

# **MATHEMATICS FOR PROGRAMMING**



# RECAP

- Floor vs Ceiling
- Counting number of divisors
- Improving our method
- Prime number check
- Sieve of Eratosthenes
- Digit extraction

# GCD - GREATEST COMMON DIVISOR

- গ.সা.গু: গরিষ্ঠ সাধারণ গুণনীয়ক
- Divisor
- Common divisor
- Greatest common divisor
- Example: Find the gcd of 15 and 6
  - Divisors of 15: 1,3,5,15
  - Divisors of 6: 1,2,3,6
  - Common divisors: 1,3
  - GCD: 3
- Co-prime: If  $\gcd(a, b) = 1$ ,  $a$  and  $b$  are co-prime.
  - Example: 8 and 15

# GCD – HOW TO CALCULATE?

- Simple way to find  $\text{gcd}(a, b)$ 
  - Take  $i$  to be 1 to  $\text{minimum}(a, b)$ 
    - Check if  $i$  divides both  $a$  and  $b$
    - Largest such  $i$  is the gcd
  - Just like the naïve method we learned for finding divisors
    - Too many unnecessary calculations
- Let's learn a clever way- **The Euclidean Algorithm**

# GCD – THE EUCLIDEAN ALGORITHM



# GCD – THE EUCLIDEAN ALGORITHM

- $\text{gcd}(a, b) = \text{gcd}(b, a \% b)$
- $\text{gcd}(p, 0) = \text{gcd}(0, p) = p$
- Example:  $\text{gcd}(15, 6) = \text{gcd}(6, 3) = \text{gcd}(3, 0) = 3$
- Changing order does not matter
  - $\text{gcd}(6, 15) = \text{gcd}(15, 6) = \dots$
- $\text{gcd}(15, 8) = \text{gcd}(8, 7) = \text{gcd}(7, 1) = \text{gcd}(1, 0) = 1 \rightarrow \text{Co-prime}$
- Very fast compared to naïve algorithm

# LCM - LEAST COMMON MULTIPLE

- ল.সা.গু.: লঘিষ্ঠ সাধারণ গুণিতক
- Multiple
- Common multiple
- Least common multiple
- Example: Find the lcm of 15 and 6
  - Multiples of 15: 15, 30, 45, 60, ...
  - Multiples of 6: 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, ...
  - Common multiples: 30, 60, ...
  - LCM: 30

# LCM – HOW TO CALCULATE?

- Simple way to find  $\text{lcm}(a, b)$ 
  - Take multiples of the larger number and see if the smaller one divides it
  - Computation heavy
- Or you may find it using gcd:
  - $\text{gcd}(a, b) \times \text{lcm}(a, b) = a \times b$  [Proof: try yourself. Use examples first to understand how it happens]
  - Example:  $\text{lcm}(15, 6) = \frac{15 \times 6}{3} = 30$



# FACTORIAL

- A function defined for non-negative integers
  - 0,1,2,3, ...
- $n! = n \times (n - 1) \times (n - 2) \times (n - 3) \times \dots \times 3 \times 2 \times 1$
- $4! = 4 \times 3 \times 2 \times 1 = 24$
- Exception:  $0! = 1$ 
  - Consider how other factorials are related
  - $5! = 120 \rightarrow \text{divide it by } 5 \rightarrow 24$
  - $4! = 24 \rightarrow \text{divide it by } 4 \rightarrow 6$
  - $3! = 6 \rightarrow \text{divide it by } 3 \rightarrow 2$
  - $2! = 2 \rightarrow \text{divide it by } 2 \rightarrow 1$
  - $1! = 1 \rightarrow \text{divide it by } 1 \rightarrow \text{stays } 1$
  - **$0! = 1$**

# FACTORIAL – WHY?

- Consider a cricket team with 11 players
- How many batting orders are possible?
- What if we had 2 players?
  - Answer: 2
  - AB or BA
- What about 3 players?
  - Answer: 6
  - ABC, ACB, BAC, BCA, CAB, CBA

# FACTORIAL – WHY?

- Now go for 11 players



- $11 \times 10 \times \dots \times 1 = 11!$
- These type of problems are part of "Combinatorics"
  - A branch of mathematics
  - Deals with permutation and combination
  - More later

# INTRO TO MATRIX/MATRICES

- Collection of numbers
- Arranged in rows and columns

- $A_{i,j} = ?$

3 columns

↓ ↓ ↓

$$A = \begin{bmatrix} -2 & 5 & 6 \\ 5 & 2 & 7 \end{bmatrix} \begin{matrix} \leftarrow \\ \leftarrow \end{matrix} \text{2 rows}$$

