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1 Introduction

The AMD Core Math Library (ACML) is a set of numerical routines tuned specifically for AMD64 platform processors (including Opteron™ and Athlon™64). The routines, which are available via both FORTRAN 77 and C interfaces, include:

- **BLAS** - Basic Linear Algebra Subprograms (including Sparse Level 1 BLAS);
- **LAPACK** - A comprehensive package of higher level linear algebra routines;
- **FFT** - a set of Fast Fourier Transform routines for real and complex data;
- **RNG** - a set of random number generators and statistical distribution functions.

The BLAS and LAPACK routines provide a portable and standard set of interfaces for common numerical linear algebra operations that allow code containing calls to these routines to be readily ported across platforms. Full documentation for the BLAS and LAPACK are available online. This manual will, therefore, be restricted to providing brief descriptions of the BLAS and LAPACK and providing links to their documentation and other materials (see Chapter 3 [The BLAS], page 19 and see Chapter 4 [LAPACK], page 20).

The FFT is an implementation of the Discrete Fourier Transform (DFT) that makes use of symmetries in the definition to reduce the number of operations required from $O(n^2)$ to $O(n \log n)$ when the sequence length, $n$, is the product of small prime factors; in particular, when $n$ is a power of 2. Despite the popularity and widespread use of FFT algorithms, the definition of the DFT is not sufficiently precise to prescribe either the forward and backward directions (these are sometimes interchanged), or the scaling factor associated with the forward and backward transforms (the combined forward and backward transforms may only reproduce the original sequence by following a prescribed scaling).

Currently, there is no agreed standard API for FFT routines. Hardware vendors usually provide a set of high performance FFTs optimized for their systems: no two vendors employ the same interfaces for their FFT routines. The ACML provides a set of FFT routines, optimized for AMD64 processors, using an ACML-specific set of interfaces. The functionality, interfaces and use of the ACML FFT routines are described below (see Chapter 5 [Fast Fourier Transforms], page 24).

The RNG is a comprehensive set of statistical distribution functions which are founded on various underlying uniform distribution generators (*base generators*) including Wichmann-Hill and an implementation of the Mersenne Twister. In addition there are hooks which allow you to supply your own preferred base generator if it is not already included in ACML. All RNG functionality and interfaces are described below (see Chapter 6 [Random Number Generators], page 75).

Chapter 2 [General Information], page 2 provides details on:

- how to link a user program to the ACML;
- FORTRAN and C interfaces to ACML routines;
- how to obtain the ACML version and build information;
- how to access the ACML documentation.

A supplementary library of fast math and fast vector math functions (ACML_MV) is also provided with some 64-bit versions of ACML. Some of the functions included in ACML_MV are not callable from high-level languages, but must be called via assembly language; the documentation of ACML_MV (see Chapter 7 [Fast Vector Math Library], page 163) gives details for each individual routine.
2 General Information

2.1 Determining the best ACML version for your system

ACML comes in versions for 64-bit and 32-bit processors, running both Linux and Microsoft Windows® operating systems. To use the following tables, you will need to know answers to these questions:

- Are you running a 64-bit operating system (on AMD64 hardware such as Opteron or Athlon64)? Or are you running a 32-bit operating system?
- Is the operating system Linux or Microsoft Windows?
- Do you have the GNU compilers (gfortran/gcc) or compatible compilers (compilers such as Absoft that are interoperable with the GNU compilers) installed?
- Do you have the PGI compilers (pgf77/pgf90/pgcc) installed?
- Do you have the Open64 compilers (openf95/opencc) installed?
- Do you have the NAGWare compiler (f95) installed?
- Do you have the Sun compiler (f95) installed?
- On a 32-bit Windows machine, do you have Microsoft C, or PGI Visual Fortran, or Intel Fortran, or compatible compilers installed?
- Do you have a single processor system or a multiprocessor (SMP) system? The single processor version of ACML can be run on an SMP machine and vice versa, but (if you have the right compilers) it is more efficient to run the version appropriate to the machine.
- If you’re on a 32-bit machine, does it support Streaming SIMD Extension instructions (SSE and SSE2)?

The ACML installation includes a binary utility that can help you find an answer to the last question. The utility lies in directory util, and is named cpuid.exe. It interrogates the processor to determine whether SSE and SSE2 instructions exist.

util/cpuid.exe

Under a Linux operating system, another way of finding out the answer to the last question is to look at the special file /proc/cpuinfo, and see what appears under the “flags” label. Try this command:

cat /proc/cpuinfo | grep flags

If the list of flags includes the flag “sse” then your machine supports SSE instructions. If it also includes “sse2” then your machine supports SSE2 instructions. If your machine supports these instructions, it is better to use a version of ACML which was built to take advantage of them, for reasons of good performance.

The method of examining /proc/cpuinfo can also be used under Microsoft Windows if you have the Cygwin UNIX-like tools installed (see http://www.cygwin.com/) and run a bash shell. Note that AMD64 machines always support both SSE and SSE2 instructions, under both Linux and Windows. Older (32-bit) AMD chips may support SSE but not SSE2, or neither SSE nor SSE2 instructions. Other manufacturers’ hardware may or may not support SSE or SSE2.

If you link to a version of ACML that was built to use SSE or SSE2 instructions, and your machine does not in fact support them, it is likely that your program will halt due
to encountering an “illegal instruction” - you may or may not be notified of this by the operating system.

For 32-bit machines, older versions of ACML (ACML 3.1.0 and earlier) came in variants suitable for hardware without SSE/SSE2 instructions (Streaming SIMD Extensions). This is no longer the case, and if you have older 32-bit hardware that does not support SSE/SSE2, and wish to use ACML, you must continue to use an older version.

Once you have answered the questions above, use these tables to decide which version of ACML to link against.

### Linux 64-bit

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<th>Compilers</th>
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<td>acml4.3.0/pgi64</td>
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<tr>
<td></td>
<td>GNU gfortran/gcc or compat.</td>
<td>acml4.3.0/gfortran64</td>
</tr>
<tr>
<td></td>
<td>Open64 openf95/opencc</td>
<td>acml4.3.0/open64_64</td>
</tr>
<tr>
<td></td>
<td>Intel Fortran</td>
<td>acml4.3.0/ifort64</td>
</tr>
<tr>
<td></td>
<td>NAGWare f95</td>
<td>acml4.3.0/nag64</td>
</tr>
<tr>
<td></td>
<td>Sun f95</td>
<td>acml4.3.0/sun64</td>
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<tr>
<td></td>
<td>Absoft (use gfortran ACML)</td>
<td>acml4.3.0/gfortran64</td>
</tr>
<tr>
<td>Multi processor or core</td>
<td>PGI pgf77/pgf90/pgcc</td>
<td>acml4.3.0/pgi64_mp</td>
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<tr>
<td></td>
<td>GNU gfortran/gcc or compat.</td>
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<td></td>
<td>Intel Fortran</td>
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### Microsoft Windows 32-bit

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<tr>
<td>Multi processor or core</td>
<td>PGI pgf77/pgf90/Microsoft C</td>
<td>acml4.3.0/pg132_mp</td>
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<tr>
<td></td>
<td>Intel Fortran/Microsoft C</td>
<td>acml4.3.0/ifort32_mp</td>
</tr>
</tbody>
</table>

### 2.2 Accessing the Library (Linux)

#### 2.2.1 Accessing the Library under Linux using GNU gfortran/gcc

If the Linux 64-bit gfortran version of ACML was installed in the default directory, /opt/acml4.3.0/gfortran64, then the command:

```
gfortran -m64 driver.f -L/opt/acml4.3.0/gfortran64/lib -lacml
```

can be used to compile the program driver.f and link it to the ACML.

The ACML Library is supplied in both static and shareable versions, libacml.a and libacml.so, respectively. By default, the commands given above will link to the shareable version of the library, libacml.so, if that exists in the directory specified. Linking with the static library can be forced either by using the compiler flag `-static`, e.g.

```
gfortran -m64 driver.f -L/opt/acml4.3.0/gfortran64/lib -static -lacml -lrt
```

or by inserting the name of the static library explicitly in the command line, e.g.

```
gfortran -m64 driver.f /opt/acml4.3.0/gfortran64/lib/libacml.a -lrt
```

Notice that if the application program has been linked to the shareable ACML Library, then before running the program, the environment variable `LD_LIBRARY_PATH` must be set. Assuming that libacml.so was installed in the directory `/opt/acml4.3.0/gfortran64/lib`, then `LD_LIBRARY_PATH` may be set by, for example, the C-shell command

```
setenv LD_LIBRARY_PATH /opt/acml4.3.0/gfortran64/lib
```

(See the man page for `ld(1)` for more information about `LD_LIBRARY_PATH`.)

The command

```
gfortran -m32 driver.f -L/opt/acml4.3.0/gfortran32/lib -lacml
```

will compile and link a 32-bit program with a 32-bit ACML.

If you have an SMP machine and want to take best advantage of it, link against the gfortran OpenMP version of ACML like this:
Chapter 2: General Information

```
gfortran -fopenmp -m64 driver.f
    -L/opt/acml4.3.0/gfortran64_mp/lib -lacml_mp

gfortran -fopenmp -m32 driver.f
    -L/opt/acml4.3.0/gfortran32_mp/lib -lacml_mp
```

Note that the directories and library names involved now include the suffix \\textit{mp}.

To compile and link a 64-bit C program with a 64-bit ACML, invoke
```
gcc -m64 -I/opt/acml4.3.0/gfortran64/include driver.c
    -L/opt/acml4.3.0/gfortran64/lib -lacml -lgfortran
```

The switch \texttt{"-I/opt/acml4.3.0/gfortran64/include"} tells the compiler to search the directory \texttt{/opt/acml4.3.0/gfortran64/include} for the ACML C header file acml.h, which should be included by driver.c. Note that it is necessary to add the gfortran compiler run-time library -lgfortran when linking the program.

### 2.2.2 Accessing the Library under Linux using PGI compilers

```
pgf77/pgf90/pgcc
```

Similar commands apply for the PGI versions of ACML. For example,
```
pgf77 -tp=k8-64 -Mcach\textunderscore align driver.f
    -L/opt/acml4.3.0/pgi64/lib -lacml
pgf77 -tp=k8-32 -Mcach\textunderscore align driver.f
    -L/opt/acml4.3.0/pgi32/lib -lacml
```

will compile driver.f and link it to the ACML using 64-bit and 32-bit versions respectively. In the example above we are linking with the single-processor PGI version of ACML.

If you have an SMP machine and want to take best advantage of it, link against the PGI OpenMP version of ACML like this:
```
pgf77 -tp=k8-64 -mp -Mcach\textunderscore align driver.f
    -L/opt/acml4.3.0/pgi64_mp/lib -lacml_mp
pgf77 -tp=k8-32 -mp -Mcach\textunderscore align driver.f
    -L/opt/acml4.3.0/pgi32_mp/lib -lacml_mp
```

Note that the directories and library names involved now include the suffix \\textit{mp}.

The \texttt{-mp} flag is important - it tells pgf77 to link with the appropriate compiler OpenMP run-time library. Without it you might get an \textquoteright{}unresolved symbol\textquoteright{} message at link time. The \texttt{-Mcach\textunderscore align} flag is also important - it tells the compiler to align objects on cache-line boundaries.

The commands
```
pgcc -c -tp=k8-64 -mp -Mcach\textunderscore align
    -I/opt/acml4.3.0/pgi64_mp/include driver.c
pgcc -tp=k8-64 -mp -Mcach\textunderscore align driver.o
    -L/opt/acml4.3.0/pgi64_mp/lib -lacml_mp -lpgftnrtl -lm
```

will compile driver.c and link it to the 64-bit ACML. Again, the \texttt{-mp} flag is important if you are linking to the PGI OpenMP version of ACML. The C compiler is instructed to search the directory \texttt{/opt/acml4.3.0/pgi64_mp/include} for the ACML C header file acml.h, which should be included by driver.c, by using the switch \texttt{"-I/opt/acml4.3.0/pgi64_mp/include"}.

Note that in the example we add the libraries \texttt{-lpgftnrtl} and \texttt{-lm} to the link command, so that required PGI compiler run-time libraries are found.

Note that since ACML version 3.5.0, all PGI 64-bit variants are compiled with the PGI \texttt{-Mlarge\_arrays} switch to allow use of larger data arrays (see PGI compiler documentation for more information). The special \textquoteleft{}large array\textquoteright{} variants that were distributed with earlier versions of ACML are therefore no longer required.
2.2.3 Accessing the Library under Linux using Open64 compilers openf95/opencc

Similar commands apply for the Open64 versions of ACML. For example,

```
openf95 driver.f -L/opt/acml4.3.0/open64_64/lib -lacml
```

will compile driver.f and link it to the ACML using the 64-bit version.

The commands

```
opencc -c -I/opt/acml4.3.0/open64_64/include driver.c
opencc driver.o -L/opt/acml4.3.0/open64_64/lib -lacml -lfortran
```

will compile driver.c and link it to the 64-bit ACML. The switch

```
-I/opt/acml4.3.0/open64_64/include
```

tells the C compiler to search directory /opt/acml4.3.0/open64_64/include for the ACML C header file acml.h, which should be included by driver.c. Note that in the example we add the library -lfortran to the link command, so that the required Open64 compiler run-time library is found.

2.2.4 Accessing the Library under Linux using the NAGWare f95 compiler

Similar commands apply for the NAGware f95 versions of ACML. For example,

```
f95 driver.f -L/opt/acml4.3.0/nag64/lib -lacml
f95 -32 driver.f -L/opt/acml4.3.0/nag32/lib -lacml
```

will compile driver.f and link it to the ACML using the 64-bit version and 32-bit version respectively.

2.2.5 Accessing the Library under Linux using the Intel ifort compiler

Similar commands apply for the Intel ifort versions of ACML. For example,

```
ifort driver.f -L/opt/acml4.3.0/ifort64/lib -lacml
```

will compile driver.f and link it to the ACML using the 64-bit version.

The commands

```
gcc -c -I/opt/acml4.3.0/ifort64/include driver.c
ifort -nofor-main driver.o -L/opt/acml4.3.0/ifort64/lib -lacml
```

will compile driver.c and link it to the 64-bit ACML. The switch

```
-I/opt/acml4.3.0/ifort64/include
```

tells the C compiler to search directory /opt/acml4.3.0/ifort64/include for the ACML C header file acml.h, which should be included by driver.c. Note that in the example we link the C program using the ifort compiler with the -nofor-main switch, so that required ifort compiler run-time libraries are found.

If you have an SMP machine and want to take best advantage of it, link against the ifort OpenMP version of ACML like this:

```
ifort -openmp driver.f -L/opt/acml4.3.0/ifort64_mp/lib -lacml_mp
ifort -openmp driver.f -L/opt/acml4.3.0/ifort32_mp/lib -lacml_mp
```

Note that the directories and library names involved now include the suffix _mp.

The -openmp flag is important - it tells ifort to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time.
2.2.6 Accessing the Library under Linux using Absoft af90

The Absoft compiler af90 is compatible with the GNU compiler gfortran version of ACML, so long as the appropriate gfortran run-time libraries are installed on your system. If the Linux 64-bit gfortran version of ACML was installed in the default directory, /opt/acml4.3.0/gfortran64, then the command:

\[ \text{af90 -m64 driver.f -L/opt/acml4.3.0/gfortran64/lib -lacml -lgfortran} \]

can be used to compile the program driver.f and link it to the ACML. Note that -gfortran links to the gfortran run-time library, which must be installed on your system.

The ACML Library is supplied in both static and shareable versions, libacml.a and libacml.so, respectively. By default, the commands given above will link to the shareable version of the library, libacml.so, if that exists in the directory specified. Linking with the static library can be forced either by using the compiler flag -static, e.g.

\[ \text{af90 -m64 driver.f -L/opt/acml4.3.0/gfortran64/lib -static \ -lacml -lgfortran -lrt} \]

or by inserting the name of the static library explicitly in the command line, e.g.

\[ \text{af90 -m64 driver.f /opt/acml4.3.0/gfortran64/lib/libacml.a -lgfortran -lrt} \]

Notice that if the application program has been linked to the shareable ACML Library, then before running the program, the environment variable LD_LIBRARY_PATH must be set. Assuming that libacml.so was installed in the directory /opt/acml4.3.0/gfortran64/lib, then LD_LIBRARY_PATH may be set by, for example, the C-shell command

\[ \text{setenv LD_LIBRARY_PATH /opt/acml4.3.0/gfortran64/lib} \]

(See the man page for ld(1) for more information about LD_LIBRARY_PATH.)

The command

\[ \text{af90 -m32 driver.f -L/opt/acml4.3.0/gfortran32/lib -lacml -lgfortran} \]

will compile and link a 32-bit program with a 32-bit ACML.

If you have an SMP machine and want to take best advantage of it, link against the gfortran OpenMP version of ACML like this:

\[ \text{af90 -m64 driver.f -L/opt/acml4.3.0/gfortran64_mp/lib -lacml_mp -lgfortran -lgomp} \]

\[ \text{af90 -m32 driver.f -L/opt/acml4.3.0/gfortran32_mp/lib -lacml_mp -lgfortran -lgomp} \]

Note that the directories and library names involved now include the suffix _mp. Also note that it is necessary to link to the gfortran run-time libraries -lgfortran -lgomp, both of which must be installed on your system.

2.2.7 Accessing the Library under Linux using compilers other than GNU, PGI, Open64, NAGWare, Intel or Absoft

It may be possible to link to some versions of ACML using compilers other than those already mentioned, if they are compatible with one of the other versions. If you do this, it may be necessary to link to the run-time library of the compiler used to build the ACML you link to, in order to satisfy run-time symbols. Since doing this is very compiler-specific, we give no further details here.
2.3 Accessing the Library (Microsoft Windows)

2.3.1 Accessing the Library under 32-bit Windows using PGI compilers pgf77/pgf90/Microsoft C

To use the 32-bit Windows PGI version of ACML, use a command like

```
pgf77 -Mdll -Munix driver.f
"c:\AMD\acml4.3.0\pgi32\lib\libacml_dll.lib"
```

where libacml_dll.lib is the import library for the ACML DLL. Note that it is important to use the compiler switch `-Munix` in order to tell the compiler to use the same calling convention as was used to build ACML.

In the example above we are linking with the single-processor PGI version of ACML.

If you have an SMP machine and want to take best advantage of it, link against the PGI OpenMP version of ACML like this:

```
pgf77 -Mdll -Munix -mp driver.f
"c:\AMD\acml4.3.0\pgi32_mp\lib\libacml_mp_dll.lib"
```

Note that the directories and library names involved now include the suffix `_mp`.

For the OpenMP version of ACML, if you link to the static library libacml_mp.lib rather than the DLL import library libacml_mp_dll.lib, you will need to use the PGI compiler flag `-mp` in order to tell the compiler to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time. This should not be necessary when linking to the ACML DLL because the DLL itself knows that it depends on the run-time library; but using the `-mp` flag in any case will do no harm.

To compile and link a C program using the Microsoft C command line compiler, `cl`, the commands

```
cl "-Ic:\AMD\acml4.3.0\pgi32\include"
/Md driver.c
"c:\AMD\acml4.3.0\pgi32\lib\libacml_dll.lib"
```

will link against the single-threaded DLL and multi-threaded versions of ACML respectively.

2.3.2 Accessing the Library under 32-bit Windows using Microsoft C or Intel Fortran

To use the 32-bit Windows MSC/Intel Fortran version of ACML, use a command like

```
ifort /threads /libs:dll driver.f
"c:\AMD\acml4.3.0\ifort32\lib\libacml_dll.lib"
```

where libacml_dll.lib is the import library for the ACML DLL.

In the example above we are linking with the single-processor ifort version of ACML.

If you have an SMP machine and want to take best advantage of it, link against the ifort OpenMP version of ACML like this:
ifort /libs:dll -Qopenmp driver.f
   c:\acml4.3.0\ifort32\lib\libacml_dll.lib

Note that the directories and library names involved now include the suffix _mp.

For the OpenMP version of ACML, if you link to the static library libacml_mp.lib rather than the DLL import library libacml_mp_dll.lib, you will need to use the ifort compiler flag -Qopenmp in order to tell the compiler to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time. This should not be necessary when linking to the ACML DLL because the DLL itself knows that it depends on the run-time library; but using the -Qopenmp flag in any case will do no harm.

To compile and link a C program using the Microsoft C command line compiler, cl, the commands

cl "-Ic:\AMD\acml4.3.0\ifort32\include"
   /MD driver.c
   "c:\AMD\acml4.3.0\ifort32\lib\libacml_dll.lib"
cl "-Ic:\AMD\acml4.3.0\ifort32_mp\include"
   /MD driver.c
   "c:\AMD\acml4.3.0\ifort32_mp\lib\libacml_mp_dll.lib"

will link against the single-threaded DLL and multi-threaded versions of ACML respectively.

ACML can also be linked from inside a development environment such as Microsoft Visual Studio or Visual Studio.NET. Again, it is important to get compilation options correct. The directory acml4.3.0\ifort32\examples\Projects contains a few sample Visual Studio project directories showing how this can be done.

Note that in both examples above we linked to a DLL version of ACML, and so before running the resulting programs the environment variable PATH must be set to include the location of the DLL. For example, assuming that libacml_dll.dll was installed in "c:\AMD\acml4.3.0\ifort32\lib", PATH may be set by, for example, the DOS command PATH="c:\AMD\acml4.3.0\ifort32\lib";%PATH%
Alternatively, the PATH environment variable may be set in the system category of the Windows control panel.

ACML also comes as a static (non-DLL) library, named libacml.lib, in the same directory as the DLL. If you link to the static library instead of the DLL import library then there is no need to set the PATH.

2.3.3 Accessing the Library under 32-bit Windows using the Compaq Visual Fortran compiler

The win32 Intel Fortran variant of ACML can be used with the Compaq Visual Fortran compiler as follows:

f90 /iface:cref,nomixed_str_len_arg /threads /libs:dll driver.f
   "c:\AMD\acml4.3.0\ifort32\lib\libacml_dll.lib"

where f90 is the Compaq Visual Fortran command line compiler and libacml_dll.lib is the import library for the ACML DLL. The switch /iface:cref,nomixed_str_len_arg used on the f90 compiler command line is important - it tells the compiler to use a calling convention equivalent to the default Intel Fortran calling convention, rather than the default cvf _stdcall calling convention. If you forget to use this switch your program is likely to crash on execution.
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2.3.4 Accessing the Library under 32-bit Windows using the Salford FTN95 compiler

The win32 Intel Fortran variant of ACML can be used with the Salford ftn95 compiler as follows:

```fortran
ftn95 driver.f
```

The resulting object file can be linked using the Salford linker, slink, for example like this:

```bash
slink driver.obj install_dir\libacml_dll.dll
```

where `install_dir` is the location of the DLL. The full pathname of `install_dir` should be specified to the DLL and should be enclosed within quotes if it contains spaces. It is worth emphasising that the linker should link directly against the DLL itself, not the `libacml_dll.lib` import library.

2.3.5 Accessing the Library under 64-bit Windows using PGI compilers pgf77/pgf90/pgcc

Under 64-bit versions of Windows, ACML 4.3.0 comes as a static (.LIB) library or a DLL.

To link with the 64-bit Windows DLL library PGI version of ACML, in a DOS command prompt use a command like

```bash
pgf77 -Mdll driver.f c:/acml4.3.0/win64/lib/libacml_dll.lib
```

where `libacml_dll.lib` is the import library for the DLL. In the example above we are linking with the single-processor WIN64 version of ACML.

If you have an SMP machine and want to take best advantage of it, link against the WIN64 OpenMP version of ACML like this:

```bash
pgf77 -Mdll -mp driver.f c:/acml4.3.0/win64_mp/lib/libacml_mp_dll.lib
```

Note that the directories and library names involved now include the suffix `mp`.

For the OpenMP version of ACML, if you link to the static library `libacml_mp.lib` rather than the DLL import library `libacml_mp_dll.lib`, you will need to use the PGI compiler flag `-mp` in order to tell the compiler to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time. This should not be necessary when linking to the ACML DLL because the DLL itself knows that it depends on the run-time library; but using the `-mp` flag in any case will do no harm.

Note that the performance of OpenMP code produced with the PGI WIN64 compilers depends on environment variables named `MP_BIND` and `MP_SPIN`, which control how multiple threads behave (see PGI compiler documentation for discussion of these variables). For ACML, empirical experiments show that higher values of `MP_SPIN` than the default are likely to give better performance. We recommend that users set `MP_BIND=yes` and `MP_SPIN=100000000`.

Under WIN64, to compile and link a C program, the commands

```bash
pgcc -Mdll driver.c -Ic:/acml4.3.0/win64/include
      c:/acml4.3.0/win64/lib/libacml_dll.lib
pgcc -Mdll -mp driver.c -Ic:/acml4.3.0/win64_mp/include
      c:/acml4.3.0/win64_mp/lib/libacml_mp_dll.lib
```

will link against the single-threaded DLL and multi-threaded versions of ACML respectively.

To use the Microsoft C command line compiler, `cl`, use commands like this:
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2.3.6 Accessing the Library under 64-bit Windows using Microsoft C or Intel Fortran

Under 64-bit versions of Windows, ACML 4.3.0 comes as a static (.LIB) library or a DLL. To link with the 64-bit Windows DLL library Intel Fortran version of ACML, in a DOS command prompt use a command like

\texttt{ifort /libs:dll driver.f c:\acml4.3.0\ifort64\lib\libacml_dll.lib}

where \texttt{libacml_dll.lib} is the import library for the DLL. In the example above we are linking with the single-processor ifort version of ACML.

If you have an SMP machine and want to take best advantage of it, link against the ifort OpenMP version of ACML like this:

\texttt{ifort /libs:dll -Qopenmp driver.f c:\acml4.3.0\win64_mp\lib\libacml_mp_dll.lib}

Note that the directories and library names involved now include the suffix \texttt{mp}.

For the OpenMP version of ACML, if you link to the static library \texttt{libacml_mp.lib} rather than the DLL import library \texttt{libacml_mp_dll.lib}, you will need to use the ifort compiler flag \texttt{-Qopenmp} in order to tell the compiler to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time. This should not be necessary when linking to the ACML DLL because the DLL itself knows that it depends on the run-time library; but using the \texttt{-Qopenmp} flag in any case will do no harm.

Under WIN64, to compile and link a C program using the Microsoft C command line compiler, \texttt{cl}, the commands

\begin{verbatim}
c1 driver.c -Ic:/acml4.3.0/fort64/include
          c:/acml4.3.0/fort64/lib/libacml_dll.lib
cl driver.c -Ic:/acml4.3.0/fort64_mp/include
          c:/acml4.3.0/fort64_mp/lib/libacml_mp_dll.lib
\end{verbatim}

will link against the single-threaded DLL and multi-threaded versions of ACML respectively.
2.4 Accessing the Library (Sun compiler under Solaris or Linux)

2.4.1 Accessing the Library using the Sun compiler under Solaris or Linux

If the Sun f95 64-bit version of ACML was installed in the default directory, /opt/acml4.3.0/sun64, then the command:

```
f95 -m64 driver.f -L/opt/acml4.3.0/sun64/lib -lacml
```

can be used to compile the program driver.f and link it to the ACML.

The ACML Library is supplied in both static and shareable versions, libacml.a and libacml.so, respectively. By default, the commands given above will link to the shareable version of the library, libacml.so, if that exists in the directory specified. Linking with the static library can be forced either by using the compiler flag -Bstatic, e.g.

```
f95 -m64 driver.f -L/opt/acml4.3.0/sun64/lib -Bstatic -lacml
```

or by inserting the name of the static library explicitly in the command line, e.g.

```
f95 -m64 driver.f /opt/acml4.3.0/sun64/lib/libacml.a
```

Notice that if the application program has been linked to the shareable ACML Library, then before running the program, the environment variable LD_LIBRARY_PATH must be set, for example, by the C-shell command:

```
setenv LD_LIBRARY_PATH /opt/acml4.3.0/sun64/lib
```

where it is assumed that libacml.so was installed in the directory /opt/acml4.3.0/sun64/lib (see the man page for ld(1) for more information about LD_LIBRARY_PATH).

The command

```
f95 -m32 driver.f -L/opt/acml4.3.0/sun32/lib -lacml
```

will compile and link a 32-bit program with a 32-bit ACML.

To compile and link a 64-bit C program with a 64-bit ACML, invoke

```
cc -m64 -I/opt/acml4.3.0/sun64/include driver.c
-L/opt/acml4.3.0/sun64/lib -lacml -lfsu -lsunmath -lm
```

The switch "-I/opt/acml4.3.0/sun64/include" tells the compiler to search the directory /opt/acml4.3.0/sun64/include for the ACML C header file acml.h, which should be included by driver.c. Note that it is necessary to add the Sun compiler run-time libraries -lfsu -lsunmath -lm when linking the program.

If you have an SMP machine and want to take best advantage of it, link against the Sun OpenMP version of ACML like this:

```
f95 -xopenmp -m64 driver.f -L/opt/acml4.3.0/sun64_mp/lib -lacml_mp
f95 -xopenmp -m32 driver.f -L/opt/acml4.3.0/sun32_mp/lib -lacml_mp
```

Note that the directories and library names involved now include the suffix _mp.

The -xopenmp flag is important - it tells f95 to link with the appropriate compiler OpenMP run-time library. Without it you might get an "unresolved symbol" message at link time.

The command
cc -xopenmp -m64 -I/opt/acml4.3.0/sun64/include driver.c
   -L/opt/acml4.3.0/sun64/lib -lacml_mp -lfsu -lsunmath -lm -lmtsk
will compile driver.c and link it to the 64-bit ACML. Again, the -xopenmp flag is important
if you are linking to the OpenMP version of ACML. The C compiler is instructed to search
the directory /opt/acml4.3.0/sun64_mp/include for the ACML C header file acml.h, which
should be included by driver.c, by using the switch "-I/opt/acml4.3.0/sun64_mp/include".
Note that in the example we add the libraries -lfsu -lsunmath -lm -lmtsk to the link com-
mand, so that required compiler run-time libraries are found.

2.5 ACML FORTRAN and C interfaces

All routines in ACML come with both FORTRAN and C interfaces. The FORTRAN
interfaces typically follow the relevant standard (e.g. LAPACK, BLAS). Here we document
how a C programmer should call ACML routines.

In C code that uses ACML routines, be sure to include the header file <acml.h>, which
contains function prototypes for all ACML C interfaces. The header file also contains C
prototypes for FORTRAN interfaces, thus the C programmer could call the FORTRAN
interfaces from C, though there is little reason to do so.

C interfaces to ACML routines differ from FORTRAN interfaces in the following major
respects:

• The FORTRAN interface names are appended by an underscore (except for the Windows
32-bit and 64-bit Microsoft C/Intel Fortran version of ACML, where FORTRAN
interface names are distinguished from C by being upper case rather than lower case -
this is the default for the Intel Fortran compiler)
• The C interfaces contain no workspace arguments; all workspace memory is allocated
internally.
• Scalar input arguments are passed by value in C interfaces. FORTRAN interfaces pass
all arguments (except for character string length arguments that are normally hidden
from FORTRAN programmers) by reference.
• Most arguments that are passed as character string pointers to FORTRAN interfaces
are passed by value as single characters to C interfaces. The character string length
arguments of FORTRAN interfaces are not required in the C interfaces.
• Unlike FORTRAN, C has no native complex data type. ACML C routines which
operate on complex data use the types complex and doublecomplex defined in <acml.h>
for single and double precision computations respectively. Some of the programs in the
ACML examples directory (see Section 2.9 [Examples], page 16) make use of these
types.

It is important to note that in both the FORTRAN and C interfaces, 2-dimensional
arrays are assumed to be stored in column-major order. e.g. the matrix

\[
A = \begin{pmatrix}
1.0 & 2.0 \\
3.0 & 4.0
\end{pmatrix}
\]

would be stored in memory as 1.0, 3.0, 2.0, 4.0. This storage order corresponds to a
FORTRAN-style 2-D array declaration A(2,2), but not to an array declared as a[2][2] in C
which would be stored in row-major order as 1.0, 2.0, 3.0, 4.0.
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As an example, compare the FORTRAN and C interfaces of LAPACK routine dsytrf as implemented in ACML.

FORTRAN:

```c
void dsytrf_(char *uplo, int *n, double *a, int *lda, int *ipiv,
            double *work, int *lwork, int *info, int uplo_len);
```

C:

```c
void dsytrf(char uplo, int n, double *a, int lda, int *ipiv, int *info);
```

C code calling both the above variants might look like this:

```c
double *a;
int *ipiv;
double *work;
int n, lda, lwork, info;

/* Assume that all arrays and variables are allocated and
   initialized as required by dsytrf. */

dsytrf_("Upper", &n, a, &lda, ipiv, work, &lwork, &info, 5);

dsytrf('U', n, a, lda, ipiv, &info);
```

2.6 ACML variants using 64-bit integer (INTEGER*8) arguments

Where compilers support, through the use of switches, the automatic promotion of regular INTEGER (32-bit) arguments to INTEGER*8 (64-bit) arguments, ACML variants exist to use this facility. This means that if you have a 64-bit Fortran program using INTEGER*8 variables, or a 64-bit C program using 8-byte long variables, there is an ACML version that you can use. This applies to 64-bit ACML versions built with PGI, Open64, gfortran, Intel and NAG compilers.

The INTEGER*8 versions of these libraries are distinguished from the usual versions by having the string “_int64” as part of the name of the directory under which ACML is installed. Thus, for example, if the regular PGI 64-bit library is in a directory named pgi64, then the INTEGER*8 version will be installed in directory pgi64_int64.

For these ACML variants, all ACML documentation that mentions arguments of Fortran type INTEGER or C type int should be read as INTEGER*8 or long respectively.

It is important to ensure that if you have INTEGER*8 variables in your code, you link to the int64 variant, and not otherwise. Unexpected program crashes are likely to occur if you link to the wrong version.
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2.7 Library Version and Build Information

This document is applicable to version 4.3.0 of ACML. The utility routine `acmlversion` can be called to obtain the major, minor and patch version numbers of the installed ACML. This routine returns three integers; the major, minor and patch version numbers, respectively.

The utility routine `acmlinfo` can be called to obtain information on the compiler used to build ACML, the version of the compiler, and the options used for building the Library. This subroutine takes no arguments and prints the information to the current standard output.

FORTRAN specifications:

```fortran
SUBROUTINE ACMLVERSION (MAJOR, MINOR, PATCH)  
  INTEGER MAJOR, MINOR, PATCH  
SUBROUTINE ACMLINFO ()  
```

C specifications:

```c
void acmlversion (int *major, int *minor, int *patch);  
void acmlinfo (void);  
```

2.8 Library Documentation

The /Doc subdirectory of the top ACML installation directory, (e.g. /opt/acml4.3.0/Doc under Linux, or c:\AMD\acml4.3.0\Doc under Windows), should contain this document in the following formats:

- Printed Manual / PDF format – acml.pdf
- Info Pages – acml.info (Linux only)
- Html – html/index.html
- Plain text – acml.txt

Under Linux the info file can be read using `info` after updating the environment variable INFOPATH to include the doc subdirectory of the ACML installation directory, e.g.

```
% setenv INFOPATH ${INFOPATH}:/opt/acml4.3.0/Doc

% info acml
```

or simply by using the full name of the file:

```
% info /opt/acml4.3.0/Doc/acml.info
```
2.9 Example programs calling ACML

The /examples subdirectory of the top ACML installation directory (for example, possible default locations are /opt/acml4.3.0/pgi64/examples under Linux, or, under windows, c:\acml4.3.0\win64\examples), contains example programs showing how to call the ACML, along with a GNUmakefile to build and run them. Examples of calling both FORTRAN and C interfaces are included. They may be used as an ACML installation test.

Depending on where your copy of the ACML is installed, and which compiler and flags you wish to use, it may be necessary to modify some variables in the GNUmakefile before using it.

The 32-bit Windows versions of ACML assume that you have the Cygwin UNIX-like tools installed, and can use the make command that comes with them to build the examples.

For the 64-bit Windows version of ACML, it is not necessary to have the Cygwin tools. The examples directory contains a bat script, acmlexample.bat, which can be used to run one of the example programs. Another bat script, acmlallexamples.bat, builds and runs all the examples in the directory. Alternatively, if you do have the Cygwin tools installed, you can use the GNUmakefile to build the examples.

If you need more example programs showing how to call LAPACK routines from Fortran, we refer you to this web page:

http://www.nag.com/lapack/

Here you will find examples for all double precision LAPACK driver routines, and all of these should work when linked with ACML. Note that as well as the example programs themselves, it is necessary to download and compile a small amount of utility code used by the programs. See the web page for detailed instructions.

2.10 Example ACML programs demonstrating performance

The /examples/performance subdirectory of the top ACML installation directory (for example, possible default locations are /opt/acml4.3.0/pgi64/examples/performance under Linux, or c:\acml4.3.0\win64\examples\performance under windows) contains several timing programs designed to show the performance of ACML when running on your machine. Again, a GNUmakefile may be used to build and run them.

