Luiss Libera Università Internazionale degli Studi Sociali Guido Carli

Algorithms A.Y. 2022/2023

Lab – Fibonacci Series

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courtesy of: Andrea Coletta

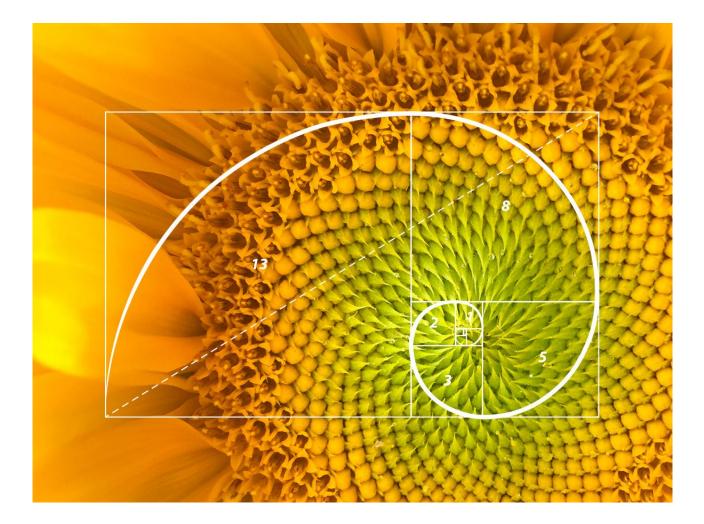






Lab lecture 2 overview:

- We implement three different algorithms to compute Fibonacci number
- We compare their performance (time and memory)
- We solve Exercises
- Q/A project





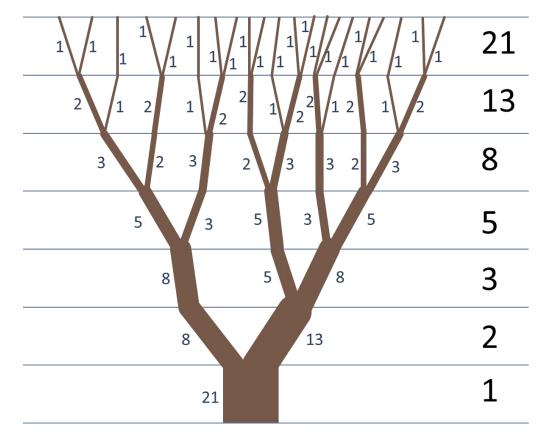
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What is the Fibonacci sequence?

It is a sequence of **integer** numbers in which each number is the sum of the two preceding ones.

Fibonacci sequences appear often in nature:

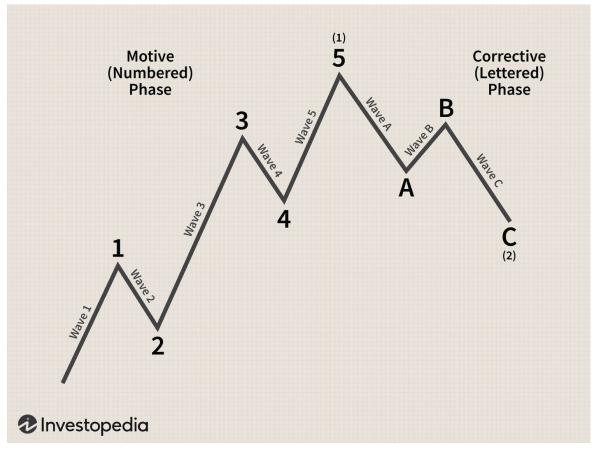
- Branching in trees
- Arrangement of leaves on a stem





