

# Proposal for a C++ MATHLIB

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## 1 Introduction

Following the discussions at the Architects Forum in October and our meeting of November 14, this paper is an attempt to come with a more concrete proposal for the implementation of a Math Library in C++. This proposal does not exclude in any way the support for existing libraries such as CLHEP [3], GSL [2] or CERNLIB [1]. Whatever decision is taken, these libraries will have to be maintained (at least for CLHEP) for some time in the future to guarantee a smooth transition to the new system. Note that the title says "Math Library in C++" and not in C. A C++ library that would be just a simple wrapper to C functions is not appropriate in most cases. The wrapper does not introduce new functionality, but it introduces a performance overhead. The main reasons to have a true C++ library are:

1. We want to interact with real objects (data and algorithms), not just algorithms.
2. We want to provide higher level interfaces hiding the implementation details (algorithms). A true Object-Oriented API should remain stable if internal storage or algorithms change. One can imagine the Mathlib classes being improved over time, or adapted to standard algorithms that could come with the new C++ versions.
3. Many classes require a good graphics interface. A large subset of CERNLIB or GSL has to do with functions. Visualising a function requires to know some of its properties, eg singularities or asymptotic behaviours. This does not mean that the function classes must have built-in graphics. But they must be able to call graphics service classes able to exploit the algorithms in the functions library.
4. Many objects need operators (matrices, vectors, physics vectors, etc).
5. We want to embed these objects in a data model. Users start to request that the math library takes care of memory management and/or persistence of the object . See for instance the LHC-feedback [5], where persistence of the CLHEP was requested. The user would like to save and restore random-generator seeds etc .
6. We want to have an interactive interface from our interpreters, hence a dictionary.

GSL is a rich library, but with a user interface very similar to a Fortran library. The data have to be specified via arrays or special C-structs in all the algorithms. The GSL functions do not carry an internal state. They are at a very low level. GSL++ has been an attempt to implement a true C++ interface to GSL. GSL++ is stalled because of a limited interest if points 3, 4, 5 and 6 above are not implemented. CLHEP has been an attempt to implement a mini true C++ library fulfilling also conditions 1 and 2, but not the essential conditions 3 and 4. The current CLHEP is also a very small subset of what is required.

## Object-Oriented API vs Procedural API

```
gsl style  : double gsl_sf_gamma(double x)
            int gsl_sf_gamma_e(double x, gsl_sf_result* result)

root style : TF1 gamma("gamma",TMath::Gamma,0,1)
            gamma.Draw()
            gamma.Eval(x)
            gamma.Derivative(x)
            gamma.Integral(0.1,0.3)
```

## Proposal

The library could be structured in 3 logical groups:

- A : a set of often used algorithms (like TMath) grouped into a few classes with static functions only. The corresponding shared lib libMathlib will be required by all applications and could in turn be embedded into the core libraries (like the ROOT libCore) to minimize the number of libraries that a user has to specify on the link command line.
- B : a set of classes for frequently used objects like the CLHEP Physics vectors classes, random generators or matrices (or the ROOT equivalent), the parametric functions, the minimization classes. Each set of these classes will have its own shared library, eg libRandom, libMatrix, libPhysics, libMinuit, libGMinuit, libFumili, etc. These libraries are typically dynamically linked by the plugin manager.
- C : a set of algorithms, like in case A, but less frequently used. Again, mostly static functions in a restricted number of utility classes. These classes could be grouped into a large library libMathlib2.

Each shared library above must include the class dictionaries to minimize dependencies on parallel libraries or possible mismatches. The dictionary is anyway essential for all the shared libraries in the group B. The CVS structure should reflect the proposed structure with a directory for A, a directory for each main component of B and one or a few directories for C. Following a detailed analysis of the tables in the following sections, we estimate that

a large subset (more than 60 per cent) is already in the ROOT libraries. We estimate the work to implement A and B to be of the order of a few weeks. Eddy Offermann is currently polishing an upgraded Matrix package including a nice test suite. Implementation of C will take more time and could be gradually implemented in the coming year. We are therefore proposing to host the Mathlib structure as a component of the ROOT project. This will have immediate advantages, large user base, infrastructure, ready solution for I/O and interactivity.

This proposal suggests the implementation of a true C++ library fulfilling all the conditions above and reusing existing code or algorithms. Reusing existing code may be achieved by importing and adapting C code in GSL, C++ code from CLHEP, or translating Fortran code from CERNLIB. Like the old CERNLIB, the mathematical library should be a compact set of functions that will run on all supported platforms. It should provide the mathematical backbone for all phases of data analysis from large batch jobs to interactive sessions on a personal computer . The advantages of consistent use of the same mathematical library throughout the analysis are obvious . However, the choice of the functions inside this package are less obvious. At a first glance, it would seem preferable to start from the GSL code. However, the current CERNLIB does reflect the *Reader's Digest* of mathematical functionality in High-Energy Physics. For many years CERN staff and users have added the necessary functionality.

