CS 101 Computer Programming and Utilization

Practice Problems

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Disclaimer

These are **optional** problems. As these problems are pretty involving, my advice to you would be to first solve exercises given in slides, lab optional questions and get comfortable with the course content.

I have created these problems such that you will learn something new from each problem. Each section builds on the next; so, try to solve the problems only using the **topics mentioned in that section and previous sections**. They will suffice to solve these problems. Don't forget to look at the **starter code** (it will be in blue) for each problem which takes care of input and output behaviours. I have also prepared **model solutions** for each problem, they are available on request.

Acknowledgements

Many thanks to Numberphile, 3Blue1Brown, Mathologer, PBS Infinite Series, Veritasium and countless other YouTube channels for developing my love for mathematics and their Fun Videos further inspiring me to create these problems. Also thanks Wikipedia and The On-Line Encyclopedia of Integer Sequences for freely providing their vast resources and detailed information about concepts which helped me frame these problems. Many numbers, phrases, equations and graphics are directly taken from it and modified as per my wish. I would also like to thank Project Euler, CSES, Codeforces and many other online programming practice communities which motivated me to further pursue programming and create problems. Thanks to the CS101 professors, TAs, my tutees, and others for their valuable suggestions on improving these problems. And, lastly thanks to you, reader, These problems are the result of my hard work over the years. I hope they help you in some way or the other and you enjoy solving them:).

Simplecpp Graphics

Also we will be using Simplecpp for initial problem sets (till 8). Why? because Introductory Programming: Let Us Cut through the Clutter! The course book is An Introduction to Programming through C++ by Abhiram G. Ranade. Apart from C++, Simplecpp graphics are an interesting approach to introductory programming. Check out Turtle Graphics – Wikipedia and Simplecpp Gallery for some fascinating examples. Graphics problems in this problem set are – Star Spiral, Peace, Regular Star Polygon, Hilbert Curve, Thue-Morse Sequence (some are yet to be added).

Here are additional chapters of the book on Simplecpp graphics demonstrating its power. (It is just a list, you are not expected to understand/study things, CS101 is for a reason :P)

Chapter 1 Turtle graphics

Chapter 5 Coordinate based graphics, shapes besides turtles

Chapter 15.2.3 Polygons

Chapter 19 Gravitational simulation

Chapter 20 Events, Frames, Snake game

Chapter 24.2 Layout of math formulae

Chapter 26 Composite class

Chapter 28 Airport simulation

How to write a program? (5Cs)

- Carefully go through the problem statement
- Check your understanding of problem using solved examples and practice testcases
- Compose the programming approach on paper
- · Consolidate your approach by verifying its correctness on testcases by doing dry runs
- Code it up (finally!)

Good Programming Practices

- Write documentation clearly explaining
 - what the program does,
 - how to use it,
 - what quantities it takes as input, and
 - what quantities it returns as output.
- Use appropriate variable/function names.
- Extensive internal comments explaining how the program works.
- Complete error handling with informative error messages.
 For example, if a = b = 0, then the gcd(a, b) routine should return the error message "gcd(0,0) is undefined" instead of going into an infinite loop or returning a "division by zero" error.

Tips

- Choose appropriate variable data types according to constraints. Example, if a variable is always an integer then it should be assigned an int data type.
- Some data types that you should keep in mind are:
 - bool
 - char
 - short int, int, long int, long long int and their unsigned counterparts
 - float, double, long double
- Use type conversion to your advantage to
 - make your program unambiguous.
 - compute expressions containing variables of different data types.
- Find more tips at https://paramrathour.github.io/CS101/tips

Get comfortable with Dry Runs

The most important step in debugging

- Select a testcase
- Manually go through the code to trace the value of variables
- Check if the values of variables matches with their expected values
 - If they do not match for any variable at any time then your program is incorrect, consider debugging/rewriting it
 - If they match for all variables at all times, Hurray your program is correct for the current testcases!
- Now repeat the procedure for a different testcase :)

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§1. Prodigal Patterns

Topics. turtleSim (turtle simulator) and its features forward, right, left, penUp, penDown repeat statement, variables and their data types (int, char), typecasting.

1.1. Star Spiral

Problem Statement:

Draw the following Star Spiral.

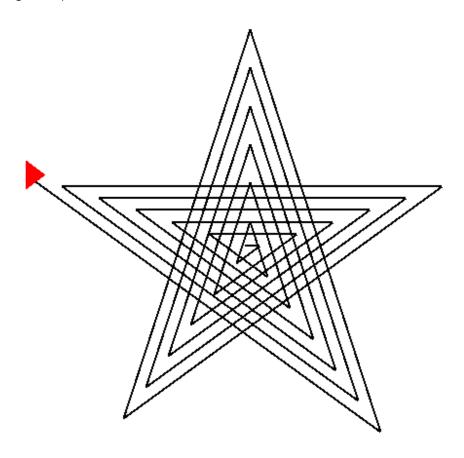
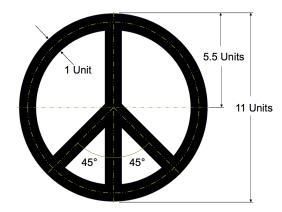


Figure 1: A Star Spiral of 30 sides

1.2. Peace

Problem Statement:

Draw the outline of the ProportionI Peace Sign according to measurements as shown in 2a.



(a) Measurements by Jerry S. Sadin, based on Peace Sign by Schuminweb



(b) Output generated using Simplecpp

Figure 2: Peace Sign

The output image will look like 2b.

Fun Video. Carl Sagan's Pale Blue Dot – carlsagandotcom Cosmos: Possible Worlds (Carl Sagan's Monologue) – Evil Dead

1.3. Butterfly

Problem Statement:

Print the Butterfly pattern for a general n. See Starter code (below) for more details.

Input Format t $n_1 \ n_2 \ \dots \ n_t$	(number of test cases, an integer) $(t \; {\sf space} \; {\sf seperated} \; {\sf integers} \; {\sf for} \; {\sf each} \; {\sf testcase})$
Output Format Butterfly pattern	(each test case on a newline)
Sample Input 5 1 2 3 4 5	
Sample Output * * * * * * * * * * * * * * * * * * *	
Starter Code	

Fun Video. Chaos: The Science of the Butterfly Effect – Veritasium

1.4. Alphabetical Floyd's Triangle

The alphabets are filled in alphabetical order ('A' to 'Z') and a newline is started after printing n alphabets on the $n^{\rm th}$ line. After 'Z', the alphabets "wrap around" to 'A'.

Problem Statement:

Print the left-aligned Alphabetical Floyd's Triangle for all given n. See Starter code (below) for more details.

Input Format	(number of test coops on integer)
t $n_1 n_2 \ldots n_t$	(number of test cases, an integer) $(t \text{ space seperated integers for each testcase})$
Output Format Alphabetical Floyd's Triangle	(left-aligned, each test case on a newline)
Sample Input 5 1 2 3 5 17	
Sample Output A	
A B C	
A B C D E F	
A BC DEF GHIJ KLMNO	
A BC DEF GHIJ KLMNO PQRSTU VWXYZAB CDEFGHIJ KLMNOPQRS TUVWXYZABC DEFGHIJKLMN OPQRSTUVWXYZ ABCDEFGHIJKLM NOPQRSTUVWXYZ ABCDEFGHIJKLM NOPQRSTUVWXYZA BCDEFGHIJKLMNOP QRSTUVWXYZABCDEF GHIJKLMNOPQRSTUVW	
Starter Code	

1.5. Bernoulli's Triangle

You might have heard about Pascal's Triangle. The $k^{\rm th}$ element of row n of Bernoulli's Triangle is obtained by as shown in 3 summing all elements of the row n (row 0 is the first row) until the $k^{\rm th}$ element (partial sums).

```
1 - 1
1 - 1 + 1 - 2
1 - 1 + 2 - 3 + 1 - 4
1 - 1 + 3 - 4 + 3 - 7 + 1 - 8
1 - 1 + 4 - 5 + 6 - 11 + 4 - 15 + 1 - 16
1 - 1 + 5 - 6 + 10 - 16 + 10 - 26 + 5 - 31 + 1 - 32
1 - 1 + 6 - 7 + 15 - 22 + 20 - 42 + 15 - 57 + 6 - 63 + 1 - 64
```

Figure 3: Bernoulli's triangle (blue bold text) from Pascal's triangle (pink italics) (Drawn by CMG Lee, Image Source)

Problem Statement:

Print the left-aligned Bernoulli's Triangle for all given n. See Starter code (below) for more details.

```
Input Format
                                                                       (number of test cases, an integer)
                                                             (t space seperated integers for each testcase)
n_1 n_2 \ldots n_t
Output Format
Bernoulli's Triangle
                                                                (left-aligned, each test case on a newline)
Constraints
0 \le n_i \le 20
Sample Input
0 1 2 10
Sample Output
1
12
1
1 2
134
1
1 2
1 3 4
1478
1 5 11 15 16
1 6 16 26 31 32
1 7 22 42 57 63 64
1 8 29 64 99 120 127 128
1 9 37 93 163 219 247 255 256
1 10 46 130 256 382 466 502 511 512
1 11 56 176 386 638 848 968 1013 1023 1024
Starter Code
```

Fun Video. Pascal's Triangle - Numberphile

§2. Expression Obsession

Topics. repeat statement, variables and their data types (int, double), mathematical functions (min, max, sqrt, pow, log, sine...).

2.1. Harmonic Number

The n-th Harmonic Number (H_n) is the sum of the reciprocals of the first n natural numbers.

$$H_n = 1 + \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n} = \sum_{i=1}^n \frac{1}{i}$$
 (1)

Fun Fact. The Harmonic series diverges; i.e., $H_n \to \infty$ as $n \to \infty$.

Problem Statement:

Calculate H_n for all test cases accurate till 10 decimal places. See Starter code (below) for more details.

Input Format t $n_1 \ n_2 \ \dots \ n_t$	(number of test cases, an integer) $(t \; {\sf space} \; {\sf seperated} \; {\sf integers} \; {\sf for} \; {\sf each} \; {\sf testcase})$
Output Format H_{n_i}	(each test case on a newline, accurate till 10 decimal places)
Sample Input 11 1 2 3 5 10 20 30 50 100 1000 1000000	
Sample Output 1.0000000000 1.5000000000 1.8333333333 2.283333333 2.9289682540 3.5977396571 3.9949871309 4.4992053383 5.1873775176 7.4854708606 14.3927267229	
Starter Code	

Fun Video. The Harmonic Series - Tipping Point Math

2.2. Wallis Product

 $\pi/2$ is given by below infinite product formula. It is the ratio of product of even squares and odd squares

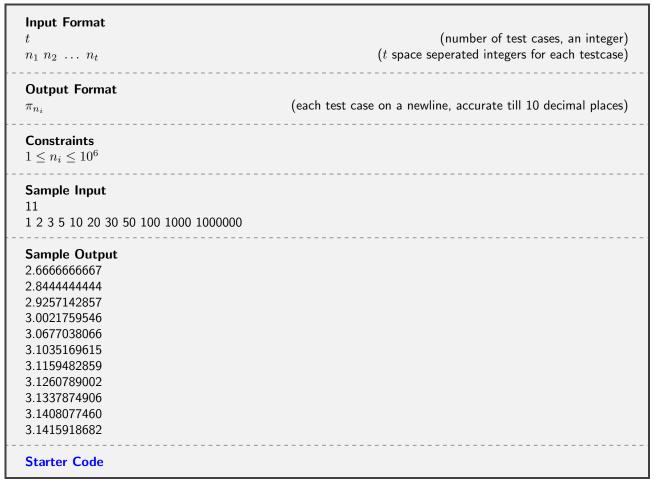
$$\frac{\pi}{2} = \frac{2}{1} \cdot \frac{2}{3} \cdot \frac{4}{3} \cdot \frac{4}{5} \cdot \frac{6}{5} \cdot \frac{6}{7} \dots = \prod_{i=1}^{\infty} \left(\frac{2i}{2i-1} \cdot \frac{2i}{2i+1} \right)$$
 (2)

Let's define π_n as n-th iteration of this infinite product as below

$$\frac{\pi_n}{2} = \frac{2}{1} \cdot \frac{2}{3} \cdot \frac{4}{3} \cdot \frac{4}{5} \cdot \frac{6}{5} \cdot \frac{6}{5} \cdot \cdots \frac{2n}{2n-1} \cdot \frac{2n}{2n+1} = \prod_{i=1}^n \left(\frac{2i}{2i-1} \cdot \frac{2i}{2i+1} \right)$$

Problem Statement:

Calculate π_n for all test cases accurate till 10 decimal places. See Starter code (below) for more details.



