

LMath 0.6.1: mathematical library for  
Free Pascal — Lazarus  
Reference Guide

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# Contents

<b>1</b>	<b>About the library</b>	<b>5</b>
	<b>Preface</b>	<b>5</b>
1.1	Structure of the Library . . . . .	5
1.2	Installation, Compilation and use of the library . . . . .	6
<b>2</b>	<b>Package ImGenMath</b>	<b>8</b>
2.1	Description . . . . .	8
2.2	Unit utypes . . . . .	8
2.3	Unit uErrors . . . . .	19
2.4	Unit uminmax . . . . .	22
2.5	Unit uround . . . . .	23
2.6	Unit umath . . . . .	24
2.7	Unit ugamma . . . . .	25
2.8	Unit uigamma . . . . .	26
2.9	Unit udigamma . . . . .	26
2.10	Unit ubeta . . . . .	27
2.11	Unit uibeta . . . . .	27
2.12	Unit ulambert . . . . .	27
2.13	Unit ufact . . . . .	28
2.14	Unit utrigo . . . . .	28
2.15	Unit uhyper . . . . .	29
2.16	Unit ucomplex . . . . .	30
2.17	Unit uIntervals . . . . .	34
2.18	Unit uRealPoints . . . . .	35
2.19	Unit uIntPoints . . . . .	36
2.20	Unit uScaling . . . . .	37
<b>3</b>	<b>Package ImLinearAlgebra</b>	<b>38</b>
3.1	Description . . . . .	38
3.2	Unit uMatrix . . . . .	38
3.3	Unit ugausjor . . . . .	41
3.4	Unit ulineq . . . . .	42
3.5	Unit ubalance . . . . .	42
3.6	Unit ubalbak . . . . .	43
3.7	Unit ucholesk . . . . .	43
3.8	Unit uelmhes . . . . .	43
3.9	Unit ueltran . . . . .	44
3.10	Unit uhqr . . . . .	44
3.11	Unit uhqr2 . . . . .	45
3.12	Unit ujacobi . . . . .	46
3.13	Unit ulu . . . . .	46
3.14	Unit uqr . . . . .	47
3.15	Unit usvd . . . . .	48
3.16	Unit ueigsym . . . . .	49
3.17	Unit ueigval . . . . .	49
3.18	Unit ueigvec . . . . .	49

<b>4</b>	<b>Package lmPolynoms</b>	<b>51</b>
4.1	Description	51
4.2	Unit upolynom	51
4.3	Unit urootpol	51
4.4	Unit urtpol1	52
4.5	Unit urtpol2	52
4.6	Unit urtpol3	52
4.7	Unit urtpol4	52
4.8	Unit ucrtptpol	53
4.9	Unit upolutil	53
<b>5</b>	<b>Package lmIntegrals</b>	<b>55</b>
5.1	Unit ugausleg	55
5.2	Unit urkf	55
5.3	Unit utrapint	58
<b>6</b>	<b>Package lmRandoms</b>	<b>59</b>
6.1	Unit uranmt	59
6.2	Unit uranmwc	60
6.3	Unit uranuvag	60
6.4	Unit urandom	61
6.5	Unit urangaus	62
6.6	Unit uranmult	62
<b>7</b>	<b>Package lmMathStat</b>	<b>63</b>
7.1	Unit umeansd	63
7.2	Unit umeansd_md	64
7.3	Unit umedian	66
7.4	Unit udistrib	66
7.5	Unit uskew	67
7.6	Unit ubinom	67
7.7	Unit upoidist	68
7.8	Unit uexpdist	68
7.9	Unit unormal	68
7.10	Unit uinvnorm	69
7.11	Unit uigmdist	69
7.12	Unit ugamdist	70
7.13	Unit uibtdist	70
7.14	Unit uinvbeta	71
7.15	Unit uinvgam	72
7.16	Unit ustudind	72
7.17	Unit ustdpair	73
7.18	Unit uanova1	73
7.19	Unit uanova2	73
7.20	Unit ubartlet	74
7.21	Unit ukhi2	74
7.22	Unit usnedeco	75
7.23	Unit uwoolf	75
7.24	Unit unonpar	75

7.25	Unit upca	76
7.26	Unit ucorrel	77
<b>8</b>	<b>Package lmOptimum</b>	<b>79</b>
8.1	Description	79
8.2	Unit uminbrak	79
8.3	Unit ugoldsrc	79
8.4	Unit usimplex	80
8.5	Unit ubfgs	80
8.6	Unit unewton	81
8.7	Unit umarq	82
8.8	Unit ulinmin	82
8.9	Unit ugenalg	83
8.10	Unit umcmc	84
8.11	Unit usimann	85
8.12	Unit ueval	85
8.13	Unit ulinminq	87
8.14	unit uCobyLa	87
8.15	unit uTrsTlp	88
8.16	Unit uLinSimplex	89
<b>9</b>	<b>Package lmNonLinEq</b>	<b>92</b>
9.1	Unit ubisect	92
9.2	Unit ubroyden	92
9.3	Unit unewteq	93
9.4	Unit unewteqs	93
9.5	Unit usecant	94
<b>10</b>	<b>Package lmDSP</b>	<b>95</b>
10.1	Description	95
10.2	Unit uConvolutions	95
10.3	Unit ufft	95
10.4	Unit uDFT	97
10.5	Unit uFilters	98
<b>11</b>	<b>Package lmRegression</b>	<b>102</b>
11.1	Unit ulinfit	102
11.2	Unit umulfit	103
11.3	Unit usvdfit	103
11.4	Unit unlfit	104
11.5	Unit uConstrNLFit	106
11.6	Unit uevalfit	107
11.7	Unit uiexpfit	108
11.8	Unit uexpfit	108
11.9	Unit uexlfit	109
11.10	Unit upolfit	110
11.11	Unit ufracfit	111
11.12	Unit ugamfit	111
11.13	Unit ulogfit	112

11.14	Unit upowfit . . . . .	113
11.15	Unit uregtest . . . . .	114
11.16	Unit uSpline . . . . .	114
<b>12</b>	<b>Package lmSpecRegress</b>	<b>116</b>
12.1	Description . . . . .	116
12.2	Unit uDistribs . . . . .	116
12.3	Unit uGauss . . . . .	117
12.4	Unit uGaussf . . . . .	119
12.5	Unit ugoldman . . . . .	120
12.6	Unit uhillfit . . . . .	122
12.7	Unit umichfit . . . . .	122
12.8	Unit umintfit . . . . .	123
12.9	Unit upkfit . . . . .	124
12.10	Unit uModels . . . . .	125
<b>13</b>	<b>Package lmMathUtil</b>	<b>128</b>
13.1	Description . . . . .	128
13.2	Unit uSearchTrees . . . . .	128
13.3	Unit uUnitsFormat . . . . .	129
13.4	Unit usorting . . . . .	130
13.5	Unit uVecUtils . . . . .	131
13.6	uVecFunc . . . . .	135
13.7	Unit uVectorHelpers . . . . .	136
13.8	Unit uVecFileUtils . . . . .	139
13.9	Unit uCompVecUtils . . . . .	141
13.10	Unit uVecMatPrn . . . . .	145
13.11	Unit ustrings . . . . .	146
13.12	Unit uwinstr . . . . .	148
<b>14</b>	<b>Package lmPlotter</b>	<b>149</b>
14.1	Unit uhsvrgb . . . . .	149
14.2	Unit uplot . . . . .	149
14.3	Unit utexplot . . . . .	154
14.4	Unit uwinplot . . . . .	158
<b>15</b>	<b>Changes in LMath and LMComponents</b>	<b>164</b>

# Chapter 1

## About the library

LMath, further development of DMath library from Jean Debord, is a general purpose mathematical library for FreePascal (FPC) and Lazarus. LMath provides routines and demo programs for numerical analysis, including mathematical functions, probabilities, matrices, optimization, linear and nonlinear equations, integration, Fast Fourier Transform, random numbers, curve fitting, statistics and graphics. It is organized as a set of lazarus packages. Such organization makes it easily extensible and helps to include only really needed features in your project.

DMath stands for Delphi Math, and is a continuation of an earlier work which was named TPMath, for Turbo Pascal Math. Continuing this tradition, this library is called LMath: Lazarus Math.

## About the documentation

DMath comes with very nice [manual](#) which describes not only the library itself, but a lot of underlying theory. This document, written by Jean Debord, is included with LMath library. Practically everything what you find in this manual remains true for LMath as well. However, new code is, of course, not covered by DMath manual.

This Reference Guide is relatively terse, but complete. It contains formal descriptions of every routine, variable or constant found in the library and may serve as a brief reference. It covers both old and new procedures. Each chapter describes one package so you can easily find where needed function is located. I suggest that DMath.pdf is used to study the most of the library, and this document for the acquaintance with new possibilities and for quick reference.

All elements added or modified in LMath library are labelled in the margins, LMath as shown here. If this symbol is related to a unit identifier, it means that the entire unit is new. Accompanying [Guide to New Functions in LMath](#) provides more detailed introduction to new functions written for LMath.

## 1.1 Structure of the Library

The library is organized as 13 relatively small packages:

1. [lmGenMath](#). This package defines several important data structures, used later in the whole library, some utility functions, basic math functions and special functions. All other packages of the library depend on lmGenMath.
2. [lmMathUtil](#). Various function for manipulations with arrays, sorting and formatting. Depends on lmGenMath.
3. [lmLinearAlgebra](#). Operations over vectors and matrices. Depends on lmMathUtil and lmGenMath.
4. [lmPolynoms](#). Evaluation of polynomials, polynomial roots finding, polynomial critical points finding. Depends on lmGenMath and lmLinearAlgebra.
5. [lmIntegrals](#). Numeric integrating and solving differential equations. Depends on lmGenMath.
6. [lmRandoms](#). Generation of random numbers. Depends on lmGenMath.

7. [lmMathStat](#) Descriptive statistics, hypothesis testing, collection of various distributions. Depends on [lmGenMath](#) and [lmLinearAlgebra](#).
8. [lmOptimum](#). Algorithms of function minimization. Somewhat artificially, unit `uEval` for evaluation of an expression, is included into this package. Depends on [lmGenMath](#), [lmLinearAlgebra](#), [lmRandoms](#), [lmMathStat](#).
9. [lmNonLinEq](#). Finding of roots of non-linear equations. Depends on [lmGenMath](#), [lmLinearAlgebra](#), [lmOptimum](#).
10. [lmDSP](#). Functions for digital signal processing. Convolution, collection of filters and Fourier Transform procedures.
11. [lmRegression](#). Functions for linear and non-linear regression, curve fitting. Collection of common models. Unit `uFFT` for fast Fourier Transform is located also here. Depends on [lmLinearAlgebra](#), [lmPolynoms](#), [lmOptimum](#), [lmMathUtil](#).
12. [lmSpecRegress](#). Collection of field-specific models for data fitting. Depends on [lmGenMath](#) and [lmRegression](#).
13. [lmPlotter](#). Routines for data and functions plotting. Depends on [lmGenMath](#), [lmMathUtil](#) and [LCL](#).

All these packages are described in the following chapters.

## 1.2 Installation, Compilation and use of the library

Download and unpack file *LMath\_and\_Components06.zip*. Open and compile packages [lmGenMath](#), [lmMathUtil](#), [lmLinearAlgebra](#), [lmPolynoms](#), [lmIntegrals](#), [lmRandoms](#), [lmMathStat](#), [lmOptimum](#), [lmNonLinEq](#), [lmRegression](#), [lmSpecRegress](#), [lmDSP](#), [lmPlotter](#), in this order. Afterwards you may compile *LMath.pkg*, which simply depends on all these packages. Therefore, if you add dependency on *LMath* to your project, it is not necessary to add every single package.

Alternatively, if you have Project Groups package installed in your Lazarus IDE, you can open and compile *LMath* project group, select *LMath* target and compile it.

If you are going to use *LMComponents*, open *LMComponents* package, compile and install it.

*LMComponents* is an object-oriented extension of *LMath*. It contains *TCoordSys* component which serves for graphical representation of functions or data, several dialogs and input controls, as well as DSP filters implemented as components which allow real time filtering of a signal during an acquisition.

For the sake of maximally broad compatibility, rather conservative optimization options are selected in *LMath* packages (optimization level 2, no options for modern processors selected). Depending on your system, you may want to increase this level and use options for modern processors. For example, you may want to define

-CfAVX2  
-CpCOREAVX2  
-OoFASTMATH  
-OoLOOPUNROLL

to effectively use AVX2 registers.

“Do not generate debug information” is selected by default in the options of LMath packages. If you want to step into LMath procedures debugging your programs, change it. If you find a bug in LMath, please, report it at the [official site at Sourceforge](#).



# Chapter 2

## Package ImGenMath

### 2.1 Description

Package ImGenMath (General Maths) includes units which introduce basic data types (`Float`, `Complex`, `TRealPoint`, `TInterval`) and structures which are used later throughout the whole library; defines operations over these data types; defines error handling mechanism used in the library; implements basic and special math functions and contains several utility routines which strictly speaking do not belong to the field of numeric analysis, but are needed for input-output operations. All other packages of the library depend on ImGenMath package.

### 2.2 Unit utypes

#### 2.2.1 Description

Global types and constants, dynamic arrays. Importantly, type `Float` (see below, ref. 2.2.2.2) is defined here, which should be used as a type for real numbers in the programs using LMath.

#### 2.2.2 Types

##### Float

**Declaration** `Float = Double;`

**Description** This type defines floating point numbers. By default it is `DOUBLE` (8-byte real). Other types may be selected by defining the compile options: `SINGLEREAL` (Single precision, 4 bytes) `EXTENDEDREAL` (Extended precision. 10 bytes, except of Windows 64 where Extended is an alias for Double (8 bytes)).

##### TRealPoint

LMath

**Declaration** `TRealPoint = record`  
    `X: Float;`  
    `Y: Float;`  
`end;`

**Description** Represents point on a cartesian plane. Unit `uRealPoints` defines operations over `TRealPoint` as a vector in 2-dimentional space.

##### TIntegerPoint

LMath

**Declaration** `PIntegerPoint = ^TIntegerPoint`  
    `TIntegerPoint = record`  
        `X: Integer;`  
        `Y: Integer;`  
    `end;`

**Description** Represents point on a cartesian plane, for example on a screen.

## Complex

**Declaration** `Complex = record`  
     `X: Float;`  
     `Y: Float;`  
     `end;`

**Description** Represents Complex number. Unit `uComplex` defines operations and functions with this type.

## RNG\_Type

**Declaration** `RNG_Type = (...);`

**Description** Random number generators. See chapter 6 for its use.

**Values** `RNG_MWC` Multiply-With-Carry  
     `RNG_MT` Mersenne Twister  
     `RNG_UVAG` Universal Virtual Array Generator

## TRegMode

**Declaration** `TRegMode = (...);`

**Description** Curve fit. Defines regression mode (weighted, unweighted); see Chapter 11.

**Values** `OLS`  
     `WLS` Regression mode

## TOptAlgo

**Declaration** `TOptAlgo = (...);`

**Description** Optimization algorithms for nonlinear regression (chapter 11).

**Values** `NL_MARQ` Marquardt algorithm  
     `NL_SIMP` Simplex algorithm  
     `NL_BFGS` BFGS algorithm  
     `NL_SA` Simulated annealing  
     `NL_GA` Genetic algorithm

## StatClass

**Declaration** `StatClass = record { Statistical class }`  
     `Inf : Float; { Lower bound }`  
     `Sup : Float; { Upper bound }`  
     `N : Integer; { Number of values }`  
     `F : Float; { Frequency }`  
     `D : Float; { Density }`  
     `end;`

**Description** This type represents a class (bin) in a statistical distribution and is used by function [distrib](#) and several other functions from `lmMathStat` package. `Inf` is a lower bound of a bin, `Sup` is its upper bound; `N` is a count of values which fell into this bin ( $n_i$ ); `F` is a frequency of the bin ( $F = n_i/N$ ), where  $N$  is a number of values in the whole distributed population and `D` is probability density ( $F/(Sup - Inf)$ ). See file [DMath.pdf](#), Section 16.5 and 16.6 and chapter 7 for details.

### TRegTest

**Declaration** `TRegTest = record`      `{ Test of regression }`  
           `Vr`            `: Float;`      `{ Residual variance }`  
           `R2`           `: Float;`      `{ Coefficient of determination }`  
           `R2a`          `: Float;`      `{ Adjusted coeff. of determination }`  
           `F`            `: Float;`      `{ Variance ratio (explained/residual) }`  
           `Nu1, Nu2` `: Integer;` `{ Degrees of freedom }`  
           `end;`

**Description** This type is used by `RegTest` and `WRegTest` functions from `lmMathStat` package. See [DMath.pdf](#), 17.6.2 and Chapter 7.

### TRealPointVector

LMath

**Declaration** `TRealPointVector = array of TRealPoint;`

### TVector

**Declaration** `TVector = array of Float;`

### TIntVector

**Declaration** `TIntVector = array of Integer;`

### TCompVector

**Declaration** `TCompVector = array of Complex;`

### TBoolVector

**Declaration** `TBoolVector = array of Boolean;`

### TStrVector

**Declaration** `TStrVector = array of String;`

### TCompOperator

LMath  
0.5

**Declaration** `TCompOperator = (LT, LE, EQ, GE, GT, NE);`

**Description** This type is used as a parameter in some comparators for element-wise functions with `TVector` and `TMatrix`. See [13.5](#).

### TMatrix

**Declaration** `TMatrix = array of TVector;`

**TIntMatrix**

**Declaration** TIntMatrix = array of TIntVector;

**TCompMatrix**

**Declaration** TCompMatrix = array of TCompVector;

**TBoolMatrix**

**Declaration** TBoolMatrix = array of TBoolVector;

**TStrMatrix**

**Declaration** TStrMatrix = array of TStrVector;

**TFunc**

**Declaration** TFunc = function(X : Float) : Float;

**Description** Float Function of one float variable

**TTestFunc**

LMath

**Declaration** TTestFunc = function(X:Float):boolean;

**Description** Boolean function of one Float variable. Used in some array-related procedures in uVecUtils unit ([13.5](#)).

**TIntTestFunc**

**Declaration** TIntTestFunc = function(X:Integer):boolean;

**Description** Boolean function of one integer variable. Used in some array-related procedures in uVecUtils unit ([13.5](#)).

**TIntFloatFunc**

**Declaration** TIntFloatFunc = function(X:Integer):Float;

**Description** Float function of one integer variable. Used in some array-related procedures in uVecUtils unit ([13.5](#)).

**TFuncNVar**

LMath

**Declaration** TFuncNVar = function(X : TVector) : Float;

**Description** Function of several variables placed in a vector

**TEquations**

**Declaration** TEquations = procedure(X, F : TVector);

**Description** Nonlinear equation system. Used in equation solvers.

**TDiffEqs**

**Declaration** `TDiffEqs = procedure(X : Float; Y, Yp : TVector);`

**Description** Differential equation system

**TJacobian**

**Declaration** `TJacobian = procedure(X : TVector; D : TMatrix);`

**Description** Jacobian

**TGradient**

**Declaration** `TGradient = procedure(X, G : TVector);`

**Description** Gradient

**THessGrad**

**Declaration** `THessGrad = procedure(X, G : TVector; H : TMatrix);`

**Description** Hessian and Gradient

**TParamFunc**

LMath

**Declaration** `TParamFunc = function(X : Float; Params : Pointer) : Float;`

**TComparator**

LMath

**Declaration** `TComparator = function(Val, Ref : float) : boolean;`

0.5

**Description** Function for general comparisons of `Float`. Used for example in the element-wise procedures and functions over `TVector` and `TMatrix`. See [13.5](#).

**TStatClassVector**

**Declaration** `TStatClassVector = array of StatClass;`

**Description** Vector of "[StatClass](#)". Used in "[uDistrib](#)" unit for generation of a frequency and density table of a randomly distributed variable.

**TRegFunc**

**Declaration** `TRegFunc = function(X : Float; B : TVector) : Float;`

**Description** Regression function which is used by [NLFit](#) and other procedures of non-linear fitting.

**TDerivProc**

**Declaration** `TDerivProc = procedure(X, Y : Float; B, D : TVector);`

**Description** Procedure to compute the derivatives of the regression function with respect to the regression parameters.

**TCobylaObjectProc**LMath  
0.5

**Declaration** TCobylaObjectProc = procedure (N, M : integer; const X : TVector; out F : Float; CON : TVector);

**Description** Objective function supplied to COBYLA minimization algorithm. N is number of arguments to be adjusted; M is number of constraints; TVector X[N] is the current vector of variables. TVector Con[M+2] is vector of constraint values. The subroutine should return values of the objective and constraint functions in F and CON[1], CON[2], ..., CON[M], respectively. Con[M+1] and Con[M+2] are used internally. Note that we are trying to adjust X so that F(X) is as small as possible subject to the constraint functions being nonnegative. Importantly, constraints can be violated during the calculation! This means that if your objective function contains, for example,  $\ln(x)$ , hence you have a constrain  $x > 0$ , you cannot rely on this constrain during the calculation and must check for validity of your values yourself.

**TMintVar**

**Declaration** TMintVar = (...);

**Description** Variable of the integrated Michaelis equation: Time, Substrate conc., Enzyme conc.

Values Var\_T

Var\_S

Var\_E

**Str30**

**Declaration** Str30 = String[30];

**Description** Graphics

**TScale**

**Declaration** TScale = (...);

**Description**

Values LinScale

LogScale

**TGrid**

**Declaration** TGrid = (...);

**Description**

Values NoGrid

HorizGrid

VertiGrid

BothGrid

**TArgC**

**Declaration** TArgC = 1..MaxArg;

**TWrapper**

**Declaration** TWrapper = function(ArgC : TArgC; ArgV : TVector) : Float;

**2.2.3 Constants****Euler**

LMath

**Declaration** Euler = 2.71828182845904523536;

0.6

**Description** Euler's number (logarithm base)

**Pi**

**Declaration** Pi = 3.14159265358979323846;

**Description**  $\pi$

**Ln2**

**Declaration** Ln2 = 0.69314718055994530942;

**Description**  $\ln(2)$

**Ln10**

**Declaration** Ln10 = 2.30258509299404568402;

**Description**  $\ln(10)$

**LnPi**

**Declaration** LnPi = 1.14472988584940017414;

**Description**  $\ln(\pi)$

**InvLn2**

**Declaration** InvLn2 = 1.44269504088896340736;

**Description**  $1/\ln(2)$

**InvLn10**

**Declaration** InvLn10 = 0.43429448190325182765;

**Description**  $1/\ln(10)$

**TwoPi**

**Declaration** TwoPi = 6.28318530717958647693;

**Description**  $2\pi$

**PiDiv2****Declaration** PiDiv2 = 1.57079632679489661923;**Description**  $\pi/2$ **SqrtPi****Declaration** SqrtPi = 1.77245385090551602730;**Description**  $\sqrt{\pi}$ **Sqrt2Pi****Declaration** Sqrt2Pi = 2.50662827463100050242;**Description**  $\sqrt{2\pi}$ **InvSqrt2Pi****Declaration** InvSqrt2Pi = 0.39894228040143267794;**Description**  $1/\sqrt{2\pi}$ **LnSqrt2Pi****Declaration** LnSqrt2Pi = 0.91893853320467274178;**Description**  $\ln(\sqrt{2\pi})$ **Ln2PiDiv2****Declaration** Ln2PiDiv2 = 0.91893853320467274178;**Description**  $\ln(2\pi)/2$ **Sqrt2****Declaration** Sqrt2 = 1.41421356237309504880;**Description**  $\sqrt{2}$ **Sqrt2Div2****Declaration** Sqrt2Div2 = 0.70710678118654752440;**Description**  $\sqrt{2}/2$ **Gold****Declaration** Gold = 1.61803398874989484821;**Description**

$$GoldenMean = \frac{1 + \sqrt{5}}{2}$$



**CGold**

**Declaration** CGold = 0.38196601125010515179;

**Description** 2 - GOLD

**MachEp**

**Declaration** MachEp = 2.220446049250313E-16;

**Description** Floating point precision:  $2^{-52}$

**MaxNum**

**Declaration** MaxNum = 1.797693134862315E+308;

**Description** Max. floating point number:  $2^{1024}$

**MinNum**

**Declaration** MinNum = 2.225073858507202E-308;

**Description** Min. floating point number:  $2^{-1022}$

**MaxLog**

**Declaration** MaxLog = 709.7827128933840;

**Description** Max. argument for Exp = Ln(MaxNum)

**MinLog**

**Declaration** MinLog = -708.3964185322641;

**Description** Min. argument for Exp = Ln(MinNum)

**MaxFac**

**Declaration** MaxFac = 170;

**Description** Max. argument for Factorial

**MaxGam**

**Declaration** MaxGam = 171.624376956302;

**Description** Max. argument for Gamma

**MaxLgm**

**Declaration** MaxLgm = 2.556348E+305;

**Description** Max. argument for LnGamma

**NaN**

**Declaration** NaN = 0.0/0.0;

LMath

**Infinity**

LMath

**Declaration** Infinity = 1.0/0.0;**NegInfinity**

LMath

**Declaration** NegInfinity = -1.0/0.0;**C\_infinity****Declaration** C\_infinity : Complex = (X : MaxNum; Y : 0.0);**C\_zero****Declaration** C\_zero : Complex = (X : 0.0; Y : 0.0);**C\_one****Declaration** C\_one : Complex = (X : 1.0; Y : 0.0);**C\_i****Declaration** C\_i : Complex = (X : 0.0; Y : 1.0);**C\_pi****Declaration** C\_pi : Complex = (X : Pi; Y : 0.0);**C\_pi\_div\_2****Declaration** C\_pi\_div\_2 : Complex = (X : PiDiv2; Y : 0.0);**MaxSize****Declaration** MaxSize = 32767;<sup>1</sup>**Description** Max. array size:  $2^{15} - 1$ **MaxArg****Declaration** MaxArg = 26;**Description** Max number of arguments for a function**2.2.4 Variables****DefaultZeroEpsilon****Declaration** DefaultZeroEpsilon: Float = MachEp / 8;**Description** This value is used in functions IsZero, IsNegative and IsPositive for approximate comparison with zero. Set it according to the scale of your calculations using procedure SetZeroEpsilon (see [2.2.5.8](#)).

---

<sup>1</sup>All values of machine constants are given for Float = Double

## DefaultEpsilon

**Declaration** `DefaultEpsilon: Float = MachEp;`

**Description** This value is used for comparison of floats in function [SameValue](#). The function scales it according to the scale of the values of the floats been compared. Set it to the scale of your values with procedure [SetEpsilon](#).

## 2.2.5 Functions and Procedures

### IsZero

LMath

**Declaration** `function IsZero(F: Float; Epsilon: Float = -1): Boolean;`

**Description** Compares to zero using epsilon. If Epsilon is -1, DefaultEpsilon as set with prior call to [SetZeroEpsilon](#) is used. if [SetZeroEpsilon](#) was not called, *MachEp*/8 is used.

### IsNan

LMath

**Declaration** `function IsNan(F : Float): Boolean;`

**Description** Test if given value is NAN

### SameValue

LMath

**Declaration** `function SameValue(A, B: Float; epsilon : float): Boolean;`  
`overload;`  
`function SameValue(A, B: Float): Boolean; overload;`

**Description** Tests for approximate equality of two floats. First function returns true if  $|A - B| < |\epsilon|$ . Second one uses relative test: it returns true if  $|A - B| < |\epsilon \cdot \max(A, B)|$  where  $\epsilon$  is DefaultEpsilon which can be set by call to [SetEpsilon](#) procedure. if [SetEpsilon](#) was not called, DefaultEpsilon = *MachEp*.

### SetAutoInit

**Declaration** `procedure SetAutoInit(AutoInit : Boolean);`

**Description** Sets the auto-initialization of arrays

### DimVector

LMath

**Declaration** `procedure DimVector(var V : TVector; Ub : Integer);`  
`procedure DimVector(var V : TIntVector; Ub : Integer);`  
`procedure DimVector(var V : TCompVector; Ub : Integer);`  
`procedure DimVector(var V: TRealPointVector; Ub : Integer);`  
`procedure DimVector(var V : TBoolVector; Ub : Integer);`  
`procedure DimVector(var V : TStrVector; Ub : Integer);`  
`overload;`

**Description** Creates a vector  $V[0..Ub]$  based on a type corresponding to a parameter (Float, Integer, Complex, [RealPoint](#), Boolean; Strings. In DMath, procedures with different names were used; LMath uses overloading).

**DimMatrix**

LMath

**Declaration** `procedure DimMatrix(var A : TMatrix; Ub1, Ub2 : Integer);`  
`procedure DimMatrix(var A : TIntMatrix; Ub1, Ub2 : Integer);`  
`procedure DimMatrix(var A : TCompMatrix; Ub1, Ub2 : Integer);`  
`procedure DimMatrix(var A : TBoolMatrix; Ub1, Ub2 : Integer);`  
`procedure DimMatrix(var A : TStrMatrix; Ub1, Ub2 : Integer);`  
`overload;`

**Description** Creates a matrix  $A[0..Ub1, 0..Ub2]$  of corresponding type (Float; Integer; Complex; Boolean; String. In DMath, procedures with different names were used; LMath uses overloading).

**SetEpsilon**

LMath

**Declaration** `procedure SetEpsilon(AEpsilon: float);`

**Description** Sets default epsilon for [SameValue](#)

**SetZeroEpsilon**

LMath

**Declaration** `procedure SetZeroEpsilon(AZeroEpsilon: Float);`

**Description** Sets default epsilon for comparison of a number to zero ([IsZero](#) function) and to compare two numbers near zero.

**2.3 Unit uErrors****2.3.1 Constants**

uerrorError constants are defined here.

**Error codes for mathematical functions:**

**MathOK, FOk, MatOk, OptOK** No error

**FDomain** Argument domain error

**FSing** Function singularity

**FOverflow** Overflow range error

**FUnderflow** Underflow range error

**FTLoss** Total loss of precision

**FPLoss** Partial loss of precision

**Error codes for matrix operations:**

**MatNonConv** Non-convergence

**MatSing** Quasi-singular matrix

**MatErrDim** Non-compatible dimensions

**MatNotPD** Matrix not positive definite

**Error codes for optimization and nonlinear equations:****OptNonConv** Non-convergence**OptSing** Quasi-singular hessian matrix**OptBigLambda** Too high Marquardt parameter**Error codes for nonlinear regression****NLMaxPar** Maximal number of parameters exceeded**NLNullPar** Initial parameter equal to zero**Error codes for COBYLA algorithm:**

LMath

0.5

**cobMaxFunc** Return from subroutine Cobyla because the maxfun limit has been reached**cobRoundErrors** Return from procedure Cobyla because rounding errors are becoming damaging.**cobDegenerate** Degenerate gradient**Error codes for linear programming:**

LMath

0.5

**lpBadConstraintCount** Bad input constraint counts**lpBadSimplexTableau** Bad input tableau**lpBadVariablesCount** Bad variables count**File operations error:****lmFileError** File input/output error**DFT errors:**

LMath

0.5

**lmDFTError** Internal DFT Error**lmDSPFilterWinError** Filter window is longer than data**lmTooHighFreqError** Cutoff frequency exceeds 0.5 of sampling rate**lmPolesNumError** Number of poles for Chebyshev filter not in [2,4,6,8,10]**lmFFTErr** FFT: number of samples is not power of two**lmFFTBadRipple** Ripple setting for Chebyshev filter is not in allowed range (must be 0 to 29%)**lmStatEmptyData** Zero length array or array containing only undefined values passed to a statistical procedure

**ErrorMessage**

LMath

**Declaration** ErrorMessage : array[0..MaxErrIndex] of String = ('No error',  
 'Argument domain error',  
 'Function singularity',  
 'Overflow range error',  
 'Underflow range error',  
 'Total loss of precision',  
 'Partial loss of precision',  
 'Non-convergence',  
 'Quasi-singular matrix',  
 'Non-compatible dimensions',  
 'Matrix not positive definite',  
 'Non-convergence',  
 'Quasi-singular hessian matrix',  
 'Too high Marquardt parameter',  
 'Max. number of parameters exceeded',  
 'Initial parameter equal to zero',  
 'Return from subroutine Cobyla because the maxfun limit has been reached',  
 'Return from procedure Cobyla because rounding errors are becoming damaging.',  
 'Degenerate gradient',  
 'LinSimplex:bad input constraint counts',  
 'Bad input tableau in LinSimplex',  
 'LinSimplex: bad variables count',  
 'Internal DFT Error',  
 'Filter window is longer than data',  
 'Cutoff frequency must not exceed 0.5 of sampling rate',  
 'Number of poles must be even',  
 'FFT: number of samples must be power of two',  
 'Ripple must be 0 to 29%',  
 'Empty Dataset', );

**Description** Array of messages corresponding to standard error codes defined in this unit. Elements of this array are returned by [MathErrMsg](#) function.

**2.3.2 Functions and Procedures****SetErrCode**

LMath

**Declaration** procedure SetErrCode(ErrCode : Integer; EMessage:string = '');

**Description** Sets the error code and optionally error message. If error message is empty and ErrorCode is one of standard codes defined in this unit, corresponding standard message from [ErrorMessage](#) array is used. Optional argument EMessage was introduced in LMath.

**DefaultVal**

LMath

**Declaration** `function DefaultVal(ErrCode : Integer; DefVal : Float;  
 EMessage:string = '') : Float;`

**Description** Sets error code and default function value. Optional argument EMessage introduced in LMath.

**MathErr**

**Declaration** `function MathErr : Integer;`

**Description** Returns error code.

**MathErrorMessage**

LMath

**Declaration** `function MathErrorMessage : string;`

**Description** Returns error message.

**2.4 Unit uminmax****2.4.1 Description**

Minimum, maximum, sign and exchange.

**2.4.2 Functions and Procedures****Min**

LMath

**Declaration** `function Min(X, Y : Float) : Float; overload;  
 function Min(X, Y : Integer) : Integer; overload;`

**Description** Minimum of 2 values. Universal Min function introduced by LMath in place of IMin and FMin which were used in DMath.

**Max**

LMath

**Declaration** `function Max(X, Y : Float) : Float; overload;  
 function Max(X,Y : integer) : integer; overload;`

**Description** Maximum of 2 values. Minimum of 2 values. Universal Max function introduced by LMath in place of IMax and FMax which were used in DMath.

**Sgn**

**Declaration** `function Sgn(X : Float) : Integer; overload;`

**Description** Sign (returns 1 if  $X \geq 0$ , -1 otherwise.)

**Sgn0**

**Declaration** `function Sgn0(X : Float) : Integer;`

**Description** Sign (returns 1 if  $X > 0$ ; 0 if  $X = 0$  (using [IsZero](#)); and -1 if  $X < 0$  )

**DSgn**

**Declaration** `function DSgn(A, B : Float) : Float;`

**Description** if b is negative, result is -A otherwise result is A.

**Sign**

LMath

**Declaration** `function Sign(X: Float):integer`

**Description** Compatibility with Math unit. Same as Sgn0.

**IsNegative, IsPositive**

**Declaration** `function IsNegative(X: float):boolean;`  
`function IsNegative(X: Integer):boolean;`  
`function IsPositive(X: float):boolean;`  
`function IsPositive(X: Integer):boolean;`

**Description** With float, IsPositive returns true if  $X > \text{DefaultZeroEpsilon}$  and IsNegative returns true if  $X < -\text{DefaultZeroEpsilon}$ .

**InRange**

LMath

**Declaration** `function InRange(AVal, AMin, AMax:float):boolean;`  
`function InRange(AVal, AMin, AMax:integer):boolean;`

**description** Returns True if AVal is within the range defined by AMin,AMax including the borders. Sets FDomain Error and returns False if  $AMin > AMax$ .

**Swap**

LMath

**Declaration** `procedure Swap(var X, Y : Float); overload;`  
`procedure Swap(var X, Y : Integer); overload;`

**Description** Exchange 2 arguments.

**2.5 Unit around****2.5.1 Description**

Rounding functions. Based on FreeBASIC version contributed by R. Keeling

**2.5.2 Functions and Procedures****RoundTo**

**Declaration** `function RoundTo(X : Float; N : Integer) : Float;`

**Description** Rounds X to N decimal places

**Ceil**

**Declaration** `function Ceil(X : Float) : Integer;`

**Description** Ceiling function



**Floor**

**Declaration** `function Floor(X : Float) : Integer;`

**Description** Floor function

**2.6 Unit umath****2.6.1 Description**

Logarithms, exponentials and power

**2.6.2 Functions and Procedures****Expo**

**Declaration** `function Expo(X : Float) : Float;`

**Description** Exponential

**Exp2**

**Declaration** `function Exp2(X : Float) : Float;`

**Description**  $2^X$

**Exp10**

**Declaration** `function Exp10(X : Float) : Float;`

**Description**  $10^X$

**Log**

**Declaration** `function Log(X : Float) : Float;`

**Description** Natural logarithm

**Log2**

**Declaration** `function Log2(X : Float) : Float;`

**Description**  $\log_2(X)$

**Log10**

**Declaration** `function Log10(X : Float) : Float;`

**Description** Decimal logarithm

**LogA**

**Declaration** `function LogA(X, A : Float) : Float;`

**Description**  $\log_A(X)$

**IntPower****Declaration** `function IntPower(X : Float; N : Integer) : Float;`**Description**  $X^N$ ,  $N$  is integer.**Power****Declaration** `function Power(X, Y : Float) : Float;`**Description**  $X^Y$ ,  $X \geq 0$ **Operators**Operator `**` (power) is defined. Base is float, exponent may be integer or float. LMath**2.7 Unit ugamma****2.7.1 Description**Gamma function and related functions. Translated from C code in Cephes library (<http://www.moshier.net>)**2.7.2 Functions and Procedures****SgnGamma****Declaration** `function SgnGamma(X : Float) : Integer;`**Description** `SgnGamma(X : Float) : Integer`; Sign of Gamma function**Stirling****Declaration** `function Stirling(X : Float) : Float;`**Description** `Stirling(X : Float) : Float`; Stirling's formula for the Gamma function**StirLog****Declaration** `function StirLog(X : Float) : Float;`**Description** `StirLog(X : Float) : Float`; Approximate  $\ln(\Gamma(x))$  by Stirling's formula, for  $X \geq 13$ **Gamma****Declaration** `function Gamma(X : Float) : Float;`**Description** `Gamma(X : Float) : Float`; Gamma function**LnGamma****Declaration** `function LnGamma(X : Float) : Float;`**Description** `LnGamma(X : Float) : Float`; natural logarithm of Gamma function

## 2.8 Unit uigamma

### 2.8.1 Description

Incomplete Gamma function and related functions. Translated from C code in ([Cephes library](#)).

