## A Perfect Problem

Some numbers are better than others

#### Perfect Numbers

- •Find all of the perfect numbers
  - Equal to the sum of its factors, eg. 6 = 1+2+3

```
consider each candidate {
  consider each possible factor of the candidate {
   if it is actually a factor {
      add to the running total
    }
  }
  if the total of factors equals the candidate {
      bingo!
  }
}
```

#### Perfect C++

```
Perfect numbers up to 1000...
                                                                                                              6
/**
    * Find perfect numbers
    */
                                                                                                             28
                                                                                                              496
                                         cstdlib contains standard C
                                                                                                              That's all
                                           library functions (like atoi)
using namespace std;
 * Prints perfect numbers up to a specified limit.
int main(int argc, char* argv[])
      const int limit = 1000;
           st int limit = 1000;
t << "Perfect numbers up to " << limit << "..." << endl;
(int candidate = 2; candidate < limit; candidate++) {
  int total = 1;
  for (int factor = 2; factor < candidate; factor++) {
    if (candidate % factor == 0) {
       total += factor;
    }
}</pre>
           if (total == candidate) {
   cout << candidate << endl;</pre>
                                                                                                                                  What about up to
      cout << "That's all!" << endl;
                                                                                                                                  10000 or 100000?
```

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#### More Perfect

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#### **Even More Perfect**

```
for (int factor = 2; /* when to stop? */; factor++) {
   if (candidate % factor == 0) {
      total += /* when to add? */;
   }
}
```

#### Make it run faster

- ·Stop sooner: fewer factors to try
- If you find a factor, you have also found a co-factor
- •How much faster?

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### Perfect cofactors

```
/**
 * Find perfect numbers
 */
#include <iostream>
#include <cstdlib>
using namespace std;

/**
 * Prints perfect numbers up to a specified limit.
 */
int main(int argc, char* argv[])
{
    const int limit = argc > 1 ? atoi(argv[1]) : 1000;
    cout << "Perfect numbers up to " << linit << "..." << endl;
    for (int candidate = 2; candidate < limit; candidate++) {
        int total = 1;
        for (int factor = 2; factor*factor < candidate; factor++) {
            if (candidate % factor == 0) {
                total += factor + candidate/factor;
            }
            if (total == candidate) {
                  cout << candidate << endl;
            }
        }
        cout << "That's all!" << endl;
}
</pre>
```

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#### How much faster?

#### Profile the code

- Run original version for various limits
- · Use a smarter algorithm and re-run
- Use system clock to time

limit	Original (s)	Cofactor (s)	
1000	0.002	0.001	
10000	0.165	0.003	
100000	15.7	0.076	
1000000	1578	2.28	
10000000	!!	74.0	

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# As good as it gets?

```
for (int candidate = /* generate the sequence to test */) {
...
```

#### •Still more speed?

- Number theory: reduce the number of candidates to test Perfect numbers follow certain patterns
- All are "triangular": 1, 3(=1+2), 6(=1+2+3), 10(=1+2+3+4), ...
- All are sums of odd cubes:  $1^3$ ,  $(1^3 + 3^3)$ ,  $(1^3 + 3^3 + 5^3)$ , ...
- All obey Euclid's formula:  $2^{n-1}(2^n 1)$ : 1, 6, 28, 120, ...

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### Perfect Euclid

```
#include <iostrream>
#include <climits>
#include <cenath>
long sumOfFactors(long n);

int main(int argc, char* argv[])
{
    const long limit = argc > 1 ? atoi(argv | 1]) : LONG MAX;
    cout << "Perfect numbers up to " << limit t << "..." << endl;
    long candidate;
    for (int n = 2; (candidate = pow(2,n-1)*(pow(2,n)-1)) < limit; n++) {
        if (sumOfFactors(candidate) == candidate) {
            cout << candidate << endl;
        }
    }
    cout << "That's all!";
}
long sumOfFactors(int n)
{
    long total = 1;
    for (long factor = 2; factor*factor < n; factor++) {
        if (n % factor = 0) {
            total += factor + n/factor;
        }
}
</pre>
```

Perfect numbers up to 9223372036854775807...
6
28
496
8128
33550336
8589869056
137438691328
2305843008139952128
That's all

limit	Original	Cofactor	Euclid
1000	0.002	0.001	
10000	0.165	0.003	
100000	15.7	0.076	
1000000	1578	2.28	
10000000	!!	74.0	0.000
100000000000000	!!	!!	0.117

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return total;