

<b>EULER</b> $\sigma$	Euler sigma MENU - cat : EULER $\sigma$	Euler sigma functions	Category: Mathematics File: C47_Menu_EULER-sigma...
-----------------------	---	-----------------------	--

Menu	EULER $\sigma$	1	2	3	4	5	6
3	g-shift						
2	f-shift	<b>M,FACT</b>					
1	unshifted	<b>FACTORS</b>	$\sigma_{E0}$	$\sigma_E$	$\sigma_{Ek}$	$\sigma_E^*$	$\sigma_{Ek}^*$
Page	<b>1</b>	F1	F2	F3	F4	F5	F6

Internet link	<a href="https://en.wikipedia.org/wiki/Divisor_function">https://en.wikipedia.org/wiki/Divisor_function</a>
---------------	---

EULER $\sigma$	Page 1									
F-key	Button label (complete)	Full name	Description (extended)	Type	Flag name	Additional information	Catalog	Default	Status	
F1	<b>FACTORS</b>	Prime factors	Prime factors of the integer input in X ; factors are calculated in longint, stored in real type (34 digits) and returned as a 2 row matrix (row 1 contains the primes, row 2 contains the powers) ; with iteration counter ; interrupt by keypress	Function (monadic)		Info : Prime factors will be accurate up to 3 317 044 004 679 887 385 961 980	FACTORS			
F2	$\sigma_{E0}$	Divisor count function	Divisor count function (k = 0) using FACTORS matrix as input in X	Function (monadic)			$\sigma_{E0}$			
F3	$\sigma_E$	Sigma function	Sigma function (k = 1) using FACTORS matrix as input in X	Function (monadic)			$\sigma_E$			
F4	$\sigma_{Ek}$	Generalised sigma function	Generalised sigma function using FACTORS matrix as input in Y, k in X	Function (dyadic)			$\sigma_{Ek}$			
F5	$\sigma_E^*$	Proper sigma function	Proper sigma function using FACTORS matrix as input in X	Function (monadic)			$\sigma_E^*$			
F6	$\sigma_{Ek}^*$	Generalised proper sigma function	Generalised proper sigma function using FACTORS matrix as input in Y, k in X	Function (dyadic)			$\sigma_{Ek}^*$			

fShifted F1	M,FACT	M,FACT	Multiply (prime) factors from a 2 row matrix in X (row 1 contains the factors, row 2 contains the powers)	Function (monadic)		Info : E.g. use FACTORS matrix as input in X	M,FACT		
fShifted F2	<empty>								
fShifted F3	<empty>								
fShifted F4	<empty>								
fShifted F5	<empty>								
fShifted F6	<empty>								

gShifted F1	<empty>								
gShifted F2	<empty>								
gShifted F3	<empty>								
gShifted F4	<empty>								
gShifted F5	<empty>								
gShifted F6	<empty>								