On the Use of Special Bilinear Functions in Computing Bernoulli Polynomials

Ali M. Awin

Department of Mathematics,University of Tripoli,P.O.Box 13217,Tripoli ,Libya.

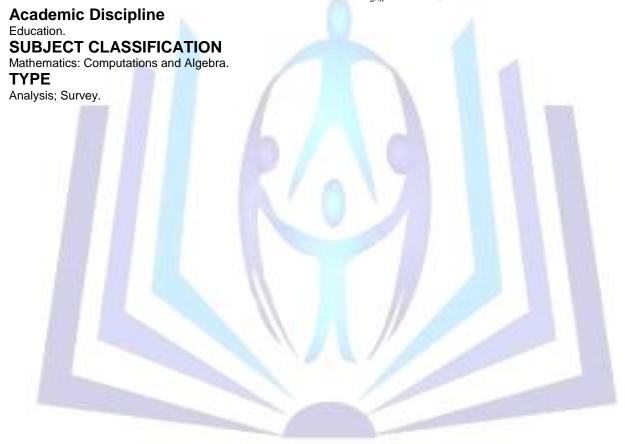E-mail : awinsus@yahoo.com

ABSTRACT

In this paper we review, firstly, the subject of bilinear functions in connection with the convolution of two n-tuples vectors(originally named quacroms); then we summarize some of its important applications such as the calculation of the product of two polynomials and hence two integers and their use in representing certain quantities .The main topic of this paper is the use of these special bilinear functions in computing special functions as in the case of Bernoulli polynomials through simple recurrence relations ,this will be performed next and where the related algorithm will be described .Moreover, the first few Bernoulli polynomials are calculated. .

Keywords

Vectors, convolution, n-tuples, Bernoulli, polynomials, quacroms, $Q_{2 \times n}(\vec{a}, \vec{b})$,algorithm.

Academic Discipline

Education.

SUBJECT CLASSIFICATION

Mathematics: Computations and Algebra.

TYPE

Analysis; Survey.

INTRODUCTION

Special bilinear functions in connection with the convolution of two n-tuples vectors $\vec{a}$ and $\vec{b}$ were introduced and studied $[1]$, the name " quacroms of dimension $2 \times n$ " was given to them then. The original applications for them were taking the product of two polynomials or of two integers and where the operation was shown to be more efficient and neater than the traditional way of doing that. More applications were found for them ,applications such as using them in representing certain quantities and their applications in solving linear equations which showed to be very useful as we will discuss in this paper(linear quacrom equations) $[2]$ .Quacroms of the dimension $3 \times n$ were then introduced and discussed $[3]$ .In the next section we give some details regarding these special bilinear functions(SBF) ;then we advance to show some important applications .In the section to follow ,we describe an algorithm to compute Bernoulli polynomials using SBF followed by practical calculations. Finally we conclude with a short discussion.

MORE DETAILS

Definition 1

Consider a real-valued function f of a pair of n-vectors $\vec{a}$ and $\vec{b}$;where $\vec{a} = (a_1, a_2, \ldots, a_n)$ and $\vec{b} = (b_1, b_2, \ldots, b_n)$,or of a real-valued matrix $A = \begin{pmatrix} a_1\, a_2 \ldots a_n \\ b_1\, b_2 \ldots b_n \end{pmatrix}$, which has the following properties

(i) $f(k_1\vec{a}, k_2\vec{b}) = k_1 k_2 f(\vec{a}, \vec{b}); k_i\, , i = 1, 2$ are scalars.

(ii) $f(\vec{a}, \vec{b} + \vec{c}) = f(\vec{a}, \vec{b}) + f(\vec{a}, \vec{c})$ and $f(\vec{a} + \vec{b}, \vec{c}) = f(\vec{a}, \vec{c}) + f(\vec{b}, \vec{c})$.

(iii) $f(\vec{e}_i, \vec{e}_j) = \delta_{i+j, n+1}$ where $\vec{e}_i$ is the ith unit vector.

Then f is the SBF (or quacrom) of A written as

$$f(\vec{a}, \vec{b}) = Q_{2 \times n}(A) = \Big]\begin{matrix} a_1\, a_2 \ldots a_n \\ b_1\, b_2 \ldots b_n \end{matrix}\Big[\qquad (1)$$

And by definition $Q_{2 \times n}(A)$ is of second degree and n^{th} order,or of dimension $2 \times n$.