Depending on where your copy of the ACML is installed, and which compiler and flags you wish to use, it may be necessary to modify some variables in the GNUmakefile before using it.

The 32- and 64-bit Windows versions of ACML assume that you have the Cygwin UNIX-like tools installed, and can use the make command that comes with them to build the examples.

In addition, the GNUmakefile uses the gnuplot plotting program to display graphs of the timing results. If you do not have gnuplot installed, the timing programs will still run and show their results, but you will see no graph plots. Under Linux, gnuplot may come with your Linux distribution, but you may need to explicitly ask for it to be installed. Note that version 4.0 or later of gnuplot is required.

The gnuplot program is also available for Windows machines. See http://www.gnuplot.info for more information.

If you are on an SMP (multiprocessor) machine and have installed an OpenMP version of the ACML, then in the examples/performance directory a command such as
will run the timing programs on \( P \) processors, where \( P = 1, 2, 4, 5 \); i.e., \( P \) equals an integer power of 2 and also equals \texttt{OMP\_NUM\_THREADS} if this value is not a power of 2.

The results for a particular routine are concatenated into one file. gnuplot then shows on one graph for each routine the results of varying the number of processors for that routine.

Setting \texttt{OMP\_NUM\_THREADS} in this way is not useful if you are not on an SMP machine or are not using an OpenMP version of ACML. Neither is it useful to set \texttt{OMP\_NUM\_THREADS} to a value higher than the number of processors (or processor cores) on your machine. A way to find the number of processors (or cores) under Linux is to examine the special file /proc/cpuinfo which has an entry for every core.

Not all routines in ACML are SMP parallelized, so in this context the \texttt{OMP\_NUM\_THREADS} setting only applies to those examples, including \texttt{time\_cfft2d.f90}, \texttt{time\_dgemm.f90} and \texttt{time\_dgetrf.f90}, which are for parallelized routines. The other timing programs run on one thread regardless of the setting of \texttt{OMP\_NUM\_THREADS}.

In all cases, timing graphs can be viewed without regenerating timing results by typing the command

\[
\% \text{ make } \text{plots}
\]

Note that all results generated by timing programs will vary depending on the load on your machine at run time.

### 2.11 ACML Memory Usage

Many ACML routines make use of allocated memory as temporary workspace during computation. Normally this workspace is freed as soon as it is no longer required, just before exit from the ACML routine that allocated it.

In general this allocation and freeing of memory does not make much difference to the performance of ACML. However, in some cases it can make a difference; for example, where a kernel routine which allocates memory is repeatedly called by a higher level routine to solve subproblems. This applies particularly to some LAPACK routines which make many calls to the matrix-matrix multiply routine DGEMM.

For this reason, for experimental purposes we have introduced into ACML a system whereby the memory allocation mechanism used by DGEMM may avoid freeing memory, instead re-using memory allocated previously. Currently this new scheme has only been implemented in multi-threaded (OpenMP) versions of ACML where it is likely to make most difference. Furthermore it currently only works in the Linux versions of ACML, though it may be extended to Windows versions later.

By default, the new scheme is turned off, so if you wish to try it you need to explicitly switch it on. This can be accomplished by means of an environment variable. The variable is named \texttt{ACML\_FAST\_Malloc}, and can be set under Linux like this

\[
\text{export ACML\_FAST\_Malloc=1}
\]

(if you use bash or a similar shell), or like this:

\[
\text{setenv ACML\_FAST\_Malloc 1}
\]

(if you use csh, tcsh or similar).

At run-time, programs linked with ACML which use DGEMM, directly or indirectly, will then use the new scheme.
Since with this scheme memory is not always freed, there is an obvious penalty to be paid - some of your machine's memory will be tied up while your program is running and will not be available for other use. There is a limit to the amount of memory that will be assigned in this way, and by default that limit is set to 64 chunks of size 10 Megabytes (actually 10,000,000 bytes) each. This means that the most memory that will be used is 640 Megabytes - whether or not it is all actually used depends on the number of threads used by your program (whether or not you create the threads yourself, since ACML may itself create them). Each DGEMM thread will use one of the 64 chunks of memory.

On modern machines it might be considered that this is not a large amount of memory to be used in this way, but if you don’t want to accept the default values, you can change them by the use of further environment variables. These are $\text{ACML\_FAST\__MALLOC\_CHUNK\_SIZE}$ which can be used to change the default chunk size from 10 Megabytes to any other positive value, given in bytes, and $\text{ACML\_FAST\__MALLOC\_MAX\_CHUNKS}$ which sets the maximum number of chunks that may be used. You should use care when changing these values - if you accidentally set them too large and your program uses enough threads you may find that your program fails due to overallocation.

Note that if it turns out that ACML needs to use more than the amount of memory that has been set aside in this way, it falls back onto normal allocation and freeing of memory. Thus there should be be no problem if you set too small an amount of memory to be used by the scheme.

There is one final environment variable relevant to the fast memory allocation scheme. This is $\text{ACML\_FAST\__MALLOC\_DEBUG}$. If you set this environment variable to any value, then ACML will print various messages showing the memory being used under the scheme. Note that other memory may still be allocated and freed in the normal way by ACML - such allocation will not lead to messages. This environment variable is designed to let you verify that the scheme is actually being used. In normal use you would definitely want $\text{ACML\_FAST\__MALLOC\_DEBUG}$ not to be set.
3 BLAS: Basic Linear Algebra Subprograms

The BLAS are a set of well defined basic linear algebra operations ([1], [2], [3]). These operations are subdivided into three groups:

- Level 1: operations acting on vectors only (e.g. dot product)
- Level 2: matrix-vector operations (e.g. matrix-vector multiplication)
- Level 3: matrix-matrix operations (e.g. matrix-matrix multiplication)

Efficient machine-specific implementations of the BLAS are available for many modern high-performance computers. The implementation of higher level linear algebra algorithms on these systems depends critically on the use of the BLAS as building blocks. AMD provides, as part of the ACML, an implementation of the BLAS optimized for performance on AMD64 processors.

For any information relating to the BLAS please refer to the BLAS FAQ:

http://www.netlib.org/blas/faq.html

ACML also includes interfaces to the extensions to Level 1 BLAS known as the sparse BLAS. These routines perform operations on a sparse vector \( x \) which is stored in compressed form and a vector \( y \) in full storage form. See reference [4] for more information.
4 LAPACK: Package of Linear Algebra Subroutines

4.1 Introduction to LAPACK

LAPACK ([5]) is a library of FORTRAN 77 subroutines for solving commonly occurring problems in numerical linear algebra. LAPACK components can solve systems of linear equations, linear least squares problems, eigenvalue problems and singular value problems. Dense and banded matrices are provided for, but not general sparse matrices. In all areas, similar functionality is provided for real and complex matrices.

LAPACK routines are written so that as much as possible of the computations is performed by calls to the BLAS. The efficiency of LAPACK routines depends, in large part, on the efficiency of the BLAS being called. Block algorithms are employed wherever possible to maximize the use of calls to level 3 BLAS, which generally run faster than lower level BLAS due to the high number of operations per memory access.

The performance of some of the LAPACK routines has been further improved by reworking the computational algorithms. Some of the LAPACK routines contained in ACML are therefore based on code that is different from the LAPACK sources available in the public domain. In all these cases the algorithmic and numerical properties of the original LAPACK routines have been strictly preserved. Furthermore, key LAPACK routines have been treated using OpenMP to take advantage of multiple processors when running on SMP machines. Your application will automatically benefit when you link with the OpenMP versions of ACML.

4.2 Reference sources for LAPACK

The LAPACK homepage can be accessed on the World Wide Web via the URL address:

http://www.netlib.org/lapack/

The on-line version of the Lapack User’s Guide, Third Edition ([5]) is available from this homepage, or directly using the URL:

http://www.netlib.org/lapack/lug/index.html

The standard source code is available for download from netlib, with separate distributions for UNIX/Linux and Windows® installations:

http://www.netlib.org/lapack/lapack.tgz
http://www.netlib.org/lapack/lapack-pc.zip

A list of known problems, bugs, and compiler errors for LAPACK, as well as an errata list for the LAPACK User’s Guide ([5]), is maintained on netlib

http://www.netlib.org/lapack/release_notes

A LAPACK FAQ (Frequently Asked Questions) file can also be accessed via the LAPACK homepage

http://www.netlib.org/lapack/faq.html
4.3 LAPACK block sizes, ILAENV and ILAENVSET

As described in Section 6.2 of the LAPACK User’s Guide, block sizes and other parameters used by various LAPACK routines are returned by the LAPACK inquiry function ILAENV. In ACML, values returned by ILAENV have been chosen to achieve very good performance on a wide variety of hardware and problem sizes.

In general it is unlikely that you will want or need to be concerned with these parameters. However, in some cases it may be that a default value returned by ILAENV is not optimal for your particular hardware and problem size. Following the advice in the LAPACK User’s Guide may enable you to choose a better value in some circumstances.

For convenience, ACML includes a subroutine which allows you to override default values returned by ILAENV if you have superior knowledge. The routine is named ILAENVSET and has the following specification.

ILAENVSET (ISPEC,NAME,OPTS,N1,N2,N3,N4,NVALUE,INFO)  [SUBROUTINE]

INTEGER ISPEC  [Input]
On input: ISPEC specifies the parameter to be set (see Section 6.2 of the LAPACK User’s Guide for details).

CHARACTER*(*) NAME  [Input]
On input: NAME specifies the name of the LAPACK subroutine for which the parameter is to be set.

CHARACTER*(*) OPTS  [Input]
On input: OPTS is a character string of options to the subroutine.

INTEGER N1, N2, N3, N4  [Input]
On input: N1, N2, N3 and N4 are problem dimensions. A value of -1 means that the dimension is unused or irrelevant.

INTEGER NVALUE  [Input]
On input: NVALUE is the value to be set for the parameter specified by ISPEC. This value will be retrieved by any future call of ILAENV with similar arguments, including the call of ILAENV coming directly from the routine specified by argument NAME. In most cases, but not all, the value set will apply irrespective of the values of arguments OPTS, N1, N2, N3 and N4.

INTEGER INFO  [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = -i on exit, the i-th argument had an illegal value.

All arguments of ILAENVSET apart from the last two, NVALUE and INFO, are identical to the arguments of ILAENV. ILAENVSET should be called before you call the LAPACK routine in question.

It should be noted that not all LAPACK routines make use of the ILAENV mechanism (because not all routines use blocked algorithms or require other tuning parameters). Calls of ILAENVSET with argument NAME set to the name of such a routine will fail with INFO=0. In addition, the ACML versions of some important routines that do use blocked algorithms, such as the QR factorization routine DGEQRF, bypass ILAENV because they make use of a different tuning system which is independent of standard LAPACK. For all such routines,
ILAENVSET can still be called with no error exit, but calls will have no effect on performance of the routine.

Below we give examples of how to call ILAENVSET in both FORTRAN and C.

Example (FORTRAN code):

```
INTEGER ILO, IHI, INFO, N, NS
CHARACTER COMPZ, JOB
INTEGER ILAENV
EXTERNAL ILAENV, ILAENVSET
JOB = 'E'
COMPZ = 'I'
N = 512
ILO = 1
IHI = 512
C Check the default shift parameter (ISPEC=4) used by DHSEQR
NS = ILAENV(4, 'DHSEQR', JOB//COMPZ, N, ILO, IHI, -1)
WRITE (*,*) 'Default NS = ', NS
C Set a new value 5 for the shift parameter
CALL ILAENVSET(4, 'DHSEQR', JOB//COMPZ, N, ILO, IHI, -1, 5, INFO)
C Then check the shift parameter again
NS = ILAENV(4, 'DHSEQR', JOB//COMPZ, N, ILO, IHI, -1)
WRITE (*,*) 'Revised NS = ', NS
END
```

Example (C code):

```
#include <acml.h>
#include <stdio.h>
int main(void)
{
    int n=512, ilo=1, ihi=512, ns, info;
    char compz = 'I', job = 'E', opts[3];
    opts[0] = job;
    opts[1] = compz;
    opts[2] = '\0';
    /* Check the default shift parameter (ISPEC=4) used by DHSEQR */
    ns = ilaenv(4, "DHSEQR", opts, n, ilo, ihi, -1);
    printf("Default ns = %d\n", ns);
    /* Set a new value 5 for the shift parameter */
    ilaenvset(4, "DHSEQR", opts, n, ilo, ihi, -1, 5, &info);
    /* Then check the shift parameter again */
    ns = ilaenv(4, "DHSEQR", opts, n, ilo, ihi, -1);
    printf("Revised ns = %d\n", ns);
    return 0;
}
```
4.4 IEEE exceptions and LAPACK

Some LAPACK eigensystem routines (namely CHEEVR, DSTEVR, DSYEVR, SSTEVR, SSYEVX, ZHEEVR) are able to take advantage of a faster algorithm when the full eigenspectrum is requested on machines which conform to the IEEE-754 floating point standard [14].

Normal execution of the faster algorithm (implemented by LAPACK routines SSTEGR and DSTEGR, which are called by the routines mentioned above) may create NaNs and infinities and hence may abort due to a floating point exception in environments which do not handle NaNs and infinities in the IEEE standard default manner. This may depend upon the compiler flags used to compile and link the main program.

The LAPACK routine ILAENV, called with ISPEC = 10 or 11, states whether or not NaNs or infinities respectively will cause a trap. In ACML, by default ILAENV assumes that NaNs and infinities cause traps, even if this reduces the performance of the eigensystem routines. This is because it is not possible in general to reliably check whether they do trap or not at run-time. The intention is to ensure that these routines always function correctly, irrespective of how the main program calling ACML is compiled.

However, if your main program is compiled in such a way that NaNs and infinities do not cause traps, the ACML-specific routine ILAENVSET (see Section 4.3 [ILAENV-ILAENVSET], page 21) may be used to override the default operative mode of ILAENV, and allow the xxxEVR routines to use the faster xSTEGR algorithm when calculating the full eigenspectrum. When used for this purpose, ILAENVSET should be called as follows:

```
CALL ILAENVSET(10,'X','X',0,0,0,0,1,INFO)
CALL ILAENVSET(11,'X','X',0,0,0,0,1,INFO)
```
(or the C equivalent).

It is important to note that if you use ILAENVSET in this way before calling an xxxEVR routine, but your program does trap on IEEE exceptions, then there is a chance that your program will terminate unexpectedly. You should consult the documentation for the compiler you are using to find out whether there are compiler flags controlling this.
5 Fast Fourier Transforms (FFTs)

5.1 Introduction to FFTs

There are two main types of Discrete Fourier Transform (DFT):

- routines for the transformation of complex data: in the ACML, these routines have names beginning with ZFFT or CFFT, for double and single precision, respectively;
- routines for the transformation of real to complex data and vice versa: in the ACML the names for the former begin with DZFFT or SCFFT, for double and single precision, respectively; the names for the latter begin with ZDFFT or CSFFT.

The following subsections provide definitions of the DFT for complex and real data types, and some guidelines on the efficient use of the ACML FFT routines.

5.1.1 Transform definitions and Storage for Complex Data

The simplest transforms to describe are those performed on sequences of complex data. Such data are stored as arrays of type complex. The result of a complex FFT is also a complex sequence of the same length and, for the simple interfaces, is written back to the original array. Where multiple (m, say), same-length sequences (of length n) of complex data are to be transformed, the sequences are held in a single complex array; in the simple interfaces the array will be of length m * n containing m end-to-end sequences and the results of the m FFTs are returned in the original array. Expert interfaces are provided which give: greater flexibility in the storage of the original data and results, user provided scaling, and whether results should be written to a separate array or not.

The definition of a complex DFT used here is given by:

\[
\tilde{x}_j = \frac{1}{\sqrt{n}} \sum_{k=0}^{n-1} x_k \exp \left( \pm i \frac{2\pi jk}{n} \right) \text{ for } j = 0, 1, \ldots, n - 1
\]

where \(x_k\) are the complex data to be transformed, \(\tilde{x}_j\) are the transformed data, and the sign of \(\pm\) determines the direction of the transform: (-) for forward and (+) for backward. Note that, in this definition, both directional transforms have the same scaling and performing both consecutively recovers the original data; this is the prescribed scaling provided in the simple FFT interfaces, whereas, in the expert interfaces, the scaling factor must be supplied by the user.

For the simple interfaces, a two dimensional array of complex data, with m rows and n columns is stored in the same order as a set of n sequences of length m (as described above). That is, column elements are stored contiguously and the first element of the next column follows the last element of the current column. In the expert interfaces, column elements may be separated by a fixed step length (increment) while row elements may be separated by a second increment; if the first increment is 1 and the second increment is m then we have the same storage as in the simple interface.

The definition of a complex 2D DFT used here is given by:

\[
\tilde{x}_{jp} = \frac{1}{\sqrt{m \times n}} \sum_{l=0}^{m-1} \sum_{k=0}^{n-1} x_{kl} \exp \left( \pm i \frac{2\pi jk}{n} \right) \exp \left( \pm i \frac{2\pi pl}{m} \right)
\]

for \(j = 0, 1, \ldots, n - 1\) and \(l = 0, 1, \ldots, m - 1\), where \(x_{kl}\) are the complex data to be transformed, \(\tilde{x}_{jp}\) are the transformed data, and the sign of \(\pm\) determines the direction of the transform.
5.1.2 Transform definitions and Storage for Real Data

The DFT of a sequence of real data results in a special form of complex sequence known as a Hermitian sequence. The symmetries defining such a sequence mean that it can be fully represented by a set of \( n \) real values, where \( n \) is the length of the original real sequence. It is therefore conventional for the array containing the real sequence to be overwritten by such a representation of the transformed Hermitian sequence.

If the original sequence is purely real valued, i.e. \( z_j = x_j \), then the definition of the real DFT used here is given by:

\[
\tilde{z}_j = a_j + ib_j = \frac{1}{\sqrt{n}} \sum_{k=0}^{n-1} x_k \exp\left(-i \frac{2\pi j k}{n}\right) \quad \text{for } j = 0, 1, \ldots, n - 1
\]

where \( x_k \) are the real data to be transformed, \( \tilde{z}_j \) are the transformed complex data.

In full complex representation, the Hermitian sequence would be a sequence of \( n \) complex values \( Z(i) \) for \( i = 0, 1, \ldots, n - 1 \), where \( Z(n - j) \) is the complex conjugate of \( Z(j) \) for \( j = 1, 2, \ldots, (n - 1)/2 \); \( Z(0) \) is real valued; and, if \( n \) is even, \( Z(n/2) \) is real valued. In ACML, the representation of Hermitian sequences used on output from DZFFT routines and on input to ZDFFT routines is as follows:

let \( X \) be an array of length \( N \) and with first index 0,

- \( X(i) \) contains the real part of \( Z(i) \) for \( i = 0, \ldots, N/2 \)
- \( X(N - i) \) contains the imaginary part of \( Z(i) \) for \( i = 1, \ldots, (N - 1)/2 \)

Also, given a Hermitian sequence, the discrete transform can be written as:

\[
x_j = \frac{1}{\sqrt{n}} \left( a_0 + 2 \sum_{k=1}^{n/2-1} \left( a_k \cos \left( \frac{2\pi j k}{n} \right) - b_k \sin \left( \frac{2\pi j k}{n} \right) \right) + a_{n/2} \right)
\]

where \( a_{n/2} = 0 \) if \( n \) is odd, and \( \tilde{z}_k = a_k + ib_k \) is the Hermitian sequence to be transformed.

Note that, in the above definitions, both transforms have the same (negative) sign in the exponent; performing both consecutively does not recover the original data. To recover original real data, or otherwise to perform an inverse transform on a set of Hermitian data, the Hermitian data must be conjugated prior to performing the transform (i.e. changing the sign of the stored imaginary parts).

5.1.3 Efficiency

The efficiency of the FFT is maximized by choosing the sequence length to be a power of 2. Good efficiency can also be achieved when the sequence length has small prime factors, up to a factor 13; however, the time taken for an FFT increases as the size of the prime factor increases.
5.1.4 Default and Generated Plans

For those FFT routines that can be initialized prior to computing the FFTs, the initialization can be performed in one of two ways. In either case, initialization involves the storing of the factorization of N, and the twiddle factors associated with this factorization, in the communication array \textit{COMM}.

The simpler way to initialize is by setting the argument \textit{MODE} to zero. This means that a default plan, for the given input dimensions, is used to calculate the FFT. This has the advantage that the initialization phase is very quick and is generally a small fraction of the time required to perform the FFT computation. However, for some problem dimensions the default plan may not be optimal, especially where there is a mixture of prime factors.

Under some circumstances, optimality of performance of an FFT computation may be crucial. For example, where a very large number of FFTs are to be performed on problems of a fixed size (e.g. N remains the same), then it is best to initialize by setting the argument \textit{MODE} to 100. This will time a number of plans (this number can be quite large when N has a significant number of prime factors) and initialize using the plan with the best time. Using this form of initialization can, potentially, lead to significant improvements in the performance of the FFT computation for the given dimensions.

Where problem dimensions will not change over a number of runs of a program, the communication array could, for example, be written out to a file during an initialization run, and then read in from the same file on subsequent computation runs. This would be effective for problem dimensions that have a large number of possible plans (factor orderings and groupings) and therefore take a significant amount of time to find the optimal plan.

Please consult the individual FFT routine documents to determine whether plan generation is enabled.
5.2 FFTs on Complex Sequences

5.2.1 FFT of a single sequence

The routines documented here compute the discrete Fourier transform (DFT) of a sequence of complex numbers in either single or double precision arithmetic. The DFT is computed using a highly-efficient FFT algorithm. There are two sets of interfaces available: simple drivers and expert drivers. The simple drivers perform in-place transforms on data held contiguously in memory using a fixed scaling factor; these are simpler to use and are sufficient for many problems. The expert drivers offer greater flexibility by including a number of additional arguments. These allow you to control: the scaling factor applied; whether the result should be output to a separate vector; and, the increments used in storing successive elements of both the input sequence and the result.
ZFFT1D Routine Documentation

ZFFT1D (MODE,N,X,COMM,INFO)  [SUBROUTINE]

INTEGER MODE  [Input]
The value of MODE on input determines the operation performed by ZFFT1D.

On input:
- MODE=0 : only default initializations (specific to N) are performed; this
  is usually followed by calls to the same routine with MODE=−1 or 1.
- MODE=−1 : a forward transform is performed. Initializations are as-
  sumed to have been performed by a prior call to ZFFT1D.
- MODE=1 : a backward (reverse) transform is performed. Initializations
  are assumed to have been performed by a prior call to ZFFT1D.
- MODE=−2 : initializations and a forward transform are performed.
- MODE=2 : initializations and a backward transform are performed.
- MODE=100 : similar to MODE=0; only initializations are performed, but
  first a plan is generated. This plan is chosen based on the fastest FFT
  computation for a subset of all possible plans.

INTEGER N  [Input]
On input: N is the length of the complex sequence X

COMPLEX*16 X(N)  [Input/Output]
On input: X contains the complex sequence of length N to be transformed.
On output: X contains the transformed sequence.

COMPLEX*16 COMM(3*N+100)  [Input/Output]
COMM is a communication array. Some portions of the array are used to
store initializations for subsequent calls with the same sequence length N. The
remainder is used as temporary store.

INTEGER INFO  [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = −i on exit, the i-th argument had an illegal value.

Example:

    CALL ZFFT1D(0,N,X,COMM,INFO)
    CALL ZFFT1D(-1,N,X,COMM,INFO)
    CALL ZFFT1D(-1,N,Y,COMM,INFO)
    DO 10 I = 1, N
        X(I) = X(I)*DCONJG(Y(I))
    10 CONTINUE
    CALL ZFFT1D(1,N,X,COMM,INFO)
**CFFT1D Routine Documentation**

**CFFT1D (MODE,N,X,COMM,INFO) [SUBROUTINE]**

**INTEGER MODE** [Input]

The value of MODE on input determines the operation performed by CFFT1D.

On input:
- **MODE=0**: only default initializations (specific to N) are performed; this is usually followed by calls to the same routine with **MODE=-1 or 1**.
- **MODE=-1**: a forward transform is performed. Initializations are assumed to have been performed by a prior call to CFFT1D.
- **MODE=1**: a backward (reverse) transform is performed. Initializations are assumed to have been performed by a prior call to CFFT1D.
- **MODE=-2**: (default) initializations and a forward transform are performed.
- **MODE=2**: (default) initializations and a backward transform are performed.
- **MODE=100**: similar to **MODE=0**: only initializations are performed, but first a plan is generated. This plan is chosen based on the fastest FFT computation for a subset of all possible plans.

**INTEGER N** [Input]

On input: N is the length of the complex sequence X.

**COMPLEX X(N)** [Input/Output]

On input: X contains the complex sequence of length N to be transformed.

On output: X contains the transformed sequence.

**COMPLEX COMM(5*N+100)** [Input/Output]

COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

**INTEGER INFO** [Output]

On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = -i on exit, the i-th argument had an illegal value.

Example:

```fortran
CALL CFFT1D(0,N,X,COMM,INFO)
CALL CFFT1D(-1,N,X,COMM,INFO)
CALL CFFT1D(-1,N,Y,COMM,INFO)
DO 10 I = 1, N
   X(I) = X(I)*CONJG(Y(I))
10   CONTINUE
CALL CFFT1D(1,N,X,COMM,INFO)
```
ZFFT1DX Routine Documentation

ZFFT1DX (MODE, SCALE, INPL, N, X, INCX, Y, INCY, COMM, INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by ZFFT1DX. On input:
- MODE=0 : only initializations (specific to the value of N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=-1 or 1.
- MODE=-1 : a forward transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT1DX.
- MODE=1 : a backward (reverse) transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT1DX.
- MODE=-2 : (default) initializations and a forward transform are performed.
- MODE=2 : (default) initializations and a backward transform are performed.
- MODE=100 : similar to MODE=0; only initializations (specific to the value of N) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of N.

DOUBLE PRECISION SCALE [Input]
On input: SCALE is the scaling factor to apply to the output sequence.

LOGICAL INPL [Input]
On input: if INPL is .TRUE. then X is overwritten by the output sequence; otherwise the output sequence is returned in Y.

INTEGER N [Input]
On input: N is the number of elements to be transformed.

COMPLEX*16 X(1+(N-1)*INCX) [Input/Output]
On input: X contains the complex sequence of length N to be transformed, with the ith element stored in X(1+(i-1)*INCX).
On output: if INPL is .TRUE. then X contains the transformed sequence in the same locations as on input; otherwise X remains unchanged.

INTEGER INCX [Input]
On input: INCX is the increment used to store successive elements of a sequence in X.
Constraint: INCX > 0.

COMPLEX*16 Y(1+(N-1)*INCY) [Output]
On output: if INPL is .FALSE. then Y contains the transformed sequence, with the ith element stored in Y(1+(i-1)*INCY); otherwise Y is not referenced.
INTEGER INCY

On input: INCY is the increment used to store successive elements of a sequence in Y. If INPL is .TRUE. then INCY is not referenced.
Constraint: INCY > 0.

COMPLEX*16 COMM(3*N+100)

COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

INTEGER INFO

On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```
C Forward FFTs are performed unscaled and in-place on contiguous
C vectors X and Y following initialization. Manipulations on
C resultant Fourier coefficients are stored in X which is then
C transformed back.
C
SCALE = 1.0D0
INPL = .TRUE.
CALL ZFFT1DX(0,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
CALL ZFFT1DX(-1,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
CALL ZFFT1DX(-1,SCALE,INPL,N,Y,1,DUM,1,COMM,INFO)
DO 10 I = 1, N
   X(I) = X(I)*DCONJG(Y(I))/DBLE(N)
10 CONTINUE
CALL ZFFT1DX(1,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
```
CFFT1DX Routine Documentation

CFFT1DX (MODE,SCALE,INPL,N,X,INCX,Y,INCY,COMM,INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by CFFT1DX. On input:
- \( MODE = 0 \): only initializations (specific to the value of \( N \)) are performed using a default plan; this is usually followed by calls to the same routine with \( MODE = -1 \) or 1.
- \( MODE = -1 \): a forward transform is performed. Initializations are assumed to have been performed by a prior call to CFFT1DX.
- \( MODE = 1 \): a backward (reverse) transform is performed. Initializations are assumed to have been performed by a prior call to CFFT1DX.
- \( MODE = -2 \): (default) initializations and a forward transform are performed.
- \( MODE = 2 \): (default) initializations and a backward transform are performed.
- \( MODE = 100 \): similar to \( MODE = 0 \); only initializations (specific to the value of \( N \)) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of \( N \).

REAL SCALE [Input]
On input: SCALE is the scaling factor to apply to the output sequence.

LOGICAL INPL [Input]
On input: if INPL is .TRUE. then \( X \) is overwritten by the output sequence; otherwise the output sequence is returned in \( Y \).

INTEGER N [Input]
On input: \( N \) is the number of elements to be transformed.

COMPLEX X(1+(N-1)*INCX) [Input/Output]
On input: \( X \) contains the complex sequence of length \( N \) to be transformed, with the \( i \)th element stored in \( X(1+(i-1)*INCX) \).
On output: if INPL is .TRUE. then \( X \) contains the transformed sequence in the same locations as on input; otherwise \( X \) remains unchanged.

INTEGER INCX [Input]
On input: \( INCX \) is the increment used to store successive elements of a sequence in \( X \).
Constraint: \( INCX > 0 \).

COMPLEX Y(1+(N-1)*INCY) [Output]
On output: if INPL is .FALSE. then \( Y \) contains the transformed sequence, with the \( i \)th element stored in \( Y(1+(i-1)*INCY) \); otherwise \( Y \) is not referenced.
INTEGER INCY
On input: INCY is the increment used to store successive elements of a sequence in Y. If INPL is .TRUE. then INCY is not referenced.
Constraint: INCY > 0.

COMPLEX COMM(5*N+100)
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

INTEGER INFO
On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```c
C Forward FFTs are performed unscaled and in-place on contiguous vectors X and Y following initialization. Manipulations on resultant Fourier coefficients are stored in X which is then transformed back.
C
SCALE = 1.0
INPL = .TRUE.
CALL CFFT1DX(0,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
CALL CFFT1DX(-1,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
CALL CFFT1DX(-1,SCALE,INPL,N,Y,1,DUM,1,COMM,INFO)
DO 10 I = 1, N
   X(I) = X(I)*CONJG(Y(I))/REAL(N)
10 CONTINUE
CALL CFFT1DX(1,SCALE,INPL,N,X,1,DUM,1,COMM,INFO)
```
5.2.2 FFT of multiple complex sequences

The routines documented here compute the discrete Fourier transforms (DFTs) of a number of sequences of complex numbers in either single or double precision arithmetic. The sequences must all have the same length. The DFTs are computed using a highly-efficient FFT algorithm. There are two sets of interfaces available: simple drivers and expert drivers. The simple drivers perform in-place transforms on data held contiguously in memory using a fixed scaling factor; these are simpler to use and are sufficient for many problems. The expert drivers offer greater flexibility by including a number of additional arguments. These allow you to control: the scaling factor applied; whether the result should be output to a separate vector; the increments used in storing successive elements of a given sequence (for both input and output sequences); and the increments used in storing corresponding elements in successive sequences (for both input and output).
ZFFT1M Routine Documentation

ZFFT1M (MODE,M,N,X,COMM,INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by ZFFT1M.

On input:
- \( MODE = 0 \) : only initializations (specific to the value of \( N \)) are performed using a default plan; this is usually followed by calls to the same routine with \( MODE = -1 \) or 1.
- \( MODE = -1 \) : forward transforms are performed. Initializations are assumed to have been performed by a prior call to ZFFT1M.
- \( MODE = 1 \) : backward (reverse) transforms are performed. Initializations are assumed to have been performed by a prior call to ZFFT1M.
- \( MODE = -2 \) : (default) initializations and forward transforms are performed.
- \( MODE = 2 \) : (default) initializations and backward transforms are performed.
- \( MODE = 100 \) : similar to \( MODE = 0 \); only initializations (specific to the value of \( N \)) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of \( N \).

INTEGER M [Input]
On input: \( M \) is the number of sequences to be transformed.

INTEGER N [Input]
On input: \( N \) is the length of the complex sequences in \( X \).

COMPLEX*16 X(N*M) [Input/Output]
On input: \( X \) contains the \( M \) complex sequences of length \( N \) to be transformed.
Element \( i \) of sequence \( j \) is stored in location \( i + (j - 1) \times N \) of \( X \).
On output: \( X \) contains the transformed sequences.

COMPLEX*16 COMM(3*N+100) [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length \( N \). The remainder is used as temporary store.

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = \(-i\) on exit, the \( i \)-th argument had an illegal value.
Example:

```
CALL ZFFT1M(0,1,N,X,COMM,INFO)
CALL ZFFT1M(-1,2,N,X,COMM,INFO)
DO 10 I = 1, N
   X(I,3) = X(I,1)*DCONJG(X(I,2))
   X(I,2) = DCMPLX(0.0D0,1.0D0)*X(I,2)
10    CONTINUE
CALL ZFFT1M(1,2,N,X(1,2),COMM,INFO)
```
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CFFT1M Routine Documentation

CFFT1M (MODE,M,N,X,COMM,INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by CFFT1M.
On input:
- MODE=0 : only initializations (specific to the value of N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=−1 or 1.
- MODE=−1 : forward transforms are performed. Initializations are assumed to have been performed by a prior call to CFFT1M.
- MODE=1 : backward (reverse) transforms are performed. Initializations are assumed to have been performed by a prior call to CFFT1M.
- MODE=−2 : (default) initializations and forward transforms are performed.
- MODE=2 : (default) initializations and backward transforms are performed.
- MODE=100 : similar to MODE=0; only initializations (specific to the value of N) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan).
  The plan generation phase may take a significant amount of time depending on the value of N.

INTEGER M [Input]
On input: M is the number of sequences to be transformed.

INTEGER N [Input]
On input: N is the length of the complex sequences in X

COMPLEX X(N*M) [Input/Output]
On input: X contains the M complex sequences of length N to be transformed. Element i of sequence j is stored in location i + (j - 1) * N of X.
On output: X contains the transformed sequences.

COMPLEX COMM(5*N+100) [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.
Example:

```fortran
CALL CFFT1M(0,1,N,X,COMM,INFO)
CALL CFFT1M(-1,2,N,X,COMM,INFO)
DO 10 I = 1, N
   X(I,3) = X(I,1)*CONJG(X(I,2))
   X(I,2) = CMPLX(0.0D0,1.0D0)*X(I,2)
10    CONTINUE
CALL CFFT1M(1,2,N,X(1,2),COMM,INFO)
```
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**ZFFT1MX Routine Documentation**

**ZFFT1MX (MODE,SCALE,INPL,NSEQ,N,X,INCX1,INCX2, Y,INCY1,INCY2,COMM,INFO)**

**INTEGER MODE**  
[Input]  
The value of **MODE** on input determines the operation performed by **ZFFT1MX**.  
On input:
- **MODE**=0 : only initializations (specific to the value of **N**) are performed using a default plan; this is usually followed by calls to the same routine with **MODE**=-1 or 1.
- **MODE**=-1 : a forward transform is performed. Initializations are assumed to have been performed by a prior call to **ZFFT1MX**.
- **MODE**=1 : a backward (reverse) transform is performed. Initializations are assumed to have been performed by a prior call to **ZFFT1MX**.
- **MODE**=-2 : (default) initializations and a forward transform are performed.
- **MODE**=2 : (default) initializations and a backward transform are performed.
- **MODE**=100 : similar to **MODE**=0; only initializations (specific to the value of **N**) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of **N**.

**DOUBLE PRECISION SCALE**  
[Input]  
On input: **SCALE** is the scaling factor to apply to the output sequences

**LOGICAL INPL**  
[Input]  
On input: if **INPL** is .TRUE. then **X** is overwritten by the output sequences; otherwise the output sequences are returned in **Y**.

**INTEGER NSEQ**  
[Input]  
On input: **NSEQ** is the number of sequences to be transformed

**INTEGER N**  
[Input]  
On input: **N** is the number of elements in each sequence to be transformed

**COMPLEX*16 X(1+(N-1)*INCX1+(NSEQ-1)*INCX2)**  
[Input/Output]  
On input: **X** contains the **NSEQ** complex sequences of length **N** to be transformed; the **i**th element of sequence **j** is stored in \(X(1+(i-1)*\text{INCX1}+(j-1)*\text{INCX2})\).  
On output: if **INPL** is .TRUE. then **X** contains the transformed sequences in the same locations as on input; otherwise **X** remains unchanged.

**INTEGER INCX1**  
[Input]  
On input: **INCX1** is the increment used to store successive elements of a given sequence in **X** (\(\text{INCX1}=1\) for contiguous data).  
Constraint: **INCX1** > 0.
INTEGER INCX2
On input: INCX2 is the increment used to store corresponding elements of successive sequences in X (INCX2=N for contiguous data).
Constraint: INCX2 > 0.

