Small Group Tutorial 1, 23-27/1/2017 Solutions

1. Fibonacci numbers can also be computed using the following recursive formula:

```
\begin{array}{lll} fib(0) & = & 0, \\ fib(1) & = & 1, \\ fib(2) & = & 1, \\ fib(n) & = & \left\{ \begin{array}{ll} (fib((n+1)/2))^2 + (fib((n-1)/2))^2, & n \geq 3 \text{ and } n \text{ is odd,} \\ (fib((n/2)+1) + fib((n/2)-1)) * fib(n/2), & n \geq 3 \text{ and } n \text{ is even.} \end{array} \right. \end{array}
```

(a) Using the above formula, calculate fib(3), fib(4), fib(5), fib(6), and fib(11). Verify if the calculated value fib(11) is correct by writing down the elements of the Fibonacci sequence until fib(11), using the recursive formula "fib(n) = fib(n-1) + fib(n-2)".

Answer

Apply one of the two recursive steps, depending whether the argument is an even or odd number:

```
fib(3) = (fib(2))^2 + (fib(1))^2 = 1^2 + 1^2 = 2, fib(4) = (fib(3) + fib(1)) * fib(2) = (2+1) * 1 = 3, fib(5) = (fib(3))^2 + (fib(2))^2 = 2^2 + 1^2 = 5, fib(6) = (fib(4) + fib(2)) * fib(3) = (3+1) * 2 = 8, fib(11) = (fib(6))^2 + (fib(5))^2 = 8^2 + 5^2 = 89.
```

Fibonacci sequence until fib(11) computed using the recursive formula "fib(n) = fib(n-1) + fib(n-2)":

												11
f(n)	0	1	1	2	3	5	8	13	21	34	55	89

(b) Write a recursive Java method

```
public static long fib(int k) { ... }
```

which computes Fibonacci number fib(k) using the above recursive formula.

Answer

```
public static long fib(int k) {
      // k >= 0
3
      if (k \le 1) return k;
                                // base case: k equals 0 or 1;
      else if (k == 2) return 1; // base case: k equals 2
      else \{ // check \ if \ k \ is \ even \ or \ odd \ and \ apply \ the \ recursive \ formula
5
         if ( k % 2 == 1 )
6
7
            // k is an odd number greater than 2
8
            long f1 = fib((k+1)/2);
            long f2 = fib((k-1)/2);
9
            return f1 * f1 + f2 * f2;
10
11
         else // k is an even number greater than 2
12
13
            return ( fib (k/2 + 1) + fib (k/2 - 1) ) * fib (k/2);
14
15 }
```

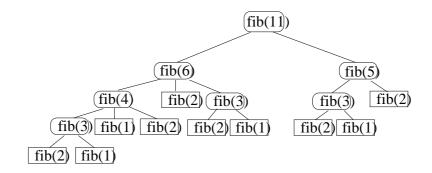
Instead of lines 8-10, we could have:

$$\mathbf{return} \ (\, \mathrm{fib} \, ((k+1)/2) \, * \, \mathbf{fib} \, ((k+1)/2)) \, + \, (\, \mathrm{fib} \, ((k-1)/2) \, * \, \mathbf{fib} \, ((k-1)/2)) \, ;$$

but this way the computation of fib((k+1)/2) and fib((k-1)/2) would be unnecessarily repeated.

(c) Draw the recursion tree (the recursion trace) of the computation fib(11).

Answer



(d) In the tests of the recursive and iterative methods for computing Fibonacci numbers presented in Lecture 1, slide 43, the following computational times were observed:

> java FibonacciTest 42

fib(42) = 267914296 [computed iteratively in 0 ms]

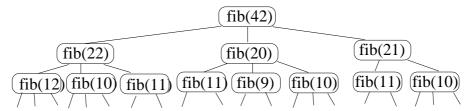
fib(42) = 267914296 [computed by linear recursion in 0 ms]

fib(42) = 267914296 [computed by binary recursion in 2785 ms]

What do you think about the efficiency of your recursive method from Question 1b? How much time do you think this method would take to compute fib(42)?

Answer

The recursive method from Question 1b is fast, despite the fact that some computation is repeated (for example, during the computation of fib(11), fib(3) is computed 3 times – see the recursion tree given in Question 1c). The recursion tree for the computation of fib(42) is almost small enough to be drawn by hand. The top part of this tree is drawn below. The 8 nodes at the lowest level shown (fib(12), ...) would need to be completed with the recursion trees of the size similar to the size of the recursion tree for fib(11) given in Question 1c. Thus the recursion tree for fib(42) would be only a few times bigger than the recursion tree for fib(11).



Using a test similar to the tests presented in class, we would likely measure that our new method computes fib(42) in 0 ms.

2. Write a recursive method and an iterative method to determine whether a given element x occurs in the array list at index f or higher. The recursive method should check if x is in the array at index f (the base case), and if not, then it should recursively check if x is at index f+1 or higher.

Compare two objects using method "equals," not the operator "==" (since we are not interested whether two objects are physically the same, but whether they represent the same data).

```
1
  public class Search {
2
    public static boolean searchRecursive (Object[] list, int f, Object x) {
3
      // recursive method for checking if x is in array list at index f or higher
4
      // GIVE YOUR CODE HERE
5
6
7
    public static boolean searchIterative (Object[] list , int f , Object x) {
8
      // iterative method for checking if x is in array list at index f or higher
9
      // GIVE YOUR CODE HERE
10
11
12
    public static void main(String[] args) {
13
      // test the methods
14
      for (int i = 0; i < args.length; i++) {
15
16
        System.out.print(args[i] + " ");
17
      System.out.println();
18
19
      // check if the first argument in the command line is repeated
20
21
      System.out.println("the 1st argument is repeated: ");
22
      System.out.println(searchRecursive(args, 1, args[0]));
23
      System.out.println(searchIterative(args, 1, args[0]));
24
25 }
```

Answer

```
public static boolean searchRecursive (Object[] list , int f , Object x) {
1
      // recursive method for checking if x is in array list at index f or higher
2
      if ( list.length <= f ) return false;</pre>
3
                                                     // base step
                                                      // base step
      else if ( list[f].equals(x) ) return true;
4
5
      else return search Recursive (list, f+1, x);
                                                       // recursive step
6
    }
7
    public static boolean searchIterative (Object[] list, int f, Object x) {
8
9
      // iterative method for checking if x is in array list at index f or higher
      for (int i = f; i < list.length; i++) {
10
11
         if ( list [i]. equals(x) ) return true;
12
13
      return false;
14
```

3. Consider the following Java method:

```
public static int geom(int x, int n) {
    // assume n is at least 0
    if ( n <= 0 ) return 1;
    else return 1 + (x * geom(x, n-1));
}</pre>
```

What is the number returned by the call geom(2,3)?

What is the number returned by geom(x, n)?

Answer

The call geom(x,3) returns:

$$geom(x,3) = 1 + x * geom(x,2)$$

$$= 1 + x * (1 + x * geom(x,1))$$

$$= 1 + x * (1 + x * (1 + x * geom(x,0)))$$

$$= 1 + x * (1 + x * (1 + x))$$

$$= 1 + x + x^{2} + x^{3},$$

so geom(2,3) returns 15 (= 1 + 2 + 4 + 8).

The call geom(x, n) returns the value of the expression:

$$1 + x + x^2 + x^3 \dots + x^n$$
,

(the sum of the geometric series).