

Algorithms

H. J. WEGSTEIN, Editor

ALGORITHM 112
POSITION OF POINT RELATIVE TO POLYGON
M. SHIMRAT
University of Alberta, Calgary, Alberta, Canada

Boolean procedure *POINT IN POLYGON* ($n, x, y, x0, y0$);
value $n, x0, y0$; **integer** n ; **array** x, y ; **real** $x0, y0$;
comment if the points $(x[i], y[i])$ ($i = 1, 2, \dots, n$) are—in this cyclic order—the vertices of a simple closed polygon and $(x0, y0)$ is a point not on any side of the polygon, then the procedure determines, by setting “point in polygon” to **true**, whether $(x0, y0)$ lies in the interior of the polygon;
begin integer i ; **Boolean** b ;
 $x[n+1] := x[1]$; $y[n+1] := y[1]$; $b := \text{true}$;
for $i := 1$ **step 1 until** n **do**
 if $(y < y[i] \equiv y > y[i+1]) \wedge$
 $x0 - x[i] - (y0 - y[i]) \times (x[i+1] - x[i]) / (y[i+1] - y[i]) < 0$
 then $b := \neg b$;
 $\text{POINT IN POLYGON} := \neg b$;
end *POINT IN POLYGON*

ALGORITHM 113
TREESORT
ROBERT W. FLOYD
Computer Associates, Inc., Woburn, Mass.

procedure *TREESORT* (*UNSORTED*, n , *SORTED*, k); **value** n, k ;
integer n, k ; **array** *UNSORTED*, *SORTED*;
comment *TREESORT* sorts the smallest k elements of the n -component array *UNSORTED* into the k -component array *SORTED* (the two arrays may be the same). The number of operations is on the order of $2 \times n + k \times \log_2(n)$. The number of auxiliary storage cells required is on the order of $2 \times n$. It is assumed that procedures are available for finding the minimum of two quantities, for packing one real number and one integer into a word, and for obtaining the left and right half of a packed word. The value of infinity is assumed to be larger than that of any element of *UNSORTED*;
begin integer i, j ; **array** $m[1:2 \times n - 1]$;
for $i := 1$ **step 1 until** n **do** $m[n+i-1] := \text{pack}(\text{UNSORTED}[i], n+i-1)$;
for $i := n-1$ **step -1 until 1 do** $m[i] := \text{minimum}(m[2 \times i], m[2 \times i + 1])$;
for $j := 1$ **step 1 until** k **do**
 begin *SORTED* [j] := *left half* ($m[1]$); $i := \text{right half}(m[1])$;
 $m[i] := \text{infinity}$;
 for $i := i \div 2$ **while** $i > 0$ **do** $m[i] := \text{minimum}(m[2 \times i], m[2 \times i + 1])$
 end
end *TREESORT*

ALGORITHM 114
GENERATION OF PARTITIONS WITH CONSTRAINTS
FRANK STOCKMAL
System Development Corp., Santa Monica, Calif.