COMPLEX*16 Y((N-1)*INCY1+(NSEQ-1)*INCY2)
On output: if INPL is .FALSE. then Y contains the transformed sequences with the ith element of sequence j stored in Y(i+(i-1)*INCY1+(j-1)*INCY2); otherwise Y is not referenced.

INTEGER INCY1
On input: INCY1 is the increment used to store successive elements of a given sequence in Y. If INPL is .TRUE. then INCY1 is not referenced.
Constraint: INCY1 > 0.

INTEGER INCY2
On input: INCY2 is the increment used to store corresponding elements of successive sequences in Y (INCY2=N for contiguous data). If INPL is .TRUE. then INCY2 is not referenced.
Constraint: INCY2 > 0.

COMPLEX*16 COMM(3*N+100)
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

INTEGER INFO
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```
C Forward FFTs are performed unscaled and in-place on two contiguous vectors stored in the first two columns of X.
C Manipulations are stored in 2nd and 3rd columns of X which are then transformed back.

COMPLEX *16 X(N,3)
SCALE = 1.0D0
INPL = .TRUE.
CALL ZFFT1MX(0,SCALE,INPL,2,N,X,1,N,DUM,1,N,COMM,INFO)
CALL ZFFT1MX(-1,SCALE,INPL,2,N,X,1,N,DUM,1,N,COMM,INFO)
DO 10 I = 1, N
    X(I,3) = X(I,1)*DCONJG(X(I,2))/DBLE(N)
    X(I,2) = DCMPLX(0.0D0,1.0D0)*X(I,2)/DBLE(N)
10  CONTINUE
CALL ZFFT1MX(1,SCALE,INPL,2,N,X(1,2),1,N,DUM,1,N,COMM,INFO)
```
**CFFT1MX Routine Documentation**

**CFFT1MX (MODE, SCALE, INPL, NSEQ, N, INCX1, INCX2, Y, INCY1, INCY2, COMM, INFO)**

**[SUBROUTINE]**

**INTEGER MODE**

The value of **MODE** on input determines the operation performed by **CFFT1MX**.

**On input:**
- **MODE**=0: only initializations (specific to the value of **N**) are performed using a default plan; this is usually followed by calls to the same routine with **MODE**=−1 or 1.
- **MODE**=−1: a forward transform is performed. Initializations are assumed to have been performed by a prior call to **CFFT1MX**.
- **MODE**=1: a backward (reverse) transform is performed. Initializations are assumed to have been performed by a prior call to **CFFT1MX**.
- **MODE**=−2: (default) initializations and a forward transform are performed.
- **MODE**=2: (default) initializations and a backward transform are performed.
- **MODE**=100: similar to **MODE**=0; only initializations (specific to the value of **N**) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of **N**.

**REAL SCALE**

On input: **SCALE** is the scaling factor to apply to the output sequences

**LOGICAL INPL**

On input: if **INPL** is .TRUE. then **X** is overwritten by the output sequences; otherwise the output sequences are returned in **Y**.

**INTEGER NSEQ**

On input: **NSEQ** is the number of sequences to be transformed

**INTEGER N**

On input: **N** is the number of elements in each sequence to be transformed

**COMPLEX X(1+(N-1)*INCX1+(NSEQ-1)*INCX2)**

On input: **X** contains the **NSEQ** complex sequences of length **N** to be transformed; the ith element of sequence j is stored in **X**(1+(i-1)*INCX1+(j-1)*INCX2).

**On output:** if **INPL** is .TRUE. then **X** contains the transformed sequences in the same locations as on input; otherwise **X** remains unchanged.

**INTEGER INCX1**

On input: **INCX1** is the increment used to store successive elements of a given sequence in **X** (INCX1=1 for contiguous data).

**Constraint:** **INCX1** > 0.
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**INTEGER INCX2**  
[Input]  
On input: INCX2 is the increment used to store corresponding elements of successive sequences in X (INCX2=N for contiguous data).  
Constraint: INCX2 > 0.

**COMPLEX Y(1+(N-1)*INCY1+(NSEQ-1)*INCY2)**  
[Output]  
On output: if INPL is .FALSE. then Y contains the transformed sequences with the ith element of sequence j stored in Y(1+(i-1)*INCY1+(j-1)*INCY2); otherwise Y is not referenced.

**INTEGER INCY1**  
[Input]  
On input: INCY1 is the increment used to store successive elements of a given sequence in Y. If INPL is .TRUE. then INCY1 is not referenced.  
Constraint: INCY1 > 0.

**INTEGER INCY2**  
[Input]  
On input: INCY2 is the increment used to store corresponding elements of successive sequences in Y (INCY2=N for contiguous data). If INPL is .TRUE. then INCY2 is not referenced.  
Constraint: INCY2 > 0.

**COMPLEX COMM(5*N+100)**  
[Input/Output]  
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

**INTEGER INFO**  
[Output]  
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```c
C Forward FFTs are performed unscaled and in-place on two contiguous vectors stored in the first two columns of X.
C Manipulations are stored in 2nd and 3rd columns of X which are then transformed back.

COMPLEX X(N,3)
SCALE = 1.0
INPL = .TRUE.
CALL CFFT1MX(0,SCALE,INPL,2,N,X,1,N,DUM,1,N,COMM,INFO)
CALL CFFT1MX(-1,SCALE,INPL,2,N,X,1,N,DUM,1,N,COMM,INFO)
DO 10 I = 1, N
   X(I,3) = X(I,1)*CONJG(X(I,2))/REAL(N)
   X(I,2) = CMPLX(0.0D0,1.0D0)*X(I,2)/REAL(N)
10 CONTINUE
CALL CFFT1MX(1,SCALE,INPL,2,N,X(1,2),1,N,DUM,1,N,COMM,INFO)
```
5.2.3 2D FFT of two-dimensional arrays of data

The routines documented here compute the two-dimensional discrete Fourier transforms (DFT) of a two-dimensional array of complex numbers in either single or double precision arithmetic. The 2D DFT is computed using a highly-efficient FFT algorithm.

There are two sets of interfaces available: simple drivers and expert drivers. The simple drivers perform in-place transforms on data held contiguously in memory using a fixed scaling factor; these are simpler to use and are sufficient for many problems. The expert drivers offer greater flexibility by including a number of additional arguments. These allow you to control: the scaling factor applied; whether the result should be output to a separate array; the increments used in storing successive elements in each dimension (for both input and output); and the facility to not perform a final transposition. This final facility is useful for those cases where a forward and backward transform are to be applied with some data manipulations in between; here two whole transpositions can be saved.
**ZFFT2D Routine Documentation**

**ZFFT2D (MODE,M,N,X,COMM,INFO)**  

[SUBROUTINE]

**INTEGER MODE**  
On input:  
- \( \text{MODE} = -1 \) : forward 2D transform is performed.  
- \( \text{MODE} = 1 \) : backward (reverse) 2D transform is performed.

**INTEGER M**  
On input:  
- \( M \) is the number of rows in the 2D array of data to be transformed.  
- If \( X \) is declared as a 2D array then \( M \) is the first dimension of \( X \).

**INTEGER N**  
On input: \( N \) is the number of columns in the 2D array of data to be transformed.  
- If \( X \) is declared as a 2D array then \( M \) is the second dimension of \( X \).

**COMPLEX*16 X(M*N)**  
On input: \( X \) contains the \( M \) by \( N \) complex 2D array to be transformed.  
Element \( ij \) is stored in location \( i + (j - 1) \times M \) of \( X \).  
On output: \( X \) contains the transformed sequence.

**COMPLEX*16 COMM(M*N+3*(M+N)+100)**  
\( COMM \) is a communication array used as temporary store.

**INTEGER INFO**  
On output: \( INFO \) is an error indicator.  
- On successful exit, \( INFO \) contains 0.  
- If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value.

Example:

```fortran
CALL ZFFT2D(-1,M,N,X,COMM,INFO)
DO 20 J = 1, N
   DO 10 I = 1, MIN(J-1,M)
      X(I,J) = 0.5D0*(X(I,J) + X(J,I))
      X(J,I) = DCONJG(X(I,J))
   10 CONTINUE
20 CONTINUE
CALL ZFFT2D(1,M,N,X,COMM,INFO)
```
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CFFT2D Routine Documentation

CFFT2D (MODE,M,N,X,COMM,INFO) [SUBROUTINE]

INTEGER MODE [Input]
    The value of MODE on input determines the direction of transform to be performed by CFFT2D.
    On input:
    • MODE=-1 : a forward 2D transform is performed.
    • MODE=1 : a backward (reverse) 2D transform is performed.

INTEGER M [Input]
    On input: M is the number of rows in the 2D array of data to be transformed.
    If X is declared as a 2D array then M is the first dimension of X.

INTEGER N [Input]
    On input: N is the number of columns in the 2D array of data to be transformed.
    If X is declared as a 2D array then M is the second dimension of X.

COMPLEX X(M,N) [Input/Output]
    On input: X contains the M by N complex 2D array to be transformed. Element ij is stored in location i + (j - 1) * M of X.
    On output: X contains the transformed sequence.

COMPLEX COMM(M*N+5*(M+N)) [Input/Output]
    COMM is a communication array used as temporary store.

INTEGER INFO [Output]
    On output: INFO is an error indicator. On successful exit, INFO contains 0.
    If INFO = -i on exit, the i-th argument had an illegal value.

Example:

CALL CFFT2D(-1,M,N,X,COMM,INFO)
DO 20 J = 1, N
    DO 10 I = 1, MIN(J-1,M)
        X(I,J) = 0.5D0*(X(I,J) + X(J,I))
        X(J,I) = CONJG(X(I,J))
    10   CONTINUE
20   CONTINUE
CALL CFFT2D(1,M,N,X,COMM,INFO)
ZFFT2DX Routine Documentation

ZFFT2DX (MODE, SCALE, LTRANS, INPL, M, N, X, INCX1, INCX2, Y, INCY1, INCY2, COMM, INFO)

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by ZFFT2DX. On input:
- MODE=0: only initializations (specific to the value of N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=-1 or 1.
- MODE=-1: a forward 2D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT2DX.
- MODE=1: a backward (reverse) 2D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT2DX.
- MODE=-2: (default) initializations and a forward 2D transform are performed.
- MODE=2: (default) initializations and a backward 2D transform are performed.
- MODE=100: similar to MODE=0; only initializations (specific to the values of N and M) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the values of N and M.

DOUBLE PRECISION SCALE [Input]
On input: SCALE is the scaling factor to apply to the output sequences.

LOGICAL LTRANS [Input]
On input: if LTRANS is .TRUE. then a normal final transposition is performed internally to return transformed data consistent with the values for arguments INPL, INCX1, INCX2, INCY1 and INCY2. If LTRANS is .FALSE. then the final transposition is not performed explicitly; the storage format on output is determined by whether the output data is stored contiguously or not – please see the output specifications for X and Y for details.

LOGICAL INPL [Input]
On input: if INPL is .TRUE. then X is overwritten by the output sequences; otherwise the output sequences are returned in Y.

INTEGER M [Input]
On input: M is the first dimension of the 2D transform.

INTEGER N [Input]
On input: N is the second dimension of the 2D transform.
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**COMPLEX*16 X(1+(M-1)*INCX1+(N-1)*INCX2)**  [Input/Output]
On input: X contains the $M$ by $N$ complex 2D data array to be transformed; the $(i,j)$th element is stored in $X(1+(i-1)*INCX1+(j-1)*INCX2)$.
On output: if INPL is .TRUE. then X contains the transformed data, either in the same locations as on input when LTRANS=.TRUE.; in locations $X((i-1)*N+j)$ when LTRANS=.FALSE., INCX1=1 and INCX2=M; and otherwise in the same locations as on input. If INPL is .FALSE. X remains unchanged.

**INTEGER INCX1**  [Input]
On input: INCX1 is the increment used to store, in X, successive elements in the first dimension (INCY1=1 for contiguous data).
Constraint: $INCY1 > 0$.

**INTEGER INCX2**  [Input]
On input: INCX2 is the increment used to store, in X, successive elements in the second dimension (INCY2=M for contiguous data).
Constraint: $INCY2 > 0$;
$INCY2 > (M-1)*INCY1$ if $N > 1$.

**COMPLEX*16 Y(1+(M-1)*INCY1+(N-1)*INCY2)**  [Output]
On output: if INPL is .FALSE. then Y contains the transformed data.
If LTRANS=.TRUE. then the $(i,j)$th data element is stored in $Y(1+(i-1)*INCY1+(j-1)*INCY2)$; if LTRANS=.FALSE., INCY1=1 and INCY2=N then the $(i,j)$th data element is stored in $Y((i-1)*N+j)$; and otherwise the $(i,j)$th element is stored in $Y(1+(i-1)*INCY1+(j-1)*INCY2)$. If INPL is .TRUE. then Y is not referenced.

**INTEGER INCY1**  [Input]
On input: INCY1 is the increment used to store successive elements in the first dimension in Y (INCY1=1 for contiguous data). If INPL is .TRUE. then INCY1 is not referenced.
Constraint: $INCY1 > 0$.

**INTEGER INCY2**  [Input]
On input: INCY2 is the increment used to store successive elements in the second dimension in Y (for contiguous data, INCY2=M when LTRANS is .TRUE. or INCY2=N when LTRANS is .FALSE.). If INPL is .TRUE. then INCY2 is not referenced.
Constraints: $INCY2 > 0$;
$INCY2 > (M-1)*INCY1$ if $N > 1$ and LTRANS is .TRUE.;
$INCY2 = N$ if $M > 1$ and LTRANS is .FALSE..

**COMPLEX*16 COMM(M*N+3*M+3*N+200)**  [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same dimensions $M$ and $N$. The remainder is used as temporary store.

**INTEGER INFO**  [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If $INFO = -i$ on exit, the $i$-th argument had an illegal value.
Example:

```
COMPLEX *16 X(M,N), Y(N,M)
SCALE = 1.0D0
INPL = .FALSE.
LTRANS = .FALSE.
CALL ZFFT2DX(0,SCALE,LTRANS,INPL,M,N,X,1,M,Y,1,N,COMM,INFO)
CALL ZFFT2DX(-1,SCALE,LTRANS,INPL,M,N,X,1,M,Y,1,N,COMM,INFO)
DO 20 I = M
   DO 10 J = 1, N
       Y(J,I) = 0.5D0*Y(J,I)*EXP(0.001D0*(I+J-2))
   10 CONTINUE
20 CONTINUE
SCALE = 1.0D0/DBLE(M*N)
CALL ZFFT2DX(1,SCALE,LTRANS,INPL,N,M,Y,1,N,X,1,M,COMM,INFO)
```
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CFFT2DX Routine Documentation

CFFT2DX (MODE, SCALE, LTRANS, INPL, M, N, X, INCX1, INCX2, Y, INCY1, INCY2, COMM, INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by CFFT2DX.
On input:
- MODE=0: only initializations (specific to the value of N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=-1 or 1.
- MODE=-1: a forward 2D transform is performed. Initializations are assumed to have been performed by a prior call to CFFT2DX.
- MODE=1: a backward (reverse) 2D transform is performed. Initializations are assumed to have been performed by a prior call to CFFT2DX.
- MODE=-2: (default) initializations and a forward 2D transform are performed.
- MODE=2: (default) initializations and a backward 2D transform are performed.
- MODE=100: similar to MODE=0; only initializations (specific to the values of N and M) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the values of N and M.

REAL SCALE [Input]
On input: SCALE is the scaling factor to apply to the output sequences

LOGICAL LTRANS [Input]
On input: if LTRANS is .TRUE. then a normal final transposition is performed internally to return transformed data consistent with the values for arguments INPL, INCX1, INCX2, INCY1 and INCY2. If LTRANS is .FALSE. then the final transposition is not performed explicitly; the storage format on output is determined by whether the output data is stored contiguously or not – please see the output specifications for X and Y for details.

LOGICAL INPL [Input]
On input: if INPL is .TRUE. then X is overwritten by the output sequences; otherwise the output sequences are returned in Y.

INTEGER M [Input]
On input: M is the first dimension of the 2D transform.

INTEGER N [Input]
On input: N is the second dimension of the 2D transform.
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\text{COMPLEX } X(1+(M-1)\times \text{INCX1}+(N-1)\times \text{INCX2}) \quad \text{[Input/Output]}

On input: \( X \) contains the \( M \) by \( N \) complex 2D data array to be transformed; the \((ij)\)th element is stored in \( X(1+(i-1)\times \text{INCX1}+(j-1)\times \text{INCX2}) \).

On output: if \( \text{INPL} \) is .TRUE, then \( X \) contains the transformed data, either in the same locations as on input when \( \text{LTRANS}=.\text{TRUE.} \); in locations \( X((i-1)\times N+\text{j}) \) when \( \text{LTRANS}=.\text{FALSE.} \), \( \text{INCX1}=1 \) and \( \text{INCX2}=M \); and otherwise in the same locations as on input. If \( \text{INPL} \) is .FALSE, \( X \) remains unchanged.

\text{INTEGER } \text{INCX1} \quad \text{[Input]}

On input: \( \text{INCX1} \) is the increment used to store, in \( X \), successive elements in the first dimension (\( \text{INCX1}=1 \) for contiguous data).

Constraint: \( \text{INCX1} > 0 \).

\text{INTEGER } \text{INCX2} \quad \text{[Input]}

On input: \( \text{INCX2} \) is the increment used to store, in \( X \), successive elements in the second dimension (\( \text{INCX2}=M \) for contiguous data).

Constraint: \( \text{INCX2} > 0 \);
\( \text{INCX2} > (M-1)\times \text{INCX1} \) if \( N > 1 \).

\text{COMPLEX } Y(1+(M-1)\times \text{INCY1}+(N-1)\times \text{INCY2}) \quad \text{[Output]}

On output: if \( \text{INPL} \) is .FALSE, then \( Y \) contains the transformed data. If \( \text{LTRANS}=.\text{TRUE.} \) then the \((ij)\)th data element is stored in \( Y(1+(i-1)\times \text{INCY1}+(j-1)\times \text{INCY2}) \); if \( \text{LTRANS}=.\text{FALSE.} \), \( \text{INCY1}=1 \) and \( \text{INCY2}=N \) then the \((ij)\)th data element is stored in \( Y((i-1)\times N+\text{j}) \); and otherwise the \((ij)\)th element is stored in \( Y(1+(i-1)\times \text{INCY1}+(j-1)\times \text{INCY2}) \). If \( \text{INPL} \) is .TRUE, then \( Y \) is not referenced.

\text{INTEGER } \text{INCY1} \quad \text{[Input]}

On input: \( \text{INCY1} \) is the increment used to store successive elements in the first dimension in \( Y \) (\( \text{INCY1}=1 \) for contiguous data). If \( \text{INPL} \) is .TRUE, then \( \text{INCY1} \) is not referenced.

Constraint: \( \text{INCY1} > 0 \).

\text{INTEGER } \text{INCY2} \quad \text{[Input]}

On input: \( \text{INCY2} \) is the increment used to store successive elements in the second dimension in \( Y \) (for contiguous data, \( \text{INCY2}=M \) when \( \text{LTRANS} \) is .TRUE, or \( \text{INCY2}=N \) when \( \text{LTRANS} \) is .FALSE.). If \( \text{INPL} \) is .TRUE, then \( \text{INCY2} \) is not referenced.

Constraints: \( \text{INCY2} > 0 \);
\( \text{INCY2} > (M-1)\times \text{INCY1} \) if \( N > 1 \) and \( \text{LTRANS} \) is .TRUE.;
\( \text{INCY2} = N \) if \( M > 1 \) and \( \text{LTRANS} \) is .FALSE..

\text{COMPLEX } \text{COMM}(M\times N+5\times M+5\times N+200) \quad \text{[Input/Output]}

\text{COMM} \) is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same dimensions \( M \) and \( N \). The remainder is used as temporary store.

\text{INTEGER } \text{INFO} \quad \text{[Output]}

On output: \( \text{INFO} \) is an error indicator. On successful exit, \( \text{INFO} \) contains 0. If \( \text{INFO} = -\text{i} \) on exit, the \( \text{i} \)-th argument had an illegal value.
Example:

```fortran
C Forward 2D FFT is performed unscaled, without final transpose
C and out-of-place on data stored in array X and output to Y.
C Manipulations are stored in vector Y which is then transformed
C back, with scaling, into the first M rows of X.

COMPLEX X(M,N), Y(N,M)
SCALE = 1.0
INPL = .FALSE.
LTRANS = .FALSE.
CALL CFFT2DX(0,SCALE,LTRANS,INPL,M,N,X,1,M,Y,1,N,COMM,INFO)
CALL CFFT2DX(-1,SCALE,LTRANS,INPL,M,N,X,1,M,Y,1,N,COMM,INFO)
DO 20 I = M
   DO 10 J = 1, N
      Y(J,I) = 0.5*Y(J,I)*EXP(-0.001*REAL(I+J-2))
      IY = IY + 1
  10 CONTINUE
20 CONTINUE
SCALE = 1.0/REAL(M*N)
CALL CFFT2DX(1,SCALE,LTRANS,INPL,N,M,Y,1,N,X,1,M,COMM,INFO)
```
Chapter 5: Fast Fourier Transforms (FFTs)

5.2.4 3D FFT of three-dimensional arrays of data

The routines documented here compute the three-dimensional discrete Fourier transforms (DFT) of a three-dimensional array of complex numbers in either single or double precision arithmetic. The 3D DFT is computed using a highly-efficient FFT algorithm.

Please note that at Release 2.7 of ACML it was necessary to modify slightly the interfaces of two of the expert FFT drivers introduced at Release 2.2 of ACML. The two routines are CFFT3DX and ZFFT3DX. The changes were required to permit the optimization of these routines by adding an initialization stage which can then use the plan generator (MODE=100) to select the optimal plan. User codes that called CFFT3DX or ZFFT3DX using a release of ACML prior to 2.7 will need to be modified in one of two ways. Calls to CFFT3DX/ZFFT3DX with MODE = -1 or 1 can be fixed for ACML Release 2.7 and later by either:

- preceding the call with a call setting MODE = 0 (default initialization), or MODE = 100 (initialization using plan generator); or,
- doubling the MODE argument value to MODE = -2 or 2 respectively (thus incorporating default initialization).

Additionally, the minimum length of the communication (work)space arrays in CFFT3DX and ZFFT3DX has been increased by 100 to allow for plan storage. Please consult the individual routine documents for full details on their use.
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ZFFT3D Routine Documentation

ZFFT3D (MODE, L, M, N, X, COMM, INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the direction of transform to be performed by ZFFT3D.
On input:
- MODE = -1 : forward 3D transform is performed.
- MODE = 1 : backward (reverse) 3D transform is performed.

INTEGER L [Input]
On input: the length of the first dimension of the 3D array of data to be transformed. If X is declared as a 3D array then L is the first dimension of X.

INTEGER M [Input]
On input: the length of the second dimension of the 3D array of data to be transformed. If X is declared as a 3D array then M is the second dimension of X.

INTEGER N [Input]
On input: the length of the third dimension of the 3D array of data to be transformed. If X is declared as a 3D array then N is the third dimension of X.

COMPLEX*16 X(L*M*N) [Input/Output]
On input: X contains the L by M by N complex 3D array to be transformed. Element ijk is stored in location i + (j - 1) * L + (k - 1) * L * M of X.
On output: X contains the transformed sequence.

COMPLEX*16 COMM(L*M*N+3*(L+M+N)) [Input/Output]
COMM is a communication array used as temporary store.

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = -i on exit, the i-th argument had an illegal value.

Example:

CALL ZFFT3D(-1, L, M, N, X, COMM, INFO)
DO 30 K = 1, N
  DO 20 J = 1, M
    DO 10 I = 1, L
      X(I, J) = X(I, J) * EXP(-0.001D0*DBLE(I+J+K))
    10 CONTINUE
  20 CONTINUE
30 CONTINUE
CALL ZFFT3D(1, L, M, N, X, COMM, INFO)
CFFT3D Routine Documentation

CFFT3D (MODE, L, M, N, X, COMM, INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the direction of transform to be performed by CFFT3D.
On input:
• MODE = -1 : forward 3D transform is performed.
• MODE = 1 : backward (reverse) 3D transform is performed.

INTEGER L [Input]
On input: the length of the first dimension of the 3D array of data to be transformed. If X is declared as a 3D array then L is the first dimension of X.

INTEGER M [Input]
On input: the length of the second dimension of the 3D array of data to be transformed. If X is declared as a 3D array then M is the second dimension of X.

INTEGER N [Input]
On input: the length of the third dimension of the 3D array of data to be transformed. If X is declared as a 3D array then N is the third dimension of X.

COMPLEX X(L*M*N) [Input/Output]
On input: X contains the L by M by N complex 3D array to be transformed. Element ijk is stored in location i + (j - 1) * L + (k - 1) * L * M of X.
On output: X contains the transformed sequence.

COMPLEX COMM(5*(L+M+N)+4) [Input/Output]
COMM is a communication array used as temporary store. Note that the amount of store explicitly required here is less than in some versions prior to this release (version 4.1 and older). Some further workspace will be allocated internally; the amount of allocated memory requested will be MAX(L*N+N, L*M + L + M, N).

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = -i on exit, the i-th argument had an illegal value.

Example:

CALL CFFT3D(-1,L,M,N,X,COMM,INFO)
DO 30 K = 1, N
   DO 20 J = 1, M
      DO 10 I = 1, L
         X(I,J) = X(I,J)*EXP(-0.001D0*REAL(I+J+K))
      10 CONTINUE
   20 CONTINUE
30 CONTINUE
CALL CFFT3D(1,L,M,N,X,COMM,INFO)
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ZFFT3DX Routine Documentation

ZFFT3DX (MODE, SCALE, LTRANS, INPL, L, M, N, X, Y, COMM, INFO) [SUBROUTINE]

INTEGER MODE [Input]
The value of MODE on input determines the operation performed by ZFFT3DX.
On input:
- MODE=0: only initializations (specific to the values of L, M and N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=−1 or 1.
- MODE=−1: a forward 3D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT3DX.
- MODE=1: a backward (reverse) 3D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT3DX.
- MODE=−2: (default) initializations and a forward 3D transform are performed.
- MODE=2: (default) initializations and a backward 3D transform are performed.
- MODE=100: similar to MODE=0; only initializations (specific to the values of L, M and N) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the values of L, M and N.

DOUBLE PRECISION SCALE [Input]
On input: SCALE is the scaling factor to apply to the output sequences

LOGICAL LTRANS [Input]
On input: if LTRANS is .TRUE. then a normal final transposition is performed internally to return transformed data using the same storage format as the input data. If LTRANS is .FALSE. then the final transposition is not performed and transformed data is stored, in X or Y, in transposed form.

LOGICAL INPL [Input]
On input: if INPL is .TRUE. then X is overwritten by the output sequences; otherwise the output sequences are returned in Y.

INTEGER L [Input]
On input: L is the first dimension of the 3D transform.

INTEGER M [Input]
On input: M is the second dimension of the 3D transform.

INTEGER N [Input]
On input: N is the third dimension of the 3D transform.
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**COMPLEX*16 X(L*M*N)**  [Input/Output]
On input: X contains the L by M by N complex 3D data array to be transformed; the (ijk)th element is stored in X(i+(j-1)*L+(k-1)*L*M).
On output: if INPL is .TRUE. then X contains the transformed data, either in the same locations as on input when LTRANS=.TRUE.; or in locations X(k+(j-1)*N+(i-1)*N*M) when LTRANS=.FALSE. If INPL is .FALSE. X remains unchanged.

**COMPLEX*16 Y(L*M*N)**  [Output]
On output: if INPL is .FALSE. then Y contains the three-dimensional transformed data. If LTRANS=.TRUE. then the (ijk)th data element is stored in Y(i+(j-1)*L+(k-1)*L*M); otherwise, the (ijk)th data element is stored in Y(k+(j-1)*N+(i-1)*N*M). If INPL is .TRUE. then Y is not referenced.

**COMPLEX*16 COMM(L*M*N+3*(L+M+N)+300)**  [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence dimensions. The remainder is used as temporary store.

**INTEGER INFO**  [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```c
C Forward 3D FFT is performed unscaled, without final transpose and out-of-place on data stored in array X and output to Y.
C Manipulations are stored in vector Y which is then transformed back, with scaling, into the first M rows of X.

C

COMPLEX *16 X(L*M*N), Y(L*M*N)
SCALE = 1.0D0
INPL = .FALSE.
LTRANS = .FALSE.
CALL ZFFT3DX(0,SCALE,LTRANS,INPL,L,M,N,X,Y,COMM,INFO)
CALL ZFFT3DX(-1,SCALE,LTRANS,INPL,L,M,N,Y,X,COMM,INFO)
IY = 1
DO 20 I = 1, L
   DO 40 J = 1, M
      DO 10 K = 1, N
         Y(IY) = Y(IY)*EXP(-0.001D0*DBLE(I+J+K-3))
         IY = IY + 1
10    CONTINUE
20    CONTINUE
SCALE = 1.0D0/DBLE(L*M*N)
CALL ZFFT3DX(1,SCALE,LTRANS,INPL,N,M,L,Y,X,COMM,INFO)
```
**CFFT3DX Routine Documentation**

**CFFT3DX (MODE,SCALE,LTRANS,INPL,L,M,N,X,Y,COMM,INFO)**

### INTEGER MODE

The value of MODE on input determines the operation performed by CFFT3DX. On input:
- **MODE=0**: only initializations (specific to the values of L, M and N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=-1 or 1.
- **MODE=-1**: a forward 3D transform is performed. Initializations are assumed to have been performed by a prior call to CFFT3DX.
- **MODE=1**: a backward (reverse) 3D transform is performed. Initializations are assumed to have been performed by a prior call to CFFT3DX.
- **MODE=-2**: (default) initializations and a forward 3D transform are performed.
- **MODE=2**: (default) initializations and a backward 3D transform are performed.
- **MODE=100**: similar to MODE=0; only initializations (specific to the values of L, M and M) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the values of L, M and N.

### REAL SCALE

On input: SCALE is the scaling factor to apply to the output sequences.

### LOGICAL LTRANS

On input: if LTRANS is .TRUE. then a normal final transposition is performed internally to return transformed data using the same storage format as the input data. If LTRANS is .FALSE. then the final transposition is not performed and transformed data is stored, in X or Y, in transposed form.

### LOGICAL INPL

On input: if INPL is .TRUE. then X is overwritten by the output sequences; otherwise the output sequences are returned in Y.

### INTEGER L

On input: L is the first dimension of the 3D transform.

### INTEGER M

On input: M is the second dimension of the 3D transform.

### INTEGER N

On input: N is the third dimension of the 3D transform.
**COMPLEX X(L*M*N)**

On input: X contains the L by M by N complex 3D data array to be transformed; the (ijk)th element is stored in X(i+(j-1)*L+(k-1)*L*M).

On output: if INPL is .TRUE. then X contains the transformed data, either in the same locations as on input when LTRANS=.TRUE.; or in locations X(k+(j-1)*N+(i-1)*N*M) when LTRANS=.FALSE. If INPL is .FALSE. X remains unchanged.

**COMPLEX Y(L*M*N)**

On output: if INPL is .FALSE. then Y contains the three-dimensional transformed data. If LTRANS=.TRUE. then the (ijk)th data element is stored in Y(i+(j-1)*L+(k-1)*L*M); otherwise, the (ijk)th data element is stored in Y(k+(j-1)*N+(k-1)*N*M). If INPL is .TRUE. then Y is not referenced.

**COMPLEX COMM(*)**

COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence dimensions. The remainder is used as temporary store. The amount of store required depends on the values of the arguments L, M, N and LTRANS. If LTRANS=.TRUE. then for a genuine 3D transform (all of L, M, N greater than 1) the dimension of COMM need only be 5*(L+M+N) + 150; in this case some further workspace will be allocated internally; the amount of allocated memory requested will be MAX(L*N+N, L*M + L + M, N). If LTRANS=.FALSE. then for a genuine 3D transform the workspace requirement is considerably more to allow for the storage of an intermediate 3D transposed array; in this case the dimension of COMM must be at least L*M*N+5*(L+M+N)+150. It is recommended that the appropriate 1D or 2D FFT routine be called when at least one of L, M or N is 1.

**INTEGER INFO**

On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:
Forward 3D FFT is performed unscaled, without final transpose and out-of-place on data stored in array X and output to Y. Manipulations are stored in vector Y which is then transformed back, with scaling, into the first M rows of X.

```
SCALE = 1.0
INPL = .FALSE.
LTRANS = .FALSE.
CALL CFFT3DX(0,SCALE,LTRANS,INPL,L,M,N,X,Y,COMM,INFO)
CALL CFFT3DX(-1,SCALE,LTRANS,INPL,L,M,N,X,Y,COMM,INFO)
IY = 1
DO 20 I = 1, L
   DO 40 J = 1, M
      DO 10 K = 1, N
         Y(IY) = Y(IY)*EXP(-0.001*REAL(I+J+K-3))
         IY = IY + 1
      10 CONTINUE
   20 CONTINUE
SCALE = 1.0/REAL(L*M*N)
CALL CFFT3DX(1,SCALE,LTRANS,INPL,N,M,L,Y,X,COMM,INFO)
```
**ZFFT3DY Routine Documentation**

**ZFFT3DY (MODE,SCALE,INPL,L,M,N,X,INCX1,INCX2,INCX3,Y,INCY1,INCY2,INCY3,COMM,LCOMM,INFO)**

**INTEGER MODE [Input]**
The value of MODE on input determines the operation performed by ZFFT3DY. On input:

- \( MODE = 0 \): only initializations (specific to the values of \( L, M \) and \( N \)) are performed using a default plan; this is usually followed by calls to the same routine with \( MODE = -1 \) or 1.
- \( MODE = -1 \): a forward 3D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT3DY.
- \( MODE = 1 \): a backward (reverse) 3D transform is performed. Initializations are assumed to have been performed by a prior call to ZFFT3DY.
- \( MODE = -2 \): (default) initializations and a forward 3D transform are performed.
- \( MODE = 2 \): (default) initializations and a backward 3D transform are performed.
- \( MODE = 100 \): similar to \( MODE = 0 \); only initializations (specific to the values of \( L, M \) and \( M \)) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the values of \( L, M \) and \( N \).

**REAL SCALE [Input]**
On input: SCALE is the scaling factor to apply to the output sequences.

**LOGICAL INPL [Input]**
On input: if INPL is .TRUE. then \( X \) is overwritten by the output sequences; otherwise the output sequences are returned in \( Y \).

**INTEGER L [Input]**
On input: \( L \) is the first dimension of the 3D transform.

**INTEGER M [Input]**
On input: \( M \) is the second dimension of the 3D transform.

**INTEGER N [Input]**
On input: \( N \) is the third dimension of the 3D transform.

**COMPLEX*16 X(*) [Input/Output]**
On input: \( X \) contains the \( L \) by \( M \) by \( N \) complex 3D data array to be transformed; the \( (i,j,k) \)th element is stored in \( X(1+(i-1)*INCX1+(j-1)*INCX2+(k-1)*INCX3) \).

On output: if INPL is .TRUE. then \( X \) contains the transformed data in the same locations as on input. If INPL is .FALSE. \( X \) remains unchanged.
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**INTEGER IN CX1**  
[Input]  
On input: IN CX1 is the step in index of X between successive data elements in the first dimension of the 3D data. Usually IN CX1 = 1 so that successive elements in the first dimension are stored contiguously.  
Constraint: IN CX1 > 0.

**INTEGER IN CX2**  
[Input]  
On input: IN CX2 is the step in index of X between successive data elements in the second dimension of the 3D data. For completely contiguous data (no gaps in X) IN CX2 should be set to L.  
Constraint: IN CX2 > 0;  
\[ \text{IN CX2} > (L-1) \times \text{IN CX1} \text{ if } \max(M,N) > 1. \]

**INTEGER IN CX3**  
[Input]  
On input: IN CX3 is the step in index of X between successive data elements in the third dimension of the 3D data. For completely contiguous data (no gaps in X) IN CX3 should be set to L \times M.  
Constraint: IN CX3 > 0;  
\[ \text{IN CX3} > (L-1) \times \text{IN CX1} + (M-1) \times \text{IN CX2} \text{ if } N > 1. \]

**COMPLEX*16 Y(*)**  
[Output]  
On output: if IN PL is .FALSE. then Y contains the three-dimensional transformed data. If LTRANS = .TRUE. then the the (ijk)th element is stored in Y(1+(i-1)*IN CY1+(j-1)*IN CY2+(k-1)*IN CY3).  
If IN PL is .TRUE. then Y is not referenced.

**INTEGER IN CY1**  
[Input]  
On input: if IN PL is .FALSE. then IN CY1 is the step in index of Y between successive data elements in the first dimension of the 3D transformed data. Usually IN CY1 = 1 so that successive elements in the first dimension are stored contiguously.  
If IN PL is .TRUE. then IN CY1 is not referenced. Constraint: If IN PL is .FALSE. then IN CY1 > 0.

**INTEGER IN CY2**  
[Input]  
On input: if IN PL is .FALSE. then IN CY2 is the step in index of Y between successive data elements in the second dimension of the 3D transformed data. For completely contiguous data (no gaps in Y) IN CY2 should be set to L.  
Constraint: IN CY2 > 0 if IN PL is .FALSE.;  
\[ \text{IN CY2} > (L-1) \times \text{IN CY1}, \text{ if } \text{IN PL is .FALSE. and } \max(M,N) > 1. \]

**INTEGER IN CY3**  
[Input]  
On input: if IN PL is .FALSE. then IN CY3 is the step in index of Y between successive data elements in the third dimension of the 3D transformed data. For completely contiguous data (no gaps in Y) IN CY3 should be set to L \times M.  
Constraint: IN CY3 > 0 if IN PL is .FALSE.;  
\[ \text{IN CY3} > (L-1) \times \text{IN CY1} + (M-1) \times \text{IN CY2}, \text{ if IN PL is .FALSE. and } N > 1. \]
COMPLEX*16 COMM(LCOMM) [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence dimensions. The remainder is used as temporary store; if this is not sufficient for the requirements of the routine then temporary storage space will be dynamically allocated internally.

INTEGER LCOMM [Input]
On input: LCOMM is the length of the communication array COMM. The amount of internal dynamic allocation of temporary storage can be reduced significantly by declaring COMM to be of length at least L*M*N + 4*(L+M+N) + 300.
Constraint: LCOMM > 3*(L+M+N) + 150.

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```
C Forward 3D FFT is performed unscaled and in-place, on the leading
C 10x10x10 submatrix of a larger 100x100x100 array of data.
C The result is transformed back with scaling.

SCALE = 1.0D0
INPL = .TRUE.
L = 10
M = 10
N = 10
LCOMM = 2000000
CALL ZFFT3DY(0,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
   * COMM,LCOMM,INFO)
* CALL ZFFT3DY(-1,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
   * COMM,LCOMM,INFO)
IY = 1
DO 20 I = 1, L
   DO 40 J = 1, M
      DO 10 K = 1, N
         X(I,J,K) = X(I,J,K)*EXP(-1.0D-3*DBLE(I+J+K-3))
   10 CONTINUE
   20 CONTINUE
SCALE = 1.0/DBLE(L*M*N)
CALL ZFFT3DY(1,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
   * COMM,LCOMM,INFO)
```
CFFT3DY Routine Documentation

CFFT3DY (MODE,SCALE,INPL,L,M,N,X,INCX1,INCX2,INCX3,Y,INCY1,INCY2,INCY3,COMM,LCOMM,INFO)

INTEGER MODE
   [Input]
   The value of MODE on input determines the operation performed by CFFT3DY.
   On input:
   • MODE=0 : only initializations (specific to the values of L, M and N) are
     performed using a default plan; this is usually followed by calls to the same
     routine with MODE=-1 or 1.
   • MODE=-1 : a forward 3D transform is performed. Initializations are
     assumed to have been performed by a prior call to CFFT3DY.
   • MODE=1 : a backward (reverse) 3D transform is performed. Initializa-
     tions are assumed to have been performed by a prior call to CFFT3DY.
   • MODE=-2 : (default) initializations and a forward 3D transform are per-
     formed.
   • MODE=2 : (default) initializations and a backward 3D transform are
     performed.
   • MODE=100 : similar to MODE=0; only initializations (specific to the
     values of L, M and N) are performed, but these are based on a plan that
     is first generated by timing a subset of all possible plans and choosing the
     quickest (i.e. the FFT computation was timed as fastest based on the
     chosen plan). The plan generation phase may take a significant amount of
     time depending on the values of L, M and N.