Fibonacci Applications

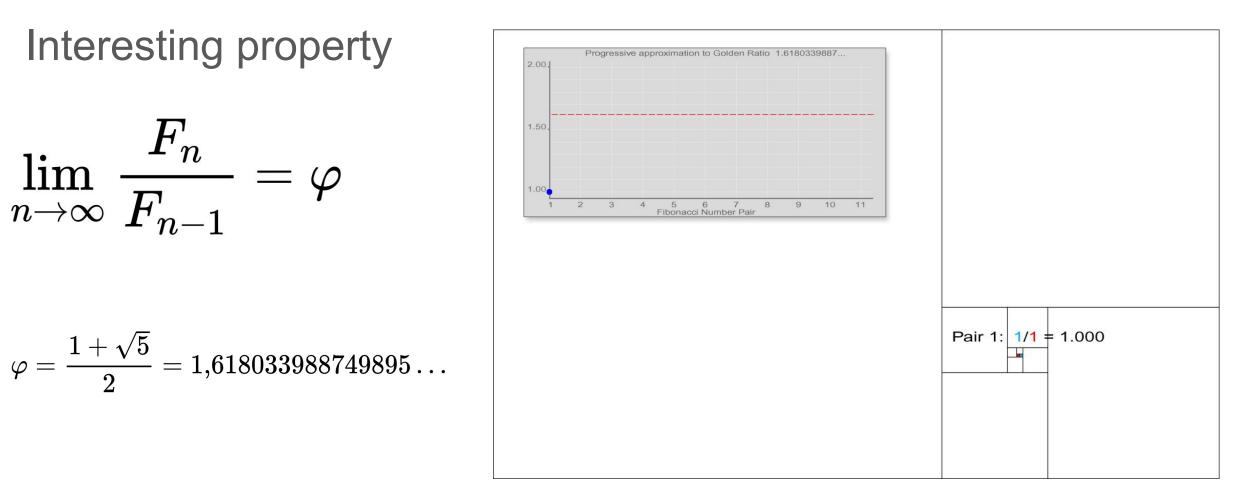
Fibonacci numbers are utilized to perform technical analysis on a stock's price action to forecast future trends in **Elliot Waves Theory**





Formal definition $F(n) = \begin{cases} 0 & if \ n = 0 \\ 1 & if \ n = 1 \\ F(n-1) + F(n-2) \ if \ n > 1 \end{cases}$ 21 3 2 10 5







algorithm fibonacci2(integer n) \rightarrow integer

- 1. **if** $(n \le 2)$ then return 1
- 2. else return fibonacci2(n-1) + fibonacci2(n-2)

Figure 1.4 Algorithm fibonacci2 to compute the *n*-th Fibonacci number.



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Figure 1.4 Algorithm fibonacci2 to compute the *n*-th Fibonacci number.

Exercise: Draw a tree representing the recursive calls to the function *fibonacci2* with n=6



algorithm	fibonacci2	$(integer \ n)$	$\rightarrow integer$
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F(6)



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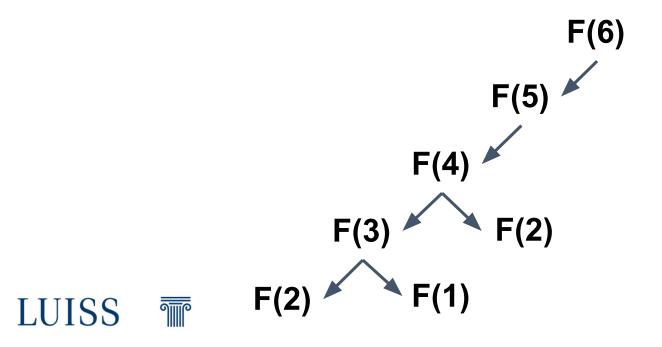
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Figure 1.4 Algorithm fibonacci2 to compute the n-th Fibonacci number.

Question: How many recursive call the algorithm does approximately?