procedure *CP GENERATOR* (N, K, H, p, F, Z); **integer** N, K, H ; **integer array** p ; **Boolean** F, Z ;
comment *CP GENERATOR* generates a partition of N into K parts, no part greater than H . Each partition is represented by the array of parts $p[1]$ thru $p[K]$, where $p[1] \geq p[2] \geq \dots \geq p[K]$. Initial entry is made with $F = \text{true}$ and $Z = \text{true}$ if parts = 0 are allowable, or $F = \text{true}$ and $Z = \text{false}$ if only nonzero parts are desired. Upon initial entry, **procedure** ignores the input array p , sets $F = \text{false}$, and generates the initial partition. Subsequent calls made with $F = \text{false}$ will cause **procedure** to operate upon the input partition to produce another partition if one exists, so that all possible unpermuted partitions with the specified constraints will be produced if *CP GENERATOR* is allowed to operate upon its previous output. When this scheme is followed, and initial entry is made with $F = \text{true}$, $Z = \text{true}$, $K = N$, $H = N$, all possible unpermuted partitions of N will be produced. Upon generating the last partition, **procedure** resets F to **true**. The input parameters are restricted as follows: $K \geq 1$, $H \geq 1$, $p[1] \geq p[2] \geq \dots \geq p[K]$. For $Z = \text{true}$, N is restricted to the range $0 \leq N \leq KH$, and for $Z = \text{false}$, $K \leq N \leq KH$. A call should not be made with $p[1] - p[K] < 2$ and $F = \text{false}$;
begin integer a, b, i, j, q, r ;
 if F **then go to** *first*;
 $a := p[1] - p[2] - 2$; $j := 2$;
test: **if** $p[1] - p[j] \geq 2$ **then go to** *divide*;
 $a := a - 1 + j \times (p[j] - p[j+1])$; $j := j + 1$; **go to** *test*;
first: **if** Z **then go to** *alpha*;
 $a := N - K$; $p[K] := 0$; **go to** *beta*;
alpha: $a := N$; $p[K] := -1$;
beta: $F := \text{false}$; $j := K$;
divide: $b := H - 1 - p[j]$; $q := \text{entier}(a/b)$; $r := a - b \times q$;
 for $i := 1$ **step 1 until** q **do** $p[i] := H$;
 if $q = K$ **then go to** *last*;
 for $i := q + 1$ **step 1 until** j **do** $p[i] := 1 + p[j]$;
 $p[q+1] := r + p[q+1]$;
 if $p[1] - p[K] \geq 2$ **then go to** *exit*;
last: $F := \text{true}$;
exit: **end** *CP GENERATOR*

ALGORITHM 115
PERM
H. F. TROTTER
Princeton University, Princeton, N. J.

procedure *PERM* (x, n); **value** n ;
integer n ; **array** x ;
comment This algorithm was inspired by the procedure *PERMUTE* of Peck and Schrack (Algorithm 86, *Comm. ACM*

Apr. 1962) and performs the same function. Each call of *PERM* changes the order of the first n components of x , and $n!$ successive calls will generate all $n!$ permutations. A nonlocal Boolean variable '*first*' is assumed, which must be **true** when *PERM* is first called, to cause proper initialization. The first call of *PERM* makes '*first*' **false**, and it remains so (unless changed by the external program) until the exit from the ($n!$)th call of *PERM*. At that time x is restored to its original order and '*first*' is made **true**.

The excuse for adding *PERM* to the growing pile of permutation generators is that, at the expense of some extra **own** storage, it cuts the manipulation of x to the theoretical minimum of $n!$ transpositions, and appears to offer an advantage in speed. It also has the (probably useless) property that the permutations it generates are alternately odd and even;

```
begin own integer array p, d[2: n]; integer k, q; real t;
if first then initialize:
begin for k := 2 step 1 until n do
  begin p[k] := 0; d[k] := 1 end;
  first := false
end initialize;
k := 0;
INDEX: p[n] := q := p[n] + d[n];
if q = n then
  begin d[n] := -1; go to LOOP end;
if q ≠ 0 then go to TRANSPOSE;
d[n] := 1; k := k + 1;
LOOP: if n > 2 then begin
  comment Note that n was called by value;
  n := n - 1; go to INDEX end LOOP;
Final exit: q := 1; first := true;
TRANSPOSE: q := q + k; t := x[q];
x[q] := x[q + 1]; x[q + 1] := t
end PERM;
```

ALGORITHM 116 COMPLEX DIVISION

ROBERT L. SMITH

Stanford University, Stanford, Calif.

```
procedure complexdiv (a, b, c, d) results: (e, f);
value a, b, c, d; real a, b, c, d;
comment complexdiv yields the complex quotient of  $a + ib$ 
divided by  $c + id$ . The method used here tends to avoid arithmetic
overflow or underflow. Such spills could otherwise occur
when squaring the component parts of the denominator if the
usual method were used;
begin real r, den;
if abs (c) ≥ abs (d) then
  begin r := d/c;
  den := c + r × d;
  e := (a + b × r)/den;
  f := (b - a × r)/den;
end
else
  begin r := c/d;
  den := d + r × c;
  e := (a × r + b)/den;
  f := (b × r - a)/den;
end
end complexdiv
```

ALGORITHM 117 MAGIC SQUARE (EVEN ORDER)

