

## Basic Maths

An interview the coding questions are purely based on maths & by these concepts, we can find the optimal solution.

### (i) Prime number

There can be multiple approaches to find whether a given number is prime or not.

Naive approach  $\Rightarrow$  Check for divisibility of the number from 1 to number itself & if it has exactly 2 factors, then we say the number is a prime.

- \* 1 is not a prime as it does not have 2 factors.
- \* 2 is the smallest prime number as it has 1 & 2 as factor.

There are other approaches such as the square root approach, Sieve of Eratosthenes, segmented



Sieve.

Q → Count the number of primes strictly less than  $n$ .

i/p → 5  
o/p → 2 → (2, 3)

Naive approach  $TC = O(n^2)$

Run a loop from  $i = 2$  to  $n$  & check whether  $i$  is prime or not. If we find that  $i$  is a prime number, then increment the count value & return count after the end of for loop.

Code

```
bool isPrime (int n) {
    if (n == 0 || n == 1)
        return false;
    for (int i = 2 ; i < n ; i++) {
        if (n % i == 0)
            return false;
    }
    return true;
}
```

```
int countPrime (int n) {
    int count = 0;
    for (int i = 2 ; i < n ; i++) {
        if (isPrime (i))
            count++;
    }
}
```



```
return count;  
}
```

When we try to submit this on leetcode, it will give TLE as the above solution have time complexity as  $O(n^2)$  as in the function named isPrime there is one for loop & this function is called in the another for loop & due to this, we obtain the nested for loops.

### Better approach

We have to improve the isPrime function but how can we do it? The loop inside isPrime function is running from  $i=2$  to  $i<n$ , so can we reduce it?

Let's assume  $n$  is non-prime

$1, 2, 3, \dots, n-1, n$

↳ at least have 1 factor as we have assumed  $n$  is not prime.

This means we can say they (the number) has 2 factors  $a$  &  $b$

$$n = a \times b$$

$$\left. \begin{array}{l} a > \sqrt{n} \\ b > \sqrt{n} \end{array} \right\} \Rightarrow ab > n$$

But this is not possible & hence we can conclude that at least one of the factor must be less than  $\sqrt{n}$ . This is not possible as  $ab = n$ .

If we can't find any factor less than  $\sqrt{n}$ , & this means  $n$  is prime. So we can reduce the for loop inside isPrime to  $\sqrt{n}$ .



But if we modify the for loop inside isPrime, still we won't be able to submit as still the time complexity is too high.

Modification  $TC = O(n\sqrt{n})$

```
bool isPrime (int n) {
```

```
    if (n <= 1)
```

```
        return false;
```

```
    for (int i = 0; i <= sqrt(n); i++) {
        if (n % i == 0)
```

```
        return false;
```

```
    } → Atleast one factor should be less
    return true;    than  $\sqrt{n}$  to be non-prime.
```

```
}
```

### Better Approach-2

Here we will be using the concept of Sieve of Eratosthenes theorem. This is used when we want to find the total count of primes less than  $n$ .

Suppose that  $n=21$ . So make an array consisting of numbers 2 to 20 & initially we assume that all of them are prime & hence we mark all of them true.

2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20					



- \* Now 2 is a prime number & when we start reading the table of 2, all of them will be non-prime. So mark 4, 6, 8, 10, 12, 14, 16, 18, 20 as false i.e non-prime.
- \* Now 3 is a prime number & hence mark 6, 9, 12, 15, 18 as false i.e non-prime.
- \* Now we go to 4 & we get to know it is already non-prime so move ahead.
- \* Now we go to 5 & then mark 10, 15, 20 as false i.e non-prime

So by the above dry run we need to mark the multiples of all prime as non-prime.

2 → T

17 → T

3 → T

18 → F

4 → F

19 → T

5 → T

20 → F

6 → F

7 → T

8 → F

9 → F

10 → F

11 → T

12 → F

13 → T

14 → F

15 → F

16 → F



Now just count all the T & return that number.

