

Number Theory

Programming and Algorithms Group

What all we will be covering

- Prime Numbers
- Modular Arithmetic and Inverse Modulo
- Greatest Common Divisor and its properties

How to check whether a number is a prime?

Time complexity of this solution is $O(\sqrt{n})$

How to calculate number of primes less than 10⁶

Sieve of Eratosthenes

	2	3	4	5	6	7.	8	9	10	Prime numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	
111	112	113	114	115	116	117	118	119	120	

```
void SieveOfEratosthenes(int n)
    bool prime[n+1]; // to have the index of last number
    memset(prime, true, sizeof(prime));
    for (int p=2; p*p<=n; p++)
        if (prime[p])
            for (int i=p*p; i<=n; i += p)
                prime[i] = false;
    for (int p=2; p<=n; p++)
       if (prime[p])
          cout << p << " ";
```

Time complexity of this algorithm is $O(n(\log\log(n)))$

Questions related to Sieve of Eratosthenes

There are T test cases to a problem. Each case requires you to find the minimum prime factor of a given number n.

Constraints - 1<=T<=10^5

2<=N<=10^7

Modular Arithmetic

Basic Properties

Modular Exponentiation (Finding (x^y) mod p)

```
long long int power(long long int x, long long int y, int p)
   long long int res = 1;
   x = x \% p;
   while (y > 0)
       if (y & 1) // Bitwise And (Checks whether number is odd)
           res = (res*x) % p;
       y = y>>1; // Bitwise Right Shift operator (returns y/2)
       x = (x*x) \% p;
   return res;
```

Time Complexity of above solution is O(Log y).

Fermat's Little Theorem

Greatest Common Divisor

Euclid's GCD Algorithm

```
int GCD(int A, int B)
{
    if(B==0)
        return A;
    else
        return GCD(B, A % B);
}
```

Extended Euclid's GCD Algorithm

```
int gcdExtended(int a, int b, int *x, int *y)
   if (a == 0)
       *x = 0;
        *y = 1;
        return b;
    int x1, y1;
    int gcd = gcdExtended(b%a, a, &x1, &y1);
    *x = y1 - (b/a) * x1;
    *y = x1;
    return gcd;
```

Modular Inverse

Lecture Material

Basics of Number Theory : https://crypto.stanford.edu/pbc/notes/numbertheory/

Primes, Modular Arithmetic and Fermat's Theorem

L1: https://en.wikipedia.org/wiki/Modular arithmetic

L2: https://en.wikipedia.org/wiki/Modular exponentiation

L3: https://en.wikipedia.org/wiki/Fermat%27s little theorem

P1 : http://www.spoj.com/problems/ADST01/

P2: https://erdos.sdslabs.co/problems/8

P3: https://erdos.sdslabs.co/problems/19

P4: https://projecteuler.net/problem=7

P5: https://www.spoj.com/problems/APS/

P6: https://www.spoj.com/problems/DIVFACT/

P7: https://www.codechef.com/problems/BIPIN3

GCD and Extended GCD

- L1: https://en.wikipedia.org/wiki/Euclidean_algorithm
- L2: https://www.topcoder.com/community/competitive-programming/tutorials/mathematics-for-topcoders/
- L3: https://en.wikipedia.org/wiki/Extended Euclidean algorithm
- P1: https://www.spoj.com/problems/MAY99 3/
- P2: https://www.spoj.com/problems/GCD2/
- P3: http://codeforces.com/problemset/problem/689/D
- P4: https://www.spoj.com/problems/MAIN74/
- P5: https://www.spoj.com/problems/ENIGMATH/

Additional Topics in Number Theory:

• Euler Totient Function (ETF)

https://en.wikipedia.org/wiki/Euler's totient function

https://www.topcoder.com/community/competitive-programming/tutorials/prime-numbers-factorization-and-euler-function/

Fibonacci Numbers (Matrix Exponentiation)

https://en.wikipedia.org/wiki/Fibonacci_number

Chinese Remainder Theorem

http://www.cut-the-knot.org/blue/chinese.shtml

http://mathworld.wolfram.com/ChineseRemainderTheorem.html

https://www.codechef.com/wiki/very-brief-tutorial-chinese-remainder-theorem