1 Mathematics

1.1 Useful Data

n	Primes less than n	Maximal Prime Gap	$\max_{0<i<n}(d(i))$
1e2	25	8	12
1e3	168	20	32
1e4	1229	36	64
1e5	9592	72	128
1e6	78.498	114	240
1e7	664.579	154	448
1e8	5.761.455	220	768
1e9	50.487.534	282	1344

1.2 Modular Arithmetic

1.2.1 Chinese Remainder Theorem

```
#include "../../headers/headers.h"

ll inline mod(ll x, ll m) { return ((x %= m) < 0) ? x + m : x; }
ll inline mul(ll x, ll y, ll m) { return (x * y) % m; }
ll inline add(ll x, ll y, ll m) { return (x + y) % m; }

// extended euclidean algorithm
// finds g, x, y such that
//    a * x + b * y = g = GCD(a,b)
ll gcdext(ll a, ll b, ll &x, ll &y)
{
    ll r2, x2, y2, r1, x1, y1, r0, x0, y0, q;
    r2 = a, x2 = 1, y2 = 0;
    r1 = b, x1 = 0, y1 = 1;
    while (r1)
    {
        q = r2 / r1;
        r0 = r2 % r1;
        x0 = x2 - q * x1;
        y0 = y2 - q * y1;
        r2 = r1, x2 = x1, y2 = y1;
        r1 = r0, x1 = x0, y1 = y0;
    }
    ll g = r2;
    x = x2, y = y2;
    if (g < 0)
        g = -g, x = -x, y = -y; // make sure g > 0
    // for debugging (in case you think you might have bugs)
    // assert (g == a * x + b * y);
    // assert (g == __gcd(abs(a),abs(b)));
    return g;
}

// ==============================================
// CRT for a system of 2 modular linear equations
// ==============================================
// We want to find X such that:
//   1) x = r1 (mod m1)
//   2) x = r2 (mod m2)
// The solution is given by:
//    sol = r1 + m1 * (r2-r1)/g * x' (mod LCM(m1,m2))
// where x' comes from
//   m1 * x' + m2 * y' = g = GCD(m1,m2)
//   where x' and y' are the values found by extended euclidean algorithm (gcdext)
// Useful references:
//   https://codeforces.com/blog/entry/61290
//   https://forthright48.com/chinese-remainder-theorem-part-1-coprime-moduli
//   https://forthright48.com/chinese-remainder-theorem-part-2-non-coprime-moduli
// ** Note: this solution works if lcm(m1,m2) fits in a long long (64 bits)
pair<ll, ll> CRT(ll r1, ll m1, ll r2, ll m2)
{
    ll g, x, y;
    g = gcdext(m1, m2, x, y);
    if ((r1 - r2) % g != 0)
        return {-1, -1}; // no solution
    ll z = m2 / g;
    ll lcm = m1 * z;
    ll sol = add(mod(r1, lcm), m1 * mul(mod(x, z), mod((r2 - r1) / g, z), z), lcm);
    // for debugging (in case you think you might have bugs)
    // assert (0 <= sol and sol < lcm);
    // assert (sol % m1 == r1 % m1);
    // assert (sol % m2 == r2 % m2);
    return {sol, lcm}; // solution + lcm(m1,m2)
}

// ==============================================
// CRT for a system of N modular linear equations
// ==============================================
//  Args:
//      r = array of remainders
//      m = array of modules
//      n = length of both arrays
//  Output:
//      a pair {X, lcm} where X is the solution of the sytemm
//          X = r[i] (mod m[i]) for i = 0 ... n-1
//      and lcm = LCM(m[0], m[1], ..., m[n-1])
//      if there is no solution, the output is {-1, -1}
// ** Note: this solution works if LCM(m[0],...,m[n-1]) fits in a long long (64 bits)
pair<ll, ll> CRT(ll *r, ll *m, int n)
{
    ll r1 = r[0], m1 = m[0];
    repx(i, 1, n)
    {
```

```
        ll r2 = r[i], m2 = m[i];
        ll g, x, y;
        g = gcdext(m1, m2, x, y);
        if ((r1 - r2) % g != 0)
            return {-1, -1}; // no solution
        ll z = m2 / g;
        ll lcm = m1 * z;
        ll sol = add(mod(r1, lcm), m1 * mul(mod(x, z), mod((r2 - r1) / g
            , z), z), lcm);
        r1 = sol;
        m1 = lcm;
    }
    // for debugging (in case you think you might have bugs)
    // assert (0 <= r1 and r1 < m1);
    // rep(i, n) assert (r1 % m[i] == r[i]);
    return {r1, m1};
}
```

1.3 Primality Checks

1.3.1 Miller Rabin

```
#include "../../../headers/headers.h"

ll mulmod(ull a, ull b, ull c)
{
    ull x = 0, y = a % c;
    while (b)
    {
        if (b & 1)
            x = (x + y) % c;
        y = (y << 1) % c;
        b >>= 1;
    }
    return x % c;
}

ll fastPow(ll x, ll n, ll MOD)
{
    ll ret = 1;
    while (n)
    {
        if (n & 1)
            ret = mulmod(ret, x, MOD);
        x = mulmod(x, x, MOD);
        n >>= 1;
    }
    return ret;
}

bool isPrime(ll n)
{
    vi a = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};

    if (binary_search(a.begin(), a.end(), n))
        return true;

    if ((n & 1) == 0)
        return false;

    int s = 0;
    for (ll m = n - 1; !(m & 1); ++s, m >>= 1)
        ;

    int d = (n - 1) / (1 << s);

    for (int i = 0; i < 7; i++)
    {
        ll fp = fastPow(a[i], d, n);
        bool comp = (fp != 1);
        if (comp)
            for (int j = 0; j < s; j++)
            {
                if (fp == n - 1)
                {
                    comp = false;
                    break;
                }

                fp = mulmod(fp, fp, n);
            }
        if (comp)
            return false;
    }
    return true;
}
```

