The Fibonacci Numbers COMS10017 - Algorithms 1

Dr Christian Konrad

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Why are they important?

• Fibonacci heaps (data structure)

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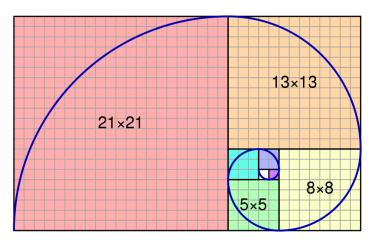
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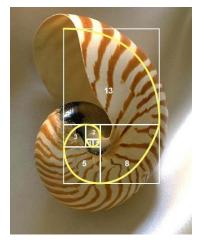
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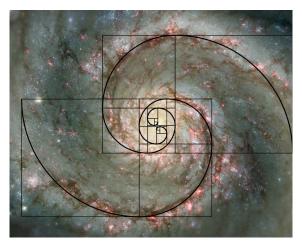
- Fibonacci heaps (data structure)
- Appear in analysis of algorithms (e.g. Euclid's algorithm)
- Appear everywhere in nature
- Interesting and instructive computational problem



source: wikipedia



source: realworldmathematics at wordpress



source: brian koberlein

Naïve Algorithm

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Require: Integer n \ge 0
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- Hence, runtime is O("number of recursive calls")

Define Recurrence:

T(n): number of recursive calls to FIB when called with parameter n

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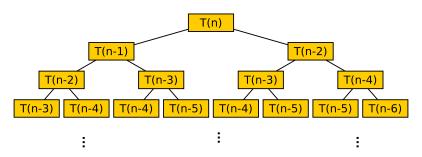
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How to Solve this Recurrence?

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- We will verify the guess with the substitution method

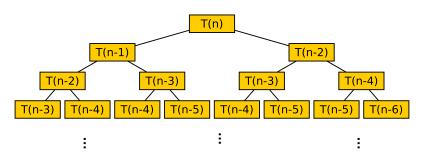
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Observe:

- Each node contributes 1
- Hence, T(n) equals number of nodes
- Number of levels of recursion tree: n
- Our guess:

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- Number of levels of recursion tree: n
- Our guess: $T(n) \le c^n$ (we believe $c \le 2$)

Recall:

$$T(0) = T(1) = 1$$

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Substitute Guess into Recurrence:

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- Try different guess: $T(n) \le c^n 1$

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$$c^{n-1} + c^{n-2} = c^n$$

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- $c^0 1 = 0$ and $c^1 1 \approx 0.61$ X

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Base Case:

- T(0) = T(1) = 1
- $k \cdot c^0 1 = k 1$ and $k \cdot c^1 1 > k 1$
- We can hence select k = 2!

We proved $T(n) \leq 2 \cdot (\frac{1+\sqrt{5}}{2})^n - 1$. Hence $T(n) \in O\left((\frac{1+\sqrt{5}}{2})^n\right)$.

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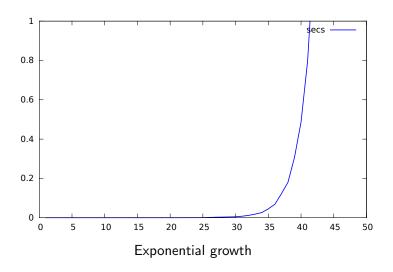
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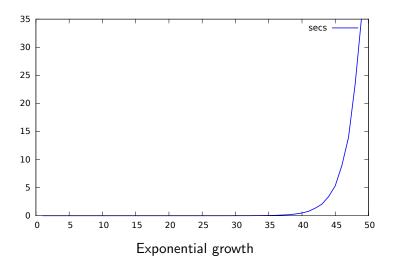
Why not compute Fibonacci Numbers this way?

- Floating point operations, precision
- Large numbers involved
- Impractical

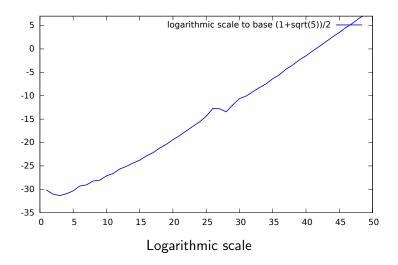
Experiments

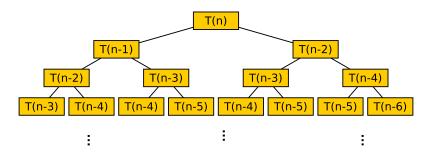


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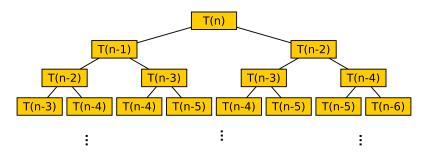


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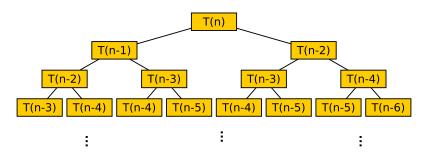


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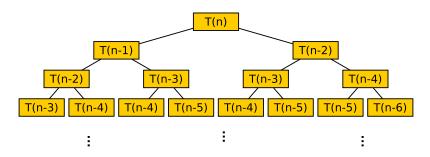
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Dynamic Programming!

Dynamic Programming Solution

Dynamic Programming (will be discussed in more detail later)

- Store solutions to subproblems in a table
- Compute table bottom up

```
Require: Integer n \ge 0

if n \le 1 then

return n

else

A \leftarrow \text{array of size } n

A[0] \leftarrow 1, A[1] \leftarrow 1

for i \leftarrow 2 \dots n do

A[i] \leftarrow A[i-2] + A[i-1]

return A[n]
```

DynPrgFib(n)

Dicussion

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Improvement:

- Observe that when T(i) is computed, the values $T(1), T(2), \ldots, T(i-3)$ are no longer needed
- Only store the last two values of T

Improved Algorithm

```
Require: Integer n \ge 0
   if n < 1 then
      return n
   else
      a \leftarrow 0
      b \leftarrow 1
      for i \leftarrow 2 \dots n do
         c \leftarrow a + b
         a \leftarrow b
          b \leftarrow c
      return c
```

ImprovedDynPrgFib(n)

Correctness: via loop invariant!