### 2.8.2 Functions and Procedures

#### IGamma

**Declaration** `function IGamma(A, X : Float) : Float;`

**Description** Incomplete Gamma function.

#### JGamma

**Declaration** `function JGamma(A, X : Float) : Float;`

**Description** Complement of incomplete Gamma function

#### Erf

**Declaration** `function Erf(X : Float) : Float;`

**Description** Error function

#### Erfc

**Declaration** `function Erfc(X : Float) : Float;`

**Description** Complement of error function

## 2.9 Unit udigamma

### 2.9.1 Description

DiGamma and TriGamma functions.

Contributed by Philip Fletcher (FLETCHP@WESTAT.com)

### 2.9.2 Functions and Procedures

#### DiGamma

**Declaration** `function DiGamma(X : Float ) : Float;`

**Description** Calculates the Digamma or Psi function =

$$\frac{d(\ln(\Gamma(X)))}{dX}$$

Parameters: Input, real X, the argument of the Digamma function,  $X > 0$ .  
Output, real Digamma, the value of the Digamma function at X.

## TriGamma

**Declaration** `function TriGamma(X : Float) : Float;`

**Description** Trigamma calculates the Trigamma or Psi Prime function =

$$\frac{d^2(\ln(\Gamma(X)))}{(dX)^2}$$

## 2.10 Unit ubeta

### 2.10.1 Description

Beta function

### 2.10.2 Functions and Procedures

#### Beta

**Declaration** `function Beta(X, Y : Float) : Float;`

**Description** `Beta(X, Y : Float) : Float;` Computes  $\text{Beta}(X, Y) =$

$$\frac{\Gamma(X) \cdot \Gamma(Y)}{\Gamma(X + Y)}$$

## 2.11 Unit uibeta

### 2.11.1 Description

Incomplete Beta function.

Translated from C code in Cephes library (<http://www.moshier.net>)

### 2.11.2 Functions and Procedures

#### IBeta

**Declaration** `function IBeta(A, B, X : Float) : Float;`

**Description** Incomplete Beta function

## 2.12 Unit ulambert

### 2.12.1 Description

Lambert's function

Translated from Fortran code by Barry et al. (<http://www.netlib.org/toms/743>)

### 2.12.2 Functions and Procedures

#### LambertW

**Declaration** `function LambertW(X : Float; UBranch, Offset : Boolean) : Float;`

**Description** Lambert's W function:  $Y = W(X) \implies X = Y e^Y$ ,  $X \geq -1/e$   
 $X$  is Lambert's function argument;  
 UBranch must be set to True for computing the upper branch:  
 $(X \geq -1/e, W(X) \geq -1)$ ;  
 UBranch is false for computing the lower branch:  
 $(-1/e \leq X < 0, W(X) \leq -1)$ ;  
 Offset must be set to true for computing  $W(X - 1/e)$ ,  $X \geq 0$ , False for  
 computing  $W(X)$ .

## 2.13 Unit ufact

### 2.13.1 Description

Factorial

### 2.13.2 Functions and Procedures

#### Fact

**Declaration** `function Fact(N : Integer) : Float;`

**Description** `Fact(N : Integer) : Float; N!`

## 2.14 Unit utrigo

### 2.14.1 Description

Trigonometric functions

### 2.14.2 Functions and Procedures

#### Pythag

**Declaration** `function Pythag(X, Y : Float) : Float;`

**Description**  $\sqrt{X^2 + Y^2}$

#### FixAngle

**Declaration** `function FixAngle(Theta : Float) : Float;`

**Description** Set Theta in  $-\pi.. \pi$

#### Tan

**Declaration** `function Tan(X : Float) : Float;`

**Description** Tangent

#### ArcSin

**Declaration** `function ArcSin(X : Float) : Float;`

**Description** Arc sinus

## ArcCos

**Declaration**   `function ArcCos(X : Float) : Float;`

**Description**   Arc cosinus

## ArcTan2

**Declaration**   `function ArcTan2(Y, X : Float) : Float;`

**Description**   Angle (Ox, OM) with M(X,Y)

# 2.15 Unit uhyper

## 2.15.1 Description

Hyperbolic functions

## 2.15.2 Functions and Procedures

### Sinh

**Declaration**   `function Sinh(X : Float) : Float;`

**Description**   Hyperbolic sine

### Cosh

**Declaration**   `function Cosh(X : Float) : Float;`

**Description**   Hyperbolic cosine

### Tanh

**Declaration**   `function Tanh(X : Float) : Float;`

**Description**   Hyperbolic tangent

### ArcSinh

**Declaration**   `function ArcSinh(X : Float) : Float;`

**Description**   Inverse hyperbolic sine

### ArcCosh

**Declaration**   `function ArcCosh(X : Float) : Float;`

**Description**   Inverse hyperbolic cosine

### ArcTanh

**Declaration**   `function ArcTanh(X : Float) : Float;`

**Description**   Inverse hyperbolic tangent

## SinhCosh

**Declaration** `procedure SinhCosh(X : Float; out SinhX, CoshX : Float);`

**Description** Sinh & Cosh

## 2.16 Unit ucomplex

### 2.16.1 Description

Complex number library

Based on ComplexMath Delphi library by E. F. Glynn

<http://www.efg2.com/Lab/Mathematics/Complex/index.html>

Later ideas from uComplex unit by Pierre Müller were used.

### 2.16.2 Operators

LMath

Following operators over complex numbers or real and complex numbers defined:

$:=, +, -, *, /, =$ .

### 2.16.3 Procedures and functions

#### Cmplx

**Declaration** `function Cmplx(X, Y : Float) : Complex;`

**Description** Returns the complex number  $X + iY$

#### Polar

**Declaration** `function Polar(R, Theta : Float) : Complex;`

**Description** Returns a complex number corresponding to polar coordinates (R, Theta):  
 $R(\cos(\theta) + i \sin(\theta))$

#### CFloat

**Declaration** `function CReal(Z : Complex) : Float;`

**Description** Returns the real part of Z

#### CImag

**Declaration** `function CImag(Z : Complex) : Float;`

**Description** Returns the imaginary part of Z

#### CSgn

**Declaration** `function CSgn(Z : Complex) : Integer;`

**Description** Complex sign

#### Swap

**Declaration** `procedure Swap(var X, Y : Complex); overload;`

**Description** Exchanges two complex numbers

**SameValue**

**Declaration** `function samevalue(z1, z2 : complex) : boolean; overload;`

**Description** compares two complex numbers using relative epsilon

**CAbs**

**Declaration** `function CAbs(Z : Complex) : Float;`

**Description** Modulus of Z

**CAbs2**

**Declaration** `function CAbs2(Z : Complex) : Float;`

**Description** Squared modulus of Z

**CArg**

**Declaration** `function CArg(Z : Complex) : Float;`

**Description** Argument of Z

**CConj**

**Declaration** `function CConj(Z : Complex) : Complex;`

**Description** Complex conjugate

**CSqr**

**Declaration** `function CSqr(Z : Complex) : Complex;`

**Description** Complex square

**CInv**

**Declaration** `function CInv(Z : Complex) : Complex;`

**Description** Complex inverse

**CSqrt**

**Declaration** `function CSqrt(Z : Complex) : Complex;`

**Description** Principal part of complex square root

**CLn**

**Declaration** `function CLn(Z : Complex) : Complex;`

**Description** Principal part of complex logarithm

**CExp**

**Declaration** `function CExp(Z : Complex) : Complex;`

**Description** Complex exponential



**CRoot**

**Declaration** function CRoot(Z : Complex; K, N : Integer) : Complex;

**Description** All N-th roots:  $Z^{1/N}$ ,  $K = 0..N - 1$

**CPower**

**Declaration** function CPower(A, B : Complex) : Complex;

**Description** Power with complex exponent

**CIntPower**

**Declaration** function CIntPower(A : Complex; N : Integer) : Complex;

**Description** Power with integer exponent

**CRealPower**

**Declaration** function CRealPower(A : Complex; X : Float) : Complex;

**Description** Power with Float exponent

**CPoly**

**Declaration** function CPoly(Z : Complex; Coef : TVector; Deg : Integer)  
: Complex;

**Description** Evaluate polynom with complex argument

**CSin**

**Declaration** function CSin(Z : Complex) : Complex;

**Description** Complex sine

**CCos**

**Declaration** function CCos(Z : Complex) : Complex;

**Description** Complex cosine

**CSinCos**

**Declaration** procedure CSinCos(Z : Complex; out SinZ, CosZ : Complex);

**Description** Complex sine and cosine

**CTan**

**Declaration** function CTan(Z : Complex) : Complex;

**Description** Complex tangent

**CArcSin**

**Declaration**    `function CArcSin(Z : Complex) : Complex;`

**Description**   `Complex arc sine`

**CArcCos**

**Declaration**    `function CArcCos(Z : Complex) : Complex;`

**Description**   `Complex arc cosine`

**CArcTan**

**Declaration**    `function CArcTan(Z : Complex) : Complex;`

**Description**   `Complex arc tangent`

**CSinh**

**Declaration**    `function CSinh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic sine`

**CCosh**

**Declaration**    `function CCosh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic cosine`

**CSinhCosh**

**Declaration**    `procedure CSinhCosh(Z : Complex; out SinhZ, CoshZ : Complex);`

**Description**   `Complex hyperbolic sine and cosine`

**CTanh**

**Declaration**    `function CTanh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic tangent`

**CArcSinh**

**Declaration**    `function CArcSinh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic arc sine`

**CArcCosh**

**Declaration**    `function CArcCosh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic arc cosine`

**CArcTanh**

**Declaration**    `function CArcTanh(Z : Complex) : Complex;`

**Description**   `Complex hyperbolic arc tangent`

**CLnGamma**

**Declaration** `function CLnGamma(Z : Complex) : Complex;`

**Description** Logarithm of Gamma function

**2.17 Unit uIntervals**

LMath

**2.17.1 Description**

This unit defines type `TInterval` which represents an interval on a real numbers axis and defines functions to find if a given value belongs to the interval, if two intervals intersect and to find the intersection, or if one interval is completely contained in another one. Length method of `TInterval` record returns the difference between borders of the interval. This entire unit was introduced in LMath.

**2.17.2 Types****TInterval record**

**Declaration**

```
TInterval = record
  Lo:Float;
  Hi:Float;
  function Length:float
end;
```

**2.17.3 Functions and Procedures****IntervalsIntersect**

**Declaration** `function IntervalsIntersect`

```
(Lo1, Hi1, Lo2, Hi2:Float):boolean;
```

```
function IntervalsIntersect
```

```
(Lo1, Hi1, Lo2, Hi2:Integer):boolean;
```

```
function IntervalsIntersect
```

```
(Interval1, Interval2:TInterval):boolean;
```

**Description** returns true if intervals `[Lo1; Hi1]` and `[Lo2; Hi2]` or `Interval1, Interval2` intersect.

**Contained**

**Declaration** `function Contained(ContainedInterval, ContainingInterval : TInterval) : boolean;`

**Description** True if `ContainedInterval` is completely inside containing i.e. `ContainedInterval.Lo > ContainingInterval.Lo` and `ContainedInterval.Hi < ContainingInterval.Hi`

**Intersection**

**Declaration** `function Intersection(Interval1, Interval2 : TInterval) : TInterval;`

**Description** Returns intersection of `Interval1` and `Interval2`. If no intersection, result is (0;0).

**Inside**

**Declaration** `function Inside(V:Float; AInterval:TInterval):boolean;`  
`function Inside(V:float; ALo, AHi:float):boolean; overload;`

**Description** True if *V* is inside interval defined by its borders (*ALo*, *AHi*, similar to `Math.InRange`) or by *AInterval*.

**IntervalDefined**

**Declaration** `function IntervalDefined(AInterval:TInterval):boolean;`

**Description** True if *AInterval.Lo* < *AInterval.Hi*.

**DefineInterval**

**Declaration** `function DefineInterval(ALo,AHi:Float):TInterval;`

**Description** Constructor of *TInterval* from *ALo* and *AHi*.

**MoveInterval**

**Declaration** `function MoveInterval(V:float; var AInterval:TInterval);`

**Description** Move interval *by* a value (it is added to both *Lo* and *Hi*).

**MoveIntervalTo**

**Declaration** `procedure MoveIntervalTo(V:Float; var AInterval:TInterval);`

**Description** Move interval *to* a value (*Lo* is set to this value, *Hi* adjusted such that length remains constant).

**2.18 Unit uRealPoints**

LMath

**2.18.1 Description**

*uRealPoints* introduces operations over *TRealPoint* as over vectors on 2-dimensional Cartesian plane. Introduced in *LMath*.

**2.18.2 Operators**

Following operators are defined: *+*, *-*, *\** (scalar multiplication); *\** (dot product).

**2.18.3 Functions and Procedures****SameValue**

**Declaration** `function SameValue(P1,P2:TRealPoint; epsilonX:float = -1;`  
`epsilonY:float = -1):boolean; overload; inline;`

**Description** Comparison of *TRealPoint* using *epsilon*; *epsilon* for *X* and for *Y* are defined separately. If *epsilon* is -1, default value as defined by *SetEpsilon* will be used. If *SetEpsilon* was not used, it is *MachEp*

**rpPoint**

**Declaration** `function rpPoint(AX, AY:float):TRealPoint;`

**Description** Constructor of TRealPoint from two floats.

**rpSum**

**Declaration** `function rpSum(P1,P2:TRealPoint):TRealPoint;`

**Description** Summation of TRealPoint.

**rpSubtr**

**Declaration** `function rpSubtr(P1, P2:TRealPoint):TRealPoint;`

**Description** Subtraction of TRealPoint.

**rpMul**

**Declaration** `function rpMul(P:TRealPoint; S:Float):TRealPoint;`

**Description** Multiplication of TRealPoint by Scalar.

**rpDot**

**Declaration** `function rpDot(P1, P2:TRealPoint):Float;`

**Description** Dot product of TRealPoint.

**rpLength**

**Declaration** `function rpLength(P:TRealPoint):Float;`

**Description** Length of vector, represented by TRealPoint.

**Distance**

**Declaration** `function Distance(P1, P2:TRealPoint):Float;`

**Description** Distance between two TRealPoint on cartesian plane.

## 2.19 Unit uIntPoints

LMath

### 2.19.1 Description

Unit uIntPoints introduces operations over TIntegerPoint

### 2.19.2 Procedures and functions

**ipPoint**

**Declaration** `function ipPoint(AX, AY:integer):TIntegerPoint;`

**Description** Constructor of TIntegerPoint from two integers.

**ipSum,ipSubtr**

**Declaration** `function ipSum(P1,P2:TIntegerPoint):TIntegerPoint;`  
`function ipSubtr(P1, P2:TIntegerPoint):TIntegerPoint;`

**Description** Element-wise subtraction and summation of TIntegerPoint.

**ipMul**

**Declaration** `function ipMul(P:TIntegerPoint; S:integer):TIntegerPoint;`

**Description** Multiply elements of TIntegerPoint with Float.

**2.19.3 Operators**

**+, -**

Summation or subtraction of two TIntegerPoint.

**\***

Multiply components of TIntegerPoint with a Float.

**2.20 Unit uScaling****2.20.1 Description**

Compute an appropriate interval for a set of values.

**2.20.2 Functions and Procedures****FindScale**

**Declaration** `procedure FindScale(X1, X2 : Float; MinDiv, MaxDiv : Integer; out Min, Max, Step : Float);`

**Description** Determines an interval [Min, Max] including the values from X1 to X2, and a subdivision Step of this interval. Input parameters : X1, X2 = min. & max. Values to be included MinDiv = minimum nb of subdivisions MaxDiv = maximum nb of subdivisions. Output parameters : Min, Max, Step.

**AutoScale**

**Declaration** `procedure AutoScale(X : TVector; Lb, Ub : Integer; Scale : TScale; out XMin, XMax, XStep : Float);`

**Description** Finds an appropriate scale for plotting the data in X[Lb..Ub]

# Chapter 3

## Package `ImLinearAlgebra`: Operations with Vectors and Matrices

### 3.1 Description

This package includes procedures for linear algebra: operations with vectors, matrices, systems of linear equations.

### 3.2 Unit `uMatrix`

LMath  
0.5

#### 3.2.1 Description

LMath  
0.6

This unit introduces several basic functions and defines several operators over vectors and matrices. Functions which have `Ziel = nil` default parameter, place result in `Ziel` beginning from `Ziel[ResLb]` and return it as a result. If `Ziel` is nil, it is allocated, otherwise it must have a size sufficient to accomodate the result. For vectors, length of `Ziel` must be at least `Ub - Lb + ResLb`, for matrices it must be at least `[Lb..Ub1, Lb..Ub2]`. Note that `ResLb` default value is 1. Reason is that many routines in `DMath` and `LMath` were written originally in Fortran, and its inheritance makes us to use arrays beginning from index 1.

Modern Pascal allows to define open array parameters and, importantly, pass subarrays to the procedures and functions. Use of open arrays allows to make calls more concise when a complete array must be passed, yet even more flexible when only partial array is needed. Beginning from `LMath Ver.0.6`, attempt is made to develop, along with old `TVector`, `Lb`, `Ub` convention, a new, more clear and flexible syntax using open arrays in place of `TVector` as formal parameters. At this stage this feature is only developing and experimental.

What is important, these two forms can be different not only syntactically, but semantically as well. Let's consider two functions:

```
function SomeFunc(V:TVector; Lb, Ub:integer):TVector; and
```

```
function SomeFunc(V:array of float):TVector
```

which somehow transform passed array and return result of the transformation.

Now let's consider following calls:

```
V2 := SomeFunc(V,2,7);
```

and

```
V3 := Somefunc(V[2..7])
```

In the first case the whole array is passed to the function and returned, but transformation is applied only elements from 2 to 7; elements 0 and 1, as well as everything after 7, are returned unchanged. In the second case, the function receives only elements 2..7 and only they are returned. To avoid this issue, in some cases functions were converted to procedures with output parameters made also open arrays. Advantage of this approach is that result of the transformation can be assigned to static arrays or subarrays; disadvantage, of course, that procedures cannot be used as parts of expressions.

Finally, two-dimensional arrays cannot be passed as open arrays, therefore only dynamic array functions for `TMatrix` exist.

### 3.2.2 Functions and Procedures

#### VecFloatAdd,VecFloatSubtr,VecFloatMul,VecFloatDiv (for TVector)

**Declaration** `function VecFloatAdd(V:TVector; R:Float; Lb, Ub : integer;  
Ziel : TVector = nil; ResLb : integer = 1): TVector;  
function VecFloatSubtr(V:TVector; R:Float; Lb, Ub : integer;  
Ziel : TVector = nil; ResLb : integer = 1): TVector;  
function VecFloatDiv(V:TVector; R:Float; Lb, Ub : integer;  
Ziel : TVector = nil; ResLb : integer = 1): TVector;  
function VecFloatMul(V:TVector; R:Float; Lb, Ub : integer;  
Ziel : TVector = nil; ResLb : integer = 1): TVector;`

**Description** Every of these functions adds, subtracts, multiplies or divides every element of the vector V with float R, beginning from element Lb and to element Ub. To modify original V, make Ziel = V.

#### VecFloatAdd,VecFloatSubtr,VecFloatMul,VecFloatDiv (for Open Array)

LMath  
0.6

**Declaration** `procedure VecFloatAdd (V:array of float; R:Float; var Ziel :  
array of float); overload;  
procedure VecFloatSubtr(V:array of float; R:Float; var Ziel :  
array of float); overload;  
procedure VecFloatDiv (V:array of float; R:Float; var Ziel :  
array of float); overload;  
procedure VecFloatMul (V:array of float; R:Float; var Ziel :  
array of float); overload;`

**Description** These functions add, subtract, multiply or divide every element of the input array (V) and place result into output array (Ziel). Dynamic, static or partial these functions adds, subtracts, multiplies or divides every element of the vector arrays may be used both for input and output. For example, `VecFloatDiv(V[5..9], 4, V[10..14])` is a valid call. Input and output arrays must be of equal length, otherwise error `MatErrDim` is set and output array is not modified.

#### MatFloatAdd,MatFloatSubtr,MatFloatMul,MatFloatDiv

**Declaration** `function MatFloatAdd(M:TMatrix; R:Float; Lb, Ub1, Ub2 :  
integer; Ziel : TMatrix = nil) : TMatrix;  
function MatFloatSubtr(M:TMatrix; R:Float; Lb, Ub1, Ub2 :  
integer; Ziel : TMatrix = nil) : TMatrix;  
function MatFloatDiv(M:TMatrix; R:Float; Lb, Ub1, Ub2 :  
integer; Ziel : TMatrix = nil) : TMatrix;  
function MatFloatMul(M:TMatrix; R:Float; Lb, Ub1, Ub2 :  
integer; Ziel : TMatrix = nil) : TMatrix;`

**Description** These functions are similar to `VecFloat*`, but are defined for matrix. Operation is done element-wize for submatrix `M[Lb..Ub1,Lb..Ub2]`.



### VecAdd, VecSubtr, VecElemMul, VecDiv

**Declaration** `procedure VecAdd(V1,V2:array of float; var Ziel : array of float);`  
`procedure VecSubtr(V1,V2:array of float; var Ziel : array of float);`  
`procedure VecElemMul(V1,V2:array of float; var Ziel : array of float);`  
`procedure VecDiv(V1,V2:array of float; var Ziel : array of float);`

**Description** Another set of element-wise procedures. This time, element of second array is added to, subtracted from, multiplied with or is a divider of each element of a first array. Result is placed to `Ziel` array, which can be a subarray. `V1`, `V2` and `Ziel` must have equal dimensions, otherwise error `MatErrDim` is set. In `VecDiv`, if any of `V2` elements is zero, `FDomain` error is set and `Ziel` remains unmodified.

### VecDotProd

**Declaration** `function VecDotProd(V1,V2:TVector; Lb, Ub : integer) : float;`  
`function VecDotProd(const V1,V2:array of float) : float;`

**Description** Dot product of the vectors `V1` and `V2`.

### VecOuterProd

**Declaration** `function VecOuterProd(V1, V2:TVector; Lb, Ub1, Ub2 : integer; Ziel : TMatrix = nil):TMatrix;`  
`function VecOuterProd(const V1, V2:array of float; Ziel : TMatrix = nil):TMatrix;`

**Description** Outer product of the vectors `V1` and `V2`. Result is placed into `Ziel`; if on input is `nil`, it is allocated. Length of `Ziel` column must be equal to length of the first vector and length of `Ziel` row must be equal to the length of second vector, otherwise `MatErrDim` error is set and `nil` is returned.

### VecCrossProd

**Declaration** `function VecCrossProd(V1, V2:TVector; Lb: integer; Ziel :TVector = nil):TVector;`  
`procedure VecCrossProd(V1, V2: array of float; var Ziel: array of float);`

**Description** Cross product of two vectors. Function puts result into `Ziel` if it is supplied, otherwise allocates it itself. For procedure call, `Ziel` must exist. Use of subarrays is possible both for input and output arrays. The procedure checks length of all arrays and sets error `MaterrDim` if any of them is different from 3.

### VecEucLength

**Declaration** `function VecEucLength(V:TVector; LB, Ub : integer) : float;`  
`function VecEucLength(const V: array of float): float;`

**Description** Returns euclidian length of a vector (dot product with itself).

### MatVecMul

**Declaration** `function MatVecMul(M:TMatrix; V:TVector; LB: integer; Ziel:`  
`TVector = nil): TVector;`  
`procedure MatVecMul(M: TMatrix; V: array of float; var Ziel:`  
`array of float);`

**Description** Product of matrix M and vector V. Length of matrix rows must be equal to length of V.

### MatMul

**Declaration** `MatMul(A, B : TMatrix; LB : integer; Ziel : TMatrix = nil) : TMatrix;`

**Description** Product of matrix A with matrix B. Length of row in B must be equal to length of column in A.

### MatTranspose

**Declaration** `function MatTranspose(M:TMatrix; LB: integer; Ziel: TMatrix = nil):`  
`TMatrix;) : TMatrix;`

**Description** Transposes a matrix M. If Ziel is not nil, length of its columns must be equal to length of rows in M and vice versa.

### MatTransposeInPlace

**Declaration** `procedure MatTransposeInPlace(M:TMatrix; Lb, Ub : integer);`

**Description** Transpose square matrix and place result in itself.

## 3.2.3 Operators

Operators `+`, `-`, `*`, `/` are defined for `array of float` and `Float` as well as for `TMatrix` and `Float`. They add the float to every element of the vector or matrix.

Operators `+`, `-` are defined for two arrays of float. They must be of equal length; these are element-wise operations too. Result of operation is `TVector`, which is allocated by the operator.

Vector operators work with subarrays, thus, line

`NewVect := V1[5..8]+V2[7..9]`

is valid and produces expected result. Unfortunately, only dynamic arrays can be result of an operation; no static arrays and no subarrays.

## 3.3 Unit ugausjor

### 3.3.1 Description

Solution of a system of linear equations by Gauss-Jordan method

### 3.3.2 Functions and Procedures

#### GaussJordan

**Declaration** `procedure GaussJordan(A : TMatrix; Lb, Ub1, Ub2 : Integer;  
var Det : Float);`

**Description** Transforms a matrix according to the Gauss-Jordan method.

Input parameters: **A** = system matrix; **Lb** = lower matrix bound in both dimensions; **Ub1**, **Ub2** = upper matrix bounds.

Output parameters: **A** = transformed matrix; **Det** = determinant of **A**.

Possible results: **MatOk**: No error; **MatErrDim**: Non-compatible dimensions; **MatSing**: Singular matrix.

## 3.4 Unit ulineq

### 3.4.1 Description

Solution of a system of linear equations with a single constant vector by Gauss-Jordan method.

### 3.4.2 Functions and Procedures

#### LinEq

**Declaration** `procedure LinEq(A : TMatrix; B : TVector; Lb, Ub : Integer;  
out Det : Float);`

**Description** Solves a linear system with the Gauss-Jordan method.

Input parameters: **A** = system matrix; **B** = constant vector; **Lb**, **Ub** = lower and upper array bounds.

Output parameters: **A** = inverse matrix; **B** = solution vector; **Det** = determinant of **A**.

Possible results: **MatOk**: No error; **MatSing**: Singular matrix.

## 3.5 Unit ubalance

### 3.5.1 Description

Balances a matrix and tries to isolate eigenvalues.

### 3.5.2 Functions and Procedures

#### Balance

**Declaration** `procedure Balance( A : TMatrix; Lb, Ub : Integer; out I_low,  
I_high : Integer; Scale : TVector);`

**Description** **A** contains the input matrix to be balanced. **Lb**, **Ub** are the lowest and highest indices of the elements of **A**. On output: **A** contains the balanced matrix. **I\_low** and **I\_high** are two integers such that **A**<sub>*i,j*</sub> is equal to zero if (1) *i* > *j* and (2) *j* ∈ *Lb*, ..., *I\_low* − 1 or *i* ∈ *I\_high* + 1, ..., *Ub*.

Scale contains information determining the permutations and scaling factors used.

## 3.6 Unit ubalbak

### 3.6.1 Description

Back transformation of eigenvectors.

### 3.6.2 Functions and Procedures

#### BalBak

**Declaration** `procedure BalBak(Z : TMatrix; Lb, Ub, I_low, I_high : Integer;  
Scale : TVector; M : Integer);`

**Description** This procedure is a translation of the EISPACK subroutine Balbak. This procedure forms the eigenvectors of a real general matrix by back transforming those of the corresponding balanced matrix determined by Balance.

On input: **Z** contains the real and imaginary parts of the eigenvectors to be back transformed. **Lb**, **Ub** are the lowest and highest indices of the elements of **Z** **I\_low** and **I\_high** are integers determined by **Balance**. **Scale** contains information determining the permutations and scaling factors used by **Balance**. **M** is the index of the latest column of **Z** to be back transformed.

On output: **Z** contains the real and imaginary parts of the transformed eigenvectors in its columns **Lb**..**M**.

## 3.7 Unit ucholesk

### 3.7.1 Description

Cholesky factorization of a positive definite symmetric matrix

### 3.7.2 Functions and Procedures

#### Cholesky

**Declaration** `procedure Cholesky(A, L : TMatrix; Lb, Ub : Integer);`

**Description** Cholesky decomposition. Factors the symmetric positive definite matrix **A** as a product **LL'** where **L** is a lower triangular matrix. This procedure may be used as a test of positive definiteness.

Possible results: **MatOk**: No error; **MatNotPD**: Matrix not positive definite.

## 3.8 Unit uelmhes

### 3.8.1 Description

Reduction of a square matrix to upper Hessenberg form.

### 3.8.2 Functions and Procedures

#### ElmHes

**Declaration** `procedure ElmHes(A : TMatrix; Lb, Ub, I_low, I_igh : Integer;  
I_int : TIntVector);`

## 3.9 Unit ueltran

### 3.9.1 Description

Save transformations used by ElmHes.

### 3.9.2 Functions and Procedures

#### Eltran

**Declaration** `procedure Eltran(A : TMatrix; Lb, Ub, I_low, I_igh : Integer;  
I_int : TIntVector; Z : TMatrix);`

**Description** On input:

A contains the multipliers which were used in the reduction by `Elmhes` in its lower triangle below the subdiagonal.

Lb, Ub are the lowest and highest indices of the elements of A.

I\_low and I\_igh are integers determined by the balancing procedure `Balance`. If `Balance` has not been used, set I\_low=Lb, I\_igh=Ub.

I\_int contains information on the rows and columns interchanged in the reduction by `Elmhes`. Only elements I\_low through I\_igh are used.

On output:

Z contains the transformation matrix produced in the reduction by `Elmhes`.

## 3.10 Unit uhqr

### 3.10.1 Description

Eigenvalues of a real upper Hessenberg matrix by the QR method.

### 3.10.2 Functions and Procedures

#### Hqr

**Declaration** `procedure Hqr(H : TMatrix; Lb, Ub, I_low, I_igh : Integer;  
Lambda : TCompVector);`

**Description** On input:

H contains the upper Hessenberg matrix.

Lb, Ub are the lowest and highest indices of the elements of H.

I\_low and I\_igh are integers determined by the balancing subroutine `Balance`. If `Balance` has not been used, set I\_low = Lb, I\_igh = Ub.

On output:

H has been destroyed.

**Wr** and **Wi** contain the real and imaginary parts, respectively, of the eigenvalues. The eigenvalues are unordered except that complex conjugate pairs of values appear consecutively with the eigenvalue having the positive imaginary part first.

The function returns an error code: **MathOK** for normal return, **-j** if the limit of  $30N$  iterations is exhausted while the  $j$ -th eigenvalue is being sought. ( $N$  being the size of the matrix). The eigenvalues should be correct for indices  $j+1, \dots, \mathbf{Ub}$ .

## 3.11 Unit uhqr2

### 3.11.1 Description

Eigenvalues and eigenvectors of a real upper Hessenberg matrix.

### 3.11.2 Functions and Procedures

#### Hqr2

**Declaration** `procedure Hqr2(H : TMatrix; Lb, Ub, I_low, I_igh : Integer;  
Lambda : TCompVector; Z : TMatrix);`

**Description** On input:

H contains the upper Hessenberg matrix.

**Lb**, **Ub** are the lowest and highest indices of the elements of H.

**I\_low** and **I\_igh** are integers determined by the balancing subroutine [Balance](#). If **Balance** has not been used, set **I\_low**=**Lb**, **I\_igh**=**Ub**.

**Z** contains the transformation matrix produced by **Eltran** after the reduction by **Elmhes**, if performed. If the eigenvectors of the Hessenberg matrix are desired, **Z** must contain the identity matrix.

On output:

H has been destroyed.

**Wr** and **Wi** contain the real and imaginary parts, respectively, of the eigenvalues. The eigenvalues are unordered except that complex conjugate pairs of values appear consecutively with the eigenvalue having the positive imaginary part first.

**Z** contains the real and imaginary parts of the eigenvectors. If the  $i$ -th eigenvalue is real, the  $i$ -th column of **Z** contains its eigenvector. If the  $i$ -th eigenvalue is complex with positive imaginary part, the  $i$ -th and  $(i+1)$ -th columns of **Z** contain the real and imaginary parts of its eigenvector. The eigenvectors are unnormalized. If an error exit is made, none of the eigenvectors has been found.

The function returns an error code: zero for normal return, **-j** if the limit of  $30N$  iterations is exhausted while the  $j$ -th eigenvalue is being sought ( $N$  being the size of the matrix). The eigenvalues should be correct for indices  $j+1, \dots, \mathbf{Ub}$ .

## 3.12 Unit `ujacobi`

### 3.12.1 Description

Eigenvalues and eigenvectors of a symmetric matrix

### 3.12.2 Functions and Procedures

#### Jacobi

**Declaration** `procedure Jacobi(A : TMatrix; Lb, Ub, MaxIter : Integer; Tol : Float; Lambda : TVector; V : TMatrix);`

**Description** Eigenvalues and eigenvectors of a symmetric matrix by the iterative method of Jacobi.

Input parameters: **A** = matrix; **Lb** = index of first matrix element; **Ub** = index of last matrix element; **MaxIter** = maximum number of iterations; **Tol** = required precision.

Output parameters: **Lambda** = eigenvalues in decreasing order; **V** = matrix of eigenvectors (columns).

Possible results: **MatOk**, **MatNonConv**.

The eigenvectors are normalized, with their first component  $> 0$  This procedure destroys the original matrix **A**.

## 3.13 Unit `ulu`

### 3.13.1 Description

LU decomposition

### 3.13.2 Functions and Procedures

#### LU-Decomp

**Declaration** `procedure LU-Decomp(A : TMatrix; Lb, Ub : Integer);`

**Description** LU decomposition. Factors the square matrix **A** as a product **LU**, where **L** is a lower triangular matrix (with unit diagonal terms) and **U** is an upper triangular matrix. This routine is used in conjunction with **LU-Solve** to solve a system of equations.

Input parameters: **A** = matrix; **Lb** = index of first matrix element; **Ub** = index of last matrix element.

Output parameter: **A** = contains the elements of **L** and **U**.

Possible results: **MatOk**, **MatSing**.

NB: This procedure destroys the original matrix **A**.

#### LU-Solve

**Declaration** `procedure LU-Solve(A : TMatrix; B : TVector; Lb, Ub : Integer; X : TVector);`

**Description** Solves a system of equations whose matrix has been transformed by LU\_Decom.

Input parameters: **A** = result from LU\_Decom; **B** = constant vector; **Lb**, **Ub** = as in LU\_Decom.

Output parameter: **X** = solution vector.

## 3.14 Unit uqr

### 3.14.1 Description

QR decomposition

Ref.: 'Matrix Computations' by Golub & Van Loan Pascal implementation contributed by Mark Vaughan.

### 3.14.2 Functions and Procedures

#### QR\_Decom

**Declaration** procedure QR\_Decom(**A** : TMatrix; **Lb**, **Ub1**, **Ub2** : Integer; **R** : TMatrix);

**Description** QR decomposition. Factors the matrix **A** ( $n \times m$ , with *ngem*) as a product **QR** where **Q** is a  $n \times m$  column-orthogonal matrix, and **R** a  $m \times m$  upper triangular matrix. This routine is used in conjunction with QR\_Solve to solve a system of equations.

Input parameters: **A** = matrix; **Lb** = index of first matrix element; **Ub1** = index of last matrix element in 1st dimension; **Ub2** = index of last matrix element in 2nd dimension.

Output parameter: **A** = contains the elements of **Q**; **R** = upper triangular matrix.

Possible results: MatOk, MatErrDim, MatSing.

NB: This procedure destroys the original matrix **A**.

#### QR\_Solve

**Declaration** procedure QR\_Solve(**Q**, **R** : TMatrix; **B** : TVector; **Lb**, **Ub1**, **Ub2** : Integer; **X** : TVector);

**Description** QR decomposition. Factors the matrix **A** ( $n \times m$ , with  $n \geq m$ ) as a product **QR** where **Q** is a  $(n \times m)$  column-orthogonal matrix, and **R** a  $(m \times m)$  upper triangular matrix. This routine is used in conjunction with QR\_Solve to solve a system of equations.

Input parameters : **A** = matrix; **Lb** = index of first matrix element; **Ub1** = index of last matrix element in 1st dimension; **Ub2** = index of last matrix element in 2nd dimension.

Output parameter: **A** = contains the elements of **Q**; **R** = upper triangular matrix.

Possible results: MatOk, MatErrDim, MatSing.

NB: This procedure destroys the original matrix **A**



## 3.15 Unit usvd

### 3.15.1 Description

Singular value decomposition

### 3.15.2 Functions and Procedures

#### SV\_Decom

**Declaration** `procedure SV_Decom(A : TMatrix; Lb, Ub1, Ub2 : Integer; S : TVector; V : TMatrix);`

**Description** Singular value decomposition. Factors the matrix  $\mathbf{A}$  ( $n \times m$ , with  $n \geq m$ ) as a product  $\mathbf{USV}'$  where  $\mathbf{U}$  is a ( $n \times m$ ) column-orthogonal matrix,  $\mathbf{S}$  a ( $m \times m$ ) diagonal matrix with elements  $\geq 0$  (the singular values) and  $\mathbf{V}$  a ( $m \times m$ ) orthogonal matrix. This routine is used in conjunction with `SV_Solve` to solve a system of equations.

Input parameters:  $\mathbf{A}$  = matrix;  $\mathbf{Lb}$  = index of first matrix element;  $\mathbf{Ub1}$  = index of last matrix element in 1st dimension;  $\mathbf{Ub2}$  = index of last matrix element in 2nd dimension.

Output parameters:  $\mathbf{A}$  = contains the elements of  $\mathbf{U}$ ;  $\mathbf{S}$  = vector of singular values;  $\mathbf{V}$  = orthogonal matrix.

Possible results: `MatOk`: No error; `MatNonConv`: Non-convergence; `MatErrDim`: Non-compatible dimensions ( $n < m$ ).

