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# RECURRENCE RELATIONS

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### **Recurrence Relations**

\* **Puzzle 2 Revisited:** You are given 27 golf balls, one of which is heavier than the rest, and a balancing scale. Can you find the heavier ball with 3 weighings? can only handle inputs n which are a power of 3.

Consider again the golf balls problem, in which there are n balls. The following algorithm reduces a problem of size n to a problem of size n/3 in one weighing. This algorithm

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Let W(n) denote the number of weighings by GOLFBALLS(S),

where |S| = n. Then  $W(n) = 1 + W(n/3), \quad n = 3^k, \ k \ge 1,$ W(1) = 0.

This first equation here is called a **recurrence relation** because it describes W(n) as a function of W on a smaller number (namely n/3). It tells us, for example,

- The number of weighings for 27 golf balls is 1 plus the number of weighings for 9 golf balls.
- The number of weighings for 9 golf balls is 1 plus the number for 3 golf balls.
- The number for 3 golf balls is 1 plus the number for 1 golf ball.

The second equation is called the **base case** and is needed to tell us how many weighings are needed for the simplest case in our algorithm. Solving this recurrence will give us a closed form expression for the number of weighings as a function of n. We can solve using the **iteration method**:

*
W(n) = 1 + W(n/3)
W(n) = 1 + 1 +
W(n) = 1 + 1 + 1 + 1
:
$W(n) = \underbrace{1+1+\ldots+1}_{} + \underbrace{1+1+1+\ldots+1}_{} + \underbrace{1+1+1+\ldots+1}_{} + \underbrace{1+1+1+\ldots+1}_{} + \underbrace{1+1+1+\ldots+1}_{} + \underbrace{1+1+1+\ldots+1}_{} + 1+1+1+1+1+1+1+1+1+1+1+1+1+1+1+1+1+1+1+$
$i  { m times}$
Let $n = 3^k$ and let $i = k$ in the last expression. Then
W(n) =
W(n) =
W(n) =

**\* Puzzle 3: Towers of Hanoi** Given 3 pegs and n disks of different sizes placed in order of size on one peg, transfer the disks form the original peg to another peg with the constraints that:

- Each disk is on a peg.
- No disk is ever on a smaller disk.
- Only one disk at a time is moved.

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## HANOI(START, TEMP, END, n)

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{Solve the towers of Hanoi for n \ge 1 disks.}
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if n = 1 then

Move START's top disk to END.

else

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HANOI(START, END, TEMP, n-1)
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Move START's top disk to END.

HANOI(TEMP, START, END, n-1)

# \* Puzzle 3: Towers of Hanoi with 3 disks