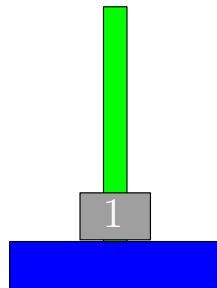
Towers of Hanoi



Peg A

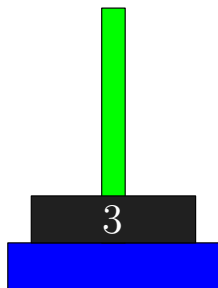


Peg B

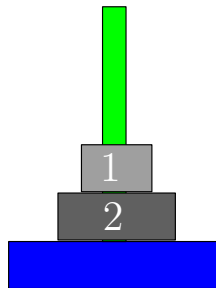


Peg C

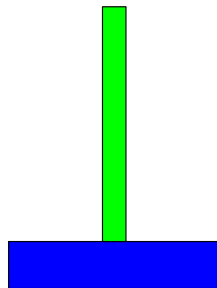
Towers of Hanoi



Peg A

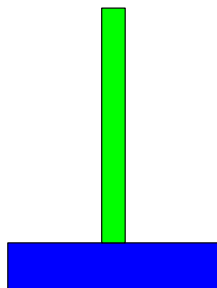


Peg B

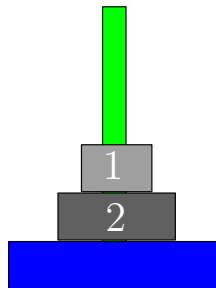


Peg C

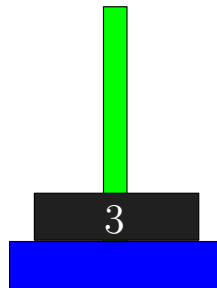
Towers of Hanoi



Peg A

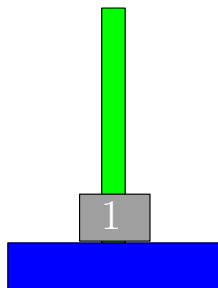


Peg B

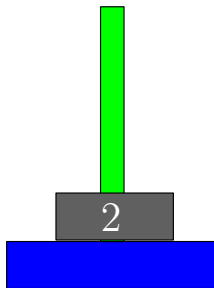


Peg C

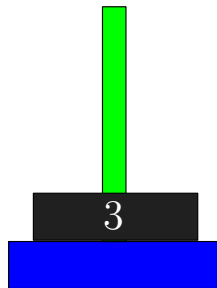
Towers of Hanoi



Peg A

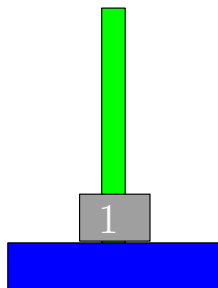


Peg B

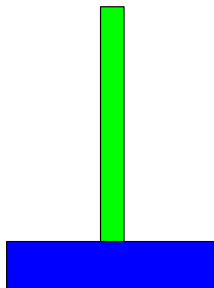


Peg C

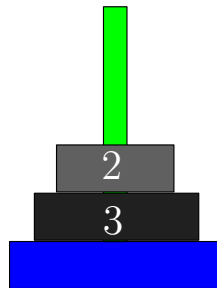
Towers of Hanoi



Peg A

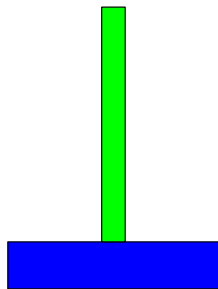


Peg B

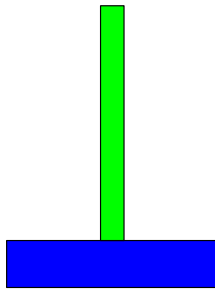


Peg C

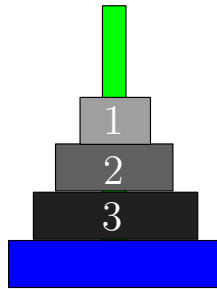
Towers of Hanoi



Peg A



Peg B



Peg C

The algorithm

The recursive method

The algorithm

The recursive method

- Move the top $n - 1$ disks from peg A to peg B using peg C as auxiliary.

