Prime Number Counting Approaches in C++

```
#include <bits/stdc++.h>
using namespace std;
```

What Are We Solving?

We are exploring multiple ways to count the number of prime numbers less than a given number n or in a range [L, R]. This includes both basic and optimized techniques, culminating in the mighty **%** Segmented Sieve, ideal for large ranges like 1e9.

[1] Naive Prime Check — "Brute Force Knight" 💥

Analogy:

Think of checking if a person is unique in a room by comparing them to **everyone else** in the room. That's what this approach does.

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

int countPrimesNaive(int n) {
    int count = 0;
    for (int i = 2; i < n; i++) {
        if (isPrimeNaive(i)) count++;
    }
    return count;
}</pre>
```

Explanation:

- Check every number from 2 to n-1.
- For each number, check if it is divisible by any number less than itself.
- If no such divisor is found, it's prime.
- Count it.
- **Time:** $O(N^2)$ **Space:** O(1) **Downside:** Extremely slow for large n.

[2] Square Root Optimization — "Smart Detective"

Analogy:

Why check all the way to n-1 when we know a non-prime must have a factor $\leq \sqrt{n}$? Just like you'd only check a few people if you knew the tallest person possible.

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

int countPrimesSqrt(int n) {
    int count = 0;
    for (int i = 2; i < n; i++) {
        if (isPrimeSqrt(i)) count++;
    }
    return count;
}</pre>
```

Explanation:

- A number n is non-prime only if it has a factor between 2 and \sqrt{n} .
- So, we only check till $i * i \le n$.
- Faster than naive, but still checks each number individually.
- Time: O(NVN) Space: O(1) Better, but still not optimal.

[3] Sieve of Eratosthenes — "Efficient Gardener"

Analogy:

Imagine crossing out all the multiples of each small number to clean up a list — like removing weeds with a filter.

```
return count(isPrime.begin(), isPrime.end(), true);
}
```

Explanation:

- 1. Start with a true array assuming all numbers are prime.
- 2. For each number i starting from 2:
 - o If it's still marked prime:
 - Mark all multiples of i (starting from i*i) as false.
- 3. Finally, count the number of true entries.
- Ø Time: O(N log log N)
 Ø Space: O(N)
 Best for moderate values of n (like up to 1e7).

🐒 [4] Segmented Sieve — "Satellite Surveyor" 🚷

Analogy:

You want to find prime houses in a far-away city block. You use a list of known small prime addresses and rule out non-primes in your remote block.

```
vector<int> segmentedSieve(long long L, long long R) {
    long long limit = sqrt(R) + 1;
    // Step 1: Base sieve to get small primes
    vector<bool> isPrime(limit + 1, true);
    isPrime[0] = isPrime[1] = false;
    for (int i = 2; i * i <= limit; i++) {
        if (isPrime[i]) {
            for (int j = i * i; j \leftarrow limit; j \leftarrow i)
                isPrime[j] = false;
        }
    }
    vector<int> basePrimes;
    for (int i = 2; i <= limit; i++) {
        if (isPrime[i]) basePrimes.push back(i);
    }
    // Step 2: Mark primes in [L, R]
    vector<bool> isPrimeSegment(R - L + 1, true);
    for (int prime : basePrimes) {
        long long firstMultiple = max(prime * prime, (L + prime - 1) / prime *
prime);
        for (long long j = firstMultiple; j <= R; j += prime) {</pre>
```

```
isPrimeSegment[j - L] = false;
}

if (L == 1) isPrimeSegment[0] = false;

vector<int> primesInRange;
for (long long i = L; i <= R; i++) {
    if (isPrimeSegment[i - L]) primesInRange.push_back(i);
}

return primesInRange;
}</pre>
```

Explanation:

- 1. Find all primes up to \sqrt{R} using a basic sieve (base primes).
- 2. Create a boolean array for the range [L, R] initialized as true.
- 3. Use base primes to mark non-primes in that range.
- 4. Return all indices that are still marked as prime.

🏂 [5] Master Runner — Testing All Approaches 🏕

☑ Utility Functions:

- Run and compare different methods on the same input.
- Useful for performance checks and learning.

to Run the Show €

```
int main() {
    Solution sol;

int n = 30;
    sol.runAllApproaches(n);

long long L = 100, R = 150;
    sol.runSegmentedSieveDemo(L, R);

return 0;
}
```

Final Test Run:

- Run all approaches for n = 30.
- Test segmented sieve for range [100, 150].

& Summary Table

① Time Complexity	🖺 Space	⇔ Ideal Use Case
O(N²)	O(1)	Small values of n
O(N√N)	O(1)	Slightly better for n ≤ 10⁴
O(N log log N)	O(N)	Fast and efficient for $n \le 10^7$
O((R-L+1) log log √R)	O(R-L+1)	Large ranges like [1e9, 1e12]
	$O(N^2)$ $O(N \sqrt{N})$ $O(N \log \log N)$	$O(N^2)$ $O(1)$ $O(N\sqrt{N})$ $O(1)$ $O(N\log\log N)$ $O(N)$

★ Bonus Tips

- Use isPrimeNaive() or isPrimeSqrt() only for educational or small cases.
- For coding contests or large data, Sieve methods are a must!
- Segmented Sieve shines when the range is huge, and a regular sieve won't fit in memory.