

The Fibonacci Numbers

COMS10018 - Algorithms

Dr Christian Konrad

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Fibonacci Numbers

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$$F_1 = 1$$

$$F_n = F_{n-1} + F_{n-2} \text{ for } n \geq 2 .$$

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- Appear everywhere in nature

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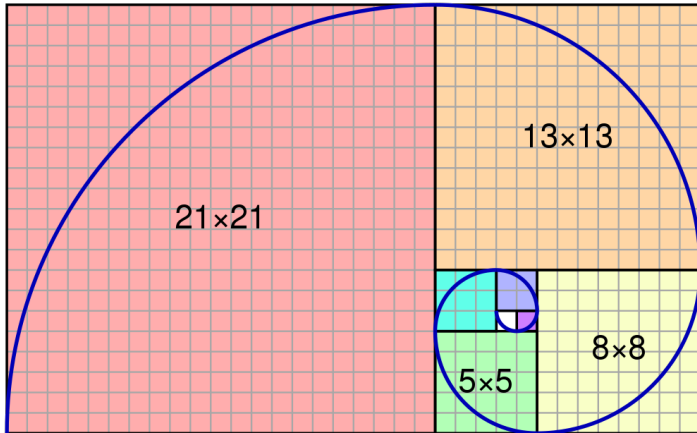
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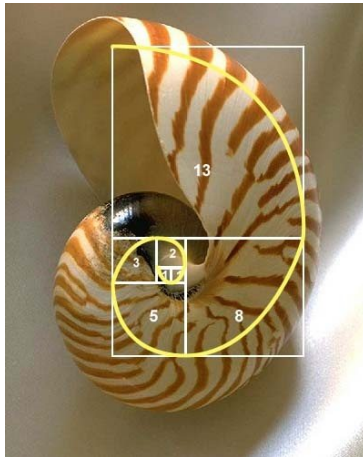
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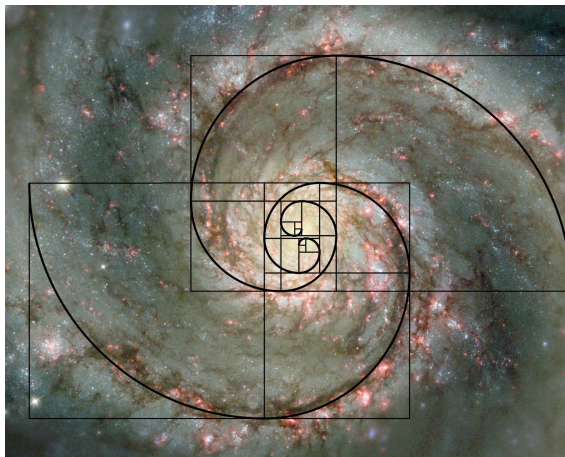
- Fibonacci heaps (data structure)
- Appear in analysis of algorithms (e.g. Euclid's algorithm)
- Appear everywhere in nature
- Interesting and instructive computational problem



source: wikipedia



source: realworldmathematics at wordpress



source: brian koberlein

Computing the Fibonacci Numbers

Naïve Algorithm

Require: Integer $n \geq 0$

if $n \leq 1$ **then**

return n

else

return $\text{FIB}(n-1) + \text{FIB}(n-2)$

$\text{FIB}(n)$

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Runtime:

- Without recursive calls, runtime is $O(1)$
- Hence, runtime is $O(\text{"number of recursive calls"})$

Runtime Analysis

Define Recurrence:

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

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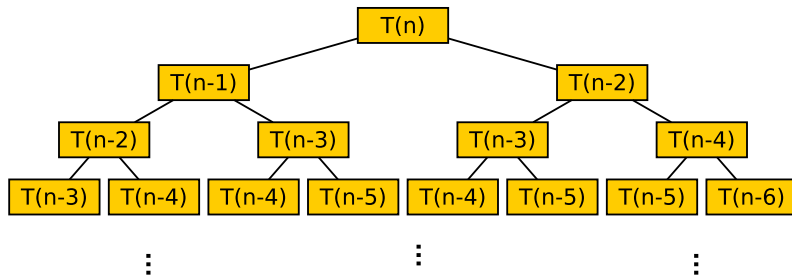
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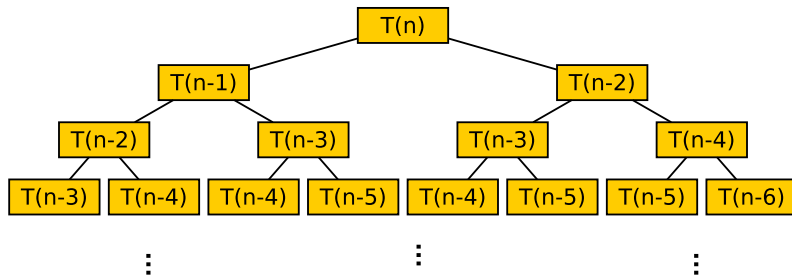
How to Solve this Recurrence?