Obviously, not all functionality is available in the CERNLIB . But future LHC and past LEP analysis-methodology are not that far apart, that it is safe to say that it did and will cover 95% of the necessary functionality. Therefore, we decided to take the current CERNLIB as a benchmark for completeness. When considering whether to endorse a package from *outside*, we should carefully analyze its contents. It is not desirable to end up in a situation where the ratio between *useful* routines and *missing* ones becomes unfavorable . In the next few sections we list the functionality of the CERNLIB, GSL, CLHEP and ROOT [4] . In the tables there will be several columns, labeled *Available* . It is supposed to indicate whether the functionality of the library under consideration is available in the other contenders. The symbols in these columns have the following meaning:

C : CERNLIB

G : GSL

H : CLHEP

R : ROOT basic Root (mainly TMath)

R\* : ROOT as a framework

As indicated above, two types of entry ( $R$  and  $R^*$ ) exist for the ROOT library. The functions tagged with  $R^*$  have been embedded in the ROOT framework, thereby providing persistence, graphing etc.

## 2 cernlib

In the table below the *availability* column has for CERN (which has by definition an entry for every routine) sometimes an entry *c* instead of the *C* . This indicates that its priority is low and could be taken on request.

B - Elementary Functions						
routine	Available				description	#
PRMFCT (B002)	c				Prime Numbers Factor Decomposition	222
RBINOM (B100)	C				Binomial Coefficient	19
RPLNML (B105)	C	R*	G		Value of a Polynomial	50

C - Equations and Special Functions						
routine	Available				description	#
RSNLEQ (C201)	G			G	Systems of Nonlinear Equations	248
RMULLZ (C202)	C			G	Zeros of a Real Polynomial	159
RZERO (C205)	R*	R*		G	Zero of a Function of One Real Variable	138
RRTEQ3 (C207)	C			G	Roots of a Cubic Equation	110
RRTEQ4 (C208)	C				Roots of a Quartic Equation	137
CPOLYZ (C209)	c				Zeros of a Complex Polynomial	264
NZERFZ (C210)	c				Number of Zeros of a Complex Function	93
ERF (C300)	R	R		G	Error Function and Complementary Error	80
FREQ (C301)	R	R		G	Normal Frequency Function	52
GAMMA (C302)	R	R		G	Gamma Function for Positive Argument	81
GAMMF (C303)	R	R		G	Gamma Function for Real Argument	81
ALGAMA (C304)	R	R		G	Logarithm of the Gamma Function	122
CGAMMA (C305)	c			G	Gamma Function for Complex Argument	98
CLGAMA (C306)	R	R		G	Logarithm of the Gamma Function	31
CCLBES (C309)	c			G	Coulomb Wave, Bessel, and Sphe Bessel	820
BESJ0 (C312)	R	R		G	Bessel Funct J and Y Orders 0 and 1	331
BESI0 (C313)	R	R		G	Modified Bessel Funct I and K 0 and 1	351
RRIZET (C315)	c			G	Riemann Zeta Function	164
RPSIPG (C316)	c			G	Psi (Digamma) and Polygamma Functions	312
CPSIPG (C317)	c			G	Psi (Digamma) and Polygamma Functions	20
RELFUN (C318)	c			G	Jacobian Elliptic Functions real	23
CELFUN (C320)	c			G	Jacobian Elliptic Functions complex	126
CGPLG (C321)	c				Nielsen's Generalized Polylogarithm	410

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routine	Available			description	#
RFRSIN (C322)	c			Fresnel Integrals	196
RFERDR (C323)	c		G	Fermi-Dirac Function	148
DATANI (C324)	c		G	Arctangent integral	19
RCLAUS (C326)	c		G	Clausen Function	86
BSIR4 (C327)	c		G	Modified Bessel F I and K 1/4,1/2,3/4	360
CWHITM (C328)	c			Whittaker Funct M of Complex Argument	125
RASLGF (C330)	c		G	Legendre,Associated Legendre Functions	25
RFCONC (C331)	c		G	Conical Functions of the First Kind	26
RDILOG (C332)	R	R	G	Dilogarithm Function	25
RGAPNC (C334)	c		G	Incomplete Gamma Functions	33
CWERF (C335)	c		G	Complex Error Function	74
RSININ (C336)	c			Sine and Cosine Integrals	196
REXPIN (C337)	c		G	Exponential Integral	27
CEXPIN (C338)	c		G	Exponential Integral Complex Argument	27
RDAWSN (C339)	C		G	Dawson's Integral	96
BSIR3 (C340)	c		G	Modified Bessel Functions I,K 1/3, 2/3	343
BSKA (C341)	R	R	G	Modified Bessel Functions K	130
RSTRH0 (C342)	R	R	G	Struve Funct of Orders 0 and 1	195
BSJA (C343)	R	R	G	Bessel Funct J and I with Pos Arg	181
CBSJA (C344)	c		G	Bessel Funct J with Complex Argument	60
RBZEJY (C345)	c		G	Zeros of Bessel Functions J and Y	223
RELI1 (C346)	c		G	Elliptic Integrals of 1st, 2nd, 3rd	67
RELI1C (C347)	c		G	Elliptic Integrals 1st, 2nd, 3rd	140
CELINT (C348)	c		G	Elliptic Integral for Complex Argument	151
RTHETA (C349)	c			Jacobian Theta Functions	289