Fun Video. The Wallis product for pi, proved geometrically – 3Blue1Brown

2.3. Tetration

Problem 2.1 is about repeated additions whereas 2.2 is about repeated multiplication. Guess what's this problem about. Yes! It's repeated exponentiation. Tetration, the next hyperoperation after exponentiation defined as:

$$^{n}a = \underbrace{a^{a^{-a}}}_{n}$$
 repeated exponentiation (3)

Problem Statement:

Calculate na for all test cases accurate till 10 decimal places. See Starter code (below) for more details.

Input Format t $a_1 \ n_1 a_2 \ n_2 \dots a_t \ n_t$	(number of test cases, an integer) $(t \; {\sf space} \; {\sf seperated} \; {\sf pairs} \; {\sf for} \; {\sf each} \; {\sf testcase})$
Output Format na	(each test case on a newline, accurate till 10 decimal places)
	(a double) (an integer)
Sample Input 10 11 12 21 22 23 32 33	1.41421356237 20 0.06598803584 1000 1.44466786101 1000
Sample Output 1.0000000000 1.000000000 2.000000000 4.000000000 16.000000000 27.000000000 7625597484987.0000000000 1.9995856229 0.3968311347 2.7128728643	
Starter Code	

Fun Video. Tetration: The operation you were (probably) never taught – Taylor Series "Prove" 4 = 2 Using Infinite Exponents. Can You Spot The Mistake? – Mind Your Decisions

2.4. Ramanujan's Nested Radical

$$r = \sqrt{1 + 2\sqrt{1 + 3\sqrt{1 + 4\sqrt{1 + \cdots}}}} = \lim_{n \to \infty} \sqrt{1 + 2\sqrt{1 + 3\sqrt{\cdots\sqrt{1 + n}}}}$$
 (4)

Let's define r_n as n-th iteration of this infinite nested radical as below

$$r_n = \sqrt{1 + 2\sqrt{1 + 3\sqrt{\cdots\sqrt{1+n}}}}$$

Problem Statement:

Calculate r_n for all test cases accurate till 10 decimal places. See Starter code (below) for more details.

Input Format t $n_1 \ n_2 \ \dots \ n_t$	(number of test cases, an integer) $(t \; {\it space \; seperated \; integers \; for \; each \; testcase})$
Output Format r_{n_i}	(each test case on a newline, accurate till 10 decimal places)
Constraints $2 \le n_i \le 100$	
Sample Input 8 2 3 5 10 20 30 50 100	
Sample Output 1.7320508076 2.2360679775 2.7550532613 2.9899203606 2.9999878806 2.9999999868 3.00000000000 3.00000000000	
Starter Code	

Fun Video. Ramanujan's infinite root and its crazy cousins - Mathologer

2.5. Simple Continued Fractions

A (finite) simple continued fraction of a rational number r is defined using n+1 coefficients $= [a_0; a_1, a_2, \dots, a_{n-1}, a_n]$. They can be expressed in Gauss' Kettenbruch notation as follows

Tettenbruch notation as follows
$$r = a_0 + \underset{i=1}{\overset{n}{\mathrm{K}}} \frac{1}{a_n} \triangleq a_0 + \frac{1}{a_1 + \cfrac{1}{a_2 + \cfrac{1}{\ddots + \cfrac{1}{a_n}}}} \tag{5}$$

Problem Statement:

Express r as a quotient p/q where p,q are integers and $q \neq 0$. See Starter code (below) for more details.

```
Input Format
                                                                        (number of test cases, an integer)
                                                        (n_i + 2 \text{ space seperated integers for each testcase})
n_i a_{n_i} a_{n_{i-1}} ... a_1 a_0
Output Format
                                  (each test case on a newline, where r_{n_i}=p_{n_i}/q_{n_i} (in irreducible form))
p_{n_i}/q_{n_i}
Constraints
0 \le n_i \le 50
a_0 is an integer whereas a_1, a_2, \ldots, a_{n_i-1}, a_{n_i} are positive integers
a_0, a_1, a_2, \dots, a_{n_i-1}, a_{n_i} \text{ are such that } -2, 147, 483, 648 \leq p_{n_i}, q_{n_i} \leq 2, 147, 483, 647 \qquad \text{(C++'s int range)}
Sample Input
11
0.0
1 1 0
111
173
8111111111
10 1 1 1 1 1 1 1 1 2 -2
3 1 15 7 3
9 13 3 4 1 2 1 2 1 1 0
12 14 1 3 1 2 1 1 1 292 1 15 7 3
22 1 1 14 1 1 12 1 1 10 1 1 8 1 1 6 1 1 4 1 1 2 1 2
Sample Output
0/1
1/1
2/1
22/7
55/34
-233/144
355/113
3035/5258
80143857/25510582
848456353/312129649
1134903170/1836311903
Starter Code
```

Fun Video. Infinite fractions and the most irrational number – Mathologer

2.6. Ramanujan's $\sqrt{\frac{\pi e}{2}}$ Formula

This problem is a fusion of 2.5 and 2.1. It is recommended to solve them before proceeding to this problem.

$$\sqrt{\frac{\pi e}{2}} = \frac{1}{1 + \frac{1}{1 + \frac{2}{1 + \frac{4}{1 + \frac{4}{1 + \dots}}}}} + \left\{ 1 + \frac{1}{1 \cdot 3} + \frac{1}{1 \cdot 3 \cdot 5} + \frac{1}{1 \cdot 3 \cdot 5 \cdot 7} + \frac{1}{1 \cdot 3 \cdot 5 \cdot 7 \cdot 9} + \dots \right\}$$
(6)

Let's define c_n as n-th convergent of this infinite continued fraction and sum as below

$$c_n = \mathop{\mathrm{K}}_{i=0}^n \frac{a_i}{1} + \sum_{i=0}^n \frac{1}{(2n+1)!!} \quad \text{where} \quad a_i = \begin{cases} 1 & i=0 \\ i & i>0 \end{cases} \quad \Rightarrow \quad \sqrt{\frac{\pi e}{2}} = \lim_{n \to \infty} c_n$$

Note. $n!! \neq (n!)!$, n!! is double factorial of n.

Problem Statement:

Calculate c_n for all test cases accurate till 10 decimal places. See Starter code (below) for more details.

$\begin{array}{cccccccccccccccccccccccccccccccccccc$	(number of test cases, an integer) $(t \; {\it space \; seperated \; integers \; for \; each \; testcase})$
Output Format c_{n_i}	(each test case on a newline, accurate till 10 decimal places)
Constraints $0 \le n_i \le 10^6$	
Sample Input	
12 0 1 2 3 5 10 20 30 50 100 1000 1000000	
Sample Output	
2.000000000	
1.833333333	
2.1500000000	
2.0095238095	
2.0422571580	
2.0709281786	
2.0667462769 2.0664199465	
2.0663680635	
2.0663656843	
2.0663656771	
2.0663656771	

Fun Video. 7 factorials you probably didn't know – blackpenredpen The Man Who Knew Infinity – Tipping Point Math

2.7. Viète's π Formula

This problem is a fusion of 2.2 and 2.4. It is recommended to solve them before proceeding to this problem.

$$\frac{2}{\pi} = \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2 + \sqrt{2}}}{2} \cdot \frac{\sqrt{2 + \sqrt{2 + \sqrt{2}}}}{2} \dots = \prod_{i=1}^{\infty} \frac{\sqrt{2 + \sqrt{1 + \sqrt{2}}}}{2} \dots = \prod_{i=1}^{\infty} \frac{\sqrt{2 + \sqrt{2 + \sqrt{2}}}}{2} \dots = \prod_{i$$

Let's define π_n as n-th iteration of this infinite nested radical as below

$$\frac{2}{\pi_n} = \prod_{i=1}^n \frac{\sqrt{2 + \sqrt{\dots \sqrt{2 + \sqrt{2 + \sqrt{2 + 0}}}}}}{2}$$

Problem Statement:

Calculate π_n for all test cases accurate till 15 decimal places. See Starter code (below) for more details.

$\begin{array}{cccc} \textbf{Input Format} \\ t \\ n_1 \ n_2 \ \dots \ n_t \end{array}$	(number of test cases, an integer) $(t \; {\it space \; seperated \; integers \; for \; each \; testcase})$
Output Format π_{n_i}	(each test case on a newline, accurate till 15 decimal places)
Constraints $1 \le n_i \le 50$	
Sample Input	
0 1 2 3 5 10 20 30 50 Sample Output	
2.828427124746190	
3.061467458920718	
3.121445152258052	
3.136548490545939 3.141277250932773	
3.141592345570118	
3.141592653589499	
3.141592653589793	
3.141592653589793	

Fun Video. The Discovery That Transformed Pi - Veritasium

2.8. Hölder Mean

Hölder mean is a generalized notion for aggregating sets of numbers.

For any non-zero real number p and positive reals x_1, x_2, \ldots, x_n , it is defined as

$$M_p(x_1, \dots, x_n) = \left(\frac{1}{n} \sum_{i=1}^n x_i^p\right)^{\frac{1}{p}}$$
 (8)

Its special cases are

$$\begin{array}{lll} p=-\infty & \rightarrow & M_{-\infty}(x_1,\ldots,x_n) & = \lim_{p\to -\infty} M_p(x_1,\ldots,x_n) = \min\{x_1,\ldots,x_n\} & \text{ (minimum)} \\ p=-1 & \rightarrow & M_{-1}(x_1,\ldots,x_n) & = \frac{n}{\frac{1}{x_1}+\cdots+\frac{1}{x_n}} & \text{ (harmonic mean)} \\ p=0 & \rightarrow & M_0(x_1,\ldots,x_n) & = \lim_{p\to 0} M_p(x_1,\ldots,x_n) = \sqrt[n]{x_1\cdot\cdots\cdot x_n} & \text{ (geometric mean)} \\ p=1 & \rightarrow & M_1(x_1,\ldots,x_n) & = \frac{x_1+\cdots+x_n}{n} & \text{ (arithmetic mean)} & \text{ (9)} \\ p=2 & \rightarrow & M_2(x_1,\ldots,x_n) & = \sqrt[N]{\frac{x_1^2+\cdots+x_n^2}{n}} & \text{ (root mean square)} \\ p=3 & \rightarrow & M_3(x_1,\ldots,x_n) & = \sqrt[N]{\frac{x_1^3+\cdots+x_n^3}{n}} & \text{ (cubic mean)} \\ p=+\infty & \rightarrow & M_{+\infty}(x_1,\ldots,x_n) & = \lim_{p\to \infty} M_p(x_1,\ldots,x_n) = \max\{x_1,\ldots,x_n\} & \text{ (maximum)} \end{array}$$

Problem Statement:

Calculate $M_p(x_1,\ldots,x_n)$ for all special cases $(p=-\infty,-1,0,1,2,3,\infty)$ and accurate till 5 decimal places.

```
Input Format
                                                                      (number of test cases, an integer)
                                                     (n_i + 1 \text{ space seperated numbers for each testcase})
n_i x_1 x_2 \dots x_{n_i-1} x_{n_i}
Output Format
M_p(x_1,\ldots,x_n) for p=\{-\infty,-1,0,1,2,3,\infty\} (each test case on a newline, accurate till 5 decimal places))
Constraints
1 \le n_i \le 50
                                                                                           (an integer)
0 < x_i \le 100
                                                                                            (a double)
Also assume that the calculations are always within the range of double
Sample Input
2 11
5 12345
13 1 3 6 10 15 21 28 36 45 55 66 78 91
33 1 3 6 2 7 13 20 12 21 11 22 10 23 9 24 8 25 43 62 42 63 41 18 42 17 43 16 44 15 45 14 46 79
Sample Output
1.00000
        1.00000 1.00000 1.00000 1.00000 1.00000 1.00000
1.00000 2.18978 2.60517 3.00000 3.31662 3.55689 5.00000
1.00000 7.00000 19.67642 35.00000 45.28797 52.26138 91.00000
1.00000 9.31362 17.70339 25.66667 32.17424 37.42452 79.00000
More Test cases
Input and Output files
Starter Code
```