Some Properties and Remarks

In this subsection ,we present some properties which can be verified using definition 1 [1];

a- $\vec{a} = 0\ or\ \vec{b} = 0 \Rightarrow f(\vec{a}, \vec{b}) = 0$

b- $f(\vec{a}, \vec{b}) = \sum_{i=1}^{n} a_i b_{n-i+1}$. This property shows that $Q_{2 \times n}(A)$ equals the convolution of the two vectors $\vec{a}$ and $\vec{b}$ .Moreover this property ascertain that f is well-defined since any function which has the value $\sum_{i=1}^{n} a_i b_{n-i+1}$ satisfies (i)-(iii) of definition 1.

c- $\Big]\begin{matrix} a_1\, a_2 \ldots a_n \\ b_1\, b_2 \ldots b_n \end{matrix}\Big[= \Big]\begin{matrix} b_1\, b_2 \ldots b_n \\ a_1\, a_2 \ldots a_n \end{matrix}\Big[$,i.e. rows can be interchanged.

d- If $\vec{a} = k\vec{c}$ then $Q_{2 \times n}(\vec{a}, \vec{b}) = kQ_{2 \times n}(\vec{c}, \vec{b})$,which means that the scalar can be taken out as a common factor for rows; this is not the case for columns.

e- For any vector $\vec{a}$,define $\check{a}$ as $\check{a} = (a_n, a_{n-1}, \ldots, a_1)$,then $Q_{2 \times n}(\vec{a}, \vec{b}) = \check{a} \vec{b}$; this is another definition for $Q_{2 \times n}(\vec{a}, \vec{b})$.

f- The set $Q_{2 \times n}$ with the binary operation "addition" does not form a group for a fixed n.

g- $\because \begin{vmatrix} a & b \\ c & d \end{vmatrix} = \Big]\begin{matrix} a & -b \\ c & d \end{matrix}\Big[= \Big]\begin{matrix} a & b \\ -c & d \end{matrix}\Big[, \therefore$ $all\ \det er\min ants\ of\ order\ 2 \subsetneq Q_{2 \times n}$ [1],[4].

h- If $\vec{a} = \vec{a}(t)$ and $\vec{b} = \vec{b}(t)$ then $D_t f(\vec{a}, \vec{b}) = f(D_t \vec{a}, \vec{b}) + f(\vec{a}, D_t \vec{b})$ provided that $\vec{a}$ and $\vec{b}$ are differentiable with respect to t .

i- The notation for the SBF originally was $\downarrow$ $\downarrow$,but due to technical difficulties we replaced it by $\overline{} \mid$.

Sample Applications

1- If $f(x) = \sum_{i=1}^{n} a_i x^{n-i}$ and $g(x) = \sum_{i=1}^{n} b_i x^{n-i}$ are two polynomials, then it clear that their product is given by

$$f(x)g(x) = {\Big]}^{a_1}_{b_1}{\Big[} x^{2n-2} + {\Big]}^{a_1\ \ a_2}_{b_1\ \ b_2}{\Big[} x^{2n-3} + ... + {\Big]}^{a_1\ \ ...\ \ a_n}_{b_1\ \ ...\ \ b_n}{\Big[} x^{n-1} + ... {\Big]}^{a_n}_{b_n}{\Big[} \qquad (2)$$

2- In Equation(2) ,if we put x=10; then we get the product of two integers N_1 and N_2 as

$$N_1 N_2 = {\Big]}^{a_1}_{b_1}{\Big[} 10^{2n-2} + {\Big]}^{a_1\ \ a_2}_{b_1\ \ b_2}{\Big[} 10^{2n-3} + ... + {\Big]}^{a_1\ \ ...\ \ a_n}_{b_1\ \ ...\ \ b_n}{\Big[} 10^{n-1} + ... {\Big]}^{a_n}_{b_n}{\Big[}$$

Where we have to note that an integer N of n digits can be written as $N = \sum_{i=1}^{n} a_i (10)^{n-i} (0 \le a_i \le 9)$.

We note here that this method of taking the product is different from the traditional one .It is easier, faster ,and takes place in one line .Moreover it is applicable to all bases.

In practice to calculate any SBF(quacrom) –put in an array form- we imagine that a pair of scissors is opened with angle θ with its two ends joining the first and the nth columns; we multiply crosswise and add, then we start closing the scissors repeating the process of crosswise multiplication whenever the ends meet with any digits until it is completely closed .This is where the word "quacrom" came from.

