

Min_25 new model

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1  #include<bits/stdc++.h>
2  using namespace std;
3  namespace MIN25{
4      const int N = 5 + 2e5;//2 * sqrt_n
5      const long long mod = 7 + 1e9;
6      bool np[N];
7      long long n;
8      int sqrt_n, m, tot, pri[N], id0[N], id1[N];
9      //int f_t, g_t; 根据f(p)表达式里的p的幂次来创建f_t和g_t,比如f(p)=p-1,f_1[p]=p,
10      f_2[p]=1, f(p)=f_1[p]-f_2[p],g_t同理
11      //Fp_t=\sum_{p|f_t} f_t
12      long long w[N];
13      long long f(long long p, long long t) { // f(p ^ t)
14          //...
15      }
16      void init(int n) {
17          tot = 0;
18          np[1] = 1;
19          for (int i = 2; i <= n; i++) {
20              if (!np[i]) {
21                  np[i] = 1; pri[++tot] = i;
22                  //calc Fp_t[tot] = Fp_t[tot-1]+f_t[i]
23              }
24              for (int j = 1, val = i * pri[j]; j <= tot && val <= n; j++) {
25                  np[val] = 1;
26                  if (i % pri[j] == 0) { break; }
27              }
28          }
29      }
30      int get_id(long long x) {
31          if (x <= sqrt_n) return id0[x];
32          else return id1[n / x];
33      }
34      void sieve_g(long long n) {
35          m = 0;
36          for (long long i = 1, j; i <= n; i = j + 1) {
37              long long k = n / i; j = n / k;
38              w[++m] = k;
39              if (k <= sqrt_n) id0[k] = m;
40              else id1[n / k] = m;
41              k %= mod;
42              //calc g_t(m) = \sum_{j=2}^m w[j]f_t(j)
43          }
44          for (int i = 1; i <= tot; i++) {
45              for (int j = 1; j <= m && 1ll * pri[i] * pri[i] <= w[j]; j++) {
46                  int id = get_id(w[j] / pri[i]);
47                  //translation g_t[j]=(g_t[j]-(f_t(p[i]))*(g_t[id]-Fp_t[i-
48                  1]+MOD)%MOD)%MOD+MOD)%MOD
49                  //即:g_t[j]-=f_t(p[i])*(g_t[id]-sum_t[i-1])
50              }
51          }
52      }
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51     }
52     long long S(long long x, long long y) {
53         if (x <= 1 || pri[y] > x) return 0;
54         long long id = get_id(x), res = 0;
55         //质数部分:res = g_t[id] - Fp_t[y - 1]
56         for (int i = y; i <= tot && 1ll * pri[i] * pri[i] <= x; i++) {
57             long long t0 = pri[i], t1 = pri[i] * pri[i];
58             for (long long e = 1; t1 <= x; t0 = t1, t1 *= pri[i], e++) {
59                 long long fp0 = f(pri[i], e), fp1 = f(pri[i], e + 1); // 此处
可优化
60                 res += (fp0 * S(x / t0, i + 1) % mod + fp1) % mod;
61                 res %= mod;
62             }
63         }
64         return res;
65     }
66 }
67 long long solve(long long n) {
68     sqrt_n = 2ll * sqrt(n) + 1; // 2 * sqrt_n ~ n^{2/3}
69     init(sqrt_n); seive_g(n);
70     //f1 = ... f(1)的值
71     return (S(n, 1) + f1) % mod;
72 }
73 }
74 signed main() {
75
76 }

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