Golden-Section Search

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October 17, 2023

Array $A \in \mathbb{R}^n$ (or any dense totally ordered set) with $n \geq 1$

A attains max at some index $0 \le i < n$, monotonic on either side,

i.e. increasing for indices $\leq i$ and decreasing for indices $\geq i$

All values of A distinct, so strictly monotonic on either side of max, and elements on opposite sides differ Find i in fewest number of accesses?

First, find A[x]: max could be anywhere

Next, find A[y] for $y \neq x$: WLOG A[x] < A[y]

Max is on the side of A[x] containing A[y]

Situation is equivalent to where we were before finding A[y], just with a shorter array and a different index of the known value

Problem simplification: given array and known value at certain position, determine minimum number of values needed to find max

Parameterize situation by sizes of arrays to left and right of known element: g(j,k)

g(0,0) = 0: single element is max

j + k > 0: consider all options for next split

If j split into j' and k' (so j' + k' + 1 = j), resulting situation is either g(j', k') (if new element larger) or g(k', k) (if new element smaller)

If k split into j' and k' (so j' + k' + 1 = k), resulting situation is either g(j, j') (if new element smaller) or g(j', k') (if new element larger)

Altogether:

$$g(j,k) = 1 + \min(\{\max(g(j',k'),g(k',k)) \mid j'+k'+1=j\} \cup \{\max(g(j,j'),g(j',k')) \mid j'+k'+1=k\})$$

Table of computed values for j, k < 13:

	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	1	2	3	3	4	4	4	5	5	5	5	5
1	1	2	2	3	3	4	4	4	5	5	5	5	5
2	2	2	3	3	3	4	4	4	5	5	5	5	5
3	3	3	3	4	4	4	4	4	5	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5	5	5	5
5	4	4	4	4	4	5	5	5	5	5	5	5	5
6	4	4	4	4	4	5	5	5	5	5	5	5	5
7	4	4	4	4	4	5	5	5	5	5	5	5	5
8	5	5	5	5	5	5	5	5	6	6	6	6	6
9	5	5	5	5	5	5	5	5	6	6	6	6	6
10	5	5	5	5	5	5	5	5	6	6	6	6	6
11	5	5	5	5	5	5	5	5	6	6	6	6	6
12	5	5	5	5	5	5	5	5	6	6	6	6	6

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Apparent pattern: for all c \ge 1, g(j,k) < c \iff \min(j,k) < F_c and \max(j,k) < F_{c+1}
(F_n \text{ are Fibonacci numbers}, F_0 = 0, F_1 = 1)
   (\Leftarrow) WTS for all c, \min(j,k) < F_c and \max(j,k) < F_{c+1} \implies g(j,k) < c
Base case c = 1: \min(j, k) < F_1 = 1 and \max(j, k) < F_2 = 1
Then j = k = 0, so g(j, k) = 0 < 1
Inductive step: suppose \min(j, k) < F_{c+1} and \max(j, k) < F_{c+2}, WTS g(j, k) < c + 1
If \max(j, k) = 0, j = k = 0: done
Else, can cut \max(j, k) into subsections of size < F_c and < F_{c+1} (since cut itself is 1 wide)
Can place cut so that smaller subsection is adjacent to \min(j, k)
Then regardless of whether new cut > old cut, end up with sections of size < F_c and < F_{c+1}
IH: can find max from here in < c steps
Thus can find max in < c + 1 steps
   (\Longrightarrow) WTS for all c, g(j,k) < c \Longrightarrow \min(j,k) < F_c and \max(j,k) < F_{c+1}
Contrapositive: \min(j,k) \geq F_c or \max(j,k) \geq F_{c+1} \implies g(j,k) \geq c
Induct on c
Base case c=1: if \min(j,k) \geq F_1=1, then both sections are at least 1
Thus max cannot be known immediately, so g(j, k) \ge 1
If \max(j,k) \geq F_{c+1}, then at least one section is \geq F_2 = 1, so as before, g(j,k) \geq 1
Inductive step: suppose \min(j,k) \ge F_{c+1} or \max(j,k) \ge F_{c+2}, WTS g(j,k) \ge c+1
If \min(j, k) \ge F_{c+1}, then both sections are \ge F_{c+1}
Then regardless of which section is cut, the other could remain
Thus max of new sections could be \geq F_{c+1}, so by IH, could require \geq c more cuts in the worst case
Thus \geq c + 1 cuts required overall
If \max(j, k) \geq F_{c+2}, first suppose \min(j, k) is cut
Then the max might not change, as the new value could be < the known one
Then new max is \geq F_{c+2} \geq F_{c+1}, so by IH, \geq c more cuts required in the worst case
Thus \geq c+1 cuts required overall
Now suppose instead \max(j, k) is cut
New value could be > known one: assume it is in the worst case, so sum of new subsections is F_{c+2}-1
F_{c+2} = F_c + F_{c+1} and F_c \ge F_{c+1}, so either min \ge F_c or max \ge F_{c+1} (even with loss of 1 in cut itself)
By IH, \geq c more cuts required, so \geq c+1 cuts required overall
   Directions of proof provide strategies for "opponents" in search "game"
(←) gives strategy for searcher, which implements golden-section search
(\Longrightarrow) gives adversarial input with worst-case performance
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Very start of search: no elements known

If starting length is 1, know max with 0 steps

Else, must choose initial cut that minimizes remaining number of steps

If $n < F_{c+2} - 1$, can choose cut with min $< F_c$ and max $< F_{c+1}$

Thus, can find max in < c more steps, so < c + 1 total

Else, cannot choose such a cut, so $\geq c$ steps needed in the worst case for $\geq c+1$ total

So worst-case cost for length n is 0 if n = 1 and smallest c such that $n < F_{c+2} - 1$ otherwise

Slight relaxation of problem: elements on opposite sides of max may be the same, but