# Accurate Computing Elementary Symmetric Functions 

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This work concerns with the numerical computation of the $k$-th elementary symmetric function (ESF) with floating-point inputs $X=\left(x_{1}, \ldots, x_{n}\right)$, which is defined as

$$
\begin{equation*}
S_{k}^{(n)}(X)=\sum_{1 \leq \pi_{1}<\cdots<\pi_{k} \leq n} x_{\pi_{1}} x_{\pi_{2}} \cdots x_{\pi_{k}}, 1 \leq k \leq n . \tag{1}
\end{equation*}
$$

We focus mainly on the case $2 \leq k \leq n-1$. For $k=1$, the problem simplifies to the computation of the sum of floating-point numbers, and for $k=n$, to the computation of floating-point product. The classic and widely-used method is the so-called Summation Algorithm, denoted by SumESF, which is essentially the algorithm used by MATLAB's poly. The error analysis has been considered in [1], and the result implies that the algorithm is forward stable. We present the relative forward error bound as follows,

$$
\begin{equation*}
\left|\frac{\operatorname{SumESF}(X, k)-S_{k}^{(n)}(X)}{S_{k}^{(n)}(X)}\right| \leq \frac{1}{k} \gamma_{2(n-1)} \operatorname{cond}\left(S_{k}^{(n)}(X)\right), \quad \text { with } \quad \operatorname{cond}\left(S_{k}^{(n)}(X)\right)=\frac{k S_{k}^{(n)}(|X|)}{\left|S_{k}^{(n)}(X)\right|}, \tag{2}
\end{equation*}
$$

where $\gamma_{n}=n u /(1-n u)$ with $u$ be the rounding error unit(in double precision $\left.u=2^{-53}\right)$ and absolute value is to be understood componentwise. However, when performed in floating-point arithmetic, the computed result by SumESF may still be less accurate than expected due to cancelations. This is why a more accurate algorithm is required.

By introducing error-free transformation (EFT) to the traditional Summation Algorithm, we propose a fast and accurate compensated algorithm, which is denoted by CompSumESF and presented in Figure 1. For a pair of floating-point numbers $a, b \in \mathbb{F}$, when no underflow occurs, there exists a floating-point number $y$ satisfying $a \circ b=x+y$ with $\circ \in\{+,-, \times\}$, where $x=\mathrm{fl}(a \circ b)$ is the usual floating-point approximation and $y$ represents the exact rounding error. The transformation $(a, b) \longrightarrow(x, y)$ is regarded as an EFT. The EFT algorithms for the addition and product of two floating-point numbers used in CompSumESF are TwoSum and TwoProd algorithms, respectively. One can see the details about their properties in [2]. Then, the forward error bound of our method is

$$
\begin{equation*}
\left|\frac{\operatorname{CompSumESF}(X, k)-S_{k}^{(n)}(X)}{S_{k}^{(n)}(X)}\right| \leq u+\frac{1}{k} \gamma_{2(n-1)}^{2} \operatorname{cond}\left(S_{k}^{(n)}(X)\right), \tag{3}
\end{equation*}
$$

It is interesting to compare our method with the approach using Bailey's double-double arithmetic denoted by DDSumESF. All the results about accuracy measurements are reported on Figure 2, which imply that the result computed by our method is as accurate as if computed in twice the working precision. When the problem is not too ill-conditioned it yields nearly full accuracy. We perform numerical tests

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Input: \(X=\left(x_{1} \ldots x_{n}\right)\)
Output: \(k\)-th \(E S F \bar{S}_{k}^{n}(X)=\bar{S}_{k}^{n}\)
function \(\bar{S}_{k}{ }^{n}=\operatorname{CompSumESF}(X, k)\)
\(\widehat{S}_{0}{ }^{i}=1,1 \leq i \leq n-1 ; \widehat{S}_{j}{ }^{i}=0, j>i ; \widehat{S}_{1}{ }^{1}=x_{1} ;\)
\(\widehat{\epsilon S}_{j}^{i}=0, \forall i, j\)
For \(i=2: n\)
    For \(j=\operatorname{Max}\{1, i+k-n\}: \operatorname{Min}\{i, k\}\)
        \(\left[p, \beta_{j}{ }^{i}\right]=\operatorname{TwoProd}\left(x_{i}, \widehat{S}_{j-1}^{i-1}\right) ;\)
        \(\left[\widehat{S}_{j}{ }^{i}, \sigma_{j}{ }^{i}\right]=\operatorname{TwoSum}\left(\widehat{S}_{j}{ }^{i-1}, p\right)\);
        \(\widehat{\epsilon S}_{j}{ }^{i}=\widehat{\epsilon S}_{j}{ }^{i-1} \oplus\left(\beta_{j}{ }^{i} \oplus \sigma_{j}{ }^{i}\right) \oplus x_{i} \otimes \widehat{\epsilon S}_{j-1}^{i-1}\)
        end
    end
\(\bar{S}_{k}^{n}=\widehat{S}_{k}^{n} \oplus \widehat{\epsilon S}_{k}^{n}\)
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Figure 1: Compensated Summation Algorithm


Figure 2: Accuracy of evaluation
about measured running time, using compiler $\mathrm{VC}++9.0$, on a laptop with a $\operatorname{Intel}(\mathrm{R})$ Core(TM) i5-2520M processor, with two cores each at 2.50 Ghz . The results show that CompSumESF is as accurate as DDSumESF but only requires on the average $57 \%$ of its measured running time. Moreover, our method only requires addition and multiplication of floating-point numbers in the same working precision as the given data. As a consequence, it seems that our method is a simple, fast and accurate algorithm to compute elementary symmetric functions.

As an application, the ESFs appear when expanding a linear factorization of a polynomial

$$
\begin{equation*}
\prod_{i=1}^{n}\left(x-x_{i}\right)=\sum_{i=0}^{n} c_{i} x^{i}=\sum_{i=0}^{n}(-1)^{n-i} S_{n-i}^{(n)}(X) x^{i} \tag{4}
\end{equation*}
$$

It is an option to use our method to accurately evaluate polynomial's coefficients from zeros, specially to compute characteristic polynomials from eigenvalues. The computation of ESFs is also an important part of conditional maximum likelihood estimation of item parameters under the Rasch model in psychological measurement [3]. It is promising that our method, improving the numerical accuracy, can allow much more items to be calibrated.
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## References

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