

Algorithms Supplement

Previously published algorithms

The following Algorithms have been published in the *Communications of the Association for Computing Machinery* during the period July–September 1967.

305 SYMMETRIC POLYNOMIALS

Expresses the symmetric sum $\sum x_{i1}^{b_1} x_{i2}^{b_2} \dots x_{in}^{b_n}$ over n variables as a sum of determinants in the unitary symmetric functions $\sum x_{i1} x_{i2} \dots x_{ir}$.

306 PERMUTATIONS WITH REPETITIONS

Successive calls of the algorithm generate in an array all permutations of its elements in reverse lexicographical order.

307 SYMMETRIC GROUP CHARACTERS

Produces the irreducible character of the symmetric group corresponding to the partitions of the representation and the class of the group S_n .

308 GENERATION OF PERMUTATIONS IN PSEUDO-LEXICOGRAPHIC ORDER

309 GAMMA FUNCTION WITH ARBITRARY PRECISION

Computes the value of the gamma function for any real argument for which the result can be represented within the computer, working with a given number of decimal digits. It is especially useful for variable field length computers and for multiple-precision calculations.

310 PRIME NUMBER GENERATOR 1

311 PRIME NUMBER GENERATOR 2

Algorithm 310 generates the prime numbers less than or equal to a given number. Algorithm 311 is a faster version of algorithm 310.

The following Algorithms were published in *Nordisk Tidskrift for Informationsbehandling* in the April 1967 issue.

Contribution No. 20 SMITH'S NORMAL FORM

A procedure is given for reduction of a polynomial matrix $A(\lambda)$ to Smith's normal form, all coefficients supposed to be rational numbers. In particular, the case $A(\lambda) = \lambda I - C$ is considered, where C is a constant matrix.

Paper ON THE PRACTICAL APPLICATION OF THE MODIFIED ROMBERG ALGORITHM

Algorithms

Algorithm 31. COMPLEX FOURIER SERIES

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Author's Note.

This procedure implements the Cooley–Tukey algorithm (Cooley and Tukey, 1965) for computing complex Fourier

series. For $n < 0$, ($N = \text{abs}(n)$) the procedure evaluates the coefficients $A(k)$ of the Fourier analysis:

$$A(k) = \frac{1}{N} \sum_{j=0}^{N-1} X(j) W^{-jk}, k = 0, 1, \dots, N-1$$

of the sampled function $X(j)$. For $n > 0$, ($N = n$), the function $X(j)$, $j = 0, 1, \dots, N-1$, may be synthesized from the coefficients by:

$$X(j) = \sum_{k=0}^{N-1} A(k) W^{+jk}$$

where, in each case, $W = e^{\uparrow (2\pi i/N)}$.

At input, in case $n < 0$, the arrays *rea*, *ima* [$0 : N-1$] contain, respectively, the real and imaginary parts of the function $X(j)$ at the sample points $j = 0, 1, \dots, N-1$. At output the same arrays contain the real and imaginary parts of $A(k)$, $k = 0, 1, 2, \dots, N-1$. For $n > 0$ the reverse situation applies, i.e. at input $A(k)$ is provided and, for output, the procedure yields $X(j)$.

Cooley and Tukey have shown that if $N = a^p b^q c^r \dots$ where a, b, c, \dots are the prime factors of N , then the number of complex operations needed is $N(p \times a + q \times b + c \times r \dots)$. Capitalising on the binary nature of computers, a highly efficient implementation of this algorithm is possible, in machine code, for $N = 2^m$.

This procedure places no restrictions on N , provided that $N > 1$, but is most efficient for those cases in which N is large compared with $(p \times a + q \times b + c \times r \dots)$.

N is first decomposed into its prime factors. The Cooley–Tukey process is executed to obtain the $A(k)$ or $X(j)$ but not in the correct order. A final reordering of the elements of *rea*, *ima* is performed to achieve the desired result.

The description given above is appropriate for *origin* = 0. For *origin* = s the expansions are:

$$A(k) = \frac{1}{N} \sum_{j=-s}^{N-s-1} X(j) W^{-jk}, k = -s, -s+1, \dots, N-s-1$$

and

$$X(j) = \sum_{k=-s}^{N-s-1} A(k) W^{+jk}, j = -s, -s+1, \dots, N-s-1,$$

with the $A(k)$ or $X(j)$ contained, as appropriate in *rea*, *ima* [$0 : N-1$].

[Thanks are due to the referee for his corrections and many suggested improvements.]

