# Sieve of Eratosthenes

## Finding primes in Range [1:n] without using Sieve of Eratosthenes

We can check if each number is a prime or not. To check if the number 'i' is prime we will traverse all the numbers till [2, sqrt(i)] can check if they divide n or not. Similarly, we do this for all the n numbers.

Time Complexity: O(n sqrt n)

Space Complexity: O(1)

```
bool check_prime(int n) {
    for (int i = 2; i * i <= n; i++) {
        if (n % i == 0)
            return false;
    }
    return true;
}

void get_primes_till_n(int n) {
    for (int i = 2; i <= n; i++) {
        if (check_prime(i)) {
            cout << i << " ";
        }
    }
}</pre>
```

#### **Sieve of Eratosthenes**

Algorithm: We start from 2, and on each encounter of a prime number, we mark its multiples as composite.

Time Complexity: O(n log log n)

Space Complexity: O(n)

```
void primeSieve(int n) {
    int prime[n+1] = {0};
    for (int i = 2; i <= n; i++) {
        if (prime[i] == 0) {
            for (int j = i * i; j <= n; j += i) {
                prime[j] = 1;
            }
        }
    }
}

for (int i = 2; i <= n; i++) {
    if (prime[i] == 0) {
        cout << i << " ";
    }
    } cout << endl;
}</pre>
```

# **Prime Factorization using Sieve**

**Explanation:** 

```
while( num ! = 1 ):
```

We keep on dividing it with its smallest prime factor.

The smallest prime factor is pre-calculated using a slightly modified prime sieve.

Since we start from 2 and go on, we mark the first multiple as the spf.

Preprocessing for Sieve: O(n log log n)

Time Complexity for factorization: O(log n)

Space Complexity: O(n)

## **Additional Question:**

Find primes in the given range

