Lecture13

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Fibonacci

• Fibonacci Numbers (circa 13 th century)

•
$$F_n = 0$$
 if $n=0$
• $F_n = 1$ if $n=1$
 $F_{n-1}+F_{n-2}$ O/W

Given n, how long does it take to compute F_n ?

Fibonacci

• Translates line by line to code:



We will move from mathematical function format to recursive program a lot!

Fibonacci

• Translates line by line to code:



Running time? (backtracking recurrence) T(n)=T(n-1)+T(n-2)+O(1) $=\Theta(F_n) = \Theta(1.618^n) = \Theta(((\sqrt{5}+1)/2)^n)$





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How many intermediate nodes does a full binary tree with m leaves have?







Keep an array to remember the previous values!









Memoization = when I look at the table to see the values I computed before



Given any recursive backtracking algorithm, you can add memoization and will save time, provided the subproblems repeat

$$\frac{\text{МЕМFIBO}(n):}{\text{if } (n < 2)}$$

return n
else
if $F[n]$ is undefined
 $F[n] \leftarrow \text{MEMFIBO}(n-1) + \text{MEMFIBO}(n-2)$
return $F[n]$

How many times did I have to call the recursive function? exponential!

How many different values did I have to compute? O(n)!

Memoization decreases running time : performs only O(n) additions, exponential improvement

```
\frac{\text{МЕМFIBO}(n):}{\text{if } (n < 2)}
return n
else
if F[n] is undefined
F[n] \leftarrow \text{MEMFIBO}(n-1) + \text{MEMFIBO}(n-2)
return F[n]
```

Memoized algorithm fills in the table from left to right. Why not just do that?

$$\frac{\text{ITERFIBO}(n):}{F[0] \leftarrow 0}$$

$$F[1] \leftarrow 1$$
for $i \leftarrow 2$ to n

$$F[i] \leftarrow F[i-1] + F[i-2]$$
return $F[n]$

Memoized algorithm fills in the table from left to right. Why not just do that?

We get an iterative algorithm

$$\frac{\text{ITERFIBO}(n):}{F[0] \leftarrow 0}$$

$$F[1] \leftarrow 1$$
for $i \leftarrow 2$ to n

$$F[i] \leftarrow F[i-1] + F[i-2]$$
return $F[n]$

- Clear that the number of additions it does it O(n).
- In practice this is faster than memoized algo, cause we don't use stack/ look up the table etc.



- Structure mirrors the recurrence
- Only subtle thing is that we want to fill in the array in increasing order.



- This is Dynamic Programing Algorithm!
- Dynamic Programming= pretend to do Memoization but do it on purpose
- Memoization: accidentally use something efficient
- Backwards induction =Dynamic Programming

- Dynamic programming is about smart recursion.
- Not about filling out tables!
- How do I solve the problem, how do I not repeat work, then how to fill up my data structure.

• How can I speed up my algorithm?



- I only need to keep my last two elements of the array.
- Even more efficient algorithm

• How can I speed up my algorithm?



- I only need to keep my last two elements of the array.
- Even more efficient algorithm
- Where is the recursion?

• How can I speed up my algorithm?



- I only need to keep my last two elements of the array.
- Even more efficient algorithm
- Where is the recursion?
- Saves space, sometimes important

• How can I speed up my algorithm?



• Is this the fastest Algorithm for Fibonacci?

• How can I speed up my algorithm?



$$\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ x+y \end{bmatrix}$$

This matrix vector multiplication does exactly the same thing as one iteration of the loop!

What to do to compute the nth Fibonacci number?

• How can I speed up my algorithm?

$\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^n \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} F_{n-1} \\ F_n \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ x+y \end{bmatrix}$

Compute the nth power of the matrix.

- With repeated squaring, O(logn) multiplications
- Compute F_n in O(logn) arithmetic operations
- Double exponential speedup!

• How can I speed up my algorithm?

$\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^n \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} F_{n-1} \\ F_n \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} y \\ x+y \end{bmatrix}$

Compute the nth power of the matrix.

- But how many bits is the nth Fibonacci number?
 O(n)!
- Can't perform arbitrary precision arithmetic in constant time

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- LIS(A[1...n],p) = length of LIS of A[1...n] where everything is bigger than p

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• LIS(A[1...n],p)= ◀

0 if n=0

LIS(A[2...n],p) if A[1]≤p

MAX { LIS(A[2...n],p) 1+LIS(A[2...n],A[1])}



- The argument p is always either $-\infty$ or and element of the array A
- Add A[0]= $-\infty$

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- We can identify any recursive subproblem with two array indices.
 - LIS(i,j) = length or LIS of A[j...n] with all elements larger that A[i]

For iLIS(i,j) = \begin{cases} 0 & \text{if } j > n \\ LIS(i,j+1) & \text{if } A[i] \ge A[j] \\ \max\{LIS(i,j+1), 1 + LIS(j,j+1)\} & \text{otherwise} \end{cases}

- LIS(i,j) = length or LIS of A[j...n] with all elements larger that A[i]
- We want to compute LIS(0,1)

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- Memoize? what data structure to use?
 - Two dimensional Array LIS[0...n,1...n+1]

For i<j $LIS(i,j) = \begin{cases} 0 & \text{if } j > n \\ LIS(i,j+1) & \text{if } A[i] \ge A[j] \\ \max\{LIS(i,j+1), 1 + LIS(j,j+1)\} & \text{otherwise} \end{cases}$

n+1 n

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0 if j > nFor i<j $LIS(i,j) = \begin{cases} 0 & \text{if } A[i] \ge A \\ \max\{LIS(i,j+1), 1 + LIS(j,j+1)\} & \text{otherwise} \end{cases}$ if $A[i] \ge A[j]$

1 3 2 4 n+1 0 1 Figure out an order to fill out the table that works! 2 3 n

$$= \text{Or } i < j \qquad \text{LIS}(i,j) = \begin{cases} 0 & \text{if } j > n \\ LIS(i,j+1) & \text{if } A[i] \ge A[j] \\ \max\{LIS(i,j+1), 1 + LIS(j,j+1)\} & \text{otherwise} \end{cases}$$



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doesn't matter what order I fill the columns in



- Running time?
- O(n²)
- Two nested for loops
- How man values are there in the recurrence?



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For iLIS(i,j) = \begin{cases} 0 & \text{if } j > n \\ LIS(i,j+1) & \text{if } A[i] \ge A[j] \\ \max\{LIS(i,j+1), 1 + LIS(j,j+1)\} & \text{otherwise} \end{cases}

- As general rule of thumb:
- # variables on the left =space O(n²) array for i,j taking n values each
- # variables on the right =time $O(n^2)$

Dynamic Programming General Recipe for DP

- **Step 1**: Find Backtracking Recursive algorithm (e.g. for LIS we leveraged the recursive def. Either empty or there is something that comes first) (6 pts)
- Step 2: Identify the subproblems (e.g. indices i,j for LIS), need english description
- Step 3: Analyze time and space
- **Step 4**: Choose a memoization data structure (e.g. two dim array)
- Step 5: Find evaluation order (draw picture!!!)

General Recipe for DP

- Step 3: Analyze time and space
- Step 6: write iterative pseudocode

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