NB: This procedure destroys the original matrix  $\mathbf{A}$ .

#### SV\_SetZero

**Declaration** `procedure SV_SetZero(S : TVector; Lb, Ub : Integer; Tol : Float);`

**Description** Sets the singular values to zero if they are lower than a specified threshold.

Input parameters:  $\mathbf{S}$  = vector of singular values;  $\mathbf{Tol}$  = relative tolerance. Threshold value will be  $\mathbf{Tol} \cdot \text{Max}(\mathbf{S})$ ;  $\mathbf{Lb}$  = index of first vector element;  $\mathbf{Ub}$  = index of last vector element.

Output parameter :  $\mathbf{S}$  = modified singular values.

#### SV\_Solve

**Declaration** `procedure SV_Solve(U : TMatrix; S : TVector; V : TMatrix; B : TVector; Lb, Ub1, Ub2 : Integer; X : TVector);`

**Description** Solves a system of equations by singular value decomposition, after the matrix has been transformed by [SV\\_Decom](#), and the lowest singular values have been set to zero by `SV_SetZero`.

Input parameters:  $\mathbf{U}$ ,  $\mathbf{S}$ ,  $\mathbf{V}$  = vector and matrices from `SV_Decom`;  $\mathbf{B}$  = constant vector;  $\mathbf{Lb}$ ,  $\mathbf{Ub1}$ ,  $\mathbf{Ub2}$  = as in `SV_Decom`.

Output parameter:  $\mathbf{X}$  = solution vector =

$$\mathbf{V} \cdot \text{Diag}(1/s_i) \cdot \mathbf{U}'\mathbf{B}, \text{ for } s_i \neq 0$$

## SV\_Approx

**Declaration** `procedure SV_Approx(U : TMatrix; S : TVector; V : TMatrix; Lb, Ub1, Ub2 : Integer; A : TMatrix);`

**Description** Approximates a matrix **A** by the product **USV'**, after the lowest singular values have been set to zero by [SV\\_SetZero](#).

Input parameters: **U**, **S**, **V** = vector and matrices from [SV-Decomp](#); **Lb**, **Ub1**, **Ub2** = as in [SV-Decomp](#).

Output parameter: **A** = approximated matrix.

## 3.16 Unit ueigsym

### 3.16.1 Description

Eigenvalues and eigenvectors of a symmetric matrix (SVD method).

### 3.16.2 Functions and Procedures

#### EigenSym

**Declaration** `procedure EigenSym(A : TMatrix; Lb, Ub : Integer; Lambda : TVector; V : TMatrix);`

**Description** Eigenvalues and eigenvectors of a symmetric matrix by singular value decomposition.

Input parameters: **A** = matrix; **Lb** = index of first matrix element; **Ub** = index of last matrix element.

Output parameters: **Lambda** = eigenvalues in decreasing order; **V** = matrix of eigenvectors (columns).

Possible results : **MatOk**, **MatNonConv**.

The eigenvectors are normalized, with their first component  $> 0$ . This procedure destroys the original matrix **A**.

## 3.17 Unit ueigval

### 3.17.1 Description

Eigenvalues of a general square matrix

### 3.17.2 Functions and Procedures

#### EigenVals

**Declaration** `procedure EigenVals(A : TMatrix; Lb, Ub : Integer; Lambda : TCompVector);`

## 3.18 Unit ueigvec

### 3.18.1 Description

Eigenvalues and eigenvectors of a general square matrix.

### 3.18.2 Functions and Procedures

#### EigenVect

**Declaration**    `procedure EigenVect(A : TMatrix; Lb, Ub : Integer; Lambda :  
                  TCompVector; V : TMatrix);`

# Chapter 4

## Package ImPolynoms: Units to Solve and Explore Polynomials

### 4.1 Description

This package contains several units to find polynomial roots and critical points, and to evaluate polynomials and rational fractions.

### 4.2 Unit upolynom

#### 4.2.1 Description

Evaluates polynomials and rational fractions.

#### 4.2.2 Functions and Procedures

##### Poly

**Declaration** function Poly(X : Float; Coef : TVector; Deg : Integer) : Float;

**Description** Evaluates the polynomial :  $P(X) = Coef_0 + Coef_1X + Coef_2X^2 + \dots + Coef_{Deg}X^{Deg}$

##### RFrac

**Declaration** function RFrac(X : Float; Coef : TVector; Deg1, Deg2 : Integer) : Float;

**Description** Evaluates the rational fraction :

$$F(X) = \frac{Coef_0 + Coef_1X + Coef_2X^2 + \dots + Coef_{Deg}X^{Deg}}{1 + Coef_{Deg+1}X + Coef_{Deg+3}X^2 + \dots + Coef_{Deg+Deg2}X^{Deg}}$$

### 4.3 Unit urootpol

#### 4.3.1 Description

Find roots of an arbitrary polynomial. If  $Deg \leq 4$ , finds analytical solution using units urtpol1..urtpol4, otherwise finds them numerically from the companion matrix.

#### 4.3.2 Functions and Procedures

##### RootPol

**Declaration** function RootPol(Coef : TVector; Deg : Integer; Z : TCompVector) : Integer;

**Description** Solves the polynomial equation:

$$Coef_0 + Coef_1X + Coef_2X^2 + \dots + Coef_{Deg}X^{Deg} = 0$$

Returns number of real roots. If an error occurred during the search for the i-th root, the function returns (-i). The roots should be correct for indices (i+1)..Deg. The roots are unordered.

## 4.4 Unit urtpol1

Linear equation

### 4.4.1 Functions and Procedures

#### RootPol1

**Declaration** function RootPol1(A, B : Float; var X : Float) : Integer;

**Description** Solves the linear equation  $A + BX = 0$ . Returns 1 if no error ( $B \neq 0$ ); -1 if X is undetermined ( $A = B = 0$ ); -2 if no solution ( $A \neq 0, B = 0$ ).

## 4.5 Unit urtpol2

### 4.5.1 Description

Roots of Quadratic equation.

### 4.5.2 Functions and Procedures

#### RootPol2

**Declaration** function RootPol2(Coef : TVector; Z : TCompVector) : Integer;

**Description** Solves the quadratic equation:  
 $Coef_0 + Coef_1 * X + Coef_2 X^2 = 0$

## 4.6 Unit urtpol3

### 4.6.1 Description

Cubic equation

### 4.6.2 Functions and Procedures

#### RootPol3

**Declaration** function RootPol3(Coef : TVector; Z : TCompVector) : Integer;

**Description** Solves the cubic equation:  
 $Coef_0 + Coef_1 X + Coef_2 X^2 + Coef_3 X^3 = 0$

## 4.7 Unit urtpol4

### 4.7.1 Description

Roots of a quartic equation

## 4.7.2 Functions and Procedures

### RootPol4

**Declaration** `function RootPol4(Coef : TVector; Z : TCompVector) : Integer;`

**Description** Solves the quartic equation:

$$Coe f_0 + Coe f_1 X + Coe f_2 X^2 + Coe f_3 X^3 + Coe f_4 X^4 = 0$$

## 4.8 Unit ucrtptpol

LMath

### 4.8.1 Description

This unit defines routines to find a derivative of a polynomial and its critical points. Introduced in LMath.

### 4.8.2 Functions and Procedures

#### DerivPolynom

**Declaration** `procedure DerivPolynom(Coef:TVector; Deg:integer; DCoef:TVector; out DDeg:integer);`

**Description** Finds derivative of a polynomial, which is polynomial of lesser degree. Input parameters: Coef: coefficients of polynomial; Deg: degree of polynomial. Output: DCoef: coefficients of derivative polynomial; DDeg: degree of derivative polynom (Deg - 1).

#### CriticalPoints

**Declaration** `function CriticalPoints(Coef:TVector; Deg:integer; var CrtPoints: TRealPointVector; var PointTypes: TIntVector; ResLb : integer = 1):integer;`

**Description** Finds extrema of polynomial. Input: Coef: coefficients of polynomial; Deg: degree of polynomial. Output: CRTPoints: Critical points;  $CRTPoints_i.X$  is abscissa,  $CRTPoints_i.Y$  is function value at each of  $CrtPoints_i$ ; Types: type of critical points: -1: it is minimum, 0: no extremum; +1: maximum. Indexing begins from ResLb, default value is 1. Returns number of critical points. If CrtPoints and PointTypes are too short, their length is adjusted by the function.

## 4.9 Unit upolutil

### 4.9.1 Description

Utility functions to handle roots of polynomials

### 4.9.2 Functions and Procedures

#### SetRealRoots

**Declaration** `function SetRealRoots(Deg : Integer; Z : TCompVector; Tol : Float) : Integer;`

**Description** Set the imaginary part of a root to zero if it is less than a fraction Tol of its real part. This root is therefore considered real. The function returns the total number of real roots.

### SortRoots

**Declaration** `procedure SortRoots(Deg : Integer; Z : TCompVector);`

**Description** Sort roots so that:

- (1) The Nr real roots are stored in elements  $[1..Nr]$  of vector Z, in increasing order.
- (2) The complex roots are stored in elements  $[(Nr + 1)..Deg]$  of vector Z and are unordered.

# Chapter 5

## Package lmIntegrals: Numeric Integrating and Solving Differential Equations

### 5.1 Unit ugausleg

#### 5.1.1 Description

Gauss-Legendre integration

#### 5.1.2 Functions and Procedures

##### GausLeg

**Declaration** `function GausLeg(Func : TFunc; A, B : Float) : Float;`

**Description** Computes the integral of function Func from A to B by the Gauss-Legendre method

##### GausLeg0

**Declaration** `function GausLeg0(Func : TFunc; B : Float) : Float;`

**Description** Computes the integral of function Func from 0 to B by the Gauss-Legendre method

##### Convol

**Declaration** `function Convol(Func1, Func2 : TFunc; T : Float) : Float;`

**Description** Computes the convolution product of two functions Func1 and Func2 at time T by the Gauss-Legendre method.

### 5.2 Unit urkf

#### 5.2.1 Description

Numerical integration of a system of differential equations by the Runge-Kutta-Fehlberg (RKF) method.

Adapted from a Fortran-90 program available at:

[http://www.csit.fsu.edu/burkardt/f\\_src/rkf45/rkf45.f90](http://www.csit.fsu.edu/burkardt/f_src/rkf45/rkf45.f90)

#### 5.2.2 Functions and Procedures

##### RKF45

**Declaration** `procedure RKF45(F : TDiffEqs; Neqn : Integer; Y, Yp : TVector; var T : Float; Tout, RelErr, AbsErr : Float; var Flag : Integer);`

**Description** RKF45 carries out the Runge-Kutta-Fehlberg method.

This routine is primarily designed to solve non-stiff and mildly stiff differential equations when derivative evaluations are inexpensive. It should generally not be used when the user is demanding high accuracy.



This routine integrates a system of  $N_{eqn}$  first-order ordinary differential equations of the form:

$$\frac{dY_i}{dT} = F(T, Y_1, Y_2, \dots, Y_{N_{eqn}})$$

where the  $Y_1..Y_{N_{eqn}}$  are given at  $T$ .

Typically the subroutine is used to integrate from  $T$  to  $T_{out}$  but it can be used as a one-step integrator to advance the solution a single step in the direction of  $T_{out}$ . On return, the parameters in the call list are set for continuing the integration. The user has only to call again (and perhaps define a new value for  $T_{out}$ ).

Before the first call, the user must

- supply the  $F$  in form: `procedure(X : Float; Y, Yp : TVector)` to evaluate the right hand side;
- initialize the parameters: `Neqn`, `Y[1:Neqn]`, `T`, `Tout`, `RelErr`, `AbsErr`, `Flag`. In particular, `T` should initially be the starting point for integration, `Y` should be the value of the initial conditions, and `Flag` should normally be +1.

Normally, the user only sets the value of `Flag` before the first call, and thereafter, the program manages the value. On the first call, `Flag` should normally be +1 (or -1 for single step mode.) On normal return, `Flag` will have been reset by the program to the value of 2 (or -2 in single step mode), and the user can continue to call the routine with that value of `Flag`.

(When the input magnitude of `Flag` is 1, this indicates to the program that it is necessary to do some initialization work. An input magnitude of 2 lets the program know that that initialization can be skipped, and that useful information was computed earlier.)

The routine returns with all the information needed to continue the integration. If the integration reached `Tout`, the user need only define a new `Tout` and call again. In the one-step integrator mode, returning with `Flag` = -2, the user must keep in mind that each step taken is in the direction of the current `TOUT`. Upon reaching `Tout`, indicated by the output value of `FLAG` switching to 2, the user must define a new `Tout` and reset `Flag` to -2 to continue in the one-step integrator mode.

In some cases, an error or difficulty occurs during a call. In that case, the output value of `Flag` is used to indicate that there is a problem that the user must address. These values include:

- 3, integration was not completed because the input value of `RelErr`, the relative error tolerance, was too small. `RelErr` has been increased appropriately for continuing. If the user accepts the output value of `RelErr`, then simply reset `Flag` to 2 and continue.
- 4, integration was not completed because more than `MAXNFE` (3000) derivative evaluations were needed. This is approximately (`MAXNFE`/6) steps. The user may continue by simply calling again. The function

counter will be reset to 0, and another **MAXNFE** function evaluations are allowed.

- 5, integration was not completed because the solution vanished, making a pure relative error test impossible. The user must use a non-zero **AbsErr** to continue. Using the one-step integration mode for one step is a good way to proceed.
- 6, integration was not completed because the requested accuracy could not be achieved, even using the smallest allowable stepsize. The user must increase the error tolerances **AbsErr** or **RelErr** before continuing. It is also necessary to reset **Flag** to 2 (or -2 when the one-step integration mode is being used). The occurrence of **Flag** = 6 indicates a trouble spot. The solution is changing rapidly, or a singularity may be present. It often is inadvisable to continue.
- 7, it is likely that this routine is inefficient for solving this problem. Too much output is restricting the natural stepsize choice. The user should use the one-step integration mode with the stepsize determined by the code. If the user insists upon continuing the integration, reset **Flag** to 2 before calling again. Otherwise, execution will be terminated.
- 8, invalid input parameters, indicates one of the following:  $Neqn \leq 0$ ;  
 $T = Tout$  and  $|Flag| \neq 1$ ;  
 $RelErr < 0$  or  $AbsErr < 0$ ;  
 $Flag = 0$  or  $Flag$  not in  $[-2..8]$ .

Modified:

27 March 2004

Author:

H A Watts and L F Shampine, Sandia Laboratories, Albuquerque, New Mexico.

Reference:

E. Fehlberg, Low-order Classical Runge-Kutta Formulas with Stepsize Control, NASA Technical Report R-315.

L F Shampine, H A Watts, S Davenport, Solving Non-stiff Ordinary Differential Equations - The State of the Art, SIAM Review, Volume 18, pages 376-411, 1976.

Parameters:

- Input, **F**, a user-supplied function to evaluate the derivatives  $Y(T)$ , of the form: `procedure(X : Float; Y, Yp : TVector);`
- Input, **Neqn**, the number of equations to be integrated;
- Input/output, **Y[1..Neqn]**, the current solution vector at **T**;
- Output, **YP[1..Neqn]**, the current value of the derivative of the dependent variable. The user should not set or alter this information;
- Input/output, **T**, the current value of the independent variable;

- Input, **Tout**, the output point at which solution is desired. **Tout** = **T** is allowed on the first call only, in which case the routine returns with **Flag** = 2 if continuation is possible.
- Input/output, **RelErr**, **AbsErr**, the relative and absolute error tolerances for the local error test. At each step the code requires:

$$abs(localerror) \leq RelErr * abs(Y) + AbsErr$$

for each component of the local error and the solution vector **Y**. **RelErr** cannot be "too small". If the routine believes **RelErr** has been set too small, it will reset **RelErr** to an acceptable value and return immediately for user action.

- Input/output, **Flag**, indicator for status of integration. On the first call, set **Flag** to +1 for normal use, or to -1 for single step mode. On return, a value of 2 or -2 indicates normal progress, while any other value indicates a problem that should be addressed.

## 5.3 Unit utrapint

### 5.3.1 Description

Trapezoidal integration

### 5.3.2 Functions and Procedures

#### TrapInt

**Declaration** `function TrapInt(X, Y : TVector; N : Integer) : Float;`

**Description** Integration by trapezoidal rule, from (X[0], Y[0]) to (X[N], Y[N])

#### ConvTrap

**Declaration** `procedure ConvTrap(Func1, Func2 : TFunc; T, Y : TVector; N : Integer);`

**Description** Computes the convolution product of 2 functions **Func1** and **Func2** by the trapezoidal rule over an array **T**[0..N] of equally spaced abscissas, with **T**[0] = 0. The result is returned in **Y**[0..N]

# Chapter 6

## Package `lmRandoms`: Random Numbers From Different Intervals and Distributions

### 6.1 Unit `uranmt`

#### 6.1.1 Description

Mersenne Twister Random Number Generator

A C-program for MT19937, with initialization improved 2002/1/26. Coded by Takuji Nishimura and Makoto Matsumoto.

Adapted for DMath by Jean Debord - Feb. 2007

Before using, initialize the state by using `init_genrand(seed)` or `init_by_array(init_key, key_length)` (respectively `InitMT` and `InitMTbyArray` in the `TPMath` version).

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Any feedback is very welcome.

<http://www.math.sci.hiroshima-u.ac.jp/m-mat/MT/emt.html> email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

#### 6.1.2 Functions and Procedures

##### `InitMT`

**Declaration** `procedure InitMT(Seed : Integer);`

**Description** Initializes MT generator with a seed

##### `InitMTbyArray`

**Declaration** `procedure InitMTbyArray(InitKey : MTKeyArray; KeyLength : Word);`

**Description** Initialize MT generator with an array `InitKey[0..(KeyLength - 1)]`

##### `IRanMT`

**Declaration** `function IRanMT : Integer;`

**Description** Generates a Random number on  $[-2^{31} .. 2^{31} - 1]$  interval

### 6.1.3 Types

#### MTKeyArray

**Declaration** MTKeyArray = array[0..623] of Cardinal;

## 6.2 Unit uranmwc

### 6.2.1 Description

Marsaglia's Multiply-With-Carry random number generator

### 6.2.2 Functions and Procedures

#### InitMWC

**Declaration** procedure InitMWC(Seed : Integer);

**Description** Initializes the 'Multiply with carry' random number generator.

#### IRanMWC

**Declaration** function IRanMWC : Integer;

**Description** Returns a 32 bit random number in  $[-2^{31} ; 2^{31}-1]$

## 6.3 Unit uranuvag

### 6.3.1 Description

UVAG The Universal Virtual Array Generator by Alex Hay zenjew@hotmail.com  
Adapted to DMath by Jean Debord

In practice, Cardinal (6-7 times the output of Word) is the IntType of choice, but to demonstrate UVAG's scalability here, IntType can be defined as any integer data type. IRanUVAG globally provides (as rndint) an effectively infinite sequence of IntTypes, uniformly distributed  $(0, 2^{(8*\text{sizeof}(\text{IntType}))-1})$ . Output (bps) is dependent solely on IntSize=sizeof(IntType) and CPU speed. UVAG cycles at twice the speed of the 64-bit Mersenne Twister in a tenth the memory, tests well in DIEHARD, ENT and NIST and has a huge period. It is suitable for cryptographic purposes in that state(n) is not determinable from state(n+1). Most attractive is that it uses integers of any size and requires an array of only  $255 + \text{sizeof}(\text{IntType})$  bytes. Thus it is easily adapted to 128 bits and beyond with negligible memory increase. Lastly, seeding is easy. From near zero entropy (s[]=0, rndint > 0), UVAG bootstraps itself to full entropy in under 300 cycles. Very robust, no bad seeds.

### 6.3.2 Functions and Procedures

#### InitUVAGbyString

**Declaration** procedure InitUVAGbyString(KeyPhrase : string);

**Description** Initializes the generator with a string

**InitUVAG**

**Declaration** procedure InitUVAG(Seed : Integer);

**Description** Initializes the generator with an integer

**IRanUVAG**

**Declaration** function IRanUVAG : Integer;

**Description** Returns a 32-bit random integer

**6.4 Unit urandom****6.4.1 Description**

Random number generators

**6.4.2 Functions and Procedures****SetRNG**

**Declaration** procedure SetRNG(RNG : RNG\_Type);

**Description** Select generator and set default initialization: RNG\_MWC = Multiply-With-Carry; RNG\_MT = Mersenne Twister; RNG\_UVAG = Universal Virtual Array Generator.

**InitGen**

**Declaration** procedure InitGen(Seed : Integer);

**Description** Initialize generator.

**IRanGen**

**Declaration** function IRanGen : Integer;

**Description** 32-bit random integer in  $[-2^{31}..2^{31} - 1]$ .

**IRanGen31**

**Declaration** function IRanGen31 : Integer;

**Description** 31-bit random integer in  $[0..2^{31} - 1]$ .

**RanGen1**

**Declaration** function RanGen1 : Float;

**Description** 32-bit random real in  $[0,1]$ .

**RanGen2**

**Declaration** function RanGen2 : Float;

**Description** 32-bit random real in  $[0,1)$ .

**RanGen3**

**Declaration** `function RanGen3 : Float;`

**Description** 32-bit random real in (0,1).

**RanGen53**

**Declaration** `function RanGen53 : Float;`

**Description** 53-bit random real in [0,1).

**6.5 Unit urangaus****6.5.1 Description**

Gaussian random numbers

**6.5.2 Functions and Procedures****RanGaussStd**

**Declaration** `function RanGaussStd : Float;`

**Description** Computes 2 random numbers from the standard normal distribution, returns one and saves the other for the next call.

**RanGauss**

**Declaration** `function RanGauss(Mu, Sigma : Float) : Float;`

**Description** Returns a random number from a Gaussian distribution with mean Mu and standard deviation Sigma.

**6.6 Unit uranmult****6.6.1 Description**

Random number from a multinormal distribution.

**6.6.2 Functions and Procedures****RanMult**

**Declaration** `procedure RanMult(M : TVector; L : TMatrix; Lb, Ub : Integer; X : TVector);`

**Description** Generates a random vector X from a multinormal distribution. M is the mean vector, L is the Cholesky factor (lower triangular) of the variance-covariance matrix.

**RanMultIndep**

**Declaration** `procedure RanMultIndep(M, S : TVector; Lb, Ub : Integer; X : TVector);`

**Description** Generates a random vector X from a multinormal distribution with uncorrelated variables. M is the mean vector, S is the vector of standard deviations.

# Chapter 7

## Package lmMathStat: Distributions and Hypothesis Testing

### 7.1 Unit umeansd

#### 7.1.1 Description

Various statistics of a vector: min, max, mean, standard deviation, sum. Every function exists in two forms: older, with TVector, Lb, Ub convention and newer, with open arrays. Older functions are left for backward compatibility and are not recommended for use in a new code.

#### 7.1.2 Functions and Procedures

##### Min

**Declaration** `function Min(X : TVector; Lb, Ub : Integer) : Float;`  
`function Min(constref X:array of float) : float;`

**Description** Minimum of sample X

##### Max

**Declaration** `function Max(X : TVector; Lb, Ub : Integer) : Float;`  
`Max(constref X : array of float) : Float;`

**Description** Maximum of sample X

##### Sum

LMath

**Declaration** `function Sum(X:TVector; Lb, Ub : integer) : Float;`  
`Sum(constref X:array of float) : Float;`

**Description** Sum of sample X.

##### Mean

**Declaration** `function Mean(X : TVector; Lb, Ub : Integer) : Float;`  
`Mean(constref X:array of float) : Float;`

**Description** Mean of sample X

##### StDev

**Declaration** `function StDev(X:TVector; Lb,Ub:Integer; M:Float) : Float;`  
`StDev(constref X : array of float; M : Float) : Float;`

**Description** Standard deviation estimated from sample X

##### StDevP

**Declaration** `function StDevP(X:TVector; Lb, Ub:Integer; M:Float) : Float;`  
`StDevP(constref X : array of float; M : Float) : Float;`

**Description** Standard deviation of population



## 7.2 Unit umeansd\_md

LMath

### 7.2.1 Description

Mean and standard deviations, aware of missing data. Completely written for LMath.

### 7.2.2 Functions and Procedures

#### Defined

**Declaration** `function Defined(F:Float):boolean;`  
`function Defined(A: array of Float; N : integer):boolean;`

**Description** returns true if F (or A[N]) is not NAN or Missing data. If  $N > High(A)$  returns False.

#### Undefined

**Declaration** `function Undefined(F:Float):boolean;`  
`function Undefined(A: array of Float; N : integer):boolean;`

**Description** returns true if F (or A[N]) is NAN or Missing data and if  $N > High(A)$ .

#### RemoveUndefined

**Declaration** `function RemoveUndefined(X : TVector; Lb:integer = 0; Ub:`  
`integer = -1):TVector;`

**Description** Returns an array which contains onla defined elements from the source array.

#### SetMD

**Declaration** `procedure SetMD(aMD:float);`

**Description** set missing data code

#### FirstDefined

**Declaration** `function FirstDefined(X:TVector; Lb:integer = 0; Ub:Integer =`  
`-1):integer;`

**Description** Finds first defined element in array. Returns -1 if nothing found. If  $Ub = -1$ , array is searched to the end. Hence, Lb and Ub parameters may be omitted for a search of the whole array.

#### LastDefined

**Declaration** `function LastDefined(X:TVector; Lb:integer = 0; Ub:Integer =`  
`-1):integer;`

**Description** Finds last defined element in array. Returns -1 if nothing found. If  $Ub = -1$ , array is searched from the end. Hence, Lb and Ub parameters may be omitted for a search of the whole array.

### ValidN

**Declaration**    `function ValidN(X:TVector; Lb, Ub:Integer):integer;`  
                  `function ValidN(constref X:array of Float):integer;`

**Description**    Number of valid (defined) elements in array

### Min

**Declaration**    `function Min(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function Min(constref X:array of float) : float;`

**Description**    Minimum of sample X

### Max

**Declaration**    `function Max(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function Max(constref X:array of float) : float;`

**Description**    Maximum of sample X

### Mean

**Declaration**    `function Mean(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function Mean(constref X : array of float) : Float;`

**Description**    Mean of sample X

### StDev

**Declaration**    `function StDev(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function StDev(constref X : array of float) : Float;`

**Description**    Standard deviation estimated from sample X

### StDevP

**Declaration**    `function StDevP(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function StDevP(constref X : array of float) : Float;`

**Description**    Standard deviation of population

### StdErr

**Declaration**    `function StdErr(X : TVector; Lb, Ub : Integer) : Float;`  
                  `function StdErr(constref X : array of float) : Float;`

**Description**    Standard error of mean

## 7.2.3 Variables

### MissingData

**Declaration**    `MissingData: Float = NAN;`

## 7.3 Unit umedian

### 7.3.1 Description

Median

### 7.3.2 Functions and Procedures

#### Median

**Declaration** `function Median(X : TVector; Lb, Ub : Integer) : Float;`  
`function Median(X:array of float) : float;`

**Description** Returns median for vector X. Importantly, vector X is rearranged by the algorithm. If you need original vector, use the second form of the function, where vector is passed by value.

## 7.4 Unit udistrib

### 7.4.1 Description

Statistical distribution

### 7.4.2 Functions and Procedures

#### DimStatClassVector

**Declaration** `function DimStatClassVector(out C : TStatClassVector; A, B, H : float):integer;`

**Description** Allocates an array of statistical classes (histogram bins, see 2.2.2.8) for description of `StatClass`. A is lower border of histogram; B is upper border; H is bin width. Function calculates number of bins and allocates them. Number of bins is returned. If allocation is impossible, nil is returned.

#### Distrib

**Declaration** `procedure Distrib(X : TVector; Lb, Ub : Integer; A, H : Float; C : TStatClassVector);`

**Description** Distributes the values of array X[Lb..Ub] into M classes with equal width H, according to the following scheme:

$C[1]$	$C[2]$	$\dots$	$C[M]$
]-----]	]-----]	]-----]	]-----]
$A$	$A+H$	$A+2H$	$B$

such that  $B = A + MH$ . Number of classes M is `High(C)`; note that it is 1-based.

**distExtract\***

LMath

0.5

**Declaration** procedure distExtractX(C : TStatClassVector; out Xv : TVector);  
 procedure distExtractN(C : TStatClassVector; out Nv : TIntVector);  
 procedure distExtractFreq(C : TStatClassVector; out Fv : TVector);  
 procedure distExtractDensity(C : TStatClassVector; out Dv : TVector);

**Description** **TStatClassVector** is a vector of **StatClass** records, which contain various information about a bin of statistical distribution. **DistExtract\*** family procedures extract particular information from these records and place it into **TVector** or **TIntVector**. **distExtractX** returns middle of each bin in the distribution; **distExtractN**: count of values falling into the bin; **distExtractFreq**: frequency value for this bin; **distExtractDensity**: a probability density value.

## 7.5 Unit uskew

### 7.5.1 Description

Skewness and kurtosis

### 7.5.2 Functions and Procedures

#### Skewness

**Declaration** function Skewness(X : TVector; Lb, Ub : Integer; M, Sigma : Float) : Float;

#### Kurtosis

**Declaration** function Kurtosis(X : TVector; Lb, Ub : Integer; M, Sigma : Float) : Float;

## 7.6 Unit ubinom

### 7.6.1 Description

Binomial coefficient and probability of distribution. Function for cumulative probability **FBinom** is located in the unit **uIBtDist** (7.13).

### 7.6.2 Functions and Procedures

#### Binomial

**Declaration** function Binomial(N, K : Integer) : Float;

**Description** Binomial coefficient  $\binom{N}{K}$

#### PBinom

**Declaration** function PBinom(N : Integer; P : Float; K : Integer) : Float;

**Description** Probability of binomial distribution for K successes in N attempts and probability of success P.

## 7.7 Unit upoidist

### 7.7.1 Description

Poisson distribution

### 7.7.2 Functions and Procedures

#### PPoisson

**Declaration** `function PPoisson(Mu : Float; K : Integer) : Float;`

**Description** Probability of Poisson distribution. Probability to observe K if mean is  $\mu$ .

## 7.8 Unit uexpdist

### 7.8.1 Description

Exponential distribution

### 7.8.2 Functions and Procedures

#### DExpo

**Declaration** `function DExpo(A, X : Float) : Float;`

**Description** Density of exponential distribution with parameter A.

#### FExpo

**Declaration** `function FExpo(A, X : Float) : Float;`

**Description** Cumulative probability function for exponential distribution with parameter A.

## 7.9 Unit unormal

### 7.9.1 Description

Density of standard normal distribution.

### 7.9.2 Functions and Procedures

#### DNorm

**Declaration** `function DNorm(X : Float) : Float;`

**Description** Density of standard normal distribution

#### DGaussian

LMath

**Declaration** `function DGaussian(X, Mean, Sigma: float) : float;`

**Description** Density of gaussian distribution with arbitrary math. expectation Mean and standard deviation Sigma.

## 7.10 Unit uinvnorm

### 7.10.1 Description

Inverse of Normal distribution function. Translated from C code in Cephes library (<http://www.moshier.net>)

### 7.10.2 Functions and Procedures

#### InvNorm

**Declaration** `function InvNorm(P : Float) : Float;`

**Description** Inverse of Normal distribution function

Returns the argument, X, for which the area under the Gaussian probability density function (integrated from  $-\infty$  to X) is equal to P.

## 7.11 Unit uigmdist

### 7.11.1 Description

Probability functions related to the incomplete Gamma function

### 7.11.2 Functions and Procedures

#### FGamma

**Declaration** `function FGamma(A, B, X : Float) : Float;`

**Description** Cumulative probability for Gamma distribution with parameters A and B.

#### FPoisson

**Declaration** `function FPoisson(Mu : Float; K : Integer) : Float;`

**Description** Cumulative probability for Poisson distribution.

#### FNorm

**Declaration** `function FNorm(X : Float) : Float;`

**Description** Cumulative probability for standard normal distribution.

#### PNorm

**Declaration** `function PNorm(X : Float) : Float;`

**Description**  $\text{Prob}(|U| > X)$  for standard normal distribution.

#### FKhi2

**Declaration** `function FKhi2(Nu : Integer; X : Float) : Float;`

**Description** Cumulative prob. for  $\chi^2$  distrib. with Nu d.o.f.

**PKhi2**

**Declaration** `function PKhi2(Nu : Integer; X : Float) : Float;`

**Description**  $\text{Prob}(\text{Khi2} > X)$  for  $\chi^2$  distribution with Nu d.o.f.

**7.12 Unit ugamdist****7.12.1 Description**

Probability functions related to the Gamma function

**7.12.2 Functions and Procedures****DBeta**

**Declaration** `function DBeta(A, B, X : Float) : Float;`

**Description** Density of Beta distribution with parameters A and B.

**DGamma**

**Declaration** `function DGamma(A, B, X : Float) : Float;`

**Description** Density of Gamma distribution with parameters A and B.

**DKhi2**

**Declaration** `function DKhi2(Nu : Integer; X : Float) : Float;`

**Description** Density of  $\chi^2$  distribution with Nu d.o.f.

**DStudent**

**Declaration** `function DStudent(Nu : Integer; X : Float) : Float;`

**Description** Density of Student distribution with Nu d.o.f.

**DSnedecor**

**Declaration** `function DSnedecor(Nu1, Nu2 : Integer; X : Float) : Float;`

**Description** Density of Fisher-Snedecor distribution with Nu1 and Nu2 d.o.f.

**7.13 Unit uibtdist****7.13.1 Description**

Probability functions related to the incomplete Beta function.

**7.13.2 Functions and Procedures****FBeta**

**Declaration** `function FBeta(A, B, X : Float) : Float;`

**Description** Cumulative probability for Beta distrib. with param. A and B

**FBinom**

**Declaration** `function FBinom(N : Integer; P : Float; K : Integer) : Float;`

**Description** Cumulative probability for binomial distrib.

**FStudent**

**Declaration** `function FStudent(Nu : Integer; X : Float) : Float;`

**Description** Cumulative probability for Student distrib. with Nu d.o.f.

**PStudent**

**Declaration** `function PStudent(Nu : Integer; X : Float) : Float;`

**Description**  $\text{Prob}(-t > X)$  for Student distrib. with Nu d.o.f.

**FSnedecor**

**Declaration** `function FSnedecor(Nu1, Nu2 : Integer; X : Float) : Float;`

**Description** Cumulative prob. for Fisher-Snedecor distrib. with Nu1 and Nu2 d.o.f.

**PSnedecor**

**Declaration** `function PSnedecor(Nu1, Nu2 : Integer; X : Float) : Float;`

**Description**  $\text{Prob}(F > X)$  for Fisher-Snedecor distrib. with Nu1 and Nu2 d.o.f.

**7.14 Unit uinvbeta****7.14.1 Description**

Inverses of incomplete Beta function, Student and F-distributions.

Translated from C code in Cephes library (<http://www.moshier.net>)

**7.14.2 Functions and Procedures****InvBeta**

**Declaration** `function InvBeta(A, B, Y : Float) : Float;`

**Description** Inverse of incomplete Beta function. Given P, the function finds X such that  $\text{IBeta}(A, B, X) = Y$

**InvStudent**

**Declaration** `function InvStudent(Nu : Integer; P : Float) : Float;`

**Description** Inverse of Student's t-distribution function Given probability P, finds the argument X such that  $\text{FStudent}(\text{Nu}, X) = P$



## InvSnedecor

**Declaration** `function InvSnedecor(Nu1, Nu2 : Integer; P : Float) : Float;`

**Description** Inverse of Snedecor's F-distribution function Given probability P, finds the argument X such that  $FSnedecor(Nu1, Nu2, X) = P$

## 7.15 Unit uinvgam

### 7.15.1 Description

Inverses of incomplete Gamma function and  $\chi^2$  distribution.  
Translated from C code in Cephes library (<http://www.moshier.net>)

### 7.15.2 Functions and Procedures

#### InvGamma

**Declaration** `function InvGamma(A, P : Float) : Float;`

**Description** Given P, the function finds X such that  $IGamma(A, X) = P$  It is best valid in the right-hand tail of the distribution,  $P > 0.5$

#### InvKhi2

**Declaration** `function InvKhi2(Nu : Integer; P : Float) : Float;`

**Description** Inverse of Khi-2 distribution function

Returns the argument, X, for which the area under the Khi-2 probability density function (integrated from 0 to X) is equal to P.

## 7.16 Unit ustudind

### 7.16.1 Description

Student t-test for independent samples.

### 7.16.2 Overview

StudIndep

### 7.16.3 Functions and Procedures

#### StudIndep

**Declaration** `procedure StudIndep(N1, N2 : Integer; M1, M2, S1, S2 : Float; var T : Float; var DoF : Integer);`

**Description** Student t-test for independent samples.

Input parameters: N1, N2 = samples sizes; M1, M2 = samples means; S1, S2 = samples SD's (computed with StDev); Output parameters: T = Student's t; DoF = degrees of freedom.

## 7.17 Unit `ustdpair`

### 7.17.1 Description

Student t-test for paired samples.

### 7.17.2 Overview

`StudPaired`

### 7.17.3 Functions and Procedures

#### `StudPaired`

**Declaration** `procedure StudPaired(X, Y : TVector; Lb, Ub : Integer; var T : Float; var DoF : Integer);`

**Description** Student t-test for paired samples.

Input parameters: X, Y = samples; Lb, Ub = lower and upper bounds.

Output parameters: T = Student's t; DoF = degrees of freedom.

## 7.18 Unit `uanova1`

### 7.18.1 Description

One-way analysis of variance.

### 7.18.2 Functions and Procedures

#### `AnOVa1`

**Declaration** `procedure AnOVa1(Ns : Integer; N : TIntVector; M, S : TVector; var V_f, V_r, F : Float; var DoF_f, DoF_r : Integer);`

**Description** Input parameters: Ns = number of samples; N = samples sizes; M = samples means; S = samples SD's (computed with `StDev`). Output parameters: V\_f, V\_r = variances (factorial, residual) L F = ratio V\_f / V\_r; DoF\_f, DoF\_r = degrees of freedom.