2.9. Shoelace Formula

Shoelace Formula determines the area of a simple polygon whose vertices are given by Cartesian coordinates.

$$A = \frac{\begin{vmatrix} x_1 & x_2 & x_3 & \cdots & x_n & x_1 \\ y_1 & y_2 & y_3 & \cdots & y_n & y_1 \end{vmatrix}}{2}$$
 (10)

which can be simplfied as

$$A = \frac{\begin{vmatrix} x_1 & x_2 \\ y_1 & y_2 \end{vmatrix} + \begin{vmatrix} x_2 & x_3 \\ y_2 & y_3 \end{vmatrix} + \dots + \begin{vmatrix} x_n & x_1 \\ y_n & y_1 \end{vmatrix}}{2} \quad \text{where} \quad \begin{vmatrix} x_i & x_j \\ y_i & y_j \end{vmatrix} = x_i \cdot y_j - x_j \cdot y_i$$

Problem Statement:

Calculate the area of a given n-sided polygon for all test cases accurate till 1 decimal place.

```
Input Format
                                                                       (number of test cases, an integer)
t
                                                      (2n_i + 1 \text{ space seperated integers for each testcase})
      x_1 \ y_1 \quad x_2 \ y_2 \quad \cdots \quad x_n \ y_n
Output Format
                                              (each test case on a newline, accurate till 1 decimal places)
Constraints
3 \le n_i \le 1000
-10^5 \le x_i, y_i \le 10^5
The given polygon is simple.
Sample Input
     01 23 47
3
     11 59 35
3
3
     3 4 1 1 4 1
4
     -24 -21 3-3 44
8
     458 695 621 483 877 469 1035 636 1061 825 875 1023 645 1033 485 853
10 443 861 470 506 754 432 910 446 952 485 1036 595 1101 721 1045 954 947 1009 712 1095
Sample Output
2.0
0.0
4.5
28.5
255931.0
325573.5
More Test cases
Input and Output files
Starter Code
```

Fun Video. Gauss's magic shoelace area formula and its calculus companion

2.10. Simpson's Rule

Simpson's Rule is a method in numerical integration (approximating definite integrals). It approximates the area of f(x) in the interval [a,b] by area of parabola passing through $a,\frac{a+b}{2},b$. as shown in 4.

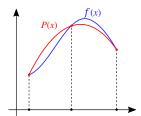


Figure 4: Approximating f(x) by a parabola P(x). (Image Source)

$$\int_{a}^{b} f(x) dx \approx \frac{b-a}{6} \left[f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right]$$
(11)

If 11 is applied to n equally spaced subdivisions in [a, b], we get the *composite Simpson's rule* 12.

$$\int_{a}^{b} f(x) dx \approx \frac{\Delta x}{3} \left(f(x_0) + 4f(x_1) + 2f(x_2) + 4f(x_3) + 2f(x_4) + \dots + 4f(x_{n-1}) + f(x_n) \right)$$
 (12)

where each of the n+1 ordinates is given by $x_i=a+i\Delta x$ for $i=0,1,\dots,n$ and $\Delta x=\frac{b-a}{n}$

Note. Simpson's rule can only be applied when an odd number of ordinates is chosen.

Problem Statement:

$$\pi = \frac{22}{7} - \int_0^1 \frac{x^4 (1-x)^4}{1+x^2} \, dx \tag{13}$$

Calculate π_n (approximate 13 using n ordinates) for all test cases (accurate till 15 decimal places).

t $n_1 n_2 \ldots n_t$	(number of test cases, an integer) $(t \; {\sf space \; seperated \; integers \; for \; each \; testcase})$
Output Format	
π_{n_i}	(each test case on a newline, accurate till 15 decimal places)
Constraints	
$0 < n_i < 500$ and n_i is odd	
Sample Input	
10	
3 5 7 11 15 31 57 99 163 441	
Sample Output	
3.140773809523810	
3.141684884891457	
3.141601987350571	
3.141593090129691	
3.141592711563659	
3.141592654188570	
3.141592653603947	
3.141592653590286	
3.141592653589817	
3.141592653589793	

§3. Traditional Conditionals

Topics. if else statement, loop contol statements (break, continue), more data types (bool, char) and, logical NOT, AND, OR operators (!, &&, || respectively) and previous sections.

3.1. Triangle Types

Triangles can be classified using sides and angles as follows:

3.1.1 By Side

Scalene All sides different

Isosceles Any two sides equal

Equilateral All sides equal

3.1.2 By Angle

Acute All angles $< 90^{\circ}$

Right One angle $=90^{\circ}$

Obtuse One angle $> 90^{\circ}$

Problem Statement:

Given the three sides of the triangle a,b,c, output the type of triangle by side and angle. Also check the validity of given sides i.e., output "NOT A TRIANGLE" if the given sides does not form a triangle.

$\begin{array}{c} \textbf{Input Format} \\ t \\ a_i \ b_i \ c_i \end{array}$	(number of test cases, an integer) (three space seperated integers for each testcase)
Output Format Type by side & Type by angle	(each test case on a newline)
Constraints $1 \le a, b, c \le 100$	
Sample Input 7 1 2 3 3 4 2 5 3 4 4 5 6 3 3 2 5 3 3 3 3 3	
Sample Output NOT A TRIANGLE Scalene & Obtuse Scalene & Right Scalene & Acute Isosceles & Acute Isosceles & Obtuse Equilateral & Acute	

3.2. Clock Angle

Problem Statement:

Determine the pairwise angle between the hour, minute and second hand of a 24-hour clock at given time. Let

- \angle_{HM} denote angle between hour hand and minute hand.
- \angle_{HS} denote angle between hour hand and second hand.
- \angle_{MS} denote angle between minute hand and second hand.

Note. Calculate the convex angle between pair of hands i.e., $0 \le \angle_{ij} \le 180$.

```
Input Format
                                                                        (number of test cases, an integer)
Hours: Minutes: Seconds
                                                         (three colon seperated integers for each testcase)
Output Format
\angle_{HM} \angle_{HS} \angle_{MS} (three space seperated angles (in degrees, accurate till 4 decimal places)) on a newline
Constraints
Given time is a valid; i.e., 0 < \text{Hours} < 23, 0 < \text{Minutes} < 59, 0 < \text{Seconds} < 59
                                                                                                (integers)
Sample Input
12
00:00:00
03:00:00
21:45:00
10:10:00
03:16:36
09:49:09
19:38:18
05:07:11
11:07:05
17:19:23
23:19:17
23:59:59
Sample Output
0.0000 \quad 0.0000 \quad 0.0000
90.0000 90.0000 0.0000
22.5000 67.5000 90.0000
115.0000 55.0000 60.0000
1.3000 117.7000 116.4000
0.3250 119.4250 119.1000
0.6500 121.1500 121.8000
110.4917 87.5917 22.9000
68.9583 56.4583 12.5000
43.3917 21.6917 21.7000
136.0583 122.3583 13.7000
0.0917 5.9917 5.9000
More Test cases
Input and Output files
Starter Code
```

3.3. Fleur Delacour

Fleur Delacour has an interesting flower. She is also very busy, so she forgets to water the flower sometimes. The flower grows as follows:

- If the flower is watered in the i-th day, it grows by 1 unit.
- If the flower is watered in the i-th and in the (i-1)-th day (i>1), then it grows by 5 units instead of 1.
- If the flower is not watered in the *i*-th day, it does not grow.
- If the flower isn't watered for two days in a row, it dies.

Problem Statement:

Calculate the flower's height after n days given information whether Fleur has watered the flower or not for n successive days. Take the flower's initial height as 1 unit.

```
Input Format
                                                                               (number of test cases, an integer)
                                                             (n_i + 1 \text{ space seperated integers for each testcase})
n_i a_1 a_2 \dots a_{n_{i-1}} a_{n_i}
Output Format
The flower's height after n_i days. If the flower dies, output -1 (each test case on a newline)
Constraints
1 \le n_i \le 100
      \begin{cases} 1 & \text{if Fleur waters the flower} \\ 0 & \text{if Fleur does not water the flower} \end{cases}
Sample Input
1 0
2 0 0
2 10
3 101
3 011
5 10100
5 10101
5 10110
10 1111111111
Sample Output
-1
2
3
7
-1
4
8
47
More Test cases
Input and Output files
Starter Code
```

Note. Verify your program on even more testcases from here.

3.4. ISBN

You may have wondered about the 10 (or 13) digits numbers on the back of every book. They are ISBN, which stands for International Standard Book Number and is used for uniquely identifying books and other publications (including e-publications). Go find the ISBN of your favourite book! :)

Let us consider ISBN 10 (10 digit numbers), an old format that got replaced by ISBN 13. The first 9 digits contain information about the geographical region, publisher and edition of the title. The last digit is a check digit used for validating the number. Let the number be $x_1x_2x_3x_4x_5x_6x_7x_8x_9x_{10}$, then the check digit x_{10} is chosen such that the checksum = $10x_1 + 9x_2 + 8x_3 + 7x_4 + 6x_5 + 5x_6 + 4x_7 + 3x_8 + 2x_9 + 1x_{10}$ is a multiple of 11. This condition is succinctly represented as below:

$$\left(\sum_{i=1}^{10} (11-i)x_i\right)\%11 = 0\tag{14}$$

3.4.1 Generation of check digit (example)

If the first nine digits are 812913572 then $8 \times 10 + 1 \times 9 + 2 \times 8 + 9 \times 7 + 1 \times 6 + 3 \times 5 + 5 \times 4 + 7 \times 3 + 2 \times 2 = 234$. So if $x_{10} = 8$, then the checksum is divisible by 11. Hence, the ISBN is 8129135728.

Note. It as possible that the calculated check digit is 10 as we can get any remainder from 0 to 10 when divided by 11. But when the remainder is 10, as is not a single digit, appending 10 to ISBN will make its length 11. To avoid such cases, the letter 'X' is used to denote check digit = 10.

Problem Statement:

Recover and output the missing digit from a given valid ISBN 10 code with a digit erased. The missing digit can be any x_i $(1 \le i \le 10)$.

t (number	of test cases, an integer)
10 characters each either representing a digit (0-9) or a missing number ('?'). The last character (check digit) can also be 'X'.	
Output Format	
A single digit, that is to be placed at '?' position to make the given ISBN valid. If the missing integer is 10 then, the output should be 'X'	(space seperated)
Constraints	
It is always possible that a unique ISBN exists. (Why?)	
Sample Input	
9	
81291?5728	
30303935?7	
366205414?	
366?054140	
05?0764845	
?590764845	
?43935806X	
933290152?	
9332?0152X 	
Sample Output	
3702900X9	

Fun Video. 11.11.11 - Numberphile

3.5. Doomsday Algorithm

The Doomsday Algorithm is a method for determining the day of the week for a given date. It takes advantage of some easy-to-remember-dates called *Doomsdates* falling on the same day called *Doomsdays* for a given year. Eg., 3/1 (4/1 leap years), Last Day of Feb, 14/3 (Pi Day), 4/4, 6/6, 8/8, 10/10, 12/12, 9/5, 5/9, 11/7, 7/11.

Watch the Fun Video or go through the Wikipedia Article to understand the approach. In short the steps are:

- Find the anchor day for the century.
- Calculate the anchor day for the year (according to the century).
- Select the date (Doomsdate) of the given month that falls on doomsday (according to the year).
- Count days between the *Doomsdate* and given date which gives the answer.

