PRIMETIME

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Overview

- We chose to develop our program in C using OpenMP
- The program's objective is to find two prime factors of a given composite
- The given composite is required to be a multiple of two primes
- Using 'unsigned long long int' we can compute at least a 2⁶⁴ composite
- The master thread determines whether the composite itself is 4, 6, 9 or a
 multiple of 2 or 3. The remaining threads utilize a base 6 matrix to determine
 the prime factors, if needed.

Base 6 Prime Pattern

- A prime number is divisible by 1 and itself.
- A pattern can be found using a Base 6 matrix
- With the exception of 2 and 3 every prime number exists within column 1 and 5.
- The pattern for column 1 is '6n + 1'
- The pattern for column 5 is '6n 1'

Source: Prime forms

4	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42

Our Code

- The for loop acts as a Base 6 matrix iterator
- One loop checks two rows for prime factors
 - i, i + 2, i + 6, i + 8
- There is a check for a composite of a squared prime factor
- When two primes factors are found the for loop terminates by making i > limit

```
#pragma omp for
for (unsigned long long int i = 5; i <= limit; i += 12)</pre>
    if (composite % i == 0)
       primesFound++; // One prime factor found
       if (i * i == composite)
           printf("The prime factors are both: %'llu \n", i);
           primesFound++: // Increment primesFound to terminate loop
           printf("A prime factor is: %'llu \n", i);
    if ((composite \% (i + 2)) == 0)
       primesFound++: // One prime factor found
       if ((i + 2) * (i + 2) == composite)
           printf("The prime factors are both: %'llu \n", i + 2);
           primesFound++: // Increment primesFound to terminate loop
           printf("A prime factor is: %'llu \n", i + 2);
```