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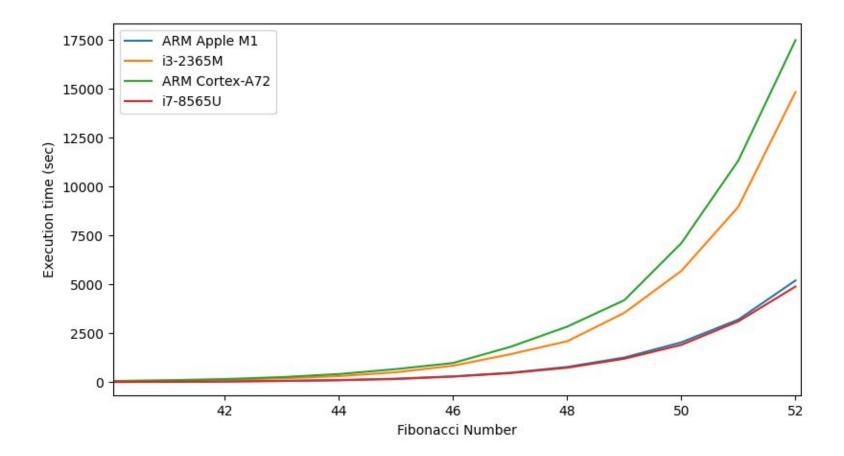
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Figure 1.4 Algorithm fibonacci2 to compute the *n*-th Fibonacci number.

Question: How many recursive call the algorithm does approximately? Answer: $O(2^n)$ Question: Can we prove it? Answer: YES!



Fibonacci – Execution Time of *Fibonacci2*





Fibonacci – An iterative solution

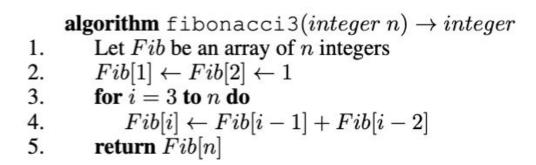
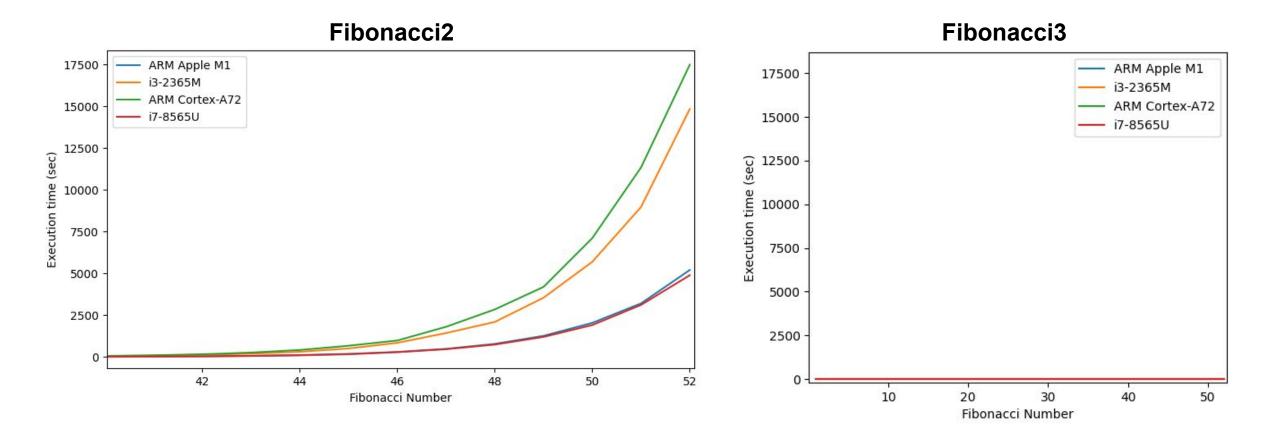


