Auxillary BESSI0E

# BESSI0E

#### **PURPOSE**

Compute the exponentially scaled modified Bessel function of order 0.

## **DESCRIPTION**

This function can be defined as:

BESSI0E(x) = 
$$e^{-|x|} I_0(x)$$
 (EQ Aux-28)

where  $I_0(x)$  is the modified Bessel function of order 0. See the documentation for the BESSI0 command for a description of this function.

#### **SYNTAX**

where <y1> is a number, variable or parameter;

<y2> is a variable or parameter (depending on what <y1> is) where the computed Bessel value is stored; and where the <SUBSET/EXCEPT/FOR qualification> is optional.

## **EXAMPLES**

LET X2 = BESSI0E(2)LET A = BESSI0E(X)

#### NOTE

DATAPLOT uses the routine BESI0E from the SLATEC Common Mathematical Library to compute this function. SLATEC is a large set of high quality, portable, public domain Fortran routines for various mathematical capabilities maintained by seven federal laboratories.

#### **DEFAULT**

None

## **SYNONYMS**

None

#### **RELATED COMMANDS**

BESSI0 = Compute the modified Bessel function of order 0.
BESSI1 = Compute the modified Bessel function of order 1.

BESSI1E = Compute the exponentially scaled modified Bessel function of order 1.

BESSIN = Compute the modified Bessel function of order N.

BESSINE = Compute the exponentially scaled modified Bessel function of order N.

BESSJN = Compute the Bessel function of the first kind and order N.

BESSIN = Compute the modified Bessel function of order N.

BESSKN = Compute the modified Bessel function of the third kind and order N.

## **REFERENCE**

"Handbook of Mathematical Functions, Applied Mathematics Series, Vol. 55," Abramowitz and Stegun, National Bureau of Standards, 1964 (pages 355-433).

"Numerical Recipes: The Art of Scientific Computing (FORTRAN Version)," 2nd Edition, Press, Flannery, Teukolsky, and Vetterling. Cambridge University Press, 1992 (chapter 6).

## **APPLICATIONS**

Special Functions

## IMPLEMENTATION DATE

94/9

BESSI0E Auxillary

# **PROGRAM**

YMINIMUM 0 TITLE AUTOMATIC PLOT BESSI0E(X) FOR X = -100 0.1 100

