

## 1 SUMMARY

To compute values of the **Gamma function**

$$\Gamma(x) = \int_0^{\infty} t^{x-1} e^{-t} dt$$

In the range  $2 \leq x \leq 3$  an approximation of the form

$$\sum_{n=0}^{15} a_n (x-2)^n$$

is used; for  $x > 10$  Stirling's approximation is used including up to 10 terms of the asymptotic expansion.

For other values except  $x=0$  or a negative integer the relationship  $\Gamma(x+1) = x\Gamma(x)$  is used to relate the required value with the range  $2 \leq x \leq 3$ .

**ATTRIBUTES** — **Version:** 1.0.0. **Types:** FC03A; FC03AD. **Original date:** March 1963. **Origin:** S.Marlow, Harwell.

## 2 HOW TO USE THE PACKAGE

*The single precision version*

```
CALL FC03A(G,X)
```

*The double precision version*

```
CALL FC03AD(G,X)
```

**G** is a REAL (DOUBLE PRECISION in the D version) variable which will be set by the subroutine to the computed value of the function  $\Gamma(x)$ .

**X** is a REAL (DOUBLE PRECISION in the D version) variable which must be set by the user to the value of  $x$  for which the function is to be calculated. **Restrictions:**  $x$  must not be a negative integer,  $x$  must not be zero, and it must not be so large as to cause overflow.

When  $x$  is negative the function  $\Gamma(x)$  is defined formally by the recurrence relation given in §4 (iii).

## 3 GENERAL INFORMATION

**Use of common:** none.

**Workspace:** none.

**Other routines called directly:** none.

**Input/output:** none.

**Restrictions:**

$x \neq$  negative integer,

$x \neq 0$ .

**Accuracies:**

6 figures using 4-byte arithmetic

14 figures using 8-byte arithmetic

#### 4 METHOD

The following approximations are used

(i)  $2 \leq x \leq 3$ , a Chebyshev polynomial approximation of degree fifteen is used.

(ii)  $x > 10$ , an asymptotic expansion of the form

$$\ln \Gamma(x) = \ln \sqrt{2\pi} + (x-\frac{1}{2}) \ln x - x + \sum_{r=1}^{10} \frac{b_r}{x^{2r-1}}$$

is used.

(iii) For further values of  $x$  the recurrence relation

$$\Gamma(x+1) = x \Gamma(x)$$

is used to relate the required value to one in the range  $2 \leq x \leq 3$ .