D. M. COLLISON

Elliott Brothers (London) Limited, Borehamwood, Herts.,
England

```
procedure magiceven (n, x); value n; integer array x; integer n;
comment the method of Devedec for even n is described in
"Mathematical Recreations" by M. Kraitchik, pp. 150-2. Enter
with side of square n to produce a magic square of the integers
 $1 - n \uparrow 2$  in x, where  $n \geq 4$ ;
begin integer a, b, n2, nn; Boolean p, q, r;
n2 := n ÷ 2; nn := n × n;
begin
procedure alpha (p, q, a, h); value p, q, a, h; integer p, q, a;
Boolean h;
Comment pattern 0/0/0/... ;
begin integer r;
for r := p step 1 until q do begin
  x[r, a] := if h then (a × n - n + r) else (nn - a × n +
  1 + n - r); h := ¬h end;
end alpha;
procedure beta (p, q, a, h); value p, q, a, h; integer p, q, a;
Boolean h;
comment pattern 1 - 1 - 1 - ... ;
begin integer r;
for r := p step 1 until q do begin
  x[r, a] := if h then [nn - a × n + r] else (a × n + 1 - r);
  h := ¬h end;
end beta;
procedure gamma (p, q, a, h); value p, q, a, h; integer p, q, a;
Boolean h;
comment pattern /-/-/-... ;
begin integer r;
for r := p step 1 until q do begin
  x[r, a] := if h then (nn - a × n + n - r + 1) else (a × n
  + 1 - r); h := ¬h end;
end gamma;
comment program begins;
p := q := (n - (n ÷ 4) × 4 = 0); r := true;
for a := 1 step 1 until (n2 - 1) do begin
  beta (1, a - 1, a, r); alpha (a, n2 - 1, a, true);
  x[n2, a] := if q then (nn - a × n + n2 + 1) else (nn - a ×
  n + n2);
  alpha (n2 + 1, n, a, ¬q);
  q := ¬q; r := ¬r end;
alpha (1, n2 - 1, n2, ¬p); alpha (n2 + 2, n, n2, false);
gamma (1, n2 - 1, n2 + 1, p); gamma (n2 + 2, n, n2 + 1, true);
q := p; r := true;
for a := (n2 + 2) step 1 until n do begin
  beta (1, n - a, a, q); x[n - a + 1, a] := a × n - a + 1;
  beta (n - a + 2, n2 - 1, a, true);
  if r then for b := n2, n2 + 1 do x[b, a] := nn - a × n +
  n - b + 1
  else begin x[n2, a] := nn - a × n + n2;
  x[n2 + 1, a] := a × n - n2 + 1 end;
  beta (n2 + 2, a - 1, a, ¬r); alpha (a, n, a, true);
  q := ¬q; r := ¬r end;
for a := n2, n2 + 1 do for b := n2, n2 + 1 do
  x[b, a] := if p then (a × n - n + b) else (nn - a × n + n -
  b + 1);
if ¬p then begin
  for a := n2, n2 + 1 do x[n2 - 1, a] := a × n - n2 + 2;
  for b := n2, n2 + 1 do x[b, n2 + 2] := n × n2 - 2 × n + b end;
end end magiceven
```

ALGORITHM 118

MAGIC SQUARE (ODD ORDER)

D. M. COLLISON

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```

procedure magicodd (n, x); value n; integer n; integer
  array x;
comment for given side n the procedure generates a magic
  square of the integers  $1 - n \uparrow 2$ . For the method of De la
  Loubère, see M. Kraitchik, "Mathematical Recreations," p.
  149. n must be odd and  $n \geq 3$ ;
begin integer i, j, k;
  for i := 1 step 1 until n do
    for j := 1 step 1 until n do x[i, j] := 0;
  i := (n + 1) ÷ 2; j := n;
  for k := 1 step 1 until n × n do begin
    if x[i, j] ≠ 0 then begin i := i - 1; j := j - 2;
      if i < 1 then i := i + n; if j < 1 then j := j + n end;
    x[i, j] := k;
    i := i + 1; if i > n then i := i - n;
    j := j + 1; if j > n then j := j - n;
  end;
end magicodd

```

ALGORITHM 119

EVALUATION OF A PERT NETWORK

BURTON EISENMAN AND MARTIN SHAPIRO

United Nuclear Corp., White Plains, N. Y.