Problem Statement:

Write a function that calculates the day of the week for any particular date in the past or future. Consider Gregorian calendar (AD)

Input Format	
t DD/MM/YYYY (Date Month Year)	(number of test cases, an integer) (three slash seperated integers for each testcase)
Output Format Day of the Week	(each test case on a newline)
	(each test case on a nemme)
$\begin{array}{l} \textbf{Constraints} \\ 1 \leq Date \leq 99, \ 1 \leq Month \leq 99, \ 1 \leq Year \leq 9999 \end{array}$	(integers)
Sample Input	
8	
01/01/0001	
19/02/1627 29/02/1700	
15/04/1707	
22/12/1887	
23/06/1912	
01/01/2000	
15/03/2020	
Sample Output	
Monday	
Friday	
INVALID DATE!	
Friday Thursday	
Sunday	
Saturday	
Sunday	
More Test cases	
Input and Output files	
Starter Code	

Fun Video. The Doomsday Algorithm - Numberphile

§4. Iteration Domination

Topics. for, while & do while loops and previous sections.

4.1. Palindromic Number

A non-negative integer is a Palindromic number if it remains the same when it's digits are reversed.

Problem Statement:

Determine whether the given integer is a Palindrome for all test cases.

```
Input Format
                                                                        (number of test cases, an integer)
                                                             (t space seperated integers for each testcase)
n_1 n_2 \ldots n_t
Output Format
"yes" if n_i is a Palindrome else "no".
                                                                             (each test case on a newline)
Constraints
0 \le n_i \le 10^9
Sample Input
13
1 7 15 22 196 666 1212 96096 111111 8801088 9256713 40040004 123454321
Sample Output
yes
yes
no
yes
no
yes
no
no
yes
yes
no
no
yes
Starter Code
```

Fun Video. Why 02/02/2020 is the most palindromic date ever. – Stand-up Maths Every Number is the Sum of Three Palindromes – Numberphile

4.2. Kempner Series

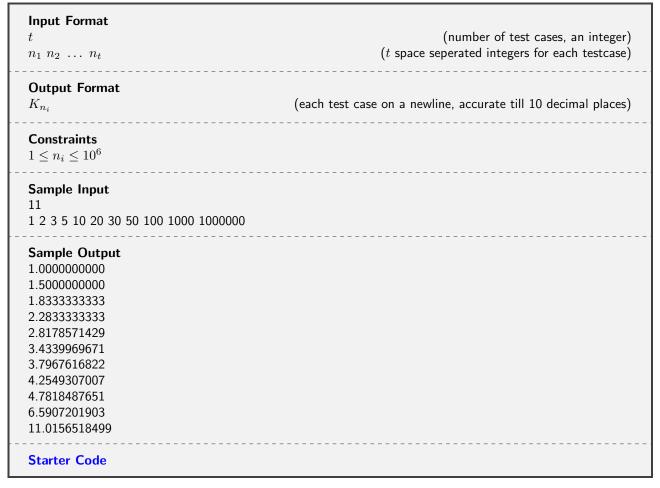
Kempner series is Harmonic series where all terms whose denominator contains 9 are excluded.

$$K_n = 1 + \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{8} + \frac{1}{10} + \dots + \frac{1}{n} = \sum_{i=1}^{n} c_i \frac{1}{i} \text{ where } c_i = \begin{cases} 0 & \text{if } i \text{'s decimal expansion contains a } 9\\ 1 & \text{else} \end{cases}$$
 (15)

Fun Fact. Unlike Harmonic series, the Kempner series **converges** to around 22.92. This is because most large integers contain a 9, hence they will be excluded from the sum.

Problem Statement:

Calculate K_n for all test cases accurate till 10 decimal places.



Fun Video. 3 is everywhere – Numberphile

4.3. Pisano Period

The Fibonacci numbers are the numbers in the integer sequence defined by the following recurrence relation

$$F_0=0$$

$$F_1=1$$

$$F_n=F_{n-1}+F_{n-2} \quad n\in\mathbb{Z} \quad \mbox{(Yes! They can be extended to negative numbers)}$$

For any integer n, the sequence of Fibonacci numbers $F_i \% n$ is periodic.

The Pisano period, denoted $\pi(n)$, is the length of the period of this sequence.

For example, the sequence of Fibonacci numbers modulo 3 begins:

$$0, 1, 1, 2, 0, 2, 2, 1, 0, 1, 1, 2, 0, 2, 2, 1, 0, 1, 1, 2, 0, 2, 2, 1, 0, \dots$$
 (A082115)

This sequence has period 8, so $\pi(3) = 8$.

Basically, the remainders repeat when these numbers are divided by n. You have to find this period.

Problem Statement:

Find Pisano period of t numbers n_1, n_2, \ldots, n_t

```
Input Format
                                                                        (number of test cases, an integer)
                                                             (t space seperated numbers for each testcase)
n_1 n_2 \ldots n_t
Output Format
                                                                             (each test case on a newline)
\pi(n_i)
Constraints
1 < n_i \le 1000
Sample Input
17
2 3 5 8 13 21 34 55 89 144 233 987 30 50 98 750 1000
Sample Output
3
8
20
12
28
16
36
20
44
24
52
32
120
300
336
3000
1500
Starter Code
```

Fun Video. Fibonacci Mystery - Numberphile

4.4. Base -2

By using -2 as the base, both positive and negative integers can be expressed without an explicit sign or other irregularity. Just like positive integral bases, any base -2 number can be represented as follows:

$$(a_n \dots a_2 a_1 a_0)_{(-2)} = a_n (-2)^n + \dots + a_2 (-2)^2 + a_1 (-2)^1 + a_0 (-2)^0$$
 where a_i is either 0 or 1 (17)

To find base -2 representation of n, we repeatedly divide by -2 until the quotient becomes 0 and the remainders generated (which are either 0 or 1) will be the digits of base -2 representation.

$$n = \mathsf{Quotient} \times (-2) + \mathsf{Reminder} \rightarrow \mathsf{Quotient} = \mathsf{Quotient}_{\mathsf{new}} \times (-2) + \mathsf{Reminder}_{\mathsf{new}}$$

For -3, the process it as shown below,

Hence $(-3)_{10} = (1101)_{(-2)}$.

Note. C++'s % operator may give negative values when the dividend or divisor is negative. For example, $(-1)\%(2)=(-1)\%(-2)=-1\neq 1$.

Problem Statement:

Convert the given decimal number into base -2 for all test cases.

```
Input Format
                                                                        (number of test cases, an integer)
                                                             (t space seperated integers for each testcase)
n_1 n_2 \ldots n_t
Output Format
Converted base -2 number
                                                                            (each test case on a newline)
Constraints
-200 \le n_i \le 200
Sample Input
10
-4 -3 -2 -1 0 1 2 3 4 100
Sample Output
1100
1101
10
11
0
1
110
111
100
110100100
More Test cases
Input and Output files
Starter Code
```

Fun Video. Base 12 - Numberphile

4.5. Base Conversion

In this problem, you will convert binary number to decimal and vice versa.

Hint. First solve the conversion problem for integers and then try to incorporate their fractional part.

(a) Problem Statement:

Convert t positive binary numbers (n_1, n_2, \ldots, n_t) to decimal.

```
Input Format
                                                                (number of test cases, an integer)
                                                    (t \text{ space seperated numbers for each testcase})
n_1 n_2 \ldots n_t
Output Format
Converted decimal number
                                                                               (space seperated)
                           _____
0 \le n_i \le 10^{15}, a maximum of 8 digits after binary point ('.')
                                                                             (base 2, a double)
Sample Input
1 111 110001 101010111 100101100001 1.00011001 11.001001 110.01 10110.01110101
Sample Output
1.00000000 \quad 7.00000000 \quad 49.00000000 \quad 343.00000000 \quad 2401.00000000 \quad 1.09765625 \quad 3.14062500
6.25000000 22.45703125
Starter Code
```

(b) **Problem Statement**:

Convert t positive decimal numbers (n_1, n_2, \dots, n_t) to binary.

Fun Video. Dungeon Numbers - Numberphile

4.6. Farey Sequence

Farey sequence has all rational numbers in range [0/1 to 1/1] sorted *in increasing order* such that the denominators are less than or equal to n and all numbers are in *reduced forms* i.e., 2/4 does not belong to this sequence as it can be reduced to 1/2.

For example, n=4, the possible rational numbers in increasing order are 0/1, 1/4, 1/3, 1/2, 2/3, 3/4, 1/1.

Problem Statement:

Generates the Farey Sequence for corresponding n for all test cases.

```
Input Format
                                                                      (number of test cases, an integer)
                                                          (t space seperated numbers for each testcase)
n_1 n_2 \ldots n_t
Output Format
Corresponding numbers in sequence in p/q format
                                                           (each test case on a newline)
Constraints
1 < n_i < 100
                                                                                          (an integer)
Sample Input
10
1 2 3 4 5 6 7 8 13 21
Sample Output
0/1 \ 1/1
0/1 1/2 1/1
0/1 1/3 1/2 2/3 1/1
0/1 1/4 1/3 1/2 2/3 3/4 1/1
0/1 1/5 1/4 1/3 2/5 1/2 3/5 2/3 3/4 4/5 1/1
0/1 1/6 1/5 1/4 1/3 2/5 1/2 3/5 2/3 3/4 4/5 5/6 1/1
0/1 1/7 1/6 1/5 1/4 2/7 1/3 2/5 3/7 1/2 4/7 3/5 2/3 5/7 3/4 4/5 5/6 6/7 1/1
0/1 1/8 1/7 1/6 1/5 1/4 2/7 1/3 3/8 2/5 3/7 1/2 4/7 3/5 5/8 2/3 5/7 3/4 4/5 5/6 6/7 7/8 1/1
0/1 1/13 1/12 1/11 1/10 1/9 1/8 1/7 2/13 1/6 2/11 1/5 2/9 3/13 1/4 3/11 2/7 3/10 4/13 1/3 4/11 3/8
5/13\ 2/5\ 5/12\ 3/7\ 4/9\ 5/11\ 6/13\ 1/2\ 7/13\ 6/11\ 5/9\ 4/7\ 7/12\ 3/5\ 8/13\ 5/8\ 7/11\ 2/3\ 9/13\ 7/10\ 5/7\ 8/11
3/4 10/13 7/9 4/5 9/11 5/6 11/13 6/7 7/8 8/9 9/10 10/11 11/12 12/13 1/1
0/1 1/21 1/20 1/19 1/18 1/17 1/16 1/15 1/14 1/13 1/12 1/11 2/21 1/10 2/19 1/9 2/17 1/8 2/15 1/7
3/20 2/13 3/19 1/6 3/17 2/11 3/16 4/21 1/5 4/19 3/14 2/9 3/13 4/17 5/21 1/4 5/19 4/15 3/11 5/18 2/7
5/17 3/10 4/13 5/16 6/19 1/3 7/20 6/17 5/14 4/11 7/19 3/8 8/21 5/13 7/18 2/5 7/17 5/12 8/19 3/7
7/16 4/9 9/20 5/11 6/13 7/15 8/17 9/19 10/21 1/2 11/21 10/19 9/17 8/15 7/13 6/11 11/20 5/9 9/16 4/7
11/19 7/12 10/17 3/5 11/18 8/13 13/21 5/8 12/19 7/11 9/14 11/17 13/20 2/3 13/19 11/16 9/13 7/10
12/17 5/7 13/18 8/11 11/15 14/19 3/4 16/21 13/17 10/13 7/9 11/14 15/19 4/5 17/21 13/16 9/11 14/17
5/6\ 16/19\ 11/13\ 17/20\ 6/7\ 13/15\ 7/8\ 15/17\ 8/9\ 17/19\ 9/10\ 19/21\ 10/11\ 11/12\ 12/13\ 13/14\ 14/15\ 15/16
16/17 17/18 18/19 19/20 20/21 1/1
More Test cases
Input and Output files
Starter Code
```

Fun Video. Infinite Fractions – Numberphile Funny Fractions and Ford Circles – Numberphile

§5. Function Admiration

Topics. functions, passing by value & reference and previous sections.

For this problem set, try to modularise as much as possible; i.e., make functions for sensible repeating parts.

5.1. Collatz Conjecture

Consider the following operation on an arbitrary positive integer:

- If the number is even, divide it by two.
- If the number is odd, triple it and add one.