REAL SCALE
   [Input]
   On input: SCALE is the scaling factor to apply to the output sequences

LOGICAL INPL
   [Input]
   On input: if INPL is .TRUE. then X is overwritten by the output sequences;
   otherwise the output sequences are returned in Y.

INTEGER L
   [Input]
   On input: L is the first dimension of the 3D transform.

INTEGER M
   [Input]
   On input: M is the second dimension of the 3D transform.

INTEGER N
   [Input]
   On input: N is the third dimension of the 3D transform.

COMPLEX X(*)
   [Input/Output]
   On input: X contains the L by M by N complex 3D data array to be trans-
   formed; the (ijk)th element is stored in X(1+(i-1)*INCX1+(j-1)*INCX2+(k-
   1)*INCX3).
   On output: if INPL is .TRUE. then X contains the transformed data in the
   same locations as on input. If INPL is .FALSE. X remains unchanged.
INTEGER INCX1  
[Input]
On input: INCX1 is the step in index of X between successive data elements in the first dimension of the 3D data. Usually INCX1=1 so that successive elements in the first dimension are stored contiguously.
Constraint: INCX1 > 0.

INTEGER INCX2  
[Input]
On input: INCX2 is the step in index of X between successive data elements in the second dimension of the 3D data. For completely contiguous data (no gaps in X) INCX2 should be set to L.
Constraint: INCX2 > 0;
INCYX2 > (L-1)*INCX1 if max(M,N) > 1.

INTEGER INCX3  
[Input]
On input: INCX3 is the step in index of X between successive data elements in the third dimension of the 3D data. For completely contiguous data (no gaps in X) INCX3 should be set to L*M.
Constraint: INCX3 > 0;
INCYX3 > (L-1)*INCYX1+(M-1)*INCYX2 if N > 1.

COMPLEX Y(*)  
[Output]
On output: if INPL is .FALSE. then Y contains the three-dimensional transformed data. If LTRANS=.TRUE. then the the (ijk)th element is stored in Y(1+(i-1)*INCYX1+(j-1)*INCYX2+(k-1)*INCYX3).
If INPL is .TRUE. then Y is not referenced.

INTEGER INCY1  
[Input]
On input: if INPL is .FALSE. then INCY1 is the step in index of Y between successive data elements in the first dimension of the 3D transformed data. Usually INCY1=1 so that successive elements in the first dimension are stored contiguously.
If INPL is .TRUE. then INCY1 is not referenced. Constraint: If INPL is .FALSE. then INCY1 > 0.

INTEGER INCY2  
[Input]
On input: if INPL is .FALSE. then INCY2 is the step in index of Y between successive data elements in the second dimension of the 3D transformed data.
For completely contiguous data (no gaps in Y) INCY2 should be set to L.
Constraint: INCY2 > 0 if INPL is .FALSE.;
INCY2 > (L-1)*INCY1, if INPL is .FALSE. and max(M,N) > 1.

INTEGER INCY3  
[Input]
On input: if INPL is .FALSE. then INCY3 is the step in index of Y between successive data elements in the third dimension of the 3D transformed data.
For completely contiguous data (no gaps in Y) INCY3 should be set to L*M.
Constraint: INCY3 > 0 if INPL is .FALSE.;
INCY3 > (L-1)*INCY1+(M-1)*INCY2, if INPL is .FALSE. and N > 1.
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**COMPLEX COMM(LCOMM)**

*Input/Output*

COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence dimensions. The remainder is used as temporary store; if this is not sufficient for the requirements of the routine then temporary storage space will be dynamically allocated internally.

**INTEGER LCOMM**

*Input*

LCOMM is the length of the communication array COMM. The amount of internal dynamic allocation of temporary storage is dependent on the values of the increment arguments for arrays X and Y. The amount is minimized when the increments for the output array are 1, L and L*M respectively, since this represents a contiguous array in which calculations can be performed in-place.

Constraint: If \( \min(L,M,N) > 1 \), \( LCOMM \geq 5(L+M+N) + 150 \) (otherwise see [CFFT2DX], page 49).

**INTEGER INFO**

*Output*

INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```c
C Forward 3D FFT is performed unscaled and in-place, on the leading
C 10x10x10 submatrix of a larger 100x100x100 array of data.
C The result is transformed back with scaling.
C
SCALE = 1.0
INPL = .TRUE.
L = 10
M = 10
N = 10
LCOMM = 2000000
CALL CFFT3DY(0,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
* COMM,LCOMM,INFO)
CALL CFFT3DY(-1,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
* COMM,LCOMM,INFO)
IY = 1
DO 20 I = 1, L
  DO 40 J = 1, M
    DO 10 K = 1, N
      X(I,J,K) = X(I,J,K)*EXP(-0.001*REAL(I+J+K-3))
    10 CONTINUE
  40 CONTINUE
  20 CONTINUE
SCALE = 1.0/REAL(L*M*N)
CALL CFFT3DY(1,SCALE,INPL,L,M,N,X,1,100,10000,Y,1,1,1,
* COMM,LCOMM,INFO)
```
5.3 FFTs on real and Hermitian data sequences

The routines documented here compute discrete Fourier transforms (DFTs) of sequences of real numbers or of Hermitian sequences in either single or double precision arithmetic. The DFTs are computed using a highly-efficient FFT algorithm. Hermitian sequences are represented in a condensed form that is described in Section 5.1 [Introduction to FFTs], page 24. The DFT of a real sequence results in a Hermitian sequence; the DFT of a Hermitian sequence is a real sequence.

Please note that prior to Release 2.0 of ACML the routine ZDFFT/CSFFT and ZDFFTM/CSFFTM returned results that were scaled by a factor 0.5 compared with the currently returned results.
5.3.1 FFT of single sequences of real data

DZFFT Routine Documentation

DZFFT \((MODE,N,X,COMM,INFO)\)  \[\text{[SUBROUTINE]}\]

**INTEGER MODE**  \[\text{[Input]}\]

The value of \(MODE\) on input determines the operation performed by DZFFT.

- \(MODE=0\) : only default initializations (specific to \(N\)) are performed; this is usually followed by calls to the same routine with \(MODE=-1\) or 1.
- \(MODE=1\) : a real transform is performed. Initializations are assumed to have been performed by a prior call to DZFFT.
- \(MODE=2\) : (default) initializations and a real transform are performed.
- \(MODE=100\) : similar to \(MODE=0\); only initializations are performed, but first a plan is generated. This plan is chosen based on the fastest FFT computation for a subset of all possible plans.

**INTEGER N**  \[\text{[Input]}\]

On input: \(N\) is the length of the real sequence \(X\)

**DOUBLE PRECISION X(N)**  \[\text{[Input/Output]}\]

On input: \(X\) contains the real sequence of length \(N\) to be transformed.

On output: \(X\) contains the transformed Hermitian sequence.

**DOUBLE PRECISION COMM(3*N+100)**  \[\text{[Input/Output]}\]

\(COMM\) is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length \(N\). The remainder is used as temporary store.

**INTEGER INFO**  \[\text{[Output]}\]

On output: \(INFO\) is an error indicator. On successful exit, \(INFO\) contains 0.

If \(INFO = -i\) on exit, the \(i\)-th argument had an illegal value.

Example:

```
CALL DZFFT(0,N,X,COMM,INFO)
CALL DZFFT(1,N,X,COMM,INFO)
DO 10 I = N/2+2, N
  X(I) = -X(I)
10 CONTINUE
CALL ZDFFT(2,N,X,COMM,INFO)
```
SCFFT Routine Documentation

**SCFFT (MODE,N,X,COMM,INFO)**

[SUBROUTINE]

**INTEGER MODE**

The value of MODE on input determines the operation performed by SCFFT.

On input:
- MODE=0 : only default initializations (specific to N) are performed; this is usually followed by calls to the same routine with MODE=−1 or 1.
- MODE=1 : a real transform is performed. Initializations are assumed to have been performed by a prior call to SCFFT.
- MODE=2 : (default) initializations and a real transform are performed.
- MODE=100 : similar to MODE=0; only initializations are performed, but first a plan is generated. This plan is chosen based on the fastest FFT computation for a subset of all possible plans.

**INTEGER N**

On input: N is the length of the real sequence X

**REAL X(N)**

On input: X contains the real sequence of length N to be transformed.
On output: X contains the transformed Hermitian sequence.

**REAL COMM(3*N+100)**

COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

**INTEGER INFO**

On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

```
CALL SCFFT(0,N,X,COMM,INFO)
CALL SCFFT(1,N,X,COMM,INFO)
DO 10 I = N/2+2, N
   X(I) = -X(I)
10   CONTINUE
CALL SCFFT(2,N,X,COMM,INFO)
```
5.3.2 FFT of multiple sequences of real data

DZFFTM Routine Documentation

DZFFTM (M,N,X,COMM,INFO)  [SUBROUTINE]

INTEGER M  [Input]
   On input: M is the number of sequences to be transformed.

INTEGER N  [Input]
   On input: N is the length of the real sequences in X

DOUBLE PRECISION X(N*M)  [Input/Output]
   On input: X contains the M real sequences of length N to be transformed.
   Element i of sequence j is stored in location i + (j - 1) * N of X.
   On output: X contains the transformed Hermitian sequences.

DOUBLE PRECISION COMM(3*N+100)  [Input/Output]
   COMM is a communication array. Some portions of the array are used to
   store initializations for subsequent calls with the same sequence length
   N. The remainder is used as temporary store.

INTEGER INFO  [Output]
   On output: INFO is an error indicator. On successful exit, INFO contains 0.
   If INFO = -i on exit, the i-th argument had an illegal value.

Example:

```
call dzfftm(1,n,x,comm,info)
call dzfftm(2,n,x,comm,info)
do 10 i = 1, n
   x(i,3) = x(i,1)*x(n-i+1,2)
10 continue
call zdfftm(2,n,(1,3),comm,info)
```
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SCFFTM Routine Documentation

SCFFTM (M,N,X,COMM,INFO) [SUBROUTINE]

INTEGER M [Input]
    On input: $M$ is the number of sequences to be transformed.

INTEGER N [Input]
    On input: $N$ is the length of the real sequences in $X$.

REAL X(N*M) [Input/Output]
    On input: $X$ contains the $M$ real sequences of length $N$ to be transformed.
    Element $i$ of sequence $j$ is stored in location $i + (j - 1) \times N$ of $X$.
    On output: $X$ contains the transformed Hermitian sequences.

REAL COMM(3*N+100) [Input/Output]
    $COMM$ is a communication array. Some portions of the array are used to
    store initializations for subsequent calls with the same sequence length $N$. The
    remainder is used as temporary store.

INTEGER INFO [Output]
    On output: $INFO$ is an error indicator. On successful exit, $INFO$ contains 0.
    If $INFO = -i$ on exit, the $i$-th argument had an illegal value.

Example:

```
CALL SCFFTM(1,N,X,COMM,INFO)
CALL SCFFTM(2,N,X,COMM,INFO)
DO 10 I = 1, N
    X(I,3) = X(I,1)*X(N-I+1,2)
10 CONTINUE
CALL CSFFTM(1,N,X(1,3),COMM,INFO)
```
ZDFFT Routine Documentation

ZDFFT (MODE,N,X,COMM,INFO)  [SUBROUTINE]

INTEGER MODE  [Input]
The value of MODE on input determines the operation performed by ZDFFT. On input:
- MODE=0 : only initializations (specific to the values of N) are performed using a default plan; this is usually followed by calls to the same routine with MODE=1.
- MODE=1 : a real transform is performed. Initializations are assumed to have been performed by a prior call to ZDFFT.
- MODE=2 : (default) initializations and a real transform are performed.
- MODE=100 : similar to MODE=0; only initializations (specific to the value of N) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of N.

INTEGER N  [Input]
On input: N is length of the sequence in X

DOUBLE PRECISION X(N)  [Input/Output]
On input: X contains the Hermitian sequence of length N to be transformed.
On output: X contains the transformed real sequence.

DOUBLE PRECISION COMM(3*N+100)  [Input/Output]
COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length N. The remainder is used as temporary store.

INTEGER INFO  [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

Example:

CALL DZFFT(0,N,X,COMM,INFO)
CALL DZFFT(1,N,X,COMM,INFO)
DO 10 I = N/2+2, N
   X(I) = -X(I)
10 CONTINUE
CALL ZDFFT(2,N,X,COMM,INFO)
Chapter 5: Fast Fourier Transforms (FFTs)

CSFFT Routine Documentation

CSFFT \((MODE,N,X,COMM,INFO)\)  
[SUBROUTINE]

**INTEGER** MODE  
[Input] 
The value of MODE on input determines the operation performed by CSFFT. 
On input:
- \(MODE=0\): only initializations (specific to the values of \(N\)) are performed using a default plan; this is usually followed by calls to the same routine with \(MODE=1\).
- \(MODE=1\): a real transform is performed. Initializations are assumed to have been performed by a prior call to CSFFT.
- \(MODE=2\): (default) initializations and a real transform are performed.
- \(MODE=100\): similar to \(MODE=0\); only initializations (specific to the value of \(N\)) are performed, but these are based on a plan that is first generated by timing a subset of all possible plans and choosing the quickest (i.e. the FFT computation was timed as fastest based on the chosen plan). The plan generation phase may take a significant amount of time depending on the value of \(N\).

**INTEGER** N  
[Input] 
On input: \(N\) is the length of the sequence in \(X\)

**REAL** \(X(N)\)  
[Input/Output] 
On input: \(X\) contains the Hermitian sequence of length \(N\) to be transformed. 
On output: \(X\) contains the transformed real sequence.

**REAL** COMM\((3*N+100)\)  
[Input/Output] 
\(COMM\) is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length \(N\). The remainder is used as temporary store.

**INTEGER** INFO  
[Output] 
On output: \(INFO\) is an error indicator. On successful exit, \(INFO\) contains 0. 
If \(INFO = -i\) on exit, the \(i\)-th argument had an illegal value.

Example:

```fortran
CALL SCFFT(0,N,X,COMM,INFO)
CALL SCFFT(1,N,X,COMM,INFO)
DO 10 I = N/2+2, N
   X(I) = -X(I)
10  CONTINUE
CALL CSFFT(2,N,X,COMM,INFO)
```
5.3.4 FFT of multiple Hermitian sequences

ZDFFTM Routine Documentation

**ZDFFTM** $(M,N,X,COMM,INFO)$  

**SUBROUTINE**

**INTEGER** $M$  
On input: $M$ is the number of sequences to be transformed.

**INTEGER** $N$  
On input: $N$ is the length of the sequences in $X$.

**DOUBLE PRECISION** $X(N*M)$  
On input: $X$ contains the $M$ Hermitian sequences of length $N$ to be transformed.  
Element $i$ of sequence $j$ is stored in location $i + (j - 1) \times N$ of $X$.  
On output: $X$ contains the transformed real sequences.

**DOUBLE PRECISION** $COMM(3*N+100)$  
$COMM$ is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length $N$. The remainder is used as temporary store.

**INTEGER** $INFO$  
On output: $INFO$ is an error indicator. On successful exit, $INFO$ contains 0.  
If $INFO = -i$ on exit, the $i$-th argument had an illegal value.

Example:

```fortran
CALL DZFFTM(1,N,X,COMM,INFO)
CALL DZFFTM(2,N,X,COMM,INFO)
DO 10 I = 1, N
   X(I,3) = X(I,1)*X(N-I+1,2)
10    CONTINUE
CALL ZDFFTM(1,N,X(1,3),COMM,INFO)
```
**CSFFTM Routine Documentation**

**CSFFTM (M,N,X,COMM,INFO)**  
[SUBROUTINE]

- **INTEGER M**  
  On input: $M$ is the number of sequences to be transformed.

- **INTEGER N**  
  On input: $N$ is the length of the sequences in $X$.

- **REAL X(N*M)**  
  On input: $X$ contains the $M$ Hermitian sequences of length $N$ to be transformed. Element $i$ of sequence $j$ is stored in location $i + (j - 1) * N$ of $X$.  
  On output: $X$ contains the transformed real sequences.

- **REAL COMM(3*N+100)**  
  COMM is a communication array. Some portions of the array are used to store initializations for subsequent calls with the same sequence length $N$. The remainder is used as temporary store.

- **INTEGER INFO**  
  On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO $= -i$ on exit, the i-th argument had an illegal value.

**Example:**

```fortran
CALL SCFFTM(1,N,X,COMM,INFO)
CALL SCFFTM(2,N,X,COMM,INFO)
DO 10 I = 1, N
   X(I,3) = X(I,1)*X(N-I+1,2)
10 CONTINUE
CALL CSFFTM(1,N,X(1,3),COMM,INFO)
```
6 Random Number Generators

Within the context of this document, a base random number generator (BRNG) is a mathematical algorithm that, given an initial state, produces a sequence (or stream) of variates (or values) uniformly distributed over the semi-open interval \((0,1]\). The period of the BRNG is defined as the maximum number of values that can be generated before the sequence starts to repeat. The initial state of a BRNG is often called the seed.

Note that this definition means that the value 1.0 may be returned, but the value 0.0 will not.

A pseudo-random number generator (PRNG) is a BRNG that produces a stream of variates that are independent and statistically indistinguishable from a random sequence. A PRNG has several advantages over a true random number generator in that the generated sequence is repeatable, has known mathematical properties and is usually much quicker to generate. A quasi-random number generator (QRNG) is similar to a PRNG, however the variates generated are not statistically independent, rather they are designed to give a more even distribution in multidimensional space. Many books on statistics and computer science have good introductions to PRNGs and QRNGs, see for example Knuth \[6\] or Banks \[7\]. All of the BRNGs supplied in the ACML are PRNGs.

In addition to standard PRNGs some applications require cryptologically secure generators. A PRNG is said to be cryptologically secure if there is no polynomial-time algorithm which, on input of the first \(l\) bits of the output sequence can predict the \((l + 1)\)st bit of the sequence with probability significantly greater than 0.5. This is equivalent to saying there exists no polynomial-time algorithm that can correctly distinguish between an output sequence from the PRNG and a truly random sequence of the same length with probability significantly greater than 0.5 \[8\].

A distribution generator is a routine that takes variates generated from a BRNG and transforms them into variates from a specified distribution, for example the Gaussian (Normal) distribution.

The ACML contains five base generators, (Section 6.1 [Base Generators], page 75), and twenty-three distribution generators (Section 6.3 [Distribution Generators], page 97). In addition users can supply a custom built generator as the base generator for all of the distribution generators (Section 6.1.8 [User Supplied Generators], page 86).

The base generators were tested using the Big Crush, Small Crush and Pseudo Diehard test suites from the TestU01 software library \[15\].

6.1 Base Generators

The five base generators (BRNGs) supplied with the ACML are; the NAG basic generator \[9\], a series of Wichmann-Hill generators \[10\], the Mersenne Twister \[11\], L’Ecuyer’s combined recursive generator MRG32k3a \[12\] and the Blum-Blum-Shub generator \[8\].

Some of the generators have been slightly modified from their usual form to make them consistent between themselves. For instance, the Wichmann-Hill generators in standard form may return exactly 0.0 but not exactly 1.0. In ACML we return \(1.0 - x\) to convert the value \(x\) into the semi-open interval \((0, 1]\) without affecting any other randomness properties. The original Mersenne Twister algorithm returns an exact zero about one time in a few billion; the ACML implementation returns a tiny non-zero number as surrogate for zero.
If a single stream of variates is required it is recommended that the Mersenne Twister (Section 6.1.5 [Mersenne Twister], page 84) base generator is used. This generator combines speed with good statistical properties and an extremely long period. The NAG basic generator (Section 6.1.3 [Basic NAG Generator], page 83) is another quick generator suitable for generating a single stream. However it has a shorter period than the Mersenne Twister and being a linear congruential generator, its statistical properties are not as good.

If 273 or fewer multiple streams, with a period of up to $2^{80}$ are required then it is recommended that the Wichmann-Hill generators are used (Section 6.1.4 [Wichmann-Hill Generator], page 84). For more streams or multiple streams with a longer period it is recommended that the L’Ecuyer combined recursive generator (Section 6.1.6 [L’Ecuyer’s Combined Recursive Generator], page 85) is used in combination with the skip ahead routine (Section 6.2.3 [Skip Ahead], page 91). Generating multiple streams of variates by skipping ahead is generally quicker than generating the streams using the leap frog method. More details on multiple streams can be found in Section 6.2 [Multiple Streams], page 90.

The Blum-Blum-Shub generator (Section 6.1.7 [Blum-Blum-Shub Generator], page 85) should only be used if a cryptologically secure generator is required. This generator is extremely slow and has poor statistical properties when used as a base generator for any of the distributional generators.

### 6.1.1 Initialization of the Base Generators

A random number generator must be initialized before use. Three routines are supplied within the ACML for this purpose: DRANDINITIALIZE, DRANDINITIALIZEBBS and DRANDINITIALIZEUSER (see [DRANDINITIALIZE], page 78, [DRANDINITIALIZEBBS], page 81 and [DRANDINITIALIZEUSER], page 87, respectively). Of these, DRANDINITIALIZE is used to initialize all of the supplied base generators, DRANDINITIALIZEBBS supplies an alternative interface to DRANDINITIALIZE for the Blum-Blum-Shub generator, and DRANDINITIALIZEUSER allows the user to register and initialize their own base generator.

Both double and single precision versions of all RNG routines are supplied. Double precision names are prefixed by DRAND, and single precision by SRAND. Note that if a generator has been initialized using the relevant double precision routine, then the double precision versions of the distribution generators must also be used, and vice versa. This even applies to generators with no double or single precision parameters; for example, a call of DRANDDISCRETEUNIFORM must be preceded by a call to one of the double precision initializers (typically DRANDINITIALIZE).

No utilities for saving, retrieving or copying the current state of a generator have been provided. All of the information on the current state of a generator (or stream, if multiple streams are being used) is stored in the integer array STATE and as such this array can be treated as any other integer array, allowing for easy copying, restoring etc.

The statistical properties of a sequence of random numbers are only guaranteed within the sequence, and not between sequences provided by the same generator. Therefore it is likely that repeated initialization will render the numbers obtained less, rather than more, independent. In most cases there should only be a single call to one of the initialization routines, per application, and this call must be made before any variates are generated. One example of where multiple initialization may be required is briefly touched upon in Section 6.2 [Multiple Streams], page 90.
In order to initialize the Blum-Blum-Shub generator a number of additional parameters, as well as an initial state (seed), are required. Although this generator can be initialized through the \texttt{DRANDINITIALIZE} routine it is recommended that the \texttt{DRANDINITIALIZEBBS} routine is used instead.
DRANDINITIALIZE / SRANDINITIALIZE

Initialize one of the five supplied base generators; NAG basic generator, Wichmann-Hill generator, Mersenne Twister, L’Ecuyer’s combined recursive generator (MRG32k3a) or the Blum-Blum-Shub generator.

(Note that SRANDINITIALIZE is the single precision version of DRANDINITIALIZE. The argument lists of both routines are identical except that any double precision arguments of DRANDINITIALIZE are replaced in SRANDINITIALIZE by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDINITIALIZE (GENID, SUBID, SEED, LSEED, STATE, LSTATE, INFO) [SUBROUTINE]

INTEGER GENID
On input: a numerical code indicating which of the five base generators to initialize.
- 1 = NAG basic generator (Section 6.1.3 [Basic NAG Generator], page 83).
- 2 = Wichmann-Hill generator (Section 6.1.4 [Wichmann-Hill Generator], page 84).
- 3 = Mersenne Twister (Section 6.1.5 [Mersenne Twister], page 84).
- 4 = L’Ecuyer’s Combined Recursive generator (Section 6.1.6 [L’Ecuyer’s Combined Recursive Generator], page 85).
- 5 = Blum-Blum-Shub generator (Section 6.1.7 [Blum-Blum-Shub Generator], page 85).

Constraint: 1 ≤ GENID ≤ 5.

INTEGER SUBID
On input: if GENID = 2, then SUBID indicates which of the 273 Wichmann-Hill generators to use. If GENID = 5 then SUBID indicates the number of bits to use (v) from each of iteration of the Blum-Blum-Shub generator. In all other cases SUBID is not referenced.
Constraint: If GENID = 2 then 1 ≤ SUBID ≤ 273.

INTEGER SEED(LSEED)
On input: if GENID ≠ 5, then SEED is a vector of initial values for the base generator. These values must be positive integers. The number of values required depends on the base generator being used. The NAG basic generator requires one initial value, the Wichmann-Hill generator requires four initial values, the L’Ecuyer combined recursive generator requires six initial values and the Mersenne Twister requires 624 initial values. If the number of seeds required by the chosen generator is > LSEED then SEED(1) is used to initialize the NAG basic generator. This is then used to generate all of the remaining seed values required. In general it is best not to set all the elements of SEED to anything too obvious, such as a single repeated value or a simple sequence. Using such a seed array may lead to several similar values being created in a row when the generator is subsequently called. This is particularly true for the Mersenne Twister generator.
In order to initialize the Blum-Blum-Shub generator two large prime values, \( p \) and \( q \) are required as well as an initial value \( s \). As \( p \), \( q \) and \( s \) can be of an arbitrary size, these values are expressed as a polynomial in \( B \), where \( B = 2^{24} \). For example, \( p \) can be factored into a polynomial of order \( l_p \), with
\[
p = p_1 + p_2 B + p_3 B^2 + \cdots + p_{l_p} B^{l_p - 1}.
\] The elements of \( S\text{EED} \) should then be set to the following:
\[
\begin{align*}
S\text{EED}(1) &= l_p \\
S\text{EED}(2) \text{ to } S\text{EED}(l_p + 1) &= p_1 \text{ to } p_{l_p} \\
S\text{EED}(l_p + 2) &= l_q \\
S\text{EED}(l_p + 3) \text{ to } S\text{EED}(l_p + l_q + 2) &= q_1 \text{ to } q_{l_q} \\
S\text{EED}(l_p + l_q + 3) &= l_s \\
S\text{EED}(l_p + l_q + 4) \text{ to } S\text{EED}(l_p + l_q + l_s + 3) &= s_1 \text{ to } s_{l_s}
\end{align*}
\]
Constraint: If \( \text{GENID} \neq 5 \) then \( S\text{EED}(i) > 0, i = 1, 2, \cdots \). If \( \text{GENID} = 5 \) then \( S\text{EED} \) must take the values described above.

**INTEGER LSEED**  
[Input/Output]  
On input: either the length of the seed vector, \( S\text{EED} \), or a value \( \leq 0 \).  
On output: if \( L\text{SEED} \leq 0 \) on input, then \( L\text{SEED} \) is set to the number of initial values required by the selected generator, and the routine returns. Otherwise \( L\text{SEED} \) is left unchanged.

**INTEGER STATE(LSTATE)**  
[Output]  
On output: the state vector required by all of the supplied distributional and base generators.

**INTEGER LSTATE**  
[Input/Output]  
On input: either the length of the state vector, \( S\text{TATE} \), or a value \( \leq 0 \).  
On output: if \( L\text{STATE} \leq 0 \) on input, then \( L\text{STATE} \) is set to the minimum length of the state vector \( S\text{TATE} \) for the base generator chosen, and the routine returns. Otherwise \( L\text{STATE} \) is left unchanged.  
Constraint: \( L\text{STATE} \leq 0 \) or the minimum length for the chosen base generator, given by:
\[
\begin{align*}
\text{GENID} = 1: & \quad L\text{STATE} \geq 16, \\
\text{GENID} = 2: & \quad L\text{STATE} \geq 20, \\
\text{GENID} = 3: & \quad L\text{STATE} \geq 633, \\
\text{GENID} = 4: & \quad L\text{STATE} \geq 61, \\
\text{GENID} = 5: & \quad L\text{STATE} \geq l_p + l_q + l_s + 6, \text{ where } l_p, l_q \text{ and } l_s \text{ are the order of the polynomials used to express the parameters } p, q \text{ and } s \text{ respectively.}
\end{align*}
\]

**INTEGER INFO**  
[Output]  
On output: \( I\text{NFO} \) is an error indicator. If \( I\text{NFO} = -i \) on exit, the \( i \)-th argument had an illegal value. If \( I\text{NFO} = 1 \) on exit, then either, or both of \( L\text{SEED} \) and/or \( L\text{STATE} \) have been set to the required length for vectors \( S\text{EED} \) and \( S\text{TATE} \) respectively. Of the two variables \( L\text{SEED} \) and \( L\text{STATE} \), only those which had an input value \( \leq 0 \) will have been set. The \( S\text{TATE} \) vector will not have been initialized. If \( I\text{NFO} = 0 \) then the state vector, \( S\text{TATE} \), has been successfully initialized.
Example:

```c
C Generate 100 values from the Beta distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Beta distribution
CALL DRANDBETA(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Alternative initialization routine for the Blum-Blum-Shub generator. Unlike the other base generators supplied with the ACML, the Blum-Blum-Shub generator requires two additional parameters, \( p \) and \( q \) as well as an initial state, \( s \). The parameters \( p \), \( q \) and \( s \) can be of an arbitrary size. In order to avoid overflow these values are expressed as a polynomial in \( B \), where \( B = 2^{24} \). For example, \( p \) can be factored into a polynomial of order \( l_p \), with 
\[
p = p_1 + p_2 B + p_3 B^2 + \cdots + p_{l_p} B^{l_p - 1},
\]
similarly \( q \) can be factored into a polynomial of order \( l_q \), and \( s \) can be factored into a polynomial of order \( l_s \).

(Note that \textsc{SRANDINITIALIZEBBS} is the single precision version of \textsc{DRANDINITIALIZEBBS}. The argument lists of both routines are identical except that any double precision arguments of \textsc{DRANDINITIALIZEBBS} are replaced in \textsc{SRANDINITIALIZEBBS} by single precision arguments - type \texttt{REAL} in FORTRAN or \texttt{float} in C).

**\textsc{DRANDINITIALIZEBBS} \((NBITS,LP,P,LQ,Q,LS,S,STATE,LSTATE,INFO)\)**

**SUBROUTINE**

\begin{verbatim}
INTEGER NBITS [Input]
   On input: the number of bits, \( v \), to use from each iteration of the Blum-
   Blum-Shub generator. If \( NBITS < 1 \) then \( NBITS = 1 \). If \( NBITS > 15 \) then
   \( NBITS = 15 \).

INTEGER LP [Input]
   On input: the order of the polynomial used to express \( p \) \((l_p)\).
   Constraint: \( 1 \leq LP \leq 25 \).

INTEGER P(LP) [Input]
   On input: the coefficients of the polynomial used to express \( p \). \( P(i) = p_i, i = 1 \)
   to \( l_p \).
   Constraint: \( 0 \leq P(i) < 2^{24} \)

INTEGER LQ [Input]
   On input: the order of the polynomial used to express \( q \) \((l_q)\).
   Constraint: \( 1 \leq LQ \leq 25 \).

INTEGER Q(LQ) [Input]
   On input: the coefficients of the polynomial used to express \( q \). \( Q(i) = q_i, i = 1 \)
   to \( l_q \).
   Constraint: \( 0 \leq Q(i) < 2^{24} \)

INTEGER LS [Input]
   On input: the order of the polynomial used to express \( s \) \((l_s)\).
   Constraint: \( 1 \leq LS \leq 25 \).

INTEGER S(LS) [Input]
   On input: the coefficients of the polynomial used to express \( s \). \( S(i) = s_i, i = 1 \)
   to \( l_s \).
   Constraint: \( 0 \leq S(i) < 2^{24} \)

INTEGER STATE(*) [Output]
   On output: the initial state for the Blum-Blum-Shub generator with parameters
   \( P,Q,S \) and \( NBITS \).
\end{verbatim}
INTEGER LSTATE [Input/Output]
On input: either the length of the state vector, STATE, or a value ≤ 0.
On output: if LSTATE ≤ 0 on input, then LSTATE is set to the minimum length of the state vector STATE for the parameters chosen, and the routine returns. Otherwise LSTATE is left unchanged.
Constraint: LSTATE ≤ 0 or LSTATE ≥ l_p + l_q + l_s + 6

INTEGER INFO [Output]
On output: INFO is an error indicator. If INFO = −i on exit, the i-th argument had an illegal value. If INFO = 1 on exit, then LSTATE has been set to the required length for the STATE vector. If INFO = 0 then the state vector, STATE, has been successfully initialized.

6.1.2 Calling the Base Generators
With the exception of the Blum-Blum-Shub generator, there are no interfaces for direct access to the base generators. All of the base generators return variates uniformly distributed over the semi-open interval (0, 1]. This functionality can be accessed using the uniform distributional generator DRANDUNIFORM, with parameter A = 0.0 and parameter B = 1.0 (see [DRANDUNIFORM], page 119). The base generator used is, as usual, selected during the initialization process (see Section 6.1.1 [Initialization of the Base Generators], page 76).

To directly access the Blum-Blum-Shub generator, use the routine DRANDBLUMBLUMSHUB.
allows direct access to the bit stream generated by the Blum-Blum-Shub generator.

(Note that SRANDBLUMBLUMSHUB is the single precision version of DRANDBLUMBLUMSHUB. The argument lists of both routines are identical except that any double precision arguments of DRANDBLUMBLUMSHUB are replaced in SRANDBLUMBLUMSHUB by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDBLUMBLUMSHUB (N,STATE,X,INFO)**

SUBROUTINE

**INTEGER N**

[Input]

On input: number of variates required. The total number of bits generated is 24N.
Constraint: \(N \geq 0\).

**INTEGER STATE(*)**

[Input/Output]

The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDBLUMBLUMSHUB STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.

On input: the current state of the base generator.

On output: the updated state of the base generator.