## 7.19 Unit `uanova2`

### 7.19.1 Description

Two-way analysis of variance

### 7.19.2 Functions and Procedures

#### `AnOVa2`

**Declaration** `procedure AnOVa2(NA, NB, Nobs : Integer; M, S : TMatrix; V, F : TVector; DoF : TIntVector);`

**Description** Input parameters : NA = number of modalities for factor A; NB = number of modalities for factor B; Nobs = number of observations for each sample; M = matrix of means (factor A as lines, factor B as columns); S = matrix of

standard deviations. Output parameters: V = variances (factor A, factor B, interaction, residual); F = variance ratios (factor A, factor B, interaction); DoF = degrees of freedom (factor A, factor B, interaction, residual).

## 7.20 Unit ubartlet

### 7.20.1 Description

Bartlett's test (comparison of several variances)

### 7.20.2 Overview

Bartlett

### 7.20.3 Functions and Procedures

#### Bartlett

**Declaration** `procedure Bartlett(Ns : Integer; N : TIntVector; S : TVector; var Khi2 : Float; var DoF : Integer);`

**Description** Input parameters: Ns = number of samples; N = samples sizes; S = samples SD's (computed with StDev). Output parameters: Khi2 = Bartlett's  $\chi^2$ ; DoF = degrees of freedom.

## 7.21 Unit ukhi2

### 7.21.1 Description

$\chi^2$  test

### 7.21.2 Functions and Procedures

#### Khi2\_Conform

**Declaration** `procedure Khi2_Conform(N_cls : Integer; N_estim : Integer; Obs : TIntVector; Calc : TVector; out Khi2 : Float; out DoF : Integer);`

**Description**  $\chi^2$  test for conformity. N\_cls is the number of classes; N\_estim the number of estimated parameters; Obs[1..N\_cls] and Calc[1..N\_cls] the observed and theoretical distributions. The statistic is returned in Khi2 and the number of d. o. f. in DoF.

#### Khi2\_Indep

**Declaration** `procedure Khi2_Indep(N_lin : Integer; N_col : Integer; Obs : TIntMatrix; out Khi2 : Float; out DoF : Integer);`

**Description** Khi-2 test for independence N\_lin and N\_col are the numbers of lines and columns Obs[1..N lin, 1..N col] is the matrix of observed distributions. The statistic is returned in G and the number of d. o. f. in DoF.

## 7.22 Unit usnedeco

### 7.22.1 Description

Snedecor's F-test (comparison of two variances).

### 7.22.2 Functions and Procedures

#### Snedecor

**Declaration** `procedure Snedecor(N1, N2 : Integer; S1, S2 : Float; var F : Float; var DoF1, DoF2 : Integer);`

**Description** Snedecor's F-test (comparison of two variances).

Input parameters: N1, N2 = samples sizes; S1, S2 = samples SD's (computed with StDev). Output parameters: F = Snedecor's F; DoF1, DoF2 = degrees of freedom.

## 7.23 Unit uwoolf

### 7.23.1 Description

Woolf test

### 7.23.2 Functions and Procedures

#### Woolf\_Conform

**Declaration** `procedure Woolf_Conform(N_cls : Integer; N_estim : Integer; Obs : TIntVector; Calc : TVector; out G : Float; out DoF : Integer);`

**Description** Woolf test for conformity. N\_cls is the number of classes; N\_estim is the number of estimated parameters; Obs[1..N\_cls] and Calc[1..N\_cls] are the observed and theoretical distributions. The statistic is returned in G and the number of d. o. f. in DoF.

#### Woolf\_Indep

**Declaration** `procedure Woolf_Indep(N_lin : Integer; N_col : Integer; Obs : TIntMatrix; out G : Float; out DoF : Integer);`

**Description** Woolf test for independence. N\_lin and N\_col are the numbers of lines and columns; Obs[1..N\_lin, 1..N\_col] is the matrix of observed distributions. The statistic is returned in G and the number of d. o. f. in DoF.

## 7.24 Unit unonpar

### 7.24.1 Description

Non-parametric tests

## 7.24.2 Functions and Procedures

### Mann\_Whitney

**Declaration** `procedure Mann_Whitney(N1, N2 : Integer; X1, X2 : TVector;  
out U, Eps : Float);`

**Description** Mann-Whitney test N1 and N2 are the sample sizes X1[1..N1] and X2[1..N2] are the two samples. The procedure returns Mann-Whitney's statistic in U and the associated normal variable in Eps.

### Wilcoxon

**Declaration** `procedure Wilcoxon(X, Y : TVector; Lb, Ub : Integer; out  
Ndiff : Integer; out T, Eps : Float);`

**Description** Wilcoxon test X[Lb..Ub] and Y[Lb..Ub] are the two samples. Output: the number of non-zero differences in Ndiff, Wilcoxon's statistic in T and the associated normal variable in Eps.

### Kruskal\_Wallis

**Declaration** `procedure Kruskal_Wallis(Ns : Integer; N : TIntVector; X :  
TMatrix; out H : Float; out DoF : Integer);`

**Description** Kruskal-Wallis test Ns is the number of samples, N[1..Ns] is the vector of sizes and X the sample matrix (with the samples as columns). Output: Kruskal-Wallis statistic in H and the number of d. o. f. in DoF.

## 7.25 Unit upca

### 7.25.1 Description

Principal component analysis

### 7.25.2 Functions and Procedures

#### VecMean

**Declaration** `procedure VecMean(X : TMatrix; Lb, Ub, Nvar : Integer; M :  
TVector);`

**Description** Computes the mean vector (M) from matrix X.

Input : X[Lb..Ub, 1..Nvar] = matrix of variables. Output : M[1..Nvar] = mean vector.

#### VecSD

**Declaration** `procedure VecSD(X : TMatrix; Lb, Ub, Nvar : Integer; M, S :  
TVector);`

**Description** Computes the vector of standard deviations (S) from matrix X.

Input : X, Lb, Ub, Nvar, M. Output : S[1..Nvar].

## MatVarCov

**Declaration** `procedure MatVarCov(X : TMatrix; Lb, Ub, Nvar : Integer; M : TVector; V : TMatrix);`

**Description** Computes the variance-covariance matrix (V) from matrix X.

Input : X, Lb, Ub, Nvar, M Output : V[1..Nvar, 1..Nvar]

## MatCorrel

**Declaration** `procedure MatCorrel(V : TMatrix; Nvar : Integer; R : TMatrix);`

**Description** Computes the correlation matrix (R) from the variance-covariance matrix (V).

Input : V, Nvar Output : R[1..Nvar, 1..Nvar]

## PCA

**Declaration** `procedure PCA(R : TMatrix; Nvar : Integer; Lambda : TVector; C, Rc : TMatrix);`

**Description** Performs a principal component analysis of the correlation matrix R.

Input: R[1..Nvar, 1..Nvar] = Correlation matrix.

Output: Lambda[1..Nvar] = Eigenvalues of the correlation matrix (in descending order); C[1..Nvar, 1..Nvar] = Eigenvectors of the correlation matrix (stored as columns); Rc[1..Nvar, 1..Nvar] = Correlations between principal factors and variables (Rc[I,J] is the correlation coefficient between variable I and factor J). NB : This procedure destroys the original matrix R.

## ScaleVar

**Declaration** `procedure ScaleVar(X : TMatrix; Lb, Ub, Nvar : Integer; M, S : TVector; Z : TMatrix);`

**Description** Scales a set of variables by subtracting means and dividing by SD's.

Input : X, Lb, Ub, Nvar, M, S Output : Z[Lb..Ub, 1..Nvar] = matrix of scaled variables.

## PrinFac

**Declaration** `procedure PrinFac(Z : TMatrix; Lb, Ub, Nvar : Integer; C, F : TMatrix);`

**Description** Computes principal factors. Input: Z[Lb..Ub, 1..Nvar] = matrix of scaled variables; C[1..Nvar, 1..Nvar] = matrix of eigenvectors from PCA. Output : F[Lb..Ub, 1..Nvar] = matrix of principal factors.

## 7.26 Unit ucorrel

### 7.26.1 Description

Correlation coefficient

### 7.26.2 Functions and Procedures

#### Correl

**Declaration** `function Correl(X, Y : TVector; Lb, Ub : Integer) : Float;`

**Description** Correlation coefficient between samples X and Y.

# Chapter 8

## Package ImOptimum: Algorithms of Optimization

### 8.1 Description

This package contains a collection of algorithm to minimize function of one or several variables.

In the calls to all optimization procedures, function of one variable must be defined as

```
function MyFunc(X:float):float;
```

which corresponds to `TFunc` type; initial minimum guess value usually must be supplied in `X:float` parameter.

Function of several variables must be defined as

```
function MyFunc(X:TVector):Float;
```

which corresponds to `TFuncNVar` type; initial guess for minimum is supplied in `X:TVector` parameter.

### 8.2 Unit `uminbrak`

#### 8.2.1 Description

Brackets a minimum of a function

#### 8.2.2 Functions and Procedures

##### `MinBrack`

**Declaration** `procedure MinBrack(Func : TFunc; var A, B, C: Float; out Fa, Fb, Fc : Float);`

**Description** Given two points (A, B) this procedure finds a triplet (A, B, C) such that: (i)  $A < B < C$  (ii) A, B, C are within the golden ratio (iii)  $\text{Func}(B) < \text{Func}(A)$  and  $\text{Func}(B) < \text{Func}(C)$ . The corresponding function values are returned in Fa, Fb, Fc.

##### `SetBrakConstrain`

**Declaration** `procedure SetBrakConstrain(L, R: Float);`

**Description** Set initial constrain, such that function minimum will be searched only within [L,R] interval.

### 8.3 Unit `ugoldsrc`

#### 8.3.1 Description

Minimization of a function of one variable by Golden Search method.

#### 8.3.2 Functions and Procedures

##### `GoldSearch`

**Declaration** `procedure GoldSearch(Func : TFunc; A, B : Float; MaxIter : Integer; Tol : Float; var Xmin, Ymin : Float);`



**Description** Performs a golden search for the minimum of function Func.

Input parameters: Func = objective function; A, B = two points near the minimum; MaxIter = maximum number of iterations; Tol = required precision (should not be less than the square root of the machine precision).

Output parameters: Xmin, Ymin = coordinates of minimum.

Possible results : OptOk, OptNonConv.

## 8.4 Unit usimplex

### 8.4.1 Description

Function minimization by the simplex method

### 8.4.2 Functions and Procedures

#### SaveSimplex

**Declaration** `procedure SaveSimplex(FileName : string);`

**Description** Opens a file to save the Simplex iterations.

#### Simplex

**Declaration** `procedure Simplex(Func : TFuncNVar; X : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; var F_min : Float);`

**Description** Minimization of a function of several variables by the simplex method of Nelder and Mead.

Input parameters: Func = objective function; X = initial (guess) minimum coordinates; Lbound, Ubound = indices of first and last variables in X vector; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; F\_min = function value at minimum.

The function MathErr returns one of the following codes:

OptOk = no error; OptNonConv = non-convergence.

## 8.5 Unit ubfgs

### 8.5.1 Description

Minimization of a function of several variables by the Broyden-Fletcher-Goldfarb-Shanno (BFGS) method

### 8.5.2 Functions and Procedures

#### SaveBFGS

**Declaration** `procedure SaveBFGS(FileName : string);`

**Description** Save BFGS iterations in a file.

## BFGS

**Declaration** `procedure BFGS(Func : TFuncNVar; Gradient : TGradient; X : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; var F_min : Float; G : TVector; H_inv : TMatrix);`

**Description** Minimization of a function of several variables by the Broyden-Fletcher-Goldfarb-Shanno method.

Input parameters: Func: [TFuncNVar](#) = objective function; Gradient: [TGradient](#) = procedure to compute gradient; X = initial guess minimum coordinates; Lb, Ub = indices of first and last variables in X; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; F\_min = function value at minimum; G = gradient vector; H\_inv = inverse hessian matrix.

Possible results: OptOk, OptNonConv.

## 8.6 Unit unewton

### 8.6.1 Description

Minimization of a function of several variables by the Newton-Raphson method

### 8.6.2 Overview

SaveNewton

Newton

### 8.6.3 Functions and Procedures

#### SaveNewton

**Declaration** `procedure SaveNewton(FileName : string);`

**Description** Save Newton-Raphson iterations in a file

#### Newton

**Declaration** `procedure Newton(Func : TFuncNVar; HessGrad : THessGrad; X : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; var F_min : Float; G : TVector; H_inv : TMatrix; var Det : Float);`

**Description** Minimization of a function of several variables by the Newton-Raphson method.

Input parameters: Func = objective function; HessGrad = procedure to compute hessian and gradient; X = initial guess minimum coordinates; Lb, Ub = indices of first and last variables in X; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; F\_min = function value at minimum; G = gradient vector; H\_inv = inverse hessian matrix; Det = determinant of hessian.

Possible results: OptOk = no error OptNonConv = non-convergence OptSing = singular hessian matrix.

## 8.7 Unit umarq

### 8.7.1 Description

Minimization of a function of several variables by Marquardt's method

### 8.7.2 Overview

SaveMarquardt

Marquardt

### 8.7.3 Functions and Procedures

#### SaveMarquardt

**Declaration** `procedure SaveMarquardt(FileName : string);`

**Description** Save Marquardt iterations in a file

#### Marquardt

**Declaration** `procedure Marquardt(Func : TFuncNVar; HessGrad : THessGrad;  
X : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol :  
Float; out F_min : Float; G : TVector; H_inv : TMatrix; out  
Det : Float);`

**Description** Minimization of a function of several variables by Marquardt's method.

Input parameters. : Func = objective function; HessGrad = procedure to compute hessian and gradient; X = initial guess minimum coordinates; Lb, Ub = indices of first and last variables in X; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; F\_min = function value at minimum; G = gradient vector; H\_inv = inverse hessian matrix; Det = determinant of hessian.

Possible results: OptOk = no error; OptNonConv = non-convergence; OptSing = singular hessian matrix; OptBigLambda = too high Marquardt parameter Lambda.

## 8.8 Unit ulinmin

### 8.8.1 Description

Minimization of a function of several variables along a line.

### 8.8.2 Overview

LinMin

### 8.8.3 Functions and Procedures

#### LinMin

**Declaration** `procedure LinMin(Func : TFuncNVar; X, DeltaX : TVector; Lb, Ub : Integer; var R : Float; MaxIter : Integer; Tol : Float; var F_min : Float);`

**Description** Minimizes function Func from point X in the direction specified by DeltaX.

Input parameters: Func: **TFuncNVar** = objective function; X = initial minimum coordinates; DeltaX = direction in which minimum is searched; Lb, Ub = indices of first and last variables; R = initial step, in fraction of  $|DeltaX|$ ; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; R = step corresponding to the minimum; F\_min = function value at minimum.

Possible results: OptOk, OptNonConv.

## 8.9 Unit ugenalg

### 8.9.1 Description

Optimization by Genetic Algorithm

Ref.: E. Perrin, A. Mandrille, M. Oumoun, C. Fonteix & I. Marc Optimisation globale par strategie d'evolution Technique utilisant la genetique des individus diploides Recherche operationnelle / Operations Research 1997, 31, 161-201.

Thanks to Magali Camut for her contribution.

### 8.9.2 Functions and Procedures

#### InitGAParams

**Declaration** `procedure InitGAParams(NP, NG : Integer; SR, MR, HR : Float);`

**Description** Initialize Genetic Algorithm parameters.

NP: Population size; NG: Max number of generations; SR: Survival rate; MR: Mutation rate; HR: Proportion of homozygotes.

#### GA\_CreateLogFile

**Declaration** `procedure GA_CreateLogFile(LogFileName : String);`

**Description** Initialize log file.

#### GenAlg

**Declaration** `procedure GenAlg(Func : TFuncNVar; X, Xmin, Xmax : TVector; Lb, Ub : Integer; var F_min : Float);`

**Description** Minimization of a function of several variables by genetic algorithm.

Input parameters: Func = objective function to be minimized; X = initial minimum coordinates; Xmin = minimum value of X; Xmax = maximum value of X; Lb, Ub = array bounds.

Output parameters: X = refined minimum coordinates; F\_min = function value at minimum.

## 8.10 Unit umcmc

### 8.10.1 Description

Simulation by Markov Chain Monte Carlo (MCMC) with the Metropolis-Hastings algorithm.

This algorithm simulates the probability density function (pdf) of a vector  $X$ . The pdf  $P(X)$  is written as:

$$P(X) = Ce^{\frac{-F(X)}{T}}$$

Simulating  $P$  by the Metropolis-Hastings algorithm is equivalent to minimizing  $F$  by simulated annealing at the constant temperature  $T$ . The constant  $C$  is not used in the simulation.

The series of random vectors generated during the annealing step constitutes a Markov chain which tends towards the pdf to be simulated.

It is possible to run several cycles of the algorithm. The variance-covariance matrix of the simulated distribution is re-evaluated at the end of each cycle and used for the next cycle.

### 8.10.2 Functions and Procedures

#### InitMHPParams

**Declaration** `procedure InitMHPParams(NCycles, MaxSim, SavedSim : Integer);`

**Description** Initializes Metropolis-Hastings parameters.

#### GetMHPParams

**Declaration** `procedure GetMHPParams(out NCycles, MaxSim, SavedSim : Integer);`

**Description** Returns Metropolis-Hastings parameters.

#### Hastings

**Declaration** `procedure Hastings(Func : TFuncNVar; T : Float; X : TVector; V : TMatrix; Lb, Ub : Integer; Xmat : TMatrix; X_min : TVector; var F_min : Float);`

**Description** Simulation of a probability density function by the Metropolis-Hastings algorithm.

Input parameters:  $Func$  = Function such that the pdf is

$$P(X) = Ce^{\frac{-Func(X)}{T}}$$

$T$  = Temperature;  $X$  = Initial mean vector;  $V$  = Initial variance-covariance matrix;  $Lb, Ub$  = Indices of first and last variables.

Output parameters:  $Xmat$  = Matrix of simulated vectors, stored row-wise, i.e.  $Xmat[1..MH\_SavedSim, Lb..Ub]$ ;  $X$  = Mean of distribution;  $V$  = Variance-covariance matrix of distribution;  $X\_min$  = Coordinates of minimum of  $F(X)$  (mode of the distribution);  $F\_min$  = Value of  $F(X)$  at minimum.

Possible results: `MatOk`: No error; `MatNotPD`: The variance-covariance matrix is not positive definite.

## 8.11 Unit usimann

### 8.11.1 Description

Optimization by Simulated Annealing

Adapted from Fortran program SIMANN by Bill Goffe:

<http://www.netlib.org/opt/simann.f>

### 8.11.2 Functions and Procedures

#### InitSAParams

**Declaration** `procedure InitSAParams(NT, NS, NCycles : Integer; RT : Float);`

**Description** Initialize simulated annealing parameters

NT: Number of loops at constant temperature; NS: Number of loops before step adjustment; NCycles: Number of cycles; RT: Temperature reduction factor.

#### SA\_CreateLogFile

**Declaration** `procedure SA_CreateLogFile(FileName : String);`

**Description** Initialize log file

#### SimAnn

**Declaration** `procedure SimAnn(Func : TFuncNVar; X, Xmin, Xmax : TVector; Lb, Ub : Integer; var F_min : Float);`

**Description** Minimization of a function of several variables by simulated annealing.

Input parameters: Func:[TFuncNVar](#) = objective function to be minimized; X = initial guess minimum coordinates; Xmin = minimum value of X; Xmax = maximum value of X; Lb, Ub = indices of first and last variables.

Output parameter: X = refined minimum coordinates; F\_min = function value at minimum.

## 8.12 Unit ueval

### 8.12.1 Description

Simple Expression Evaluator, Version: 1.1. Author : Aleksandar Ruzicic (admin@krcko.net) File: fbeval.bas BIG thanks goes to Jack W. Crenshaw for his "LET'S BUILD A COMPILER!" text series

(<http://compilers.iecc.com/crenshaw/>)

Pascal version by Jean Debord for use with DMath, modified by V. Nesterov for LMath.

Following functions and operators are defined:

Operators: +, -, \*, /, \ (integer division), % (modulus), ^ and \*\* (exponentiation).

Bitwise: > shift right, < shift left, & and, | or, \$ xor, ! not, @ imp, = EQV.

Precedence: `!`, `&`, `|`, `$`, `=`, `@`, `^` \* and `/`, `\`, `%`, `<` and `>`, `+` and `-`.

Parenthesis may be used to override the precedence.

In DMath library, only 26 variables could be defined and only first letter of a variable name was meaningful; number of functions was limited to 100. In LMath beginning from version 0.3, number of functions and variables is not limited and identifiers can have unlimited length.

Operator `**` is added to `^` for exponentiation. It may be necessary in some environments where `^` may have a special meaning.

Special variable `_Last` contains result of the last evaluation. Variables `Pi` and `Euler` are predefined, containing corresponding constants.

## 8.12.2 Functions and Procedures

### InitEval

**Declaration** `function InitEval : Integer;`

**Description** Initializes expression evaluation system. Must be called before first call to `eval`. Returns number of defined functions.

### SetVariable

**Declaration** `procedure SetVariable(VarName : String; Value : Float);` LMath

**Description** Defines variable `VarName` and initializes it with `Value`. Change in LMath: `VarName` is a string, may have arbitrary length and unlimited number of variables is possible.

### SetFunction

**Declaration** `procedure SetFunction(FuncName : String; Wrapper : TWrapper);`

**Description** Defines a new function. `FuncName` is its name; `wrapper` is a function of `TWrapper` which will be actually called. Parameters of `FuncName` in the expression are copied into the vector of parameters for `Wrapper`.

### Eval

**Declaration** `function Eval(ExpressionString : String) : Float;`

**Description** Actually evaluates expression in `ExpressionString` and returns result.

### DoneEval

**Declaration** `procedure DoneEval;` LMath

**Description** Removes functions and variables. Call it after the end of session to free memory.

### 8.12.3 Variables

#### ParsingError

LMath

**Declaration** ParsingError: boolean;

**Description** Returns true if an error of expression parsing occurred, which means invalid expression. In LMath the variable was made public.

## 8.13 Unit ulinminq

### 8.13.1 Description

Minimization of a sum of squared functions along a line (Used internally by equation solvers)

### 8.13.2 Functions and Procedures

#### LinMinEq

**Declaration** procedure LinMinEq(Equations : TEquations; X, DeltaX, F : TVector; Lb, Ub : Integer; R : Float; MaxIter : Integer; Tol : Float);

**Description** Minimizes a sum of squared functions from point X in the direction specified by DeltaX, using golden search as the minimization algo.

Input parameters: SysFunc = system of functions; X = starting point; DeltaX = search direction; Lb, Ub = bounds of X; R = initial step, in fraction of  $|DeltaX|$ ; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined minimum coordinates; F = function values at minimum; R = step corresponding to the minimum.

Possible results: OptOk = no error; OptNonConv = non-convergence.

## 8.14 Unit uCobyla. Constrained optimization by linear approximation

LMath  
0.5

### 8.14.1 Description

This unit defines a procedure implementing the Constrained optimization by linear approximation (COBYLA) algorithm, initially developed by Michael J. D. Powell and adapted from Fortran 77 for LMath by V. Nesterov. Source code in Fortran can be found [here](#). COBYLA is an optimization method for constrained problems which does not require knowing a derivative of the objective function. The procedure minimizes an objective function  $F(X)$  subject to  $M$  inequality constraints on  $X$ , where  $X$  is a vector of variables that has  $N$  components. Constrain expressions must be nonnegative. The algorithm employs linear approximations to the objective and constraint functions, the approximations being formed by linear interpolation at  $N+1$  points in the space of the variables. These interpolation points are regarded as vertices of a simplex. The parameter RHO controls the size of the simplex and it is reduced automatically from RHOBEG to RHOEND. For



each RHO the procedure tries to achieve a good vector of variables for the current size, and then RHO is reduced until the value RHOEND is reached. Therefore RHOBEG and RHOEND should be set to reasonable initial values and the required accuracy in the variables respectively, but this accuracy should be viewed as a subject for experimentation because it is not guaranteed.

### 8.14.2 Procedures and functions

#### COBYLA

**Declaration** procedure COBYLA(N: integer; M: integer; X: TVector;  
     out F: float; out MaxCV: float; RHOBEG: float; RHOEND: float;  
     var MaxFun: integer; CalcFC: TCobylyaObjectProc);

**Description** **N: integer** Input. Number of variables to optimize, residing in X[N] array.  
**M: integer** Input. Number of inequality constrains.  
**X: TVector** Array of variables to be optimized. Guess values on input, optimal values on output.  
**out F: float** Output. Objective function value upon minimization.  
**out MaxCV: float** Output. Maximal constraint violation after optimization.  
**RHOBEG: float** Input. Initial size of simplex. Must be set by user. It is a subject of experimentation and depends on the size of the parameters.  
**RHOEND: float** Input. End size of simplex: desired precision of objective function and constrain satisfaction.  
**var MaxFun: integer** On input: Limit on the number of calls of CALCFC user-supplied function. On output: number of actual calls CalcFC: TCobylyaObjectProc.  
**CalcFC: TCobylyaObjectProc** Objective function, type [TCobylyaObjectProc](#). The function receives vector of variables X as input and calculates the value of objective function as well as values of constraint expressions. After the optimization constraint expressions must be non-negative, but, importantly, these constraints can be violated during the execution of the procedure.

## 8.15 unit uTrsTlp

LMath  
0.5

### 8.15.1 Description

Unit uTrsTlp implements linear optimization procedure uTrsTlp initially written by Michael J. D. Powell in Fortran 77 and adapted for LMath by V. Nesterov. This procedure is used by COBYLA algorithm, implemented in uCOBYLA unit.

This procedure calculates an N-component vector DX by applying the following two stages. In the first stage DX is set to the shortest vector that minimizes the greatest violation of the constraints

$$A[1, K] \cdot DX[1] + A[2, K] \cdot DX[2] + \dots + A[N, K] \cdot DX[N] \geq [K], K = 2, 3, \dots, M,$$

subject to the Euclidean length of DX being at most RHO. If its length is strictly less than RHO, then we use the resultant freedom in DX to minimize the objective function

$$-A[1, M + 1] \cdot DX[1] - A[2, M + 1] \cdot DX[2] - \cdots - A[N, M + 1] \cdot DX[N]$$

subject to no increase in any greatest constraint violation. This notation allows the gradient of the objective function to be regarded as the gradient of a constraint. Therefore the two stages are distinguished by  $MCON = M$  and  $MCON > M$  respectively. It is possible that a degeneracy may prevent DX from attaining the target length RHO. Then the value  $IFULL = 0$  would be set, but usually  $IFULL = 1$  on return.

In general NACT is the number of constraints in the active set and

$$IACT[1], \dots, IACT[NACT]$$

are their indices, while the remainder of IACT contains a permutation of the remaining constraint indices. Further, Z is an orthogonal matrix whose first NACT columns can be regarded as the result of Gram-Schmidt applied to the active constraint gradients. For  $J = 1, 2, \dots, NACT$ , the number ZDOTA[J] is the scalar product of the J-th column of Z with the gradient of the J-th active constraint. DX is the current vector of variables and here the residuals of the active constraints should be zero. Further, the active constraints have nonnegative Lagrange multipliers that are held at the beginning of VMUItc. The remainder of this vector holds the residuals of the inactive constraints at DX, the ordering of the components of vmultc being in agreement with the permutation of the indices of the constraints that is in IACT. All these residuals are nonnegative, which is achieved by the shift RESMAX that makes the lest residual zero.

### 8.15.2 Procedure

#### TrsTlp

**Declaration** procedure TrsTlp(N, M : integer; A : TMatrix; B : TVector; RHO : float; DX : TVector; out IFULL : integer);

## 8.16 Unit uLinSimplex. Linear Programming

LMath  
0.5

### 8.16.1 Description

Simplex method for linear programming. Adapted from Fortran 90, *Numerical Recipes*. Detailed description of principle and input and output parameters may be found in the “[Numeric recipes in Fortran 77](#)”, pages 423-435.

Briefly, task of the linear programming is to maximize objective function

$$z = a_1x_1 + a_2x_2 + \cdots + a_Nx_N \quad (8.1)$$

with the primary constrains

$$x_1 \geq 0, \dots, x_N \geq 0$$

and  $M = m1 + m2 + m3$  secondary constrains in form:

$$a_{i1}x_1 + a_{i2}x_2 + \cdots + a_{iN}x_N \leq b_i \quad (b_i \geq 0), \quad i = 1, \dots, m_1 \quad (8.2)$$

$$a_{j1}x_1 + a_{j2}x_2 + \cdots + a_{jN}x_N \geq b_j \quad (b_j \geq 0), \quad j = m_1 + 1, \dots, m_1 + m_2 \quad (8.3)$$

$$a_{k1}x_1 + a_{k2}x_2 + \cdots + a_{kN}x_N = b_k \quad (b_k \geq 0), \quad k = m_1 + m_2 + 1, \dots, m_1 + m_2 + m_3 \quad (8.4)$$

$a_{ji}$  coefficients can be positive, negative, or zero.

### 8.16.2 Functions and procedures

#### LinProgSolve

**Declaration** procedure LinProgSolve(var A : TMatrix; N, M1, M2, M3 : integer;  
out iCase: integer; out FuncVal : float; out SolVector : TVector);

**Description** LinProgSolve is a convenience wrapper around main procedure LinSimplex. Here A is a matrix containing tableau which describes the problem to be solved. It must have dimentions A[M+2,N+1].

In the first line, A[1,1] = 0, A[1,2] to A[1,N+1] contain coefficients for objective function,  $a_1$  to  $a_N$ .

Lines A[2]..A[M+1] contain coefficients for constraints, in the order m1, m2, m3. That is:

" $\leq$ " constraints corresponding to Equation 8.2 are in A[2] to A[m1+1];

" $\geq$ " constraints (Equation 8.3) in A[m1+2] to A[m1+m2+1];

" $=$ " constraints (Equation 8.4) in A[m1+m2+2] to A[M+1].

First column A[2,1] to A[M+1] is occupied by free members ( $b_i, b_j$  and  $b_k$  in Equations 8.2 to 8.4). Cells A[2,2] to A[M+1,N+1] contain coefficients of constrains,  $a_{i1}$  to  $a_{iN}, i = 1, \dots, M$ .

Line A[M+2] is used internally for auxiliary function.

N is the number of coefficients in the objective function z (8.1), M1, M2 and M3 are the number of constrains in form 8.2, 8.3, and 8.4, correspondingly.

On output, iCase is a flag of an outcome of the calculation: icase = 0 means that finite solution was found; icase = 1: objective function is unbounded; icase = -1: no solution exists (constrains are internally contradictory). FuncVal is the value of the objective function after optimization, and SolVector contains the solution vector,  $X_1$  in SolVector[1] etc.

#### LinSimplex

**Declaration** procedure LinSimplex(var A: TMatrix; N, M1, M2, M3 : integer;  
out icase : integer; out izrov, iposv : TIntVector);

**Description** In most cases there is no need to call LinSimplex directly, rather use LinProgSolve.

On input, parameters A, N, M1, M2, and M3 have the same meaning as in LinProgSolve. But, importantly, for LinProgSolve, sign of coefficients in constrain equations must be changed!

Output: **A** is revized Tableau; **A**[1,1] is objective function value. **ipov** and **izrov** are arrays indexing revized **A**.  $\text{High}(\text{ipov}) = M$ ,  $\text{High}(\text{izrov}) = N$  where  $M = M1 + M2 + M3$ . **ipov**[*j*] ( $j \in [1..M]$ ) contains index *i* of original variable  $x[i]$ , represented now by row  $j + 1$  in **A**. If  $\text{ipov}[j] > N$ , then row **A**[*j*+1] represents a slack variable. First row in **A** is row of objective function.

**izrov**[*k*],  $k \in [1..N]$ , contains index *i* of a variable  $x[i]$  represented by column 1 to *I*. All these *X* are "0" in the solution, if  $\text{izrov}[k] > N$ , it represents a slack variable.

# Chapter 9

## Package ImNonLinEq: Units for Finding Roots of Non-Linear Equations

### 9.1 Unit ubisect

#### 9.1.1 Description

Bisection method for nonlinear equation. Equation may be defined either as `TFunc` (function `Func(X : Float) : Float`) or as `TParamFunc` (function `Func(X : Float; Params:Pointer) : Float`) where `Params` may be pointer to any structure used by the target function.

#### 9.1.2 Functions and Procedures

##### RootBrack

**Declaration** `procedure RootBrack(Func : TFunc; var X, Y, FX, FY : Float); overload;`  
`procedure RootBrack(Func : TParamFunc; Params:Pointer; var X, Y, FX, FY : Float); overload;`

**Description** Expands the interval `[X,Y]` until it contains a root of `Func`, i. e. `Func(X)` and `Func(Y)` have opposite signs. The corresponding function values are returned in `FX` and `FY`;

##### Bisect

**Declaration** `procedure Bisect(Func : TFunc; var X, Y : Float; MaxIter : Integer; Tol : Float; out F : Float); overload;`  
`procedure Bisect(Func : TParamFunc; Params: Pointer; var X, Y : Float; MaxIter : Integer; Tol : Float; out F : Float); overload;`

**Description** `Func` is a target function, `TFunc` or `TParamFunc`; the maximum number of iterations `MaxIter`; Initial values `X`; `Y`; the tolerance `Tol` with which the root must be located.

### 9.2 Unit ubroyden

#### 9.2.1 Description

Broyden method for system of nonlinear equations

#### 9.2.2 Functions and Procedures

##### Broyden

**Declaration** `procedure Broyden(Equations : TEquations; X, F : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float);`

**Description** Solves a system of nonlinear equations by Broyden's method.

Input parameters: Equations = subroutine to compute equations; X = initial guess values for roots; Lb, Ub = bounds of X; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined roots; F = function values.

Possible results: OptOk = no error; OptNonConv = non-convergence.

## 9.3 Unit unewteq

### 9.3.1 Description

Newton-Raphson solver for nonlinear equation.

### 9.3.2 Functions and Procedures

#### NewtEq

**Declaration** `procedure NewtEq (Func, Deriv : TFunc; var X : Float;  
MaxIter : Integer; Tol : Float; var F : Float);`

**Description** Solves a nonlinear equation by Newton's method.

Input parameters: Func = function to be solved; Deriv = derivative; X = initial root; MaxIter = maximum number of iterations; Tol = required precision.

Output parameters: X = refined root; F = function value.

Possible results: OptOk = no error; OptNonConv = non-convergence; OptSing = singularity (null derivative).

## 9.4 Unit unewteqs

### 9.4.1 Description

Newton-Raphson solver for system of nonlinear equations.

### 9.4.2 Functions and Procedures

#### NewtEqs

**Declaration** `procedure NewtEqs(Equations: TEquations; Jacobian :  
TJacobian; X, F : TVector; Lb, Ub : Integer; MaxIter :  
Integer; Tol : Float);`

**Description** Solves a system of nonlinear equations by Newton's method.

Input parameters: Equations = subroutine to compute equations; Jacobian = subroutine to compute Jacobian; X = initial root; MaxIter = maximum number of iterations; Tol = required precision

Output parameters: X = refined root; F = function values.

Possible results: OptOk = no error; OptNonConv = non-convergence; OptSing = singular jacobian matrix.

## 9.5 Unit usecant

### 9.5.1 Description

Secant method for nonlinear equation.

### 9.5.2 Functions and Procedures

#### Secant

**Declaration** `procedure Secant (Func : TFunc; var X, Y : Float; MaxIter : Integer; Tol : Float; out F : Float);`

**Description** `function Func(X : Float) : Float;` Initial values of X and Y; the maximum number of iterations MaxIter; the tolerance Tol with which the root must be located.

# Chapter 10

## Package lmDSP: Digital Signal Processing

### 10.1 Description

This package contains common routines for digital signal processing: Fast Fourier Transform (unit uFFT), Digital Fourier Transform, which does not require that input signal has length of power of two (unit uDFT; note however that this unit is distributed under GPL license, and not LGPL), and several signal filters (unit uFilters). Unit uFFT was moved here from lmRegression package, others were written for LMath ver 0.6.0.

### 10.2 Unit uConvolutions

LMath  
0.6

#### 10.2.1 Description

This unit defines a single function `Convolve` for convolution of two signals in time domain.

#### 10.2.2 Procedures and functions

**Declaration** `function Convolve(constref Signal:array of float; constref FIR:array of float; Ziel : TVector = nil):TVector;`

**Description** Function `Convolve` convolves array `Signal` with array `FIR`. If `Ziel` is provided, result is placed into it beginning from `Ziel[0]`, and `Ziel` is returned as result of function. Procedure is optimized for a case when `Signal` is longer than `FIR`, but works in the opposite case as well, only slightly slower.

### 10.3 Unit ufft

#### 10.3.1 Description

Direct and inverse Fast Fourier Transform.

**Note on API changes in LMath 0.6.0.** In previous versions, `FFT`, `IFFT` and `FFT_Integer` were procedures and accepted both `InArray` and `OutArray` as `TCompVector`. In ver. 0.6.0 they were made functions, parameter `OutArray` is optional, and `InArray` is now open array of `Complex` instead of `TCompVector`. This makes these functions much more flexible, but supports backward compatibility, because when formal parameter has open array type, `TCompVector` can be passed as well.

Call of `FFT_Integer_Cleanup` is not necessary anymore. This function does nothing and is supported only for backward compatibility.

Modified from Don Cross:

<http://groovit.disjunkt.com/analog/time-domain/fft.html>

#### 10.3.2 Functions and Procedures

##### FFT

**Declaration** `function FFT(NumSamples : Integer; constref InArray : array of Complex; OutArray : TCompVector = nil):TCompVector;`



**Description** Calculates the Fast Fourier Transform of the array of complex numbers ('InArray') and returns result of transform. **NumSamples** is number of samples; length of **InArray** must be **NumSamples**. If **OutArray** is assigned, its dimensions must be **[0..NumSamples-1]**. In this case, transform result is put into **OutArray** and pointer to it is returned, if **OutArray = nil**, **Result** is allocated by the function itself.

### IFFT

**Declaration** `function IFFT( NumSamples : Integer; constref InArray : array of Complex; OutArray : TCompVector = nil) : TCompVector;`

**Description** Calculates the Inverse Fast Fourier Transform of the array of complex numbers ('InArray') and returns result of transform. **NumSamples** is number of samples; length of **InArray** must be **NumSamples**. If **OutArray** is assigned, its dimensions must be **[0..NumSamples-1]**. In this case, transform result is put into **OutArray** and pointer to it is returned, if **OutArray = nil**, **Result** is allocated by function itself.