- We will use the recursion tree technique to obtain a guess for an upper bound
- We will verify the guess with the substitution method

Recursion Tree for T



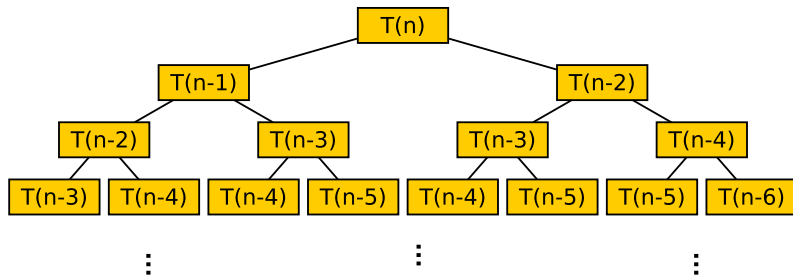
Recursion Tree for T



Observe:

- Each node contributes 1
- Hence, $T(n)$ equals number of nodes
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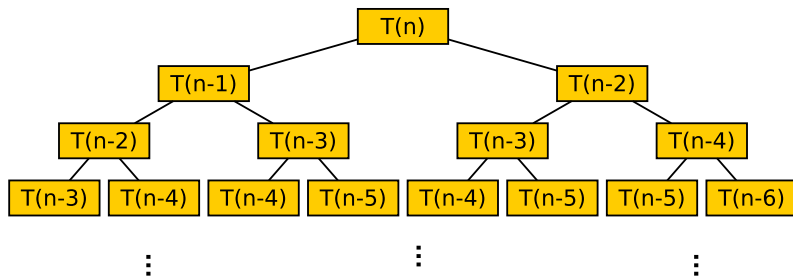
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- Our guess:

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- Each node contributes 1
- Hence, $T(n)$ equals number of nodes
- Number of levels of recursion tree: n
- Our guess: $T(n) \leq c^n$ (we believe $c \leq 2$)

Verification with the Substitution Method

Recall:

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

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- The additive 1 prevents us from getting a similar form as c^n
- Try different guess: $T(n) \leq c^n - 1$

Verification with the Substitution Method (2)

New Guess: $T(n) \leq c^n - 1$

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

Verification with the Substitution Method (3)

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

Fibonacci Numbers: Closed-form Expression

Golden Ratio:

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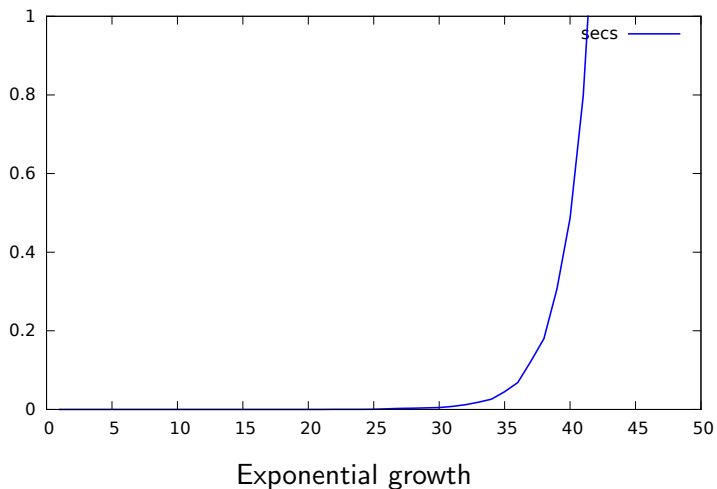
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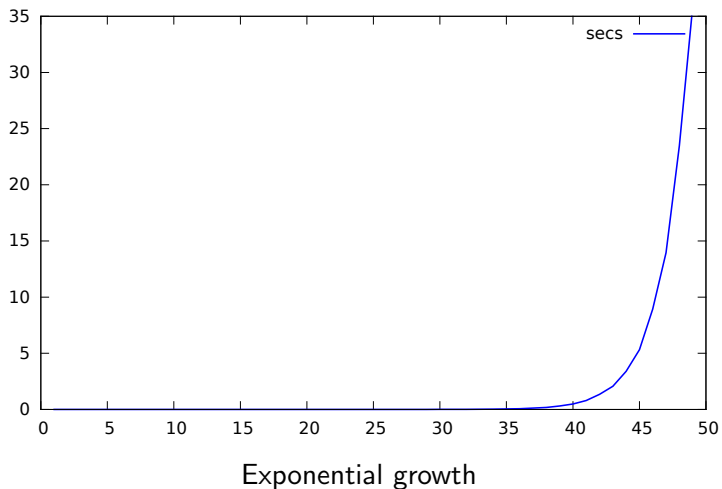
Why not compute Fibonacci Numbers this way?

