

Prime Numbers

2,3,5,7,...

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Objectives

- ▶ Implement the Sieve of Eratosthenes
- ▶ Factor 128 bit numbers
- ▶ Enumerate some applications of prime numbers

Method 1 — Trial Division

You need to see if a number is prime / factorize a number. How can you do that?

▶ Trial division...

```
1  pIsPrime = true;
2  for(i=2; i<p; ++i)
3      if (p % i == 0) {
4          pIsPrime = false;
5          break;
6      }
```

Method 2 — A Slight Improvement

- ▶ Improvement: only check the odd numbers

```
7  pIsPrime = true;
8  if (p % 2 == 0)
9    pIsPrime = false;
10 else
11   for(i=3; i<p; i+=2)
12     if (p % i == 0) {
13       pIsPrime = false;
14       break;
15     }
```

Method 3 — Stop at \sqrt{p}

- ▶ We can stop at \sqrt{p} .
- ▶ If $q > \sqrt{p}$ and $q|p$, then there is a factor $k < \sqrt{p}$ such that $kq = p$.

```
16  #include <cmath> // or bits/stdc++.h
17
18  int sqrtP = std::sqrt(p)
19  pIsPrime = true;
20  if (p % 2 == 0)
21      pIsPrime = false;
22  else
23      for(i=3; i<sqrtP; i+=2)
24          if (p % i == 0) {
25              pIsPrime = false;
26              break;
27          }
```

The Sieve

```
28 // From Competitive Programming 3
29 #include <bitset>
30 ll _sieve_size; // 107 should be enough for most cases
31 bitset<10000010> bs;
32 vi primes;
33
34 void sieve(ll upperbound) {
35     _sieve_size = upperbound + 1;
36     bs.set(); // all bits set to 1
37     bs[0] = bs[1] = 0;
38     for (ll i = 2; i <= _sieve_size; i++)
39         if (bs[i]) { // cross out multiples from i * i!
40             for (ll j = i * i; j <= _sieve_size; j += i)
41                 bs[j] = 0;
42             primes.push_back((int)i);
43     } }
```

Factoring

- ▶ Once in a while you will be asked to factor a `long long int`, which has 128 bits.
 - ▶ These numbers can be up to 10^{18} .
 - ▶ To 10^9 there are 50,847,534 primes.
 - ▶ To 10^{18} there are 24,739,954,287,740,860 primes.

Euclid's Algorithms

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Objectives

Your Objectives:

- ▶ Be able to calculate the GCD of two numbers using Euclid's algorithm.
- ▶ Use the extended Euclid's algorithm to solve Linear Diophantine equations.

Calculating the GCD

- ▶ Let $a > b > 0$.
- ▶ $\gcd(a, b) = \gcd(b, \text{mod}(a, b))$
- ▶ Why?

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- ▶ That would be slow, so how about $\gcd(a, b) = \gcd(b, a - nb)$, where $n > 0$ and $a - nb > 0$ and minimal.

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- ▶ So, we could use $\gcd(a, b) = \gcd(a - b, b)$
- ▶ That would be slow, so how about $\gcd(a, b) = \gcd(b, a - nb)$, where $n > 0$ and $a - nb > 0$ and minimal.
- ▶ Easy! Just let $n = \text{mod}(a, b)$

An example

$$\begin{aligned} \gcd(a, b) &= \gcd(b, \text{mod}(a, b)) = \gcd(90, 25) \\ &= \gcd(25, 15) \\ &= \gcd(15, 10) \\ &= \gcd(10, 5) \\ &= \gcd(5, 0) \\ &= 5 \end{aligned}$$

Diophantine Equations

- ▶ A *Diophantine Equation* is a polynomial equation where we are only interested in integer solutions.
- ▶ Linear Diophantine equation: $ax + by = 1$,
- ▶ It doesn't have to be 1....
- ▶ Running example: Suppose you go to the store. You buy x apples at 72 cents each and y oranges at 33 cents each. You spend \$5.85. How many of each did you buy?

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- ▶ We want: $ax + by = g$, where $g = \gcd(a, b)$. We know a, b , and we calculate g . How can we get x and y ?

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- ▶ Then take $a \bmod b = a - \lfloor \frac{a}{b} \rfloor * b$ This gives:

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- ▶ Rearrange a bit..

$$bx_1 + ay_1 - \lfloor \frac{a}{b} \rfloor by_1 = g \quad \Rightarrow \quad ay_1 + b(x_1 - \lfloor \frac{a}{b} \rfloor y_1) = g$$

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- ▶ This in turn gives us:

$$\begin{aligned} x &= y_1 \\ y &= x_1 - \lfloor \frac{a}{b} \rfloor y_1 \end{aligned}$$

The Code

$$\begin{aligned}x &= y_1 \\ y &= x_1 - \left\lfloor \frac{a}{b} \right\rfloor y_1\end{aligned}$$

```
// Stolen from Competitive Programming 3
// store x, y, and d as global variables
void extendedEuclid(int a, int b) {
    if (b == 0) { x = 1; y = 0; d = a; return; }
    extendedEuclid(b, a % b);
    // similar as the original gcd
    int x1 = y;
    int y1 = x - (a / b) * y;
    x = x1;
    y = y1;
}
```

An Example

- ▶ Suppose you go to the store. You buy x apples at 72 cents each and y oranges at 33 cents each. You spend \$5.85. How many of each did you buy?

a	b	x	y	$a \times x + b \times y = 3$
72	33			
33	6			
6	3			
3	0			

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6	3			
3	0	1	0	$3 \times 1 + 0 \times 0 = 3$

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a	b	x	y	$a \times x + b \times y = 3$
72	33			
33	6	1	-5	$33 \times 1 + 6 \times -5 = 3$
6	3	0	1	$6 \times 0 + 3 \times 1 = 3$
3	0	1	0	$3 \times 1 + 0 \times 0 = 3$

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a	b	x	y	$a \times x + b \times y = 3$
72	33	-5	11	$72 \times -5 + 33 \times 11 = 3$
33	6	1	-5	$33 \times 1 + 6 \times -5 = 3$
6	3	0	1	$6 \times 0 + 3 \times 1 = 3$
3	0	1	0	$3 \times 1 + 0 \times 0 = 3$

An example, ctd.

- ▶ Suppose you go to the store. You buy x apples at 72 cents each and y oranges at 33 cents each. You spend \$5.85. How many of each did you buy?
- ▶ Running the algorithm, we get...

$$72 \times -5 + 33 \times 11 = 3$$

- ▶ We multiple both sides by 195 (since $585 = 3 \times 195$) This gives us...

$$72 \times -975 + 33 \times 2145 = 585$$

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- ▶ We can add $(\frac{33}{3} = 11)n$ to the 72 term and subtract $(\frac{72}{3} = 24)n$ from the second term and still have a valid equation.

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- ▶ Solve $-975 + 11n > 0$, this reduces to $n > 88.6$. So take $n = 89$.

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- ▶ Solve $-975 + 11n > 0$, this reduces to $n > 88.6$. So take $n = 89$.
- ▶ This gives us the final equation

$$72 \times 4 + 33 \times 9 = 585$$