
COMPILANDO
CONOCIMIENTO

Refence

COMPETITIVE
PROGRAMMING

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July 2018

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Part I

Things to Learn / To Do

Chapter 1

C++

1.1 Sieve of Eratosthenes

```
#include <cstdint>
int8_t likeChar {};
int16_t likeShort {};
int32_t likeInt {};
int64_t likeLong {};

// And the unsigned versions :
uint8_t likeChar {};
uint16_t likeShort {};
uint32_t likeInt {};
uint64_t likeLong {};
```

Part II

Number Theory

Chapter 2

Primes

2.1 Sieve of Eratosthenes

2.1.1 Get the Boolean Version

```
std::vector<bool> isPrime(n + 1, true);
//Ok, first, allocate space
isPrime[0] = isPrime[1] = false;
//Now, 0 & 1(maybe) are not prime

for (T i = 4; i <= n; i += 2) isPrime[i] = false;
//Eliminate all the evens numbers

for (T i = 3; i * i <= n; i += 2)
//For every odd number < n
    if (isPrime[i])
//If we found a prime :0
        for (T j = i * i; j <= n; j += 2 * i)
//ForEach multiple we have'nt check
            isPrime[j] = false;
//Each multiple is not prime

return isPrime;
//Return the complete sieve
}

// ***** ERATOSTHENES SIEVE / VECTOR OF PRIMES *****
```

2.1.2 Get the Vector of Primes

```
std::vector<T> EratosthenesSievePrimes(T n) {
//Return a vector of only primes
std::vector<bool> isPrime(n + 1, true);
//Create the origianl Sieve
```

```
std::vector<T> Primes{2};
//2 is a prime, dahhhhh!

//isPrime[0] = isPrime[1] = false;
//Uncomment if you want bool version
//for (T i = 4; i <= n; i += 2) isPrime[i] = false;
//Uncomment if you want bool version

for (T i = 3; i <= n; i += 2) {
//For every odd number < n
    if (isPrime[i]) {
//If we still believe it's a prime
        Primes.push_back(i);
//Add it to the vector, it's a prime

        if (i * i <= n)
//It make sense to delete multiples?
            for (T j = i * i; j <= n; j += 2 * i)
//ForEach multiple we have'nt check
                isPrime[j] = false;
//Each multiple is not prime
    }
}

return Primes;
//Return the vector of only primes
}
```