### Code

```
int countPrimes (int n) {
```

```
    if (n == 0)
```

```
        return 0;
```

```
    vector <bool> prime (n, true);
```

```
    prime [0] = prime [1] = false;
```

```
    int count = 0;
```

```
    for (int i = 2; i < n; i++) {
```

```
        if (prime [i]) {
```

```
            count++;
```

```
            int j = 2 * i;
```

```
            while (j < n) {
```

```
                prime [j] = false;
```

```
                j = j + i;
```

```
            }
```

Mark the  
multiples of  
prime as  
non-prime

```
        }
```

```
    }
```

```
    return count;
```

```
}
```

### Segmented Sieve

It is simply the variation of Sieve of Eratosthenes in which we have been given a range  $l$  to  $h$  & in this range we have to count the no. of primes.



Time complexity of Sieve of Eratosthenes  
 $= O(n \log(\log n))$

Note → The array which we have made is known as Sieve.

$$TC \rightarrow n \times \left[ \frac{n}{2} + \frac{n}{3} + \frac{n}{5} + \frac{n}{7} + \frac{n}{11} + \dots \right]$$

Harmonic Progression  
 of prime numbers  
 (Taylor series) { Take n out }

### GCD / HCF

GCD is the Greatest Common Divisor. HCF is highest common factor.

a, b

$$a \% \text{hcf} = 0$$

$$b \% \text{hcf} = 0$$

↳ maximum

24, 72

$$24 = 1 \times 2 \times 2 \times 2 \times 3$$

$$72 = 1 \times 2 \times 2 \times 2 \times 3 \times 3$$

$$\text{hcf} = 2 \times 2 \times 2 \times 3 = 24$$

### Euclid's Algorithm

$$\text{gcd}(a, b) = \text{gcd}(a - b, b)$$

$$\text{gcd}(a, b) = \text{gcd}(b - a, a)$$

$a > b$

$a < b$

$$\text{Also } \text{gcd}(a, b) = \text{gcd}(a \% b, b) \quad a > b$$

But we will be using the - operation as % is the heavy operation.

Ex →  $\text{gcd}(72, 24)$



gcd (48, 24)

gcd (24, 24)

gcd (0, 24)

↳ Ans

We have to apply the above formulae until any one of the parameter becomes 0.

Code

```
int gcd (int a, int b) {
```

```
    // Base Case
```

```
    if (a == 0)
```

```
        return b;
```

```
    if (b == 0)
```

```
        return a;
```

```
    while (a > 0 && b > 0) {
```

```
        // Run loop until any of parameter becomes 0
```

```
        if (a > b)
```

```
            a = a - b;
```

```
        else
```

```
            b = b - a;
```

```
    }
```

```
    if (a == 0)
```

```
        return b;
```

```
    else
```

```
        return a;
```

```
}
```

LCM

If we have found the hcf, then we can simply find lcm also.



$$\text{lcm}(a, b) * \text{hcf}(a, b) = a * b$$

However we can prove the Euclid's algorithm via mathematical induction but we don't have to deep dive.

### Module Arithmetic

$a \% n$ , then the answer will lie b/w 0 to  $n-1$  where 0 &  $n-1$  are inclusive

$$10 \% 3 \Rightarrow \text{ans} = [0, 1, 2, \text{red}]$$

$\hookrightarrow 1$

### Properties of modulo

These properties will be used to handle the cases of overflow as it might happen sometimes that it can't get stored in a particular datatype, so we basically apply modulo operation.

$$1) (a+b) \% m = (a \% m) + (b \% m)$$

$$2) a \% m - b \% m = (a-b) \% m$$

$$3) ((a \% m) \% m) \% m = a \% m$$

$$4) a \% m * b \% m = (a * b) \% m$$

We need to remember the above 4 properties to solve the coding problems in a better way.

### Fast Exponentiation

Suppose that we want to find  $2^{10}$ , then multiply 2, 10 times with each other.



$$2^{10} \Rightarrow \underbrace{2 \times 2 \times \dots \times 2}_{10 \text{ times}}$$

Normal sol<sup>n</sup> to find  $a^b$  will be  $O(b)$

The method is that

```

      ans = 1
2^10 { for (int i = 1; i <= 10; i++) {
      ans = ans * 2;
      }
      cout << ans;
  
```

This is also known as slow exponentiation.