D - Integration, Minimization, Non-linear Fitting					
routine	Available			description	#
SIMPS (D101)	C			Integration by Simpson's Rule	20
RADAPT (D102)	R*	R*	G	Adaptive Gaussian Quadrature	95
GAUSS (D103)	R*	R*	G	Adaptive Gaussian Quadrature	18
RCAUCH (D104)	c		G	Cauchy Principal Value Integration	24
RTRINT (D105)	c			Integration over a Triangle	24
RGS56P (D106)	R*	R*		Gauss Quadrature with 5 and 6 Points	42
RGQUAD (D107)	R*	R*		N-Point Gaussian Quadrature	18
TRAPER (D108)	C			Trapezoidal Rule Integration	56
RGMLT (D110)	C	R*	G	Gauss Quad for Multiple Integrals	26
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routine	Available			description	#
CGAUSS (D113)	c			Complex Integ Along a Line Segment	18
RIWIAD (D114)	c			Multidim Monte-Carlo Integration	374
RADMUL (D120)	c		G	Quadrature for Multiple Integrals	224
DIVON4 (D151)	R*	R*		Multidim Integration/Random Numbers	?
RRKSTP (D200)	c		G	1st-ord D Eq (Runge–Kutta)	12
RDEQBS (D201)	c		G	1st-ord D Eq (Gragg–Bulirsch–Stoer)	22
RDEQMR (D202)	c		G	1st-ord D Eq (Runge–Kutta–Merson)	23
RRKNYS (D203)	c		G	2nd-ord D Eq (Runge–Kutta–Nystrm)	12
EPDE1 (D300)	c		G	Elliptic Partial D Equation	134
ELPAHY (D302)	c		G	Fast Partial D Eq Solver	125
RDERIV (D401)	c		G	Numerical Differentiation	19
LEAMAX (D501)	c			Non-Lin Least Sq & Max Likelihood	2084
RMINFC (D503)	R*		G	Mini of a Function of One Variable	73
RFRDH1 (D601)	c			Lin Fredholm Integ Eq of 2nd Kind	25
RFT (D700)	c		G	Real Fast Fourier Transform	551
CFT (D702)	c		G	Complex Fast Fourier Transform	576
CFSTFT (D706)	c		G	Complex Fast Fourier Transform	67

E- Interpolation, Approximations, Linear Fitting					
routine	Available			description	#
POLINT (E100)	C		G	Polynomial Interpolation	?
MAXIZE (E102)	R	R	G	Maximum/Minimum Elements of Arrays	61
AMAXMU (E103)	R	R	G	Largest Number in Scattered Vector	?
FINT (E104)	c		G	Multidim Linear Interpolation	?
DIVDIF (E105)	C		G	Function Interpolation	?
LOCATR (E106)	R	R	G	Binary Search in Ord Array	?
RLSQPM (E201)	R*	R*	G	Least Squares Polynomial Fit	76
LSQ (E208)	R*	R*	G	Least Squares Polynomial Fit	?
NORBAS (E210)	C		G	Polynom Splines / Norm B-Splines	3417
RC SPLN (E211)	C	R*	G	Cubic Splines and their Integrals	20
LFIT (E250)	R*	R*	G	Least-Squar Fit to Straight Line	60
PARLSQ (E255)	R*	R*	G	Least-Squar Fit to Parabola	132
RCHECF (E406)	c		G	Chebyshev Coeff of a Function	40
RCHSUM (E407)	c		G	Summation of Chebyshev Series	?
RTRGSM (E409)	c		G	Summation of Trig Series	42