**INTEGER X(N)**

[Output]

On output: vector holding the bit stream. The least significant 24 bits of each of the \(X(i)\) contain the bit stream as generated by the Blum-Blum-Shub generator. The least significant bit of \(X(1)\) is the first bit generated, the second least significant bit of \(X(1)\) is the second bit generated etc.

**INTEGER INFO**

[Output]

On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −i on exit, the i-th argument had an illegal value.

### 6.1.3 Basic NAG Generator

The NAG basic generator is a linear congruential generator (LCG) and, like all LCGs, has the form:

\[
\begin{align*}
x_i &= a_1 x_{i-1} \mod m_1, \\
u_i &= \frac{x_i}{m_1},
\end{align*}
\]

where the \(u_i, i = 1, 2, \cdots\) form the required sequence.

The NAG basic generator takes \(a_1 = 13^{13}\) and \(m_1 = 2^{59}\), which gives a period of approximately \(2^{57}\). This generator has been part of the NAG numerical library [9] since Mark 6 and as such has been widely used. It suffers from no known problems, other than those due to the lattice structure inherent in all LCGs, and, even though the period is relatively short compared to many of the newer generators, it is sufficiently large for many practical problems.
### 6.1.4 Wichmann-Hill Generator

The Wichmann-Hill [10] base generator uses a combination of four linear congruential generators (LCGs) and has the form:

\[
\begin{align*}
    w_i &= a_1 w_{i-1} \mod m_1 \\
    x_i &= a_2 x_{i-1} \mod m_2 \\
    y_i &= a_3 y_{i-1} \mod m_3 \\
    z_i &= a_4 z_{i-1} \mod m_4 \\
    u_i &= \left(\frac{w_i}{m_1} + \frac{x_i}{m_2} + \frac{y_i}{m_3} + \frac{z_i}{m_4}\right) \mod 1,
\end{align*}
\]

where the \(u_i, i = 1, 2, \cdots\) form the required sequence. There are 273 sets of parameters, \(\{a_i, m_i : i = 1, 2, 3, 4\}\), to choose from. These values have been selected so that the resulting generators are independent and have a period of approximately \(2^{80}\) [10].

### 6.1.5 Mersenne Twister

The Mersenne Twister [11] is a twisted generalized feedback shift register generator. The algorithm is as follows:

- Set some arbitrary initial values \(x_1, x_2, \cdots, x_r\), each consisting of \(w\) bits.
- Letting
  \[
  A = \begin{pmatrix} 0 & I_{w-1} \\ a_w & a_{w-1} \cdots a_1 \end{pmatrix},
  \]
  where \(I_{w-1}\) is the \((w-1) \times (w-1)\) identity matrix and each of the \(a_i, i = 1\) to \(w\) take a value of either 0 or 1 (i.e. they can be represented as bits). Define
  \[
  x_{i+r} = (x_{i+s} \oplus (x_i^{(w:(l+1))} | x_{i+1}^{(l+1)}))A,
  \]
  where \(x_i^{(w:(l+1))} | x_{i+1}^{(l+1)}\) indicates the concatenation of the most significant (upper) \(w - l\) bits of \(x_i\) and the least significant (lower) \(l\) bits of \(x_{i+1}\).
- Perform the following operations sequentially:
  \[
  \begin{align*}
    z &= x_{i+r} \oplus (x_{i+r} \gg t_1) \\
    z &= z \oplus ((z \ll t_2) \text{ AND } m_1) \\
    z &= z \oplus ((z \ll t_3) \text{ AND } m_2) \\
    z &= z \oplus (z \gg t_4) \\
    u_{i+r} &= z/(2^w - 1),
  \end{align*}
  \]
  where \(t_1, t_2, t_3, t_4\) are integers and \(m_1\) and \(m_2\) are bit-masks and \(\gg t\) and \(\ll t\) represent a \(t\) bit shift right and left respectively, \(\oplus\) is bit-wise exclusively or (xor) operation and “AND” is a bit-wise and operation.
The $u_{i+r} : i = 1, 2, \cdots$ then form a pseudo-random sequence, with $u_i \in (0, 1)$, for all $i$. This implementation of the Mersenne Twister uses the following values for the algorithmic constants:

\[
\begin{align*}
    w &= 32 \\
    a &= 0x9908b0df \\
    l &= 31 \\
    r &= 624 \\
    s &= 397 \\
    t_1 &= 11 \\
    t_2 &= 7 \\
    t_3 &= 15 \\
    t_4 &= 18 \\
    m_1 &= 0x9d2c5680 \\
    m_2 &= 0xefc60000
\end{align*}
\]

where the notation $0xDD \cdots$ indicates the bit pattern of the integer whose hexadecimal representation is $DD \cdots$.

This algorithm has a period length of approximately $2^{1937} - 1$ and has been shown to be uniformly distributed in 623 dimensions.

**6.1.6 L’Ecuyer’s Combined Recursive Generator**

The base generator referred to as L’Ecuyer’s combined recursive generator is referred to as MRG32k3a in [12] and combines two multiple recursive generators:

\[
\begin{align*}
    x_i &= a_{11} x_{i-1} + a_{12} x_{i-2} + a_{13} x_{i-3} \mod m_1 \\
    y_i &= a_{21} y_{i-1} + a_{22} y_{i-2} + a_{23} y_{i-3} \mod m_2 \\
    z_i &= x_i - y_i \mod m_1 \\
    u_i &= \frac{z_i}{m_1},
\end{align*}
\]

where the $u_i, i = 1, 2, \cdots$ form the required sequence and $a_{11} = 0, a_{12} = 1403580, a_{13} = -810728, m_1 = 2^{32} - 209, a_{21} = 527612, a_{22} = 0, a_{23} = -1370589$ and $m_2 = 2^{32} - 22853$.

Combining the two multiple recursive generators (MRG) results in sequences with better statistical properties in high dimensions and longer periods compared with those generated from a single MRG. The combined generator described above has a period length of approximately $2^{191}$.

**6.1.7 Blum-Blum-Shub Generator**

The Blum-Blum-Shub pseudo random number generator is cryptologically secure under the assumption that the quadratic residuosity problem is intractable [8]. The algorithm consists of the following:

- Generate two large and distinct primes, $p$ and $q$, each congruent to 3 mod 4. Define $m = pq$.
- Select a seed $s$ taking a value between 1 and $m - 1$, such that the greatest common divisor between $s$ and $m$ is 1.
• Let $x_0 = s^2 \mod m$. For $i = 1, 2, \cdots$ generate:

$$x_i = x_{i-1}^2 \mod m$$
$$z_i = v \text{ least significant bits of } x_i$$

where $v \geq 1$.

• The bit-sequence $z_1, z_2, z_3, \cdots$ is then the output sequence used.

### 6.1.8 User Supplied Generators

All of the distributional generators described in Section 6.3 [Distribution Generators], page 97 require a base generator which returns a uniformly distributed value in the semi-open interval $(0, 1]$ and ACML includes several such generators (as detailed in Section 6.1 [Base Generators], page 75). However, for greater flexibility, the ACML routines allow the user to register their own base generator function. This user-supplied generator then becomes the base generator for all of the distribution generators.

A user supplied generator comes in the form of two routines, one to initialize the generator and one to generate a set of uniformly distributed values in the semi-open interval $(0, 1]$. These two routines can be named anything, but are referred to as UINI for the initialization routine and UGEN for the generation routine in the following documentation.

In order to register a user supplied generator a call to DRANDINITIALIZEUSER must be made. Once registered the generator can be accessed and used in the same manner as the ACML supplied base generators. The specifications for DRANDINITIALIZEUSER, UINI and UGEN are given below. See the ACML example programs drandinitializeuser_example.f and drandinitializeuser_c_example.c (Section 2.9 [Examples], page 16) to understand how to use these routines in ACML.
Register a user supplied base generator so that it can be used with the ACML distributional generators.

(Note that SRANDINITIALIZEUSER is the single precision version of DRANDINITIALIZEUSER. The argument lists of both routines are identical except that any double precision arguments of DRANDINITIALIZEUSER are replaced in SRANDINITIALIZEUSER by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDINITIALIZEUSER (UINI, UGEN, GENID, SUBID, SEED, LSEED, STATE, LSTATE, INFO) [SUBROUTINE]**

**SUBROUTINE UINI [Input]**
On input: routine that will be used to initialize the user supplied generator, UGEN.

**SUBROUTINE UGEN [Input]**
On input: user supplied base generator.

**INTEGER GENID [Input]**
On input: parameter is passed directly to UINI. Its function therefore depends on that routine.

**INTEGER SUBID [Input]**
On input: parameter is passed directly to UINI. Its function therefore depends on that routine.

**INTEGER SEED(LSEED) [Input]**
On input: parameter is passed directly to UINI. Its function therefore depends on that routine.

**INTEGER LSEED [Input/Output]**
On input: length of the vector SEED. This parameter is passed directly to UINI and therefore its required value depends on that routine.
On output: whether LSEED changes will depend on UINI.

**INTEGER STATE(LSTATE) [Output]**
On output: the state vector required by all of the supplied distributional generators. The value of STATE returned by UINI has some housekeeping elements appended to the end before being returned by DRANDINITIALIZEUSER. See Section 6.1.8 [User Supplied Generators], page 86 for details about the form of STATE.

**INTEGER LSTATE [Input/Output]**
On input: length of the vector STATE. This parameter is passed directly to UINI and therefore its required value depends on that routine.
On output: whether LSTATE changes will depend on UINI. If LSTATE ≤ 0 then it is assumed that a request for the required length of STATE has been made. The value of LSTATE returned from UINI is therefore adjusted to allow for housekeeping elements to be added to the end of the STATE vector. This results in the value of LSTATE returned by DRANDINITIALIZEUSER being 3 larger than that returned by UINI.
INTEGER INFO  

[Output]

On output: INFO is an error indicator. DRANDINITIALIZEUSER will return a value of −6 if the value of LSTATE is between 1 and 3. Otherwise INFO is passed directly back from UINI. It is recommended that the value of INFO returned by UINI is kept consistent with the rest of the ACML, that is if INFO = −i on exit, the i-th argument had an illegal value. If INFO = 1 on exit, then either, or both of LSEED and / or LSTATE have been set to the required length for vectors SEED and STATE respectively and the STATE vector has not have been initialized. If INFO = 0 then the state vector, STATE, has been successfully initialized.

Example:

C Generate 100 values from the Uniform distribution using
C a user supplied base generator
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,NSKIP,SEED(1),STATE(LSTATE)
INTEGER X(N)
DOUBLE PRECISION A,B

C Set the seed
SEED(1) = 1234

C Set the distributional parameters
A = 0.0D0
B = 1.0D0

C Initialize the base generator. Here ACMLRNGNBOGND is a user
C supplied generator and ACMLRNGNBOINI its initializer
CALL DRANDINITIALIZEUSER(ACMLRNGNBOINI,ACMLRNGNBOGND,1,0,SEED,
*      LSEED,STATE,LSTATE,INFO)

C Generate N variates from the Univariate distribution
CALL DRANDUNIFORM(N,A,B,STATE,X,LDX,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
UINI
Specification for a user supplied initialization routine.

UINI (GENID, SUBID, SEED, LSEED, STATE, LSTATE, INFO) [SUBROUTINE]

INPUT INTEGER GENID
On input: the ID associated with the generator. It may be used for anything you like.

INPUT INTEGER SUBID
On input: the sub-ID associated with the generator. It may be used for anything you like.

INPUT INTEGER SEED(LSEED)
On input: an array containing the initial seed for your generator.

INPUT/OUTPUT INTEGER LSEED
On input: either the size of the SEED array, or a value < 1.
On output: if LSEED < 1 on entry, LSTATE must be set to the required size of the SEED array. This allows a caller of UINI to query the required size.

OUTPUT INTEGER STATE(LSTATE)
On output: if LSTATE < 1 on entry, STATE should be unchanged.
Otherwise, STATE is a state vector holding internal details required by your generator. On exit from UINI, the array STATE must hold the following information:

STATE(1) = ESTATE, where ESTATE is your minimum allowed size of array STATE.
STATE(2) = MAGIC, where MAGIC is a magic number of your own choice. This can be used by your routine UGEN as a check that UINI has previously been called.
STATE(3) = GENID
STATE(4) = SUBID
STATE(5) ... STATE(ESTATE-1) = internal state values required by your generator routine UGEN; for example, the current value of your seed.
STATE(ESTATE) = MAGIC, i.e. the same value as STATE(2).

INPUT/OUTPUT INTEGER LSTATE
On input: either the size of the STATE array, or a value < 1.
On output: if LSTATE < 1 on entry, LSTATE should be set to the required size of the STATE array, i.e. the value ESTATE as described above. This allows the caller of UINI to query the required size.
Constraint: either LSTATE < 1 or LSTATE >= ESTATE.

OUTPUT INTEGER INFO
On output: an error code, to be used in whatever way you wish; for example to flag an incorrect argument to UINI. If no error is encountered, UINI must set INFO to 0.
Chapter 6: Random Number Generators

UGEN
Specification for a user supplied base generator.

SUBROUTINE UGEN (N, STATE, X, INFO)

INTEGER N
On input: the number of random numbers to be generated.

INTEGER STATE(*)
On input: the internal state of your generator.

DOUBLE PRECISION X(N)
On output: the array of N uniform distributed random numbers, each in the semi-open interval (0.0, 1.0] - i.e. 1.0 is a legitimate return value, but 0.0 is not.

INTEGER INFO
On output: a flag which you can use to signal an error in the call of UGEN - for example, if UGEN is called without being initialized by UINI.

6.2 Multiple Streams
It is often advantageous to be able to generate variates from multiple, independent, streams. For example when running a simulation in parallel on several processors. There are four ways of generating multiple streams using the routines available in the ACML:

- (a) Using different seeds
- (b) Using different sequences
- (c) Block-splitting or skipping ahead
- (d) Leap-frogging

The four methods are detailed in the following sections. Of the four, (a) should be avoided in most cases, (b) is only really of any practical use when using the Wichmann-Hill generator, and is then still limited to 273 streams. Both block-splitting and leap-frogging work using the sequence from a single generator, both guarantee that the different sequences will not overlap and both can be scaled to an arbitrary number of streams. Leap-frogging requires no \textit{a-priori} knowledge about the number of variates being generated, whereas block-splitting requires the user to know (approximately) the maximum number of variates required from each stream. Block-splitting requires no \textit{a-priori} information on the number of streams required. In contrast leap-frogging requires the user to know the maximum number of streams required, prior to generating the first value.

It is known that, dependent on the number of streams required, leap-frogging can lead to sequences with poor statistical properties, especially when applied to linear congruential generators (see Section 6.2.4 [Leap Frogging], page 94 for a brief explanation). In addition, for more complicated generators like a L'Ecuyer’s multiple recursive generator leap-frogging can increase the time required to generate each variate compared to block-splitting. The additional time required by block-splitting occurs at the initialization stage, and not at the variate generation stage. Therefore in most instances block-splitting would be the preferred method for generating multiple sequences.
6.2.1 Using Different Seeds

A different sequence of variates can be generated from the same base generator by initializing the generator using a different set of seeds. Of the four methods for creating multiple streams described here, this is the least satisfactory. As mentioned in Section 6.1.1 [Initialization of the Base Generators], page 76, the statistical properties of the base generators are only guaranteed within sequences, not between sequences. For example, sequences generated from different starting points may overlap if the initial values are not far enough apart. The potential for overlapping sequences is reduced if the period of the generator being used is large. Although there is no guarantee of the independence of the sequences, due to its extremely large period, using the Mersenne Twister with random starting values is unlikely to lead to problems, especially if the number of sequences required is small. This is the only way in which multiple sequences can be generated with the ACML using the Mersenne Twister as the base generator.

If the statistical properties of different sequences must be provable then one of the other methods should be adopted.

6.2.2 Using Different Generators

Independent sequences of variates can be generated using different base generators for each sequence. For example, sequence 1 can be generated using the NAG basic generator, sequence 2 using the L’Ecuyer’s Combined Recursive generator, sequence 3 using the Mersenne Twister. The Wichmann-Hill generator implemented in the ACML is in fact a series of 273 independent generators. The particular sub-generator being used can be selected using the \textit{SUBID} variable (see [DRANDINITIALIZE], page 78 for details). Therefore, in total, 277 independent streams can be generated with each using an independent generator (273 Wichmann-Hill generators, and 4 additional base generators).

6.2.3 Skip Ahead

Independent sequences of variates can be generated from a single base generator through the use of block-splitting, or skipping-ahead. This method consists of splitting the sequence into \( k \) non-overlapping blocks, each of length \( n \), where \( n \) is larger than the maximum number of variates required from any of the sequences. For example:

\[
\begin{array}{c}
\frac{x_1, x_2, \cdots, x_n}{\text{block 1}} & \frac{x_{n+1}, x_{n+2}, \cdots, x_{2n}}{\text{block 2}} & \frac{x_{2n+1}, x_{2n+2}, \cdots, x_{3n}}{\text{block 3}} & \text{etc}
\end{array}
\]

where \( x_1, x_2, \cdots \) is the sequence produced by the generator of interest. Each of the \( k \) blocks provide an independent sequence.

The block splitting algorithm therefore requires the sequence to be advanced a large number of places. Due to their form this can be done efficiently for linear congruential generators and multiple congruential generators. The ACML provides block-splitting for the NAG Basic generator, the Wichmann-Hill generators and L’Ecuyer’s Combined Recursive generator.
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DRANDSKIPAHEAD / SRANDSKIPAHEAD

Advance a generator N places.

(Note that SRANDSKIPAHEAD is the single precision version of DRANDSKIPAHEAD. The argument lists of both routines are identical except that any double precision arguments of DRANDSKIPAHEAD are replaced in SRANDSKIPAHEAD by single precision arguments - type REAL in FORTRAN or type float in C).

SUBROUTINE DRANDSKIPAHEAD (N,STATE,INFO)

INTEGER N

On input: number of places to skip ahead.
Constraint: $N \geq 0$.

INTEGER STATE(*)

On input: the current state of the base generator.
On output: The STATE vector for a generator that has been advanced N places.
Constraint: The STATE vector must be for either the NAG basic, Wichmann-Hill or L’Ecuyer Combined Recursive base generators.

INTEGER INFO

On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = $-i$ on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 3 * 100 values from the Uniform distribution
C Multiple streams generated using the Skip Ahead method
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,NSKIP
INTEGER SEED(1),STATE1(LSTATE),STATE2(LSTATE),STATE3(LSTATE)
INTEGER X1(N),X2(N),X3(N)
DOUBLE PRECISION A,B

C Set the seed
SEED(1) = 1234

C Set the distributional parameters
A = 0.0D0
B = 1.0D0

C Initialize the STATE1 vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE1,LSTATE,INFO)

C Copy the STATE1 vector into other state vectors
DO 20 I = 1,LSTATE
   STATE2(I) = STATE1(I)
   STATE3(I) = STATE1(I)
20 CONTINUE

C Calculate how many places we want to skip, this
C should be >> than the number of variates we
C wish to generate from each stream
NSKIP = N * N

C Advance each stream, first does not need changing
CALL DRANDSKIPAHEAD(NSKIP,STATE2,INFO)
CALL DRANDSKIPAHEAD(2*NSKIP,STATE3,INFO)

C Generate 3 sets of N variates from the Univariate distribution
CALL DRANDUNIFORM(N,A,B,STATE1,X1,LDX,INFO)
CALL DRANDUNIFORM(N,A,B,STATE2,X2,LDX,INFO)
CALL DRANDUNIFORM(N,A,B,STATE3,X3,LDX,INFO)

C Print the results
DO 40 I = 1,N
   WRITE(6,*) X1(I),X2(I),X3(I)
40 CONTINUE
```
6.2.4 Leap Frogging

Independent sequences of variates can be generated from a single base generator through the use of leap-frogging. This method involves splitting the sequence from a single generator into \( k \) disjoint subsequences. For example:

- Subsequence 1: \( x_1, x_{k+1}, x_{2k+1}, \cdots \)
- Subsequence 2: \( x_2, x_{k+2}, x_{2k+2}, \cdots \)
- \( \vdots \)
- Subsequence \( k \): \( x_k, x_{2k}, x_{3k}, \cdots \)

Each subsequence is then provides an independent stream.

The leap-frog algorithm therefore requires the generation of every \( k \)th variate of a sequence. Due to their form this can be done efficiently for linear congruential generators and multiple congruential generators. The ACML provides leap-frogging for the NAG Basic generator, the Wichmann-Hill generators and L’Ecuyer’s Combined Recursive generator.

As an illustrative example, a brief description of the algebra behind the implementation of the leap-frog algorithm (and block-splitting algorithm) for a linear congruential generator (LCG) will be given. A linear congruential generator has the form \( x_{i+1} = a_1 x_i \mod m_1 \).

The recursive nature of a LCG means that

\[
x_{i+v} = a_1 x_{i+v-1} \mod m_1 = a_1(a_1 x_{i+v-2} \mod m_1) \mod m_1 = a_1^2 x_{i+v-2} \mod m_1 = a_1^v x_i \mod m_1
\]

The sequence can be quickly advanced \( v \) places by multiplying the current state \( (x_i) \) by \( a_1^v \mod m_1 \), hence allowing block-splitting. Leap-frogging is implemented by using \( a_1^k \), where \( k \) is the number of streams required, in place of \( a_1 \) in the standard LCG recursive formula. In a linear congruential generator the multiplier \( a_1 \) is constructed so that the generator has good statistical properties in, for example, the spectral test. When using leap-frogging to construct multiple streams this multiplier is replaced with \( a_1^k \), and there is no guarantee that this new multiplier will have suitable properties especially as the value of \( k \) depends on the number of streams required and so is likely to change depending on the application. This problem can be emphasised by the lattice structure of LCGs.

Note that, due to rounding, a sequence generated using leap-frogging and a sequence constructed by taking every \( k \)th value from a set of variates generated without leap-frogging may differ slightly. These differences should only affect the least significant digit.
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DRANDLEAPFROG / SRANDLEAPFROG

Amend a generator so that it will generate every \(K\)th value.

(Note that SRANDLEAPFROG is the single precision version of DRANDLEAPFROG. The argument lists of both routines are identical except that any double precision arguments of DRANDLEAPFROG are replaced in SRANDLEAPFROG by single precision arguments - type REAL in FORTRAN or type float in C).

SUBROUTINE DRANDLEAPFROG (N,K,STATE,INFO)

[Input]
INTEGER N
On input: total number of streams being used.
Constraint: \(N > 0\).

INTEGER K
On input: number of the current stream
Constraint: \(0 < K \leq N\).

INTEGER STATE(*)
[Input/Output]
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDLEAPFROG STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: The STATE vector for a generator that has been advanced \(K - 1\) places and will return every \(N\)th value.
Constraint: The STATE array must be for either the NAG basic, Wichmann-Hill or L’Ecuyer Combined Recursive base generators.

INTEGER INFO
[Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = \(-i\) on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 3 * 100 values from the Uniform distribution
C Multiple streams generated using the Leap Frog method
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO
INTEGER SEED(1),STATE1(LSTATE),STATE2(LSTATE),STATE3(LSTATE)
INTEGER X1(N),X2(N),X3(N)
DOUBLE PRECISION A,B

C Set the seed
SEED(1) = 1234

C Set the distributional parameters
A = 0.0D0
B = 1.0D0

C Initialize the STATE1 vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE1,LSTATE,INFO)

C Copy the STATE1 vector into other state vectors
DO 20 I = 1,LSTATE
    STATE2(I) = STATE1(I)
    STATE3(I) = STATE1(I)
20 CONTINUE

C Update each stream so they generate every 3rd value
CALL DRANDLEAPFROG(3,1,STATE1,INFO)
CALL DRANDLEAPFROG(3,2,STATE2,INFO)
CALL DRANDLEAPFROG(3,3,STATE3,INFO)

C Generate 3 sets of N variates from the Univariate distribution
CALL DRANDUNIFORM(N,A,B,STATE1,X1,LDX,INFO)
CALL DRANDUNIFORM(N,A,B,STATE2,X2,LDX,INFO)
CALL DRANDUNIFORM(N,A,B,STATE3,X3,LDX,INFO)

C Print the results
DO 40 I = 1,N
    WRITE(6,*) X1(I),X2(I),X3(I)
40 CONTINUE
```
6.3 Distribution Generators

6.3.1 Continuous Univariate Distributions

**DRANDBETA / SRANDBETA**

Generates a vector of random variates from a beta distribution with probability density function, $f(X)$, where:

$$f(X) = \frac{\Gamma(A + B)}{\Gamma(A)\Gamma(B)} X^{A-1} (1 - X)^{B-1}$$

if $0 \leq X \leq 1$ and $A, B > 0$, otherwise $f(X) = 0$.

(Note that SRANDBETA is the single precision version of DRANDBETA. The argument lists of both routines are identical except that any double precision arguments of DRANDBETA are replaced in SRANDBETA by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDBETA (N,A,B,STATE,X,INFO)**

SUBROUTINE

**INTEGER N**

On input: number of variates required.

Constraint: $N \geq 0$.

**DOUBLE PRECISION A**

On input: first parameter for the distribution.

Constraint: $A > 0$.

**DOUBLE PRECISION B**

On input: second parameter for the distribution.

Constraint: $B > 0$.

**INTEGER STATE(*)**

The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDBETA STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.

On input: the current state of the base generator.

On output: the updated state of the base generator.

**DOUBLE PRECISION X(N)**

On output: vector of variates from the specified distribution.

**INTEGER INFO**

On output: INFO is an error indicator. On successful exit, INFO contains 0. If $INFO = -i$ on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 100 values from the Beta distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Beta distribution
CALL DRANDBETA(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDCAUCHY / SRANDCAUCHY

Generates a vector of random variates from a Cauchy distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{1}{\pi B (1 + (\frac{X - A}{B})^2)}
\]

(Note that SRANDCAUCHY is the single precision version of DRANDCAUCHY. The argument lists of both routines are identical except that any double precision arguments of DRANDCAUCHY are replaced in SRANDCAUCHY by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDCAUCHY (N,A,B,STATE,X,INFO)**

**[SUBROUTINE]**

**INTEGER N**

On input: number of variates required.
Constraint: \( N \geq 0 \).

**DOUBLE PRECISION A**

On input: median of the distribution.

**DOUBLE PRECISION B**

On input: semi-quartile range of the distribution.
Constraint: \( B \geq 0 \).

**INTEGER STATE(*)**

The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDCAUCHY STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

**DOUBLE PRECISION X(N)**

On output: vector of variates from the specified distribution.

**INTEGER INFO**

On output: INFO is an error indicator. On successful exit, INFO contains 0.
If INFO = -i on exit, the i-th argument had an illegal value.
Example:

```
C Generate 100 values from the Cauchy distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Cauchy distribution
CALL DRANDCAUCHY(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

**DRANDCHISQUARED / SRANDCHISQUARED**

Generates a vector of random variates from a $\chi^2$ distribution with probability density function, $f(X)$, where:

$$ f(X) = \frac{X^{\nu/2 - 1}e^{-X/2}}{2^{\nu/2} (\nu/2 - 1)!} $$

if $X > 0$, otherwise $f(X) = 0$. Here $\nu$ is the degrees of freedom, $DF$.

(Note that SRANDCHISQUARED is the single precision version of DRANDCHISQUARED. The argument lists of both routines are identical except that any double precision arguments of DRANDCHISQUARED are replaced in SRANDCHISQUARED by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDCHISQUARED (N,DF,STATE,X,INFO)**

[SUBROUTINE]

**INTEGER N**

On input: number of variates required.

Constraint: $N \geq 0$.

**INTEGER DF**

On input: degrees of freedom of the distribution.

Constraint: $DF > 0$.

**INTEGER STATE(*)**

On input: the current state of the base generator.

On output: the updated state of the base generator.

**DOUBLE PRECISION X(N)**

On output: vector of variates from the specified distribution.

**INTEGER INFO**

On output: $INFO$ is an error indicator. On successful exit, $INFO$ contains 0. If $INFO = -i$ on exit, the i-th argument had an illegal value.
Example:

```
C Generate 100 values from the Chi-squared distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER DF
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) DF

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Chi-squared distribution
CALL DRANDCHISQUARED(N,DF,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
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**DRANDEXPONENTIAL / SRANDEXPONENTIAL**
Generates a vector of random variates from an exponential distribution with probability density function, \( f(X) \), where:
\[
\begin{align*}
  f(X) &= e^{-\frac{X}{A}} \\
  \text{if } X > 0, \text{ otherwise } f(X) &= 0.
\end{align*}
\]
(Note that SRANDEXPONENTIAL is the single precision version of DRANDEXPONENTIAL. The argument lists of both routines are identical except that any double precision arguments of DRANDEXPONENTIAL are replaced in SRANDEXPONENTIAL by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDEXPONENTIAL (N,A,STATE,X,INFO)**

[SUBROUTINE]

**INTEGER N**
On input: number of variates required.
Constraint: \( N \geq 0 \).

**DOUBLE PRECISION A**
On input: exponential parameter.
Constraint: \( A \geq 0 \).

**INTEGER STATE(*)**
On input: the current state of the base generator.
On output: the updated state of the base generator.

**DOUBLE PRECISION X(N)**
On output: vector of variates from the specified distribution.

**INTEGER INFO**
On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0.
If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```fortran
C Generate 100 values from the Exponential distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Exponential distribution
CALL DRANDEXPONENTIAL(N,A,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDF / SRANDF

Generates a vector of random variates from an F distribution, also called the Fisher’s variance ratio distribution, with probability density function, \( f(X) \), where:

\[
f(X) = \frac{(\frac{\mu + \nu - 2}{2})! X^{\frac{\nu-2}{2} - 1} \mu^{\frac{\nu}{2}}}{(\frac{\mu}{2} - 1)! (\frac{\nu}{2} - 1)! (1 + \frac{\mu X}{\nu})^{\frac{\mu + \nu}{2}} \nu^{\frac{\nu}{2}}},
\]

if \( X > 0 \), otherwise \( f(X) = 0 \). Here \( \mu \) is the first degrees of freedom, (DF1) and \( \nu \) is the second degrees of freedom, (DF2).

(Note that SRANDF is the single precision version of DRANDF. The argument lists of both routines are identical except that any double precision arguments of DRANDF are replaced in SRANDF by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDF (N,DF1,DF2,STATE,X,INFO)**

**[SUBROUTINE]**

**INTEGER** N

- On input: number of variates required.
- Constraint: \( N \geq 0 \).

**INTEGER** DF1

- On input: first degrees of freedom.
- Constraint: \( DF1 \geq 0 \).

**INTEGER** DF2

- On input: second degrees of freedom.
- Constraint: \( DF2 \geq 0 \).

**INTEGER** STATE(*)

- On input: the current state of the base generator.
- On output: the updated state of the base generator.

**DOUBLE PRECISION** X(N)

- On output: vector of variates from the specified distribution.

**INTEGER** INFO

- On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.

(See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.)
Example:

```
C Generate 100 values from the F distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER DF1,DF2
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) DF1,DF2

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the F distribution
CALL DRANDF(N,DF1,DF2,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDGAMMA / SRANDGAMMA
Generates a vector of random variates from a Gamma distribution with probability density function, $f(X)$, where:

$$f(X) = \frac{X^{A-1}e^{-X/B}}{B^A\Gamma(A)},$$

if $X \geq 0$ and $A, B > 0$, otherwise $f(X) = 0$.

(Note that SRANDGAMMA is the single precision version of DRANDGAMMA. The argument lists of both routines are identical except that any double precision arguments of DRANDGAMMA are replaced in SRANDGAMMA by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDGAMMA (N,A,B,STATE,X,INFO) [SUBROUTINE]

INTEGER N
On input: number of variates required.
Constraint: $N \geq 0$.

DOUBLE PRECISION A
On input: first parameter of the distribution.
Constraint: $A > 0$.

DOUBLE PRECISION B
On input: second parameter of the distribution.
Constraint: $B > 0$.

INTEGER STATE(*)
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDGAMMA, STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

DOUBLE PRECISION X(N)
On output: vector of variates from the specified distribution.

INTEGER INFO
On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = $-i$ on exit, the $i$-th argument had an illegal value.
Example:

C Generate 100 values from the Gamma distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Gamma distribution
CALL DRANDGAMMA(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
DRANDGAUSSIAN / DRANDGAUSSIAN

Generates a vector of random variates from a Gaussian distribution with probability density function, \( f(X) \), where:

\[
f(X) = e^{-\frac{(X - \mu)^2}{2\sigma^2}}.\]

Here \( \mu \) is the mean, \((X\mu)\) and \( \sigma^2 \) the variance, \((VAR)\) of the distribution.

(Note that SRANDGAUSSIAN is the single precision version of DRANDGAUSSIAN. The argument lists of both routines are identical except that any double precision arguments of DRANDGAUSSIAN are replaced in SRANDGAUSSIAN by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDGAUSSIAN (N,XMU,VAR,STATE,X,INFO)**

SUBROUTINE

INTEGER N  
On input: number of variates required.  
Constraint: \( N \geq 0 \).

DOUBLE PRECISION XMU  
On input: mean of the distribution.

DOUBLE PRECISION VAR  
On input: variance of the distribution.  
Constraint: \( VAR \geq 0 \).

INTEGER STATE(*)  
On input: the current state of the base generator.  
On output: the updated state of the base generator.

DOUBLE PRECISION X(N)  
On output: vector of variates from the specified distribution.

INTEGER INFO  
On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0.  
If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```
C Generate 100 values from the Gaussian distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION XMU,VAR
DOUBLE PRECISION X(N)
C Set the seed
SEED(1) = 1234
C Read in the distributional parameters
READ(5,*) XMU,VAR
C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)
C Generate N variates from the Gaussian distribution
CALL DRANDGAUSSIAN(N,XMU,VAR,STATE,X,INFO)
C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDLOGISTIC / SRANDLOGISTIC

Generates a vector of random variates from a logistic distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{e^{\frac{(X-A)}{B}}}{B(1 + e^{\frac{(X-A)}{B}})^2}.
\]

(Note that SRANDLOGISTIC is the single precision version of DRANDLOGISTIC. The argument lists of both routines are identical except that any double precision arguments of DRANDLOGISTIC are replaced in SRANDLOGISTIC by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDLOGISTIC \((N,A,B,STATE,X,INFO)\)

SUBROUTINE

INTEGER N
On input: number of variates required.
Constraint: \(N \geq 0\).

DOUBLE PRECISION A
On input: mean of the distribution.

DOUBLE PRECISION B
On input: spread of the distribution. \(B = \sqrt{3}\sigma/\pi\) where \(\sigma\) is the standard deviation of the distribution.
Constraint: \(B > 0\).

INTEGER STATE(*)
The \(STATE\) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDLOGISTIC \(STATE\) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \(STATE\) variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

DOUBLE PRECISION X(N)
On output: vector of variates from the specified distribution.

INTEGER INFO
On output: \(INFO\) is an error indicator. On successful exit, \(INFO\) contains 0. If \(INFO = -i\) on exit, the \(i\)-th argument had an illegal value.
Example:

```fortran
C Generate 100 values from the Logistic distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Logistic distribution
CALL DRANDLOGISTIC(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDLOGNORMAL / SRANDLOGNORMAL

Generates a vector of random variates from a lognormal distribution with probability density function, \( f(X) \), where:

\[
f(X) = e^{-\frac{(\log X - \mu)^2}{2\sigma^2}} \frac{1}{X\sigma\sqrt{2\pi}},
\]

if \( X > 0 \), otherwise \( f(X) = 0 \). Here \( \mu \) is the mean, \((XMU)\) and \( \sigma^2 \) the variance, \((VAR)\) of the underlying Gaussian distribution.

(Note that SRANDLOGNORMAL is the single precision version of DRANDLOGNORMAL. The argument lists of both routines are identical except that any double precision arguments of DRANDLOGNORMAL are replaced in SRANDLOGNORMAL by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDLOGNORMAL \((N,XMU,VAR,STATE,X,INFO)\)

[SUBROUTINE]

INTEGER N
  [Input]
  On input: number of variates required.
  Constraint: \( N \geq 0 \).

DOUBLE PRECISION XMU
  [Input]
  On input: mean of the underlying Gaussian distribution.

DOUBLE PRECISION VAR
  [Input]
  On input: variance of the underlying Gaussian distribution.
  Constraint: \( VAR \geq 0 \).

INTEGER STATE(*)
  [Input/Output]
  The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDLOGNORMAL STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
  On input: the current state of the base generator.
  On output: the updated state of the base generator.

DOUBLE PRECISION X(N)
  [Output]
  On output: vector of variates from the specified distribution.

