CS 580 ALGORITHM DESIGN AND ANALYSIS

Section 1: Intro – Fibonacci numbers

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FIBONACCI NUMBERS

• 0,1,1,2,3,5,8,13,21,...

•
$$F_n = \begin{cases} F_{n-1} + F_{n-2}, & if \ n > 1 \\ 1, & if \ n = 1 \\ 0, & if \ n = 0 \end{cases}$$

- Very easy to see that the grown is exponential
 - e.g. it's easy to see that $F_n \ge 2^{0.5n}$ (Why???)
- But, what about precise values?
- How can we compute F_{200} ??
- Algorithms!!

First idea for an algorithm: recursion

```
def fib1(n):

if n = 0:

return 0

if n = 1:

return 1

return fib1(n - 1) + fib1(n - 2)
```

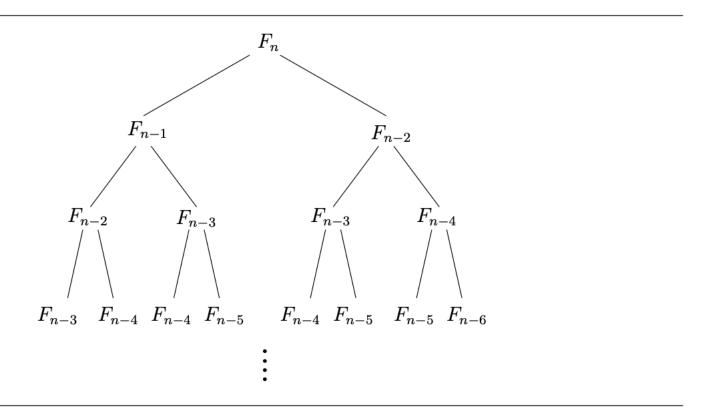
- Is this algorithm correct?
 - Yes, it just implements the definition

- How much time does it take?
- Let T(n) be the number of steps.
- For n > 2 we have

$$T(n) = T(n-1) + T(n-2) + 3$$

- Check the value of n and the addition
- This is bigger than $F_n!!$
- So $T(n) \ge F_n > 2^{0.5n}$

- Where did we go wrong?
- In order to compute fib1(100) we call fib1(99) and fib1(98)
- *fib*1(99) calls *fib*1(98) and *fib*1(97)
- Therefore, *fib*1(98) is computed twice!



FIBONACCI NUMBERS: SECOND ATTEMPT

```
def fib2(n):

if n = 0: return 0

create array f[0, ..., n]

f[0] = 0, f[1] = 1

for i = 2, ..., n:

f[i] = f[i - 1] + f[i - 2]

return f[n]
```

- Correct?
 - \circ Yes, literally the definition of F_n

FIBONACCI NUMBERS: SECOND ATTEMPT

- Time?
- A simple loop
 - Accessing an element of an array is free
 - Plus one addition per loop
- Linear time!
- Well, perhaps not quite...

FIBONACCI NUMBERS: SECOND ATTEMPT

- When computing f[i] we add f[i-1] and f[i-2]
- These could be huge!
- F_n is exponential in n, and therefore we need linear in n bits to write it down
- Addition could not possibly take a constant number of steps!
- On the other hand, it's not terrible
 - Adding two *n*-bit numbers takes linear time
- Overall, fib2(n) then takes $O(n^2)$ steps
 - Huge improvement!

- Can we do better?
- Write recursion in matrix notation

$$\begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$$

• $F_1 = F_1$, $F_2 = F_1 + F_0$

$$\begin{pmatrix} F_2 \\ F_3 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}^2 \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$$

General

$$\begin{pmatrix} F_{n-1} \\ F_n \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} F_{n-2} \\ F_{n-1} \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}^n \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$$

- Computing F_n is the same as raising a 2 by 2 matrix to the n-th power
- In order to compute A^n we roughly need log(n) matrix multiplications

- $\bullet \ A^n = A^{\frac{n}{2}} * A^{\frac{n}{2}}$
- Need one matrix multiplication to go from $A^{\frac{n}{2}}$ to A^n
- And so on
- Need $O(\log(n))$ matrix multiplications to compute A^n
- How fast is that?
- Need to compute

$$\binom{n-bit \#}{n-bit \#} \binom{n-bit \#}{n-bit \#} \binom{n-bit \#}{n-bit \#} \binom{n-bit \#}{n-bit \#}$$

- Naively this takes 8 multiplications and 4 additions.
- Overall, if number multiplication needs M(n) operations, computing F(n) would take $O(M(n) \log(n))$ operations
- Can we do better?
- Let's improve this analysis a bit...
- Claim: We can compute F(n) in O(M(n)) operations
- Intuition: We only need to multiply *n*-bit numbers in the last step. In the second to last step we need to multiply *n*/2-bit numbers, and so on.

$$M(1) + M(2) + M(4) + \dots = \sum_{i=1}^{\log(n)} M(2^i)$$

- Notice that M(2i) > 2M(i)
- Therefore running time is O(M(n))

- Naively, multiplication of n bit numbers takes $O(n^2)$ operations.
- So, no progress...
- As we'll see in a few weeks we can multiply numbers much faster than n^2 !

Closed form:

$$F_n = \frac{1}{\sqrt{5}} \left(\frac{1 + \sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left(\frac{1 - \sqrt{5}}{2} \right)^n$$

Catch: these numbers are irrational!