Introduction: Fibonacci Numbers III

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Algorithmic Design and Techniques
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Learning Objectives

- Compute Fibonacci numbers efficiently.

Definition

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

Algorithm

FibRecurs(n)

```
if $n \leq 1$:
  return $n$
else:
  return FibRecurs($n-1$) $+$ FibRecurs($n-2$)
```

Too slow!

Another Algorithm

Imitate hand computation:

0, 1

Another Algorithm

Imitate hand computation:

0, 1, 1

$$0 + 1 = 1$$

Another Algorithm

Imitate hand computation:

0, 1, 1, 2

$0 + 1 = 1$

$1 + 1 = 2$

Another Algorithm

Imitate hand computation:

0, 1, 1, 2, 3

$0 + 1 = 1$

$1 + 1 = 2$

$1 + 2 = 3$

Another Algorithm

Imitate hand computation:

0, 1, 1, 2, 3, 5

$0 + 1 = 1$

$1 + 1 = 2$

$1 + 2 = 3$

$2 + 3 = 5$

Another Algorithm

Imitate hand computation:

0, 1, 1, 2, 3, 5, 8

$0 + 1 = 1$

$1 + 1 = 2$

$1 + 2 = 3$

$2 + 3 = 5$

$3 + 5 = 8$

New Algorithm

```
FibList($n$)

create an array $F[0 \ldots n]$
$F[0] \leftarrow 0$
$F[1] \leftarrow 1$
for $i$ from 2 to $n$:
    $F[i] \leftarrow F[i-1] + F[i-2]$
return $F[n]$
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```

- $T(n) = 2n + 2$. So $T(100) = 202$.
- Easy to compute.

Summary

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- Naive algorithm takes ridiculously long time on small examples.
- Improved algorithm incredibly fast.

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Moral: The right algorithm makes all the difference.