INTEGER INFO
  [Output]
  On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = −\( i \) on exit, the \( i \)-th argument had an illegal value.
Example:

```c
C Generate 100 values from the Lognormal distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION XMU,VAR
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) XMU,VAR

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Lognormal distribution
CALL DRANDLOGNORMAL(N,XMU,VAR,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDSTUDENTST / SRANDSTUDENTST

Generates a vector of random variates from a Students T distribution with probability density function, $f(X)$, where:

$$f(X) = \frac{(\nu-1)!}{(\frac{\nu}{2})!\sqrt{\pi\nu}(1 + \frac{X^2}{\nu})^{\frac{\nu+1}{2}}}.$$

Here $\nu$ is the degrees of freedom, DF.

(Note that SRANDSTUDENTST is the single precision version of DRANDSTUDENTST. The argument lists of both routines are identical except that any double precision arguments of DRANDSTUDENTST are replaced in SRANDSTUDENTST by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDSTUDENTST (N,DF,STATE,X,INFO) [SUBROUTINE]**

**INTEGER N** [Input]
On input: number of variates required.
Constraint: $N \geq 0$.

**INTEGER DF** [Input]
On input: degrees of freedom.
Constraint: $DF > 0$.

**INTEGER STATE(*)** [Input/Output]
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDSTUDENTST STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

**DOUBLE PRECISION X(N)** [Output]
On output: vector of variates from the specified distribution.

**INTEGER INFO** [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If $INFO = -i$ on exit, the i-th argument had an illegal value.
Example:

```plaintext
C Generate 100 values from the Students T distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER DF
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) DF

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Students T distribution
CALL DRANDSTUDENTST(N,DF,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDTRIANGULAR / SRANDTRIANGULAR
Generates a vector of random variates from a Triangular distribution with probability density function, \( f(X) \), where:

\[
f(X) = \begin{cases} 
\frac{2(X - X_{\text{MIN}})}{(X_{\text{MAX}} - X_{\text{MIN}})(X_{\text{MED}} - X_{\text{MIN}})}, & \text{if } X_{\text{MIN}} < X \leq X_{\text{MED}}, \\
\frac{2(X_{\text{MAX}} - X)}{(X_{\text{MAX}} - X_{\text{MIN}})(X_{\text{MAX}} - X_{\text{MED}})}, & \text{if } X_{\text{MED}} < X \leq X_{\text{MAX}}, \\
0, & \text{otherwise}
\end{cases}
\]

(Note that SRANDTRIANGULAR is the single precision version of DRANDTRIANGULAR. The argument lists of both routines are identical except that any double precision arguments of DRANDTRIANGULAR are replaced in SRANDTRIANGULAR by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDTRIANGULAR (N,XMIN,XMED,XMAX,STATE,X,INFO) [SUBROUTINE]

INTEGER N [Input]
   On input: number of variates required.
   Constraint: \( N \geq 0 \).

DOUBLE PRECISION XMIN [Input]
   On input: minimum value for the distribution.

DOUBLE PRECISION XMED [Input]
   On input: median value for the distribution.
   Constraint: \( X_{\text{MIN}} \leq X_{\text{MED}} \leq X_{\text{MAX}} \).

DOUBLE PRECISION XMAX [Input]
   On input: maximum value for the distribution.
   Constraint: \( X_{\text{MAX}} \geq X_{\text{MIN}} \).

INTEGER STATE(*) [Input/Output]
   The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDTRIANGULAR STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
   On input: the current state of the base generator.
   On output: the updated state of the base generator.

DOUBLE PRECISION X(N) [Output]
   On output: vector of variates from the specified distribution.

INTEGER INFO [Output]
   On output: INFO is an error indicator. On successful exit, INFO contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```fortran
C Generate 100 values from the Triangular distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION XMIN,XMAX,XMED
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) XMIN,XMAX,XMED

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Triangular distribution
CALL DRANDTRIANGULAR(N,XMIN,XMAX,XMED,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDUNIFORM / SRANDUNIFORM

Generates a vector of random variates from a Uniform distribution with probability density function, \( f(X) \), where:

\[
 f(X) = \frac{1}{B-A}.
\]

(Note that SRANDUNIFORM is the single precision version of DRANDUNIFORM. The argument lists of both routines are identical except that any double precision arguments of DRANDUNIFORM are replaced in SRANDUNIFORM by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDUNIFORM \((N,A,B,STATE,X,INFO)\)  

[SUBROUTINE]

INTEGER \( N \)  

[Input]  
On input: number of variates required.  
Constraint: \( N \geq 0 \).

DOUBLE PRECISION \( A \)  

[Input]  
On input: minimum value for the distribution.

DOUBLE PRECISION \( B \)  

[Input]  
On input: maximum value for the distribution.  
Constraint: \( B \geq A \).

INTEGER \( STATE(*) \)  

[Input/Output]  
The \( STATE \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDUNIFORM \( STATE \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( STATE \) variable. On input: the current state of the base generator. On output: the updated state of the base generator.

DOUBLE PRECISION \( X(N) \)  

[Output]  
On output: vector of variates from the specified distribution.

INTEGER \( INFO \)  

[Output]  
On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

C Generate 100 values from the Uniform distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Uniform distribution
CALL DRANDUNIFORM(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
Chapter 6: Random Number Generators

DRANDVONMISES / SRANDVONMISES
Generates a vector of random variates from a Von Mises distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{e^{\kappa \cos X}}{2\pi I_0(\kappa)}
\]

where \( X \) is reduced modulo \( 2\pi \) so that it lies between \( \pm \pi \), and \( \kappa \) is the concentration parameter \( \VK \).

(Note that SRANDVONMISES is the single precision version of DRANDVONMISES. The argument lists of both routines are identical except that any double precision arguments of DRANDVONMISES are replaced in SRANDVONMISES by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDVONMISES (N, VK, STATE, X, INFO) [SUBROUTINE]

INTEGER N
On input: number of variates required.
Constraint: \( N \geq 0 \).

DOUBLE PRECISION VK
On input: concentration parameter.
Constraint: \( \VK > 0 \).

INTEGER STATE(*)
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDVONMISES STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

DOUBLE PRECISION X(N)
On output: vector of variates from the specified distribution.

INTEGER INFO
On output: INFO is an error indicator. On successful exit, INFO contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 100 values from the Von Mises distribution
INTEGER LSTATE, N
PARAMETER (LSTATE=16, N=100)
INTEGER I, INFO, SEED(1), STATE(LSTATE)
DOUBLE PRECISION VK
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) VK

C Initialize the STATE vector
CALL DRANDINITIALIZE(1, 1, SEED, 1, STATE, LSTATE, INFO)

C Generate N variates from the Von Mises distribution
CALL DRANDVONMISES(N, VK, STATE, X, INFO)

C Print the results
WRITE(6,*) (X(I), I=1,N)
```
Chapter 6: Random Number Generators

DRANDWEIBULL / SRANDWEIBULL

Generates a vector of random variates from a Weibull distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{AX^{A-1}e^{-\frac{X^A}{B}}}{B},
\]

if \( X > 0 \), otherwise \( f(X) = 0 \).

(Note that SRANDWEIBULL is the single precision version of DRANDWEIBULL. The argument lists of both routines are identical except that any double precision arguments of DRANDWEIBULL are replaced in SRANDWEIBULL by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDWEIBULL \((N,A,B,STATE,X,INFO)\)  

SUBROUTINE

INTEGER \( N \)  
On input: number of variates required.  
Constraint: \( N \geq 0 \).

DOUBLE PRECISION \( A \)  
On input: shape parameter for the distribution.  
Constraint: \( A > 0 \).

DOUBLE PRECISION \( B \)  
On input: scale parameter for the distribution.  
Constraint: \( B > 0 \).

INTEGER \( STATE(*) \)  
On input: the current state of the base generator.  
On output: the updated state of the base generator.

DOUBLE PRECISION \( X(N) \)  
On output: vector of variates from the specified distribution.

INTEGER \( INFO \)  
On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0.  
If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 100 values from the Weibull distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION A,B
DOUBLE PRECISION X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Weibull distribution
CALL DRANDWEIBULL(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
6.3.2 Discrete Univariate Distributions

**DRANDBINOMIAL / SRANDBINOMIAL**

Generates a vector of random variates from a Binomial distribution with probability, \( f(X) \), defined by:

\[
f(X) = \frac{M! P^X (1 - P)^{(M-X)}}{X!(M-1)!}, X = 0, 1, \ldots, M
\]

(Note that SRANDBINOMIAL is the single precision version of DRANDBINOMIAL. The argument lists of both routines are identical except that any double precision arguments of DRANDBINOMIAL are replaced in SRANDBINOMIAL by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDBINOMIAL (N,M,P,STATE,X,INFO)**

SUBROUTINE

**INPUT**

1. **INTEGER N**
   - On input: number of variates required.
   - Constraint: \( N \geq 0 \).

2. **INTEGER M**
   - On input: number of trials.
   - Constraint: \( M \geq 0 \).

3. **DOUBLE PRECISION P**
   - On input: probability of success.
   - Constraint: \( 0 \leq P < 1 \).

**INPUT/OUTPUT**

4. **INTEGER STATE(*)**
   - The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDBINOMIAL, STATE must have been initialized. See Section 6.1.1 (Initialization of the Base Generators), page 76 for information on initialization of the STATE variable.
   - On input: the current state of the base generator.
   - On output: the updated state of the base generator.

5. **INTEGER X(N)**
   - On output: vector of variates from the specified distribution.

**OUTPUT**

6. **INTEGER INFO**
   - On output: INFO is an error indicator. On successful exit, INFO contains 0. If INFO = \(-i\) on exit, the i-th argument had an illegal value.
Example:

```plaintext
C Generate 100 values from the Binomial distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER M
DOUBLE PRECISION P
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,P

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Binomial distribution
CALL DRANDBINOMIAL(N,M,P,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDGEOMETRIC / SRANDGEOMETRIC

Generates a vector of random variates from a Geometric distribution with probability, \( f(X) \), defined by:

\[
f(X) = P(1 - P)^{X-1}, \quad X = 1, 2, \ldots
\]

(Note that SRANDGEOMETRIC is the single precision version of DRANDGEOMETRIC. The argument lists of both routines are identical except that any double precision arguments of DRANDGEOMETRIC are replaced in SRANDGEOMETRIC by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDGEOMETRIC \((N, P, \text{STATE}, \text{X}, \text{INFO})\)  

[SUBROUTINE]

INTEGER \( N \)  
[Input]
On input: number of variates required.
Constraint: \( N \geq 0 \).

DOUBLE PRECISION \( P \)  
[Input]
On input: distribution parameter.
Constraint: \( 0 \leq P < 1 \).

INTEGER \( \text{STATE}(\ast) \)  
[Input/Output]
The \( \text{STATE} \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDGEOMETRIC \( \text{STATE} \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( \text{STATE} \) variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

INTEGER \( \text{X}(N) \)  
[Output]
On output: vector of variates from the specified distribution.

INTEGER \( \text{INFO} \)  
[Output]
On output: \( \text{INFO} \) is an error indicator. On successful exit, \( \text{INFO} \) contains 0. If \( \text{INFO} = -i \) on exit, the \( i \)-th argument had an illegal value.
Example:

```
C Generate 100 values from the Geometric distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION P
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) P

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Geometric distribution
CALL DRANDEOMETRIC(N,P,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDHYPERGEOMETRIC / SRANDHYPERGEOMETRIC

Generates a vector of random variates from a Hypergeometric distribution with probability, \( f(X) \), defined by:

\[
f(X) = \frac{s!m!(p-s)!(p-m)!}{X!(s-X)!(m-X)!(p-m-s+X)!p!},
\]

if \( X = \max(0, m + s - p), \ldots, \min(l, m) \), otherwise \( f(X) = 0 \). Here \( p \) is the size of the population, \( (NP) \), \( s \) is the size of the sample taken from the population, \( (NS) \) and \( m \) is the number of labeled, or specified, items in the population, \( (M) \).

(Note that SRANDHYPERGEOMETRIC is the single precision version of DRANDHYPERGEOMETRIC. The argument lists of both routines are identical except that any double precision arguments of DRANDHYPERGEOMETRIC are replaced in SRANDHYPERGEOMETRIC by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDHYPERGEOMETRIC (N,NP,NS,M,STATE,X,INFO)**

**SUBROUTINE**

**INTEGER N**

- On input: number of variates required.
- Constraint: \( N \geq 0 \).

**INTEGER NP**

- On input: size of population.
- Constraint: \( NP \geq 0 \).

**INTEGER NS**

- On input: size of sample being taken from population.
- Constraint: \( 0 \leq NS \leq NP \).

**INTEGER M**

- On input: number of specified items in the population.
- Constraint: \( 0 \leq M \leq NP \).

**INTEGER STATE(*)**

- Input/Output
- The \( STATE \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling **DRANDHYPERGEOMETRIC** \( STATE \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( STATE \) variable.
- On input: the current state of the base generator.
- On output: the updated state of the base generator.

**INTEGER X(N)**

- On output: vector of variates from the specified distribution.

**INTEGER INFO**

- On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0. If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value.
Example:

```c
C Generate 100 values from the Hypergeometric distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER NP,NS,M
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) NP,NS,M

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Hypergeometric distribution
CALL DRANDHYPERGEOMETRIC(N,NP,NS,M,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
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**DRANDNEGATIVEBINOMIAL / SRANDNEGATIVEBINOMIAL**

Generates a vector of random variates from a Negative Binomial distribution with probability \( f(X) \) defined by:

\[
    f(X) = \frac{(M + X - 1)!P^X(1 - P)^M}{X!(M - 1)!}, \quad X = 0, 1, \ldots
\]

(Note that SRANDNEGATIVEBINOMIAL is the single precision version of DRANDNEGATIVEBINOMIAL. The argument lists of both routines are identical except that any double precision arguments of DRANDNEGATIVEBINOMIAL are replaced in SRANDNEGATIVEBINOMIAL by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDNEGATIVEBINOMIAL (N,M,P,STATE,X,INFO) [SUBROUTINE]**

**INTEGER N**

On input: number of variates required.
Constraint: \( N \geq 0 \).

**INTEGER M**

On input: number of failures.
Constraint: \( M \geq 0 \).

**DOUBLE PRECISION P**

On input: probability of success.
Constraint: \( 0 \leq P < 1 \).

**INTEGER STATE(*)**

The \( STATE(*) \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDNEGATIVEBINOMIAL \( STATE \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( STATE \) variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

**INTEGER X(N)**

On output: vector of variates from the specified distribution.

**INTEGER INFO**

On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0. If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value.
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Example:

```
C Generate 100 values from the Negative Binomial distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER M
DOUBLE PRECISION P
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,P

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Negative Binomial distribution
CALL DRANDNEGATIVEBINOMIAL(N,M,P,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

**DRANDPOISSON / SRANDPOISSON**

Generates a vector of random variates from a Poisson distribution with probability \( f(X) \) defined by:

\[
f(X) = \frac{\lambda^X e^{-\lambda}}{X!}, X = 0, 1, \ldots,
\]

where \( \lambda \) is the mean of the distribution, LAMBDA.

*(Note that SRANDPOISSON is the single precision version of DRANDPOISSON. The argument lists of both routines are identical except that any double precision arguments of DRANDPOISSON are replaced in SRANDPOISSON by single precision arguments - type REAL in FORTRAN or type float in C).*

**DRANDPOISSON (N,LAMBDA,STATE,X,INFO)**

**[SUBROUTINE]**

**INTEGER N**

*Input*

On input: number of variates required.

Constraint: \( N \geq 0 \).

**INTEGER M**

*Input*

On input: number of failures.

Constraint: \( M \geq 0 \).

**DOUBLE PRECISION LAMBDA**

*Input*

On input: mean of the distribution.

Constraint: \( \text{LAMBDA} \geq 0 \).

**INTEGER STATE(*)**

*Input/Output*

The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDPOISSON STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.

On input: the current state of the base generator.

On output: the updated state of the base generator.

**INTEGER X(N)**

*Output*

On output: vector of variates from the specified distribution.

**INTEGER INFO**

*Output*

On output: \( \text{INFO} \) is an error indicator. On successful exit, \( \text{INFO} \) contains 0.

If \( \text{INFO} = -i \) on exit, the \( i \)-th argument had an illegal value.
Example:

```plaintext
C Generate 100 values from the Poisson distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION LAMBDA
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) LAMBDA

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Poisson distribution
CALL DRANDPOISSON(N,LAMBDA,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDDISCRETEUNIFORM / SRANDDISCRETEUNIFORM
Generates a vector of random variates from a Uniform distribution with probability \( f(X) \) defined by:
\[
f(X) = 1 \frac{1}{(B - A)}, X = A, A + 1, \cdots, B
\]
(Note that SRANDDISCRETEUNIFORM is the single precision version of DRANDDISCRETEUNIFORM. The argument lists of both routines are identical except that any double precision arguments of DRANDDISCRETEUNIFORM are replaced in SRANDDISCRETEUNIFORM by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDDISCRETEUNIFORM (N,A,B,STATE,X,INFO)**

[SUBROUTINE]

**INTEGER N**
[Input]
On input: number of variates required.
Constraint: \( N \geq 0 \).

**INTEGER A**
[Input]
On input: minimum for the distribution.

**INTEGER B**
[Input]
On input: maximum for the distribution.
Constraint: \( B \geq A \).

**INTEGER STATE(*)**
[Input/Output]
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDDISCRETEUNIFORM STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

**INTEGER X(N)**
[Output]
On output: vector of variates from the specified distribution.

**INTEGER INFO**
[Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```fortran
C Generate 100 values from the Uniform distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER A,B
INTEGER X(N)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) A,B

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Uniform distribution
CALL DRANDDISCRETEUNIFORM(N,A,B,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
Chapter 6: Random Number Generators

DRANDGENERALDISCRETE / SRANDGENERALDISCRETE

Takes a reference vector initialized via one of DRANDBINOMIALREFERENCE, DRANDGEOMETRICREFERENCE, DRANDHYPERGEOMETRICREFERENCE, DRANDNEGATIVEBINOMIALREFERENCE, DRANDPOISSONREFERENCE and generates a vector of random variates from it.

(Note that SRANDGENERALDISCRETE is the single precision version of DRANDGENERALDISCRETE. The argument lists of both routines are identical except that any double precision arguments of DRANDGENERALDISCRETE are replaced in SRANDGENERALDISCRETE by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDGENERALDISCRETE \((n,\text{ref},\text{state},x,\text{info})\) [SUBROUTINE]

INTEGER \(n\) [Input]

On input: number of variates required.

Constraint: \(n \geq 0\).

DOUBLE PRECISION \(\text{ref}(*))\) [Input]

On input: reference vector generated by one of the following: DRANDBINOMIALREFERENCE, DRANDGEOMETRICREFERENCE, DRANDHYPERGEOMETRICREFERENCE, DRANDNEGATIVEBINOMIALREFERENCE, DRANDPOISSONREFERENCE.

INTEGER \(\text{state}(*))\) [Input/Output]

The \(\text{state}\) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDGENERALDISCRETE \(\text{state}\) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \(\text{state}\) variable.

On input: the current state of the base generator.

On output: the updated state of the base generator.

INTEGER \(x(n)\) [Output]

On output: vector of variates from the specified distribution.

INTEGER \(\text{info}\) [Output]

On output: \(\text{info}\) is an error indicator. On successful exit, \(\text{info}\) contains 0.

If \(\text{info} = -i\) on exit, the \(i\)-th argument had an illegal value.
Example:

```
C Generate 100 values from the Binomial distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER M
DOUBLE PRECISION P
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,P

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDBINOMIALREFERENCE(M,P,REF,LREF,INFO)

C Generate N variates from the Binomial distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
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**DRANDBINOMIALREFERENCE / SRANDBINOMIALREFERENCE**

Initializes a reference vector for use with **DRANDGENERALDISCRETE**. Reference vector is for a Binomial distribution with probability, \( f(X) \), defined by:

\[
f(X) = \frac{M! P^X (1 - P)^{M-X}}{X!(M-1)!}, \quad X = 0, 1, \cdots, M
\]

(Note that **SRANDBINOMIALREFERENCE** is the single precision version of **DRANDBINOMIALREFERENCE**. The argument lists of both routines are identical except that any double precision arguments of **DRANDBINOMIALREFERENCE** are replaced in **SRANDBINOMIALREFERENCE** by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDBINOMIALREFERENCE (M,P,REF,LREF,INFO)** [SUBROUTINE]

- **INTEGER M** [Input]
  - On input: number of trials.
  - Constraint: \( M \geq 0 \).

- **DOUBLE PRECISION P** [Input]
  - On input: probability of success.
  - Constraint: \( 0 \leq P < 1 \).

- **DOUBLE PRECISION REF(LREF)** [Output]
  - On output: if \( INFO \) returns with a value of 0 then \( REF \) contains reference information required to generate values from a Binomial distribution using **DRANDGENERALDISCRETE**.

- **INTEGER LREF** [Input/Output]
  - On input: either the length of the reference vector \( REF \), or \(-1\).
  - On output: if \( LREF = -1 \) on input, then \( LREF \) is set to the recommended length of the reference vector and the routine returns. Otherwise \( LREF \) is left unchanged.

- **INTEGER INFO** [Output]
  - On output: \( INFO \) is an error indicator. If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value. If \( INFO = 1 \) on exit, then \( LREF \) has been set to the recommended length for the reference vector \( REF \). If \( INFO = 0 \) then the reference vector, \( REF \), has been successfully initialized.
Example:

```plaintext
C Generate 100 values from the Binomial distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER M
DOUBLE PRECISION P
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,P

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDBINOMIALREFERENCE(M,P,REF,LREF,INFO)

C Generate N variates from the Binomial distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDGEOMETRICREFERENCE / SRANDGEOMETRICREFERENCE

Initializes a reference vector for use with DRANDGENERALDISCRETE. Reference vector is for a Geometric distribution with probability, \( f(X) \), defined by:

\[ f(X) = P(1 - P)^{X-1}, X = 1, 2, \ldots \]

(Note that SRANDGEOMETRICREFERENCE is the single precision version of DRANDGEOMETRICREFERENCE. The argument lists of both routines are identical except that any double precision arguments of DRANDGEOMETRICREFERENCE are replaced in SRANDGEOMETRICREFERENCE by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDGEOMETRICREFERENCE \((P, REF, LREF, INFO)\) [SUBROUTINE]

DOUBLE PRECISION \(P\) [Input]

On input: distribution parameter.
Constraint: \(0 \leq P < 1\).

DOUBLE PRECISION \(REF(LREF)\) [Output]

On output: if \(INFO\) returns with a value of 0 then \(REF\) contains reference information required to generate values from a Geometric distribution using DRANDGENERALDISCRETE.

INTEGER \(LREF\) [Input/Output]

On input: either the length of the reference vector \(REF\), or \(-1\).
On output: if \(LREF = -1\) on input, then \(LREF\) is set to the recommended length of the reference vector and the routine returns. Otherwise \(LREF\) is left unchanged.

INTEGER \(INFO\) [Output]

On output: \(INFO\) is an error indicator. If \(INFO = -i\) on exit, the i-th argument had an illegal value. If \(INFO = 1\) on exit, then \(LREF\) has been set to the recommended length for the reference vector \(REF\). If \(INFO = 0\) then the reference vector, \(REF\), has been successfully initialized.
Example:

```c
C  Generate 100 values from the Geometric distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION P
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C  Set the seed
SEED(1) = 1234

C  Read in the distributional parameters
READ(5,*) P

C  Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C  Initialize the reference vector
LREF = 1000
CALL DRANDGEOMETRICREFERENCE(P,REF,LREF,INFO)

C  Generate N variates from the Geometric distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C  Print the results
WRITE(6,*) (X(I),I=1,N)
```
DRANDHYPERGEOMETRICREFERENCE / SRANDHYPERGEOMETRICREFERENCE

Initializes a reference vector for use with DRANDGENERALDISCRETE. Reference vector is for a Hypergeometric distribution with probability, \( f(X) \), defined by:

\[
f(X) = \frac{s!m!(p-s)!(p-m)!}{X!(s-X)!(m-X)!(p-m-s+x)!p!},
\]

if \( X = \max(0, m + s - p), \cdots, \min(l, m) \), otherwise \( f(X) = 0 \). Here \( p \) is the size of the population, \((NP)\), \( s \) is the size of the sample taken from the population, \((NS)\) and \( m \) is the number of labeled, or specified, items in the population, \((M)\).

(Note that SRANDHYPERGEOMETRICREFERENCE is the single precision version of DRANDHYPERGEOMETRICREFERENCE. The argument lists of both routines are identical except that any double precision arguments of DRANDHYPERGEOMETRICREFERENCE are replaced in SRANDHYPERGEOMETRICREFERENCE by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDHYPERGEOMETRICREFERENCE \((NP, NS, M, REF, LREF, INFO)\) [SUBROUTINE]

**INTEGER NP**

On input: size of population.
Constraint: \( NP \geq 0 \).

**INTEGER NS**

On input: size of sample being taken from population.
Constraint: \( 0 \leq NS \leq NP \).

**INTEGER M**

On input: number of specified items in the population.
Constraint: \( 0 \leq M \leq NP \).

**DOUBLE PRECISION REF(LREF)**

On output: if \( INFO \) returns with a value of 0 then \( REF \) contains reference information required to generate values from a Hypergeometric distribution using DRANDGENERALDISCRETE.

**INTEGER LREF**

On input: either the length of the reference vector \( REF \), or \(-1\).
On output: if \( LREF = -1 \) on input, then \( LREF \) is set to the recommended length of the reference vector and the routine returns. Otherwise \( LREF \) is left unchanged.

**INTEGER INFO**

On output: \( INFO \) is an error indicator. If \( INFO = -i \) on exit, the i-th argument had an illegal value. If \( INFO = 1 \) on exit, then \( LREF \) has been set to the recommended length for the reference vector \( REF \). If \( INFO = 0 \) then the reference vector, \( REF \), has been successfully initialized.
Example:

```plaintext
C  Generate 100 values from the Hypergeometric distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER NP, NS,M
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(100)

C  Set the seed
SEED(1) = 1234

C  Read in the distributional parameters
READ(5,*) NP, NS,M

C  Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C  Initialize the reference vector
LREF = 1000
CALL DRANDHYPERGEOMETRICREFERENCE(NP, NS,M,REF,LREF,INFO)

C  Generate N variates from the Hypergeometric distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C  Print the results
WRITE(6,*) (X(I),I=1,N)
```
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**DRANDNEGATIVEBINOMIALREFERENCE / SRANDNEGATIVEBINOMIALREFERENCE**

Initializes a reference vector for use with **DRANDGENERALDISCRETE**. Reference vector is for a Negative Binomial distribution with probability \( f(X) \) defined by:

\[
 f(X) = \frac{(M + X - 1)! P^X (1 - P)^M}{X!(M - 1)!}, \quad X = 0, 1, \ldots
\]

(Note that **SRANDNEGATIVEBINOMIALREFERENCE** is the single precision version of **DRANDNEGATIVEBINOMIALREFERENCE**. The argument lists of both routines are identical except that any double precision arguments of **DRANDNEGATIVEBINOMIALREFERENCE** are replaced in **SRANDNEGATIVEBINOMIALREFERENCE** by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDNEGATIVEBINOMIALREFERENCE (M,P,REF,LREF,INFO) [SUBROUTINE]**

**INTEGER** M  
[Input] 
On input: number of failures.  
Constraint: \( M \geq 0 \).

**DOUBLE PRECISION** P  
[Input]  
On input: probability of success.  
Constraint: \( 0 \leq P < 1 \).

**DOUBLE PRECISION** REF(LREF)  
[Output]  
On output: if \( INFO \) returns with a value of 0 then \( REF \) contains reference information required to generate values from a Negative Binomial distribution using **DRANDGENERALDISCRETE**.

**INTEGER** LREF  
[Input/Output]  
On input: either the length of the reference vector \( REF \), or \(-1\).  
On output: if \( LREF = -1 \) on input, then \( LREF \) is set to the recommended length of the reference vector and the routine returns. Otherwise \( LREF \) is left unchanged.

**INTEGER** INFO  
[Output]  
On output: \( INFO \) is an error indicator. If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value. If \( INFO = 1 \) on exit, then \( LREF \) has been set to the recommended length for the reference vector \( REF \). If \( INFO = 0 \) then the reference vector, \( REF \), has been successfully initialized.
Example:

```
C  Generate 100 values from the Negative Binomial distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
INTEGER M
DOUBLE PRECISION P
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C  Set the seed
SEED(1) = 1234

C  Read in the distributional parameters
READ(5,*) M,P

C  Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C  Initialize the reference vector
LREF = 1000
CALL DRANDNEGATIVEBINOMIALREFERENCE(M,P,REF,LREF,INFO)

C  Generate N variates from the Negative Binomial distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C  Print the results
WRITE(6,*) (X(I),I=1,N)
```
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DRANDPOISSONREFERENCE / SRANDPOISSONREFERENCE

Initializes a reference vector for use with DRANDGENERALDISCRETE. Reference vector is for a Poisson distribution with probability $f(X)$ defined by:

$$f(X) = \frac{\lambda^X e^{-\lambda}}{X!}, X = 0, 1, \ldots,$$

where $\lambda$ is the mean of the distribution, LAMBDA.

(Note that SRANDPOISSONREFERENCE is the single precision version of DRANDPOISSONREFERENCE. The argument lists of both routines are identical except that any double precision arguments of DRANDPOISSONREFERENCE are replaced in SRANDPOISSONREFERENCE by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDPOISSONREFERENCE (LAMBDA, REF, LREF, INFO)**

[SUBROUTINE]

**INTEGER M**

[Input]

- On input: number of failures.
- Constraint: $M \geq 0$.

**DOUBLE PRECISION LAMBDA**

[Input]

- On input: mean of the distribution.
- Constraint: $LAMBDA \geq 0$.

**DOUBLE PRECISION REF(LREF)**

[Output]

- On output: if INFO returns with a value of 0 then REF contains reference information required to generate values from a Poisson distribution using DRANDGENERALDISCRETE.

**INTEGER LREF**

[Input/Output]

- On input: either the length of the reference vector REF, or $-1$.
- On output: if $LREF = -1$ on input, then $LREF$ is set to the recommended length of the reference vector and the routine returns. Otherwise $LREF$ is left unchanged.

**INTEGER INFO**

[Output]

- On output: INFO is an error indicator. If INFO = $-i$ on exit, the i-th argument had an illegal value. If INFO = 1 on exit, then $LREF$ has been set to the recommended length for the reference vector REF. If INFO = 0 then the reference vector, REF, has been successfully initialized.
Example:

C Generate 100 values from the Poisson distribution
INTEGER LSTATE,N
PARAMETER (LSTATE=16,N=100)
INTEGER I,INFO,SEED(1),STATE(LSTATE)
DOUBLE PRECISION LAMBDA
INTEGER X(N)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) LAMBDA

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDPOISSONREFERENCE(LAMBDA,REF,LREF,INFO)

C Generate N variates from the Poisson distribution
CALL DRANDGENERALDISCRETE(N,REF,STATE,X,INFO)

C Print the results
WRITE(6,*) (X(I),I=1,N)
6.3.3 Continuous Multivariate Distributions

**DRANDMULTINORMAL / SRANDMULTINORMAL**

Generates an array of random variates from a Multivariate Normal distribution with probability density function, \( f(X) \), where:

\[
f(X) = \sqrt{|C^{-1}|} \frac{e^{-(X-\mu)^T C^{-1} (X-\mu)}}{(2\pi)^M},
\]

where \( \mu \) is the vector of means, XMU.

(Note that SRANDMULTINORMAL is the single precision version of DRANDMULTINORMAL. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTINORMAL are replaced in SRANDMULTINORMAL by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDMULTINORMAL (N,M,XMU,C,LDC,STATE,X,LDX,INFO) [SUBROUTINE]**

INTEGER N  
On input: number of variates required.  
Constraint: \( N \geq 0 \).

INTEGER M  
On input: number of dimensions for the distribution.  
Constraint: \( M \geq 1 \).

DOUBLE PRECISION XMU(M)  
On input: vector of means for the distribution.

DOUBLE PRECISION C(LDC,M)  
On input: variance / covariance matrix for the distribution.

INTEGER LDC  
On input: leading dimension of \( C \) in the calling routine.  
Constraint: \( LDC \geq M \).

INTEGER STATE(*)  
On input: the current state of the base generator.  
On output: the updated state of the base generator.

DOUBLE PRECISION X(LDX,M)  
On output: matrix of variates from the specified distribution.

INTEGER LDX  
On input: leading dimension of \( X \) in the calling routine.  
Constraint: \( LDX \geq N \).

INTEGER INFO  
On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0.  
If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value.
Example:

```
C Generate 100 values from the
C Multivariate Normal distribution
INTEGER LSTATE,N, MM
PARAMETER (LSTATE=16,N=100,MM=10)
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
INTEGER LDC,LDX,M
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)

C Set array sizes
LDC = MM
LDX = N

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M
READ(5,*) (XMU(I),I=1,M)
DO 20 I = 1,M
   READ(5,*) (C(I,J),J=1,M)
20 CONTINUE

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the
C Multivariate Normal distribution
CALL DRANDMULTINORMAL(N,M,XMU,C,LDC,STATE,X,LDX,INFO)

C Print the results
DO 40 I = 1,N
   WRITE(6,*) (X(I,J),J=1,M)
40 CONTINUE
```
Chapter 6: Random Number Generators

DRANDMULTISTUDENTST / SRANDMULTISTUDENTST

Generates an array of random variates from a Multivariate Students T distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{\Gamma\left(\frac{(\nu+M)}{2}\right)}{(\pi\nu)^{\frac{M}{2}} \Gamma\left(\frac{\nu}{2}\right) |C|^\frac{\nu}{2}} \left( 1 + \frac{(X - \mu)^T C^{-1}(X - \mu)}{\nu} \right)^{-\frac{(\nu+M)}{2}},
\]

where \( \mu \) is the vector of means, \( XMU \) and \( \nu \) is the degrees of freedom, \( DF \).

(Note that SRANDMULTISTUDENTST is the single precision version of DRANDMULTISTUDENTST. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTISTUDENTST are replaced in SRANDMULTISTUDENTST by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDMULTISTUDENTST** \((N,M,DF,XMU,C,LDC,STATE,X,LDX,INFO)\)  [SUBROUTINE]

**INTEGER N**  [Input]

On input: number of variates required.
Constraint: \( N \geq 0 \).

**INTEGER M**  [Input]

On input: number of dimensions for the distribution.
Constraint: \( M \geq 1 \).

**INTEGER DF**  [Input]

On input: degrees of freedom.
Constraint: \( DF > 2 \).

**DOUBLE PRECISION XMU(M)**  [Input]

On input: vector of means for the distribution.

**DOUBLE PRECISION C(LDC,M)**  [Input]

On input: matrix defining the variance / covariance for the distribution. The variance / covariance matrix is given by \( \frac{\nu}{\nu-2} C \), where \( \nu \) are the degrees of freedom, \( DF \).

**INTEGER LDC**  [Input]

On input: leading dimension of \( C \) in the calling routine.
Constraint: \( LDC \geq M \).

**INTEGER STATE(*)**  [Input/Output]

The \( STATE \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDMULTISTUDENTST \( STATE \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( STATE \) variable.

On input: the current state of the base generator.
On output: the updated state of the base generator.

**DOUBLE PRECISION X(LDX,M)**  [Output]

On output: matrix of variates from the specified distribution.
INTEGER LDX  
    [Input]  
    On input: leading dimension of $X$ in the calling routine.  
    Constraint: $LDX \geq N$.

INTEGER INFO  
    [Output]  
    On output: $INFO$ is an error indicator. On successful exit, $INFO$ contains 0.  
    If $INFO = -i$ on exit, the $i$-th argument had an illegal value.

Example:

```c
C Generate 100 values from the  
C Multivariate Students T distribution  
INTEGER LSTATE,N, MM  
PARAMETER (LSTATE=16,N=100,MM=10)  
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)  
INTEGER LDC,LDX,M,DF  
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)

C Set array sizes  
LDC = MM  
LDX = N

C Set the seed  
SEED(1) = 1234

C Read in the distributional parameters  
READ(5,*) M,DF  
READ(5,*) (XMU(I),I=1,M)  
DO 20 I = 1,M  
    READ(5,*) (C(I,J),J=1,M)  
20 CONTINUE

C Initialize the STATE vector  
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the  
C Multivariate Students T distribution  
CALL DRANDMULTISTUDENTST(N,M,DF,XMU,C,LDC,STATE,X,LDX,INFO)

C Print the results  
DO 40 I = 1,N  
    WRITE(6,*) (X(I,J),J=1,M)  
40 CONTINUE
```
DRANDMULTINORMALR / SRANDMULTINORMALR

Generates an array of random variates from a Multivariate Normal distribution using a reference vector initialized by DRANDMULTINORMALREFERENCE.

(Note that SRANDMULTINORMALR is the single precision version of DRANDMULTINORMALR. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTINORMALR are replaced in SRANDMULTINORMALR by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDMULTINORMALR (N,REF,STATE,X,LDX,INFO) [SUBROUTINE]

INTEGER N [Input]
On input: number of variates required.
Constraint: \( N \geq 0 \).