```

procedure pert (nmax, i, j, te, st, emax, l, es, at);

```

comment An algorithm describing an iterative procedure for evaluating a PERT network that permits the use of arbitrarily ordered activities and event identifiers such that an upper triangular matrix type of solution is unnecessary.

It has been observed by investigations of PERT networks, that an $N \times N$ matrix whose rows are designated as predecessor and whose columns are designated as successor events, has an entry in the (i, j) -element representing the activity time required in going from event i to event j . By elementary transformations, the matrix is transformed generally into an upper triangular matrix. The resultant upper triangular matrix is well ordered (i.e. any activity time appearing in a column is not dependent upon those activity times which appear in columns to the right of it).

This precise manipulation generally demands considerable running time. By direct evaluation not requiring a collection of elementary transformations, it is possible to evaluate the network with considerable reduction of running time;

```

integer nmax, emax;

```

```

real st;

```

```

integer array i, j, l;

```

```

real array te, es, at;

```

comment Given the total number of activities, $nmax$, the preceding and succeeding event identifiers, i_n and j_n , the corresponding expected time, te , for each activity, and the starting time, st , of the network, this procedure computes the early start and late finish times, es_e and at_e , for each event, l_e , in the network;

```

begin

```

```

  procedure scan (e, t, l);

```

```

  integer e, t;

```

```

  integer array l;

```

comment Given the number of events, $e-1$, contained thus far in vector array, l , and an event identifier i_n or j_n , stored in t ,

this procedure scans the existing array, l , to determine whether the event should be added to the list or not. If it is to be added, it becomes l_e and e replaces the event identifier. If it is not added, k replaces the event identifier.;

```

begin

```

```

  integer k;

```

```

  if e = 1 then go to add;

```

```

  for k := e - 1 step -1 until 1 do

```

```

  begin if t = l[k] then

```

```

  begin t := k;

```

```

    go to out

```

```

  end

```

```

end;

```

```

add: l[e] := t;

```

```

       t := e;

```

```

       e := e + 1;

```

```

out:

```

```

end scan;

```

```

integer n, e, s, t, k;

```

```

real a, x;

```

```

  e := 1;

```

```

  for n := 1 step 1 until nmax do

```

```

  begin t := j[n];

```

```

    scan (e, t, l);

```

```

    j[n] := t;

```

```

    t := i[n];

```

```

    scan (e, t, l);

```

```

    i[n] := t

```

```

  end;

```

comment By means of the switch, s , we will either compute the activity times, at_e , and transfer the values to the early start vector, es_e , or we will compute at_e without any transfer process, in which case the late finish times will be obtained.;

```

  emax := e - 1;

```

```

  s := 1;

```

```

  a := st;

```

```

s1: k := emax;

```

```

  for e := 1 step 1 until emax do

```

```

    at[e] := a;

```

```

s2: for n := 1 step 1 until nmax do

```

```

  begin if l[i[n]] > 0 then

```

```

  begin switch s := b1, b2;

```

```

  b1: x := abs (at[i[n]]) + te[n];

```

```

    if x > abs (at[j[n]]) then go to l1;

```

```

    go to l2;

```

```

  b2: x := abs (at[i[n]]) - te[n];

```

```

    if x < abs (at[j[n]]) then

```

```

  l1: at[j[n]] := - x;

```

```

  l2:

```

```

  end

```

```

end;

```

```

  for e := 1 step 1 until emax do

```

```

  begin if l[e] < 0 then

```

```

  begin if at[e] < 0 then

```

```

  begin l[e] := abs (l[e]);

```

```

    k := k + 1;

```

```

s3: at[e] := abs (at[e]);

```

```

    go to l3

```

```

  end;

```

```

    go to l3

```

```

  end;

```

```

    if at[e] ≥ 0 then

```

```

  begin l[e] := - l[e];

```

```

    k := k - 1;

```

```

    go to l3

```

```

  end;

```

```

    go to s3;

```

```

l3:
end;
    if  $k \neq 0$  then go to s2;
    switch s := g1, g2;
g1:   s := 2;
    for n := 1 step 1 until nmax do
begin
    t := i[n];
    i[n] := j[n];
    j[n] := t
end;
    a := 0;
    for e := 1 step 1 until emax do
begin
    es[e] := at[e];
    l[e] := abs (l[e]);
    if at[e] > a then
    a := at[e]
end;
    go to s1;
g2:   for e := 1 step 1 until emax do
    l[e] := abs (l[e]);
end pert

```