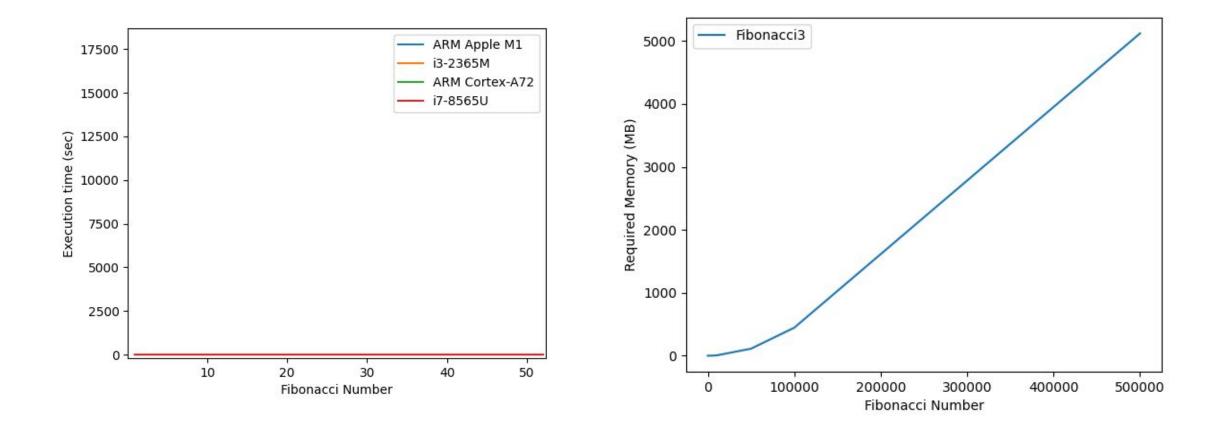
Figure 1.6 Algorithm fibonacci3 to compute the *n*-th Fibonacci number.



Fibonacci – Execution Time: A comparison



Fibonacci3 - Execution time and memory required



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Fibonacci – A memory efficient solution

```
algorithm fibonacci4(integer n) \rightarrow integer

1. a \leftarrow 1, b \leftarrow 1

2. for i = 3 to n do

3. c \leftarrow a + b

4. a \leftarrow b

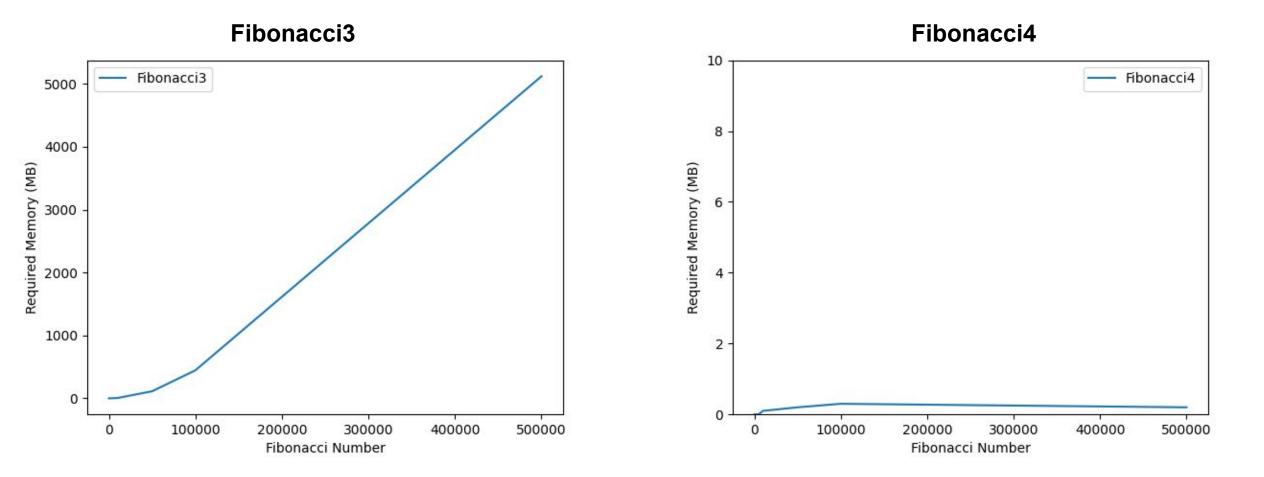
5. b \leftarrow c

6. return b
```

Figure 1.8 Algorithm fibonacci4 to compute the *n*-th Fibonacci number.