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

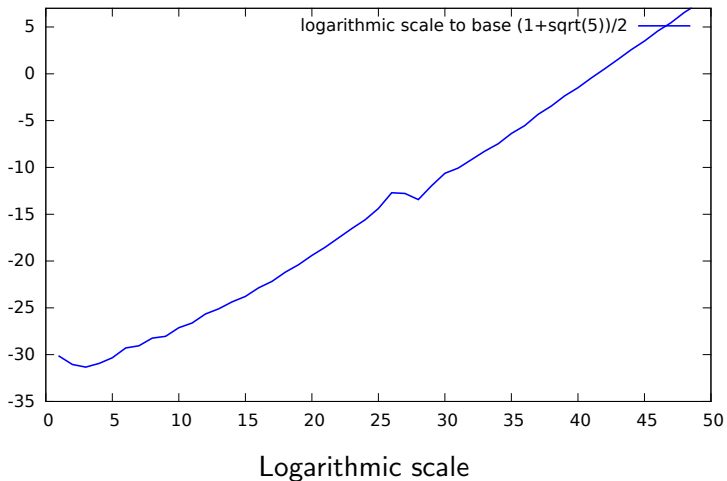
Experiments



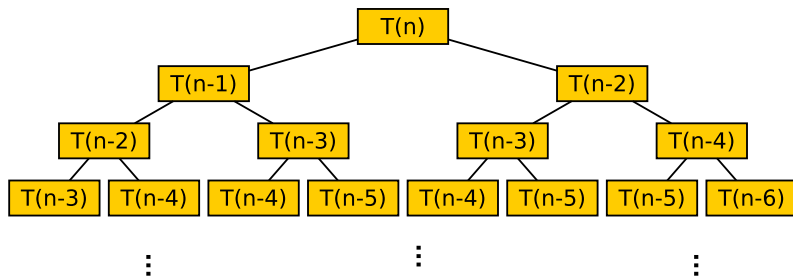
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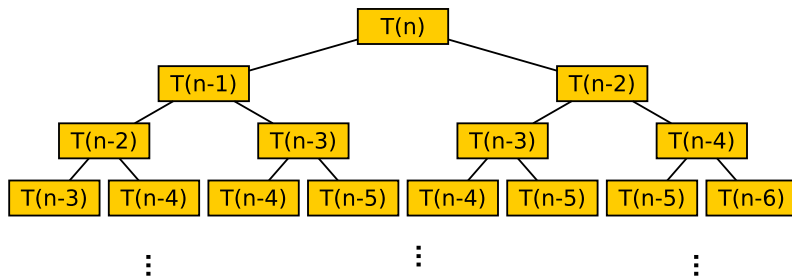


Why is this Algorithm so slow?



Discussion:

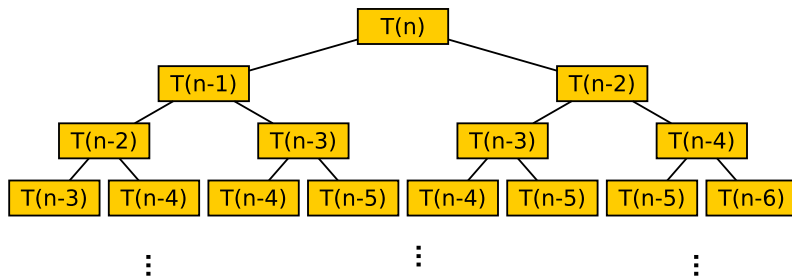
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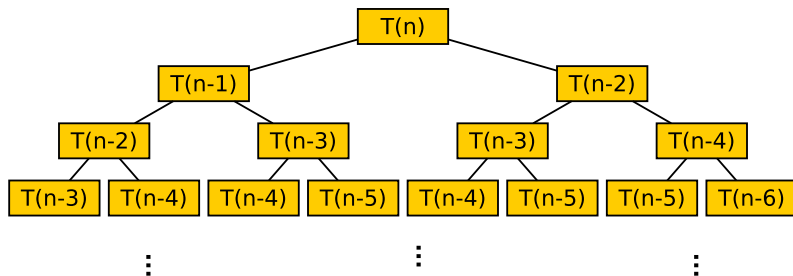
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- How can we avoid this?

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  $n \geq 0$   
if  $n \leq 1$  then  
    return  $n$   
else  
     $A \leftarrow$  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)

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- DynPrgFib() runs in time $O(n)$
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Can we reduce the space to $O(1)$?

Improvement:

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

Improved Algorithm

```
Require: Integer  $n \geq 0$   
if  $n \leq 1$  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!