To clarify the above remarks we give the following example

Example 1

To evaluate the product 213x321 using the SBF method we proceed as follows;-

Step 1

$$213 \times 321 = \frac{2\,1\,3}{3\,2\,1} = \left({\Big]}^{2}_{3}{\Big[}\right)\left({\Big]}^{2\ \ 1}_{3\ \ 2}{\Big[}\right)\left({\Big]}^{2\,1\,3}_{3\,2\,1}{\Big[}\right)\left({\Big]}^{1\ \ 3}_{2\ \ 1}{\Big[}\right)\left({\Big]}^{3}_{1}{\Big[}\right)$$

Step 2

Now we compute different quacroms of different dimension ,i.e.

$${\Big]}^{2}_{3}{\Big[} = 2 \times 3 = 6(\theta = 0), \quad {\Big]}^{2\ \ 1}_{3\ \ 2}{\Big[} = 2 \times 2 + 1 \times 3 = 7(\theta = \pi/2), \quad {\Big]}^{2\,1\,3}_{3\,2\,1}{\Big[} = 2 \times 1 + 3 \times 3 + 1 \times 2 = 13(\theta = \theta),$$

$${\Big]}^{1\ \ 3}_{2\ \ 1}{\Big[} = 1 \times 1 + 3 \times 2 = 7(\theta = \pi/2), \quad {\Big]}^{3}_{1}{\Big[} = 3 \times 1 = 3(\theta = 0) .$$

Step 3

213x321=(6)(7)(13)(7)(3)=68373.

Therefore the product is 68373 and we should note that performing the process in the manner we showed is very formal but in practice the process is very quick and the result is given in one line[1].

3- Discrete convolution is defined by the summation $y(kt) = \sum_{i=0}^{N-1} x(it)h[(k-i)t]$ where both $x(kt)$ and $h(kt)$ are periodic functions with a period of N .If we define $\vec{x} = (x(0t), x(t), ..., x([N-1]t))$ and

$\vec{h} = (h([k - N + 1]t), \ldots, h(kt))$,we can easily see that $y(kt) = Q_{2 \times n}(\vec{x}, \vec{h})$ and hence the $2 \times n$ SBF represents the discrete convolution of the two functions $\vec{x}$ and $\vec{h}$ [2].

AN INTERSTING ALGORITHM

Focusing on $Q_{2 \times n}(\vec{a}, \vec{b})$,we give the following definition

Definition 2

A linear SBF (or quacrom [LQF]) equation is an equation of the form

$$\left] \begin{matrix} a_1 & .. & a_i & .. & a_j & .. & a_n \\ b_1 & .. & x & .. & b_j & .. & b_n \end{matrix} \right[= c(i + j = n + 1) \tag{3}$$

Where the a's and b's and c are real.

The above equation is equivalent to $ax = b$;however this definition involving SBF will lead to a very important application and actually to an interesting algorithm which will enable us to compute Bernoulli polynomials in a simple and straitforward manner.

Equation(3) can be simplified by division a_j by and put in the form

$$\left] \begin{matrix} a_1 & .. & a_i & .. & 1 & .. & a_n \\ b_1 & .. & x & .. & b_j & .. & b_n \end{matrix} \right[= c(i + j = n + 1) \tag{4}$$

Where the new a's and c are the old ones divided by a_j. The solution is clearly given by

$$x = \left] \begin{matrix} -a_1 & .. & -a_i & .. & 1 & .. & -a_n \\ b_1 & .. & c & .. & b_j & .. & b_n \end{matrix} \right[\quad (i + j = n + 1) \tag{5}$$

Example 2

To solve the LQE $\left] \begin{matrix} 2 & 4 \\ x & 5 \end{matrix} \right[= 2$,we see that $4 \left] \begin{matrix} 1/2 & 1 \\ x & 5 \end{matrix} \right[= 2$ and hence $\left] \begin{matrix} 1/2 & 1 \\ x & 5 \end{matrix} \right[= 1/2$ .Therefore

$x = \left] \begin{matrix} -1/2 & 1 \\ 1/2 & 5 \end{matrix} \right[= -1/2 \times 5 + 1/2 \times 1 = -2$.

