

Problems (/problems) / classical (/problems/classical) / Prime Number Theorem

Status (/status/CPRIME/) Ranking (/ranks/CPRIME/)

# **CPRIME - Prime Number Theorem**

#number-theory (/problems/tag/number-theory)

English (/problems/CPRIME/en/) Vietnamese (/problems/CPRIME/vn/) In number theory, the Prime Number Theorem describes the asymptotic distribution of prime numbers. Let  $\pi(x)$  be the number of prime numbers not greater than x. The Prime Number Theorem states that:

$$\pi(x) \sim \frac{x}{\ln x}$$
.

Your task is to write a program to verify how well the Prime Number Theorem can estimate  $\pi(x)$ . To be more precise, for a given x, you have to calculate the percent error  $|\pi(x) - x/\ln x| / \pi(x)$  %.

### Input

The input contains several test cases (no more than 1000). Each test case contains a value of x ( $2 \le x \le 10^8$ ) given in one line. A number 0 terminates the input.

### Output

For each value of x, output the percent error of the estimation of  $\pi(x)$ , rounded to 1 decimal digit.

## Example

```
Input:
10000000
2
3
5
1234567
0

Output:
6.6
188.5
36.5
3.6
7.7
```

✓ Submit solution! (/submit/CPRIME/)

#### hide comments

Previous 1 2 (/problems/CPRIME/cstart=10)
3 (/problems/CPRIME/cstart=20) 4 (/problems/CPRIME/cstart=30)
5 (/problems/CPRIME/cstart=40) 6 (/problems/CPRIME/cstart=50)
Next (/problems/CPRIME/cstart=10) > (/problems/CPRIME/cstart=50)

- scolar\_fuad (/users/scolar\_fuad): 2019-05-09 16:12:45

  Ac in first go use bitwisw seive to avoid TLE and keep cumulative sum of prime numbers
- crackeree (/users/crackeree): 2018-12-29 23:14:40 first attempt :)
  0.32 sec
- shishir\_09 (/users/shishir\_09): 2017-12-12 22:32:41
  A sieve of 1e8 + Precalc made the problem AC just right now :D



sas1905 (/users/sas1905): 2017-06-26 02:08:11 Bitwise sieve + Binary search.



rohit9934 (/users/rohit9934): 2017-06-19 20:32:41

Don't know the point of using bitwise sieve over traditional sieve when bitwise is using 390M (0.36 s)in the judge.

Bitwise sieve is designed for tackling masochistic memory constraints.



sandeep\_4141 (/users/sandeep\_4141): 2017-05-30 16:59:50 Only Bitwise sieve can save you :)



Shubham Jadhav (/users/shubhamjadhav): 2017-05-14 20:05:32 sieve with 1e8 works in C++ :)



raghav\_7050 (/users/raghav\_7050): 2017-01-31 02:41:20 bitwise seive + vector and a lil pre-comp. ---> piece of cake !!



spartax (/users/spartax): 2016-12-11 07:15:27 very nice problem. Use bitset and upper\_bound



himanshu\_0896 (/users/himanshu\_0896): 2016-11-29 14:56:47 How to deal with  $10^7 \le x \le 10^8$ ?

✓ Submit solution! (/submit/CPRIME/)



(https://srv.carbonads.net/ads/click/x/GTND4 segment=placement:wwwspojcom;)
Adobe Creative Cloud for Teams starting at \$33.99 per month.
(https://srv.carbonads.net/ads/click/x/GTND42QI segment=placement:www.pg.syla.carbon (http://csegment=placement:www.pg.syla.carbon (https://csegment=placement:www.pg.syla.carbon (https://csegment:www.pg.syla.carbon (https:

Added by: Duc (/users/paulmcvn)

Date: 2008-12-11
Time limit: 1.812s
Source limit: 50000B
Memory limit: 1536MB

Cluster: Cube (Intel G860) (/clusters/)

All except: ERL JS-RHINO

Languages: NODEJS PERL6 VB.NET

Resource: © VNOI (http://vnoi.info)

About (/info) | Tutorial (/tutorials) | Tools (/tools) | Clusters (/clusters) | Credits (/credits) | API (/sphereengine) | Widgets (/sphereengine-widget)

Legal: Terms of Service (/legal-tos/) | Privacy Policy (/legal-pp/) | GDPR Info (/legal-gdpr/)

RSS (/rss/)

© Spoj.com. All Rights Reserved. Spoj uses Sphere Engine (http://sphere-engine.com? utm\_campaign=permanent&utm\_medium=footer&utm\_source=spoj)™ © by Sphere Research Labs (http://sphere-research.com? utm\_campaign=permanent&utm\_medium=footer&utm\_source=spoj).

Feedback