Code of slow exponentiation

```

int power (int a, int b) {
    int ans = 1;
    a^b { for (int i = 1; i <= b; i++) {
        ans = ans * a;
        }
    return ans;
}
  
```

Time complexity =  $O(b)$

We use the fast exponentiation method to avoid any TLE errors. This method has complexity as  $O(\log b)$

$a^b$

(i)  $b = \text{even}$

$$a^b = \left(a^{\frac{b}{2}}\right)^2$$



$$2^{10} \Rightarrow (2^5)^2$$

$$(ii) \quad b \Rightarrow \text{odd} \quad a^b = (a^{b/2})^2 \cdot a$$

$$2^{11} \Rightarrow (2^5)^2 \cdot 2$$

$$(x \Rightarrow 2^5$$

$$(2^4) \cdot 2$$

$$(2^2 \cdot 2^2) \cdot 2$$

$$(2^1 \cdot 2^1) \cdot (2^1 \cdot 2^1) \cdot 2$$

We see how we are dividing. This is basically known as divide & conquer approach.

### Code of Fast exponentiation

```
int power (int a, int b) {
    int ans = 1;
    while (b > 0) {
        if (b & 1) {
            ans = ans * a;
        }
        a = a * a;
        b = b >> 1;
    }
    return ans;
}
```

### Dry run

1)  $ans = 1, a = 5, b = 4$

As  $b$  odd, the answer is no. So we skip the if condition.

$$a = 5 \times 5 = 25$$

$$b = 4 \gg 1 = 2$$



$$2) \quad a = 25, b = 2, \text{ans} = 1$$

b is even so we skip the if block.

$$a = 25 \times 25 = 625$$

$$b = 2 \gg 1 = 1$$

$$3) \quad a = 625, b = 1, \text{ans} = 1$$

b is odd & now we go in the if block

$$\text{ans} = 1 \times 625 = 625$$

$$b = 1 \gg 1 = 0$$

Hence exit the while loop & return 625.

$$\text{Ex} \rightarrow a = 2, b = 5, \text{ans} = 1$$

$$1) \quad b \Rightarrow \text{odd}$$

$$\text{ans} = 1 \times 2 = 2$$

$$b = 5 \gg 1 = 2$$

$$a = a \times a = 2 \times 2 = 4$$

$$2) \quad b = 2, a = 4, \text{ans} = 2$$

$$b \Rightarrow \text{even}$$

Now don't go in the if block.

$$a = 4 \times 4 = 16$$

$$b = 2 \gg 1 = 1$$

$$3) \quad b = 1, a = 16, \text{ans} = 2$$



$b \Rightarrow \text{odd}$

$$\text{ans} = 2 \times 16 = 32$$

$$a = 16 \times 16 = 256$$

$$b = 1 \gg 1 = 0$$

Hence exit the while loop & return ans which is 32.

Q → Modular exponentiation for large numbers.  
 $(x^n) \% m$

$$\text{i/p} \rightarrow x = 3, n = 2, m = 4$$

$$\text{o/p} \rightarrow 1 \text{ as } (3^2) \% 4 = 9 \% 4 = 1$$

Code

It is important to note that it is always safe to do mod if we might get a very large number.

```
long long int powMod(long long int x, long
long int n, long long int m) {
```

```
    long long int ans = 1;
```

```
    while (n > 0) {
```

```
        if (n & 1) {
```

```
            ans = (ans * x) % m; // May
                                be a bigger no. out
```

```
        }
```

```
        x = (x * x) % m; // of range
```

```
        n = n >> 1;
```

```
    }
```

```
    return (ans % m);
```

```
}
```



Advanced topics for competitive programming  
Scope will be

- 1) Pigeonhole
- 2) Catalan number (BST)
- 3) Inclusion Exclusion Principle
- 4) Chinese Remainder Theorem
- 5) Lucas Theorem
- 6) Fermat's Theorem
- 7) Probability concepts.