Bernoulli Polynomials as an Application

Bernoulli polynomials $B_n(x)$ are generated by [5]

$$\frac{te^{xt}}{e^t - 1} = \sum_{n=0}^{\infty} B_n(x) \frac{t^n}{n!} \quad (|t| < 2\pi) \tag{6}$$

Equation(6) can be written as

$$\frac{1 + xt + x^2 t^2 / 2! + \ldots}{1 + t/2! + t^2/3! + \ldots} = \sum_{i=0}^{k} B_i(x) \frac{t^i}{i!} + \frac{p(t)}{1 + t/2! + t^2/3! + \ldots} \tag{7}$$

However, the numerator in the right hand side of Equation(7) can be rewritten as

$$\left] \begin{matrix} 1 \\ B_0(x) \end{matrix} \right[+ \left] \begin{matrix} 1 & 1/2! \\ B_0(x) & B_1(x)/1! \end{matrix} \right[t + \left] \begin{matrix} 1 & 1/2! & 1/3! \\ B_0(x) & B_1(x)/1! & B_2(x)/2! \end{matrix} \right[t^2 + \ldots .$$

$$+ \left] \begin{matrix} 1 & 1/2! & \ldots 1/(k+1)! \\ B_0(x) & B_1(x)/1! \ldots B_k(x)/k! \end{matrix} \right[t^k + .. \tag{8}$$

Comparing the numerator given by Equation(8) with the numerator in the left hand side of Equation(7), we get

$$\left] \begin{matrix} 1 \\ B_0(x) \end{matrix} \right[= 1 \qquad (9)$$

,

$$\left] \begin{matrix} 1 & 1/2! \\ B_0(x) & B_1(x)/1! \end{matrix} \right[= x \qquad (10)$$

From Equation(9) we see that

$$\left] \begin{matrix} 1 & 1/2! & 1/3! \\ B_0(x) & B_1(x)/1! & B_2(x)/2! \end{matrix} \right[= x^2/2! \qquad (11)$$

And in general for ,any i=n, we have

$$\left] \begin{matrix} 1 & 1/2! & 1/3! & ... & 1/n! & 1/(n+1)! \\ B_0(x) & B_1(x)/1! & B_2(x)/2! & ... & B_{n-1}(x)/(n-1)! & B_n(x)/n! \end{matrix} \right[= \frac{x^n}{n!} \qquad (12)$$

We should note that Equation (12) is the main core of our algorithm and the beauty of using LQE technique lies in the linearity of these recurrence relations in the $B_n(x)'s$ .Moreover, the LQE made the process easy to get the various

Bernoulli polynomials since from these recurrence relations we can solve for all $B_n(x)$ $(n = 0,1,2,3,....)$ directly without needing any further information .We illustrate this by solving for the first few Bernoulli polynomials and which can be compared with their well-known forms from the literature[4].

From Equations (5) and (9)-(11) we obtain

$$B_0(x) = \left] \begin{matrix} 1 \\ 1 \end{matrix} \right[= 1 \quad , B_1(x) = 1! \left] \begin{matrix} 1 & -1/2! \\ B_0(x) & x \end{matrix} \right[= \left] \begin{matrix} 1 & -1/2 \\ 1 & x \end{matrix} \right[= x - 1/2$$

$$, B_2(x) = 2! \left] \begin{matrix} 1 & -1/2! & -1/3! \\ B_0(x) & B_1(x)/1! & x^2/2! \end{matrix} \right[= 2! \left] \begin{matrix} 1 & -1/2 & -1/6 \\ 1 & x-1/2 & x^2/2 \end{matrix} \right[= x^2 - x + 1/6$$

In the following and implementing Equation (12) we proceed to describe our interesting algorithm which can be used to compute Bernoulli polynomials

Step 1

Define a function of two variable vectors(an SBF) as in equation (1).

Step 2

Compute Bernoulli polynomials using the defined function and equations (5) and (12).The steps to get $B_0(x) - B_2(x)$ are to be taken as a guide.

Step 3

Results are to be compared with the values given in Reference [4].

CONCLUSION

As we have seen SBF and LQE have many useful applications some of which are computing product of two polynomials and numbers,their use in expressing various quantities and finally their use in describing a method by which one can compute special functions such as Bernoulli polynomials.In fact one expect that such an algorithm can be used to calculate other polynomials as in the case of Legendre Polynomials.This will constitute the subject of a future study.

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Professor Ali M. Awin

Born in Tunisia 23/11/1949

1-PhD in theoretical nuclear physics from the University of Notre Dame , Indiana USA.(1979)

2-MA in physics and mathematics from Ball State University , Muncy , IN ,USA.(1976)[with two years of education at Princeton University]

Major Field: theoretical physics**.**

Ali, Faculty member of the college of science of the university of Tripoli since 1976.

☐ Few publications

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4- Professor of Mathematics , University of Tripoli ,Tripoli, Libya.

5- ICTP associate for 8 years , Trieste , Italy(1988-1995)

6- CAMS associate member ,AUB ,Beirut ,Lebanon, since the year 2000

7 -Five awards for writing books , University of Tripoli.

8 -A member of the Academy of Graduate Studies , Tripoli, Libya(202-2008).