### FFT\_Integer

**Declaration** `function FFT_Integer(NumSamples : Integer; constref RealIn, ImagIn : array of Integer; OutArray : TCompVector = nil) : TCompVector;`

**Description** Same as procedure **FFT**, but takes as input two open arrays of **Integer** (One for real, one for imaginary components) instead of one complex array. Similarly, lengths of **RealIn** and **ImagIn** must be equal to **NumSamples**. **InArray** must be **NumSamples**. If **OutArray** is assigned, its dimensions must be **[0..NumSamples-1]**. In this case, transform result is put into **OutArray** and pointer to it is returned, if **OutArray = nil**, **Result** is allocated by function itself.

### FFT\_Integer\_Cleanup

**Declaration** `procedure FFT_Integer_Cleanup; deprecated;`

**Description** Call of this procedure is not necessary anymore, it is kept only for backward compatibility.

### CalcFrequency

**Declaration** `function CalcFrequency(NumSamples, FrequencyIndex : Integer; InArray : TCompVector) : Complex;`

**Description** This function returns the complex frequency sample at a given index directly. Use this instead of 'FFT' when you only need one or two frequency samples, not the whole spectrum.

It is also useful for calculating the Discrete Fourier Transform (DFT) of a number of data which is not an integer power of 2. For example, you could calculate the DFT of 100 points instead of rounding up to 128 and padding the extra 28 array slots with zeroes.

## 10.4 Unit uDFT

LMath

0.6

### 10.4.1 Description

Unit uDFT includes procedures for direct and inverse digital Fourier transform of arrays with length different from degrees of two. Unit was contributed by David Chen, who translated it from C# version of [AlgLib library](#) by Sergey Bochkhanov, Cooley-Tukey and Bluestein's algorithms are used. Important: this unit is distributed under GPL license, not LGPL as other parts of LMath.

### 10.4.2 Procedures and Functions

#### FFTC1D

**Declaration** Procedure FFTC1D(var A: TCompVector; Lb, Ub: Integer);

**Description** 1-dimensional complex DFT. Input parameters: A is Complex array to be transformed; Lb, Ub are lower and upper bounds of array slice to be transformed. Lb must be less or equal to Ub, otherwise MatErrDim error is set and no transform is done. Typically, but not necessary, Lb is 0 or 1 and Ub is High(A). The problem size N,  $N = Ub - Lb + 1$ , could be any natural number. Output parameters: upon successful call, A[Lb..Ub] contains result of DFT transform. If the input data need to be preserved, back it up before calling.

#### FFTC1DInv

**Declaration** Procedure FFTC1DInv(var A: TCompVector; Lb, Ub: Integer);

**Description** 1-dimensional complex inverse FFT. Input parameters: A is an array of Complex to be transformed; Lb, Ub are lower and upper bounds of the array slice to be transformed. Lb must be less or equal to Ub, otherwise MatErrDim error is set and no transform is done. Typically, but not necessarily, Lb is 0 or 1 and Ub is High(A). The problem size N,  $N = Ub - Lb + 1$ , could be any natural number. Output parameters: upon successful call, A[Lb..Ub] contains result of inverse DFT transform. If the input data need to be preserved, back it up before calling.

#### FFTR1D

**Declaration** Procedure FFTR1D(const A: TVector; Lb, Ub: Integer; out F: TCompVector);

**Description** 1-dimensional real FFT. Input parameters: A is array of Float to be transformed; Lb, Ub are Lower and upper bounds of the array slice to be transformed. Lb must be less or equal to Ub, otherwise MatErrDim error is set and no transform done. Typically, but not necessary, Lb is 0 or 1 and Ub is High(A). The problem size N,  $N = Ub - Lb + 1$ , could be any natural number. Output parameters: F is the result of DFT of A. F is a complex array with range [0..(Ub-Lb)]. Note: F[] satisfies symmetry property  $F[k] = \text{conj}(F[N - k])$ , so just one half of array is usually needed. But for convenience, subroutine returns full complex array (with frequencies above N/2), so its result may be used by other FFT-related subroutines.  $N = Ub - Lb$ .

**FFTR1DInv**

**Declaration** Procedure FFTR1DInv(const F: TCompVector; Lb, Ub: Integer;  
var A: TVector);

**Description** 1-dimensional real inverse FFT. Input parameters: **F** array of Complex containing frequencies from forward real FFT. **Lb**, **Ub** are bounds of the array slice to be transformed. **Lb** must be less or equal to **Ub**, otherwise **MatErrDim** error is set and no transform done. Typically, but not always, **Lb** is 0 or 1 and **Ub** is **High(F)**. The problem size **N**, which equals  $Ub - Lb + 1$ , could be any natural number. Output parameters: **A** is result of Inverse DFT of the input array. Its dimensions are  $[0..(Ub-Lb)]$ . Note: **F** should satisfy symmetry property  $F[k] = \text{conj}(F[N - k])$ . Only one half of frequencies array **F**, namely, elements from **Lb** to  $\text{floor}(Lb + N/2)$ , is used. However, this function doesn't check the symmetry of **F**[**Lb**..**Ub**], so the caller have to make sure it before use. **F**[0] is always real. If **N** is even, **F**[ $\text{floor}(N/2)$ ] is real too. If **N** is odd, then **F**[ $\text{floor}(N/2)$ ] has no special properties.  $N = Ub - Lb$ .

**10.5 Unit uFilters**

LMath

0.6

**10.5.1 Description**

This unit implements several digital filters: low pass moving average and gaussian filters, one-pole stop-band (notch) and pass band filters, one-pole high-pass filter, Chebyshev filter, which can be used both as low- and high-pass; with ripple = 0 setting it is a Butterworth filter; median filter. Besides that, the unit contains several functions for calculation of filter parameters. **GaussCascadeFreq** allows to find effective cut-off frequency for a case when two Gaussian filters were used one after another (and, because cascade of gaussian filters is also gaussian filters, repetitive use of this function allows to find effective frequency of a cascade of any arbitrary length). **GaussRiseTime** allows to find a rise time of a step response of gaussian filter with a given cut-off frequency. Rise time is defined as time of the rise from 10% to 90% of complete amplitude. **MoveAvRiseTime** finds a rise time of moving average filter with a given window length. **MoveAvCutOffFreq** finds the cut-off frequency of Moving Average Filter with a given window length. **MoveAvFindWindow** solves the opposite task: finds window length for a given cut-off frequency. Cut-off frequency of all filters is defined as a frequency at which power of signal is reduced to 50% of initial value, which corresponds to amplitude reduction by  $\sqrt{2}/2 \approx 0.7$ . Most of filter procedures require sampling rate and cut-off frequency. If sampling frequency is not defined in your application, you may set it to 1 and define cut-off frequency as its fraction. Note also that typically cut-off frequency cannot be higher than half of sampling rate.

Gaussian and moving average filters efficiently remove high frequency noise preserving form of signal in time domain and serve as excellent smoothing filters. However, they have relatively poor performance in the frequency domain. In contrast, Chebyshev filter has a steep frequency response, but causes large ringing in time domain. Therefore it may be an excellent analytical frequency domain filter, but is not recommended for curve smoothing for data viewed in time domain. Gaussian filter is implemented as described in:

Young I.T., L.J. van Vliet. Recursive implementation of the Gaussian Filter. //

Signal Processing, 44 (1995) 139-151.

Chebyshev filter and one-pole recursive filters implement algorithms from  
[Smith, S. W. The Scientist and Engineer's Guide to Digital Signal Processing](#)

## 10.5.2 Functions and Procedures

### GaussFilter

**Declaration** `procedure GaussFilter(var Data:array of float; ASamplingRate: Float; ACutFreq: Float);`

**Description** Implements low-pass gaussian filter. Open array `Data` on input contains initial signal, on output, filtered signal. `ASamplingRate` is sampling rate, `ACutFreq` is cut-off frequency. Errors: `lmTooHighFreqError` is set if `ACutFreq > ASamplingRate/2` and `Data` remains unchanged. See [10.5.1](#) for definition of cut-off frequency.

### MovingAverageFilter

**Declaration** `procedure MovingAverageFilter(var Data:array of float; WinLength:integer);`

**Description** Performs smoothing of `Data` array of `Float` with moving average filter. `Data` on input contains initial signal, on output, filtered signal. `WinLength` is length of averaged window. Errors: `lmDSPFilterWinError` is set if `WinLength > length(Data)` and `Data` remains unchanged. If you want to define moving average filter in terms of cut-off frequency, desired window length may be found with a call to `MovAvFindWindow` (??). Conversely, to find cut-off frequency corresponding to known window length, use `MoveAvCutOffFreq`, [10.5.2.11](#). See [10.5.1](#) for definition of cut-off frequency.

### MedianFilter

**Declaration** `procedure MedianFilter(var Data:array of float; WinLength:integer);`

**Description** Median filter is ideal to remove short spikes preserving sharp edges. Window length must be set to spike length + 1. `Data` on input contains initial signal, on output, filtered signal. `WinLength` is length of averaged window. Errors: `lmDSPFilterWinError` is set if `WinLength > length(Data)` and `Data` remains unchanged.

### NotchFilter

**Declaration** `procedure NotchFilter(var Data:array of float; ASamplingRate: Float; AFreqReject: Float; ABW: Float);`

**Description** Notch filter rejects `AFreqReject`. It may be useful for example to remove hum, originating from a power network 50 ( in USA 60) Hz frequency. `ABW` is rejected bandwidth, measured at 0.5 power (0.7 amplitude). Increasing this value increases amplitude and decreases length of ringing after steps in filtered signal. `Data` contains initial signal on input and filtered on output. Errors: `lmTooHighFreqError` is set if `ACutFreq > ASamplingRate/2` and `Data` remains unchanged. See [10.5.1](#) for definition of cut-off frequency.

## BandPassFilter

**Declaration** procedure BandPassFilter(var Data:array of float; ASamplingRate: Float; AFreqPass: Float; ABW: Float);

**Description** Opposite to NotchFilter. Passes AFreqPass and rejects everything else. Data contains initial signal on input and filtered on output. ABW is rejected the width of passed band, measured at 0.5 power (0.7 amplitude). Errors: lmTooHighFreqError is set if ACutFreq > ASamlingRate/2 and Data remains unchanged.

## HighPassFilter

**Declaration** procedure HighPassFilter(var Data:array of float; ASamplingRate: Float; ACutFreq: Float);

**Description** One pole highpass filter. Data contains initial signal on input and filtered on output. ASampling rate is sampling rate, ACutFreq is cut-off frequency. See 10.5.1 for definition of cut-off frequency. Errors: if ACutFreq > ASamplingRate/2, lmTooHighFreqError is set and Data remains unchanged.

## ChebyshevFilter

**Declaration** procedure ChebyshevFilter(var Data:array of float; ASamplingRate: Float; ACutFreq: Float; NPoles: integer; PRipple: float; AHighPass:boolean);

**Description** Defines Chebyshev filter, which may be high or low pass. Chebyshev filters have steep frequency response, but distort data shape in time domain. Increase of poles number makes the frequency response steeper, but decreases filter stability and of course increases calculation load. Typically, it is good idea to keep  $NPoles \leq 6$  if *Float = Single*. NPoles cannot be greater than 10. Generally, Chebyshev filters have ripple in pass band; higher is this ripple, steeper is the signal attenuation. Value of ripple as % of passband amplitude is controlled by PRipple parameter;  $0 \leq PRipple \leq 29.0$ . Setting PRipple to 0 converts Chebyshev filter to Butterworth filter.

On input: Data is initial signal; ASamplingRate is sampling rate; ACutFreq is cut-off frequency; NPoles is number of poles. It must be positive even, less or equal to 10. PRipple is allowed value of ripple in the passband as %.  $0 \geq PRipple \geq 29$ . AHighPass: if true, highpass filtering will be done, lowpass otherwise. Output: filtered array in Data. Errors: lmTooHighFreqError is set if ACutFreq > ASamlingRate/2, lmPolesNumError is set if NPoles is not in [2,4,6,8,10] and lmFFTBadRipple if  $PRipple < 0$  or  $PRipple > 29$ . In all these cases Data remains unchanged.

## GaussCascadeFreq

**Declaration** function GaussCascadeFreq(Freq1, Freq2:Float):Float;

**Description** Returns effective cut-off frequency of cascade of 2 gaussian filters, each with cut-off frequencies Freq1 and Freq2. If Freq1 = 0, Freq2 is returned and *vice versa*. Errors: if any of Freq1 or Freq2 is negative, FDomain error is set and 0 is returned.

### GaussRiseTime

**Declaration** GaussRiseTime(Freq: Float): Float;

**Description** Calculates Rise time of step response for gaussian filter with cut-off frequency **Freq**. Rise time is defined as time of rise from 10% of step amplitude to 90%. If  $Freq = 0$ , **MaxNum** is returned. Errors: if  $Freq < 0$ , **FDomain** is set and 0 is returned.

### MovAvRiseTime

**Declaration** function MovAvRiseTime(SamplingRate:Float; WLength:integer):Float;

**Description** Calculates rise time from 0 to 100% of step response for moving average filter with window length **WLength** and sampling rate **SamplingRate**. Errors: if  $SamplingRate \leq 0$  or  $WLength < 1$ , **FDomain** error is set and 0 is returned.

### MoveAvCutOffFreq

**Declaration** function MoveAvCutOffFreq(SamplingRate:Float; WLength:integer):Float;

**Description** Calculates cut-off frequency of moving average filter with **SamplingRate** and window length **WLength**. Errors: Errors: if  $SamplingRate \leq 0$  or  $WLength < 1$ , **FDomain** error is set and 0 is returned.

### MoveAvFindWindow

**Declaration** function MoveAvFindWindow(SamplingRate, CutOffFreq:Float):Integer;

**Description** Calculates required window length from desired cut-off frequency (**CutOffFreq**) and given sampling rate (**SamplingRate**). Errors: if  $SamplingRate \leq 0$  or  $CutOffFreq \leq 0$ , **FDomain** error is set; if  $CutOffFreq > ASamplingRate/2$ , **lmTooHighFreqError** is set. In all these cases 0 is returned.

# Chapter 11

## Package lmRegression: Linear and Non-Linear Regression and Curve Fitting

Procedures for non-linear regression and data fitting with some general models are collected in this package. Units uLinFit, uMultFit and uSVDfit include procedures for linear and multiple linear regression; unit unlinfit contains algorithms for general non-linear regression; other units contain a library of common regression models. In addition, unit uSpline provides spline interpolation of experimental data and procedures for exploration of the spline function.

### 11.1 Unit ulinfit

#### 11.1.1 Description

Linear regression:

$$Y = B_0 + B_1X$$

#### 11.1.2 Functions and Procedures

##### LinFit

**Declaration** `procedure LinFit(X, Y : TVector; Lb, Ub : Integer; B : TVector; V : TMatrix);`

**Description** Unweighted linear regression. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds. Output parameters: B = regression parameters; V = inverse matrix, [0..2,0..2].

##### WLinFit

**Declaration** `procedure WLinFit(X, Y, S : TVector; Lb, Ub : Integer; B : TVector; V : TMatrix);`

**Description** Weighted linear regression. Additional input parameter: S = standard deviations of observations.

##### SVDLinFit

**Declaration** `procedure SVDLinFit(X, Y : TVector; Lb, Ub : Integer; SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted linear regression by singular value decomposition. SVDTol = tolerance on singular values.

##### WSVDLinFit

**Declaration** `procedure WSVDLinFit(X, Y, S : TVector; Lb, Ub : Integer; SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Weighted linear regression by singular value decomposition.

## 11.2 Unit umulfit

### 11.2.1 Description

Multiple linear regression (Gauss-Jordan method)

$$Y = B_0 + B_1X_1 + B_2X_2 + \cdots + B_dX_d$$

### 11.2.2 Functions and Procedures

#### MulFit

**Declaration** `procedure MulFit(X : TMatrix; Y : TVector; Lb, Ub, Nvar : Integer; ConstTerm : Boolean; B : TVector; V : TMatrix);`

**Description** Input parameters:

- X = matrix of independent variables, [Lb..Ub,1..NVar];
- Y = vector of dependent variable;
- Lb, Ub = array bounds;
- NVar = number of independent variables;
- ConstTerm = presence of constant term B(0).

Output parameters: B = regression parameters; V = inverse matrix, [0..d,0..d].

#### WMulFit

**Declaration** `procedure WMulFit(X : TMatrix; Y, S : TVector; Lb, Ub, Nvar : Integer; ConstTerm : Boolean; B : TVector; V : TMatrix);`

**Description** Weighted multiple linear regression. S = standard deviations of observations, other parameters as in [MulFit](#).

## 11.3 Unit usvdfit

### 11.3.1 Description

Multiple linear regression (Singular Value Decomposition)

### 11.3.2 Functions and Procedures

#### SVDFit

**Declaration** `procedure SVDFit(X : TMatrix; Y : TVector; Lb, Ub, Nvar : Integer; ConstTerm : Boolean; SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Input parameters: X = matrix of independent variables; Y = vector of dependent variable; Lb, Ub = array bounds; Nvar = number of independent variables; ConstTerm = presence of constant term B(0). SVDTol = tolerance on singular values. Output parameters: B = regression parameters; V = inverse matrix.



## WSVDfit

**Declaration** `procedure WSVDfit(X : TMatrix; Y, S : TVector; Lb, Ub, Nvar : Integer; ConstTerm : Boolean; SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Weighted multiple linear regression. S = standard deviations of observations. Other parameters as in [SVDFit](#).

## 11.4 Unit unlfir

### 11.4.1 Description

Nonlinear regression. This unit defines generic procedures for non-linear regression which are used further in all non-linear models in the library.

### 11.4.2 Functions and Procedures

#### SetOptAlgo

**Declaration** `procedure SetOptAlgo(Algo : TOptAlgo);`

**Description** Sets the optimization algorithm according to Algo:[TOptAlgo](#), which must be NL\_MARQ, NL\_SIMP, NL\_BFGS, NL\_SA, NL\_GA. Default is NL\_MARQ.

#### GetOptAlgo

**Declaration** `function GetOptAlgo : TOptAlgo;`

**Description** Returns the optimization algorithm.

#### SetMaxParam

**Declaration** `procedure SetMaxParam(N : Byte);`

**Description** Sets the maximum number of regression parameters.

#### GetMaxParam

**Declaration** `function GetMaxParam : Byte;`

**Description** Returns the maximum number of regression parameters.

#### SetParamBounds

**Declaration** `procedure SetParamBounds(I : Byte; ParamMin, ParamMax : Float);`

**Description** Sets the bounds on the I-th regression parameter.

#### GetParamBounds

**Declaration** `procedure GetParamBounds(I : Byte; var ParamMin, ParamMax : Float);`

**Description** Returns the bounds on the I-th regression parameter.

### NullParam

**Declaration** `function NullParam(B : TVector; Lb, Ub : Integer) : Boolean;`

**Description** Checks if a regression parameter is equal to zero.

### NLFit

**Declaration** `procedure NLFit(RegFunc : TRegFunc; DerivProc : TDerivProc; X, Y : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; FirstPar, LastPar : Integer; V : TMatrix);`

**Description** Unweighted nonlinear regression. Input parameters: RegFunc: [TRegFunc](#) = regression function to be modeled; DerivProc = procedure to compute derivatives; X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters; B = initial parameter values; FirstPar = index of first regression parameter; LastPar = index of last regression parameter; Output parameters: B = fitted regression parameters; V = inverse matrix. Its dimentions must be [Lb..Ub, Lb..Ub], or [0..Ub, 0..Ub]. The matrix must be allocated, but does not require any initialization.

### WNLFit

**Declaration** `procedure WNLFit(RegFunc : TRegFunc; DerivProc : TDerivProc; X, Y, S : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; FirstPar, LastPar : Integer; V : TMatrix);`

**Description** Weighted nonlinear regression. S = standard deviations of observations. Other parameters as in NLFit.

### SetMCFile

**Declaration** `procedure SetMCFile(FileName : String);`

**Description** Set file for saving MCMC simulations

### SimFit

**Declaration** `procedure SimFit(RegFunc : TRegFunc; X, Y : TVector; Lb, Ub : Integer; B : TVector; FirstPar, LastPar : Integer; V : TMatrix);`

**Description** Simulation of unweighted nonlinear regression by Markov chain Monte Carlo (MCMC) method.

### WSimFit

**Declaration** `procedure WSimFit(RegFunc : TRegFunc; X, Y, S : TVector; Lb, Ub : Integer; B : TVector; FirstPar, LastPar : Integer; V : TMatrix);`

**Description** Simulation of weighted nonlinear regression by MCMC.

## 11.5 Unit uConstrNLFit

LMath

0.5

### 11.5.1 Description

This unit implements fit of a data with non-linear regression models including arbitrary constrains on the model variables and their relations. Fitting procedure uses the COBYLA algorithm, implemented in the unit uCOBYLA, see [8.14](#).

### 11.5.2 Types

#### TConstrainsProc

**Declaration** TConstrainsProc = procedure(MaxCon: integer; B, Con : TVector);

**Description** This is function type for calculation of constraint expressions supplied to COBYLA algorithm. It calculates constraint functions and puts results of calculation into **Con** array. **B** is vector of model parameters as in ConstrNLFit. Constraint calculation results are placed from **Con[1]** and ending with **Con[LastCon]**. At the end they must be nonnegative. **Con[0]** is not used, Fortran inheritance. **Con** is allocated by the fitting procedure.

### 11.5.3 Procedures and Functions

#### ConstrNLFit

**Declaration** procedure ConstrNLFit(  
     RegFunc: TRegFunc; ConstProc: TConstrainsProc; X, Y: TVector;  
     Lb, Ub: Integer; var MaxFun: Integer; var Tol: Float; B: TVector;  
     LastPar: Integer; LastCon: Integer; out MaxCV: float);

**Description** Non-linear regression with constrains. Parameters: **RegFunc**: **TRegFunc** = regression function fitting the data; **ConstProc**: **TConstrainsProc** = procedure calculating constrain expressions, which must be non-negative; **X**, **Y** = point coordinates of the data to be fitted; **Lb**, **Ub** = bounds of **X** and **Y** arrays; **MaxFun** on input is maximal number of calls to objective function, to avoid endless looping; on output, actual number of calls; **Tol** = tolerance of fit (RhoEnd); **B** = vector of parameters, guesses in input, fitted values on output; **LastPar** = number of parameters in **B**. First parameter is placed in in **B[1]**, last in **B[LastParam]**; **LastCon** = number of constraints; **MaxCV** = maximal constraint violation.

#### GetCFFittedData

**Declaration** function GetCFFittedData: TVector;

**Description** Function which returns calculated values of regression function, corresponding to values from **X** array.

#### GetCFResiduals

**Declaration** function GetCFResiduals: TVector;

**Description** Returns residuals (differences between data values supplied in **Y** array and calculated values, as returned by GetCFFittedData.)

### 11.5.4 Variables

#### RhoBeg

**Declaration** `RhoBeg : float = 1.0;`

**Description** Variable which defines RhoBeg parameter for the call of [COBYLA](#) algorithm. Set it before call to `ConstrNLFit`, or leave default value if you have no idea about an optimal one. Must be scaled according to the scale of the variables and their uncertainty and is a subject of experimentation.

## 11.6 Unit uevalfit

### 11.6.1 Description

Fitting of a user-defined function.

### 11.6.2 Functions and Procedures

#### InitEvalFit

**Declaration** `procedure InitEvalFit(ExpressionString : String);`

**Description** Defines a regression model from `ExpressionList`. The independent variable is denoted by 'x'. The regression parameters are denoted by single-character symbols, from 'a' to 'w'. Example: `InitEvalFit('a * exp(-k * x)')`

#### FuncName

**Declaration** `function FuncName : String;`

**Description** Returns the name of the regression function (= `ExpressionString`).

#### LastParam

**Declaration** `function LastParam : Integer;`

**Description** Returns the index of the last regression parameter

#### ParamName

**Declaration** `function ParamName(I : Integer) : String;`

**Description** Returns the name of the I-th regression parameter.

#### EvalFit

**Declaration** `procedure EvalFit(X, Y : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of the function defined by `InitEvalFit`

Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters; V = inverse matrix.

**WEvalFit**

**Declaration** `procedure WEvalFit(X, Y, S : TVector; Lb, Ub : Integer;  
MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of the function defined by [InitEvalFit](#). Additional input parameter: S = standard deviations of observations.

**EvalFit\_Func**

**Declaration** `function EvalFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

**11.7 Unit uiexpfit****11.7.1 Description**

This unit fits the increasing exponential :

$$y = Y_{min} + A(1 - \exp(-kx))$$

**11.7.2 Functions and Procedures****IncExpFit**

**Declaration** `procedure IncExpFit(X, Y : TVector; Lb, Ub : Integer;  
ConstTerm : Boolean; MaxIter : Integer; Tol : Float; B :  
TVector; V : TMatrix);`

**Description** Unweighted fit of the model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; ConstTerm = flag of the presence of the constant term (Ymin). MaxIter = max. number of iterations; Tol = tolerance on the parameters. Output parameters: B = regression parameters, such that: B[0] =  $Y_{min}$ , B[1] = A, B[2] = k; V = inverse matrix, [0..2,0..2].

**WIncExpFit**

**Declaration** `procedure WIncExpFit(X, Y, S : TVector; Lb, Ub : Integer;  
ConstTerm : Boolean; MaxIter : Integer; Tol : Float; B :  
TVector; V : TMatrix);`

**Description** Weighted fit of the model. Additional input parameter: S = standard deviations of the observations.

**IncExpFit\_Func**

**Declaration** `function IncExpFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

**11.8 Unit uexpfit****11.8.1 Description**

This unit fits a sum of decreasing exponentials:

$$y = Y_{min} + A_1 \exp(-a_1 x) + A_2 \exp(-a_2 x) + A_3 \exp(-a_3 x) + \dots + A_d \exp(-a_d x)$$

## 11.8.2 Functions and Procedures

### ExpFit

**Declaration** `procedure ExpFit(X, Y : TVector; Lb, Ub, Nexp : Integer;  
ConstTerm : Boolean; MaxIter : Integer; Tol : Float; B :  
TVector; V : TMatrix);`

**Description** Unweighted fit of the sum of exponentials. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; Nexp = number of exponentials; ConstTerm = presence of constant term B(0); MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters; V = inverse matrix,  $[0..2N_{exp}, 0..2N_{exp}]$ .

Regression parameters:  $B[0] = Y_{min}$ ,  $B[1] = A_1$ ,  $B[2] = a_1$ ,  $B[2i - 1] = A_i$ ,  $B[2i] = a_i$ ;  $i = 1..N_{exp}$ .

### WExpFit

**Declaration** `procedure WExpFit(X, Y, S : TVector; Lb, Ub, Nexp : Integer;  
ConstTerm : Boolean; MaxIter : Integer; Tol : Float; B :  
TVector; V : TMatrix);`

**Description** Weighted fit of sum of exponentials.

Additional input parameter: S = standard deviations of observations.

### ExpFit\_Func

**Declaration** `function ExpFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

## 11.9 Unit uexlfit

### 11.9.1 Description

This unit fits the "exponential + linear" model:

$$y = A(1 - \exp(-kx)) + Bx$$

### 11.9.2 Functions and Procedures

#### ExpLinFit

**Declaration** `procedure ExpLinFit(X, Y : TVector; Lb, Ub : Integer;  
MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of model

Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that:

$B[0] = A$ ,  $B[1] = k$ ,  $B[2] = B$ ;

V = inverse matrix,  $[0..2, 0..2]$ .

**WExpLinFit**

**Declaration** `procedure WExpLinFit(X, Y, S : TVector; Lb, Ub : Integer;  
MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of model.

Additional input parameter: S = standard deviations of observations.

**ExpLinFit\_Func**

**Declaration** `function ExpLinFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

**11.10 Unit upolfit****11.10.1 Description**

Polynomial regression :

$$Y = B_0 + B_1X + B_2X^2 + \dots + B_dX^d$$

**11.10.2 Functions and Procedures****PolFit**

**Declaration** `procedure PolFit(X, Y : TVector; Lb, Ub, Deg : Integer; B :  
TVector; V : TMatrix);`

**Description** Unweighted polynomial regression. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; Deg = degree of polynomial. Output parameters: B = regression parameters; V = inverse matrix, [0..Deg, 0..Deg].

**WPolFit**

**Declaration** `procedure WPolFit(X, Y, S : TVector; Lb, Ub, Deg : Integer;  
B : TVector; V : TMatrix);`

**Description** Weighted polynomial regression. Additional input parameter: S = standard deviations of observations.

**SVDPolFit**

**Declaration** `procedure SVDPolFit(X, Y : TVector; Lb, Ub, Deg : Integer;  
SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted polynomial regression by singular value decomposition. SVDTol = tolerance on singular values.

**WSVDPolFit**

**Declaration** `procedure WSVDPolFit(X, Y, S : TVector; Lb, Ub, Deg :  
Integer; SVDTol : Float; B : TVector; V : TMatrix);`

**Description** Weighted polynomial regression by singular value decomposition.

## 11.11 Unit ufracfit

### 11.11.1 Description

This unit fits a rational fraction:

$$y = \frac{p_0 + p_1x + p_2x^2 + \dots + q_{d_1}x^{d_1}}{q_0 + q_1x + q_2x^2 + \dots + q_{d_2}x^{d_2}}$$

### 11.11.2 Functions and Procedures

#### FracFit

**Declaration** `procedure FracFit(X, Y : TVector; Lb, Ub : Integer; Deg1, Deg2 : Integer; ConsTerm : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of rational fraction. Input parameters: X, Y = point coordinate; Lb, Ub = array bounds; Deg1, Deg2 = degrees of numerator and denominator; ConsTerm = presence of constant term  $p_0$ ; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that :

$$B[0] = p_0, B[1] = p_1, B[2] = p_2, \dots, B[Deg1] = p_d1$$

$$B[Deg1 + 1] = q_0, B[Deg1 + 2] = q_1, \dots, B[Deg1 + Deg2 + 1] = p_d2;$$

$$V = \text{inverse matrix, } [0..Deg1 + Deg2 + 1, 0..Deg1 + Deg2 + 1].$$

#### WFracFit

**Declaration** `procedure WFractFit(X, Y, S : TVector; Lb, Ub : Integer; Deg1, Deg2 : Integer; ConsTerm : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of rational fraction. Additional input parameter: S = standard deviations of observations.

#### FracFit\_Func

**Declaration** `function FracFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

## 11.12 Unit ugamfit

### 11.12.1 Description

This unit fits the gamma variate regression model:

$$y = a(x - b)^c \exp\left(-\frac{x - b}{d}\right)$$



### 11.12.2 Functions and Procedures

#### GammaFit

**Declaration** `procedure GammaFit(X, Y : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that: B[1] = a, B[2] = b, B[3] = c, B[4] = d;  
V = inverse matrix, [0..4,0..4].

#### WGammaFit

**Declaration** `procedure WGammaFit(X, Y, S : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of model. Additional input parameter: S = standard deviations of observations.

#### GammaFit\_Func

**Declaration** `function GammaFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

## 11.13 Unit ulogifit

### 11.13.1 Description

This unit fits the logistic function :

$$y = A + \frac{B - A}{1 + \exp(-\alpha x + \beta)}$$

and the generalized logistic function :

$$y = A + \frac{B - A}{(1 + \exp(\alpha x + \beta))^n}$$

### 11.13.2 Functions and Procedures

#### LogiFit

**Declaration** `procedure LogiFit(X, Y : TVector; Lb, Ub : Integer; ConstTerm : Boolean; General : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of logistic function. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; ConstTerm = presence of constant term A; General = generalized logistic; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that: B[0] = A; B[1] = B; B[2] =  $\alpha$ ; B[3] =  $\beta$ ; B[4] = n.  
V = inverse matrix, [0..4,0..4].

**WLogiFit**

**Declaration** procedure WLogiFit(X, Y, S : TVector; Lb, Ub : Integer;  
 ConstTerm : Boolean; General : Boolean; MaxIter : Integer;  
 Tol : Float; B : TVector; V : TMatrix);

**Description** Weighted fit of logistic function. Additional input parameter: S = standard deviations of observations.

**LogiFit\_Func**

**Declaration** function LogiFit\_Func(X : Float; B : TVector) : Float;

**Description** Computes the regression function at point X. B is the vector of parameters.

**11.14 Unit upowfit****11.14.1 Description**

This unit fits a power function :

$$y = Ax^n$$

**11.14.2 Functions and Procedures****PowFit**

**Declaration** procedure PowFit(X, Y : TVector; Lb, Ub : Integer; MaxIter :  
 Integer; Tol : Float; B : TVector; V : TMatrix);

**Description** Unweighted fit of model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that :  
 B[0] = A, B[1] = n;  
 V = inverse matrix, [0..1,0..1].

**WPowFit**

**Declaration** procedure WPowFit(X, Y, S : TVector; Lb, Ub : Integer;  
 MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);

**Description** Weighted fit of model. Additional input parameter: S = standard deviations of observations.

**PowFit\_Func**

**Declaration** function PowFit\_Func(X : Float; B : TVector) : Float;

**Description** Computes the regression function at point X. B is the vector of parameters, such that:

B[0] = A; B[1] = n.

## 11.15 Unit uregtest

### 11.15.1 Description

Goodness of fit tests

### 11.15.2 Functions and Procedures

#### RegTest

**Declaration** `procedure RegTest(Y, Ycalc : TVector; LbY, UbY : Integer; V : TMatrix; LbV, UbV : Integer; out Test : TRegTest);`

**Description** Test of unweighted regression. Input parameters: Y, Ycalc = observed and calculated Y values; LbY, UbY = bounds of Y and Ycalc; V = inverse matrix, as returned by regression routine; LbV, UbV = bounds of V; Output parameters: V = variance-covariance matrix; Test = test results.

#### WRegTest

**Declaration** `procedure WRegTest(Y, Ycalc, S : TVector; LbY, UbY : Integer; V : TMatrix; LbV, UbV : Integer; out Test : TRegTest);`

**Description** Test of weighted regression. Additional input parameter: S = standard deviations of observations.

## 11.16 Unit uSpline

LMath

### 11.16.1 Functions and Procedures

#### InitSpline

**Declaration** `procedure InitSpline(Xv, Yv:TVector; out Ydv:TVector; Lb,Ub:integer);`

**Description** Input parameters: Xv, Yv are data points; Lb, Ub: array bounds; Output: Ydv: cubic spline values used in calls to `Splint`. Vector Ydv is allocated by `InitSpline` and after it has length  $Ub - Lb + 1$ . This procedure must be called before actual drawing with `Splint` function or spline investigation with `SplDeriv` and `FindSplineExtremums`.

#### SplInt

**Declaration** `function SplInt(X:Float; Xv, Yv, Ydv: TVector; Lb,Ub:integer):Float;`

**Description** After preparing to draw by `InitSpline`, this function returns Y value at X. Input parameters: Xv, Yv: data points, same as at a call of `InitSpline`; Ydv: vector of spline data as returned by `InitSpline`; Lb,Ub: array bounds; X: independent variable. Returns spline value at X.

#### SplDeriv

**Declaration** `function SplDeriv(X:Float; Xv, Yv, Ydv: TVector; Lb, Ub:integer):float;`

**Description** Returns first derivative to spline function at any given point.

## FindSplineExtremums

**Declaration** `procedure FindSplineExtremums(Xv,Yv,Ydv:TVector;  
Lb,Ub:integer; out Minima, Maxima:TRealPointVector; out NMin,  
NMax: integer; ResLb : integer = 1);`

**Description** Finds all local minima and maxima of a spline between points `Lb` and `Ub`. Input parameters are the same as for `Splint`, except `X`. Output: found maximums in `Maxima`; minimums are in `Minima`; `Minima[j].X` is abscissa and `Minima[j].Y` an ordinate of extremum. Numbering of output arrays begins from `ResLb`, default value is 1. `Minima` and `Maxima` are allocated by `FindSplineExtremums`. Number of found minima is returned in `NMin`; of maxima, in `NMax`.

# Chapter 12

## Package lmSpecRegress: Specialized Regression Models

### 12.1 Description

This package contains collection of some regression models, specific for particular fields of knowledge. Currently it includes equation of enzyme kinetics (Michaelis-Menten equation, Hill equation), chemistry (acid-base titration curve), electrophysiology (Goldman-Hodgkin-Katz Equation for current), and some statistic distributions.

### 12.2 Unit uDistrib

LMath

#### 12.2.1 Description

This unit defines several distributions and instruments to model experimental data with these distributions. Defined are binomial, exponential, hypoexponential and hyperexponential distributions.

#### 12.2.2 Functions and Procedures

##### **dBinom**

**Declaration** `function dBinom(k,n:integer;q:Float):Float;`

**Description** Returns binomial probability density for value  $k$  in test with  $n$  trials and  $q$  probability of success in one trial. If  $k > n$  returns 0.

##### **ExponentialDistribution**

**Declaration** `function ExponentialDistribution(beta, X:float):float;`

**Description** Evaluates exponential probability density with  $\beta = beta$  for given  $X$ . If  $X \leq 0$  returns 0.

##### **HyperExponentialDistribution**

**Declaration** `function HyperExponentialDistribution(N:integer; var Params:TVector; X:float):float;`

**Description**  $N$  defines number of phases; Params: zero-based TVector[2\*N] contains pairs of parameters for each phase: probability and time (not rate!) constant. Sum of all probabilities must be 1.

##### **Fit2HyperExponents**

**Declaration** `procedure Fit2HyperExponents(var Xs, Ys:TVector; Ub:integer; var P1, beta1, beta2:float);`

**Description** Estimates parameters of hyperexponential distribution with 2 phases using Marquardt algorithm

## HypoExponentialDistribution2

**Declaration** `function HypoExponentialDistribution2(beta1, beta2, X:float):float;`

**Description** PDF of the hypoexponential distribution with 2 phases; beta1, beta2 are time constants (not rate constants!)