This operation can be defined using the function f as follows:

$$f(n) = \begin{cases} n/2 & \text{if } n \text{ is even} \\ 3n+1 & \text{if } n \text{ is odd} \end{cases}$$
 (18)

Also note that the function updates n itself.

Let $\{a_i\}$ be the sequence of values n acquires by applying f repeatedly.

Collatz conjecture states that for every positive integer this procedure will eventually reach 1.

For example, if initial value of $n=3,\,1$ is reached in seven operations .

$$3 \xrightarrow[(1)]{3\times 3+1} 10 \xrightarrow[(2)]{10/2} 5 \xrightarrow[(3)]{3\times 5+1} 16 \xrightarrow[(4)]{16/2} 8 \xrightarrow[(5)]{8/2} 4 \xrightarrow[(6)]{4/2} 2 \xrightarrow[(7)]{2/2} 1$$

Problem Statement:

Your task is to return the number of operations required to reach 1^1 for arbitrary number of inputs.

-	rmat $n_i \ldots -1$	(spac	e separated	arbitrary numb	er of testc	ases, stop wher	n input is negative
Output I		quired to reac	:h 1 with in	itial value of n	$=n_i$ (s	pace seperated	for each test case
Constrain $1 \le n_i \le$							
<pre>void f()</pre>	(s) to Implem ong long &n nt_operations) – updates v		ns the number (of operatio	ns required to 1	reach 1
Sample I	nput 7 255 871 4255	77031 6652	L5 837799 -	1			
_ 0 . 3 2							
Sample (Output 19 111 47	7 178 201	350 441	524			

Fun Video. Collatz Conjecture: The Simplest Math Problem No One Can Solve - Veritasium

 $^{^1}$ As of 2020, the conjecture has been checked by computer for all starting values up to $2^{68} \approx 2.95 \times 10^{20}$, so sequence from n will reach 1 for the given constraints.

5.2. Friendly Pair

Two positive integers form a Friendly pair if they have a common abundancy index.

The abundancy index of a number is the ratio of sum of divisors of that number and the number itself.

abundancy index
$$=\frac{\sigma(n)}{n}$$
 where $\sigma(n)$ is the sum of divisors of n (19)

For example, 6 and 28 form a friendly pair² as

$$\frac{\sigma(6)}{6} = \frac{1+2+3+6}{6} = \frac{12}{6} = 2 = \frac{56}{28} = \frac{1+2+4+7+14+28}{28} = \frac{\sigma(28)}{28}$$

Problem Statement:

Given two numbers a, b check if they form a friendly pair.

Express the common abundancy (if it exists) as a quotient p/q where p,q are integers and $q \neq 0$.

```
Input Format
                                                                        (number of test cases, an integer)
                                                         (t space seperated integer pairs for each testcase)
a_1 b_1 \quad a_2 b_2 \quad \dots \quad a_t b_t
Output Format
Output the common abundancy if a_i, b_i form a friendly pair else output -1 (each test case on a newline)
              (where common abundancy =p_{a_i}/q_{a_i} and p_{a_i},q_{a_i} are integers & q_{a_i} \neq 0 in irreducible form)
Constraints
1 < a_i, b_i \le 10^9
Function(s) to Implement
long long sum_of_divisors(int n) — returns the sum of divisors of n
bool friendly_pair_check(int a, int b) - outputs the common abundancy index or -1
Sample Input
10
          10 20
                     30 140
6 28
                                  30 2480
                                                135 819
                                                             42 544635
                                                                             1556 9285
                                                                                              4320 4680
693479556 8640
                    84729645 155315394
Sample Output
-1
12/5
12/5
16/9
16/7
-1
7/2
127/36
896/351
Starter Code
```

Fun Video. A Video about the Number 10 - Numberphile

 $^{^{2}}$ in fact, they are called perfect numbers as their abundancy = 2

5.3. Gauss Circle Problem

Consider a circle in the x-y plane with center at the origin and radius $r\geq 0$ ($r\in\mathbb{R}$ such that $r^2=n\in\mathbb{Z}$). Gauss's circle problem asks the number of lattice points N(r) in the interior or on the circumference of this circle. These points are of the form $(x,y)\in\mathbb{Z}^2$ such that $x^2+y^2\leq r^2=n$. Also, note that $N(r)\sim\pi r^2$ (why?).

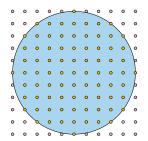


Figure 5: A circle with r=5 units bounding 81 integer points. $N(r)=81\sim\pi r^2\approx78.54$

Consider the subproblem of finding M(i) – the number of $(x,y) \in \mathbb{Z}^2$ such that $x^2 + y^2 = i$ where $i \in \{0,1,\ldots,n\}$.

Clearly
$$N(r) = \sum_{i=0}^{r^2} M(i) \rightarrow N(\sqrt{n}) = \sum_{i=0}^n M(i).$$
 Now,

$$M(i) = 4\sum_{j|n} \chi(j) \quad \text{where} \quad \chi(n) = \begin{cases} 1 & \text{if } n\%4 = 1\\ -1 & \text{if } n\%4 = 3\\ 0 & \text{else} \end{cases} \tag{20}$$

Problem Statement:

Calculate $N(\sqrt{n})$ for a given n; i.e. the number of lattice points (x,y) such that $x^2+y^2\leq n$.

Input Format t $n_1 \ n_2 \ \dots \ n_t$	(number of test cases, an integer) $(t \; {\sf space \; seperated \; integers \; for \; each \; testcase})$
Output Format $N(\sqrt{n_i})$	(each test case space seperated)
Constraints $1 < n_i \le 10^7$	
Function(s) to Implement $ \text{int } \texttt{X}(\texttt{int n}) - \texttt{returns } \chi(n) \\ \text{int count_lattice_points}(\texttt{int n}) - \texttt{returns } M(n) $	
Sample Input 15 0 1 2 3 5 10 20 30 50 100 1000 10000 100000 1000000) 10000000
Sample Output 1 5 9 9 21 37 69 97 161 317 3149 31417 314197 31415	549 31416025
Starter Code	

Interesting Observation. Does the last few outputs look familiar? How can this happen? :o Also, if the last output took a long time then think how you can do the calculations faster?

Fun Video. Pi hiding in prime regularities – 3Blue1Brown

5.4. Euler's Totient Function

Euler's totient function $\varphi(n)$ is the number of positive integers $\leq n$ that are co-prime to n. A simple apporach to calculating this function is to count the integers i's such that $1 \leq i \leq n$ and $\gcd(i,n) = 1$. But there is a *better* way using the Euler's Product Formula

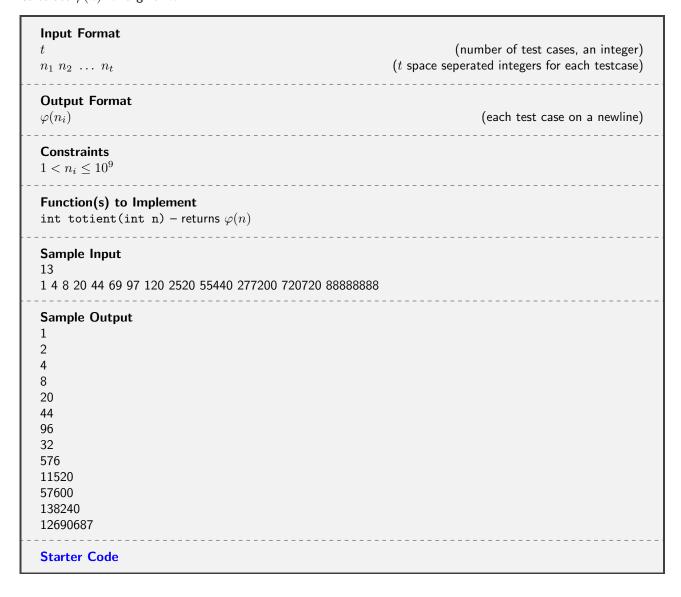
$$\varphi(n) = n \prod_{p \mid n} \left(1 - \frac{1}{p} \right) \qquad \text{For all primes } p \le n \tag{21}$$

So, if $n=p_1^{k_1}p_2^{k_2}\cdots p_r^{k_r}$, where p_1,p_2,\ldots,p_r are the distinct primes dividing n

$$\varphi(n) = p_1^{k_1 - 1}(p_1 - 1) p_2^{k_2 - 1}(p_2 - 1) \cdots p_r^{k_r - 1}(p_r - 1)$$

Problem Statement:

Calculate $\varphi(n)$ for a given n



5.5. Regular Star Polygon

A regular star polygon is a self-intersecting, equilateral equiangular polygon. It is denoted by Schläfli symbol $\{n/m\}$ where n is the number of vertices and m is the density (sum of the turn angles of all the vertices 360°).

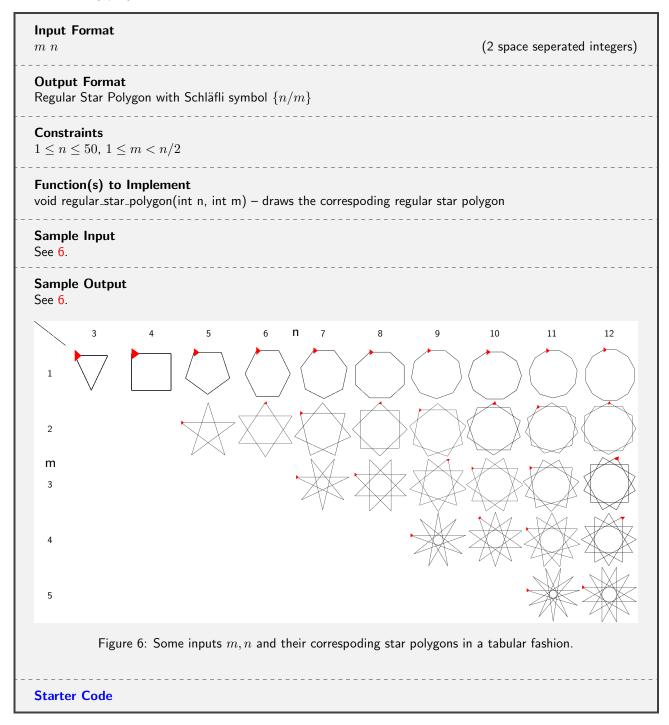
Construction via vertex connection Connect every m^{th} point out of n points regularly spaced on a circle. For example, check out the demo videos for constructing $\{7,2\}$ and $\{7,3\}$.

So a seven-pointed star can be obtained in two-ways,

By connecting vertex 1 to 3, then 3 to 5, then 5 to 7, then 7 to 2, then 2 to 4, then 4 to 6, then 6 to 1 or by By connecting vertex 1 to 4, then 4 to 7, then 7 to 3, then 3 to 6, then 6 to 2, then 2 to 5, then 5 to 1.

Problem Statement:

Construct the $\{n/m\}$ regular star polygon for given n, m.



Fun Video. The 3-4-7 miracle. Why is this one not super famous? - Mathologer

§6. Recursion Salvation

Topics. recursive functions and previous sections.

5 Simple Steps for Solving Any Recursive Problem (Courtesy - Reducible)

- What's the simplest possible input?
- Play around with examples and visualize!
- Relate hard cases to simpler cases
- Generalize the pattern
- Write code by combining recursive pattern with base case

6.1. Ackermann Function

Ackermann Function is defined as follows

$$A(0,n) = n+1$$

$$A(m,0) = A(m-1,1)$$

$$A(m,n) = A(m-1,A(m,n-1))$$
(22)

Problem Statement:

Calculate A(m, n) (given m, n) for all test cases.

```
Input Format
                                                                       (number of test cases, an integer)
m_1 \ n_1 \quad m_2 \ n_2 \quad \dots \quad m_t \ n_t
                                                        (t space seperated integer pairs for each testcase)
Output Format
A(m_i, n_i)
                                                                                    (each on a newline)
Constraints
m_i, n_i are postive integers such that A(m_i, n_i) is within the range of int
Function(s) to Implement
int A(int m, int n) - returns A(m,n)
Sample Input
00 05 10 13 24 31 33 39 40 41
Sample Output
1
6
5
11
13
61
4093
13
65533
Starter Code
```

Interesting Observation. Was your program able to compute the last output? Why not? How to fix this?

