QGJQF(3) QGJQF(3)

### **NAME**

qgjqf - Gauss-Jacobi logarithmic Quadrature with Function values

## **SYNOPSIS**

```
Fortran (77, 90, 95, HPF):
        f77 [ flags ] file(s) \dots -L/usr/local/lib -lgjl
                 SUBROUTINE qgjqf(x, w, y, z, alpha, beta, nquad, ierr)
                 INTEGER
                                    ierr,
                                             nquad
                 REAL*16
                                   alpha,
                                              beta,
                                                        w(*),
                                                                  x(*)
                 REAL*16
                                   y(*),
                                             z(*)
C (K&R, 89, 99), C++ (98):
        cc [ flags ] -I/usr/local/include file(s) . . . -L/usr/local/lib -lgjl
        Use
                 #include <gjl.h>
        to get this prototype:
                 void qgjqf(fortran_quadruple_precision x_[],
                       fortran_quadruple_precision w_[],
                       fortran_quadruple_precision y_[],
                       fortran_quadruple_precision z_[],
                        const fortran_quadruple_precision * alpha_,
                        const fortran_quadruple_precision * beta_,
                        const fortran_integer * nquad_,
                       fortran integer * ierr );
```

NB: The definition of C/C++ data types **fortran**\_ *xxx*, and the mapping of Fortran external names to C/C++ external names, is handled by the C/C++ header file. That way, the same function or subroutine name can be used in C, C++, and Fortran code, independent of compiler conventions for mangling of external names in these programming languages.

#### DESCRIPTION

Compute the nodes and weights for the evaluation of the integral

```
\begin{split} & \left\{-1\right\}^{1} (1-x)^\alpha (1+x)^\beta (1+x) f(x) dx \\ & \left(\alpha > -1, \beta > -1\right) \end{split}
```

as the quadrature sum

The nonlogarithmic ordinary Gauss-Jacobi integral

can be computed from the quadrature sum

```
\sum_{i=1}^N[W_i(\alpha,\beta)]
```

The quadrature is exact to machine precision for f(x) of polynomial order less than or equal to 2\*nquad - 1

This form of the quadrature requires only values of the function, at 2\*nquad points. For a faster, and slightly more accurate, quadrature that requires values of the function and its derivative at nquad points, see the companion routine, qgjqfd().

On entry:

```
alpha Power of (1-x) in the integrand (alpha > -1). beta Power of (1+x) in the integrand (beta > -1).
```

**nquad** Number of quadrature points to compute. It must be less than the limit MAXPTS defined in the header file, *maxpts.inc*. The default value chosen there should be large enough for any realistic application.

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```
On return:
```

The logarithmic integral can then be computed by code like this:

```
\begin{array}{l} \text{qlgtwo} = \text{dlog}(2.0\text{q}+00) \\ \text{sum} = 0.0\text{q}+00 \\ \text{do } 10 \text{ i} = 1, \text{nquad} \\ \text{sum} = \text{sum} + \text{qlgtwo*w(i)*f(x(i))} - \text{z(i)*f(y(i))} \\ 10 \text{ continue} \end{array}
```

The nonlogarithmic integral can be computed by:

```
sum = 0.0q+00
do 20 i = 1,nquad
    sum = sum + w(i)*f(x(i))
20 continue
```

## **SEE ALSO**

qgjqfd(3), qgjqrc(3).

# **AUTHORS**

The algorithms and code are described in detail in the paper

Fast Gaussian Quadrature for Two Classes of Logarithmic Weight Functions in ACM Transactions on Mathematical Software, Volume ??, Number ??, Pages ????--???? and ????--????,

20xx, by Nelson H. F. Beebe

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