## EstimateHypoExponentialDistribution

**Declaration** `procedure EstimateHypoExponentialDistribution(M,CV:float; out beta1, beta2:float);`

**Description** Analytic estimate of the parameters of hypoexponential distribution

## Fit2Hypoexponents

**Declaration** `procedure Fit2Hypoexponents(var Xs, Ys: TVector; Ub:integer; var beta1, beta2:float);`

**Description** Iterative fit of hypoexponential distribution.

### 12.2.3 Types

#### TBinomialDistribFunction

**Declaration** `TBinomialDistribFunction = function(k, n:integer; q:Float):Float;`

## 12.3 Unit uGauss

LMath

### 12.3.1 Description

This unit fits experimental data with a multigaussian distribution which is a sum of several gaussian distributions; each has own mathematical expectancy and probability to occur, while variance is the same for all:

$$\begin{cases} pdf(x) = p_0 g(x, \mu_0, \sigma_0) + \sum_{i=1}^n p_i g(x, \mu_i, \sigma) \\ \sum_{i=0}^n p_i = 1 \end{cases} \quad (12.1)$$

Such distributions occur in patch-clamp experiments (distribution of current values over time in a recording with several active channels) and in chromatography (several peaks).

### 12.3.2 Classes, Interfaces, Objects and Records

#### ENoSigma Class

##### Hierarchy

ENoSigma > Exception

### 12.3.3 Functions and Procedures

#### FindSigma

**Declaration** `function FindSigma(var XArray, YArray:TVector; TheLength, MuPos :integer):Float;`

**Description** Quick and rough estimate of sigma for normal distribution, if  $\mu$  is known and upper part of the empiric probability density curve is known. uses SigmaArray. Used internally to get guess value for the fit.

#### ScaledGaussian

**Declaration** `function ScaledGaussian(mu, sigma, ScF, X:float):float;`

**Description** Evaluates pdf of a gaussian distribution with mathematical expectance  $\mu$  and variation  $\sigma$ , scaled by factor  $ScF$ .

#### SumGaussians

**Declaration** `function SumGaussians(X:Float; Params:TVector):float;`

**Description** Evaluates sum of gaussians where  $\sigma$  is the same for all of them. X is independent variable; Params is vector of parameters, such that

Params[1] =  $\sigma$ , Params[2]..Params[N+1]: scaling factors (in other words, probabilities of all gaussians); Params[N+2]..2\*N+2]:  $\mu_i$ ,  $0 \leq i \leq N$ , where N is number of gaussians. This function is used internally as [RegFunc](#) for fitting the sum of gaussians, but may be used also for evaluating a ready model.

#### SumGaussiansS0

**Declaration** `function SumGaussiansS0(X:Float; Params:TVector):float;`

**Description** Evaluates sum of gaussians where  $\sigma_0$  for the first gaussian defined as  $g(\mu_0, \sigma_0)$  (See Equation 12.1) may be different from  $\sigma$  for gaussians  $[g_1..g_N]$  and is fitted separately. X is independent variable; Params is vector of parameters such that:

Params[1] =  $\sigma_0$ , Params[2] =  $\sigma$ , its value is shared among gaussians  $g_1..g_N$ ; Params[3]..Params[N+2] are  $ScF_i$  (scaling factors); Params[N+3]..2\*N+2 are  $\mu_i$  for N gaussians.

#### SetGaussFit

**Declaration** `procedure SetGaussFit(ANumberOfGaussians:integer; AUseSigma0, AFitMeans: boolean);`

**Description** Set model parameters: ANumberOfGaussians: How many gaussians form the distribution; AUseSigma0 : if Sigma0 may be different from others; AFitMeans: if means of all gaussians are fitted or they are fixed and only sigmas and scale factors (which give probabilities for every gaussian) are fitted. This procedure must be called before `SumGaussFit` .

## SumGaussFit

**Declaration** `procedure SumGaussFit(var AMathExpect: TVector; var ASigma, ASigma0:Float; var ScFs : TVector; const AXV, AYV:TVector; Observ:integer);`

**Description** Actual fit of the model. AMathExpect: as input, guess values for means; as output, fitted means; ASigma, ASigma0: guessed and then found Sigma for all gaussians and, if needed, for first one; AXV, AYV: experimental data for X and for Y (observed probability distribution density); Observ: number of observations (High bound of AXV and AYV).

## 12.4 Unit uGaussf

LMath

### 12.4.1 Description

This unit is largely similar to `uGauss`, but in this model difference  $\mu_{i+1} - \mu_i = \delta_\mu$  is constant. Such distributions arise often in patch-clamp experiments. Consequently, fitted are  $[\sigma_0, \sigma, \mu_0, \delta_\mu, SCF_i]$ .

### 12.4.2 Functions and Procedures

#### SumGaussiansF

**Declaration** `function SumGaussiansF(X:Float; Params:TVector):float;`

**Description** X is independent variable; Params is vector of parameters: Params[1] is  $\sigma$ , Params[2]..Params[N+1] are  $ScF_i$  (scaling factors); Params[N+2] is  $\mu_0$ ; Params[N+3] is  $\delta_\mu$ . This function is used as RegFunc for fitting of sum of gaussian.

#### SumGaussiansFS0

**Declaration** `function SumGaussiansFS0(X:Float; Params:TVector):float;`

**Description** Similar to `SumGaussiansS0`, this function evaluates multigaussian distribution with a separate  $\sigma_0$ . X is independent variable; Params is vector of parameters: Params[1] is  $\sigma_0$ , Params[2] is  $\sigma$ , Params[3]..Params[N+2] are  $ScF_i$  (scaling factors). Params[N+3] is  $\mu_0$ , Params[N+4] is  $\delta_\mu$ .

#### SetGaussFitF

**Declaration** `procedure SetGaussFitF(ANumberOfGaussians:integer; AUseSigma0:boolean);`

**Description** Sets parameters of the model. ANumberOfGaussians is the number of gaussians which form the multigaussian distribution; AUseSigma0 defines if  $\sigma_0$  can be different from  $\sigma$  for other distributions. This procedure must be called before `DeltaFitGauss`.



## DeltaFitGaussians

**Declaration** `procedure DeltaFitGaussians(var ASigma, ASigma0, ADelta, AMu0: Float; var ScFs: TVector; const AXV, AYV: TVector; Observ: integer);`

**Description** This procedure executes actual fit of the multigaussian model with the constant  $\delta_\mu$ . `ASigma`, `ASigma0`, `ADelta`, `AMu0` before call must contain guess values for respective parameters of the model; after call, the found refined values. `ScFs[1..N]` is vector of scaling factors, guess values before the call and refined values upon return. `AXV[1..Observ]` and `AVY[1..Observ]` are vectors of independent variable (X) and corresponding distribution density (Y) in the observed histogram; `Observ` is number of observations, or bins in the histogram.

## 12.5 Unit ugoldman

LMath

### 12.5.1 Description

This unit defines and fits Goldman-Hodgkin-Katz equation for current:

$$I = P \frac{z^2 F^2 V_m}{RT} \cdot \frac{C_i - C_e e^{\frac{-z F V_m}{RT}}}{1 - e^{\frac{-z F V_m}{RT}}} \quad (12.2)$$

where  $I$  is current (*Amp*) or current density (*Amp/m<sup>2</sup>*);  $P$  is specific permeability (*Mol/m<sup>2</sup>*) if current density is calculated or permeability (*Mol/m<sup>3</sup>*) if current is calculated.  $z$  is valence of permeated ion;  $F$  is Faraday constant;  $R$  is gas constant;  $T$  is absolute temperature, *K*;  $V_m$  is transmembrane voltage, *V*;  $C_i$  and  $C_e$  are intracellular and extracellular concentrations of permeated ion, respectively.

Note, that at a call to function, temperature is expressed in °C and voltage in *mV*; all conversions are done by the function itself.

### 12.5.2 Functions and Procedures

#### GHK

**Declaration** `function GHK(P, z, Cin, Cout, Vm, TC: float):float;`

**Description** Returns current, *Amp*, calculated according to Goldman-Hodgkin-Katz equation (12.2) at a given transmembrane potential, *mV*.

Parameters:  $P$ : permeability constant. Classically, current density (*Amp/m<sup>2</sup>*) is calculated and  $P$  is in *m/s*. If we are interested in absolute value of current and not density,  $P$  is *m<sup>3</sup>/s*.  $z$  is ion charge (-1 for Cl<sup>-</sup>; 2 for Ca<sup>++</sup> etc). It is float since for non-selective channels apparent valence of permeated ion may be non-integer.  $C_{in}$  is intracellular concentration of ion, *Mol/m<sup>3</sup>* or *mM/l*;  $C_{out}$  is extracellular concentration.  $V_m$  is transmembrane voltage, *mV*.  $TC$  is temperature, °C.

#### FitGHK

**Declaration** `procedure FitGHK(CinFixed : boolean; az, aCout, aTC : float; var Cin, P : float; Voltages, Currents : TVector; Lb, Ub:integer);`

**Description** Fits data with Goldman-Hodgkin-Katz equation.

Input parameters: *CinFixed*: flag that intracellular concentration is known and fixed; only permeability constant must be fitted. If false, both  $C_{in}$  and  $P$  are fitted.  $az$ ,  $aC_{out}$  are valence and extracellular concentration of permeated ion;  $aTC$  is temperature, °C;  $C_{in}$  and  $P$  are initial (guess) values for intracellular concentration and permeability; *Voltages* and *Currents* are vectors of observed data;  $Lb$  and  $Ub$  are array bounds.

Output: Fitted permeability is returned in  $P$  and, if not *CinFixed*, then fitted intracellular concentration in  $C_{in}$ , otherwise  $C_{in}$  keeps its initial value.

### GOutMax

**Declaration** `function GOutMax(P,TC,Cin,Cout,z:float):float;`

**Description** When  $V_m \rightarrow \pm\infty$ , Goldman-Hodgkin-Katz voltage-current dependance tends to linear and slope conductance ( $G_s$ ) tends to constant:

$$\lim_{V_m \rightarrow +\infty} G_s = GOutMax$$

### GInMax

**Declaration** `function GInMax(P,TC,Cin,Cout,z:float):float;`

**Description** Similar to GoutMax, but finds limit for  $-\infty$ :

$$\lim_{V_m \rightarrow -\infty} G_s = GInMax$$

### ERev

**Declaration** `function ERev(CIn, COut, z, TC:float):float;`

**Description** Returns reverse potential by Nernst equation, mV. TC : temperature, °C.

### Intracellular

**Declaration** `function Intracellular(Cout, z, TC, ERev:float):float;`

**Description** Returns intracellular concentration from  $C_{out}$ , valence, temperature (°C),  $E_{Rev}$  (mV)

### GSlope

**Declaration** `function GSlope(Cin,Cout,z,TC,Vm,P:float):float;`

**Description** Returns slope conductance at any  $V_m$ .

### PfromSlope

**Declaration** `function PfromSlope(dI,dV,z,C,TC:float):float;`

**Description** Returns permeability for linear voltage-current relations.  $dI$  and  $dV$  are current and corresponding voltage.

## 12.6 Unit uhillfit

### 12.6.1 Description

This unit fits the Hill equation:

$$y = A + \frac{B - A}{1 + (K/x)^n}$$

$n > 0$  for an increasing curve;

$n < 0$  for a decreasing curve.

### 12.6.2 Functions and Procedures

#### HillFit

**Declaration** `procedure HillFit(X, Y : TVector; Lb, Ub : Integer; ConsTerm : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; ConsTerm = presence of constant term A; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that:

$B[0] = A, B[1] = B, B[2] = K, B[3] = n;$

V = inverse matrix, [0..3,0..3].

#### WHillFit

**Declaration** `procedure WHillFit(X, Y, S : TVector; Lb, Ub : Integer; ConsTerm : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of model. Additional input parameter: S = standard deviations of observations.

#### HillFit\_Func

**Declaration** `function HillFit_Func(X : Float; B : TVector) : Float;`

**Description** Computes the regression function at point X. B is the vector of parameters.

## 12.7 Unit umichfit

### 12.7.1 Description

This unit fits the Michaelis equation:

$$y = \frac{Y_{max}X}{K_m + X}$$

## 12.7.2 Functions and Procedures

### MichFit

**Declaration** `procedure MichFit(X, Y : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Unweighted fit of model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MaxIter = max. number of iterations; Tol = tolerance on parameters. Output parameters: B = regression parameters, such that:  
 $B[0] = Y_{max}$ ,  $B[1] = K_m$ ;  
 V = inverse matrix, [0..1,0..1].

### WMichFit

**Declaration** `procedure WMichFit(X, Y, S : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);`

**Description** Weighted fit of model. Additional input parameter: S = standard deviations of observations.

### MichFit\_Func

**Declaration** `function MichFit_Func(X : Float; B : TVector) : Float;`

**Description** Returns the value of the regression function at point X.

## 12.8 Unit umintfit

### 12.8.1 Description

This unit fits the Integrated Michaelis-Menten equation:

$$y = S_0 - K_m \cdot W \left( \frac{S_0}{K_m} \cdot \exp \left( \frac{S_0 - k_{cat} E_0 t}{K_m} \right) \right)$$

y = product concentration at time t;  $S_0$  = initial substrate concentration;  $K_m$  = Michaelis constant;  $k_{cat}$  = catalytic constant;  $E_0$  = total enzyme concentration.

W is Lambert's function (reciprocal of  $x \cdot \exp(x)$ ).

The independent variable x may be:

- $t \implies$  fitted parameters:  $S_0$  (optional),  $K_m$ ,  $V_{max} = k_{cat} E_0$  ;
- $S_0 \implies$  fitted parameters:  $K_m$ ,  $(V_{max} \cdot t)$ ;
- $E_0 \implies$  fitted parameters:  $S_0$  (optional),  $K_m$ ,  $(k_{cat} \cdot t)$ .

Optional parameter is placed in B[0], others in following elements of B array.

## 12.8.2 Functions and Procedures

### MintFit

**Declaration** procedure MintFit(X, Y : TVector; Lb, Ub : Integer; MintVar : TMintVar; Fit\_S0 : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);

**Description** Unweighted fit of model. Input parameters: X, Y = point coordinates; Lb, Ub = array bounds; MintVar = independant variable, possible values: (Var\_T, Var\_S, Var\_E). Fit\_S0 indicates if  $S_0$  must be fitted (for Var\_T or Var\_E only); MaxIter = max. number of iterations; Tol = tolerance on parameters; B[0] = initial value of S0. Output parameters: B = regression parameters; V = inverse matrix, [0..2, 0..2].

### WMintFit

**Declaration** procedure WMintFit(X, Y, S : TVector; Lb, Ub : Integer; MintVar : TMintVar; Fit\_S0 : Boolean; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);

**Description** Weighted fit of model. Additional input parameter: S = standard deviations of observations.

### MintFit\_Func

**Declaration** function MintFit\_Func(X : Float; B : TVector) : Float;

**Description** Returns the value of the regression function at point X.

## 12.9 Unit upkfit

### 12.9.1 Description

This unit fits the acid/base titration function :

$$y = A + \frac{B - A}{1 + 10^{(pK_a - x)}}$$

where  $x$  is pH,  $y$  is some property (e.g. absorbance) which depends on the ratio of the acidic and basic forms of the compound.  $A$  is the property for the pure acidic form,  $B$  is the property for the pure basic form.  $pK_a$  is the acidity constant.

### 12.9.2 Functions and Procedures

#### PKFit

**Declaration** procedure PKFit(X, Y : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);

#### WPKFit

**Declaration** procedure WPKFit(X, Y, S : TVector; Lb, Ub : Integer; MaxIter : Integer; Tol : Float; B : TVector; V : TMatrix);

**PKFit\_Func**

**Declaration** `function PKFit_Func(X : Float; B : TVector) : Float;`

**Description** Computes the regression function at point X. B is the vector of parameters, such that : B[0] = A; B[1] = B; B[2] = pKa.

**12.10 Unit uModels****12.10.1 Description**

Sets and returns properties of regression models.

**12.10.2 Types****TRegType**

**Declaration** `TRegType = (...);`

**Description**

**Values** REG\_LIN Linear  
 REG\_MULT Multiple linear  
 REG\_POL Polynom  
 REG\_FRAC Rational fraction  
 REG\_EXPO Sum of exponentials  
 REG\_IEXPO Increasing exponential  
 REG\_EXLIN Exponential + linear  
 REG\_LOGIS Logistic  
 REG\_POWER Power  
 REG\_GAMMA Gamma distribution  
 REG\_MICH Michaelis equation  
 REG\_MINT Integrated Michaelis equation  
 REG\_HILL Hill equation  
 REG\_PK Acid-base titration curve  
 REG\_EVAL User-defined function

**TModel**

**Declaration** `TModel = record`  
     `case RegType : TRegType of`  
         `REG_MULT : (Mult_ConstTerm : Boolean; Nvar : Integer);`  
         `REG_POL : (Deg : Integer);`  
         `REG_FRAC : (Frac_ConstTerm : Boolean; Deg1, Deg2 : Integer);`  
         `REG_EXPO : (Expo_ConstTerm : Boolean; Nexp : Integer);`  
         `REG_IEXPO : (IExpo_ConstTerm : Boolean);`  
         `REG_LOGIS : (Logis_ConstTerm, Logis_General : Boolean);`  
         `REG_MINT : (MintVar : TMintVar; Fit_S0 : Boolean);`  
         `REG_Hill : (Hill_ConstTerm : Boolean);`  
     `end;`

**Description** This record defines type and parameters of a model to be fitted with a call of `FitModel` or `WFitModel`. `RegType` is `TRegType` introduced above; other fields correspond to call parameters of specific functions and can be found in their descriptions.

### 12.10.3 Functions and Procedures

#### FirstParam

**Declaration** `function FirstParam(Model : TModel) : Integer;`

**Description** Returns the index of the first regression parameter.

#### LastParam

**Declaration** `function LastParam(Model : TModel) : Integer;`

**Description** Returns the index of the last regression parameter.

#### FuncName

**Declaration** `function FuncName(Model : TModel) : String;`

**Description** Returns the name (formula) of the regression function.

#### ParamName

**Declaration** `function ParamName(Model : TModel; I : Integer) : String;`

**Description** Returns the name of the I-th parameter

#### RegFunc

**Declaration** `function RegFunc(Model : TModel; X : Float; B : TVector) : Float;`

**Description** Returns the regression function.

#### FitModel

**Declaration** `procedure FitModel(Model : TModel; X, Y, Ycalc : TVector; U : TMatrix; Lb, Ub : Integer; MaxIter : Integer; Tol, SVDTol : Float; B : TVector; V : TMatrix; var Test : TRegTest);`

**Description** Unweighted fit of model. Input:

`Model`: `TModel`: type and parameters of the model to be fitted;  
`X, Y`: point coordinates;  
`U`: matrix of independent variables for multilinear regression;  
`Lb, Ub`: bounds for `X` and `Y` arrays;  
`MaxIter`: maximal number of iterations;  
`Tol, SVDTol`: tolerance on regression parameters;

Output:

`YCalc[Lb..Ub]` contains predicted `Y` values for each `X` from `X` array. Before

call it must be allocated but does not require initialization;  
B: vector of regression parameters, length depends on a model;  
V: inverse matrix, dimensions depend on the model;  
Test: results of goodness of fit test.

### **WFitModel**

**Declaration** `procedure WFitModel(Model : TModel; X, Y, S : TVector; Ycalc  
: TVector; U : TMatrix; Lb, Ub : Integer; MaxIter :  
Integer; Tol, SVDTol : Float; B : TVector; V : TMatrix; var  
Test : TRegTest);`

**Description** Weighted fit of model. Additional input parameter S: vector of standard deviations, [Lb,Ub].



# Chapter 13

## Package lmMathUtil. Various utility functions.

### 13.1 Description

Package lmMathUtil includes several units which do not belong *sensu stricto* to the field of numeric analysis, but can be useful for scientific programming. Unit lmUnitsFormat allows to output values with units in conveniently formatted form using prefixes as pico-, nano- and so on. Unit lmSorting implements several sorting algorithms for arrays of Float and of TRealPoint; the latter ones may be sorted both for X and for Y; units uStrings and uWinStr define several handy functions over strings.

### 13.2 Unit uSearchTrees

LMath  
0.5

#### 13.2.1 Description

This unit defines object type TStringTreeNode as a named element of a binary search tree and implements a procedure of a search within it. Old-type object is used instead of class to save space. I don't want to use a huge `classes` unit in LMath.

#### 13.2.2 Types and objects

##### TStringTreeNode

##### Declaration

```
TStringTreeNode = object
  Name : string; {Name of the object. Function Finds searches for it}
  Left : PStringTreeNode; {Link to left (lesser) element}
  Right: PStringTreeNode; {Link to right (greater) element}
  constructor Init(AName:string);
  destructor Done;
  function Find(AName:string; out Comparison:integer):PStringTreeNode;
end;
```

##### Methods

##### Init

**Declaration** constructor Init(AName:TString)

**Description** Creates the object, initializes Name field with AName, Left and Right with nil.

##### Done

**Declaration** destructor Done;

**Description** Disposes the item and all its children. To dispose a whole tree beginning with TreeRoot:TStringTreeNode, call dispose(TreeRoot, done) for its root.

**Find**

**Declaration** `function Find(AName:string;  
out Comparison:integer):PStringTreeNode;`

**Description** Searches self and children for a member with `Name = AName`. returns either found item (`Comparison = 0` in this case) or, if the tree does not contain an item which meets condition, then returns an item where a new item with `AName` must be inserted. If `AName < Name` and, consequently, the new Item must be inserted as `Find.Left`, then `Comparison < 0`, if `AName > Name`, then `Comparison > 0`.

**13.3 Unit uUnitsFormat**

LMath

**13.3.1 Description**

This unit formats a value with exponent prefixes (milli, pico etc) such that value in output is in the range 1..1000 and adds provided string at the end. For example, `FormatUnits(1.2E-12,S)` will return "1.2 pS"

**13.3.2 Functions and Procedures****FormatUnits**

**Declaration** `function FormatUnits(Val:float; UnitsStr:string;  
long:boolean=false):string;`

**Description** Formats a value `Val` and SI units name `UnitStr` with SI decimal prefix such that numeric value in the output string is in `[-999..999]` range and corresponding prefix is used. E.g.: `FormatUnits(12000, "Hz")` returns "1.2 kHz". One letter prefix from "**UnixArray**" is used when `long = false` ('k'), long prefix from "**UnitPrefixLong**" ('kilo') otherwise.

**FindPrefixForExponent**

**Declaration** `function FindPrefixForExponent(E:integer;  
long:boolean=false):string):string;`

**Description** `E` is an integer from a set `[-18, -15 ..., 18]`. The function returns a corresponding prefix, one letter if `Long = False` ('a', 'f', 'p', ..., 'E'), or complete prefix ('atto', 'femto', 'pico', ..., 'Exa'). If supplied value is not in the range, string 'Too high or low value' is returned.

**13.3.3 Constants****DefFormat**

**Declaration** `DefFormat = '####0.000';`

**UnitExponents**

**Declaration** `UnitExponents : array[0..12] of Integer = (-18, -15, -12, -9,  
-6, -3, 0, 3, 6, 9, 12, 15, 18);`

## UnitFactors

**Declaration** UnitFactors : array[0..12] of Float = (1E-18, 1E-15, 1E-12, 1E-9, 1E-6, 1E-3, 1, 1E3, 1E6, 1E9, 1E12, 1E15, 1E18);

## UnitPrefix

**Declaration** UnitPrefix : array[0..12] of string = ('a', 'f', 'p', 'n', ' $\mu$ ', 'm', '', 'K', 'M', 'G', 'T', 'P', 'E');

## UnitPrefixLong

**Declaration** UnitPrefixLong : array[0..12] of String = ('atto', 'femto', 'pico', 'nano', 'micro', 'milli', '', 'Kilo', 'Mega', 'Giga', 'Tera', 'Peta', 'Exa');

# 13.4 Unit usorting

LMath

## 13.4.1 Description

Quicksort, InsertSort and HeapSort algorithms are implemented for sorting of arrays of float, of TRealPoint for X and for TRealPoint for Y. In all these procedures, Vector or Points is an array to be sorted; Lb, Ub are low and upper bounds of the sorted array; if desc is true, the array is sorted in descending order, otherwise in ascending.

## 13.4.2 Functions and Procedures

### QuickSort

**Declaration** procedure QuickSort(Vector : TVector; Lb,Ub:integer; desc:boolean);

### QuickSortX

**Declaration** procedure QuickSortX(Points : TRealPointVector; Lb,Ub:integer; desc:boolean);

### QuickSortY

**Declaration** procedure QuickSortY(Points : TRealPointVector; Lb,Ub:integer; desc:boolean);

### InsertSort

**Declaration** procedure InsertSort(Vector : TVector; Lb,Ub:integer; desc:boolean);

### InsertSortX

**Declaration** procedure InsertSortX(Points : TRealPointVector; Lb,Ub:integer; desc:boolean);

**InsertSortY**

**Declaration** procedure InsertSortY(Points : TRealPointVector;  
Lb,Ub:integer; desc:boolean);

**Heapsort**

**Declaration** procedure Heapsort(Vector:TVector; Lb, Ub : integer;  
desc:boolean);

**HeapSortX**

**Declaration** procedure HeapSortX(Points:TRealPointVector; Lb, Ub :  
integer; desc:boolean);

**HeapSortY**

**Declaration** procedure HeapSortY(Points:TRealPointVector; Lb, Ub :  
integer; desc:boolean);

**13.5 Unit uVecUtils**

LMath  
0.5

**13.5.1 Types****TMatCoords**

**Declaration** TMatCoords = record  
Row, Col :integer;  
end;

**Description** Record, representing coordinates of a matrix element.

**tmCoords**

**Declaration** function tmCoords(ARow,ACol:integer):TMatCoords;

**Description** Constructor of TMatCoords from two integers.

**13.5.2 Procedures and Functions****Apply**

**Declaration** procedure Apply(V:TVector; Lb, Ub: integer; Func:TFunc);  
procedure Apply(M:TMatrix; LRow, URow, LCol, UCol: integer;  
Func:TFunc);  
procedure Apply(V:TIntVector; Lb, Ub: integer;  
Func:TIntFunc);  
procedure Apply(M:TIntMatrix; LRow, URow, LCol, UCol:  
integer; Func:TIntFunc);  
procedure Apply(V:TVector; Mask:TIntVector; MaskLb:integer;  
Func:TFunc);  
procedure Apply(V:TIntVector; Mask:TIntVector; MaskLb:integer;  
Func:TIntFunc);

```

procedure Apply(var V:array of Float; Func:TFunc);
procedure Apply(var V:array of Integer; Func:TIntFunc);

```

**Description** These procedures apply **TFunc** or **TIntFunc** to every element of **V** or **M** in the slice defined by **Lb** and **Ub** variables. Last two versions are “masked” functions which apply the functions only to elements whose indices are included into **Mask** array. For example, if **Mask** = (3,5,7) then the function will be applied only to **V[3]**, **V[5]** and **V[7]**. The **Mask** array may be formed for example with the help of **SelectElements** function. Last two versions apply the function to every element of open array. At a function call, subarray may be passed as a parameter.

## ApplyRecursive

**Declaration** `function ApplyRecursive(InitValues:array of Float; Lb, Ub : integer; Func:TFloatArrayFunc; Ziel:TVector = nil):TVector;`  
`function ApplyRecursive(InitValues:array of Integer; Lb, Ub : integer; Func:TIntArrayIntFunc; Ziel:TIntVector = nil):TIntVector;`

**Description** Function **ApplyRecursive** is used to initialize an array with a recursive sequence, for example, Fibonacci numbers. **Ziel** is the vector where result is placed. If at the call it is **nil**, **Ziel** is allocated by the function. **InitValues** defines a “seed” of the sequence with some length *L*. First *L* elements of **Ziel**, beginning from **Lb** are filled with **InitValues**; **Ziel[element Lb + L + 1]** is equal to **Func(InitValues)**, **Ziel[Lb+1+2]** will be equal to **Func(Ziel[Lb+1..Lb+L+1])** and so on. For example, to create an array containing first 20 numbers of Fibonacci, write:

```

uses uTypes, uVecUtils;
type
  Fibonacci : TIntVector;

function FibFunc(InitArr:array of Integer):integer;
begin
  Result := InitArr[0] + initArr[1];
end;

Fibonacci := ApplyRecursive(FibFunc, [0,1],0,19,nil);

```

## CompVec

**Declaration** `function CompVec(X, Xref : TVector; Lb, Ub : Integer; Tol : Float) : Boolean;`  
`function CompVec(constref X, Xref : array of float; Tol : Float) : Boolean;`

**Description** Checks if every component of vector **X** is within a fraction **Tol** of the corresponding component of the reference vector **Xref**. In this case, the function returns **True**, otherwise it returns **False**. Subarray can be passed to a version with open array. This latter function has all functionality as a version

with TVector, but has more simple calling convention and is more flexible, allowing to use both dynamic and static arrays and subarrays. Hence, we suggest that it is used in all new code with the old version left for backward compatibility.

## Any

**Declaration**

```
function Any(Vector : TVector; Lb, Ub : integer; Test :
TTestFunc) : boolean;

function Any(M : TMatrix; LRow, URow, LCol, UCol : integer;
Test : TTestFunc) : boolean;

function Any(Vector : TIntVector; Lb, Ub : integer; Test :
TIntTestFunc) : boolean;

function Any(M : TIntMatrix; LRow, URow, LCol, UCol :
integer; Test : TIntTestFunc) : boolean;

function Any(constref Vector:array of Float;
Test:TTestFunc):boolean; overload;

function Any(constref Vector:array of integer;
Test:TIntTestFunc):boolean; overload;
```

**Description** Applies Test function of type TTestFunc to every element in Vector[Lb..Ub] or M[LCol..UCol,LRow..URow], or to every element of open array and returns true if for any of them Test returns true.

## FirstElement

**Declaration**

```
function FirstElement(Vector : TVector; Lb, Ub : integer;
Ref : float; Comparator : TComparator) : integer;

function FirstElement(M : TMatrix; LRow, URow, LCol, UCol :
integer; Ref : float; Comparator : TComparator) :
TMatCoords;

function FirstElement(Vector : TVector; Lb, Ub : integer;
Test : TTestFunc) : integer;

function FirstElement(M : TMatrix; LRow, URow, LCol, UCol :
integer; Test : TTestFunc) : TMatCoords;

function FirstElement(Vector : TIntVector; Lb, Ub : integer;
Ref : integer; Comparator : TIntComparator) : integer;

function FirstElement(M : TIntMatrix; LRow, URow, LCol, UCol :
integer; Ref : integer; Comparator : TIntComparator) :
TMatCoords;

function FirstElement(Vector : TVector; Lb, Ub : integer;
Ref : float; CompType : TCompOperator) : integer;

function FirstElement(M : TMatrix; LRow, URow, LCol, UCol :
integer; Ref : float; CompType : TCompOperator) :
TMatCoords;
```

```

function FirstElement(Vector : TIntVector; Lb, Ub : integer;
Ref : integer; CompType : TCompOperator) : integer;

function FirstElement(M : TIntMatrix; LRow, URow, LCol, UCol :
integer; Ref : integer; CompType:TCompOperator) :
TMatCoords;

```

**Description** FirstElement tests every element of an array in a slice defined by Lb and Ub, or by LRow, URow, LCol, UCol and returns index (or indices, as [tmCoords](#), when applied to a matrix) of the first element which meets a condition. There are three ways to set the condition. First, define and pass a test function of type TTestFunc; second, pass a reference value and a comparator function, type [TComparator](#). FirstElement passes to the comparator an array element as a first parameter and Ref as a second. Third way is to pass a reference value and type of comparison as a parameter CompType of type [TCompOperator](#). FirstElement will return an index (or indices, for matrix) of an element which compares to Ref according to CompType.

## MaxLoc, MinLoc

**Declaration**

```

function MaxLoc(Vector:TVector; Lb, Ub:integer):integer;

function MaxLoc(M:TMatrix;
LRow,URow,LCol,UCol:integer):TMatCoords;

function MaxLoc(Vector:TIntVector; Lb, Ub:integer):integer;

function MaxLoc(M:TIntMatrix;
LRow,URow,LCol,UCol:integer):TMatCoords;

function MinLoc(Vector:TVector; Lb, Ub:integer):integer;

function MinLoc(M:TMatrix;
LRow,URow,LCol,UCol:integer):TMatCoords;

function MinLoc(Vector:TIntVector; Lb, Ub:integer):integer;

function MinLoc(M:TIntMatrix;
LRow,URow,LCol,UCol:integer):TMatCoords;

```

**Description** Functions MaxLoc and MinLoc return the index or indices, in latter case as [tmCoords](#) record, of a maximal or minimal, respectively, element of a slice of array where array is M or Vector and slice is defined by Lb and Ub or by LRow, URow, LCol, UCol parameters.

## Seq

**Declaration**

```

function Seq(Lb, Ub : integer; first, increment:Float;
Vector:TVector = nil):TVector;

function ISeq(Lb, Ub : integer; first, increment:integer;
Vector:TIntVector = nil):TIntVector;

```

**Description** Generates arithmetic progression,  
 $V[Lb] = First$ ;  
 $V[Lb+N] = First + N * Increment$   
up to  $V[Ub]$ .

## SelElements

**Declaration** function SelElements(Vector:TVector; Lb, Ub, ResLb : integer; Ref: float;  
CompType:TCompOperator):TIntVector;

function SelElements(Vector:TVector; Lb, Ub, ResLb : integer; Ref:float;  
Comparator:TComparator):TIntVector;

function SelElements(Vector:TIntVector; Lb, Ub, ResLb : integer; Ref:  
Integer; CompType:TCompOperator):TIntVector;

function SelElements(Vector:TIntVector; Lb, Ub, ResLb : integer;  
Ref:Integer; Comparator:TIntComparator):TIntVector;

**Description** Functions of **SelElements** family select elements from a source array, which can be of **TVector** or **TIntVector** type and place their indices into a result array of **TIntVector** type. Similar to **FirstElement**, selection criteria may be defined with a reference value and type of comparison (**TCompOperator** type) or with a reference value and a comparator function of **TIntComparator** or **TComparator** type. Selected indices are copied to Result array beginning from ResLb. Resulting “mask” array can be used with masked versions of **Apply** procedure. Besides, all corresponding elements can be extracted in a new array using **ExtractElements** function (see below).

## ExtractElements

**Declaration** function ExtractElements(Vector:TVector; Mask:TIntVector;  
Lb:integer):TVector;

**Description** Function **ExtractElements** allows to extract selected elements into a separate **TVector**. Elements of **Vector** whose indices are contained in **Mask** array are copied into **Result** beginning from **Lb**.

## 13.6 uVecFunc

LMath  
0.5

### 13.6.1 Description

Unit **uVecFunc** defines several standard functions over elements of arrays (vectors and matrices).

### 13.6.2 Functions

#### VecAbs

**Declaration** procedure VecAbs(V : TVector; Lb, Ub : integer);  
procedure VecAbs(V : TIntVector; Lb, Ub : integer);

**Description** Calculates absolute value over all elements of a vector or integer vector from V[Lb] to V[Ub].

#### MatAbs

**Declaration** procedure MatAbs(M : TMatrix; Lb1, Ub1, Lb2, Ub2 : integer);  
procedure MatAbs(M : TIntMatrix; Lb1, Ub1, Lb2, Ub2 : integer);

**Description** Calculates absolute value of all elements in M[Lb1,Lb2] to M[Ub1,Ub2].



## VecSqr

**Declaration** `procedure VecSqr(V : TVector; Lb, Ub : integer);`  
`procedure VecSqr(V : TIntVector; Lb, Ub : integer);`

**Description** Calculates square of all elements in of a vector or integer vector from V[Lb] to V[Ub].

## MatSqr

**Declaration** `procedure MatSqr(M : TMatrix; Lb1, Ub1, Lb2, Ub2 : integer);`  
`procedure MatSqr(M : TIntMatrix; Lb1, Ub1, Lb2, Ub2 : integer);`

**Description** Calculates square of all elements in M[Lb1,Lb2] to M[Lb2,Ub2].

## VecSqrt

**Declaration** `procedure VecSqrt(V : TVector; Lb, Ub : integer);`

**Description** Calculates square root of all elements in of a vector from V[Lb] to V[Ub].

## MatSqrt

**Declaration** `procedure MatSqrt(V : TVector; Lb, Ub : integer);`

**Description** Calculates square root of all elements in M[Lb1,Lb2] to M[Lb2,Ub2].

# 13.7 Unit uVectorHelpers

LMath

## 13.7.1 Description

This unit defines type helpers for [TVector](#) and [TIntVector](#).

## 13.7.2 Types

### TVectorHelper

**Declaration** `TVectorHelper = type helper for TVector`  
`procedure Insert(value:Float; index:integer);`  
`procedure Remove(index:integer);`  
`procedure Swap(ind1,ind2:integer);`  
`procedure Clear;`  
`procedure Fill(Lb, Ub : integer; Val:Float);`  
`procedure FillWithArr(Lb : integer; Vals:array of Float);`  
`procedure Sort(Descending:boolean);`  
`procedure InsertFrom(`  
`Source:TVector; Lb, Ub: integer; ind:integer);`  
`procedure InsertFrom(constref source: array of float;`  
`ind: integer); overload;`  
`function ToString(Index:integer):string;`  
`function ToStrings(Dest:TStrings; First, Last:integer;`  
`Indices:boolean; Delimiter: char):integer;`  
`end;`

## TIntVectorHelper

**Declaration** TIntVectorHelper = type helper for TIntVector

```
procedure Insert(value:Integer; index:integer);
procedure Remove(index:integer);
procedure Swap(ind1,ind2:integer);
procedure Clear;
procedure Fill(St, En : integer; Val:Integer);
procedure FillWithArr(Lb : integer; Vals:array of Integer);
procedure InsertFrom(
  Source:TIntVector; Lb, Ub: integer; ind:integer);
procedure InsertFrom(constref source: array of integer;
  ind: integer); overload;
function ToString(Index:integer):string;
function ToStrings(Dest:TStrings; First, Last:integer;
  Indices:boolean; Delimiter: char):integer;
end;
```

### 13.7.3 Methods

Most of the methods of TVectorHelper and TVIntVectorHelper are identical with the exception of array element type, the following descriptions are relevant for both. The only exception is `sort` which is defined for TVectorHelper only.

#### Insert

**Declaration** `procedure Insert(value:Float; index:integer);`  
`procedure Insert(value:Integer; index:integer);`

**Description** Inserts `value` in the position `index`. Following elements are shifted to the right. `Self[High(self)]` is lost.