- $A_{2,3} = ?$

# INTRO TO MATRIX/MATRICES

- How many rows and columns in each of the following matrices?

$$\begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

$$\begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}$$

$$[1 \quad 9 \quad -3 \quad 0]$$

# ADDING MATRICES

- Why?
- Let's consider a matrix as an exam result table:
  - Rows indicate individual students (3 students)
  - Columns indicate subject (2 subjects)

$$\begin{bmatrix} 40 & 36 \\ 28 & 32 \\ 30 & 27 \end{bmatrix}$$

Midterm

+

$$\begin{bmatrix} 19 & 35 \\ 48 & 12 \\ 33 & 48 \end{bmatrix}$$

Final

=

$$\begin{bmatrix} 59 & 71 \\ 76 & 44 \\ 63 & 75 \end{bmatrix}$$

# POWER AND ROOTS

- **Power:**  $b^x$
- Base and exponent

$$b^x = \underbrace{b \times \dots \times b}_{x \text{ times}}$$

- $5^3 = 5 \times 5 \times 5 = 125$

# POWER AND ROOTS

- **Root:**  $\sqrt[n]{a}$  ( $n^{\text{th}}$  root of  $a$ )
- Assume:  $\sqrt[n]{a} = x$
- Then,  $x^n = a$
- $\sqrt[2]{16} = 4$ 
  - $[4^2 = 16]$
- $\sqrt[3]{27} = 3$ 
  - $[3^3 = 27]$



# INTRO TO SETS

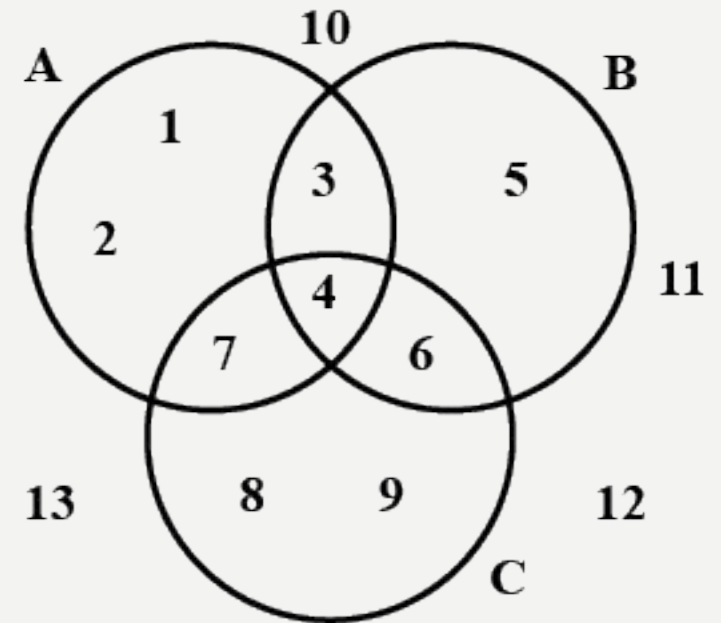
- A collection of objects
  - No specific order or index [Unlike matrix]
- Objects are called elements
- Example
  - Natural number set:  $\{1, 2, 3, \dots\}$  Infinite set
  - Name of your favorite sports:  $\{\textit{Cricket}, \textit{football}, \textit{hockey}, \textit{volleyball}\}$  Finite set

# INTRO TO SETS

- Subset:
  - A is a subset of B if all the elements of A is also in B
  - $A = \{10, 12, 29\}$  and  $b = \{101, 12, 10, 29, 32\}$
- Universal Set:
  - Depends on context
  - Example:
    - When talking about numbers, universal set might be the set of Real Numbers
    - In case of set of favorite sports, universal set would be the set of all sports
- Empty/Null set:
  - Set with zero members:  $\{ \}$  or  $\emptyset$

# INTRO TO SETS

- $U = \{1,2,3,4,5,6,7,8,9,10,11,12,13\}$
- $A = \{1,2,3,4,7\}$
- $B = \{3,4,5,6\}$
- $C = \{4,6,7,8,9\}$
- Three set operations:
  - Union
  - Intersection
  - Complement



# SUMMARY

- GCD and LCM
- Euclidean algorithm for GCD (and LCM too)
- Factorials and a combinatorial problem
- Matrices and an application of them
- Power and roots
- Sets and set operations
  
- See you after mid!



**NEXT**



# PRACTICE DAY