DOUBLE PRECISION REF(*) [Input]
On input: a reference vector generated by DRANDMULTINORMALREFERENCE.

INTEGER STATE(*) [Input/Output]
The STATE vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDMULTINORMALR STATE must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the STATE variable.
On input: the current state of the base generator.
On output: the updated state of the base generator.

DOUBLE PRECISION X(LDX,M) [Output]
On output: matrix of variates from the specified distribution.

INTEGER LDX [Input]
On input: leading dimension of X in the calling routine.
Constraint: \( LDX \geq N \).

INTEGER INFO [Output]
On output: INFO is an error indicator. On successful exit, INFO contains 0. If \( INFO = -i \) on exit, the i-th argument had an illegal value.
Example:

```c
C Generate 100 values from the
C Multivariate Normal distribution
INTEGER LSTATE,N, MM
PARAMETER (LSTATE=16,N=100,MM=10)
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
INTEGER LDC,LDX,M
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set array sizes
LDC = MM
LDX = N

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M
READ(5,*) (XMU(I),I=1,M)
DO 20 I = 1,M
   READ(5,*) (C(I,J),J=1,M)
20 CONTINUE

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDMULTINORMALREFERENCE(M,XMU,C,LDC,REF,LREF,INFO)

C Generate N variates from the
C Multivariate Normal distribution
CALL DRANDMULTINORMALR(N,REF,STATE,X,LDX,INFO)

C Print the results
DO 40 I = 1,N
   WRITE(6,*) (X(I,J),J=1,M)
40 CONTINUE
```
DRANDMULTISTUDENTSTR / SRANDMULTISTUDENTSTR

Generates an array of random variates from a Multivariate Students T distribution using a reference vector initialized by DRANDMULTISTUDENTSTREFERENCE.

(Note that SRANDMULTISTUDENTSTR is the single precision version of DRANDMULTISTUDENTSTR. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTISTUDENTSTR are replaced in SRANDMULTISTUDENTSTR by single precision arguments - type REAL in FORTRAN or type float in C).

DRANDMULTISTUDENTSTR \( (N,\text{REF},\text{STATE},X,\text{LDX},\text{INFO}) \) [SUBROUTINE]

\textbf{INTEGER N} \quad \text{[Input]}
\begin{itemize}
  \item On input: number of variates required.
  \item Constraint: \( N \geq 0 \).
\end{itemize}

\textbf{DOUBLE PRECISION REF(\*)} \quad \text{[Input]}
\begin{itemize}
  \item On input: a reference vector generated by DRANDMULTISTUDENTSTREFERENCE.
\end{itemize}

\textbf{INTEGER STATE(\*)} \quad \text{[Input/Output]}
\begin{itemize}
  \item The \text{STATE} vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDMULTISTUDENTSTR \text{STATE} must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \text{STATE} variable.
  \item On input: the current state of the base generator.
  \item On output: the updated state of the base generator.
\end{itemize}

\textbf{DOUBLE PRECISION X(\text{LDX},M)} \quad \text{[Output]}
\begin{itemize}
  \item On output: matrix of variates from the specified distribution.
\end{itemize}

\textbf{INTEGER LDX} \quad \text{[Input]}
\begin{itemize}
  \item On input: leading dimension of \( X \) in the calling routine.
  \item Constraint: \( \text{LDX} \geq N \).
\end{itemize}

\textbf{INTEGER INFO} \quad \text{[Output]}
\begin{itemize}
  \item On output: \text{INFO} is an error indicator. On successful exit, \text{INFO} contains 0.
  \item If \text{INFO} = \(-i\) on exit, the \(i\)-th argument had an illegal value.
\end{itemize}
Example:

```
C Generate 100 values from the
C Multivariate Students T distribution
INTEGER LSTATE,N, MM
PARAMETER (LSTATE=16,N=100,MM=10)
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
INTEGER LDC,LDX,M,DF
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set array sizes
LDC = MM
LDX = N

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,DF
READ(5,*) (XMU(I),I=1,M)
DO 20 I = 1,M
  READ(5,*) (C(I,J),J=1,M)
20 CONTINUE

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDMULTISTUDENTSTREFERENCE(M,DF,XMU,C,LDC,REF,LREF,INFO)

C Generate N variates from the
C Multivariate Students T distribution
CALL DRANDMULTISTUDENTSTR(N,REF,STATE,X,LDX,INFO)

C Print the results
DO 40 I = 1,N
  WRITE(6,*) (X(I,J),J=1,M)
40 CONTINUE
```
Chapter 6: Random Number Generators

DRANDMULTINORMALREFERENCE / SRANDMULTINORMALREFERENCE

Initializes a reference vector for use with DRANDMULTINORMALR. Reference vector is for a Multivariate Normal distribution with probability density function, \( f(X) \), where:

\[
f(X) = \sqrt{|C^{-1}|} e^{-(X-\mu)^T C^{-1} (X-\mu)},
\]

where \( \mu \) is the vector of means, XMU.

(Note that SRANDMULTINORMALREFERENCE is the single precision version of DRANDMULTINORMALREFERENCE. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTINORMALREFERENCE are replaced in SRANDMULTINORMALREFERENCE by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDMULTINORMALREFERENCE (M,XMU,C,LDC,REF,LREF,INFO) [SUBROUTINE]**

**INTEGER M**

- On input: number of dimensions for the distribution.
- Constraint: \( M \geq 1 \).

**DOUBLE PRECISION XMU(M)**

- On input: vector of means for the distribution.

**DOUBLE PRECISION C(LDC,M)**

- On input: variance / covariance matrix for the distribution.

**INTEGER LDC**

- On input: leading dimension of \( C \) in the calling routine.
- Constraint: \( LDC \geq M \).

**DOUBLE PRECISION REF(LREF)**

- On output: if INFO returns with a value of 0 then REF contains reference information required to generate values from a Multivariate Normal distribution using DRANDMULTINORMALR.

**INTEGER LREF**

- On input: either the length of the reference vector REF, or \(-1\).
- On output: if \( LREF = -1 \) on input, then \( LREF \) is set to the recommended length of the reference vector and the routine returns. Otherwise \( LREF \) is left unchanged.

**INTEGER INFO**

- On output: INFO is an error indicator. If \( INFO = -i \) on exit, the i-th argument had an illegal value. If \( INFO = 1 \) on exit, then \( LREF \) has been set to the recommended length for the reference vector REF. If \( INFO = 0 \) then the reference vector, REF, has been successfully initialized.
Example:

```c
C Generate 100 values from the
C Multivariate Normal distribution
INTEGER LSTATE,N, MM
PARAMETER (LSTATE=16,N=100,MM=10)
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
INTEGER LDC,LDX,M
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set array sizes
LDC = MM
LDX = N

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M
READ(5,*) (XMU(I),I=1,M)
DO 20 I = 1,M
   READ(5,*) (C(I,J),J=1,M)
20 CONTINUE

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDMULTINORMALREFERENCE(M,XMU,C,LDC,REF,LREF,INFO)

C Generate N variates from the
C Multivariate Normal distribution
CALL DRANDMULTINORMALR(N,REF,STATE,X,LDX,INFO)

C Print the results
DO 40 I = 1,N
   WRITE(6,*) (X(I,J),J=1,M)
40 CONTINUE
```
DRANDMULTISTUDENTSTREFERENCE / SRANDMULTISTUDENTSTREFERENCE

Initializes a reference vector for use with DRANDMULTISTUDENTSTR. Reference vector is for a Multivariate Students T distribution with probability density function, \( f(X) \), where:

\[
f(X) = \frac{\Gamma \left( \frac{\nu+M}{2} \right)}{(\pi \nu)^{\frac{M}{2}} \Gamma \left( \frac{\nu}{2} \right) |C|^{\frac{\nu}{2}}} \left( 1 + \frac{(X - \mu)^T C^{-1} (X - \mu)}{\nu} \right)^{-\frac{\nu+M}{2}},
\]

where \( \mu \) is the vector of means, \( \text{XMU} \) and \( \nu \) is the degrees of freedom, \( \text{DF} \).

(Note that SRANDMULTISTUDENTSTREFERENCE is the single precision version of DRANDMULTISTUDENTSTREFERENCE. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTISTUDENTSTREFERENCE are replaced in SRANDMULTISTUDENTSTREFERENCE by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDMULTISTUDENTSTREFERENCE**

```fortran
(SUBROUTINE)

INTEGER M
On input: number of dimensions for the distribution.
Constraint: \( M \geq 1 \).

INTEGER DF
On input: degrees of freedom.
Constraint: \( DF > 2 \).

DOUBLE PRECISION XMU(M)
On input: vector of means for the distribution.

DOUBLE PRECISION C(LDC,M)
On input: matrix defining the variance / covariance for the distribution. The variance / covariance matrix is given by \( \nu^{-1} C \), where \( \nu \) are the degrees of freedom, \( DF \).

INTEGER LDC
On input: leading dimension of \( C \) in the calling routine.
Constraint: \( LDC \geq M \).

DOUBLE PRECISION REF(LREF)
On output: if \( INFO \) returns with a value of 0 then \( REF \) contains reference information required to generate values from a Multivariate Students T distribution using DRANDMULTISTUDENTSTR.

INTEGER LREF
On input: either the length of the reference vector \( REF \), or \(-1\).
On output: if \( LREF = -1 \) on input, then \( LREF \) is set to the recommended length of the reference vector and the routine returns. Otherwise \( LREF \) is left unchanged.
```
INTEGER INFO

[Output]
On output: INFO is an error indicator. If INFO = -i on exit, the i-th argument had an illegal value. If INFO = 1 on exit, then LREF has been set to the recommended length for the reference vector REF. If INFO = 0 then the reference vector, REF, has been successfully initialized.

Example:

C Generate 100 values from the
C Multivariate Students T distribution
INTEGER LSTATE,N, MM
PARAMETER (LSTATE=16,N=100,MM=10)
INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
INTEGER LDC,LDX,M,DF
DOUBLE PRECISION X(N,MM),XMU(MM),C(MM,MM)
INTEGER LREF
DOUBLE PRECISION REF(1000)

C Set array sizes
LDC = MM
LDX = N

C Set the seed
SEED(1) = 1234

C Read in the distributional parameters
READ(5,*) M,DF
READ(5,*) (XMU(I),I=1,M)
DO 20 I = 1,M
     READ(5,*) (C(I,J),J=1,M)
20 CONTINUE

C Initialize the STATE vector
CALL DRANDINITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Initialize the reference vector
LREF = 1000
CALL DRANDOMULTISTUDENTSTREFERENCE(M,DF,XMU,C,LDC,REF,LREF,INFO)

C Generate N variates from the
C Multivariate Students T distribution
CALL DRANDOMULTISTUDENTSTR(N,REF,STATE,X,LDX,INFO)

C Print the results
DO 40 I = 1,N
     WRITE(6,*) (X(I,J),J=1,M)
40 CONTINUE
6.3.4 Discrete Multivariate Distributions

**DRANDMULTINOMIAL / SRANDMULTINOMIAL**
Generates a matrix of random variates from a Multinomial distribution with probability, \( f(X) \), defined by:

\[
f(X) = \frac{M!}{\prod_{i=1}^{K} X_i!} \prod_{i=1}^{K} p_i^{X_i},
\]

where \( X = \{X_1, X_2, \dots, X_K\} \), \( P = \{P_1, P_2, \dots, P_K\} \), \( \sum_{i=1}^{K} X_i = 1 \) and \( \sum_{i=1}^{K} P_i = 1 \).

(Note that SRANDMULTINOMIAL is the single precision version of DRANDMULTINOMIAL. The argument lists of both routines are identical except that any double precision arguments of DRANDMULTINOMIAL are replaced in SRANDMULTINOMIAL by single precision arguments - type REAL in FORTRAN or type float in C).

**DRANDMULTINOMIAL (N,M,P,K,STATE,X,LDX,INFO)**

**[SUBROUTINE]**

**INTEGER N**
[Input]

On input: number of variates required.
Constraint: \( N \geq 0 \).

**INTEGER M**
[Input]

On input: number of trials.
Constraint: \( M \geq 0 \).

**DOUBLE PRECISION P(K)**
[Input]

On input: vector of probabilities for each of the \( K \) possible outcomes.
Constraint: \( 0 \leq P_i \leq 1, i = 1, 2, \cdots, K, \sum_{i=1}^{K} P_i = 1 \).

**INTEGER K**
[Input]

On input: number of possible outcomes.
Constraint: \( K \geq 2 \).

**INTEGER STATE(*)**
[Input/Output]

The \( STATE \) vector holds information on the state of the base generator being used and as such its minimum length varies. Prior to calling DRANDBINOMIAL \( STATE \) must have been initialized. See Section 6.1.1 [Initialization of the Base Generators], page 76 for information on initialization of the \( STATE \) variable.

On input: the current state of the base generator.
On output: the updated state of the base generator.

**INTEGER X(LDX,K)**
[Output]

On output: matrix of variates from the specified distribution.

**INTEGER LDX**
[Input]

On input: leading dimension of \( X \) in the calling routine.
Constraint: \( LDX \geq N \).

**INTEGER INFO**
[Output]

On output: \( INFO \) is an error indicator. On successful exit, \( INFO \) contains 0. If \( INFO = -i \) on exit, the \( i \)-th argument had an illegal value.
Example:

C Generate 100 values from the Multinomial distribution
  INTEGER LSTATE,N, MK
  PARAMETER (LSTATE=16,N=100,MK=10)
  INTEGER I,J,INFO,SEED(1),STATE(LSTATE)
  INTEGER LDC,LDX,K,M
  INTEGER X(N,MK)
  DOUBLE PRECISION P(MK)

C Set array sizes
  LDX = N

C Set the seed
  SEED(1) = 1234

C Read in the distributional parameters
  READ(5,*) K
  READ(5,*) (P(I),I=1,K)

C Initialize the STATE vector
  CALL DRAND INITIALIZE(1,1,SEED,1,STATE,LSTATE,INFO)

C Generate N variates from the Multinomial distribution
  CALL DRAND MULTINOMIAL(N,M,P,K,STATE,X,LDX,INFO)

C Print the results
  DO 20 I = 1,N
       WRITE(6,*) (X(I,J),J=1,K)
  20 CONTINUE
7 ACML\_MV: Fast Math and Fast Vector Math Library

7.1 Introduction to ACML\_MV

ACML\_MV is a library which contains fast and/or vectorized versions of some familiar math library routines such as sin, cos and exp. The routines take advantage of the AMD64 architecture for performance, and so are currently only available with 64-bit versions of ACML. The routines in the library are very accurate over the range of acceptable input arguments.

Some of the performance is gained by sacrificing error handling or the acceptance of certain arguments. It is therefore the responsibility of the caller of these routines to ensure that their arguments are suitable. Furthermore, some of the routines are not callable from high-level languages at all, but must be called via assembly language; see the documentation of individual routines for details. Hence, these routines are intended to be utilized by knowledgeable users only.

7.1.1 Terminology

The individual documentation for a routine states what outputs will be returned for special arguments, and also gives an indication of performance of the routine. In general, special case arguments for any routine will cause a return value in accordance with the C99 language standard [13]. Special case arguments include NaNs and infinities, as defined by the IEEE arithmetic standard [14]. In these documents, NaN means Not a Number, QNaN means Quiet NaN, and SNaN means Signalling NaN.

A denormal number is a number which is very tiny (close to the machine arithmetic underflow threshold) and is stored to less precision than a normal number. Due to their special nature, operations on such numbers are often very slow. While such numbers might not necessarily be regarded as special case arguments, for the sake of performance some of the ACML\_MV routines have been designed not to handle them. This has been noted in the documentation for each ACML\_MV routine.

Accuracy of a routine is quoted in ulps, where ulp stands for Unit in the Last Place. Since floating-point numbers on a computer are limited precision approximations of mathematical numbers, not all real numbers can be represented by machine numbers, and the machine number must in general be rounded to available precision. An ulp is the distance between the two machine numbers that bracket a real number.

In this document, the ulp is used as a measure of the error in a returned result when compared with the mathematically exact expected result. Because of the finite nature of machine arithmetic, a routine can never in general achieve accuracy of better than 0.5 ulps, and an accuracy of less than 1 ulp is good.
7.1.2 Weak Aliases

Some of the functions in ACML-MV include a weak alias to an equivalent function in libm. For example, the fastcos function includes a weak alias to cos. If ACML-MV is included in the link order before libm, then all calls to the aliased libm function name (e.g. cos) will use the equivalent ACML-MV routine (e.g. fastcos). If ACML-MV is included in the link order after libm, then all calls to libm functions will use the libm versions.

ACML-MV routines can always be accessed using their ACML-MV names (e.g. fastcos), regardless of link order.

7.1.3 Defined Types

The following types are used to describe the functions contained in this chapter:

---

**m128d**  a pair of double precision values;

**m128**  four single precision values.
7.2 Fast Basic Math Functions

This section documents the interfaces to a set of basic mathematical functions.

**fastcos: fast double precision Cosine**

`double fastcos (double x)`

Weak alias: `cos`

C Prototype:

```c
double fastcos (double x);
```

Inputs:
- `double x` - the double precision input value.

Outputs:
- Cosine of `x`.

Fortran Function Interface:

```fortran
DOUBLE PRECISION FASTCOS(X)
```

Inputs:
- `DOUBLE PRECISION X` - the double precision input value.

Return Value:
- Cosine of `X`.

Notes:

- `fastcos` computes the Cosine function of its argument `x`.

- This is a relaxed version of `cos`, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 2 ulp over most of the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>-∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastcosf: fast single precision Cosine

float fastcosf (float x)

Weak alias: cosf

C Prototype:
    float fastcosf (float x);
Inputs:
    float x - the single precision input value.
Outputs:
    Single precision Cosine of x.

Fortran Function Interface:
    REAL FASTCOSF(X)
Inputs:
    REAL X - the single precision input value.
Return Value:
    Cosine of X.

Notes:
    fastcosf computes the single precision Cosine function of its argument x.

    This is a relaxed version of cosf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over most of the valid input range.

    Special case return values:

    | Input  | Output         |
    |--------|----------------|
    | QNaN   | same QNaN      |
    | SNaN   | same NaN converted to QNaN |
    | +∞     | QNaN           |
    | −∞     | QNaN           |

fastexp: fast double precision exponential function

double fastexp (double x)

Weak alias: exp

C Prototype:
    double fastexp (double x);
Inputs:
    double x - the double precision input value.
Outputs:
    e raised to the power x (exponential of x).

Fortran Function Interface:
DOUBLE PRECISION FASTEXP(X)

Inputs:

DOUBLE PRECISION X - the double precision input value.

Return Value:

e raised to the power X (exponential of X).

Notes:

fastexp computes the double precision exponential function of the input argument x.

This is a relaxed version of exp, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>&lt; −708.5</td>
<td>0</td>
</tr>
<tr>
<td>&gt; 709.8</td>
<td>+∞</td>
</tr>
</tbody>
</table>
fastexpf: fast single precision exponential function

`float fastexpf (float x)`

Weak alias: `expf`

C Prototype:

```c
float fastexpf (float x);
```

Inputs:

- `float x` - the single precision input value.

Outputs:

- `e` raised to the power `x` (exponential of `x`).

Fortran Function Interface:

```fortran
REAL FASTEXPF(X)
```

Inputs:

- `REAL X` - the single precision input value.

Return Value:

- `e` raised to the power `X` (exponential of `X`).

Notes:

- `fastexpf` computes the single precision exponential function of the input argument `x`.

This is a *relaxed* version of `expf`, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 *ulp* over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>NaN</td>
<td>same NaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to NaN</td>
</tr>
<tr>
<td>( &lt; -87.5 )</td>
<td>0</td>
</tr>
<tr>
<td>( &gt; 88 )</td>
<td>(+\infty)</td>
</tr>
</tbody>
</table>
fastlog: fast double precision natural logarithm function

double fastlog (double x)

Weak alias: log

C Prototype:

double fastlog (double x);

Inputs:

double x - the double precision input value.

Outputs:

The natural logarithm (base e) of x.

Fortran Function Interface:

DOUBLE PRECISION FASTLOG(X)

Inputs:

DOUBLE PRECISION X - the double precision input value.

Return Value:

The natural logarithm (base e) of X.

Notes:

fastlog computes the double precision natural logarithm of its argument x.

This is a relaxed version of log, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>-∞</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>-∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastlogf: fast single precision natural logarithm function

float fastlogf (float x)

Weak alias: logf

C Prototype:
float fastlogf (float x);

Inputs:
float x - the single precision input value.

Outputs:
The natural logarithm (base e) of x.

Fortran Function Interface:
REAL FASTLOGF(X)

Inputs:
REAL X - the single precision input value.

Return Value:
The natural logarithm (base e) of X.

Notes:
fastlogf computes the single precision natural logarithm of its argument x.

This is a relaxed version of logf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>−∞</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastlog10: fast double precision base-10 logarithm function

double fastlog10 (double x)

Weak alias: log10

C Prototype:
    double fastlog10 (double x);
Inputs:
    double x - the double precision input value.
Outputs:
    The base-10 logarithm of x.

Fortran Function Interface:
    DOUBLE PRECISION FASTLOG10(X)
Inputs:
    DOUBLE PRECISION X - the double precision input value.
Return Value:
    The base-10 logarithm of X.

Notes:
    fastlog10 computes the double precision base-10 logarithm of its argument x.

    This is a relaxed version of log10, suitable for use with fastmath compiler flags
    or applications not requiring full error handling. Denormal inputs may produce
    unpredictable results. Error inputs produce C99 return values. The routine is
    accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>−∞</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastlog10f: fast single precision base-10 logarithm function

Float fastlog10f (float x)

Weak alias: log10f

C Prototype:
float fastlog10f (float x);

Inputs:
float x - the single precision input value.

Outputs:
The base-10 logarithm of x.

Fortran Function Interface:
REAL FASTLOG10F(X)

Inputs:
REAL X - the single precision input value.

Return Value:
The base-10 logarithm of X.

Notes:
fastlog10f computes the single precision base-10 logarithm of its argument x.

This is a relaxed version of log10f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>−∞</td>
</tr>
<tr>
<td>negative</td>
<td>NaNQ</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastlog2: fast double precision base-2 logarithm function

double fastlog2 (double x)

Weak alias: log2

C Prototype:
  double fastlog2 (double x);
Inputs:
  double x - the double precision input value.
Outputs:
  The base-2 logarithm of x.

Fortran Function Interface:
  DOUBLE PRECISION FASTLOG2(X)
Inputs:
  DOUBLE PRECISION X - the double precision input value.
Return Value:
  The base-2 logarithm of X.

Notes:
  fastlog2 computes the double precision base-2 logarithm of its argument x.

  This is a relaxed version of log2, suitable for use with fastmath compiler flags
  or applications not requiring full error handling. Denormal inputs may produce
  unpredictable results. Error inputs produce C99 return values. The routine is
  accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>−∞</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**fastlog2f: fast single precision base-2 logarithm function**

**float fastlog2f (float x)**

Weak alias: log2f

C Prototype:
```
float fastlog2f (float x);
```

Inputs:
- float x - the single precision input value.

Outputs:
- The base-2 logarithm of x.

Fortran Function Interface:
```
REAL FASTLOG2F(X)
```

Inputs:
- REAL X - the single precision input value.

Return Value:
- The base-2 logarithm of X.

Notes:
fastlog2f computes the single precision base-2 logarithm of its argument x. This is a relaxed version of log2f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastpow: fast double precision power function

double fastpow (double x, double y)

Weak alias: pow

C Prototype:

double fastpow (double x, double y);

Inputs:

double x - the double precision base input value.
double y - the double precision exponent input value.

Outputs:

x raised to the power y.

Fortran Function Interface:

DOUBLE PRECISION FASTPOW(X,Y)

Inputs:

DOUBLE PRECISION X - the base value.
DOUBLE PRECISION Y - the exponent value.

Return Value:

X raised to the power Y.

Notes:

fastpow computes the x raised to the power y in double precision.

This is a relaxed version of pow, suitable for use with fastmath compiler flags
or applications not requiring full error handling. Denormal inputs will produce
unpredictable results. Special case inputs produce C99 return values. The routine
is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input $x$</th>
<th>Input $y$</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>$\pm 0$</td>
<td>$y &lt; 0$, odd integer</td>
<td>$\pm \infty$</td>
</tr>
<tr>
<td>$\pm 0$</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$\pm 0$</td>
<td>$y &gt; 0$, odd integer</td>
<td>$\pm 0$</td>
</tr>
<tr>
<td>$\pm 0$</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>$-1$</td>
<td>$+\infty$</td>
<td>$1$</td>
</tr>
<tr>
<td>$+1$</td>
<td>$y$ (incl. NaN)</td>
<td>$1$</td>
</tr>
<tr>
<td>$x$ (incl. Nan)</td>
<td>$\pm 0$</td>
<td>$1$</td>
</tr>
<tr>
<td>$x &lt; 0$</td>
<td>$y$, not integer</td>
<td>QNaN</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt; 1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt; 1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt; 1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt; 1$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, odd integer</td>
<td>$-0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, odd integer</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &lt; 0$,</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &gt; 0$,</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>NaN</td>
<td>$y$ nonzero,</td>
<td>NaN</td>
</tr>
<tr>
<td>$x&lt;&gt;1$</td>
<td>NaN,</td>
<td>NaN</td>
</tr>
</tbody>
</table>
fastpowf: fast single precision power function

float fastpowf (float x, float y)

Weak alias: powf

C Prototype:
float fastpowf (float x, float y);

Inputs:
float x - the single precision base input value.
float y - the single precision exponent input value.

Outputs:
x raised to the power y.

Fortran Function Interface:
REAL FASTPOWF(X,Y)

Inputs:
REAL X - the single precision base value.
REAL Y - the single precision exponent value.

Return Value:
X raised to the power Y.

Notes:
fastpowf computes the x raised to the power y in single precision.

This is a relaxed version of powf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs will produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 0.5 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input x</th>
<th>Input y</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>y &lt; 0, odd integer</td>
<td>±∞</td>
</tr>
<tr>
<td>±0</td>
<td>y &lt; 0, not odd integer</td>
<td>+∞</td>
</tr>
<tr>
<td>±0</td>
<td>y &gt; 0, odd integer</td>
<td>±0</td>
</tr>
<tr>
<td>±0</td>
<td>y &gt; 0, not odd integer</td>
<td>+0</td>
</tr>
<tr>
<td>-1</td>
<td>+∞</td>
<td>1</td>
</tr>
<tr>
<td>+1</td>
<td>y (incl. NaN)</td>
<td>1</td>
</tr>
<tr>
<td>x (incl. Nan)</td>
<td>±0</td>
<td>1</td>
</tr>
<tr>
<td>x &lt; 0</td>
<td>y, not integer</td>
<td>QNaN</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Value</td>
<td>Condition</td>
<td>Result</td>
</tr>
<tr>
<td>-------</td>
<td>-------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &lt; 0,$</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &gt; 0,$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>NaN</td>
<td>$y$ nonzero</td>
<td>NaN</td>
</tr>
<tr>
<td>x&lt;&gt;1</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>
fastsin: fast double precision Sine

double fastsin (double x)

Weak alias: sin

C Prototype:

double fastsin (double x);

Inputs:

double x - the double precision input value.

Outputs:

Sine of x.

Fortran Function Interface:

DOUBLE PRECISION FASTSIN(X)

Inputs:

DOUBLE PRECISION X - the double precision input value.

Return Value:

Sine of X.

Notes:

fastsin computes the Sine function of its argument x.

This is a relaxed version of sin, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>-∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>


**fastsinf: fast single precision Sine**

**float fastsinf (float x)**

Weak alias: sinf

C Prototype:

```c
float fastsinf (float x);
```

Inputs:

- float x - the single precision input value.

Outputs:

- Single precision Sine of x.

Fortran Function Interface:

```fortran
REAL PRECISION FASTSINF(X)
```

Inputs:

- REAL PRECISION X - the single precision input value.

Return Value:

- Sine of X.

Notes:

fastsinf computes the Sine function of its argument x.

This is a relaxed version of sinf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Error inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
fastsincos: fast double precision Sine and Cosine

void fastsincos (double x, double *s, double *c)

Weak alias: sincos

C Prototype:
void fastsincos (double x, double *s, double *c);

Inputs:
  double x - the double precision input value.

Outputs:
  double *s - Sine of x.
  double *c - Cosine of x.

Fortran Subroutine Interface:
SUBROUTINE FASTSINCOS(X,S,C)

Inputs:
  DOUBLE PRECISION X - the double precision input value.

Outputs:
  DOUBLE PRECISION S - Sine of X.
  DOUBLE PRECISION C - Cosine of X.

Notes:
fastsincos computes the Sine and Cosine functions of its argument x.

This function can provide a significant performance advantage for applications
that require both the sine and cosine of an angle, such as axis and matrix rotation.
This is a relaxed version of sincos, suitable for use with fastmath compiler flags
or applications not requiring full error handling. Denormal inputs may produce
unpredictable results. Error inputs produce C99 return values. The routine is
accurate to better than 2 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
Chapter 7: ACML-MV: Fast Math and Fast Vector Math Library

fastsinicosf: fast single precision Sine and Cosine

void fastsinicosf (float x, float *s, float *c)

Weak alias: sincosf

CPrototype:

void fastsinicosf (float x, float *s, float *c);

Inputs:

float x - the single precision input value.

Outputs:

float *s - Sine of x.

float *c - Cosine of x.

Fortran Subroutine Interface:

SUBROUTINE FASTSINCOSF (X,S,C)

Inputs:

REAL X - the single precision input value.

Outputs:

REAL S - Sine of X.

REAL C - Cosine of X.

Notes:

fastsinicosf computes the Sine and Cosine functions of its argument x.

This function can provide a significant performance advantage for applications
that require both the sine and cosine of an angle, such as axis and matrix rotation.
This is a *relaxed* version of sincosf, suitable for use with fastmath compiler flags
or applications not requiring full error handling. Denormal inputs may produce
unpredictable results. Error inputs produce C99 return values. The routine is
accurate to better than 1 *ulp* over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
7.3 Fast Vector Math Functions

This section documents the interfaces to a set of vector mathematical functions.

**vrd2_cos: Two-valued double precision Cosine**

\[ \mathbf{\_\_m128d \_\_vrd2\_cos (\_\_m128d x)} \]

C Prototype:

\[ \mathbf{\_\_m128d \_\_vrd2\_cos(\_\_m128d x)}; \]

Inputs:

\[ \_\_m128d \_\_vrd2\_cos (\_\_m128d x) \]

Outputs:

\[ \_\_m128d \_\_vrd2\_cos (\_\_m128d y) \]

Notes:

- \_\_vrd2\_cos computes the Cosine function of two input arguments.

This routine accepts a pair of double precision input values passed as a \_\_m128d value. The result is the double precision Cosine of both values, returned as a \_\_m128d value. This is a relaxed version of cos, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 2 ulp over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+\infty</td>
<td>QNaN</td>
</tr>
<tr>
<td>-\infty</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrd4\_cos: Four-valued double precision Cosine

\_\_m128d, \_\_m128d \_\_vrd4\_cos (\_\_m128d x1, \_\_m128d x2)

C Prototype:

\_\_m128d \_\_vrd2\_cos(\_\_m128d x);

Note that this function uses a non-standard programming interface. The two \_\_m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a \_\_m128d is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

\_\_m128d x1 - the first double precision input value pair.
\_\_m128d x2 - the second double precision input value pair.

Outputs:

\_\_m128d y1 - the first double precision Cosine result pair, returned in xmm0.
\_\_m128d y2 - second double precision Cosine result pair, returned in xmm1.

Notes:

\_\_vrd4\_cos computes the Cosine function of four input arguments.

This routine accepts four double precision input values passed as two \_\_m128d values. The result is the double precision Cosine of the four values, returned as two \_\_m128d values. This is a relaxed version of cos, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 2 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+(\infty)</td>
<td>QNaN</td>
</tr>
<tr>
<td>-(\infty)</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrda_cos: Array double precision Cosine**

```c
void vrda_cos (int n, double *x, double *y)
```

**C Prototype:**

```c
void vrda_cos (int n, double *x, double *y)
```

**Inputs:**

- `int n` - the number of values in both the input and output arrays.
- `double *x` - pointer to the array of input values.
- `double *y` - pointer to the array of output values.

**Outputs:**

Cosine for each x value, filled into the y array.

**Fortran Subroutine Interface:**

```fortran
SUBROUTINE VRDA_COS(N,X,Y)
```

**Inputs:**

- `INTEGER N` - the number of values in both the input and output arrays.
- `DOUBLE PRECISION X(N)` - array of double precision input values.

**Outputs:**

- `DOUBLE PRECISION Y(N)` - array of Cosines of input values.

**Notes:**

`vrda_cos` computes the Cosine function for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes cos(x) for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of cos, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 2 ulp over the valid input range.

**Special case return values:**

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</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrs4_cosf: Four-valued single precision Cosine

__m128 __vrs4_cosf (__m128 x)

C Prototype:

__m128 __vrs4_cosf(__m128 x);

Inputs:

__m128 x - the four single precision input values.

Outputs:

__m128 y - the four single precision Cosine results , returned in xmm0.

Notes:

__vrs4_cosf computes the Cosine function of four input arguments.

This routine accepts four single precision input values passed as a __m128 value. The result is the single precision Cosine of all four values, returned as a __m128 value. This is a relaxed version of cosf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<th>Input</th>
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</thead>
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<td>same NaN converted to QNaN</td>
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<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrsa_cosf: Array single precision Cosine**

```c
void vrsa_cosf (int n, float *x, float *y)
```

*C Prototype:*

```c
void vrsa_cosf (int n, float *x, float *y)
```

**Inputs:**

- `int n` - the number of values in both the input and output arrays.
- `float *x` - pointer to the array of input values.
- `float *y` - pointer to the array of output values.

**Outputs:**

- Cosine for each x value, filled into the y array.

**Fortran Subroutine Interface:**

```fortran
SUBROUTINE VRSA_COSF(N,X,Y)
```

**Inputs:**

- `INTEGER N` - the number of values in both the input and output arrays.
- `REAL X(N)` - array of single precision input values.

**Outputs:**

- `REAL Y(N)` - array of Cosines of input values.

**Notes:**

*vrsa_cosf* computes the Cosine function for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes cosf(x) for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a *relaxed* version of cosf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 $\text{ulp}$ over the valid input range.

**Special case return values:**

<table>
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<td>QNaN</td>
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</tr>
<tr>
<td>$+\infty$</td>
<td>QNaN</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrd2_exp: Two-valued double precision exponential function**

```c
__m128d __vrd2_exp (__m128d x)
```

C Prototype:
```
__m128d __vrd2_exp(__m128d x);
```

Inputs:
```
__m128d x - the double precision input value pair.
```

Outputs:
```
e raised to the power x (exponential of x).
__m128d y - the double precision exponent result pair, returned in xmm0.
```

Notes:
```
__vrd2_exp computes the exponential function of two input arguments.
```

This routine accepts a pair of double precision input values passed as a __m128d value. The result is the double precision exponent of both values, returned as a __m128d value. This is a relaxed version of exp, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$&lt;-708.5$</td>
<td>0</td>
</tr>
<tr>
<td>$&gt;709.8$</td>
<td>$+\infty$</td>
</tr>
</tbody>
</table>
vrđ4_exp: Four-valued double precision exponential function

Prototype:

```
m128d, m128d vrđ4_exp (m128d x1, m128d x2);
```

Note that this function uses a non-standard programming interface. The two m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a m128d is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

- m128d x1 - the first double precision input value pair.
- m128d x2 - the second double precision input value pair.

Outputs:

- m128d y1 - the first double precision exponent result pair, returned in xmm0.
- m128d y2 - the second double precision exponent result pair, returned in xmm1.

Notes:

- vrđ4_exp computes the double precision exponential function of four input arguments.

This routine accepts four double precision input values passed as two m128d values. The result is the double precision exponent of the four values, returned as two m128d values. This is a relaxed version of exp, suitable for use with fast-math compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>&lt; -708.5</td>
<td>0</td>
</tr>
<tr>
<td>&gt; 709.8</td>
<td>+∞</td>
</tr>
</tbody>
</table>
vrda_exp: Array double precision exponential function

void vrda_exp (int n, double *x, double *y)

C Prototype:
void vrda_exp (int n, double *x, double *y)

Inputs:
int n - the number of values in both the input and output arrays.
double *x - pointer to the array of input values.
double *y - pointer to the array of output values.

Outputs:
e raised to the power x (exponential of x) for each x value, filled into the y array.

Fortran Subroutine Interface:
SUBROUTINE VRDA_EXP(N,X,Y)

Inputs:
INTEGER N - the number of values in both the input and output arrays.
DOUBLE PRECISION X(N) - array of double precision input values.

Outputs:
DOUBLE PRECISION Y(N) - array of exponentials (e raised to the power x) of input values.

