

Folks, this is a brand new activity. If you encounter any issues/typos, please let Iris know!

Name: \_\_\_\_\_ Partner: \_\_\_\_\_

### Python Activity 30: Recursive Function Frames

Using the function frame model can help us understand how recursion works.

#### Learning Objectives

Students will be able to:

*Content:*

- Summarize how the function frame stack works
- Describe how the function frame stack works for specific functions

*Process:*

- Predict the output of recursive programs.

#### Prior Knowledge

- Python concepts: recursion

#### Concept Model:

Consider the concept of *factorial*:

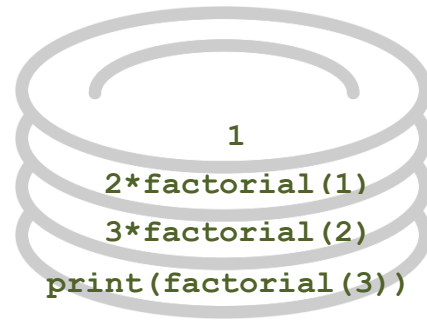
The factorial of a non-negative integer,  $n$ , denoted by  $n!$ , is the product of all positive integers less than or equal to  $n$ . The factorial of  $n$  also equals the product of  $n$  with the next smaller

factorial: i.e.  $n! = n * (n-1) * (n-2) * (n-3) * \dots * 3 * 2 * 1$        $4! = 4 * 3 * 2 * 1 = 24$   
 $n! = n * (n-1)!$        $5! = 5 * 4! = 120$

We can write this recursively in Python with the following code:

```
factorial.py
0 def factorial(n):
1     if n <= 1:
2         return 1
3     return n * factorial(n-1)

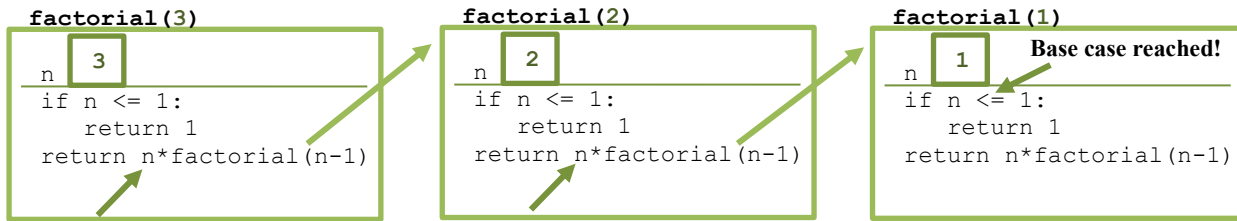
4 if __name__ == '__main__':
5     print(factorial(4)) # prints 24
6     print(factorial(3)) # prints 6
```



1. First, identify the important recursion steps in this example code:
- a. On which line is the stopping condition? \_\_\_\_\_
  - b. On which line is the small repeated step? \_\_\_\_\_
  - c. On which line is the journey broken down into smaller pieces? \_\_\_\_\_

When Python executes a function, it creates a frame for all the variables created in that function. Whenever a function calls another function, it waits until that function returns an answer before continuing (and that function call is replaced with the answer it returns). We call this a **function frame stack**, as elements in a stack are added or removed from the top of the stack to the bottom, such as with a *stack of plates*.

In this example, when `print(factorial(3))` is first called on line 5, a new function frame is made for the `factorial(3)`, and nothing will be printed until that frame is executed completely (i.e., returns a value):



However, we see inside the function frame for `factorial(3)` that we have another call to `factorial(..)`, with `factorial(n-1)`. This creates a new function frame for `factorial(2)`, and the function frame for `factorial(3)` will not return until that new function frame is executed. Inside `factorial(2)`, the additional call to `factorial(n-1)` creates a new function frame for `factorial(1)`. Within the function frame for `factorial(1)`, we reach the base case and return the value 1.

When the 1 is returned it replaces the call to `factorial(n-1)` in the function frame for `factorial(2)`. This in turn allows the function frame for `factorial(2)` to return the value  $2 \cdot 1$ .

When the 2 is returned, it replaces the call to `factorial(n-1)` in the function frame for `factorial(3)`. This in turn allows the function frame for `factorial(3)` to return the value  $3 \cdot 2 \cdot 1$ .

When the 6 is returned, it replaces the call to `factorial(3)` in the function frame for `factorial.py`. This in turn allows the `print(..)` function to display the final value of 6.

**Key** 2. Describe how the function frame stack would be different for a call to `factorial(4)`:

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**FYI:** When we return from a **function frame**, "control flow" goes back to where the function call was made. The function frame, and the local variables inside it, *are destroyed after the return*. If a function does not have an *explicit* return statement, it returns `None` after all statements in the function body are executed. The return value replaces the function call.

## Critical Thinking Questions:

1. Examine the sample code below and its corresponding output:

count_down.py	Output
0 def count_down(n):	5
1     if n < 1:	4
2         return 0	3
3     else:	2
4         print(n)	1
5         return count_down(n-1)	
6 if __name__ == "__main__":	
7     count_down(5)	

- Identify the recursive steps:  
 On which line is the base case? \_\_\_\_\_  
 On which lines are the small repeated steps? \_\_\_\_\_  
 On which line is the journey broken down into smaller pieces? \_\_\_\_\_
- What might `count_down(4)` *return*? \_\_\_\_\_
- What might `count_down(4)` *print*?
- Draw a function frame stack diagram for a call to `count_down(3)`, similar to what we did for `factorial(3)` in the *Concept Model* example above. As there's a `print(...)` call in our recursive function, you should also keep track of what is printed (and when)!

*Output*

- How many function frames are created? \_\_\_\_\_  
 (Hint: How many function calls to `count_down(n)` does Python make?)

2. Examine the sample code below and its corresponding output, which is similar to the previous question:

countUp.py	Output
0 def count_up(n):	1
1     if n < 1:	2
2         return 0	3
3     else:	4
4         result = count_up(n-1)	5
5         print(n)	
6         return result	
7 if __name__ == '__main__':	
8     count_up(5)	

- Circle the code in `count_up(..)` that differs from `count_up(..)`.
- Identify the recursive steps:
  - On which line(s) is the stopping condition? \_\_\_\_\_
  - On which lines are the small repeated steps? \_\_\_\_\_
  - On which line is the journey broken down into smaller pieces? \_\_\_\_\_
- What might `count_up(4)` return? \_\_\_\_\_
- What might `count_up(4)` print?
- Draw a function frame stack diagram for a call to `count_up(3)`, similar to what we did for `factorial(3)` in the *Concept Model* example above. As there's a `print(..)` call in our recursive function, you should also keep track of what is printed (and when)!

*Output*

- How many function frames are created? \_\_\_\_\_  
 (Hint: How many function calls to `count_up(n)` does Python make?)