```

    a[j, k] := a[j, i];
    a[j, i] := - c[j] × y;
    b[j] := a[i, j] := a[i, j] × y
end;
a[i, i] := y;
j := z[i];
z[i] := z[k];
z[k] := j;
for k := 1 step 1 until l, p step 1 until n do
    for j := 1 step 1 until l, p step 1 until n do
        a[k, j] := a[k, j] - b[j] × c[k]
    end;
for i := 1 step 1 until n do
begin
REPEAT: k := z [i];
    if k=i then go to ADVANCE;
    for j := 1 step 1 until n do
begin
        w := a [i, j];
        a [i, j] := a [k, j];
        a [k, j] := w
    end;
    p := z [i];
    z [i] := z [k];
    z [k] := p;
    delta := - delta;
    go to REPEAT;
ADVANCE: end;
end

```

ALGORITHM 120 MATRIX INVERSION II

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* Work supported by the U. S. Atomic Energy Commission.

```

procedure INVERSION II (n, a, epsilon, ALARM, delta);
comment This is a revision of Algorithm 58. It accomplishes inversion of the matrix a, with the result stored in matrix a. The order of the matrix is n. If in the process of calculating, any pivot element has an absolute value less than epsilon, there will be a jump to the non-local label ALARM. The variable delta will contain the value of the determinant of the original matrix on normal exit, zero or a very small number on exit to ALARM.;
value n;
array a;
real epsilon, delta;
integer n;
begin
    array b, c[1:n]; real w, y;
    integer array z[1:n]; integer i, j, k, l, p;
    delta := 1.0;
    for j := 1 step 1 until n do
        z[j] := j;
    for i := 1 step 1 until n do
begin
    k := i; y := a[i, i]; l := i-1; p := i+1;
    for j := p step 1 until n do
begin
        w := a[i, j];
        if abs(w) > abs(y) then
begin
            k := j;
            y := w
        end;
    end;
    delta := delta × y;
    if abs(y) < epsilon then go to ALARM;
    y := 1.0 / y;
    for j := 1 step 1 until n do
begin
        c[j] := a[j, k];

```

CERTIFICATION OF ALGORITHM 18 RATIONAL INTERPOLATION BY CONTINUED FRACTIONS

[R. W. Floyd, *Comm. ACM.*, Sept. 1960]

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* Work supported by the U. S. Atomic Energy Commission

The body of procedure *confr* was tested with the ALGOL translator system written for the LGP-30 computer by the Dartmouth College Computer Center. No syntactical errors were found in the procedure body, except for a missing semicolon after the array declaration. The translated algorithm gave satisfactory results when tested on values of $(4x+1)/(x+4)$ at any three of the points $x = 1, 2, 3, 4$. When all four points were used, a division overflow occurred in the statement **for** $i := 1$ **step** 1 **until** $j-1$ **do** $aa := (xx - x[i])/(aa - a[i])$; which forms the reciprocal differences. An overflow of this type will occur whenever $y[j]$ is approximated to high accuracy by one of the continued fractions based only on the points $x[i]$, $i = 1, 2, \dots, k$ with k less than j . Unless $i = j-1$, the difficulty may be overcome by setting aa equal to the largest real representable in the computer whenever division overflow would occur. When $i = j-1$, the difficulty is irretrievable, and the data points must be reordered.

CERTIFICATION OF ALGORITHM 19
BINOMIAL COEFFICIENTS [Richard R. Kenyon,
Comm. ACM Oct., 1960]

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gonne, Ill.

* Work supported by the U. S. Atomic Energy Commission.

This procedure was tested on the LGP-30, using the compiler
ALGOL-30 from Dartmouth College Computation Center. The fol-
lowing changes were found necessary:

(1) Within the **comment**, the line

$$C_{i+1}^n = (n - 1)C_i^n / (i + 1)$$

should be

$$C_{i+1}^n = (n - i)C_i^n / (i + 1)$$

(2) The line defining the iteration loop

for $i := 0$ **step** 1 **until** b **do**

should be

for $i := 0$ **step** 1 **until** $b-1$ **do**

(3) The sequence

end $C := a$ **end**

should be