Fun Video. The Most Difficult Program to Compute? - Computerphile

6.2. Horner's Method

Consider, the problem of evaluating a polynomial given its coefficients.

$$f(x) = a_0 + a_1 \cdot x + a_2 \cdot x^2 + a_3 \cdot x^3 + \dots + a_n \cdot x^n$$

A naive method is to evaluate $x^0, x^1, x^2, \dots, x^n$ independently, then multiply x^i with a_i and add all results.

$$f(x) = a_0 + a_1 \cdot x + a_2 \cdot x \cdot x + a_3 \cdot x \cdot x \cdot x + \dots + a_n \underbrace{x \cdot x \cdot x}_{n \text{ times}}$$

This approach takes $1+2+\cdots+n=n(n+1)/2$ multiplications and n additions.

It can be improved by using the precalculated x^{i-1} and multiplying it by x to get x^i . This reduces the number of multiplications significantly to 2n-1 while keeping the number of additions n.

$$f(x) = a_0 + a_1 \cdot x^0 \cdot x + a_2 \cdot x^1 \cdot x + a_3 \cdot x^2 \cdot x + \dots + a_n x^{n-1} \cdot x$$

But surprisingly there is an even better way! Horner's Method as described in 23, is an optimal algorithm for polynomial evaluation needing only n multiplications and n additions.

$$f(x) = a_0 + x \left(a_1 + x \left(a_2 + x \left(a_3 + \dots + x \left(a_{n-1} + x a_n \right) \dots \right) \right) \right)$$
 (23)

Problem Statement:

Evaluate polynomial given by coefficients at x using Horner's Method for all test cases.

```
Input Format
                                                                        (number of test cases, an integer)
                                                       (n_i + 3 \text{ space seperated integers for each testcase})
      n_i a_0 a_1 a_2 \cdots a_n
Output Format
                                                                                     (each on a newline)
f(x_i)
Constraints
1 < x_i, n_i, a_i \le 10^4
Also assume that the calculations are always within the range of long long
Function(s) to Implement
long long f(const int &x, int a, int b) - returns f(x), you are also given two extra parameters.
Sample Input
6
1
     0 1
2
     1 -32
2
     2 15 -8 7
     3 2-1-34
3
5
     6 21 10 19 47 48 9 27
     14 -1 59 265 -35 8 -97 -932 38 4 -62 -643 38 -3 27 950
Sample Output
1
1
27
80
486421
4552224296
Starter Code
```

Fun Video. How Imaginary Numbers Were Invented - Veritasium

6.3. Modular Exponentiation

Consider the problem of calculating $x^y \pmod k$ (i.e. the remainder when x^y is divided by k).

A naive approach is to keep multiplying by x (and take \pmod{k}) until we reach x^y .³

$$x \pmod{k} \to x^2 \pmod{k} \to x^3 \pmod{k} \to x^4 \pmod{k} \to \cdots \to x^y \pmod{k}$$

We can use a much faster method which involves repeated squaring of $x \pmod{k}$

$$x \pmod{k} \to x^2 \pmod{k} \to x^4 \pmod{k} \to x^8 \pmod{k} \to \cdots \to x^{2^{\lfloor \log y \rfloor}} \pmod{k}$$
(24)

The idea is to multiply some of the above numbers and get $x^y \pmod{k}$.

This is achieved by choosing all powers that have 1 in binary representation of y.

For example,

$$x^{25} = x^{11001_2} = x^{10000_2} \cdot x^{1000_2} \cdot x^{1_2} = x^{16} \cdot x^8 \cdot x^1$$

which gives,

$$x^{25} \pmod{k} = ((x^{16} \pmod{k}) \cdot (x^8 \pmod{k}) \cdot (x^1 \pmod{k})) \pmod{k}$$

(a) Problem Statement:

Calculate $x^y \pmod k$ using the above method for n(x,y,k) triples. Take $k=10^9+7$. why this number?

```
Input Format
                                                                                                                   (number of test cases, an integer)
                                                                                                   (t \text{ space seperated integer pairs for each testcase})
x_1 y_1 \quad x_2 y_2 \quad \dots \quad x_t y_t
Output Format
x_i^{y_i} \pmod{k}
                                                                                                                       (each test case on a newline)
Constraints
1 < x_i, \ y_i \le 10^9
Function(s) to Implement
int mod_exp(int x, int y, int k) - returns x^y \pmod{k}
Sample Input
3 4 2 8 123 123 129612095 411099530 241615980 487174929
Sample Output
81
256
921450052
276067146
838400234
Starter Code
```

Note. Before proceeding to next task, verify your program on more testcases from here.

(b) Problem Statement:

Calculate $x^y \pmod{k}$ using the above method for n(x,y,k) triples. Take $k=10^9+7$. why this number?

```
Input Format
                                                                                                                   (number of test cases, an integer)
                                                                                                          (t space seperated triples for each testcase)
x_1 y_1 z_1 \quad x_2 y_2 z_2 \quad \dots \quad x_t y_t z_t
Output Format
x_i^{y_i^{-i}} \pmod{k}
                                                                                                                        (each test case on a newline)
Constraints
1 < x_i, \ y_i, \ z_i \le 10^9
Function(s) to Implement
int mod_super_exp(int x, int y, int z, int k) - returns x^{y^z} \pmod{k}
Sample Input
3 7 1 15 2 2 3 4 5 427077162 725488735 969284582 690776228 346821890 923815306
Sample Output
2187
50625
763327764
464425025
534369328
Starter Code
```

Note. Verify your program on more testcases from here.

Fun Video. Square & Multiply Algorithm - Computerphile

³this works because $(a \cdot b) \pmod{m} = ((a \pmod{m}) \cdot (b \pmod{m})) \pmod{m}$

6.4. Partitions

A partition of a natural number n is a way of decomposing n as sum of natural numbers $\leq n$. For example, their are 5 partitions of 4 given by $\{4,3+1,2+2,2+1+1,1+1+1+1\}$. Let use denote the number of partitions of n by P(n).

Now, we move to a seemingly unrelated theorem.

Theorem 1 (Pentagonal Number Theorem). PNT relates the product and series representations of the Euler function

$$\prod_{n=1}^{\infty} (1 - x^n) = \sum_{k=-\infty}^{\infty} (-1)^k x^{k(3k-1)/2} = 1 + \sum_{k=1}^{\infty} (-1)^k \left(x^{k(3k+1)/2} + x^{k(3k-1)/2} \right)$$
 (25)

In other words.

$$(1-x)(1-x^2)(1-x^3)\cdots = 1-x-x^2+x^5+x^7-x^{12}-x^{15}+x^{22}+x^{26}-\cdots$$

The exponents $1, 2, 5, 7, 12, \ldots$ on the right hand side are called (generalized) pentagonal numbers (A001318). They are given by the formula $p_k = k(3k-1)/2$ for $k = 1, -1, 2, -2, 3, -3, \ldots$

Equation 25 implies a recurrence relation for calculating P(n) given by

$$P(n) = P(n-1) + P(n-2) - P(n-5) - P(n-7) + \dots = \sum_{k \neq 0} (-1)^{k-1} P(n-p_k)$$
 (26)

Problem Statement:

Calculate P(n) for all test cases using 25 or otherwise :).

```
Input Format
                                                                        (number of test cases, an integer)
                                                             (t space seperated integers for each testcase)
n_1 n_2 \ldots n_t
Output Format
P(n_i)
                                                                             (each test case on a newline)
Constraints
1 \le n_i \le 40
Function(s) to Implement
int P(int n) – returns P(n)
Sample Input
1 2 3 4 5 10 20 30 40
Sample Output
2
3
5
7
42
627
5604
37338
Starter Code
```

Interesting Observation. If the last output took a long time then think how you can do the calculations faster?

Fun Video. Partitions - Numberphile

The hardest What comes next (Euler's pentagonal formula) - Mathologer

6.5. Hereditary Representation

The usual base b representation is of a natural number is given by

$$n_b = a_0 \cdot b^0 + a_1 \cdot b^1 + \cdots$$
 where a_i 's $\in \{0, 1, \dots, b-1\}$ (27)

Here the power i of exponent b^i is in decimal but what if we continue to represent i in base b until we use only $0, 1, 2, \ldots, b-1$ for all exponents of b.

This is the Hereditary Representation! Representing a natural number n_b in base b using only $0, 1, 2, \ldots, b-1$ as exponents of b.

To generate this representation, find the usual base representation of the number and then represent its exponents also in the usual base representation. Keep repeating this until there is no exponent > b.

For example,

$$666_{2} = 2^{1} + 2^{3} + 2^{4} + 2^{7} + 2^{9}$$

$$= 2^{1} + 2^{2^{0} + 2^{1}} + 2^{2^{2}} + 2^{2^{0} + 2^{1} + 2^{2}} + 2^{2^{0} + 2^{3}}$$

$$= 2^{1} + 2^{2^{0} + 2^{1}} + 2^{2^{2^{1}}} + 2^{2^{0} + 2^{1} + 2^{2^{1}}} + 2^{2^{0} + 2^{1} + 2^{2^{0} + 2^{1}}}$$
(28)

Here are some more examples to get familiar,

$$\begin{aligned} 10_2 &= 2^1 + 2^{2^0 + 2^1} \\ 100_2 &= 2^{2^1} + 2^{2^0 + 2^{2^1}} + 2^{2^1 + 2^{2^1}} \\ 3435_3 &= 2 \cdot 3^1 + 3^{3^1} + 2 \cdot 3^{2 \cdot 3^0 + 3^1} + 3^{2 \cdot 3^1} + 3^{3^0 + 2 \cdot 3^1} \\ 754777787027_{10} &= 7 \cdot A^0 + 2 \cdot A^1 + 7 \cdot A^3 + 8 \cdot A^4 + 7 \cdot A^5 + 7 \cdot A^6 + 7 \cdot A^7 + 7 \cdot A^8 + 4 \cdot A^9 + 5 \cdot A^{A^1} + 7 \cdot A^{A^0 + A^1} \end{aligned}$$

Problem Statement:

Output the Hereditary Representation of the input natural number n in base $b \ (\geq 2)$ following the below conventions:

- Use +, * to denote addition (add space between operands), multiplication (no space between operands) respectively and b^{y} for b^{y} where y is some expression.
- The powers of base representation are in increasing order (first b^0 then b^1 then b^2 and so on).
- Powers are displayed only when their coefficients are > 0 (non-zero).
- ullet Coefficients themselves are only displayed when they are > 1.
- The exponents between 0 and b-1 must not be simplified further. So, b is represented as b^{1} and not as b^{5} .
- For bases > 10, use capital alphabets (A, B, C, \dots, Z) to denote $(10, 11, 12, \dots, 35)$ respectively.

```
Input Format
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        (number of test cases, an integer)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        (t space seperated pairs (number, base) for each testcase)
 n_1 b_1 \quad n_2 b_2 \quad \dots \quad n_t b_t
  Output Format
  Hereditary Representation of n_i in base b_i
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             (each on a newline)
  Constraints
 1 < n_i \le 2 \cdot 10^{18}
1 < b_i \le 35
 Function(s) to Implement
 void Hereditary (long long num, int base) - prints the required representation
 Sample Input
 2 2 10 2 100 2 666 3 3435 3 3816547290 4 3816547290 9 3816547290 35 1162849439785405935 10
 Sample Output
 2^{1}
 2^{1} + 2^{2} 0 + 2^{1}
2^{2^{1}} + 2^{2^{0}} + 2^{2^{1}} + 2^{2^{1}} + 2^{2^{1}} + 2^{2^{1}}
 2*3^{2} + 2*3^{3^{3}} + 3^{1} + 2*3^{2*3^{0}} + 3^{1} + 2*3^{2*3^{0}}
 2*3^{1} + 3^{3^{1}} + 2*3^{2*3^{0}} + 3^{1} + 3^{2*3^{1}} + 3^{3^{0}} + 2*3^{1}
 2^*4^\{0\} + 2^*4^\{1\} + 4^\{2\} + 3^*4^\{3\} + 3^*4^\{4^\{1\}\} + 2^*4^\{2^*4^\{0\} + 4^{\{1\}}\} + 3^*4^\{3^*4^\{0\} + 4^{\{1\}}\} + 3^*4^\{2^*4^{\{1\}}\} + 2^*4^\{4^{\{0\}} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{\{1\}}\} + 2^*4^{
 2^*4^{\{1\}} + 3^*4^{\{2^*4^*\{0\}} + 2^*4^{\{1\}} + 4^{\{3^*4^*\{0\}} + 2^*4^{\{1\}} + 3^*4^{\{3^*4^*\{1\}\}} + 2^*4^{\{2^*4^*\{0\}} + 3^*4^{\{1\}\}} + 3^*4^{\{3^*4^*\{0\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1\}} + 3^*4^{\{1
   2*8^{0} + 3*8^{1} + 7*8^{2} + 8^{3} + 6*8^{4} + 7*8^{5} + 6*8^{6} + 3*8^{7} + 3*8^{8^{1}} + 4*8^{8^{0}} + 8^{1}} + 4*8^{6} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} + 3*8^{2} +
 8^{1}}
 5*A^{0} + 3*A^{1} + 9*A^{2} + 5*A^{3} + 4*A^{5} + 5*A^{6} + 8*A^{7} + 7*A^{8} + 9*A^{9} + 3*A^{A^{1}} + 4*A^{A^{0}} + A^{1}}
 + 9*A^{2*A^{0}} + A^{1}} + 4*A^{3*A^{0}} + A^{1}} + 8*A^{4*A^{0}} + A^{1}} + 2*A^{5*A^{0}} + A^{1}} + 6*A^{6*A^{0}} + A^{1}} + 6*A^{1}} + 6
 A^{7*}A^{0} + A^{1} + A^{8*}A^{0} + A^{1}
  More Test cases
 Input and Output files
 Starter Code
```

Fun Video. Kill the Mathematical Hydra – PBS Infinite Series How Infinity Explains the Finite – PBS Infinite Series

§7. Paths Paranoia (More Recursion?)

Topics. recurrence relations and previous sections.

7.1. Staircase Walk

Consider a grid with m horizontal lines and n vertical lines. A Staircase Walk is defined as the path from bottom-left corner of the grid to the top right corner by walking along the lines; so, the person is constrained to move only in positive x or positive y direction.

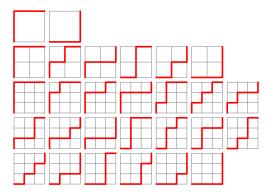


Figure 7: Example walks for case m=n=1 (#2), m=n=2 (#6), m=n=3 (#20) (Image Source)

Problem Statement:

Find the number of possible *Staircase Walks* for a given m, n (for all test cases).

```
Input Format
                                                                    (number of test cases, an integer)
m_1 n_1 m_2 n_2 \ldots m_t n_t
                                                      (t space seperated integer pairs for each testcase)
Output Format
Number of Staircase Walks for m_i, n_i
                                                                         (each test case on a newline)
Constraints
1 \le m_i, n_i \le 15
Function(s) to Implement
int staircase_walks(int m, int n) - returns the number of staircase walks for m, n.
Sample Input
11 25 63 710 138 1515
Sample Output
5
21
5005
50388
40116600
Starter Code
```

Fun Video. The Devil's Staircase – PBS Infinite Series 5=3+4? The Staircase Paradox. Spot The Mistake "Disproving" The Pythagorean Theorem – Mind Your Decisions

7.2. Dyck Path

A Dyck Path is Staircase Walk (m = n) when the path always stays on or below the diagonal.

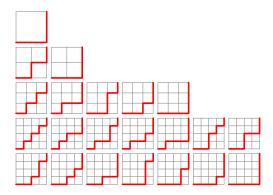
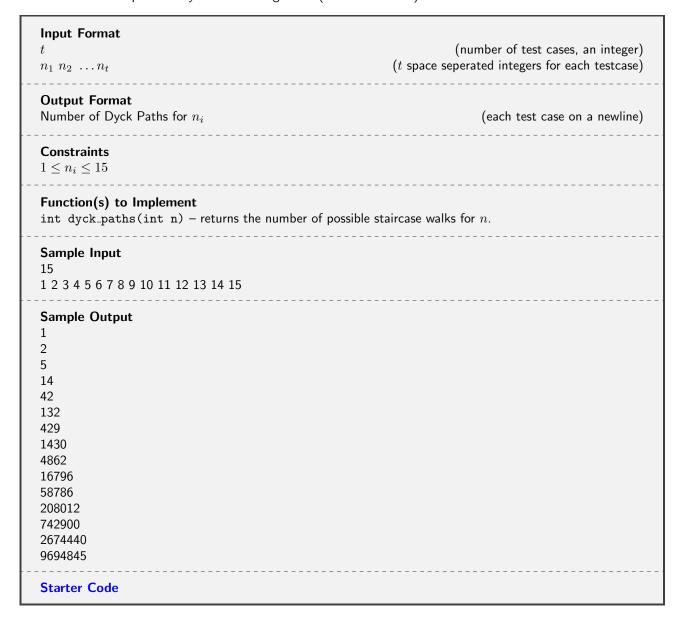


Figure 8: Example walks for case $n = 1 \ (\#1), \ n = 2 \ (\#2), \ n = 3 \ (\#5), \ n = 4 \ (\#14)$ (Image Source)

Problem Statement:

Find the number of possible $Dyck\ Path$ for a given n (for all test cases).



7.3. Delannoy Number

Consider a grid with m horizontal lines and n vertical lines. A Delannoy Number is defined as the path from bottom-left corner of the grid to the top right corner by walking along the lines or diagonally upwards; so, the person is constrained to move only in positive x or positive y or positive x or positive y or positive y (i.e. along y = x) direction.

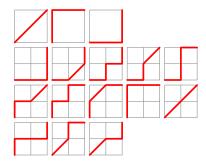


Figure 9: Example walks for case m=n=1 (#2), m=n=2 (#6), m=n=3 (#20) (Image Source)

Problem Statement:

Find the number of possible *Delannoy Numbers* for a given m, n (for all test cases).

```
Input Format
                                                                       (number of test cases, an integer)
                                                        (t space seperated integer pairs for each testcase)
m_1 n_1 m_2 n_2 \ldots m_t n_t
Output Format
Number of Delannoy Numbers for m_i, n_i
                                                                           (each test case on a newline)
Constraints
1 \leq m_i, n_i \leq 13
Function(s) to Implement
int delannoy_number(int m, int n) - returns the number of Delannoy Numbers for m,n.
Sample Input
11
1\ 1\ 2\ 2\ 3\ 3\ 5\ 5\ 10\ 10\ 13\ 13\ 2\ 5\ 3\ 3\ 6\ 3\ 7\ 10\ 13\ 8
Sample Output
3
13
63
1683
8097453
1409933619
61
63
377
433905
8405905
Starter Code
```

7.4. Schröder Number

A Schroder Number is count of Delannoy Walks (m = n) when the path always stays on or below the diagonal.

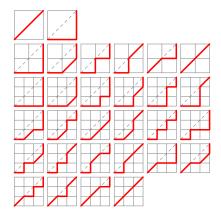


Figure 10: Example walks for case n=1 (#2), n=2 (#6), n=3 (#22) (Image Source)

Problem Statement:

Find the *Schroder Number* for a given n (for all test cases).

```
Input Format
                                                                       (number of test cases, an integer)
                                                            (t \text{ space seperated integers for each testcase})
n_1 n_2 \dots n_t
Output Format
Number of Schroder Numbers for n_i
                                                                            (each test case on a newline)
Constraints
1 \le n_i \le 14
Function(s) to Implement
int schroder_number(int n) - returns the number of possible delannoy walks for n.
Sample Input
14
1 2 3 4 5 6 7 8 9 10 11 12 13 14
Sample Output
6
22
90
394
1806
8558
41586
206098
1037718
5293446
27297738
142078746
745387038
Starter Code
```

7.5. Motzkin Number

Consider a grid with n horizontal lines and n vertical lines. A Motzkin Number is defined as the number of paths from bottom-left corner of the grid to the bottom-right corner which always stays on or above x-axis by walking horizontally fowards or diagonally upwards or diagonally downwards; so, the person is constrained to move only in positive x and along y = x or y = -x (y direction can be negative).

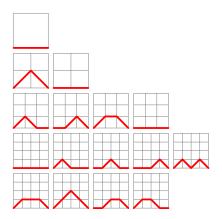


Figure 11: Example walks for case $n = 1 \ (\#1), \ n = 2 \ (\#2), \ n = 3 \ (\#4), \ n = 4 \ (\#9)$ (Image Source)

Problem Statement:

Find the *Motzkin Number* for a given n (for all test cases).

Input Format t $n_1 \ n_2 \ \dots n_t$	(number of test cases, an integer) $(t \text{ space seperated integers for each testcase})$
Output Format Number of Motzkin Numbers for n_i	(each test case on a newline)
Function(s) to Implement int motzkin_number(int n) — returns the numb	er of possible walks for $n.$
Sample Input 10 1 2 3 4 5 8 11 14 17 20	
Sample Output 1 2 4 9 21 323 5798 113634 2356779 50852019	
Starter Code	

7.6. Hilbert Curve



Figure 12: Hilbert Curve (Image Source)

Problem Statement:

Take an integer as input and draw the corresponding iteration of this fractal using turtleSim() You may think along these lines

Step 1 Find a simple pattern in these iterations.

Step 2 Think how can you implement this pattern in an efficient way (here think in the number of lines of code you have to write. **Word of caution**: this is just one of the possible definitions of efficient code).

Step 3 Write the code!

Feel free to discuss your thoughts.

Fun Video. Hilbert's Curve: Is infinite math useful? Recursive PowerPoint Presentations [Gone Fractal!]

§8. Sequence Imminece

Topics. array traversal, manipulation and previous sections.

Note. This is the last problem set where we use Simplecpp. We will move onto C++ from the next problem set.

8.1. Josephus Problem

Suppose there are n terrorists around a circle facing towards the centre. They are numbered 1 to n along clockwise direction. Initially, terrorist 1 has the sword. Now, the terrorist with sword kills the $k^{\rm th}$ nearest alive terrorist to its left and passes the sword to $(k+1)^{\rm st}$ nearest alive terrorist to its left. The process repeats. Basically, every $k^{\rm th}$ terrorist is killed until only one survives. Then the last terrorist is killed.

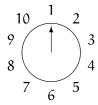


Figure 13: Example arrangement of 10 terrorists

For example, in the above arrangement,

when $k=1,\,1$ kills 2, 3 kills 4, 5 kills 6, 7 kills 8, 9 kills 10, 1 kills 3, 5 kills 7, 9 kills 1 and 5 kills 9. So, 5 survives; when $k=2,\,1$ kills 3, 4 kills 6, 7 kills 9, 10 kills 2, 4 kills 7, 8 kills 1, 4 kills 8, 10 kills 5 and 4 kills 10. So, 4 survives. **Problem Statement:**

For a given n, k pair, and starting position 1, print the terrorists in the order they are killed.

```
Input Format
                                                                      (number of test cases, an integer)
               ... n_t k_t (t space separated pairs (number of terrorists n and k) for each testcase)
n_1 k_1 \quad n_2 k_2
Output Format
Terrorists in the order they are killed
                                                                          (each test case on a newline)
Constraints
1 \le k_i \le n_i \le 100
Sample Input
1\ 1\ 2\ 1\ 4\ 1\ 4\ 2\ 8\ 1\ 8\ 3\ 10\ 2\ 16\ 7\ 50\ 25
Sample Output
1
2 1
2431
3241
24683751
48521376
36927185104
8 16 9 2 12 6 3 15 14 1 5 11 10 4 13 7
26 2 29 6 34 12 41 20 50 32 14 46 30 15 49 37 23 11 3 43 36 28 24 21 19 22 27 35 42 1 10 33 4 25 7 44 38
31 40 5 18 16 39 9 17 45 48 13 8 47
Starter Code
```

Note. Verify your program on even more testcases from here.

