

Calculating Fibonacci numbers using the Binet formula without using floating point arithmetic

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By now, many ways have been invented for calculating Fibonacci numbers: from direct recursion based on the formula:

$$F_n = F_{n-1} + F_{n-2}$$

to the matrix method described by D. Knuth

Binet's formula is located separately in this series of algorithms, which has the form:

$$F_n = \frac{\left(\frac{1 + \sqrt{5}}{2}\right)^n - \left(\frac{1 - \sqrt{5}}{2}\right)^n}{\sqrt{5}}$$

This formula **seems attractive at first glance, **but** it contains an **irrational number**, which in computer calculations we are forced to represent in the form of a floating point number (i.e. replace an infinite non-periodic fraction with a finite one).**

This means that the calculations will not be accurate; a limitation error is introduced into them.

The author once came across a publication in which Binet's formula was used to calculate a very large Fibonacci number, but the implementation assumed the use of superhigh-bit floating arithmetic (so that the required number would completely fit into the mantissa).

We'll take a completely different path!

Consider a set of numbers of the form:

$$x = a + \sqrt{5} * b$$

where **a** and **b** are integers. It seems quite obvious that this set is **algebraically closed** with respect to the operations of ordinary **addition** and **multiplication**:

$$(a + b\sqrt{5}) + (c + d\sqrt{5}) = ((a + c) + (b + d)\sqrt{5})$$

$$(a + b\sqrt{5})(c + d\sqrt{5}) = ((ac + 5bd) + (ad + bc)\sqrt{5})$$

In addition, **zero** and **unit** belong to the set under consideration in a trivial way:

$$1 \equiv (1 + \sqrt{5} * 0)$$

$$0 \equiv (0 + \sqrt{5} * 0)$$

Subtraction is quite naturally realized:

$$(a + b\sqrt{5}) - (c + d\sqrt{5}) = ((a - c) + (b - d)\sqrt{5})$$

Now you can implement arithmetic on a set of pairs **(a, b)**, in which addition, subtraction and multiplication will be described by the formulas:

$$(a, b) + (c, d) = ((a + c), (b + d))$$

$$(a, b) - (c, d) = ((a - c), (b - d))$$

$$(a, b) * (c, d) = ((ac + 5bd), (ad + bc))$$

Thus, we can “safely forget” about **√5** and implement a direct calculation using the Binet formula.

As a result, the numerator of the fraction will be a pair of the form $(0, r\sqrt{5}) = r\sqrt{5}$. Dividing this irrational number by $\sqrt{5}$ gives the desired integer result. Naturally, in reality, **dividing is not required**, it is enough to calculate (using the above-described pair arithmetic) two binomials:

$$A = \frac{(1 + \sqrt{5})^n}{2^n} \quad \text{и} \quad B = \frac{(1 - \sqrt{5})^n}{2^n}$$

and then subtract A-B


```
def prod_pairs(a,b): # pairs multiplication
    return (a[0]*b[0]+5*a[1]*b[1],a[0]*b[1]+a[1]*b[0])
def sub_pairs(a,b): # pairs subtracting
    return (a[0]-b[0],a[1]-b[1])
def pow_pair(a,n): # exponentiation
    c=a
    for _ in range(n-1):
        c=prod_pairs(c,a)
    return c
def fib_bine(n): # Binet formula
    x1=pow_pair((1,1),n)
    x2=pow_pair((1,-1),n)
    z=sub_pairs(x1,x2)
    return z[1]/(2**n)
```

Is it possible to speed up this code? Yes, we can, if we speed up the exponentiation.