Reference

COOLEY, J. W., and TUKEY, J. W. (1965). An Algorithm for the Machine Calculation of Complex Fourier Series, *Mathematics of Computation*, Vol. 19, pp. 297–301.

procedure *complexfourier* (n , *rea*, *ima*, *origin*); **value** n , *origin*;
integer n , *origin*; **array** *rea*, *ima*;
begin **integer** nn , nb , max , wtk ;
 integer array b [$1 : \ln(\text{abs}(n)) / \ln(3.0) + 1$];

procedure *primefactors* (n , f , nf); **value** n ;

integer n , nf ; **integer array** f ;

comment *decomposes n into factors of four (and a possible single factor of two) and its odd prime factors. The factors*

occupy $f[1]$ through $f[nf]$ of $f[1 : k]$ where k will be sufficient if $3^k \geq n$;

```
begin integer i, q, p, d;
  i := 0; p := 4;
  d := -2; q := n;
next: if q ≥ p then
  begin q := n ÷ p;
    if n ≠ q × p then
      begin p := p + d;
        d := if d < 1 then 1 else 2
      end
    else
      begin i := i + 1;
        f[i] := p; n := q
      end;
      goto next
    end;
  if n ≠ 1 then
    begin i := i + 1;
      f[i] := n
    end;
    nf := i
  end primefactors;
```

integer procedure rev (m, b, n, r); **value** m, n, r ;
integer m, n, r ; **integer array** b ;
comment performs an integer transformation as follows:—
 1. An integer k is expressed as (k_1, k_2, \dots, k_n) where k_1 is the most and k_n the least significant digit of the n -digit mixed radix representation of k , with k_i associated with base $b[i]$.
 2. The subset (k_1, k_2, \dots, k_r) is converted to a second integer, treating k_1, k_r as the least and most significant digits respectively.

The procedure identifier *rev* yields the result of applying this transformation to m ;

```
begin integer sum, i, q, d, j;
  sum := 0;
  for i := n step -1 until 2 do
    begin d := b[i];
      q := m ÷ d; j := m - q × d;
      if i ≤ r then sum := sum × d + j;
        m := q
      end;
  rev := sum × b[1] + m
end rev;
```

integer procedure jtok (m, b, n); **value** m, n ;
integer m, n ; **integer array** b ;
comment performs an integer transformation according to the following rules:—

1. An integer j is expressed as (j_1, j_2, \dots, j_n) where j_1 is the least significant digit and j_n the most significant digit of the n -digit mixed radix representation of j where each j_i is associated with base $b[i]$.
2. A second integer k is formed by reversing the order of significance of the digits, i.e. j_n is now regarded as the least significant digit.

The procedure identifier *jtok* yields the result of applying this transformation to m ;

```
begin integer sum, i, j, d, q, nless1;
  nless1 := n - 1; sum := 0;
  for i := 1 step 1 until nless1 do
```

```
  begin d := b[i];
    q := m ÷ d; j := m - q × d;
    sum := sum × d + j;
    m := q
  end;
  jtok := sum × b[n] + m
end jtok;
```

procedure jkperm ($rea, ima, na, origin, b, nb$);
value $na, nb, origin$;
array rea, ima ; **integer array** b ; **integer** $na, nb, origin$;
comment $rea, ima[0 : abs(na)]$ are the real and imaginary parts of a complex array a . For $na > 0$ the procedure rearranges the elements so that $a[j] := a[k]$ where k is the j to k transformation of j defined by **procedure jtok**. The radix base vector for that procedure is $b[1 : nb]$. Elements $a[k]$ are exchanged with $a[j]$ in the order $j = 0, 1, 2, \dots, na$ provided $k > j$. If $k < j$ then element $a[k]$ is now elsewhere following previous exchanges. In this case repeated transformations of k are made until $k > j$.

For $na < 0$ the rearrangement is $a[j] := a[k] / (abs(na) + 1)$. The above description applies for $origin = 0$. For $origin \neq 0$ the rearrangement is $a[j] := a[k]$ where $k = jtok(j - origin) + origin$, these sums and differences being modulo $(abs(na) + 1)$;

```
begin integer nj, j, k, n; real nn, rtemp, itemp;
  if na < 0 then
    begin n := 1 - na;
      nj := -na
    end
  else
    begin n := 1 + na;
      nj := na
    end;
  nn := n;
  for j := 0 step 1 until nj do
    begin k := j;
      test: k := k - origin;
      if k < 0 then k := k + n;
        k := jtok(k, b, nb) + origin;
      if k > nj then k := k - n;
      if k < j then goto test;
      if j ≠ k then
        begin rtemp := rea[k]; itemp := ima[k];
          if na < 0 then
            begin rtemp := rtemp / nn;
              itemp := itemp / nn
            end;
          rea[k] := rea[j]; rea[j] := rtemp;
          ima[k] := ima[j]; ima[j] := itemp
        end
      end
    end j
  end jkperm;
```