#### Remove

**Declaration** `procedure Remove(index:integer);`

**Description** Element in the position `index` is removed; succeeding elements are shifted to the left. `Self[High(self)]` is set to 0.

#### Swap

**Declaration** `procedure Swap(ind1,ind2:integer);`

**Description** Swaps elements in positions `ind1`, `ind2`. No range check is performed.

**Declaration** `procedure Clear;`

**Description** Fills `Self` with zeros.

## Fill

**Declaration** `procedure Fill(Lb, Ub : integer; Val:Float);`  
`procedure Fill(Lb, Ub : integer; Val:integer);`

**Description** Sets all elements from `self[Lb]` to `self[Ub]` to `Val`. If `Self` is empty, it is allocated, otherwise it is filled to `min(Ub,high(self))`. Length of `Self` remains unchanged.

## FillWithArr

**Declaration** `procedure FillWithArr(Lb : integer; Vals:array of Float);`  
`procedure FillWithArr(Lb : integer; Vals:array of Integer);`

**Description** Copies all elements from `Vals` into `self` beginning from `self[Lb]`. If `Self` is empty, it is allocated, otherwise filled up to `min(Lb+length(Vals),High(Self))`.  
This procedure is designed mainly for convenient initialization of arrays in statements like  
`MyNewVector.FillWithArr(1,[3,4,5,9,12]);`

## InsertFrom

**Declaration** `procedure InsertFrom(Source:TVector; Lb, Ub: integer;`  
`ind:integer);`  
`procedure InsertFrom(Source:TIntVector; Lb, Ub: integer;`  
`ind:integer);`  
`procedure InsertFrom(constref source: array of float;`  
`ind: integer); overload;`  
`procedure InsertFrom(constref source: array of integer;`  
`ind: integer); overload;`

**Description** This method exists in two forms: older one where `Source` is `TVector`, kept for backward compatibility, and a new one where `source` is an open array, which gives greater flexibility.

Elements of `Source` are inserted into `Self` beginning from `Self[ind]`. Elements of target array beginning from `Ind` are shifted to the right. Length of target array remains unchanged, last elements of it are lost. In the older form, elements beginning from `Source[Lb]` to `Source[Ub]` are inserted, in the new one, the whole array is inserted. If you need to insert a subarray, you may define it at a calling the method:

`MyArr.InsertFrom(MyOtherArr[5..12]).`

If length of passed array is too long, the array is truncated respectively, such that length of a target array remains unchanged: if  $Ind + Ub - Lb > High(Self)$ , only  $High(Self) - Ind$  elements are inserted.

## Sort (TVectorHelper only)

**Declaration** `procedure Sort(Descending:boolean);`

**Description** Sorts `Self` using Heap sort algorithm, `Descending` defines order. Note that Quick sort and insert sort algorithms are implemented in [uSorting](#) unit.

## ToString

**Declaration** function ToString(Index:integer):string;

**Description** Returns `FloatStr(Self[Index])` or `IntStr(Self[Index])`. Output format is defined with `uStrings.SetFormat` function.

## ToStrings

**Declaration** function ToStrings(Dest : TStrings; First, Last: integer; Indices: boolean; Delimiter: char):integer;

**Description** Sends string representation of the subarray `self[Lb]` to `self[Ub]` to `Dest`. If `Indices` is true, every string (for `TVectorHelper`) is formed as `IntStr(Index)+' '+Delimiter+FloatToStr(self[Index])`.

# 13.8 Unit uVecFileUtils

LMath  
0.5

## 13.8.1 Description

This unit defines four routines for saving `TMatrix` or `TVector` to a file or reading from a file.

## 13.8.2 Functions and Procedures

### SaveVecToText

**Declaration** procedure SaveVecToText(FileName:string; V:TVector; Lb, Ub:integer);

**Description** Saves `V:TVector` to a file with name `FileName`, beginning from `V[Lb]` up to `V[Ub]` as a column of numbers. If `Ub > High(V)`, the to the end is saved.

Errors: if `Lb > Ub` or `Lb < 0`, `MatErrDim` is set and no file written. If an error occurs at an opening or writing the file, `lmFileError` is set with additional information in a text message which can be retrieved with `MathErrMsg` function.

### LoadVecFromText

**Declaration** function LoadVecFromText(FileName:string; Lb:integer; out HighLoaded : integer) : TVector;

**Description** This is a counterpart to `SaveVecToText`. This function reads a column of numbers from a file into `TVector`.

Input: `FileName`, name of a file to be read; `Lb`, index, from which the file contents is placed into `TVector`, typically 0 or 1.

The function counts number of lines in the file ( $N$ ) and allocates `TVector` with the length  $Lb + N$  which is returned by the function. Further, it reads the values from the file. If a line does not contain valid number, it is silently skipped. Number of actually assigned values is returned in `HighLoaded`. Hence, the last meaningful element is  $Lb + HighLoad$ .

Errors: if `Lb < 0`, `MatErrDim` is set `nil` is returned. If an error occurs at an opening or writing the file, `lmFileError` is set with additional information

in a text message which can be retrieved with `MathErrorMessage` function. If nothing was read before an error, `nil` is returned, otherwise partially filled vector returned with the number of actually read data in `HighLoaded`.

## SaveMatToText

**Declaration** `procedure SaveMatToText(FileName: string; M: TMatrix;  
delimiter: char; FirstCol, LastCol, FirstRow, LastRow :  
integer);`

**Description** Saves slice of a matrix `M[FirstCol..LastCol,FirstRow...LastRow]` into a file as a delimited text (for example, CSV).

Input: `FileName:string`, name of a file to be saved; `M:TMatrix`, a matrix to be saved; `delimiter:char` is a delimiter between values in a line of a file. It is not recommended to use a space as a delimiter, see [LoadMatFromText](#) for explanation. `FirstCol`, `LastCol`, `FirstRow`, `LastRow` : `integer` are border indices of a slice to be saved. If `LastCol` is higher than the length of rows or `LastRow` is bigger than length of columns, they are adjusted accordingly such that the rows and/or the columns are saved completely.

Errors: if indices given in `FirstRow`, `LastRow`, `FirstColumn`, `LastColumn` are impossible, `MatErrDim` is set and no file written. If an error occurs at an opening or writing the file, `lmFileError` is set with additional information in a text message which can be retrieved with `MathErrorMessage` function.

## LoadMatFromText

**Declaration** `function LoadMatFromText(FileName: string; delimiter: char; Lb:integer;  
MD:Float): TMatrix;`

**Description** Allocates and loads a matrix from text file. Number of rows allocated is equal to the number of lines in the file; number of columns is found as a maximal number of delimiters in a line plus 1. One potential problem with this approach is that if a delimiter is space char, and spaces are used for formatting and alignment, then too many elements are allocated. Therefore, it is not recommended to use space as a delimiter. However, if there is only one space between values, everything works fine.

Input: `FileName: string`, name of a file to be read. `Delimiter: char`, symbol which delimits values within a line of a file (and, correspondingly, in a row of a matrix). `Lb:integer`, first row which is used to load the values and first index in each row, typically 0 or 1. If  $Lb \neq 0$ , rows and columns with indices  $< Lb$  remain empty (filled with 0). `MD:Float`, code for missed value.

If a substring between two delimiters in a line of the file cannot be parsed (for example, it is an empty line), corresponding position in a matrix is filled with `MD`. If a line contains no valid values, it is supposed to be title or subtitle and is silently skipped.

Example:

If there is a file `example.csv` with content:

```
V1; V2; V3; V4; V5
3.1; 5.6; 7.4;;2.3
5.8; 9.6; 11.1;
7.6; 4.5; 45.2; 3.9; 7.5
```

then call

```
LoadMatFromText('example.csv',';',',1,-10000);
```

would produce following matrix:

ind	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	3.1	5.6	7.4	-10000	2.3
2	0	5.8	9.6	11.1	-10000	-10000
3	0	7.6	4.5	45.2	3.9	7.5

`Lb = 1` causes column and row with indices “0” to remain empty, the matrix is filled from indices “1”. Maximal number of delimiters ‘;’ per line is 4, which defines 5 values per line. Empty string between 3rd and 4th delimiters in the second line is not a valid float, it is substituted with `MD = -10000`; missing values at the end of next line are also substituted with `MD`. First line contains no valid floats at all, it is skipped.

Errors: if `Lb` is negative, `MatErrDim` error is set; on file read failure, `lm-FileError` is set.

## 13.9 Unit uCompVecUtils

LMath  
0.6

### 13.9.1 Description

Unit `uCompVecUtils` defines several utility functions and procedures to make more convenient work with arrays of complex numbers, largely similar to what was done for arrays of `Float` in the unit `uVecUtils` (13.5).

### 13.9.2 Types

#### TComplexTestFunc

**Declaration** `TComplexTestFunc = function(Val:complex):boolean;`

**Description** General function for testing complex value for a condition

#### TComplexFunc

**Declaration** `TComplexFunc = function(Arg:Complex):complex;`

**Description** General complex function of real argument

#### TIntComplexFunc

**Declaration** `TIntComplexFunc = function(Arg:Integer):complex;`

**Description** Complex function of an integer argument. This type is intended mostly for the use with function `Apply` (13.9.3.10) where index of an element is passed to the function.

## **TComplexComparator**

**Declaration** `TComplexComparator = function(Val, Ref:complex):boolean;`

**Description** General function for comparison of complex numbers. Functions `FirstElement` and `SelElements` pass array elements to `Val` and user-supplied `Ref` value to `Ref`.

### **13.9.3 Procedures and Functions**

#### **ExtractReal**

**Declaration** `function ExtractReal(const CVec:array of complex):TVector;`

**Description** Extracts real components from all elements of `CVec` and puts them into result, which is allocated by the function.

#### **ExtractImaginary**

**Declaration** `function ExtractImaginary(const CVec:array of complex):TVector;`

**Description** Extracts imaginary components from all elements of `CVec` and puts them into result, which is allocated by the function.

#### **CombineCompVec**

**Declaration** `function CombineCompVec(const VecRe, VecIm:array of float):TCompVector;`

**Description** Opposite to `ExtractImaginary` and `ExtractReal`: takes two arrays of `Float` and combines them into `TCompVector`. Elements of `VecRe` become real components; elements of `VecIm` become imaginary. Lengths of `VecRe` and `VecIm` must be equal, otherwise `MaterrDim` error is set and `nil` is returned.

#### **CMakePolar**

**Declaration** `function CMakePolar(const V:array of complex):TCompVector;`

**Description** Converts all elements of array of complex `V` from rectangular to polar form and puts them into `TCompVector` which is returned as result.

#### **CMakeRectangular**

**Declaration** `function CMakeRectangular(const V:array of complex):TCompVector;`

**Description** Converts all elements of array of complex `V` from polar to rectangular form and puts them into `TCompVector` which is returned as result.

#### **MaxReLoc**

**Declaration** `function MaxReLoc(CVec: TCompVector; Lb, Ub: integer):integer;`

**Description** Returns position in `CVec:TCompVector` beginning from `Lb` ending with `Ub` of an element with maximal value of real component. If `Lb > Ub`, `MatErrDim` error is set and -1 is returned.

### MaxImLoc

**Declaration** `function MaxImLoc(CVec: TCompVector; Lb, Ub: integer):integer;`

**Description** Returns position in `CVec:TCompVector`) beginning from `Lb` ending with `Ub` of an element with maximal value of imaginary component. If  $Lb > Ub$ , `MatErrDim` error is set and -1 is returned.

### MinReLoc

**Declaration** `function MinReLoc(CVec: TCompVector; Lb, Ub: integer):integer;`

**Description** Returns position in `CVec:TCompVector`) beginning from `Lb` ending with `Ub` of an element with minimal value of real component. If  $Lb > Ub$ , `MatErrDim` error is set and -1 is returned.

### MinImLoc

**Declaration** `function MinImLoc(CVec: TCompVector; Lb, Ub: integer):integer;`

**Description** Returns position in `CVec:TCompVector`) beginning from `Lb` ending with `Ub` of an element with minimal value of imaginary component. If  $Lb > Ub$ , `MatErrDim` error is set and -1 is returned.

### Apply

**Declaration** `procedure Apply(var V:array of Complex; Func:TComplexFunc);  
; procedure Apply(var V:array of Complex;  
Func:TIntComplexFunc);  
procedure Apply(V:TCompVector; Mask:TIntVector;  
MaskLb:integer; Func:TComplexFunc);`

**Description** These functions apply functions passed as `Func` parameter to every element of array `V` and assign result of the function to this element. When `Func` is of `TComplexFunc` type (13.9.2.2), element itself is passed to the function, otherwise if `Func` is `TIntComplexFunc` (13.9.2.3), index of the element is passed to the function. Thus, `Apply` in this form is suitable for primary initialization of arrays of `complex`. Third version of `Apply` applies `Func` only to the elements whose indices are contained in the `Mask`, beginning from `MaskLb`. The mask array can be generated for example by call to `Selelements` (13.9.3.14) prior to using `Apply` function.

### CompareCompVec

**Declaration** `function CompareCompVec(const X, Xref : array of Complex; Tol : Float) : Boolean;`

**Description** Returns `True` if both vectors have same length and all elements are equal to the `MachEp` (2.2.3.19) accuracy.



### Any

**Declaration** `function Any(const Vector:array of Complex;  
Test:TComplexTestFunc):boolean;`

**Description** Calls function `Test` with every element of array `Vector`. Returns `True` if `Test` returns `True` for at least one of the elements, otherwise returns `False`.

### FirstElement

**Declaration** `function FirstElement(Vector: TCompVector; Lb, Ub: integer;  
Ref: complex; Comparator: TComplexComparator): integer;`

**Description** Function `FirstElement` for `TCompVector` calls `Comparator` of `TComplexComparator` type (13.9.2.4) with each element of the vector, beginning from `Lb` ending with `Ub`. Elements of array are passed as `Val` parameter, user-supplied `Ref` value as a second parameter. Function `FirstElement` returns index of the first element for which `Comparator` returns `True`. If  $Lb > Ub$ , `MatErrDim` error is set and -1 is returned.

### SelElements

**Declaration** `function SelElements(Vector:TCompVector; Lb, Ub, ResLb :  
integer; Ref:complex;  
Comparator:TComplexComparator):TIntVector;`

**Description** Function `SelElements` is largely similar to `FirstElement`, but it does not stop after finding a first element which satisfies the condition of `Comparator`, but finds all such elements and places them into result of `TInteger` type, beginning from `ResLb`, which typically is 0 or 1. Later this array of indices may be used for example with `ExtractElements` (see below) or masked version of `Apply` (13.9.3.10) function. If  $Lb > Ub$ , `MatErrDim` error is set and `nil` is returned.

### ExtractElements

**Declaration** `function ExtractElements(Vector:TCompVector; Mask:TIntVector;  
Lb:integer):TCompVector;`

**Description** Function `ExtractElements` for `TCompVector` places all elements of input array `Vector` whose indicis are found in the `Mask`

### ComplexSeq

**Declaration** `function ComplexSeq(Lb, Ub : integer; FirstRe, FirstIm, IncrementRe,  
IncrementIm:Float; Vector:TCompVector = nil):TCompVector;`

**Description** Function `ComplexSec` is intended for easy initialization of `TCompVector`. This function generates arithmetic progression

$$FirstRe + I \dot{IncrementRe}$$

where  $I$  is consecutive number of progression element. This progression is placed into the real components of output vector beginning from  $Lb$ . Similarly, progression formed as

$$FirstIm + I \dot{Increment} Im$$

is placed into imaginary components of the same elements. If output array `Input` at a call is `nil`, it is allocated by `ComplexSec`, otherwise the user-supplied array is used. If  $Lb > Ub$ , `MatErrDim` error is set and `nil` is returned.

## 13.10 Unit uVecMatPrn

LMath

### 13.10.1 Description

This small unit introduces procedures for printout of a vector or matrix in a console, useful mostly for test and demonstration purposes. See program `LinProgTest` as an example of usage.

### 13.10.2 Constants

#### lmFmtStr

**Declaration** `lmFmtStr` : string = '%8.3f';

**Description** Default format for printout of a float point number, using `Format` function.

#### lmFmtStr

**Declaration** `lmIntFmtStr` : string = '%4d';

**Description** Default format for printout of an integer number, using `Format` function.

### 13.10.3 Variables

#### LB

**Declaration** `LB` : integer = 1;

**Description** Defines a lower bound of a matrix printout. Default value is 1 (Fortran inheritance). `PrintVector` do not use this variable, use subarrays at call instead.

### 13.10.4 Procedures And Functions

#### PrintVector

**Declaration** `procedure PrintVector(V:array of Integer);`  
`procedure PrintVector(V:array of Float);`

**Description** Prints `TVector` or `TIntVector` on one line in a console window.

#### PrintMatrix

**Declaration** `procedure PrintMatrix(A:TMatrix);`

**Description** Prints `TMatrix` as a table in a console window.

## 13.11 Unit ustrings

### 13.11.1 Description

Pascal string routines

### 13.11.2 Functions and Procedures

#### **LTrim**

**Declaration**    `function LTrim(S : String) : String;`

**Description**   Removes leading blanks

#### **RTrim**

**Declaration**    `function RTrim(S : String) : String;`

**Description**   Removes trailing blanks

#### **Trim**

**Declaration**    `function Trim(S : String) : String;`

**Description**   Removes leading and trailing blanks

#### **StrChar**

**Declaration**    `function StrChar(N : Byte; C : Char) : String;`

**Description**   Returns a string made of character C repeated N times

#### **RFill**

**Declaration**    `function RFill(S : String; L : Byte) : String;`

**Description**   Completes string S with trailing blanks for a total length L

#### **LFill**

**Declaration**    `function LFill(S : String; L : Byte) : String;`

**Description**   Completes string S with leading blanks for a total length L

#### **CFill**

**Declaration**    `function CFill(S : String; L : Byte) : String;`

**Description**   Completes string S with leading blanks to center the string on a total length L

#### **Replace**

**Declaration**    `function Replace(S : String; C1, C2 : Char) : String;`

**Description**   Replaces in string S all the occurrences of character C1 by character C2

### Extract

**Declaration** `function Extract(S : String; var Index : Byte; Delim : Char) : String;`

**Description** Extracts a field from a string. Index is the position of the first character of the field. Delim is the character used to separate fields (e.g. blank, comma or tabulation). Blanks immediately following Delim are ignored. Index is updated to the position of the next field.

### Parse

**Declaration** `procedure Parse(S : String; Delim : Char; Field : TStrVector; var N : Byte);`

**Description** Parses a string into its constitutive fields. Delim is the field separator. The number of fields is returned in N. The fields are returned in Field[0]..Field[N - 1]. Field must be dimensioned in the calling program.

### SetFormat

**Declaration** `procedure SetFormat(NumLength, MaxDec : Integer; FloatPoint, NSZero : Boolean);`

**Description** Sets the numeric format NumLength = Length of numeric field MaxDec = Max. number of decimal places FloatPoint = True for floating point notation NSZero = True to write non significant zero's

### FloatStr

**Declaration** `function FloatStr(X : Float) : String;`

**Description** Converts a real to a string according to the numeric format

### IntStr

**Declaration** `function IntStr(N : LongInt) : String;`

**Description** Converts an integer to a string

### CompStr

**Declaration** `function CompStr(Z : Complex) : String;`

**Description** Converts a complex number to a string

### ArrayToStr

LMath

**Declaration** `function ArrayToString(A:array of float; ADelimiter:string):string;  
function ArrayToString(A:array of integer; ADelimiter:string):string;`

**Description** Outputs an array into a string, inserting ADelimiter between the elements.

**ArrayToStrMD**

LMath

**Declaration** `function ArrayToStringMD(A:array of float; ADelimiter:  
string; MissingCode:float):string;  
function ArrayToStringMD(A:array of integer; ADelimiter:  
string; MissingCode:integer):string;`

**Description** Outputs an array with missing values, coded by `MissingCode` into a string, inserting `ADelimiter` between the elements and a space instead of `MissingCode`.

**13.12 Unit uwinstr****13.12.1 Description**

String routines for DELPHI

**13.12.2 Functions and Procedures****StrDec**

**Declaration** `function StrDec(S : String) : String;`

**Description** Replaces commas or decimal points by the decimal separator defined in `SysUtils`

**IsNumeric**

**Declaration** `function IsNumeric(var S : String; out X : Float) : Boolean;`

**Description** Replaces in string `S` the decimal comma by a point, tests if the resulting string represents a number. If so, returns this number in `X`

**ReadNumFromEdit**

**Declaration** `function ReadNumFromEdit(Edit : TEdit) : Float;`

**Description** Reads a floating point number from an Edit control

**WriteNumToFile**

**Declaration** `procedure WriteNumToFile(var F : Text; X : Float);`

**Description** Writes a floating point number in a text file, forcing the use of a decimal point

# Chapter 14

## Package ImPlotter: Plotting of Mathematics

### 14.1 Unit uhsvrgb

#### 14.1.1 Description

HSV / RGB conversion.

Adapted from [http://www.cs.rit.edu/~ncs/color/t\\_convert.html](http://www.cs.rit.edu/~ncs/color/t_convert.html)

R, G, B values are from 0 to 255  $H = [0..360)$ ,  $S = [0..1]$ ,  $V = [0..1]$  if  $S = 0$ , then  $H$  is undefined.

#### 14.1.2 Functions and Procedures

##### HSVtoRGB

**Declaration** `procedure HSVtoRGB(H, S, V : Float; var R, G, B : Byte);`

##### RGBtoHSV

**Declaration** `procedure RGBtoHSV(R, G, B : Byte; var H, S, V : Float);`

### 14.2 Unit uplot

#### 14.2.1 Description

Plotting routines for BGI graphics (based on the Graph unit)

#### 14.2.2 Functions and Procedures

##### InitGraphics

**Declaration** `function InitGraphics(Pilot, Mode : Integer; BGIPath : String) : Boolean;`

**Description** Enters graphic mode

##### SetWindow

**Declaration** `procedure SetWindow(X1, X2, Y1, Y2 : Integer; GraphBorder : Boolean);`

**Description** Sets the graphic window.  $X1, X2, Y1, Y2$ : Window coordinates in % of maximum. `GraphBorder`: Flag for drawing the window border.

##### SetOxScale

**Declaration** `procedure SetOxScale(Scale : TScale; OxMin, OxMax, OxStep : Float);`

**Description** Sets the scale on the Ox axis.

### **SetOyScale**

**Declaration** `procedure SetOyScale(Scale : TScale; OyMin, OyMax, OyStep : Float);`

**Description** Sets the scale on the Oy axis.

### **GetOxScale**

**Declaration** `procedure GetOxScale(var Scale : TScale; var OxMin, OxMax, OxStep : Float);`

**Description** Returns the scale on the Ox axis.

### **GetOyScale**

**Declaration** `procedure GetOyScale(var Scale : TScale; var OyMin, OyMax, OyStep : Float);`

**Description** Returns the scale on the Oy axis.

### **SetGraphTitle**

**Declaration** `procedure SetGraphTitle(Title : String);`

**Description** Sets the title for the graph.

### **SetOxTitle**

**Declaration** `procedure SetOxTitle(Title : String);`

**Description** Sets the title for the Ox axis

### **SetOyTitle**

**Declaration** `procedure SetOyTitle(Title : String);`

**Description** Sets the title for the Oy axis.

### **GetGraphTitle**

**Declaration** `function GetGraphTitle : String;`

**Description** Returns the title for the graph

### **GetOxTitle**

**Declaration** `function GetOxTitle : String;`

**Description** Returns the title for the Ox axis.

### **GetOyTitle**

**Declaration** `function GetOyTitle : String;`

**Description** Returns the title for the Oy axis.

**SetTitleFont**

**Declaration** `procedure SetTitleFont(FontIndex, Width, Height : Integer);`

**Description** Sets the font for the main graph title.

**SetOxFont**

**Declaration** `procedure SetOxFont(FontIndex, Width, Height : Integer);`

**Description** Sets the font for the Ox axis (title and labels).

**SetOyFont**

**Declaration** `procedure SetOyFont(FontIndex, Width, Height : Integer);`

**Description** Sets the font for the Oy axis (title and labels).

**SetLgdFont**

**Declaration** `procedure SetLgdFont(FontIndex, Width, Height : Integer);`

**Description** Sets the font for the legends.

**PlotOxAxis**

**Declaration** `procedure PlotOxAxis;`

**Description** Plots the horizontal axis.

**PlotOyAxis**

**Declaration** `procedure PlotOyAxis;`

**Description** Plots the vertical axis.

**PlotGrid**

**Declaration** `procedure PlotGrid(Grid : TGrid);`

**Description** Plots a grid on the graph.

**WriteGraphTitle**

**Declaration** `procedure WriteGraphTitle;`

**Description** Writes the title of the graph.

**SetClipping**

**Declaration** `procedure SetClipping(Clip : Boolean);`

**Description** Determines whether drawings are clipped at the current viewport boundaries, according to the value of the Boolean parameter Clip.



### **SetMaxCurv**

**Declaration** `function SetMaxCurv(NCurv : Byte) : Boolean;`

**Description** Sets the maximum number of curves. Returns False if the needed memory is not available.

### **SetPointParam**

**Declaration** `procedure SetPointParam(CurvIndex, Symbol, Size, Color : Integer);`

**Description** Sets the point parameters for curve # CurvIndex.

### **SetLineParam**

**Declaration** `procedure SetLineParam(CurvIndex, Style, Width, Color : Integer);`

**Description** Sets the line parameters for curve # CurvIndex.

### **SetCurvLegend**

**Declaration** `procedure SetCurvLegend(CurvIndex : Integer; Legend : String);`

**Description** Sets the legend for curve # CurvIndex.

### **SetCurvStep**

**Declaration** `procedure SetCurvStep(CurvIndex, Step : Integer);`

**Description** Sets the step for curve # CurvIndex.

### **GetMaxCurv**

**Declaration** `function GetMaxCurv : Byte;`

**Description** Returns the maximum number of curves.

### **GetPointParam**

**Declaration** `procedure GetPointParam( CurvIndex : Integer; var Symbol, Size, Color : Integer);`

**Description** Returns the point parameters for curve # CurvIndex.

### **GetLineParam**

**Declaration** `procedure GetLineParam( CurvIndex : Integer; var Style, Width, Color : Integer);`

**Description** Returns the line parameters for curve # CurvIndex.

**GetCurvLegend**

**Declaration** `function GetCurvLegend(CurvIndex : Integer) : String;`

**Description** Returns the legend for curve # CurvIndex.

**GetCurvStep**

**Declaration** `function GetCurvStep(CurvIndex : Integer) : Integer;`

**Description** Returns the step for curve # CurvIndex.

**PlotPoint**

**Declaration** `procedure PlotPoint(Xp, Yp, CurvIndex : Integer);`

**Description** Plots a point on the screen Input parameters : Xp, Yp = point coordinates in pixels CurvIndex = index of curve parameters (Symbol, Size, Color).

**PlotCurve**

**Declaration** `procedure PlotCurve(X, Y : TVector; Lb, Ub, CurvIndex : Integer);`

**Description** Plots a curve Input parameters : X, Y = point coordinates Lb, Ub = indices of first and last points CurvIndex = index of curve parameters.

**PlotCurveWithErrorBars**

**Declaration** `procedure PlotCurveWithErrorBars(X, Y, S : TVector; Ns, Lb, Ub, CurvIndex : Integer);`

**Description** Plots a curve with error bars. Input parameters: X, Y = point coordinates; S = errors; Lb, Ub = indices of first and last points; CurvIndex = index of curve parameters.

**PlotFunc**

**Declaration** `procedure PlotFunc(Func : TFunc; X1, X2 : Float; CurvIndex : Integer);`

**Description** Plots a function.

Input parameters: Func = function to be plotted; X1, X2 = abscissae of 1st and last point to plot; CurvIndex = index of curve parameters (Width, Style, Color).

The function must be programmed as: `function Func(X : Float) : Float;`

**WriteLegend**

**Declaration** `procedure WriteLegend(NCurv : Integer; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for all curves.

NCurv: number of curves (1 to MaxCurv); ShowPoints: for displaying points; ShowLines: for displaying lines.

## WriteLegendSelect

**Declaration** `procedure WriteLegendSelect(NSelect : Integer; Select : TIntVector; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for selected curves.

NSelect: number of selected curves; Select indices of selected curves.

## ConRec

**Declaration** `procedure ConRec(Nx, Ny, Nc : Integer; X, Y, Z : TVector; F : TMatrix);`

**Description** Contour plot. Adapted from Paul Bourke, Byte, June 1987

<http://paulbourke.net/papers/conrec/>.

Input parameters: Nx, Ny = number of steps on Ox and Oy; Nc = number of contour levels; X[0..Nx], Y[0..Ny] = point coordinates; Z[0..(Nc - 1)] = contour levels in increasing order; F[0..Nx, 0..Ny] = function values, such that F[I,J] is the function value at (X[I], Y[J]).

## Xpixel

**Declaration** `function Xpixel(X : Float) : Integer;`

**Description** Converts user abscissa X to screen coordinate.

## Ypixel

**Declaration** `function Ypixel(Y : Float) : Integer;`

**Description** Converts user ordinate Y to screen coordinate.

## Xuser

**Declaration** `function Xuser(X : Integer) : Float;`

**Description** Converts screen coordinate X to user abscissa.

## Yuser

**Declaration** `function Yuser(Y : Integer) : Float;`

**Description** Converts screen coordinate Y to user ordinate.

## LeaveGraphics

**Declaration** `procedure LeaveGraphics;`

**Description** Quits graphic mode.

# 14.3 Unit utexplot

## 14.3.1 Description

Plotting routines for LaTeX/PSTricks

### 14.3.2 Functions and Procedures

#### TeX\_InitGraphics

**Declaration** `function TeX_InitGraphics(FileName : String; PgWidth, PgHeight : Integer; Header : Boolean) : Boolean;`

**Description** Initializes the LaTeX file.

FileName = Name of LaTeX file (e. g. 'figure.tex'); PgWidth, PgHeight = Page width and height in cm; Header = True to write the preamble in the file.

#### TeX\_SetWindow

**Declaration** `procedure TeX_SetWindow(X1, X2, Y1, Y2 : Integer; GraphBorder : Boolean);`

**Description** Sets the graphic window.

X1, X2, Y1, Y2: Window coordinates in % of maximum; GraphBorder: Flag for drawing the window border.

#### TeX\_LeaveGraphics

**Declaration** `procedure TeX_LeaveGraphics(Footer : Boolean);`

**Description** Close the LaTeX file.

Footer = Flag for writing the 'end of document' section.

#### TeX\_SetOxScale

**Declaration** `procedure TeX_SetOxScale(Scale : TScale; OxMin, OxMax, OxStep : Float);`

**Description** Sets the scale on the Ox axis.

#### TeX\_SetOyScale

**Declaration** `procedure TeX_SetOyScale(Scale : TScale; OyMin, OyMax, OyStep : Float);`

**Description** Sets the scale on the Oy axis

#### TeX\_SetGraphTitle

**Declaration** `procedure TeX_SetGraphTitle(Title : String);`

**Description** Sets the title for the graph.

#### TeX\_SetOxTitle

**Declaration** `procedure TeX_SetOxTitle(Title : String);`

**Description** Sets the title for the Ox axis.

**TeX\_SetOyTitle**

**Declaration** `procedure TeX_SetOyTitle(Title : String);`

**Description** Sets the title for the Oy axis.

**TeX\_PlotOxAxis**

**Declaration** `procedure TeX_PlotOxAxis;`

**Description** Plots the horizontal axis

**TeX\_PlotOyAxis**

**Declaration** `procedure TeX_PlotOyAxis;`

**Description** Plots the vertical axis

**TeX\_PlotGrid**

**Declaration** `procedure TeX_PlotGrid(Grid : TGrid);`

**Description** Plots a grid on the graph.

**TeX\_WriteGraphTitle**

**Declaration** `procedure TeX_WriteGraphTitle;`

**Description** Writes the title of the graph.

**TeX\_SetMaxCurv**

**Declaration** `function TeX_SetMaxCurv(NCurv : Byte) : Boolean;`

**Description** Sets the maximum number of curves and re-initializes their parameters.

**TeX\_SetPointParam**

**Declaration** `procedure TeX_SetPointParam(CurvIndex, Symbol, Size : Integer);`

**Description** Sets the point parameters for curve # CurvIndex.

**TeX\_SetLineParam**

**Declaration** `procedure TeX_SetLineParam(CurvIndex, Style : Integer; Width : Float; Smooth : Boolean);`

**Description** Sets the line parameters for curve # CurvIndex.

**TeX\_SetCurvLegend**

**Declaration** `procedure TeX_SetCurvLegend(CurvIndex : Integer; Legend : String);`

**Description** Sets the legend for curve # CurvIndex.

**TeX\_SetCurvStep**

**Declaration** `procedure TeX_SetCurvStep(CurvIndex, Step : Integer);`

**Description** Sets the step for curve # CurvIndex.

**TeX\_PlotCurve**

**Declaration** `procedure TeX_PlotCurve(X, Y : TVector; Lb, Ub, CurvIndex : Integer);`

**Description** Plots a curve.

Input parameters: X, Y = point coordinates; Lb, Ub = indices of first and last points; CurvIndex = index of curve parameters.

**TeX\_PlotCurveWithErrorBars**

**Declaration** `procedure TeX_PlotCurveWithErrorBars(X, Y, S : TVector; Ns, Lb, Ub, CurvIndex : Integer);`

**Description** Plots a curve with error bars.

Input parameters: X, Y = point coordinates; S = errors; Lb, Ub = indices of first and last points; CurvIndex = index of curve parameters.

**TeX\_PlotFunc**

**Declaration** `procedure TeX_PlotFunc(Func : TFunc; X1, X2 : Float; Npt : Integer; CurvIndex : Integer);`

**Description** Plots a function.

Input parameters: Func = function to be plotted; X1, X2 = abscissae of 1st and last point to plot; Npt = number of points; CurvIndex = index of curve parameters (Width, Style, Smooth).

The function must be programmed as : `function Func(X : Float) : Float;`

**TeX\_WriteLegend**

**Declaration** `procedure TeX_WriteLegend(NCurv : Integer; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for all curves.

NCurv: number of curves (1 to MaxCurv); ShowPoints: for displaying points; ShowLines: for displaying lines.

**TeX\_WriteLegendSelect**

**Declaration** `procedure TeX_WriteLegendSelect(NSelect : Integer; Select : TIntVector; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for selected curves.

NSelect : number of selected curves Select : indices of selected curves

**TeX\_ConRec**

**Declaration** `procedure TeX_ConRec(Nx, Ny, Nc : Integer; X, Y, Z : TVector;  
F : TMatrix);`

**Description** Contour plot Adapted from Paul Bourke, Byte, June 1987

<http://paulbourke.net/papers/conrec/>

Input parameters: Nx, Ny = number of steps on Ox and Oy; Nc = number of contour levels; X[0..Nx], Y[0..Ny] = point coordinates; Z[0..(Nc - 1)] = contour levels in increasing order; F[0..Nx, 0..Ny] = function values, such that F[I,J] is the function value at (X[I], Y[I]).

**Xcm**

**Declaration** `function Xcm(X : Float) : Float;`

**Description** Converts user coordinate X to cm.

**Ycm**

**Declaration** `function Ycm(Y : Float) : Float;`

**Description** Converts user coordinate Y to cm.

**14.4 Unit uwinplot****14.4.1 Description**

lotting routines for Delphi

**14.4.2 Functions and Procedures****InitGraphics**

**Declaration** `function InitGraphics(Width, Height : Integer) : Boolean;`

**Description** Enters graphic mode.

The parameters Width and Height refer to the object on which the graphic is plotted.

Examples:

To draw on a TImage object: `InitGraph(Image1.Width, Image1.Height)`

To print the graphic: `InitGraph(Printer.PageWidth, Printer.PageHeight)`

**SetWindow**

**Declaration** `procedure SetWindow(Canvas : TCanvas; X1, X2, Y1, Y2 :  
Integer; GraphBorder : Boolean);`

**Description** Sets the graphic window.

X1, X2, Y1, Y2 : Window coordinates in % of maximum GraphBorder :  
Flag for drawing the window border.