1.3.2 Sieve of Eratosthenes

```
#include "../../../headers/headers.h"

// O(n log log n)
vi sieve(int n)
{
    vi primes;

    vector<bool> is_prime(n + 1, true);
    int limit = (int)floor(sqrt(n));
    repx(i, 2, limit + 1) if (is_prime[i]) for (int j = i * i; j <= n; j
        += i)
        is_prime[j] = false;

    repx(i, 2, n + 1) if (is_prime[i]) primes.eb(i);

    return primes;
}
```

1.3.3 trialDivision

```
#include "../../../headers/headers.h"
```

```

// O(sqrt(n)/log(sqrt(n))+log(n))
vi trialDivision(int n, vi &primes)
{
    vi factors;
    for (auto p : primes)
    {
        if (p * p > n)
            break;
        while (n % p == 0)
        {
            primes.pb(p);
            if ((n /= p) == 1)
                return factors;
        }
    }
    if (n > 1)
        factors.pb(n);

    return factors;
}
```

1.4 Others

1.4.1 Polynomials

```
#include "../../headers/headers.h"

template <class T>
class Pol
{
private:
    vector<T> cofs;
    int n;

public:
    Pol(vector<T> cofs) : cofs(cofs)
    {
        this->n = cofs.size() - 1;
    }

    Pol<T> operator+(const Pol<T> &o)
    {
        vector<T> n_cofs;
        if (n > o.n)
        {
            n_cofs = cofs;
            rep(i, o.n + 1)
            {
                n_cofs[i] += o.cofs[i];
            }
        }
        else
        {
            n_cofs = o.cofs;
            rep(i, n + 1)
            {
                n_cofs[i] += cofs[i];
            }
        }
        return Pol(n_cofs);
    }

    Pol<T> operator-(const Pol<T> &o)
    {
        vector<T> n_cofs;
        if (n > o.n)
        {
            n_cofs = cofs;
            rep(i, o.n + 1)
            {
                n_cofs[i] -= o.cofs[i];
            }
        }
        else
        {
            n_cofs = o.cofs;
            rep(i, n + 1)
            {
                n_cofs[i] *= -1;
                n_cofs[i] += cofs[i];
            }
        }
        return Pol(n_cofs);
    }

    Pol<T> operator*(const Pol<T> &o) //Use Fast Fourier Transform when
         we implement it
    {
        vector<T> n_cofs(n + o.n + 1);
        rep(i, n + 1)
        {
            rep(j, o.n + 1)
            {
                n_cofs[i + j] += cofs[i] * o.cofs[j];
            }
        }
        return Pol(n_cofs);
    }

    Pol<T> operator*(const T &o)
    {
        vector<T> n_cofs = cofs;
        for (auto &cof : n_cofs)
        {
            cof *= o;
        }
        return Pol(n_cofs);
    }

```

```
    double operator()(double x)
    {
        double ans = 0;
        double temp = 1;
        for (auto cof : cofs)
        {
            ans += (double)cof * temp;
            temp *= x;
        }
        return ans;
    }

    Pol<T> integrate()
    {
        vector<T> n_cofs(n + 2);
        repx(i, 1, n_cofs.size())
        {
            n_cofs[i] = cofs[i - 1] / T(i);
        }
        return Pol<T>(n_cofs);
    }

    double integrate(T a, T b)
    {
        Pol<T> temp = integrate();
        return temp(b) - temp(a);
    }

    friend ostream &operator<<(ostream &str, const Pol &a);
};

ostream &operator<<(ostream &strm, const Pol<double> &a)
{
    bool flag = false;
    rep(i, a.n + 1)
    {
        if (a.cofs[i] == 0)
            continue;

        if (flag)
            if (a.cofs[i] > 0)
                strm << " + ";
            else
                strm << " - ";
        else
            flag = true;
        if (i > 1)
        {
            if (abs(a.cofs[i]) != 1)
                strm << abs(a.cofs[i]);
            strm << "x^" << i;
        }
        else if (i == 1)
        {
            if (abs(a.cofs[i]) != 1)
                strm << abs(a.cofs[i]);
            strm << "x";
        }
        else
        {
            strm << a.cofs[i];
        }
    }
    return strm;
}
```

1.4.2 Factorial Factorization

```
#include "../../headers/headers.h"

// O(n)
umap<int, int> factorialFactorization(int n, vi &primes)
{
    umap<int, int> p2e;
    for (auto p : primes)
    {
        if (p > n)
            break;
        int e = 0;
        int tmp = n;
        while ((tmp /= p) > 0)
            e += tmp;
        if (e > 0)
            p2e[p] = e;
    }
    return p2e;
}
```