Notes:
vrda_exp computes the double precision exponential function for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes the $e^x$ for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of exp, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$&lt; -708.5$</td>
<td>0</td>
</tr>
<tr>
<td>$&gt; 709.8$</td>
<td>$+\infty$</td>
</tr>
</tbody>
</table>
vrs4_expf: Four-valued single precision exponential function

```c
__m128 __vrs4_expf (__m128 x)
```

C Prototype:

```c
__m128 __vrs4_expf(__m128 x);
```

Inputs:

- `__m128 x` - the four single precision input values.

Outputs:

- `e` raised to the power `x` (exponential of `x`) for each input value `x`.
- `__m128 y` - the four single precision exponent results, returned in xmm0.

Notes:

`__vrs4_expf` computes the double precision exponential function of four input arguments.

This routine accepts four single precision input values passed as a `__m128` value. The result is the single precision exponent of the four values, returned as a `__m128` value. This is a relaxed version of `exp`, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$&lt;-87.5$</td>
<td>0</td>
</tr>
<tr>
<td>$&gt;88$</td>
<td>$+\infty$</td>
</tr>
</tbody>
</table>
vrs8\_expf: Eight-valued single precision exponential function

\_\_m128, \_\_m128 \_\_vrs8\_expf (\_\_m128 x1, \_\_m128 x2)

Prototype:

\_\_m128, \_\_m128 \_\_vrs8\_expf(\_\_m128 x1, \_\_m128 x2);

Note that this function uses a non-standard programming interface. The two \_\_m128 inputs, which contain eight single precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a \_\_m128 is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

\_\_m128 x1 - the first single precision vector of four input values.
\_\_m128 x2 - the second single precision vector of four input values.

Outputs:

\_\_m128 y1 - the first four single precision exponent results, returned in xmm0.
\_\_m128 y2 - the second four single precision exponent results, returned in xmm1.

Notes:

\_\_vrs8\_expf computes the single precision exponential function of eight input arguments.

This routine accepts eight single precision input values passed as two \_\_m128 values. The result is the single precision exponent of the eight values, returned as two \_\_m128 values. This is a relaxed version of exp, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>&lt; -87.5</td>
<td>0</td>
</tr>
<tr>
<td>&gt; 88</td>
<td>+\infty</td>
</tr>
</tbody>
</table>
**vrsa_expf: Array single precision exponential function**

```c
void vrsa_expf (int n, float *x, float *y)
```

C Prototype:

```c
void vrsa_expf (int n, float *x, float *y)
```

Inputs:

- `int n` - the number of single precision values in both the input and output arrays.
- `float *x` - pointer to the array of input values.
- `float *y` - pointer to the array of output values.

Outputs:

- e raised to the power x (exponential of x) for each x value, filled into the y array.

Fortran Subroutine Interface:

```fortran
SUBROUTINE VRSA_EXPF(N,X,Y)
```

Inputs:

- `INTEGER N` - the number of values in both the input and output arrays.
- `REAL X(N)` - array of single precision input values.

Outputs:

- `REAL Y(N)` - array of exponentials (e raised to the power x) of input values.

Notes:

vrsa_expf computes the single precision exponential function for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes the $e^x$ for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of exp, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
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<td>same QNaN</td>
</tr>
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<td>same NaN converted to QNaN</td>
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<tr>
<td>$&lt; -87.5$</td>
<td>0</td>
</tr>
<tr>
<td>$&gt; 88$</td>
<td>$+\infty$</td>
</tr>
</tbody>
</table>
**vrd2**\_log: Two-valued double precision natural logarithm

\[\text{\_m128d \_vrd2\_log (\_m128d x)}\]

**C Prototype:**
\[\text{\_m128d \_vrd2\_log(\_m128d x);}\]

**Inputs:**
\[\text{\_m128d x - the double precision input value pair.}\]

**Outputs:**
The natural (base e) logarithm of x.
\[\text{\_m128d y - the double precision natural logarithm result pair, returned in xmm0.}\]

**Notes:**
\[\text{\_vrd2\_log computes the natural logarithm for each of two input arguments.}\]

This routine accepts a pair of double precision input values passed as a \_m128d value. The result is the double precision natural logarithm of both values, returned as a \_m128d value. This is a relaxed version of log, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>(-\infty)</td>
</tr>
<tr>
<td>negative</td>
<td>(QNaN)</td>
</tr>
<tr>
<td>(QNaN)</td>
<td>same (QNaN)</td>
</tr>
<tr>
<td>(SNaN)</td>
<td>same (NaN) converted to (QNaN)</td>
</tr>
<tr>
<td>(+\infty)</td>
<td>(+\infty)</td>
</tr>
<tr>
<td>(-\infty)</td>
<td>(QNaN)</td>
</tr>
</tbody>
</table>
**vrd4_log: Four-valued double precision natural logarithm**

```c
__m128d __m128d __vrd4_log (__m128d x1, __m128d x2)
```

Prototype:

```c
__m128d __m128d __vrd4_log(__m128d x1, __m128d x2);
```

Note that this function uses a non-standard programming interface. The two __m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128d is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

- __m128d x1 - the first double precision input value pair.
- __m128d x2 - the second double precision input value pair.

Outputs:

- The natural (base e) logarithm of x.
- __m128d y1 - the first double precision natural logarithm result pair, returned in xmm0.
- __m128d y2 - the second double precision natural logarithm result pair, returned in xmm1.

Notes:

- __vrd4_log computes the natural logarithm for each of four input arguments.

This routine accepts four double precision input values passed as two __m128d values. The result is the double precision natural logarithm of the four values, returned as two __m128d values. This is a relaxed version of log, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrda_log: Array double precision natural logarithm**

```c
void vrda_log (int n, double *x, double *y)
```

C Prototype:
```
void vrda_log (int n, double *x, double *y)
```

Inputs:
- `int n` - the number of values in both the input and output arrays.
- `double *x` - pointer to the array of input values.
- `double *y` - pointer to the array of output values.

Outputs:
The natural (base e) logarithm of each x value, filled into the y array.

**Fortran Subroutine Interface:**
```
SUBROUTINE VRDA_LOG(N,X,Y)
```

Inputs:
- `INTEGER N` - the number of values in both the input and output arrays.
- `DOUBLE PRECISION X(N)` - array of double precision input values.

Outputs:
- `DOUBLE PRECISION Y(N)` - array of natural (base e) logarithms of input values.

Notes:
vrda_log computes the double precision natural logarithm for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes the natural log for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of log, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

**Special case return values:**

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</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrs4\_logf: Four-valued single precision natural logarithm

\begin{verbatim}
\_m128 \_vrs4\_logf (\_m128 x)
\end{verbatim}

C Prototype:
\begin{verbatim}
\_m128 \_vrs4\_logf(\_m128 x);
\end{verbatim}

Inputs:
\begin{verbatim}
\_m128 x - the single precision input values.
\end{verbatim}

Outputs:
The natural (base e) logarithm of x.
\begin{verbatim}
\_m128 y - the single precision natural logarithm results, returned in xmm0.
\end{verbatim}

Notes:
\_vrs4\_logf computes the natural logarithm for each of four input arguments.

This routine accepts four single precision input values passed as a \_m128 value. The result is the single precision natural logarithm of all four values, returned as a \_m128 value. This is a relaxed version of logf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 \textit{ulp} over the valid input range.

Special case return values:

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<tr>
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<td>same NaN converted to QNaN</td>
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<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrs8_logf:** Eight-valued single precision natural logarithm

\[
\_\_m128,\_\_m128 \ \_\_vrs8_logf(\_\_m128 \ x1, \_\_m128 \ x2)
\]

Prototype:

\[
\_\_m128,\_\_m128 \ \_\_vrs8_logf(\_\_m128 \ x1, \_\_m128 \ x2);
\]

Note that this function uses a non-standard programming interface. The two \_\_m128 inputs, which contain eight single precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a \_\_m128 is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

- \_\_m128 \ x1 - the first single precision input value pair.
- \_\_m128 \ x2 - the second single precision input value pair.

Outputs:

- The natural (base e) logarithm of x.
- \_\_m128 \ y1 - the first single precision natural logarithm result pair, returned in xmm0.
- \_\_m128 \ y2 - the second single precision natural logarithm result pair, returned in xmm1.

Notes:

\_\_vrs8_logf computes the natural logarithm for each of eight input arguments.

This routine accepts eight single precision input values passed as two \_\_m128 values. The result is the single precision natural logarithm of the eight values, returned as two \_\_m128 values. This is a relaxed version of logf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 \text{ulp} over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
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</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>(-\infty)</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+\infty</td>
<td>+\infty</td>
</tr>
<tr>
<td>−\infty</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrsa_logf: Array single precision natural logarithm**

```c
void vrsa_logf (int n, float *x, float *y)
```

**C Prototype:**

```c
void vrsa_logf (int n, float *x, float *y)
```

**Inputs:**

- `int n` - the number of values in both the input and output arrays.
- `float *x` - pointer to the array of input values.
- `float *y` - pointer to the array of output values.

**Outputs:**

The natural (base e) logarithm of each x value, filled into the y array.

**Fortran Subroutine Interface:**

```fortran
SUBROUTINE VRSA_LOGF(N,X,Y)
```

**Inputs:**

- `INTEGER N` - the number of values in both the input and output arrays.
- `REAL X(N)` - array of single precision input values.

**Outputs:**

- `REAL Y(N)` - array of natural (base e) logarithms of input values.

**Notes:**

`vrsa_logf` computes the single precision natural logarithm for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes the natural log for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of logf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

**Special case return values:**

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<td>$+\infty$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrd2_log10: Two-valued double precision base-10 logarithm

\[
\text{\_
m128d \_vrd2\_log10 (\_m128d x)}
\]

C Prototype:

\[
\text{\_m128d \_vrd2\_log10(\_m128d x);} \\
\text{\_m128d x - the double precision input value pair.}
\]

Inputs:

Outputs:

The base-10 logarithm of x.

\[
\text{\_m128d y - the double precision base-10 logarithm result pair, returned in xmm0.}
\]

Notes:

\_vrd2\_log10 computes the base-10 logarithm for each of two input arguments.

This routine accepts a pair of double precision input values passed as a \_m128d value. The result is the double precision base-10 logarithm of both values, returned as a \_m128d value. This is a relaxed version of log10, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrd4_log10: Four-valued double precision base-10 logarithm

__m128d, __m128d __vrd4_log10 (__m128d x1, __m128d x2)

Prototype:

__m128d, __m128d __vrd4_log10(__m128d x1, __m128d x2);

Note that this function uses a non-standard programming interface. The two __m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128d is non-standard, and this function cannot be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

__m128d x1 - the first double precision input value pair.

__m128d x2 - the second double precision input value pair.

Outputs:

The base-10 logarithm of x.

__m128d y1 - the first double precision base-10 logarithm result pair, returned in xmm0.

__m128d y2 - the second double precision base-10 logarithm result pair, returned in xmm1.

Notes:

__vrd4_log10 computes the base-10 logarithm for each of four input arguments.

This routine accepts four double precision input values passed as two __m128d values. The result is the double precision base-10 logarithm of the four values, returned as two __m128d values. This is a relaxed version of log10, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrda_log10: Array double precision base-10 logarithm

void vrda_log10 (int n, double *x, double *y)

C Prototype:
void vrda_log10 (int n, double *x, double *y)

Inputs:
int n - the number of values in both the input and output arrays.
double *x - pointer to the array of input values.
double *y - pointer to the array of output values.

Outputs:
The base-10 logarithm of each x value, filled into the y array.

Fortran Subroutine Interface:
SUBROUTINE VRDA_LOG10(N,X,Y)

Inputs:
INTEGER N - the number of values in both the input and output arrays.
DOUBLE PRECISION X(N) - array of double precision input values.

Outputs:
DOUBLE PRECISION Y(N) - array of base-10 logarithms of input values.

Notes:
vrda_log10 computes the double precision base-10 logarithm for each element of
an array of input arguments.

This routine accepts an array of double precision input values, computes the base-
10 log for each input value, and stores the result in the array pointed to by the y
pointer input. It is the responsibility of the calling program to allocate/deallocate
enough storage for the output array. This is a relaxed version of log10, suitable for
use with fastmath compiler flags or applications not requiring full error handling.
Denormal inputs may produce unpredictable results. Special case inputs produce
C99 return values. The routine is accurate to better than 1 ulp over the valid
input range.

Special case return values:

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<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrs4_log10f: Four-valued single precision base-10 logarithm

\[ \_\text{__m128 \_\text{vrs4\_log10f}} (\_\text{m128 x}) \]

Prototype:
\[ \_\text{m128 \_\text{vrs4\_log10f}}(\_\text{m128 x}); \]

Inputs:
\_\text{m128 x} - the four single precision inputs.

Outputs:
The base-10 logarithm of x.
\_\text{m128 y} - the four single precision base-10 logarithm results, returned in xmm0.

Notes:
\_\text{vrs4\_log10f} computes the base-10 logarithm for each of four input arguments.

This routine accepts four single precision input values passed as a \_\text{m128} value. The result is the single precision base-10 logarithm of the four values, returned as a \_\text{m128} value. This is a relaxed version of log10, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>same \text{NaN} converted to \text{QNaN}</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>\text{QNaN}</td>
</tr>
</tbody>
</table>
**vrs8_log10f: Eight-valued single precision base-10 logarithm**

__m128,__m128 __vrs8_log10f (__m128 x1, __m128 x2)

Prototype:

```c
__m128,__m128 __vrs8_log10f(__m128 x1, __m128 x2);
```

Note that this function uses a non-standard programming interface. The two __m128 inputs, which contain eight single precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128 is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

- __m128 x1 - the first set of four single precision input values.
- __m128 x2 - the second set of four single precision input values.

Outputs:

The base-10 logarithm of x.

- __m128 y1 - the first set of four single precision base-10 logarithm results, returned in xmm0.
- __m128 y2 - the second set of four single precision base-10 logarithm results, returned in xmm1.

Notes:

__vrs8_log10f computes the base-10 logarithm for each of eight input arguments.

This routine accepts eight single precision input values passed as two __m128 values. The result is the single precision base-10 logarithm of the eight values, returned as two __m128 values. This is a relaxed version of log10f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
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<tr>
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<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrsa_log10f**: Array single precision base-10 logarithm

```c
void vrsa_log10f (int n, float *x, float *y)
```

**C Prototype:**

```c
void vrsa_log10f (int n, float *x, float *y)
```

**Inputs:**

- `int n` - the number of values in both the input and output arrays.
- `float *x` - pointer to the array of input values.
- `float *y` - pointer to the array of output values.

**Outputs:**

- The base-10 logarithm of each x value, filled into the y array.

**Fortran Subroutine Interface:**

```fortran
SUBROUTINE VRSA_LOG10F(N,X,Y)
```

**Inputs:**

- `INTEGER N` - the number of values in both the input and output arrays.
- `REAL X(N)` - array of single precision input values.

**Outputs:**

- `REAL Y(N)` - array of base-10 logarithms of input values.

**Notes:**

vrsa_log10f computes the single precision base-10 logarithm for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes the base-10 log for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of log10f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

**Special case return values:**

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<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrd2_log2**: Two-valued double precision base-2 logarithm

__m128d __vrd2_log2 (__m128d x)

C Prototype:

__m128d __vrd2_log2(__m128d x);

Inputs:

__m128d x - the double precision input value pair.

Outputs:

The base-2 logarithm of x.

__m128d y - the double precision base-2 logarithm result pair, returned in xmm0.

Notes:

__vrd2_log2 computes the base-2 logarithm for each of two input arguments.

This routine accepts a pair of double precision input values passed as a __m128d value. The result is the double precision base-2 logarithm of both values, returned as a __m128d value. This is a relaxed version of log2, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
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</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrd4_log2: Four-valued double precision base-2 logarithm

__m128d, __m128d __vrd4_log2 (__m128d x1, __m128d x2)

Prototype:

__m128d, __m128d __vrd4_log2 (__m128d x1, __m128d x2);

Note that this function uses a non-standard programming interface. The two __m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128d is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

__m128d x1 - the first double precision input value pair.
__m128d x2 - the second double precision input value pair.

Outputs:

The base-2 logarithm of x.

__m128d y1 - the first double precision base-2 logarithm result pair, returned in xmm0.
__m128d y2 - the second double precision base-2 logarithm result pair, returned in xmm1.

Notes:

__vrd4_log2 computes the base-2 logarithm for each of four input arguments.

This routine accepts four double precision input values passed as two __m128d values. The result is the double precision base-2 logarithm of the four values, returned as two __m128d values. This is a relaxed version of log2, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

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<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
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<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrda_log2**: Array double precision base-2 logarithm

```c
void vrda_log2 (int n, double *x, double *y)
```

**C Prototype**:
```
void vrda_log2 (int n, double *x, double *y)
```

**Inputs**:
- `int n` - the number of values in both the input and output arrays.
- `double *x` - pointer to the array of input values.
- `double *y` - pointer to the array of output values.

**Outputs**:
The base-2 logarithm of each x value, filled into the y array.

**Fortran Subroutine Interface**:
```
SUBROUTINE VRDA_LOG2(N,X,Y)
```

**Inputs**:
- `INTEGER N` - the number of values in both the input and output arrays.
- `DOUBLE PRECISION X(N)` - array of double precision input values.

**Outputs**:
- `DOUBLE PRECISION Y(N)` - array of base-2 logarithms of input values.

**Notes**:
- `vrda_log2` computes the double precision base-2 logarithm for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes the base-2 log for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of `log2`, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

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<td>QNaN</td>
</tr>
</tbody>
</table>
vrs4_log2f: Four-valued single precision base-2 logarithm

```c
__m128 __vrs4_log2f (__m128 x)
```

Prototype:

```
__m128 __vrs4_log2f(__m128 x);
```

Inputs:
```
__m128 x - the four single precision inputs.
```

Outputs:
```
The base-2 logarithm of x.
__m128 y - the four single precision base-2 logarithm results, returned in xmm0.
```

Notes:
```
__vrs4_log2f computes the base-2 logarithm for each of four input arguments.

This routine accepts four single precision input values passed as a __m128 value. The result is the single precision base-2 logarithm of the four values, returned as a __m128 value. This is a relaxed version of log2, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.
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<td>QNaN</td>
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</table>
**vrs8_log2f: Eight-valued single precision base-2 logarithm**

__m128,__m128 __vrs8_log2f (__m128 x1, __m128 x2)

Prototype:

__m128,__m128 __vrs8_log2f(__m128 x1, __m128 x2);

Note that this function uses a non-standard programming interface. The two __m128 inputs, which contain eight single precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128 is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

__m128 x1 - the first set of four single precision input values.
__m128 x2 - the second set of four single precision input values.

Outputs:

The base-2 logarithm of x.

__m128 y1 - the first set of four single precision base-2 logarithm results, returned in xmm0.
__m128 y2 - the second set of four single precision base-2 logarithm results, returned in xmm1.

Notes:

__vrs8_log2f computes the base-2 logarithm for each of eight input arguments.

This routine accepts eight single precision input values passed as two __m128 values. The result is the single precision base-2 logarithm of the eight values, returned as two __m128 values. This is a relaxed version of log2f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

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<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrsa_log2f: Array single precision base-2 logarithm

void vrsa_log2f (int n, float *x, float *y)

C Prototype:
void vrsa_log2f (int n, float *x, float *y)

Inputs:

int n - the number of values in both the input and output arrays.
float *x - pointer to the array of input values.
float *y - pointer to the array of output values.

Outputs:
The base-2 logarithm of each x value, filled into the y array.

Fortran Subroutine Interface:
SUBROUTINE VRSA_LOG2F(N,X,Y)

Inputs:
INTEGER N - the number of values in both the input and output arrays.
REAL X(N) - array of single precision input values.

Outputs:
REAL Y(N) - array of base-2 logarithms of input values.

Notes:
vrsa_log2f computes the single precision base-2 logarithm for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes the base-2 log for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of log2f, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>−∞</td>
</tr>
<tr>
<td>negative</td>
<td>QNaN</td>
</tr>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrs4_powf: Four-valued single precision power function

__m128 __vrs4_powf (__m128 x, __m128 y)

C Prototype:

__m128 __vrs4_powf(__m128 x, __m128 y);

Inputs:

__m128 x - the single precision input base values.
__m128 y - the single precision input exponent values.

Outputs:

__m128 z - the single precision results of each x raised to the y power, returned in xmm0.

Notes:

__vrs4_powf() computes the single precision x raised to the y power for four pairs of input arguments. This routine accepts four single precision input value pairs passed as __m128 values. The result is the x raised to the y power for all four input pairs, returned as a __m128 value.

This is a relaxed version of powf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 0.5 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input $x$</th>
<th>Input $y$</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>$y &lt; 0$, odd integer</td>
<td>$\pm\infty$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &gt; 0$, odd integer</td>
<td>$\pm0$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$0$</td>
</tr>
<tr>
<td>-1</td>
<td>$+\infty$</td>
<td>1</td>
</tr>
<tr>
<td>+1</td>
<td>$y$ (incl. NaN)</td>
<td>1</td>
</tr>
<tr>
<td>$x$ (incl. Nan)</td>
<td>±0</td>
<td>1</td>
</tr>
<tr>
<td>$x &lt; 0$</td>
<td>$y$, not integer</td>
<td>QNaN</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt;1$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, odd integer</td>
<td>$0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, odd integer</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &lt; 0$,</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &gt; 0$,</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>NaN</td>
<td>$y$ nonzero,</td>
<td>NaN</td>
</tr>
<tr>
<td>$x&lt;&gt;1$</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>
**vrsla_powf: Array single precision power function**

```c
void vrsla_powf (int n, float *x, float *y, float *z)
```

C Prototype:
```
void vrsla_powf(int n, float *x, float *y, float *z);
```

**Inputs:**
- float *x - pointer to the array of single precision input x values.
- float *y - pointer to the array of single precision input y values.
- float *z - pointer to the array of single precision output values.
- int n - the number of single precision values in both the input and output arrays.

**Outputs:**
- x raised to the y value for each array pair, filled into the z array.

**Fortran Subroutine Interface:**
```
VRSLA_POWF(INTEGER*4 N, REAL*4 X(), REAL*4 Y(), REAL*4 Z())
```

**Inputs:**
- INTEGER N - the number of values in both the input and output arrays.
- REAL X(N) - array of real x input values.
- REAL Y(N) - array of real y input values.

**Outputs:**
- REAL Z(N) - array of real result values.

**Notes:**
vrsla_powf() computes x to the y power in single precision for each pair of elements in the x and y input arrays.

This routine accepts an array of single precision input x values and an array of single precision input y values, computes x^y for each input value pair, and stores the result in the array pointed to by the z input.

This is a relaxed version of powf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 0.5 ulp over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input x</th>
<th>Input y</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>y &lt; 0, odd integer</td>
<td>±∞</td>
</tr>
<tr>
<td>±0</td>
<td>y &lt; 0, not odd integer</td>
<td>+∞</td>
</tr>
<tr>
<td>±0</td>
<td>y &gt; 0, odd integer</td>
<td>±0</td>
</tr>
<tr>
<td>±0</td>
<td>y &gt; 0, not odd integer</td>
<td>+0</td>
</tr>
<tr>
<td>−1</td>
<td>+∞</td>
<td>1</td>
</tr>
<tr>
<td>+1</td>
<td>y (incl. NaN)</td>
<td>1</td>
</tr>
<tr>
<td>x (incl. Nan)</td>
<td>±0</td>
<td>1</td>
</tr>
<tr>
<td>x &lt; 0</td>
<td>y, not integer</td>
<td>QNaN</td>
</tr>
<tr>
<td></td>
<td>1x</td>
<td>&lt; 1</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt; 1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt; 1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt; 1$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, odd integer</td>
<td>$-0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, odd integer</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &lt; 0$,</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &gt; 0$,</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$NaN$</td>
<td>$y$ nonzero,</td>
<td>$NaN$</td>
</tr>
<tr>
<td>$x&lt;&gt;1$</td>
<td>$NaN$,</td>
<td>$NaN$</td>
</tr>
</tbody>
</table>
**vrs4_powxf:** Four-valued single precision power function with constant y

\[ \text{C Prototype:} \]
\[ \_m128 \_vrs4\_powxf (\_m128 x, \text{float} y); \]

Inputs:
- \_m128 x - the single precision input base values.
- float y - the common single precision input exponent value.

Outputs:
- \_m128 z - the single precision results of each x raised to the y power, returned in xmm0.

Notes:
\_vrs4\_powxf() computes the single precision x raised to the y power for four input x arguments and a constant y input value. This routine accepts four single precision input values passed as an \_m128 value. The y value is passed as one single precision value. The result is the x raised to the y power for all four input values, returned as a \_m128 value.

This is a relaxed version of powxf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 0.5 \textit{ulp} over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input $x$</th>
<th>Input $y$</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td>$y &lt; 0$, odd integer</td>
<td>$\pm\infty$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &gt; 0$, odd integer</td>
<td>$\pm0$</td>
</tr>
<tr>
<td>±0</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>−1</td>
<td>$+\infty$</td>
<td>1</td>
</tr>
<tr>
<td>+1</td>
<td>$y$ (incl. NaN)</td>
<td>1</td>
</tr>
<tr>
<td>$x$ (incl. Nan)</td>
<td>±0</td>
<td>1</td>
</tr>
<tr>
<td>$x &lt; 0$</td>
<td>$y$, not integer</td>
<td>QNaN</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&lt;1$</td>
</tr>
<tr>
<td>$</td>
<td>x</td>
<td>&gt;1$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, odd integer</td>
<td>$-0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &lt; 0$, not odd integer</td>
<td>$+0$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, odd integer</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$y &gt; 0$, not odd integer</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &lt; 0$,</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$y &gt; 0$,</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>NaN</td>
<td>$y$ nonzero,</td>
<td>NaN</td>
</tr>
<tr>
<td>$x&lt;&gt;1$</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>
**vrsa_powxf:** Array single precision power function, constant y

```c
void vrsa_powf (int n, float *x, float y, float *z)
```

C Prototype:
```c
void vrsa_powxf(int n, float *x, float y, float *z);
```

Inputs:
- `int n` - the number of single precision values in both the x input and output arrays.
- `float *x` - pointer to the array of single precision input x values.
- `float *z` - pointer to the array of single precision output values.
- `float y` - the constant single precision input y value.

Outputs:
- `x` raised to the `y` value for each x array value, filled into the z array

Fortran Subroutine Interface:
```fortran
VRSA_POWF(INTEGER*4 N, REAL*4 X(), REAL*4 Y, REAL*4 Z())
```

Inputs:
- `INTEGER N` - the number of values in both the input and output arrays.
- `REAL X(N)` - array of real x input values.
- `REAL Y` - the constant single precision input y value.

Outputs:
- `REAL Z(N)` - array of real result values.

Notes:
- `vrsa_powxf()` computes `x` to the `y` power in single precision for each element in the `x` input arrays, using a constant `y`.

This routine accepts an array of single precision input `x` values and one single precision input `y` value, computes `x^y` for each `x` input value, and stores the result in the array pointed to by the `z` pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array.

This is a relaxed version of `powf`, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 0.5 `ulp` over the valid input range.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input <code>x</code></th>
<th>Input <code>y</code></th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>±0</td>
<td><code>y &lt; 0</code>, odd integer</td>
<td>±∞</td>
</tr>
<tr>
<td>±0</td>
<td><code>y &lt; 0</code>, not odd integer</td>
<td>+∞</td>
</tr>
<tr>
<td>±0</td>
<td><code>y &gt; 0</code>, odd integer</td>
<td>±0</td>
</tr>
<tr>
<td>±0</td>
<td><code>y &gt; 0</code>, not odd integer</td>
<td>+0</td>
</tr>
<tr>
<td>−1</td>
<td>+∞</td>
<td>1</td>
</tr>
</tbody>
</table>
+1  y (incl. NaN)  1
x (incl. Nan)  ±0  1
x < 0  y, not integer  QNaN
|x|<1  −∞  +∞
|x|>1  −∞  +0
|x|<1  +∞  +0
|x|>1  +∞  +∞
−∞  y < 0, odd integer  −0
−∞  y < 0, not odd integer  +0
−∞  y > 0, odd integer  −∞
−∞  y > 0, not odd integer  +∞
+∞  y < 0,  +0
+∞  y > 0,  +∞
NaN  y nonzero,  NaN
x<>1  NaN,  NaN
vr2d_sin: Two-valued double precision Sine

__m128d __vr2d_sin (__m128d x)

C Prototype:

__m128d __vr2d_sin(__m128d x);

Inputs:

__m128d x - the double precision input value pair.

Outputs:

__m128d y - the double precision Sine result pair, returned in xmm0.

Notes:

__vr2d_sin computes the Sine function of two input arguments.

This routine accepts a pair of double precision input values passed as a __m128d value. The result is the double precision Sine of both values, returned as a __m128d value. This is a relaxed version of sin, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>QNaN</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrd4_sin: Four-valued double precision Sine

__m128d, __m128d __vrd4_sin (__m128d x1, __m128d x2)

C Prototype:

__m128d __vrd4_sin(__m128d x);

Note that this function uses a non-standard programming interface. The two __m128d inputs, which contain four double precision values, are passed by the AMD64 C ABI in registers xmm0, and xmm1. The corresponding results are returned in xmm0 and xmm1. The use of xmm1 to return a __m128d is non-standard, and this function can not be called directly from C. It can be called directly from assembly language. It is intended for internal use by vectorizing compilers, that may be able to take advantage of the non-standard calling interface.

Inputs:

__m128d x1 - the first double precision input value pair.
__m128d x2 - the second double precision input value pair.

Outputs:

__m128d y1 - the first double precision Sine result pair, returned in xmm0.
__m128d y2 - second double precision Sine result pair, returned in xmm1.

Notes:

__vrd4_sin computes the Sine function of four input arguments.

This routine accepts four double precision input values passed as two __m128d values. The result is the double precision Sine of the four values, returned as two __m128d values. This is a relaxed version of sin, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values.

The routine is accurate to better than 1 ulp over the valid input range. This routine may return slightly worse than 1 ulp for very large values between 4e5 and 5e5.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>-∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrda_sin: Array double precision Sine**

```c
void vrda_sin (int n, double *x, double *y)
```

C Prototype:
```
void vrda_sin (int n, double *x, double *y)
```

**Inputs:**

- `int n` - the number of values in both the input and output arrays.
- `double *x` - pointer to the array of input values.
- `double *y` - pointer to the array of output values.

**Outputs:**

Sine for each x value, filled into the y array.

**Fortran Subroutine Interface:**

```
SUBROUTINE VRDA_SIN(N,X,Y)
```

**Inputs:**

- `INTEGER N` - the number of values in both the input and output arrays.
- `DOUBLE PRECISION X(N)` - array of double precision input values.

**Outputs:**

- `DOUBLE PRECISION Y(N)` - array of Sines of input values.

**Notes:**

vrda_sin computes the Sine function for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes sin(x) for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of sin, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range. This routine may return slightly worse than 1 ulp for very large values between 4e5 and 5e5.

**Special case return values:**

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>-∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
**vrs4_sinf**: Four-valued single precision Sine

\[
\text{\_\_m128 \_\_vrs4_sinf (\_\_m128 x)}
\]

C Prototype:
\[
\text{\_\_m128 \_\_vrs4_sinf(\_\_m128 x)};
\]

Inputs:
\[
\text{\_\_m128 x - the four single precision inputs.}
\]

Outputs:
\[
\text{\_\_m128 y - the four single precision Sine results, returned in xmm0.}
\]

Notes:
\[
\text{\_\_vrs4_sinf computes the Sine function of four input arguments.}
\]

This routine accepts four single precision input values passed as a \_\_m128 value. The result is the single precision Sine of the four values, returned as a \_\_m128 value. This is a relaxed version of sinf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range. This routine may return slightly worse than 1 ulp for very large values between 4e5 and 5e5.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
</tr>
</tbody>
</table>
vrsa_sinf: Array single precision Sine

void vrsa_sinf (int n, float *x, float *y)

C Prototype:

void vrsa_sinf (int n, float *x, float *y)

Inputs:

int n - the number of values in both the input and output arrays.
float *x - pointer to the array of input values.
float *y - pointer to the array of output values.

Outputs:

Sine for each x value, filled into the y array.

Fortran Subroutine Interface:

SUBROUTINE VRSA_SINF(N,X,Y)

Inputs:

INTEGER N - the number of values in both the input and output arrays.
REAL X(N) - array of single precision input values.

Outputs:

REAL Y(N) - array of Sines of input values.

Notes:

vrsa_sinf computes the Sine function for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes sin(x) for each input value, and stores the result in the array pointed to by the y pointer input. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of sinf, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

Special case return values:

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
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</thead>
<tbody>
<tr>
<td>QNaN</td>
<td>same QNaN</td>
</tr>
<tr>
<td>SNaN</td>
<td>same NaN converted to QNaN</td>
</tr>
<tr>
<td>+∞</td>
<td>QNaN</td>
</tr>
<tr>
<td>−∞</td>
<td>QNaN</td>
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</tbody>
</table>
vrd2_sincos: Two-valued double precision Sine and Cosine

void __vrd2_sincos (__m128d x, __m128d* S, __m128d* C)

C Prototype:

void __vrd2_sincos(__m128d x, __m128d* S, __m128d* C));

Inputs:

__m128d x - the double precision input value pair.

Outputs:

(Sine of x and Cosine of x.)
__m128d *S - Pointer to the double precision Sine result pair.
__m128d *C - Pointer to the double precision Cosine result pair.

Notes:

__vrd2_sincos computes the Sine and Cosine functions of two input arguments.

This routine accepts a pair of double precision input values passed as a __m128d value. The result is the double precision Sin and Cosine of both values, returned as a __m128d value. This is a relaxed version of sincos, suitable for use with fastmath compiler flags or application not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 2 ulp over the valid input range.

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<tr>
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<td>QNaN</td>
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</tbody>
</table>
vrda_sincos: Array double precision Sine and Cosine

void vrda_sincos (int n, double *x, double *ys, double *yc)

C Prototype:
void vrda_sincos (int n, double *x, double *ys, double *yc)

Inputs:
int    n  - the number of values in both the input and output arrays.
double  *x  - pointer to the array of input values.
double  *ys  - pointer to the array of sin output values.
double  *yc  - pointer to the array of cos output values.

Outputs:
  Sine for each x value, filled into the ys array.
  Cosine for each x value, filled into the yc array.

Fortran Subroutine Interface:
SUBROUTINE VRDA_SINCOS(N,X,YS,YC)
Inputs:
   INTEGER  N - the number of values in both the input and output arrays.
   DOUBLE PRECISION  X(N) - array of double precision input values.
Outputs:
   DOUBLE PRECISION  YS(N) - array of Sines of input values.
   DOUBLE PRECISION  YC(N) - array of Cosines of input values.

Notes:
vrda_sincos computes the Sine and Cosine functions for each element of an array of input arguments.

This routine accepts an array of double precision input values, computes sincos(x) for each input value, and stores the results in the arrays pointed to by the ys and yc pointer inputs. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of sincos, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 2 ulp over the valid input range.

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<tr>
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vrs4_sincosf: Four-valued single precision Sine and Cosine

C Prototype:

```c
void __vrs4_sincosf(m128 x, m128* S, m128* C);
```

Inputs:

- `m128 x` - the single precision input value pair.

Outputs:

- `(Sine of x and Cosine of x.)`
- `m128 *S` - Pointer to the single precision Sine result pair.
- `m128 *C` - Pointer to the single precision Cosine result pair.

Notes:

__vrs4_sincosf computes the Sine and Cosine functions of four input arguments.

This routine accepts four single precision input values passed as a `m128` value. The result is the single precision Sin and Cosine of all four values, returned as a `m128` value. This is a relaxed version of sincosf, suitable for use with fastmath compiler flags or application not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

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<tr>
<td>−∞</td>
<td>QNaN</td>
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</tbody>
</table>
vrsa_sincosf: Array single precision Sine and Cosine

void vrsa_sincosf (int n, float *x, float *ys, float *yc)

C Prototype:

void vrsa_sincosf (int n, float *x, float *ys, float *yc)

Inputs:

int n - the number of values in both the input and output arrays.
float *x - pointer to the array of input values.
float *ys - pointer to the array of sin output values.
float *yc - pointer to the array of cos output values.

Outputs:

Sine for each x value, filled into the ys array.
Cosine for each x value, filled into the yc array.

Fortran Subroutine Interface:

SUBROUTINE VRSA_SINCOSF(N,X,YS,YC)

Inputs:

INTEGER N - the number of values in both the input and output arrays.
REAL X(N) - array of single precision input values.

Outputs:

REAL YS(N) - array of Sines of input values.
REAL YC(N) - array of Cosines of input values.

Notes:

vrsa_sincosf computes the Sine and Cosine functions for each element of an array of input arguments.

This routine accepts an array of single precision input values, computes sincos(x) for each input value, and stores the results in the arrays pointed to by the ys and yc pointer inputs. It is the responsibility of the calling program to allocate/deallocate enough storage for the output array. This is a relaxed version of sincos, suitable for use with fastmath compiler flags or applications not requiring full error handling. Denormal inputs may produce unpredictable results. Special case inputs produce C99 return values. The routine is accurate to better than 1 ulp over the valid input range.

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