F- Matrices, Vectors and Linear Equations							
routine	Available				description	#	
LAPACK (F001)	R*	R*	G	H	Linear Algebra Package		
RVADD (F002)	R*	R*	G	H	Elementary Vector Processing		
RMADD (F003)	R*	R*	G	H	Elementary Matrix Processing		
RMMLT (F004)	R*	R*	G	H	Matrix Multiplication		
RINV (F010)	R*	R*	G	H	Linear Equations, Matrix Inversion		
RSINV (F012)	R*	R*	G	H	Symmetric Pos-Def Linear Systems		
POLROT (F105)	c				Rotate a 3-Dim Polar Coord System		
MXPACK (F110)	R*	R*		H	TC Matrix Manipulation Package		
TR (F112)	R*	R*	G	H	Triangular and Symmetric Matrices		
DOTI (F116)	R*	R*	G	H	Scalar Prod of 2 Space-Time Vectors		
CROSS (F117)	R*	R*	G	H	Vector Prod of 2 3-Vectors		
ROT (F118)	R*	R*		H	Rotating a 3-Vector		
VECMAN (F121)	R*	R*	G	H	Vector Algebra		
BVSL (F123)	R*	R*	G		Bit Vector Manipulation Package		
MXDIPR (F150)	c				Direct or Tensor Matrix Product		
RBEQN (F406)	c				Banded Linear Equations		
RLHOIN (F500)	c				Linear Homogeneous Inequalities		

G - Statistical Analysis and Probability							
routine	Available				description	#	
PROB (G100)	R	R	G	H	Upper Tail Prob of Chi-Squared Dist	108	
CHISIN (G101)	R	R	G	H	Inverse of Chi-Square Distribution	81	
PROBKL (G102)	R	R			Kolmogorov Distribution	51	
TKOLMO (G103)	R	R			Kolmogorov Test	66	
STUDIS (G104)	C				Student Dist and Its Inverse	46	
GAUSIN (G105)	C				Inverse of Normal Freq Function	41	
GAMDIS (G106)	R	R	G	H	Gamma Distribution	128	
LANDAU (G110)	R	R	G	H	Landau Distribution	92	
VAVLOV (G115)	c				Vavilov Dist and its Inverse	920	
VVILOV (G116)	c				Vavilov Density & Dist Functions	150	

M - Data Handling						
routine	Available				description	#
SORTZV (M101)	R	R	G		Sort One-Dim Array	
FLPSOR (M103)	R	R	G		Sort One-Dim Array into Itself	
SORCHA (M104)	R	R	G		Sort One-Dim Character Array	
SORTR (M107)	R*	R*	G		Sort Rows of a Matrix	
SORTRQ (M109)	R*	R*	G		Sort Rows of a Matrix	
LOCBYT (M428)	R*	R*			Search for Byte-Content	
NUMBIT (M429)	R*	R*			Number of One-Bits in a Word	
GETBIT (M437)	R*	R*			Set or Retrieve a Bit in a String	
BTMOVE (M438)	R*	R*			Move Bit String	
GETBYT (M439)	R*	R*			Set or Retrieve a Bit String	
BITPAK (M441)	R*	R*			Handling Bits and Bytes	
UBITS (M503)	R*	R*			Locate the One-Bits of a Word	

U - Quantum Mechanics, Particle Physics						
routine	Available				description	#
LOREN4 (U101)	R*	R*		H	Lorentz Transformation	
LORENF (U102)	R*	R*		H	Lorentz Transformations	
RWIG3J (U111)	c		G		Wigner 3-j, 6-j, 9-j Symbols	
RTCLGN (U112)	c				Clebsch-Gordan Coeff	
RDJMNB (U501)	c				Beta-Term in Wigner's D-Function	

V - Random Numbers and General Purpose Utilities						
routine	Available				description	#
RNDM (V104)	R*	R*	G	H	Uniform Random Numbers	
NRAN (V105)	R*	R*	G	H	Arrays of Uniform Random Numbers	
RANMAR (V113)	c		G	H	Fast Uniform Random Number Generator	
RANECU (V114)	R*	R*	G	H	Uniform Random Number Generator	
RANLUX (V115)	R*	R*	G	H	Uniform Random Numbers of Quality	
RNORML (V120)	R*	R*	G	H	Gauss-dist Random Numbers	
CORSET (V122)	R*	R*	G	H	Corr Gauss-dist Random Numbers	
RAN3D (V130)	c				Random 3-Dimensional Vectors	
RN3DIM (V131)	c				Random 2 and 3-Dimensional Vectors	