end; $C := a$ **end**

CERTIFICATION OF ALGORITHM 35
SIEVE [T. C. Wood, *Comm. ACM*, Mar. 1961]

J. S. HILLMORE

Elliott Bros. (London) Ltd., Borehamwood, Herts.,
England

The statement:

go to if $n/p[i] = n \div p[i]$ **then** $b1$ **else** $b2$;

was changed to the statement:

go to if $(n \div p[i]) \times p[i] = n$ **then** $b1$ **else** $b2$;

This avoids any inaccuracy that might result from introducing
real arithmetic into the evaluation of the relation.

The modified algorithm was successfully run using the Elliott
ALGOL translator on the National-Elliott 803.

CERTIFICATION OF ALGORITHM 37
TELESCOPE 1 [K. A. Brons, *Comm. ACM*, Mar., 1961]

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* Work supported by the U. S. Atomic Energy Commission.

The body of *Telescope 1* was compiled and tested on the LGP-30
using the ALGOL 60 translator system developed by the Dartmouth
College Computer Center. No syntactical errors were found, and
the program ran satisfactorily. The 10th degree polynomial ob-
tained by truncating the exponential series was telescoped using
 $\lim = .1_{10} - 2$ and $L = 1.0$. The result was $N = 3$, $\epsilon =$
.2103005₁₀ - 3, and coefficients +.9997892, -.9930727, +.4636493,
-.1026781. The error curve for the telescoped polynomial was
computed for $x = 0(.02)1.0$. The error extrema were bounded by
 ϵ to within 0.5%. The discrepancy is within the range of input
conversion and round-off error.

CERTIFICATION OF ALGORITHM 52
A SET OF TEST MATRICES [J. R. Herndon, *Comm.*
ACM, Apr. 1961]

J. S. HILLMORE

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England

The algorithm was corrected as recommended by H. E. Gilbert
in his certification [*Comm. ACM*, Aug. 1961] and then successfully
run using the Elliott ALGOL translator on the National-Elliott 803.
The matrices so generated were used to test the matrix inversion
procedure GJR given by H. R. Schwarz in his article "An Intro-
duction to ALGOL" [*Comm. ACM*, Feb. 1962].

CERTIFICATION OF ALGORITHM 57
BER OR BEI FUNCTION [John R. Herndon, *Comm.*
ACM, Apr. 1961]

HENRY C. THACHER, JR.*

Reactor Engineering Div., Argonne National Lab.,
Argonne, Ill.

* Work supported by the U. S. Atomic Energy Commission.

The body of Algorithm 57 was tested on the LGP-30 using the
ALGOL 60 translator developed by the Dartmouth College Com-
puter Center. No syntactical errors were found. For $z = 0.1(0.1)1.0$,
with a 7+ significant decimal arithmetic routine, the program
gave results with errors less than 5 (and for $z = 1(1)5$ less than 12)
in the seventh digit. For large values of z , serious cancellation
errors may occur. For example, for $z = 20$, more than 2 decimals
of significance can be lost in this way.

REMARK ON ALGORITHM 58
MATRIX INVERSION [Donald Cohen, *Comm. ACM*,
May, 1961]

GEORGE STRUBLE

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For the last seven lines, beginning with $a[k, j] := a[k, i]$, substi-
tute:

$a[k, j] := a[k, j] - b[j] \times c[k]$ **end;**

$l := 0$;

back: $l := l+1$;

again: $k := z[l]$;

if $k \neq l$ **then**

begin for $i := 1$ **step** 1 **until** n **do**

begin $w := a[l, i]$;

$a[l, i] := a[k, i]$;

$a[k, i] := w$ **end;**

$z[l] := z[k]$;

$z[k] := k$;

go to again end;

else if $l \neq n$ **go to back**

end invert

CERTIFICATION OF ALGORITHM 58
MATRIX INVERSION [Donald Cohen, *Comm. ACM*,
May, 1961]

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* Work supported by the U. S. Atomic Energy Commission.

This procedure was programmed in FORTRAN and reduced to machine code mechanically. It was run on the Argonne-built computing machine, GEORGE. A floating-point routine was used which allows maximum accuracy to 31 bits.

There are a number of errors of various types:

- (1) There are eight **begin**'s and only seven **end**'s.
- (2) The line