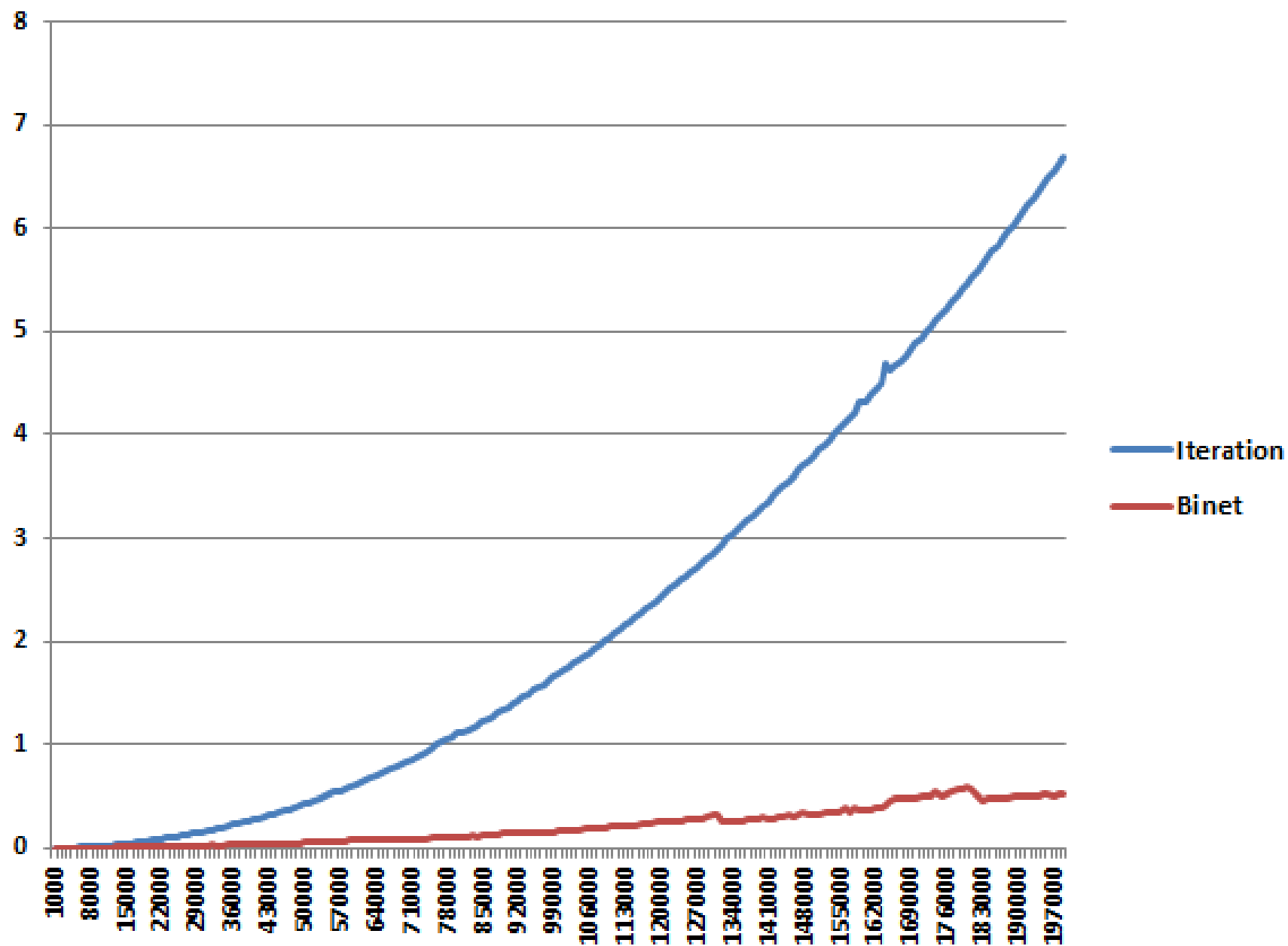
To speed up exponentiation, there is a standard approach, which is that to calculate x^n , the chain $x \rightarrow x^2 \rightarrow x^4 \rightarrow \dots \rightarrow x^{2^k}$ is calculated until $2^k \leq n$, and then $x^{(n-2^k)}$.

```
def pow_pair(a,n):  
    if (n==1):  
        return a  
    c=copy(a)  
    k=1  
    while k*2<=n:  
        if k<=n:  
            c=prod_pairs(c,c)  
            k=k*2  
    p=n-k  
    if p>=1:  
        tmp=pow_pair(a,p)  
        return prod_pairs(tmp,c)  
    else:  
        return c
```

Using this technique allows us to calculate Fibonacci numbers in a **logarithmic time** using the Binet formula and **without using floating point arithmetic**.

Below are the test results comparing the computation time of Fibonacci numbers by simple iteration:

```
def fib_ite(n):  
    c,p=0,1  
    for _ in range(n):  
        c,p=c+p,c  
    return c
```



Despite the apparent simplicity of the fib_ite code, the fib_bine function performs significantly better.

Thanks for your attention!