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routine	Available				description	#
RNGAMA (V135)	c		G		Gamma or Chi-Square Random Numbers	
RNPSSN (V136)	R*	R*	G	H	Poisson Random Numbers	
RNBNML (V137)	R*	R*	G	H	Binomial Random Numbers	
RNMNML (V138)	C		G		Multinomial Random Numbers	
RNHRAN (V149)	R*	R*	G		Rand Numbers Acc to Any Histogram	
HISRAN (V150)	R*	R*	G		Rand Numbers Acc to Any Histogram	
FUNRAN (V151)	R*	R*	G		Rand Numbers Acc to Any Function	
FUNLUX (V152)	R*	R*	G		Rand Numbers Acc to Any Function	
PERMU (V202)	c		G		Permutations and Combinations	
PROXIM (V306)	c				Adjusting an Angle to Another Angle	
GRAPH (V401)	c				Find Compatible Node-Nets in Graph	

W - High Energy Physics Simulation, Kinematics, Phase Space						
routine	Available				description	#
GENBOD (W515)	R*	R*			N-Body Monte-Carlo Event Generator	

Z - Miscellaneous System-Dependent Facilities						
routine	Available				description	#
DATIME (Z007)	R*	R*			Job Time and Date	
CALDAT (Z009)	R*	R*			Calendar Date Conversion	

### 3 gsl

In the GSL table a new column *action* is introduced . The symbols in this column have the following meaning:

> we need this functionality (but already provided elsewhere)

+ we could take it from gsl source

Mathematical Functions				
action	description	Available		
>	Mathematical Constants	R		
>	Infinites and Not-a-number	R		
>	Elementary Functions	R		
	Small integer powers			
	Testing the Sign of Numbers			
	Testing for Odd and Even Numbers			
>	Maximum and Minimum functions	R		
	Approximate Comparison of Floating Point Numbers			
Complex Numbers				
+	Complex arithmetic operators			
+	Elementary Complex Functions			
+	Complex Trigonometric Functions			
+	Inverse Complex Trigonometric Functions			
+	Complex Hyperbolic Functions			
+	Inverse Complex Hyperbolic Functions			
Polynomials				
>	Polynomial Evaluation	C		
	Divided Difference Representation of Polynomials			
>	Quadratic Equations	C		
>	Cubic Equations	C		
+	General Polynomial Equations			
Special Functions				
	Usage			
	The gsl_sf_result struct			
	Modes			
	Airy Functions and Derivatives			
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action	description	Available		
	Airy Functions Derivatives of Airy Functions Zeros of Airy Functions Zeros of Derivatives of Airy Functions			
	Bessel Functions			
	Regular Cylindrical Bessel Functions Irregular Cylindrical Bessel Functions Regular Modified Cylindrical Bessel Functions Irregular Modified Cylindrical Bessel Functions			
>	Regular Spherical Bessel Functions	R	C	
>	Irregular Spherical Bessel Functions	R	C	
>	Regular Modified Spherical Bessel Functions	R	C	
>	Irregular Modified Spherical Bessel Functions		C	
>	Regular Bessel Function - Fractional Order		C	
>	Irregular Bessel Functions - Fractional Order		C	
>	Regular Modified Bessel Functions - Fractional Order		C	
>	Irregular Modified Bessel Functions - Fractional Order	C		
>	Zeros of Regular Bessel Functions			
	Clausen Functions			
	Coulomb Functions			
	Normalized Hydrogenic Bound States Coulomb Wave Functions Coulomb Wave Function Normalization Constant		C	
	Coupling Coefficients			
	3-j Symbols 6-j Symbols 9-j Symbols Dawson Function Debye Functions		C C C	
	Dilogarithm			
>	Real Argument	R		
>	Complex Argument Elementary Operations		C	
	Elliptic Integrals			
>	Definition of Legendre Forms Definition of Carlson Forms		C C	
>	Legendre Form of Complete Elliptic Integrals		C	
continued on next page				