Fun Video. The Josephus Problem - Numberphile

8.2. Van Eck's Sequence

The Van Eck's Sequence is defined as follows:

```
a_0=0 then for n>0, a_{n+1}=n-m, where m is the maximal index < n such that a_m=a_n. If such m< n doesn't exist, then we take m=n \ \to \ a_{n+1}=0.
```

Problem Statement:

Generate the first n+1 elements a_0,a_1,\ldots,a_n of the Van Eck's Sequence.

Input Format n	(a single integer)
Output Format $a_0 \ a_1 \ \dots \ a_n$	(space seperated integers)
Constraints $1 \le n \le 100000$	
Sample Input 500	
5 15 20 0 4 32 0 3 11 18 0 4 7 0 3 7 3 2 31 0 6 3 0 3 9 21 0 4 42 56 25 0 5 21 8 18 52 0 6 18 4 1 13 10 0 6 32 92 0 4 9 51 0 4 4 1 14 131 0 6 14 4 19 6 12 21 82 0 9 43 0 3 98 0 3 3 1 15 152 0 6 1 4 14 70 0 4 4 1 34 58 0 6 23 144 0 4 9 51 94 0 0 7 111 0 3 21 16 145 0 5 33 206 0 4 23 46 194 5 23 28 0 5 4 22 0 4 3 46 36 151 0 6 15 126 0 4 4 9 9 1 20 307 0 7 88 0 3 42 262 0 4 14 27 233 63 0 3 8 11 183 0 5 22 17 199 0 5 5 1 19 109 0	4 9 3 6 14 0 6 3 5 15 0 5 3 5 2 17 0 6 11 0 3 8 0 3 3 1 42 0 31 3 6 3 2 8 33 0 9 56 0 3 8 7 19 0 5 37 0 3 8 8 1 46 0 6 23 3 0 5 11 62 0 4 7 40 0 4 4 1 36 0 5 13 16 0 4 8 27 0 4 4 1 7 47 39 0 6 6 1 12 0 5 39 8 36 44 0 6 10 34 0 4 19 97 0 4 4 1 7 170 0 4 24 0 3 12 24 4 6 11 98 21 29 0 10 45 0 3 13 84 0 5 78 0 3 26 0 3 3 1 21 38 0 6 21 4 19 76 0 6 6 1 12 56 166 0 5 9 47 0 4 9 4 2 223 0 6 33 19 39 132 0 6 6 1 40 185 0 6 10 110 0 4 4 1 29 118 0 6 14 112 0 4 9 51 102 0 5 33 50 0 0 5 23 60 0 4 9 22 60 5 8 210 0 8 3 22 8 3 3 1 34 156 0 10 6 73 0 3 19 7 58 183 20 64 0 8 26 174 0 4 52 319 0 4 4 1 158 0 6 4 6 2 6 2 2 1 30 0 10 73 54 0 4 13 247 0 4 4 1 13 6
More Test cases Input and Output files	
Starter Code	

Fun Video. Don't Know (the Van Eck Sequence) - Numberphile

8.3. Look-And-Say Sequence

As the name suggests, the look-and-say sequence is generated by the reading of the digits of the previous sequence. For example, starting with the sequence 1.

- 1 is read off as "one 1" or 11.
- 11 is read off as "two 1s" or 21.
- 21 is read off as "one 2, one 1" or 1211.
- 1211 is read off as "one 1, one 2, two 1s" or 111221.
- 111221 is read off as "three 1s, two 2s, one 1" or 312211 and so on.

Problem Statement:

Generate the first n iterations of the look-and-say sequence.

Input Format	(a single integer)
Output Format	
First n iterations of the look-and-say sequence	(each iteration on a newline)
Constraints $1 \le n_i \le 40$	
Sample Input 15	
Sample Output	
1 11	
21	
1211	
111221	
312211	
13112221	
1113213211	
31131211131221	
13211311123113112211	
11131221133112132113212221	
3113112221232112111312211312113211	
1321132132111213122112311311222113111221131221	
11131221131211131231121113112221121321132132	3112211
31131122211311123113111213211231132132211211	11322212311322113212221
More Test cases Input and Output files	
Starter Code	

Fun Video. Look-and-Say Numbers (feat John Conway) - Numberphile

8.4. Thue-Morse Sequence

Thue-Morse Sequence aka Fair Share Sequence is an infinite binary sequence obtained by starting with 0 and successively appending the Boolean complement of the sequence obtained thus far (called prefixes of the sequence). For example, starting with the sequence $\mathbf{0}$,

- Append complement of $\mathbf{0}$, we get $0\mathbf{1}$
- Append complement of **01**, we get 01**10**
- Append complement of **0110**, we get 0110**1001** and so on.

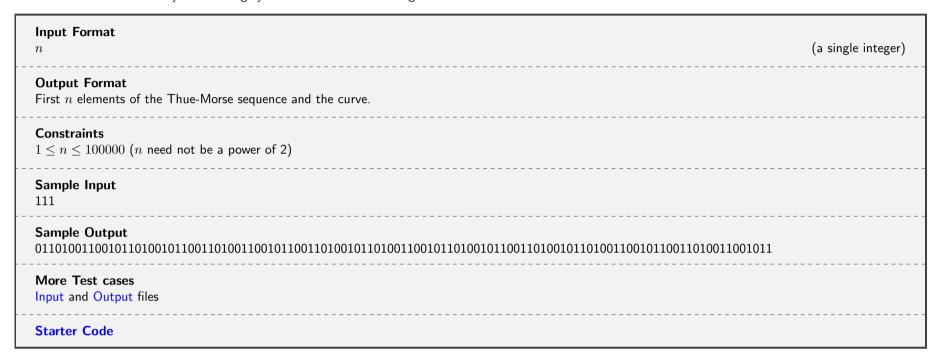
Also, by using Thue-Morse sequence elements in the turtle simulator, we get a mysterious curve⁴ by following the below rule.

- If an element is 0, then the turtle rotates right by 180°.
- If an element is 1, then the turtle moves forward by one unit and then rotates right by 60°.

Can you figure out the pattern of this curve?

Problem Statement:

Generate the first n elements of the Thue-Morse sequence and draw the corresponding curve using turtleSim. Scale the curve in such a way that it roughly takes same width and height for all n.



The output Koch Curve convergents

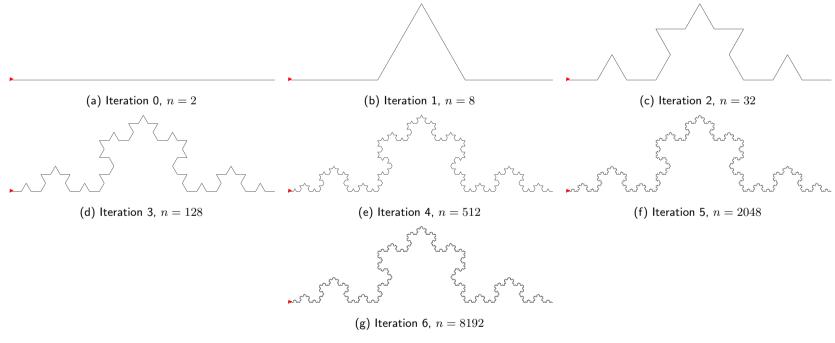


Figure 14: Koch Curve Iterations and the outputs for odd powers of 2

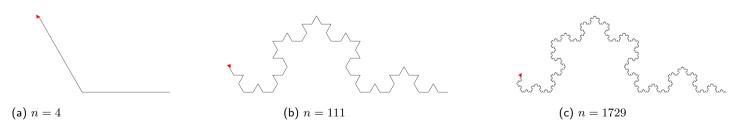


Figure 15: The outputs for non-odd powers of 2

Fun Video. The Fairest Sharing Sequence Ever – Stand-up Maths Fractals are typically not self-similar – 3Blue1Brown

⁴called Koch curve, it is a fractal curve that has infinite length but contained in a finite area.

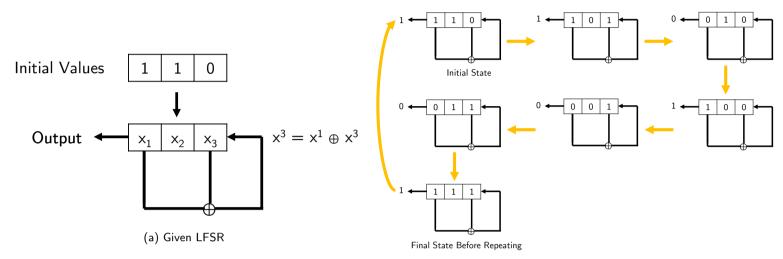
8.5. Linear Feedback Shift Register

How does a computer generate truly random numbers? Computers are deterministic which means the actions it takes are predetermined. So it can't generate truly random numbers unless they observe some unpredictable data like noise. But we can still generate "seemingly" random numbers called pseudorandom numbers. One such approach is using Linear Feedback Shift Registers (LFSRs).

An LFSR is defined by

- n state variables $x_1, x_2, x_3, \ldots, x_n$ (collectively called as the state of LFSR ("register")) with their initial values (called taps) $t_1, t_2, t_3, \ldots, t_n$ (t_i is 0 or 1).
- A feedback polynomial $c_1x_0 + c_2x_1 + c_3x_2 + \cdots + c_nx_{n-1} + x_n$ (c_i is 0 or 1) which updates the state of LFSR as follows
 - $\operatorname{next}(x_1, x_2, x_3, \dots, x_{n-1}) = (x_2, x_3, x_4, \dots, x_n)$ this is called "shifting" next value of x_1 becomes x_2 , next value of x_2 becomes x_3 , and so on.
 - $-\operatorname{next}(x_n) = c_1x_1 \oplus c_2x_2 \oplus \cdots \oplus c_{n-1}x_{n-1} \oplus c_nx_n$ where \oplus is the binary xor operator this is the "linear feedback".
- The output bit is x_1

For example, consider a 3-bit LFSR as shown in 16a. Here, $(t_1, t_2, t_3) = (1, 1, 0)$ and $(c_1, c_2, c_3) = (1, 0, 1)$. Next, the sequence generation is shown in 16b. Here, the initial state (1,1,0) becomes $(1,0,1\oplus 0)=(1,0,0)$ and with similar updates, eventually the sequence repeats when the state becomes (1,1,1) as next state will be $(1,1,1\oplus 1)=(1,1,0)$.



(b) The Generated Sequence is 11001001 repeating (follow the arrows)

Figure 16: Linear Feedback Shift Register - Working

Problem Statement:

A property of n bit LFSR is that the output sequence it generates will start repeating in at most 2^{n-1} iterations called its period⁵. Your task is to simulate an LFSR with a given initial state and feedback polynomial until it repeats and find its period⁶ in the process.

```
Input Format
                                                                               (number of test cases, an integer)
                                                                    (2n_i + 1 \text{ space seperated integers for each testcase})
n_i t_1 t_2 \cdots t_{n_i} c_1 c_2 \cdots c_{n_i}
Output Format
the output sequence generated by the given LFSR followed by the period of this output sequence
                                                                                  (each iteration on a newline)
Constraints
1 \le n_i \le 15
t_i is either 0 or 1 and c_1 = 1^7, other c_i are either 0 or 1
                                                                         (The LFSR will repeat from the beginning)
Sample Input
1 1 1
2 10 10
2 11 10
2 11 11
3 110 101
5 10100 10010
7 1100000 1000001
Sample Output
1 1
10 2
1 1
110 3
1101001 7
1010010001010111101100011111001 31
More Test cases
Input and Output files
Starter Code
```

Fun Video. Random Numbers with LFSR (Linear Feedback Shift Register) - Computerphile

 $^{^{5}}$ Interestingly, there also exists a feedback polynomial which achieves this maximum period for every n.

⁶Is there a way to get the period of the sequence using just the feedback polynomial and without actually calculating sequence? The basis of this problem lie in the fascinating area of mathematics known as Abstract Algebra!

⁷This makes sure that the sequence will repeat from the beginning and will not have any non-periodic part. For example, 110101010... ('10' repeating) is not possible if $c_1 = 1$.