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# 1 An Eigenvalue Approach to the Fibonacci Sequence

## 1.1 Introduction

The Fibonacci Sequence is a one of the most famous sequence in mathematics. It is defined by the recurrence relation:

$$\begin{cases} F_n = F_{n-1} + F_{n-2}, \text{ for } n \geq 2 \\ F_0 = F_1 = 1 \end{cases}$$

Each term is the sum of the two preceeding terms: $1, 1, 2, 3, 5, 8 \ldots$

## 1.2 Matrix Representation of the Fibonacci Sequence

Let

$$x_0 = \begin{bmatrix} F_1 \\ F_0 \end{bmatrix}, x_1 = \begin{bmatrix} F_2 \\ F_1 \end{bmatrix}, \text{ and } A = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}$$

By repeatedly applying the matrix $A$, we can express each term of the sequence as a power of $A$ acting on $x_0$:

$$\begin{aligned} &x_1 = Ax_0, \\ &x_2 = Ax_1 = A(Ax_0) = A^2 x_0 \\ &\Rightarrow \; x_n = A^n x_0 \end{aligned}$$

## 1.3 General Eigenvalue Method

For a Matrix $A \in \mathbb{R}^{2\times 2}$ with two distinct eigenvalues and two corresponding eigenvectors, we know that any vector is a linear combonation of $v_1$ and $v_2$, i.e.

$$\begin{cases} Av_1 = \lambda_1 v_1 \\ Av_2 = \lambda_2 v_2 \end{cases}, \text{ and } v = av_1 + bv_2$$

Applying $A$ repeatedly to $v$ and using the eigenvalue property gives,

$$\begin{aligned} Av &= a\lambda_1 v_1 + b\lambda_2 v_2, \\ A^2 v &= a\lambda_1^2 v_1 + b\lambda_2^2 v_2, \\ &\vdots \\ \Rightarrow \; A^n v &= a\lambda_1^n v_1 + b\lambda_2^n v_2. \end{aligned}$$

## 1.4 Application to the Fibonacci Matrix

Let us now consider the Fibonacci matrix

$$A = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}.$$

Its eivenvalues are given by the **characteristic eqaution**

$$\det(A - \lambda I) = \begin{vmatrix} 1-\lambda & 1 \\ 1 & -\lambda \end{vmatrix} = 0 \Rightarrow \boxed{\lambda^2 - \lambda - 1 = 0}$$

, and a quick computation yields $\lambda = \varphi \vee -\dfrac{1}{\varphi}$.

**Notice that this is exactly the same as the equation obtained from assuming $F_n = \lambda^n$ in the Fibonacci recurrence:**

$$F_n = F_{n-1} + F_{n-2} \Leftrightarrow \lambda^n = \lambda^{n-1} + \lambda^{n-2} \Rightarrow \boxed{\lambda^2 = \lambda + 1}$$

## 1.5 Deriving the Closed Form

We can now express $x_n = A^n x_0$ explicitly in terms of $\lambda_1$ and $\lambda_2$. Let us consider

$$F_n = p \cdot (\varphi)^n + q \cdot (-\frac{1}{\varphi})^n$$

By initial contidion $F_0 = F_1 = 1$,

$$\begin{cases} p + q = 1 \\ p \cdot \varphi + q \cdot (-\frac{1}{\varphi}) = 1 \end{cases} \Rightarrow \begin{cases} p = \frac{1}{\sqrt{5}}\varphi \\ q = -\frac{1}{\sqrt{5}}\varphi \end{cases}$$

Thus,

$$F_n = \frac{1}{\sqrt{5}} \left[ \varphi^{n+1} - (-\frac{1}{\varphi})^{n+1} \right]_{\#}$$

## 1.6 Similar Problems

### 1.6.1 Non-linear Recurrence Equation

Given $a_n = 3a_{n-1} + 2$ and $a_1 = 2$, $a_2 = 8$. Find the general formula for $a_n$.

#### Solution

We start by homogenuous linear equation

$$a_n = 3a_{n-1} \Rightarrow x^2 = 3x$$

Quick calculation gives $x = 0$ or $3$, then we assume the general formula in eigenvalue approach plus a displacement $r$.

$$a_n = p \cdot 3^n + q \cdot 0^n + r$$

By initial condition $a_1 = 2$, $a_2 = 8$

$$\begin{cases} 3p + q = 2 \\ 9p + q = 8 \end{cases} \Rightarrow \begin{cases} p = 1 \\ q = -1 \end{cases}$$

Thus the general formula for $a_n$ is

$$a_n = 3^n - 1_{\#}$$

### 1.6.2 Five-Color Planar Graph Coloring

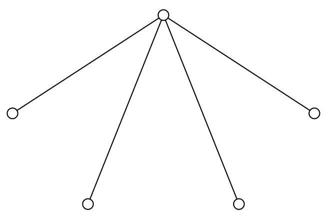
# 2 Zero Forcing Game

## 2.1 The game itself

The set of linear equation $\begin{cases} ax + by = 0 \\ a \neq 0, y = 0 \end{cases}$ implies that $x = 0$. We can generalize these condition to:

$$\begin{cases} a_1x_1 + a_2x_2 + \cdots + a_nx_n \\ a_1 \neq 0 \,\&\, a_i = 0 \text{ for } i \geq 2 \end{cases}$$

## 2.2 Trun into Graph



**Coloring Rules**

1. If a black vertex has exactly one white neighbor, then the white neighbor is forced to be black.
2. Repeat until no more changes occur.

## 2.3 The Adjacency Matrix

Let $G = (V, E)$ with $V = \{v_1, v_2, \ldots, v_n\}$. The **Adjacency Matrix** $A = (a_{ij})$ of $G$ is

$$a_{ij} = \begin{cases} 1 & \text{if } \{v_i, v_j\} \in E, \\ 0 & \text{otherwise.} \end{cases}$$

e.g. For a path graph $G \in P_n$, the adjacency matrix is

$P_4$



$$\Rightarrow \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$