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action	description	Available		
+	Legendre Form of Incomplete Elliptic Integrals Carlson Forms Elliptic Functions (Jacobi)		C C	
	Error Functions			
>	Error Function	R	C	
>	Complementary Error Function	R	C	
>	Log Complementary Error Function	R		
>	Probability functions	R	C	
	Exponential Functions			
>	Exponential Function	R		
>	Relative Exponential Functions	R		
+	Exponentiation With Error Estimate			
	Exponential Integrals			
>	Exponential Integral Ei(x)	R*	C	
>	Hyperbolic Integrals Ei.3(x)	R*	C	
>	Trigonometric Integrals	R*	C	
>	Arctangent Integral			
	Fermi-Dirac Function			
>	Complete Fermi-Dirac Integrals		C	
>	Incomplete Fermi-Dirac Integrals		C	
>	Gamma Function			
	Gegenbauer Functions			
	Hypergeometric Functions			
>	Laguerre Functions		C	
	Lambert W Functions			
	Legendre Functions and Spherical Harmonics			
>	Legendre Polynomials		C	
>	Associated Legendre Polynomials and Spherical Harmonics		C	
>	Conical Functions		C	
	Radial Functions for Hyperbolic Space			
>	Logarithm and Related Functions			
	Power Function			
	Psi (Digamma) Function			
>	Digamma Function	R	C	
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action	description	Available		
	Trigamma Function Polygamma Function Synchrotron Functions Transport Functions			
	Trigonometric Functions			
	Circular Trigonometric Functions Trigonometric Functions for Complex Arguments Hyperbolic Trigonometric Functions Conversion Functions Restriction Functions Trigonometric Functions With Error Estimates			
	Zeta Functions			
	Riemann Zeta Function Hurwitz Zeta Function Eta Function		C	
Vectors and Matrices				
	Data types			
	Blocks			
	Block allocation Reading and writing blocks			
	Vectors			
>	Vector allocation	R*		
>	Accessing vector elements	R*		
>	Initializing vector elements	R*		
>	Reading and writing vectors	R*		
>	Vector views	R*		
>	Copying vectors	R*		
>	Exchanging elements	R*		
>	Vector operations	R*		
>	Finding maximum and minimum elements of vectors	R*		
	Vector properties			
	Matrices			
>	Matrix allocation	R*		
>	Accessing matrix elements	R*		
	Initializing matrix elements			
>	Reading and writing matrices	R*		
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action	description	Available		
>	Matrix views	R*		
>	Creating row and column views	R*		
>	Copying matrices	R*		
>	Copying rows and columns	R*		
>	Exchanging rows and columns	R*		
>	Matrix operations	R*		
>	Finding maximum and minimum elements of matrices			
	Matrix properties			
Permutations				
	The Permutation struct			
	Permutation allocation			
	Accessing permutation elements			
	Permutation properties			
	Permutation functions			
	Applying Permutations			
	Reading and writing permutations			
	Permutations in Cyclic Form			
Combinations				
	The Combination struct			
	Combination allocation			
	Accessing combination elements			
	Combination properties			
	Combination functions			
	Reading and writing combinations			
Sorting				
>	Sorting objects	R*		
>	Sorting vectors	R*	C	
>	Selecting the k smallest or largest elements	R*	C	
>	Computing the rank	R*		
BLAS Support				
	GSL BLAS Interface			
	Level 1			
	Level 2			
	Level 3			
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action	description			Available
Linear Algebra				
>	LU Decomposition	R*	C	
>	QR Decomposition	R*	C	
>	QR Decomposition with Column Pivoting	R*	C	
>	Singular Value Decomposition	R*	C	
>	Cholesky Decomposition	R*	C	
>	Tridiagonal Decomposition of Real Symmetric Matrices	R*	C	
>	Tridiagonal Decomposition of Hermitian Matrices	R*	C	
>	Bidiagonalization	R*	C	
>	Householder Transformations	R*	C	
	Householder solver for linear systems		C	
	Tridiagonal Systems		C	
Eigensystems				
>	Real Symmetric Matrices	R*	C	
	Complex Hermitian Matrices		C	
>	Sorting Eigenvalues and Eigenvectors	R*	C	
Fast Fourier Transforms (FFTs)				
>	Radix-2 FFT routines for complex data		C	
+	Mixed-radix FFT routines for complex data			
	Overview of real data FFTs			
>	Radix-2 FFT routines for real data		C	
+	Mixed-radix FFT routines for real data			
Numerical Integration				
>	QNG non-adaptive Gauss-Kronrod integration	R*	C	
>	QAG adaptive integration	R*	C	
>	QAGS adaptive integration with singularities	R*	C	
+	QAGP adaptive integration with known singular points			
+	QAGI adaptive integration on infinite intervals			
>	QAWC adaptive integration for Cauchy principal values	R*	C	
+	QAWS adaptive integration for singular functions			
+	QAWO adaptive integration for oscillatory functions			
+	QAWF adaptive integration for Fourier integrals			
Random Number Generation				
>	Random number generator initialization	R*	C	H
>	Sampling from a random number generator	R*	C	
continued on next page				

