

## Recursion

- recursive form of sequential search

```
SegSearch (list head, int goal) {
```

```
if (head == NULL) return NULL;
```

```
if (head.num == goal) return head;
```

```
(else) return SegSearch (head->next, goal);
```

```
}
```

"linear recursion" (one call to itself)

- recursive form of binary search (arr ordered)

```
BinSearch (int left, int right, int goal) {
```

```
if (left > right) return NONE;
```

```
if (arr [  $\frac{\text{left} + \text{right}}{2}$  ] is goal) return  $\frac{\text{left} + \text{right}}{2}$ ;
```

middle

```
(else) { if (arr[middle] > goal)
```

```
return BinSearch(left, middle-1, goal);
```

```
if (arr[middle] < goal)
```

```
return BinSearch(middle+1, right, goal);
```

still "linear recursion"

\* ① often make program intention clear.

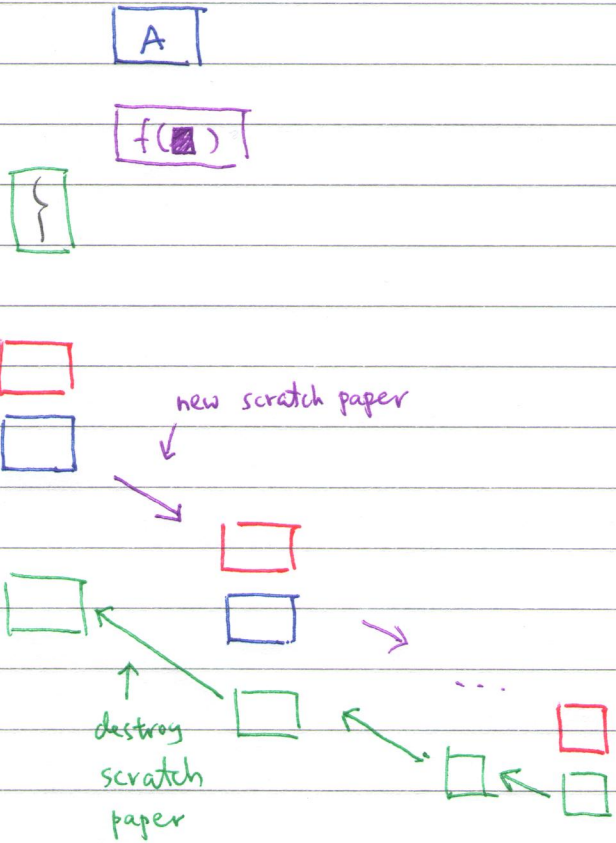
② careful about termination condition

③ at the expense of space (why?)

\* tail recursion : "space saving" for special linear recursion

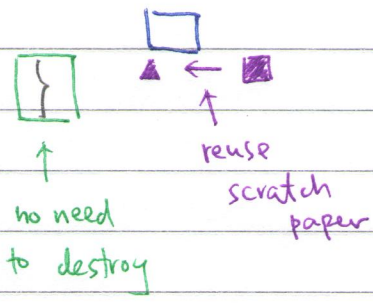
```
void f(A) {
```

```
    if (...) terminate recursion;
```



```
while (true) {
```

```
    break;
```



e.g. Seq Search

```
while (true) {
```

```
    if (head is NULL) break;
```

```
    if (head.num is goal) break;
```

```
    head ← head.next;
```



" recursive thinking

non-recursive implementation (if possible) "

\* more complicated recursions: reading assignments, will encounter later