```
a[k, j] := a[k, i] - b[j] × c[k] end;
```

should be

```
a[k, j] := a[k, j] - b[j] × c[k] end;
```

(3) The permutation of rows of the inverted matrix and permutation of elements of the integer array z must be carried out simultaneously. This algorithm fails to do this, and consequently the matrix at the time of exit from the procedure is left in a permuted condition.

- (4) The algorithm permits the statement

```
k := z[l];
```

to be executed even though the declarations place an upper limit of n on the integer array z , and the test for $l \leq n$ has not yet been made. Obviously, Mr. Cohen's compiling system would allow an out-of-bounds array look-up. One could easily incorporate into an ALGOL compiler a guard against such illicit array references, and therefore the published algorithm might be considered machine dependent.

- (5) This algorithm requires $3n^2$ divisions, most of which are unnecessary. By inserting the statement

```
y := 1.0/y;
```

at the proper place, one may accomplish the obvious economy of reducing this to only n divisions plus $2n^2$ multiplications.

(6) If a matrix should be singular (or nearly so), some pivot element will be zero (or very small), and a test should be made, with provision for a jump to *ALARM*, a non-local label.

(7) The identifiers w and y should be declared within this procedure, to avoid trouble.

(8) This algorithm omits calculation of the determinant of the matrix. This could be computed with very little extra effort.

The revised algorithm was then tested on the LGP-30 computer, using ALGOL-30, a small subset of ALGOL. Within the restrictions of this subset, the program worked satisfactorily on test matrices.

CERTIFICATION OF ALGORITHMS 63, 64, 65 PARTITION, QUICKSORT, FIND [C. A. R. Hoare, *Comm. ACM*, July 1961]

J. S. HILLMORE

Elliott Bros. (London) Ltd., Borehamwood, Herts.,
England

The body of the procedure find was corrected to read:

```
begin integer I, J;
if M < N then begin partition (A, M, N, I, J);
    if K ≤ I then find (A, M, J, K)
    else if J ≤ K then find (A, I, N, K)
    end
end find
```

and the trio of procedures was then successfully run using the Elliott ALGOL translator on the National-Elliott 803.

The author's estimate of $\frac{1}{3}(N-M)1n(N-M)$ for the number of exchanges required to sort a random set was found to be correct. However, the number of comparisons was generally less than $2(N-M)1n(N-M)$ even without the modification mentioned below.

The efficiency of the procedure quicksort was increased by changing its body to read:

```
begin integer I, J;
if M < N-1 then begin partition (A, M, N, I, J);
    quicksort (A, M, J);
    quicksort (A, I, N)
    end
else if N-M = 1 then begin if A[N] < A[M] then
    exchange (A[M], A[N])
    end
end quicksort
```

This alteration reduced the number of comparisons involved in sorting a set of random numbers by 4-5 percent, and the number of entries to the procedure partition by 25-30 percent.

CERTIFICATION OF ALGORITHM 71 PERMUTATION [R. R. Coveyou and J. G. Sullivan, *Comm. ACM*, Nov. 1961]

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The algorithm was successfully run using the Elliott ALGOL translator on the National-Elliott 803. The integer array x was made a parameter of the procedure in order to avoid having an own array with variable bounds.

CERTIFICATION OF ALGORITHM 72 COMPOSITION GENERATOR [L. Hellerman and S. Ogden, *Comm. ACM*, Nov. 1961]

D. M. COLLISON

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After