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action	description	Available			
>	Auxiliary random number generator functions	R*	C	H	
	Random number environment variables				
	Copying random number generator state				
>	Reading and writing random number generator state	R*			
	Random number generator algorithms				
	Unix random number generators				
	Other random number generators				
Quasi-Random Sequences					
	Quasi-random number generator initialization				
	Sampling from a quasi-random number generator				
	Auxiliary quasi-random number generator functions				
	Saving and resorting quasi-random number generator state				
	Quasi-random number generator algorithms				
Random Number Distributions					
>	The Gaussian Distribution	R*	C	H	
>	The Gaussian Tail Distribution	R*	C	H	
>	The Bivariate Gaussian Distribution	R*		H	
>	The Exponential Distribution	R*	C	H	
	The Laplace Distribution				
	The Exponential Power Distribution				
	The Cauchy Distribution				
	The Rayleigh Distribution				
	The Rayleigh Tail Distribution				
>	The Landau Distribution	R*	C	H	
	The Levy alpha-Stable Distributions				
	The Levy skew alpha-Stable Distribution				
>	The Gamma Distribution	R*	C		
>	The Flat (Uniform) Distribution	R*	C	H	
>	The Lognormal Distribution	R*		H	
>	The Chi-squared Distribution	R*		H	
	The F-distribution				
	The t-distribution				
	The Beta Distribution				
	The Logistic Distribution				
	The Pareto Distribution				
	The Spherical Distribution (2D & 3D)				
	The Weibull Distribution				
	The Type-1 Gumbel Distribution				
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action	description	Available			
>	The Type-2 Gumbel Distribution	R*	C	H	
	The Dirichlet Distribution				
	General Discrete Distributions				
	The Poisson Distribution				
	The Bernoulli Distribution				
	>	The Binomial Distribution	R*		H
	>	The Multinomial Distribution	R*		H
		The Negative Binomial Distribution			
		The Pascal Distribution			
		The Geometric Distribution			
+	The Hypergeometric Distribution				
	The Logarithmic Distribution				
	Shuffling and Sampling				
Statistics					
>	Mean, Standard Deviation and Variance	R			
>	Absolute deviation	R			
	Higher moments (skewness and kurtosis)				
+	Autocorrelation				
+	Covariance				
	Weighted Samples				
>	Maximum and Minimum values	R			
>	Median and Percentiles	R*			
Simulated Annealing					
	Simulated Annealing algorithm				
	Simulated Annealing functions				
Ordinary Differential Equations					
	Defining the ODE System				
+	Stepping Functions				
+	Adaptive Step-size Control				
	Evolution				
Interpolation					
>	Interpolation Functions		C		
	Interpolation Types		C		
	Index Look-up and Acceleration				
+	Evaluation of Interpolating Functions				
	Higher-level Interface				
continued on next page					

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action	description	Available		
Numerical Differentiation				
	Functions			
Chebyshev Approximations				
	The gsl_cheb_series struct			
>	Creation and Calculation of Chebyshev Series		C	
>	Chebyshev Series Evaluation		C	
>	Derivatives and Integrals		C	
Series Acceleration				
	Acceleration functions			
	Acceleration functions without error estimation			
Discrete Hankel Transforms				
	Definitions			
	Functions			
One dimensional Root-Finding				
>	Initializing the Solver			
	Providing the function to solve			
	Search Bounds and Guesses			
>	Iteration	R*	C	
+	Search Stopping Parameters			
+	Root Bracketing Algorithms			
>	Root Finding Algorithms using Derivatives	R*	C	
One dimensional Minimization				
	Initializing the Minimizer	R*	C	
	Providing the function to minimize	R*	C	
	Iteration	R*	C	
	Stopping Parameters	R*	C	
	Minimization Algorithms	R*	C	
Multidimensional Root-Finding				
	Initializing the Solver			
	Providing the function to solve			
+	Iteration			
+	Search Stopping Parameters			
+	Algorithms using Derivatives			
continued on next page				

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action	description	Available		
+	Algorithms without Derivatives			
Multidimensional Minimization				
	Initializing the Multidimensional Minimizer	R*	C	
	Providing a function to minimize	R*	C	
	Iteration	R*	C	
	Stopping Criteria	R*	C	
	Algorithms	R*	C	
	Computing the covariance matrix of best fit parameters	R*	C	
Least-Squares Fitting				
>	Linear regression	R*	C	
>	Linear fitting without a constant term	R*	C	
>	Multi-parameter fitting	R*	C	
Nonlinear Least-Squares Fitting				
	Initializing the Solver			
	Providing the Function to be Minimized	R*	C	
	Iteration	R*	C	
	Search Stopping Parameters	R*	C	
	Minimization Algorithms using Derivatives	R*	C	
	Minimization Algorithms without Derivatives	R*	C	
	Computing the covariance matrix of best fit parameters	R*	C	
Physical Constants				
>	Fundamental Constants	R		
	Astronomy and Astrophysics			
>	Atomic and Nuclear Physics	R		
	Measurement of Time			
	Imperial Units			
	Nautical Units			
	Printers Units			
	Volume			
>	Mass and Weight	R		
	Thermal Energy and Power			
>	Pressure	R		
	Viscosity			
	Light and Illumination			
	Radioactivity			
	Force and Energy			



## 4 clhep

The CLHEP library has three mayor areas of interest:

VECTOR (more functionality in TVector2, TVector3)

MATRIX (poor package compared to ROOT TMatrix package)

RANDOM (Most classes in TRandom/TRandom3). Missing functions trivial to implement via TF1. marked with "+" could be taken)

Vector				
action	description	Available		
	Hep2Vector	R*		
	Hep3RotationInterface	R*		
	Hep3Vector	R*		
	Hep4RotationInterface	R*		
	HepAxisAngle	R*		
	HepBoost	R*		
	HepBoostX	R*		
	HepBoostY	R*		
	HepBoostZ	R*		
	HepEulerAngles	R*		
	HepLorentzRotation	R*		
	HepLorentzVector	R*		
	HepRotation	R*		
	HepRotationX	R*		
	HepRotationY	R*		
	HepRotationZ	R*		
Matrix				
	HepDiagMatrix	R*		
	HepGenMatrix	R*		
	HepMatrix	R*		
	HepPile	R*		
	HepSymMatrix	R*		
	HepVector	R*		
Random				
continued on next page				

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action	description			Available
	DRand48Engine			
	DualRand			
	HepJamesRandom			
	HepRandom			
	HepRandomEngine			R*
	HepStat			
	Hurd160Engine			
	Hurd288Engine			
	MTwistEngine			R*
	NonRandomEngine			
	RandBinomial			R*
+	RandBit			
+	RandBreitWigner			
+	RandChiSquare			
	RandEngine			
	RandExponential			R*
	RandFlat			R*
+	RandGamma			
	RandGauss			R*
+	RandGaussQ			
+	RandGaussT			
	RandGeneral			
	RandLandau			R*
	RandPoisson			R*
	RandPoissonQ			
	RandPoissonT			
+	RandStudentT			
+	RanecuEngine			
+	Ranlux64Engine			
	RanluxEngine			
+	RanshiEngine			
	TripleRand			
	HepRandom Vector			
	RandMultiGauss			

## 5 root

R only static functions, not depending on the framework

R\* A set of classes using the framework (I/O, visualisation) The following classes can be used via CINT, they are persistent-capable. They hidde low-level math functions in high level objects.

Basic Math (R)	
class	functionality
TMath	only static functions, not depending on the framework Fundamental constants Trigo (Sin, Cos, CosH, ..) Misc (Factorial, Nint, IsFinite, IsNaN, etc) Abs, Even, Odd, NextPrime, Sign Min, Max, LocMin, LocMax Range, BinarySearch Hash, IsInside CrossProduct, Normal2Plane, etc Erf, Erfc,Freq, Prob, Gaus, Gamma, BreitWigner,Landau,LnGamma,Poisson KolmogorovProb, Voigt Bessel functions I0,K0,I1,K1,J0,J1,Y0,Y1 Struve functions H0,H1,L0,L1
General Functions (R*)	
TFormula	parametric expression evaluator (1,2,3,4-dim)
TF1	1-dim parametric function Any analytic & parametric expressions Any interpreted function Any compiled function with a dictionary Derivatives Integrals Zero Finding Min/Max Finding Random number generation The main interface for histogram/graph fitting Visualisation
TF2	
continued on next page	

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class	functionality
	same as TF1 for 2-d parametric functions
TF12	Projection of a TF2 along x or y
TF3	same as TF1 for 3-d parametric functions
Random Numbers ( $R^*$ )	
TRandom	Flat, Uniform, Binomial, Exp, Landau, Poisson
TRandom3	same with Mersenne Twister
Random numbers from TF1, TF2 and TF3 Random numbers from histograms TH1, TH2, TH3 or TProfile	
Sets of Points ( $R^*$ )	
TGraph	Drawing, smoothing, fitting, interpolation of $n, x[i], y[i]$
TGraph2D	same for $n, x[i], y[i], z[i]$ Delaunay triangulation & interpolation
TSpline3	Cubic spline interpolation, smoothing, visualisation
TSpline5	same with quintic splines
Linear Algebra ( $R^*$ )	
TMatrix ++	Performant linear algebra package supporting many matrix types Decomposition, SVD Eigenvalues, etc
TVector	All operations on vectors or vectors with matrices
TCL	A translation in C++ of frequently used routines from Cernlib packages F110, F112
Physics Vectors ( $R^*$ )	
TLorentzVector	
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class	functionality
TLorentzRotation	
TRotation	
TVector2	
TVector3	
Fitting, Clusters ( $R^*$ )	
TFumili	Fitting histograms and graphs with Fumili
TMinuit	same with Minuit
TMultiDimFit	Multi-dim parametrisation and fitting
TMultiLayerPerceptron	Neural network (clustering & fit)
TPrincipal	Principal component analysis

## References

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