comment main program;
 wtk := nn :=
 primefactors (nn, b, nb) if $n < 0$ then $-n$ else n ;

```

max := b[nb];
if max < b[1] then max := 4;
begin array rw, iw, rx, ix[1 : max];
  integer nless1, wtj, j, i, r, gpstep, wg, g, kend, k, jj, kbase,
  rless1;
  real z, wrz, rwrz, iwrz, rwj, iwj, wgz, re, im, rwi, iwi,
  rsum, isum, twopi;
  nless1 := nn - 1;
  twopi := 6.283185307180;
  comment this constant is the value of 2π correct to
  12 decimal places;
  z := twopi / n; rless1 := 0;
  if n < 0 then twopi := -twopi;
  for r := 1 step 1 until nb do
    begin kbase := b[r]; gpstep := wtk;
      wtk := wtk ÷ kbase;
      wrz := twopi / kbase;
      rwrz := cos(wrz); iwrz := sin(wrz);
      for g := 0 step gpstep until nless1 do
        begin if g = 0 then
          begin rwj := 1.0;
            iwj := 0.0
          end
        else
          begin wg := rev(g, b, nb, rless1) × wtk;
            wgz := wg × z;
            rwj := rw[1] := cos(wgz);
            iwj := iw[1] := sin(wgz)
          end;
          for j := 2 step 1 until kbase do
            begin re := rwrz × rwj - iwrz × iwj;
              im := rwrz × iwj + iwrz × rwj;
              rwj := rw[j] := re;
              iwj := iw[j] := im
            end;
          end;
        end;
      end;
    end;
  end;
end;

```

```

kend := g + wtk - 1;
for k := g step 1 until kend do
  begin jj := k + origin;
    for j := 1 step 1 until kbase do
      begin if jj > nless1 then jj := jj - nn;
        rx[j] := rea[jj]; ix[j] := ima[jj];
        jj := jj + wtk
      end;
      jj := k + origin;
      for i := 1 step 1 until kbase do
        begin if jj > nless1 then jj := jj - nn;
          rwi := rw[i]; iwi := iw[i];
          rsum := rx[kbase]; isum := ix[kbase];
          for j := kbase - 1 step -1 until 1 do
            if i ≠ 1 ∨ g ≠ 0 then
              begin re := rsum × rwi - isum × iwi;
                im := rsum × iwi + isum × rwi;
                rsum := re + rx[j];
                isum := im + ix[j]
              end
            else
              begin rsum := rsum + rx[j];
                isum := isum + ix[j]
              end;
            end;
          rea[jj] := rsum; ima[jj] := isum;
          jj := jj + wtk
        end i
      end k
    end g; rless1 := r
  end r;
  if n < 0 then nless1 := -nless1;
  jkperm(rea, ima, nless1, origin, b, nb)
end
end complexfourier

```

Contributions for the Algorithms Supplement should be sent to

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Discussion and Correspondence

Modification of the complex method of constrained optimization

By J. A. Guin*

On the basis of some recent computational experience using the complex method of Box (1965), it has been found that the following modifications in the method increase the chances of reaching the optimum.

(1) Box has suggested that a projected trial point be moved in halfway toward the centroid of the remaining points until a new point better than the rejected one is found. If by chance all points on the line from the centroid to the projected point are worse than the original point, application of this rule causes the projected point eventually to coincide with the centroid. When this happens no further progress is possible. Considering this situation, it is recommended that if the projection factor α is found to have been reduced below

a certain quantity (we have found $\alpha = 10^{-5}$ to be a satisfactory criterion) without obtaining a better function value for the projected trial point, then this trial point should be replaced to its original unprojected position and the second worst point rejected instead. This procedure tends to keep the complex moving unless the centroid is indeed near the optimum.

(2) The rule of setting an independent variable to 0.000001 inside its limit sometimes causes the method to obtain a false optimum if all points of the complex fall into this hyperplane. This happens especially when the optimum is near, but not upon the constraint. To alleviate this situation, it is recommended that the above rule be abandoned and that only the

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