

Unmasking Recurrence Sequences

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There are many interesting sequences of numbers that can be described by the first values ('initial terms') and by a rule ('recurrence').

The **Fibonacci sequence**

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ...

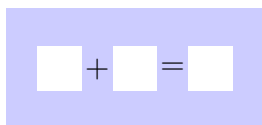
starts with the numbers 0 and 1. All other terms can be obtained with this simple rule:

Add the two previous terms.

Indeed, we have $0 + 1 = 1$, then $1 + 1 = 2$, then $1 + 2 = 3$, then $2 + 3 = 5$, and so on.

The sequence is a stripe of numbers, and the recurrence is a mask!

0	1	1	2	3	5	8	13	...
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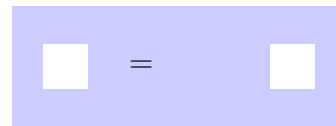
The recurrence relates neighbouring terms in a prescribed way: **You always see a true equality when the mask goes on the stripe!**

0	1	1	2 + 3 = 5	8	13	...
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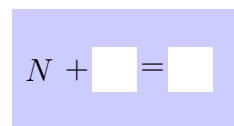
The recurrence lets you deduce all terms from the initial ones: **You can use the mask to compute the next term!**

0	1	1	2 + 3 =			
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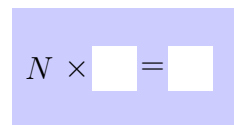
Periodic sequences (for example the sequence 0, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, ...) regularly repeat finitely many values. The mask looks like this:



Arithmetic sequences (for example the sequence 1, 3, 5, 7, 9, 11, ...) require you to add one same number N at each step. The mask looks like this:



Geometric sequences (for example the sequence 1, 2, 4, 8, 16, 32, ...) require you to multiply by one same number N at each step. The mask looks like this:



You can produce stripes and masks out of paper (or program a small animation) to try things out!

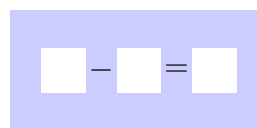
Q1: Can you find two different masks for the following sequence?

1	-1	1	-1	1	...
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Q2: What happens to the Fibonacci sequence if you start with the values -1 and 1 instead? And what if you start with 0 and 0 ?

Q3: Which sequence do you get if you change the recursion of the Fibonacci sequence by turning the addition into a subtraction?

0	1					...
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Q4: For periodic/arithmetic/geometric sequences, what is the mask to go backwards (i.e. to compute previous terms)?