

Competitive Programming

Factoring and GCD

Factoring, Primes and GCD

- Common task or sub-task for problems
- Chance to work with numbers larger than 32 bits

Factoring ... the dumb way

```
void factor( long val, vector< long > factors ) {  
    // Try all possible factors  
    for ( long f = 1; f <= val; f++ )  
        // See if f divides val  
        if ( val % f == 0 )  
            factors.add( f );  
}
```

This will be too slow,
if val is 10^9 or greater.

This divide operation can
be a little expensive.

- Multiply
 - 10^9 int multiply operations : about the same cost as addition
 - 10^9 long multiplies : about the same cost as addition
- Divide
 - 10^9 int divide or mod operations : 1.7 seconds
 - 10^9 long divide or mod operations : 7 seconds

(most) Factors come in pairs

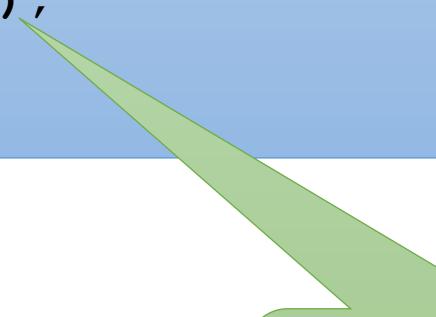
```
void factor( long val, vector< long > factors ) {  
    for ( long f = 1; f * f <= val; f++ )  
        if ( val % f == 0 ) {  
            factors.add( f );  
            factors.add( val / f );  
        }  
}
```

Get the small factor.

Get the larger factor.

Getting factors in pairs

```
void factor( long val, vector< long > factors ) {  
    for ( long f = 1; f * f <= val; f++ )  
        if ( val % f == 0 ) {  
            factors.add( f );  
            factors.add( val / f );  
        }  
}
```



Two copies of the same factor if val is a perfect square
(easy to fix)

Prime Factorization

```
void primeFactor( long val, vector< long > factors ) {  
    long f = 2;  
    while ( f * f <= val ) {  
        while ( val % f == 0 ) {  
            factors.add( f );  
            val /= f;  
        }  
  
        f += 1;  
    }  
  
    if ( val != 1 )  
        factors.add( val );  
}
```

Save the factor and divide it out.

Whatever's left in val must be prime.

Greatest Common Divisor (recursive)

```
long gcd( long a, long b ) {  
    if ( a % b == 0 )  
        return b;  
    else  
        return gcd( b, a % b );  
}
```

Greatest Common Divisor (iterative)

```
long gcd( long a, long b ) {
    while ( b != 0 ) {
        long t = b;
        b = a % b;
        a = t;
    }
    return a;
}
```

Least Common Multiple

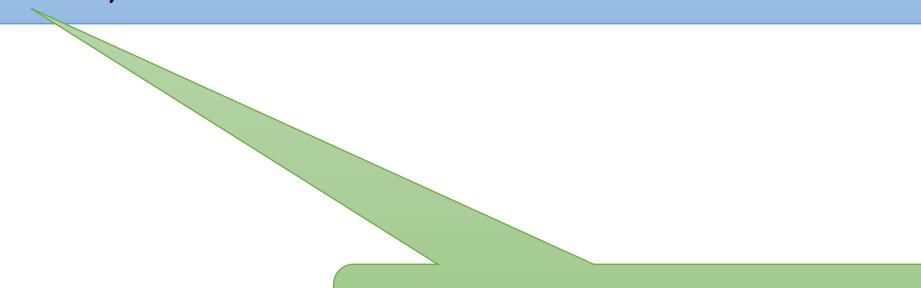
```
lcm = a * b / gcd( a, b );
```

This could overflow (even
if the LCM doesn't)

Least Common Multiple

```
lcm = a * b / gcd( a, b );
```

```
lcm = a / gcd( a, b ) * b;
```



This could be safer.