### **SetOxScale**

**Declaration** `procedure SetOxScale(Scale : TScale; OxMin, OxMax, OxStep : Float);`

**Description** Sets the scale on the Ox axis.

### **SetOyScale**

**Declaration** `procedure SetOyScale(Scale : TScale; OyMin, OyMax, OyStep : Float);`

**Description** Sets the scale on the Oy axis.

### **GetOxScale**

**Declaration** `procedure GetOxScale(var Scale : TScale; var OxMin, OxMax, OxStep : Float);`

**Description** Returns the scale on the Ox axis.

### **GetOyScale**

**Declaration** `procedure GetOyScale(var Scale : TScale; var OyMin, OyMax, OyStep : Float);`

**Description** Returns the scale on the Oy axis.

### **SetGraphTitle**

**Declaration** `procedure SetGraphTitle(Title : String);`

**Description** Sets the title for the graph.

### **SetOxTitle**

**Declaration** `procedure SetOxTitle(Title : String);`

**Description** Sets the title for the Ox axis.

### **SetOyTitle**

**Declaration** `procedure SetOyTitle(Title : String);`

**Description** Sets the title for the Oy axis.

### **GetGraphTitle**

**Declaration** `function GetGraphTitle : String;`

**Description** Returns the title for the graph.

### **GetOxTitle**

**Declaration** `function GetOxTitle : String;`

**Description** Returns the title for the Ox axis.



### GetOyTitle

**Declaration**    `function GetOyTitle : String;`

**Description**   Returns the title for the Oy axis.

### PlotOxAxis

**Declaration**   `procedure PlotOxAxis(Canvas : TCanvas);`

**Description**   Plots the horizontal axis.

### PlotOyAxis

**Declaration**   `procedure PlotOyAxis(Canvas : TCanvas);`

**Description**   Plots the vertical axis.

### PlotGrid

**Declaration**   `procedure PlotGrid(Canvas : TCanvas; Grid : TGrid);`

**Description**   Plots a grid on the graph.

### WriteGraphTitle

**Declaration**   `procedure WriteGraphTitle(Canvas : TCanvas);`

**Description**   Writes the title of the graph.

### SetMaxCurv

**Declaration**   `function SetMaxCurv(NCurv : Byte) : Boolean;`

**Description**   Sets the maximum number of curves. Returns False if the needed memory is not available.

### SetPointParam

**Declaration**   `procedure SetPointParam(CurvIndex, Symbol, Size : Integer;  
                                  Color : TColor);`

**Description**   Sets the point parameters for curve # CurvIndex.

### SetLineParam

**Declaration**   `procedure SetLineParam(CurvIndex : Integer; Style :  
                                  TPenStyle; Width : Integer; Color : TColor);`

**Description**   Sets the line parameters for curve # CurvIndex.

### SetCurvLegend

**Declaration**   `procedure SetCurvLegend(CurvIndex : Integer; Legend :  
                                  String);`

**Description**   Sets the legend for curve # CurvIndex.

### **SetCurvStep**

**Declaration** `procedure SetCurvStep(CurvIndex, Step : Integer);`

**Description** Sets the step for curve # CurvIndex.

### **GetMaxCurv**

**Declaration** `function GetMaxCurv : Byte;`

**Description** Returns the maximum number of curves.

### **GetPointParam**

**Declaration** `procedure GetPointParam( CurvIndex : Integer; var Symbol,  
Size : Integer; var Color : TColor);`

**Description** Returns the point parameters for curve # CurvIndex.

### **GetLineParam**

**Declaration** `procedure GetLineParam( CurvIndex : Integer; var Style :  
TPenStyle; var Width : Integer; var Color : TColor);`

**Description** Returns the line parameters for curve # CurvIndex.

### **GetCurvLegend**

**Declaration** `function GetCurvLegend(CurvIndex : Integer) : String;`

**Description** Returns the legend for curve # CurvIndex.

### **GetCurvStep**

**Declaration** `function GetCurvStep(CurvIndex : Integer) : Integer;`

**Description** Returns the step for curve # CurvIndex.

### **PlotPoint**

**Declaration** `procedure PlotPoint(Canvas : TCanvas; X, Y : Float;  
CurvIndex : Integer);`

**Description** Plots a point on the screen. Input parameters : X, Y = point coordinates;  
CurvIndex = index of curve parameters (Symbol, Size, Color).

### **PlotCurve**

**Declaration** `procedure PlotCurve(Canvas : TCanvas; X, Y : TVector; Lb,  
Ub, CurvIndex : Integer);`

**Description** Plots a curve Input parameters: X, Y = point coordinates; Lb, Ub = indices  
of first and last points; CurvIndex = index of curve parameters.

### PlotCurveWithErrorBars

**Declaration** `procedure PlotCurveWithErrorBars(Canvas : TCanvas; X, Y, S : TVector; Ns, Lb, Ub, CurvIndex : Integer);`

**Description** Plots a curve with error bars. Input parameters: X, Y = point coordinates; S = errors; Ns = number of SD to be plotted; Lb, Ub = indices of first and last points; CurvIndex = index of curve parameters.

### PlotFunc

**Declaration** `procedure PlotFunc(Canvas : TCanvas; Func : TFunc; Xmin, Xmax : Float; Npt, CurvIndex : Integer);`

**Description** Plots a function. Input parameters: Func = function to be plotted; Xmin, Xmax = abscissae of 1st and last point to plot; Npt = number of points; CurvIndex = index of curve parameters (Width, Style, Color).

The function must be programmed as : `function Func(X : Float) : Float;`

### WriteLegend

**Declaration** `procedure WriteLegend(Canvas : TCanvas; NCurv : Integer; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for all curves.

NCurv: number of curves (1 to MaxCurv) ShowPoints: for displaying points  
ShowLines: for displaying lines.

### WriteLegendSelect

**Declaration** `procedure WriteLegendSelect(Canvas : TCanvas; NSelect : Integer; Select : TIntVector; ShowPoints, ShowLines : Boolean);`

**Description** Writes legends for selected curves.

NSelect: number of selected curves; Select : indices of selected curves.

### ConRec

**Declaration** `procedure ConRec(Canvas : TCanvas; Nx, Ny, Nc : Integer; X, Y, Z : TVector; F : TMatrix);`

**Description** Contour plot. Adapted from Paul Bourke, Byte, June 1987.

<http://paulbourke.net/papers/conrec/>

Input parameters: Nx, Ny = number of steps on Ox and Oy; Nc = number of contour levels; X[0..Nx], Y[0..Ny] = point coordinates; Z[0..(Nc - 1)] = contour levels in increasing order; F[0..Nx, 0..Ny] = function values, such that F[I,J] is the function value at (X[I], Y[J]).

### Xpixel

**Declaration** `function Xpixel(X : Float) : Integer;`

**Description** Converts user abscissa X to screen coordinate.

**Ypixel**

**Declaration**   function Ypixel(Y : Float) : Integer;

**Description**   Converts user ordinate Y to screen coordinate.

**Xuser**

**Declaration**   function Xuser(X : Integer) : Float;

**Description**   Converts screen coordinate X to user abscissa.

**Yuser**

**Declaration**   function Yuser(Y : Integer) : Float;

**Description**   Converts screen coordinate Y to user ordinate.

# Chapter 15

## Changes in LMath and LMComponents

Ver. 0.6.1

### LMath

1. Version with open arrays was added for function `ApplyRecursive` (see [13.5.2.2](#)).
2. `FirstElement`: -1 is returned if nothing is found. See [13.5.2.5](#). Previous behaviour: `Ub+1` was returned. Reason for change: -1 is definitely impossible value, therefore it is easier to organize testing.
3. `CompVec` ([13.5.2.3](#)): if compared arrays have different length, the function returns normally and `FALSE` is returned. Previous behaviour: incompatible dimensions error was generated. Reason for the change: vectors of different length are indeed not equal.
4. `Apply`, `ApplyRecursive`, `InitWithFunc`, `CompVec`, `Any`, `FirstElement`, `MaxLoc`, `MinLoc`, `Seq`, `ISeq`, `SelElement`: check for  $Lb < 0$  added. `ExtractElements`: check for errors in border definition added.
5. In the unit `uMeanSD_MD` ([7.2](#)) functions `LastDefined`, `StdErr Defined` and `Undefined` for array element added,; for many functions variants with open arrays added or default values  $Lb = 0$  and  $Ub = -1$  added, where -1 means to use `High(A)` for  $Ub$ . These changes allow to omit  $Lb$ ,  $Ub$  by function call.
6. In the unit `uStrings` ([13.11](#)) functions `ArrayToStr` and `ArrayToStrMD` added
7. In the unit `uMinMax` ([2.4](#)) function `InRange` added

### LMComponents

**LMFilters** Now the unit uses `uVectorHelper` and `uFilters` from LMath library. Hence, functions `GaussCascadeFreq`, `GaussRiseTime`, `MovAvRiseTime`, `MoveAvCutoffFreq`, `MoveAvFindWindow` were removed, because they are contained in `uFilters`.

For `TMoveAvFilter` and `TMedianFilter`, possibility of a filtering in real time, during data acquisition, is added.

In `TGaussFilter` new event, `OnInputBackward`, was added. `TGaussFilter` algorithm fulfils filtering in two steps, first from beginning to end (forward filtering), and this once filtered dataset is subsequently filtered from the end to the beginning. If the calling program keeps initial dataset unmodified and places the filtered data to a new one, you must define the `OnInputBackward` event such that it reads data from the new, filtered, dataset. If you filter data *in situ*, modifying initial data, defining this event is not necessary; filter will use the usual `OnInput` event both for forward and backward filtering.

**lmRecursFilters** This is a new unit, which defines several new filters: `THighPassFilter`, which passes high frequency and stops low; `TNotchFilter`, which filters out a narrow band around a selected frequency and may be useful for example to filter out 50 Hz hum;

`TBandPassFilter`, which passes only selected band;

`TChebyshevFilter`, which implements a Chebyshev type filter.

### Ver. 0.6.0

1. Package `lmDSP` (chapter 10) created, which contains functions for digital signal processing. It includes `uFFT` unit (10.3) for fast Fourier transform, moved from `lmOptimum` package, and new units: `uConvolutions` (10.2), for convolution of two arrays of `Float`, `uDFT` unit, for digital Fourier transform of signals with length other than degrees of two (10.4). Importantly, this unit is distributed under GPL license, not LGPL, as the rest of the library. Unit `uFilters` (10.5) contains procedures for various data filtering: low pass, high pass, bandstop and bandpass.
2. New unit `uCompVecUtils` (13.9) in `lmMathUtil` package. The unit implements several utility routines for work with arrays of Complex numbers, somewhat similar to `uVecUtils` for `Float`.
3. Call convention of many functions and procedures working with arrays is revisited. Mostly for historical reasons, related in part to Fortran inheritance, in part to limitations of old Pascal implementations, standard API of `DMath/LMath` includes passing of a dynamic array (`TVector`, `TMatrix`, etc) and bounds of a slice which is actually processed by a function (`Lb,Ub`).

Function `Apply(V:TVector;Lb,Ub:integer; Func:TFunc)`

is an example of such call. This approach has an important limitation that only dynamic, but not static, arrays may be used with `LMath`. Besides, mandatory passing of bounds, even if the whole array must be processed, makes the call too complicated. Modern Pascal implementations have open array parameter mechanism and even allow to pass slices of arrays, both static and dynamic. Therefore, as an experimental feature, `LMath 0.6` introduced new form of function calls where instead of `V:TVector`, `Lb, Ub:integer` open array is passed. `Apply` in this new form looks like:

```
] Apply(var V:array of Float, Func:TFunc);.
```

In most cases, old forms are kept for backward compatibility as overloaded functions. Operators over arrays defined in `uMatrix` unit were also redefined for open arrays. This makes them much more flexible. For example, it is possible now to write:

```
V := MyArr[4..9]+AnotherArr[7..12],
```

which will create `V:TVector` with length 6, containing sums of elements `MyArr[4]+AnotherArr[7]`, etc.

Work with new call conventions is still in progress and this feature is considered experimental. For now, functions and procedures from `uMatrix` (3.2), `uVecUtils` (13.8), `uCompVecUtils` (13.9), `uMedian` (7.3), `uMeanSD` (7.1), `uFFT` (10.3) got these new forms. New units have only form with open arrays. Unfortunately, there is no way to define open two-dimensional arrays, therefore all operations with `TMatrix` keep old form only.

It must be noted, that in some cases subtle differences in implementation of functions in these two forms exist. For example,

```
function Median(V:TVector,Lb,Ub:integer)
```

gets `V` by reference, as always with dynamic arrays and rearranges it in the process of median search. In contrast,

```
function Median(V:array of Float)
```

gets it by value, hence, old array remains unchanged. This is done deliberately to avoid unwanted side effect. In most other cases open arrays are passed by reference, either as `var` or `constref` parameters.

4. Few bugs were fixed.

## Modifications of DMath Code

These are not numerous.

1. In many cases, I have changed `var` descriptor to `out` for output parameters in function calls, to avoid getting tons of unmeaningful warnings. So, now a user must take seriously compiler complaints on possibly uninitialized variables. However, I do not guarantee that I did it everywhere.
2. Instead of many various `Dim*Vector` and `Dim*Matrix`, overloaded `DimVector` and `DimMatrix` procedures for all types of vectors and matrices were defined.
3. Similarly, changed `FSwap` and `ISwap` to universal `Swap`; `Min` and `Max` are overloaded as well.
4. In `uEval` unit, `ParsingError` variable was made public, to enable a calling program to react adequately if an invalid expression was passed for evaluation. Names of the variables may be of any length and, unlike DMath, the whole name is meaningful. Previously, only first letter was meaningful for expression parser.
5. Converted into Lazarus and recompiled GUI and BGI demo programs.

## Additions before and including ver 0.5.1

1. Added `TRealPoint` type which represents a point on a cartesian plane and defined several procedures and operators over it (see 2.18).
2. Defined `IsZero`, `IsNAN` and `SameValue` functions together with accompanying `SetEpsilon` and `SetZeroEpsilon` functions.
3. Improvements in error handling: `SetErrCode` function allows to set not only numeric error code, but text message as well. Consequently, `MathErrorMessage` function allows to read it. Standard error messages for standard error defined. See 2.3.1 for details.
4. In the unit `uMinMax`, function `Sign` was added with the same semantics as in Math unit, for compatibility reasons.
5. In `uMath`, operator `**` was defined.

6. In `uComplex` unit, operators over complex numbers defined (inspired by `uComplex` unit from Free Pascal RTL).
7. `uIntervals` unit was written where `TInterval` type is defined which represents an interval between two real numbers, several procedures with it are defined. See [2.17.1](#) for details.
8. Unit `uMatrix` ([3.2](#)) was written which defines some basic operation of linear algebra.
9. `uCrtPtPol` unit written, with the procedures to find critical points of a polynomial, see [4.8](#).
10. Unit `uMeanSD_MD` written which defines functions of descriptive statistics over array containing missed values. By default, missed value is represented as NAN, but any code can be defined.
11. In the unit `uNormal`, function `DGaussian` added to evaluate a normal distribution with arbitrary  $\mu$  and  $\sigma$ .
12. Unit `uSpline` written, for cubic spline interpolation of a set of points and to investigate the resulting spline function, finding roots and extremums.
13. Goldman-Hodgkin-Katz equation for current and Sum of Gaussians distribution were added to the library of fitting models (see [12.3](#), [12.4](#) and [12.5](#)).
14. Estimates and models of exponential, hyperexponential and hypoexponential distributions added (see [12.2](#)).
15. Optimization algorithm COBYLA, initially written in FORTRAN by Michael J. D. Powell was implemented and used for constrained non-linear regression (see [8.14](#) and [11.5](#)).
16. Unit `uLinSimplex` which solves linear programming problems with simplex method was written ([8.16](#)).
17. Unit `lmSorting` ([13.4](#)) written which contains procedures for quick sort, insert sort and heap sort of `Float` and `TRealPoint` arrays.
18. Unit `lmUnitsFormat` written, for formatting values with units using SI prefixes (femto-, pico-, ..., Tera-, Peta-).
19. Units `uVecUtils` ([13.5](#)), `uVectorHelpers` ([13.7](#)), `uVecFunc` ([13.6](#)) and `uVecMatPrn` ([13.10](#)) were written which define utility functions and type helpers for easier work with vectors and matrices.
20. Unit `uVecFileUtils` written, which contains procedures for saving `TMatrix` or `TVector` to a file and read them from a file.



# Units

uanova1, 73  
uanova2, 73  
ubalance, 42  
ubalbak, 43  
ubartlet, 74  
ubeta, 27  
ubfgs, 80  
ubinom, 67  
ubisect, 92  
ubroyden, 92  
ucholesk, 43  
ucomplex, 30  
uConvolutions, 95  
ucorrel, 77  
ucrtptpol, 53  
udigamma, 26  
udistrib, 66  
udistribs, 116  
ueigsym, 49  
ueigval, 49  
ueigvec, 49  
uelmhes, 43  
ueltran, 44  
uErrors, 19  
ueval, 85  
uevalfit, 107  
uexlfit, 109  
uexpdist, 68  
uexpfit, 108  
ufact, 28  
ufft, 95  
ufracfit, 111  
ugamdist, 70  
ugamfit, 111  
ugamma, 25  
ugausjor, 41  
ugausleg, 55  
uGauss, 117  
ugaussf, 119  
ugenalg, 83  
ugoldman, 120  
ugoldsrc, 79  
uhillfit, 122  
uhqr, 44  
uhqr2, 45  
uhsvrgb, 149  
uhyper, 29  
uibeta, 27  
uibtdist, 70  
uiexpfit, 108  
uigmdist, 69  
uIntervals, 34  
uIntPoints, 36  
uinvbeta, 71  
uinvgam, 72  
uinvnorm, 69  
ujacobi, 46  
ukhi2, 74  
ulambert, 27  
ulineq, 42  
ulinfit, 102  
ulinmin, 82  
ulinminq, 87  
ulogifit, 112  
ulu, 46  
umarq, 82  
umath, 24  
umatrix, 38  
umcmc, 84  
umeansd, 63  
umeansd\_md, 64  
umedian, 66  
umichfit, 122  
uminbrak, 79  
uminmax, 22  
umintfit, 123  
umodels, 125  
umulfit, 103  
unewteq, 93  
unewteqs, 93  
unewton, 81  
unlfit, 104  
unonpar, 75  
unormal, 68  
upca, 76  
upkfit, 124  
uplot, 149  
upoidist, 68  
upolfit, 110  
upolutil, 53  
upolynom, 51  
upowfit, 113  
uqr, 47  
urandom, 61  
urangauss, 62  
uranmt, 59

---

uranmult, <a href="#">62</a>	usorting, <a href="#">130</a>
uranmwc, <a href="#">60</a>	uSpline, <a href="#">114</a>
uranuvag, <a href="#">60</a>	ustdpair, <a href="#">73</a>
uRealPoints, <a href="#">35</a>	ustrings, <a href="#">146</a>
uregtest, <a href="#">114</a>	ustudind, <a href="#">72</a>
urkf, <a href="#">55</a>	usvd, <a href="#">48</a>
urootpol, <a href="#">51</a>	usvdfit, <a href="#">103</a>
uround, <a href="#">23</a>	utexplore, <a href="#">154</a>
urtpol1, <a href="#">52</a>	utrapint, <a href="#">58</a>
urtpol2, <a href="#">52</a>	utrigo, <a href="#">28</a>
urtpol3, <a href="#">52</a>	utypes, <a href="#">8</a>
urtpol4, <a href="#">52</a>	uUnitsFormat, <a href="#">129</a>
uScaling, <a href="#">37</a>	uVecFileUtils, <a href="#">139</a>
usearchtrees, <a href="#">128</a>	uVecFunc, <a href="#">135</a>
usecant, <a href="#">94</a>	uVecMatPrn, <a href="#">145</a>
usimann, <a href="#">85</a>	uVecUtils, <a href="#">131</a>
usimplex, <a href="#">80</a>	uwinplot, <a href="#">158</a>
uskew, <a href="#">67</a>	uWinStr, <a href="#">148</a>
usnedeco, <a href="#">75</a>	uwoolf, <a href="#">75</a>

# Types

Complex, [9](#)  
ENoSigma, [117](#)  
Float, [8](#)  
RNG\_Type, [9](#)  
StatClass, [9](#)  
Str30, [13](#)  
TArgC, [14](#)  
TBinomialDistribFunction, [117](#)  
TBoolMatrix, [11](#)  
TBoolVector, [10](#)  
TCobylaObjectProc, [13](#)  
TComparator, [12](#)  
TComplexComparator, [142](#)  
TComplexFunc, [141](#)  
TComplexTestFunc, [141](#)  
TCompMatrix, [11](#)  
TCompOperator, [10](#)  
TCompVector, [10](#)  
TDerivProc, [12](#)  
TDiffEqs, [12](#)  
TEquations, [11](#)  
TFunc, [11](#)  
TFuncNVar, [11](#)  
TGradient, [12](#)  
TGrid, [13](#)  
THessGrad, [12](#)  
TIntComplexFunc, [141](#)  
TIntegerPoint, [8](#)  
TInterval, [34](#)  
TIntMatrix, [11](#)  
TIntTestFunc, [11](#)  
TIntVector, [10](#)  
TIntVectorHelper, [137](#)  
TJacobian, [12](#)  
TMatCoords, [131](#)  
TMatrix, [10](#)  
tmCoords, [131](#)  
TMintVar, [13](#)  
TModel, [125](#)  
TOptAlgo, [9](#)  
TParamFunc, [12](#)  
TRealPoint, [8](#)  
TRealPointVector, [10](#)  
TRegFunc, [12](#)  
TRegMode, [9](#)  
TRegTest, [10](#)  
TRegType, [125](#)  
TScale, [13](#)  
TStatClassVector, [12](#)  
TStringTreeNode, [128](#)  
TStrMatrix, [11](#)  
TStrVector, [10](#)  
TTestFunc, [11](#)  
TVector, [10](#)  
TVectorHelper, [136](#)  
TWrapper, [14](#)

# Constants

CGold, [16](#)

C.i, [17](#)

C.infinity, [17](#)

C.one, [17](#)

C.pi, [17](#)

C.pi\_div\_2, [17](#)

C.zero, [17](#)

DefaultEpsilon, [18](#)

DefaultZeroEpsilon, [17](#)

DefFormat, [129](#)

ErrorMessage, [21](#)

Euler, [14](#)

Gold, [15](#)

Heapsort, [131](#)

HeapSortX, [131](#)

HeapSortY, [131](#)

Infinity, [17](#)

InsertSort, [130](#)

InsertSortX, [130](#)

InsertSortY, [131](#)

InvLn10, [14](#)

InvLn2, [14](#)

InvSqrt2Pi, [15](#)

lmFmtStr, [145](#)

lmIntFmtStr, [145](#)

Ln10, [14](#)

Ln2, [14](#)

Ln2PiDiv2, [15](#)

LnPi, [14](#)

LnSqrt2Pi, [15](#)

MachEp, [16](#)

MaxArg, [17](#)

MaxFac, [16](#)

MaxGam, [16](#)

MaxLgm, [16](#)

MaxLog, [16](#)

MaxNum, [16](#)

MaxSize, [17](#)

MinLog, [16](#)

MinNum, [16](#)

MTKeyArray, [60](#)

NaN, [16](#)

NegInfinity, [17](#)

Pi, [14](#)

PiDiv2, [15](#)

QuickSort, [130](#)

QuickSortX, [130](#)

QuickSortY, [130](#)

Sqrt2, [15](#)

Sqrt2Div2, [15](#)

Sqrt2Pi, [15](#)

SqrtPi, [15](#)

TwoPi, [14](#)

UnitExponents, [129](#)

UnitFactors, [130](#)

UnitPrefix, [130](#)

UnitPrefixLong, [130](#)

# Procedures and Functions

AnOVa1, 73  
AnOVa2, 73  
Any, 133, 144  
Apply, 131, 143  
ApplyRecursive, 132  
ArcCos, 29  
ArcCosh, 29  
ArcSin, 28  
ArcSinh, 29  
ArcTan2, 29  
ArcTanh, 29  
ArrayToStr, 147  
ArrayToStrMD, 148  
AutoScale, 37  
  
Balance, 42  
BalBak, 43  
BandPassFilter, 100  
Bartlett, 74  
Beta, 27  
BFGS, 81  
Binomial, 67  
Bisect, 92  
Broyden, 92  
  
CAbs, 31  
CAbs2, 31  
CalcFrequency, 96  
CArcCos, 33  
CArcCosh, 33  
CArcSin, 33  
CArcSinh, 33  
CArcTan, 33  
CArcTanh, 33  
CArg, 31  
CConj, 31  
CCos, 32  
CCosh, 33  
Ceil, 23  
CExp, 31  
CFill, 146  
CFloat, 30  
ChebyshevFilter, 100  
Cholesky, 43  
CImag, 30  
CIntPower, 32  
CInv, 31  
CLn, 31  
CLnGamma, 34  
  
CMakePolar, 142  
CMakeRectangular, 142  
Cmplx, 30  
cobyla, 88  
CombineCompVec, 142  
CompareCompVec, 143  
ComplexSeq, 144  
CompStr, 147  
CompVec, 132  
ConRec, 154, 162  
ConstrNLFit, 106  
Contained, 34  
Convol, 55  
Convolve, 95  
ConvTrap, 58  
Correl, 78  
Cosh, 29  
CPoly, 32  
CPower, 32  
CRealPower, 32  
CriticalPoints, 53  
CRoot, 32  
CSgn, 30  
CSin, 32  
CSinCos, 32  
CSinh, 33  
CSinhCosh, 33  
CSqr, 31  
CSqrt, 31  
CTan, 32  
CTanh, 33  
  
DBeta, 70  
dBinom, 116  
DefaultVal, 22  
Defined, 64  
DefineInterval, 35  
DeltaFitGaussians, 120  
DerivPolynom, 53  
DExpo, 68  
DGamma, 70  
DGaussian, 68  
DiGamma, 26  
DimMatrix, 19  
DimStatClassVector, 66  
DimVector, 18  
Distance, 36  
distExtractD, 67

[distExtractF](#), 67  
[distExtractN](#), 67  
[distExtractX](#), 67  
[Distrib](#), 66  
[DKhi2](#), 70  
[DNorm](#), 68  
[DSgn](#), 23  
[DSnedecor](#), 70  
[DStudent](#), 70  
  
[EigenSym](#), 49  
[EigenVals](#), 49  
[EigenVect](#), 50  
[ElmHes](#), 44  
[Eltran](#), 44  
[ERev](#), 121  
[Erf](#), 26  
[Erfc](#), 26  
[EstimateHypoExponentialDistribution](#)  
     , 117  
[Eval](#), 86  
[EvalFit](#), 107  
[EvalFit\\_Func](#), 108  
[Exp10](#), 24  
[Exp2](#), 24  
[ExpFit](#), 109  
[ExpFit\\_Func](#), 109  
[ExpLinFit](#), 109  
[ExpLinFit\\_Func](#), 110  
[Expo](#), 24  
[ExponentialDistribution](#), 116  
[Extract](#), 147  
[ExtractElements](#), 135, 144  
[ExtractImaginary](#), 142  
[ExtractReal](#), 142  
  
[Fact](#), 28  
[FBeta](#), 70  
[FBinom](#), 71  
[FExpo](#), 68  
[FFT](#), 95  
[FFTC1D](#), 97  
[FFTC1DInv](#), 97  
[FFTR1D](#), 97  
[FFTR1DInv](#), 98  
[FFT\\_Integer](#), 96  
[FFT\\_Integer\\_Cleanup](#), 96  
[FGamma](#), 69  
[FindPrefixForExponent](#), 129

[FindScale](#), 37  
[FindSigma](#), 118  
[FindSplineExtremums](#), 115  
[FirstDefined](#), 64  
[FirstElement](#), 133, 144  
[FirstParam](#), 126  
[Fit2HyperExponents](#), 116  
[Fit2Hypoexponents](#), 117  
[FitGHK](#), 120  
[FitModel](#), 126  
[FixAngle](#), 28  
[FKhi2](#), 69  
[FloatStr](#), 147  
[Floor](#), 24  
[FNorm](#), 69  
[FormatUnits](#), 129  
[FPoisson](#), 69  
[FracFit](#), 111  
[FracFit\\_Func](#), 111  
[FSnedecor](#), 71  
[FStudent](#), 71  
[FuncName](#), 107, 126  
  
[Gamma](#), 25  
[GammaFit](#), 112  
[GammaFit\\_Func](#), 112  
[GausLeg](#), 55  
[GausLeg0](#), 55  
[GaussCascadeFreq](#), 100  
[GaussFilter](#), 99  
[GaussJordan](#), 42  
[GaussRiseTime](#), 101  
[GA\\_CreateLogFile](#), 83  
[GenAlg](#), 83  
[GetCFFittedData](#), 106  
[GetCFResiduals](#), 106  
[GetCurvLegend](#), 153, 161  
[GetCurvStep](#), 153, 161  
[GetGraphTitle](#), 150, 159  
[GetLineParam](#), 152, 161  
[GetMaxCurv](#), 152, 161  
[GetMaxParam](#), 104  
[GetMHPParams](#), 84  
[GetOptAlgo](#), 104  
[GetOxScale](#), 150, 159  
[GetOxTitle](#), 150, 159  
[GetOyScale](#), 150, 159  
[GetOyTitle](#), 150, 160

GetParamBounds, 104  
 GetPointParam, 152, 161  
 GHK, 120  
 GInMax, 121  
 GoldSearch, 79  
 GOutMax, 121  
 GSlope, 121  
  
 Hastings, 84  
 HighPassFilter, 100  
 HillFit, 122  
 HillFit\_Func, 122  
 Hqr, 44  
 Hqr2, 45  
 HSVtoRGB, 149  
 HyperExponentialDistribution, 116  
 HypoExponentialDistribution2, 117  
  
 IBeta, 27  
 IFFT, 96  
 IGamma, 26  
 IncExpFit, 108  
 IncExpFit\_Func, 108  
 InitEval, 86  
 InitEvalFit, 107  
 InitGAParams, 83  
 InitGen, 61  
 InitGraphics, 149, 158  
 InitMHParams, 84  
 InitMT, 59  
 InitMTbyArray, 59  
 InitMWC, 60  
 InitSAParams, 85  
 InitSpline, 114  
 InitUVAG, 61  
 InitUVAGbyString, 60  
 InRange, 23  
 Inside, 35  
 Intersection, 34  
 IntervalDefined, 35  
 IntervalsIntersect, 34  
 IntPower, 25  
 Intracellular, 121  
 IntStr, 147  
 InvBeta, 71  
 InvGamma, 72  
 InvKhi2, 72  
 InvNorm, 69  
 InvSnedecor, 72

InvStudent, 71  
 ipMul, 37  
 ipPoint, 36  
 ipSubtr, 37  
 ipSum, 37  
 IRanGen, 61  
 IRanGen31, 61  
 IRanMT, 59  
 IRanMWC, 60  
 IRanUVAG, 61  
 IsNan, 18  
 IsNumeric, 148  
 IsZero, 18  
  
 Jacobi, 46  
 JGamma, 26  
  
 Khi2\_Conform, 74  
 Khi2\_Indep, 74  
 Kruskal\_Wallis, 76  
 Kurtosis, 67  
  
 LambertW, 27  
 LastDefined, 64  
 LastParam, 107, 126  
 LeaveGraphics, 154  
 Length, 36  
 LFill, 146  
 LinEq, 42  
 LinFit, 102  
 LinMin, 83  
 LinMinEq, 87  
 LinProgSolve, 90  
 LinSimplex, 90  
 LnGamma, 25  
 LoadMatFromText, 140  
 LoadVecFromText, 139  
 Log, 24  
 Log10, 24  
 Log2, 24  
 LogA, 24  
 LogiFit, 112  
 LogiFit\_Func, 113  
 LTrim, 146  
 LU\_Decom, 46  
 LU\_Solve, 46  
  
 Mann\_Whitney, 76  
 Marquardt, 82

MatAbs, 135  
 MatCorrel, 77  
 MatFloatAdd, 39  
 MatFloatDiv, 39  
 MatFloatMul, 39  
 MatFloatSubtr, 39  
 MathErr, 22  
 MathErrMsg, 22  
 MatMul, 41  
 MatSqr, 136  
 MatSqrt, 136  
 MatTranspose, 41  
 MatTransposeInPlace, 41  
 MatVarCov, 77  
 MatVecMul, 41  
 Max, 22, 63, 65  
 MaxImLoc, 143  
 MaxLoc, 134  
 MaxReLoc, 142  
 Mean, 63, 65  
 Median, 66  
 MedianFilter, 99  
 MichFit, 123  
 MichFit\_Func, 123  
 Min, 22, 63, 65  
 MinBrack, 79  
 MinImLoc, 143  
 MinLoc, 134  
 MinReLoc, 143  
 MintFit, 124  
 MintFit\_Func, 124  
 MovAvRiseTime, 101  
 MoveAvCutOffFreq, 101  
 MoveAvFindWindow, 101  
 MoveInterval, 35  
 MovingAverageFilter, 99  
 MulFit, 103  
  
 NewtEq, 93  
 NewtEqs, 93  
 Newton, 81  
 NLFit, 105  
 NotchFilter, 99  
 NullParam, 105  
  
 ParamName, 107, 126  
 Parse, 147  
 PBinom, 67  
 PCA, 77

PfromSlope, 121  
 PKFit, 124  
 PKFit\_Func, 125  
 PKhi2, 70  
 PlotCurve, 153, 161  
 PlotCurveWithErrorBars, 153, 162  
 PlotFunc, 153, 162  
 PlotGrid, 151, 160  
 PlotOxAxis, 151, 160  
 PlotOyAxis, 151, 160  
 PlotPoint, 153, 161  
 PNorm, 69  
 Polar, 30  
 PolFit, 110  
 Poly, 51  
 Power, 25  
 PowFit, 113  
 PowFit\_Func, 113  
 PPoisson, 68  
 PrinFac, 77  
 PSnedecor, 71  
 PStudent, 71  
 Pythag, 28  
  
 QR\_Decom, 47  
 QR\_Solve, 47  
  
 RanGauss, 62  
 RanGaussStd, 62  
 RanGen1, 61  
 RanGen2, 61  
 RanGen3, 62  
 RanGen53, 62  
 RanMult, 62  
 RanMultIndep, 62  
 ReadNumFromEdit, 148  
 RegFunc, 126  
 RegTest, 114  
 RemoveUndefined, 64  
 Replace, 146  
 RFill, 146  
 RFrac, 51  
 RGBtoHSV, 149  
 RKF45, 55  
 RootBrack, 92  
 RootPol, 51  
 RootPol1, 52  
 RootPol2, 52  
 RootPol3, 52



RootPol4, 53  
 RoundTo, 23  
 rpDot, 36  
 rpMul, 36  
 rpPoint, 36  
 rpSubtr, 36  
 rpSum, 36  
 RTrim, 146  
  
 SameValue, 18, 31, 35  
 SaveBFGS, 80  
 SaveMarquardt, 82  
 SaveMatToText, 140  
 SaveNewton, 81  
 SaveSimplex, 80  
 SaveVecToText, 139  
 SA\_CreateLogFile, 85  
 ScaledGaussian, 118  
 ScaleVar, 77  
 Secant, 94  
 SelElements, 135  
 Selelements, 144  
 Seq, 134  
 SetAutoInit, 18  
 SetBrakConstrain, 79  
 SetClipping, 151  
 SetCurvLegend, 152, 160  
 SetCurvStep, 152, 161  
 SetEpsilon, 19  
 SetErrCode, 21  
 SetFormat, 147  
 SetFunction, 86  
 SetGaussFit, 118  
 SetGaussFitF, 119  
 SetGraphTitle, 150, 159  
 SetLgdFont, 151  
 SetLineParam, 152, 160  
 SetMaxCurv, 152, 160  
 SetMaxParam, 104  
 SetMCFile, 105  
 SetMD, 64  
 SetOptAlgo, 104  
 SetOxFont, 151  
 SetOxScale, 149, 159  
 SetOxTitle, 150, 159  
 SetOyFont, 151  
 SetOyScale, 150, 159  
 SetOyTitle, 150, 159

SetParamBounds, 104  
 SetPointParam, 152, 160  
 SetRealRoots, 53  
 SetRNG, 61  
 SetTitleFont, 151  
 SetVariable, 86  
 SetWindow, 149, 158  
 SetZeroEpsilon, 19  
 Sgn, 22  
 Sgn0, 22  
 SgnGamma, 25  
 Sign, 23  
 SimAnn, 85  
 SimFit, 105  
 Simplex, 80  
 Sinh, 29  
 SinhCosh, 30  
 Skewness, 67  
 Snedecor, 75  
 SortRoots, 54  
 SplDeriv, 114  
 SplInt, 114  
 StdErr, 65  
 StDev, 63, 65  
 StDevP, 63, 65  
 Stirling, 25  
 StirLog, 25  
 StrChar, 146  
 StrDec, 148  
 StudIndep, 72  
 StudPaired, 73  
 SumGaussFit, 119  
 SumGaussians, 118  
 SumGaussiansF, 119  
 SumGaussiansFS0, 119  
 SumGaussiansS0, 118  
 SVDFit, 103  
 SVDLinFit, 102  
 SVDPolFit, 110  
 SV\_Approx, 49  
 SV\_Decomposition, 48  
 SV\_SetZero, 48  
 SV\_Solve, 48  
 Swap, 23, 30  
  
 Tan, 28  
 Tanh, 29  
 TeX\_ConRec, 158

TeX\_InitGraphics, 155  
 TeX\_LeaveGraphics, 155  
 TeX\_PlotCurve, 157  
 TeX\_PlotCurveWithErrorBars, 157  
 TeX\_PlotFunc, 157  
 TeX\_PlotGrid, 156  
 TeX\_PlotOxAxis, 156  
 TeX\_PlotOyAxis, 156  
 TeX\_SetCurvLegend, 156  
 TeX\_SetCurvStep, 157  
 TeX\_SetGraphTitle, 155  
 TeX\_SetLineParam, 156  
 TeX\_SetMaxCurv, 156  
 TeX\_SetOxScale, 155  
 TeX\_SetOxTitle, 155  
 TeX\_SetOyScale, 155  
 TeX\_SetOyTitle, 156  
 TeX\_SetPointParam, 156  
 TeX\_SetWindow, 155  
 TeX\_WriteGraphTitle, 156  
 TeX\_WriteLegend, 157  
 TeX\_WriteLegendSelect, 157  
 TrapInt, 58  
 TriGamma, 27  
 Trim, 146  
 TrsTlp, 89  
  
 uigamma, 26  
 Undefined, 64  
  
 ValidN, 65  
 VecAbs, 135  
 VecAdd, 40  
 VecCrossProd, 40  
 VecDiv, 40  
 VecDotProd, 40  
 VecElemMul, 40  
 VecEucLength, 41  
 VecFloatAdd, 39  
 VecFloatDiv, 39  
 VecFloatMul, 39  
 VecFloatSubtr, 39  
 VecMean, 76

VecOuterProd, 40  
 VecSD, 76  
 VecSqr, 136  
 VecSqrt, 136  
 VecSubtr, 40  
  
 WEvalFit, 108  
 WExpFit, 109  
 WExpLinFit, 110  
 WFitModel, 127  
 WFracFit, 111  
 WGammaFit, 112  
 WHillFit, 122  
 Wilcoxon, 76  
 WIncExpFit, 108  
 WLinFit, 102  
 WLogiFit, 113  
 WMichFit, 123  
 WMintFit, 124  
 WMulFit, 103  
 WNLFit, 105  
 Woolf\_Conform, 75  
 Woolf\_Indep, 75  
 WPKFit, 124  
 WPolFit, 110  
 WPowFit, 113  
 WRegTest, 114  
 WriteGraphTitle, 151, 160  
 WriteLegend, 153, 162  
 WriteLegendSelect, 154, 162  
 WriteNumToFile, 148  
 WSimFit, 105  
 WSVDFit, 104  
 WSVDLinFit, 102  
 WSVDPolFit, 110  
  
 Xcm, 158  
 Xpixel, 154, 162  
 Xuser, 154, 163  
  
 Ycm, 158  
 Ypixel, 154, 163  
 Yuser, 154, 163