Fibonacci - Memory Usage



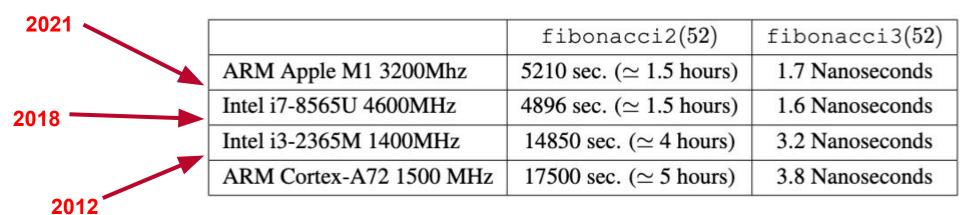


Table 1: Running time for a Python implementation of *fibonacci2 and fibonacci3*

2001 Per		fibonacci2(58)	fibonacci3(58)
	Pentium IV 1700MHz	15820 sec. (\simeq 4 hours)	0.7 Nanoseconds
	Pentium III 450MHz	43518 sec. (\simeq 12 hours)	2.4 Nanoseconds
1999	PowerPC G4 500MHz	58321 sec. ($\simeq 16$ hours)	2.8 Nanoseconds



Why the Intel i3 architecture, just to compute *fibonacci(52)*, needs the same time of an older architecture (*Pentium IV*) to compute *fibonacci(58)*?

2021		fibonacci2 (52)	fibonacci3 (52)
	ARM Apple M1 3200Mhz	5210 sec. ($\simeq 1.5$ hours)	1.7 Nanoseconds
2018	Intel i7-8565U 4600MHz	4896 sec. ($\simeq 1.5$ hours)	1.6 Nanoseconds
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The algorithms in table 1 are implemented in **Python**, which we will see is **40 -70 times slower than C**!!

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Around **2008** processors companies stopped doubling the single cpu performance, and started focusing more on parallel executions!

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Memoization

What is memoization?

Memoization is an **optimization** technique for improving the performance of recursive algorithms.

It is based on the idea of **storing the results** of expensive function calls and returning the stored result when the same input occurs again.

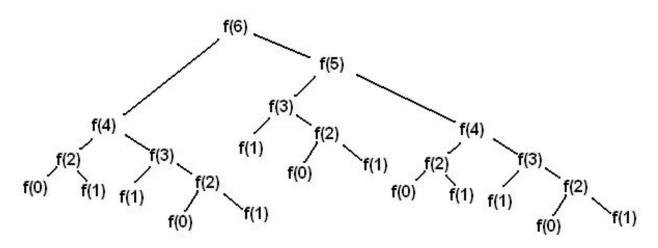


Figure 1: Functions calls to compute *F*(*6*) using *fibonacci2*, the recursive approach



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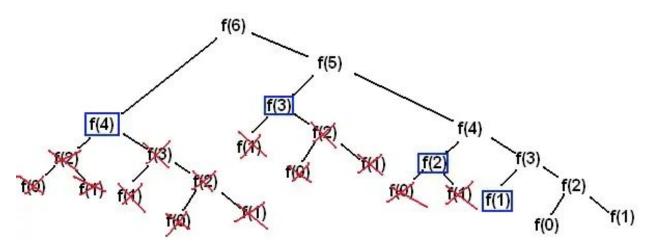


Figure 2: Functions calls to compute *F*(*6*) using *fibonacci2*, the recursive approach including **Memoization**



Memoization

Computational complexity for *fibonacci2* algorithm is 2ⁿ, thus, virtually impossible to use.

Using memoization we can lower a function's **time** cost in exchange for **space** cost

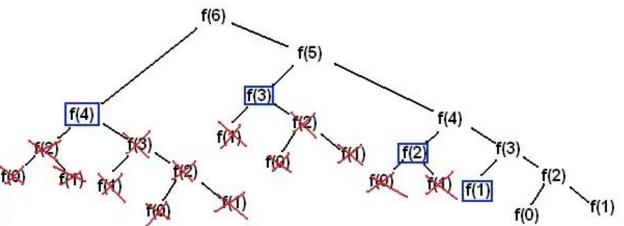


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