The algorithm

The recursive method

- Move the top $n - 1$ disks from peg A to peg B using peg C as auxiliary.
- Move the top disk from peg A to peg C.

The algorithm

The recursive method

- Move the top $n - 1$ disks from peg A to peg B using peg C as auxiliary.
- Move the top disk from peg A to peg C.
- Move the top $n - 1$ disks from peg B to peg C using peg A as auxiliary.

The main program

```
int main(void) {  
    int n;  
    printf("Enter the number of disks : ");  
    scanf("%d",&n);  
    printf("The Tower of Hanoi involves the moves :\n \n");  
  
    return 0;  
}
```

The main program

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int main(void) {  
    int n;  
    printf("Enter the number of disks : ");  
    scanf("%d",&n);  
    printf("The Tower of Hanoi involves the moves :\n \n");  
    towers(n,'A','C','B');  
  
    return 0;  
}
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    towers(n,'A','C','B');  
    printf("\n \n");  
    return 0;  
}
```


The recursive function

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```
void towers(int n,char frompeg,char topeg,char auxpeg){
```

}

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){  
/* If only 1 disk, make the move and return */
```

```
}
```

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){  
    /* If only 1 disk, make the move and return */  
  
  
  
  
  
  
  
  
  
    /* Move top n-1 disks from A to B, using C as auxiliary */  
  
  
  
  
  
  
  
  
  
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void towers(int n,char frompeg,char topeg,char auxpeg){  
    /* If only 1 disk, make the move and return */  
  
  
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    /* Move remaining disks from A to C*/  
  
  
}
```

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){  
    /* If only 1 disk, make the move and return */  
  
    /* Move top n-1 disks from A to B, using C as auxiliary */  
  
    /* Move remaining disks from A to C*/  
  
    /* Move n-1 disks from B to C using A as auxiliary */  
  
}
```

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){  
/* If only 1 disk, make the move and return */  
    if(n==1) {  
  
        }  
/* Move top n-1 disks from A to B, using C as auxiliary */  
  
/* Move remaining disks from A to C*/  
  
/* Move n-1 disks from B to C using A as auxiliary */  
}
```

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){
/* If only 1 disk, make the move and return */
    if(n==1) { printf("\n Move disk 1 from peg %c
                    to peg %c", frompeg,topeg);
                return;
            }
/* Move top n-1 disks from A to B, using C as auxiliary */

/* Move remaining disks from A to C*/

/* Move n-1 disks from B to C using A as auxiliary */

}
```


The recursive function

```
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                    to peg %c", frompeg,topeg);
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            }
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    towers(n-1,frompeg,auxpeg,topeg);
/* Move remaining disks from A to C*/

/* Move n-1 disks from B to C using A as auxiliary */

}
```

The recursive function

```
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/* If only 1 disk, make the move and return */
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            n,frompeg,topeg);
/* Move n-1 disks from B to C using A as auxiliary */

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```

The recursive function

```
void towers(int n,char frompeg,char topeg,char auxpeg){
/* If only 1 disk, make the move and return */
    if(n==1) { printf("\n Move disk 1 from peg %c
                    to peg %c", frompeg,topeg);
                return;
            }
/* Move top n-1 disks from A to B, using C as auxiliary */
    towers(n-1,frompeg,auxpeg,topeg);
/* Move remaining disks from A to C*/
    printf("\n Move disk %d from peg %c to peg %c",
            n,frompeg,topeg);
/* Move n-1 disks from B to C using A as auxiliary */
    towers(n-1,auxpeg,topeg,frompeg);
}
```

The Last One

Questions???

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Thanks!!!