```
for j := 1 step 1 until k do d[j] := c[j]-1;
```

the statement

```
j := k;
```

should be inserted (see ALGOL 60 report, para 4.6.5). With this alteration, the algorithm was successfully run using the Elliott ALGOL translator on the National-Elliott 803.

CERTIFICATION OF ALGORITHM 75 FACTORS [J. E. L. Peck, *Comm. ACM*, Jan. 1962]

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The following changes had to be made to the algorithm:

- (1) For **if** $q > 1 \wedge p = 1$ **then**
 put **if** $q > 1 \wedge p = q$ **then**
- (2) For **begin** $c := c \times a0$; $a0 := 1$ **end**
 put **begin** $c := c \times a[0]$; $a[0] := 1$ **end**
- (3) For **if** $q = 0 \vee (an \div q) \times q = an$ **then**
 put **if** (**if** $q = 0$ **then true** **else** $(an \div q) \times q = an$) **then**

This change is necessary to ensure that the term $(an \div q)$ is not evaluated when $q = 0$.

The algorithm, thus modified, was successfully run using the Elliott ALGOL translator on the National-Elliott 803.

REMARK ON ALGORITHM 78
RATIONAL ROOTS OF POLYNOMIALS WITH
INTEGER COEFFICIENTS [C. Perry, *Comm. ACM*,
Feb. 1962]

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The algorithm was successfully run using the Elliott ALGOL translator on the National-Elliott 803. It was noticed that a multiple rational root will only be printed once by the procedure.

REMARK ON ALGORITHM 84
SIMPSON'S INTEGRATION [Paul E. Hennion. *Comm. ACM*, Apr. 1962]

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* Work supported by the U. S. Atomic Energy Commission.

In performing integration by the use of Simpson's rule, it is well known that the interval $[a, b]$ must be divided evenly into n equal parts, and that *it is essential for n to be an even number.*

In the published algorithm, there is neither a comment on this important restriction, nor a programmed test for the parity of n . It is therefore a potential trap for the unwary programmer.

CERTIFICATION OF ALGORITHM 85
JACOBI [T. G. Evans, *Comm. ACM*, Apr. 1962]

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The statement
 $\omega := (\text{if } \mu = 0.0 \text{ then } 1 \text{ else } \text{sign}(\mu))$
 $\quad \times (-V2)/\text{sqrt}(V2 \uparrow 2 + \mu \uparrow 2);$

was changed to
 $\omega := \text{if } \mu = 0.0 \text{ then } -1.0 \text{ else } -\text{sign}(\mu)$
 $\quad \times V2/\text{sqrt}(V2 \uparrow 2 + \mu \uparrow 2);$

When $\mu = 0$, the original statement reduces to

$$\omega := -V2/\text{sqrt}(V2 \uparrow 2);$$

and a truncation error in the evaluation of the square root can make the magnitude of ω slightly greater than unity. As a result, an error stop occurs during execution of the next statement when an attempt is made to evaluate $\text{sqrt}(1 - \omega \uparrow 2)$.

In its modified form the algorithm has been successfully run using the Elliott ALGOL translator on the National-Elliott 803. Matrices of order up to fifteen have been solved, yielding eigenvalues and eigenvectors with an overall accuracy of seven decimal places.

CERTIFICATION OF ALGORITHM 86
PERMUTE [J. E. L. Peck and G. F. Schrock, *Comm. ACM*, Apr. 1962]

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The algorithm was successfully run using the Elliott ALGOL translator on the National-Elliott 803. Values of n used were 0, 1, 2, 3, 4.

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CERTIFICATION OF ALGORITHM 87
PERMUTATION GENERATOR [John R. Howell,
Comm. ACM, Apr. 1962]

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England

The array N was removed from the value list in order that the permutations might be available outside the procedure. The algorithm was then run successfully with the Elliott ALGOL translator on the National-Elliott 803. It was rather slower than Algorithm 86.

CERTIFICATION OF ALGORITHMS 117 AND 118
MAGIC SQUARE (ODD AND, EVEN ORDERS)
[D. M. Collison, *Comm. ACM*, Aug. 1962]

D. M. COLLISON
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Both algorithms were checked and timed, using a special ALGOL program, with the Elliott ALGOL translator on the National-Elliott 803. The procedure for odd orders was the slower:

Procedure	Size of Square	Time
Odd order	9	10 sec.
	19	45 sec.
Even order	10	7 sec.
	20	23 sec.

Because of the different methods used and the length of the even order procedure it was decided not to combine the two. The smallest square of even order generated is given below:—

13	3	2	16
8	10	11	5
12	6	7	9
1	15	14	4