

X04DBF – NAG Fortran Library Routine Document

Note. Before using this routine, please read the Users' Note for your implementation to check the interpretation of bold italicised terms and other implementation-dependent details.

1 Purpose

X04DBF prints a *complex* matrix stored in a two-dimensional array.

2 Specification

```

SUBROUTINE X04DBF(MATRIX, DIAG, M, N, A, LDA, USEFRM, FORMAT,
1              TITLE, LABROW, RLABS, LABCOL, CLABS, NCOLS,
2              INDENT, IFAIL)
  INTEGER      M, N, LDA, NCOLS, INDENT, IFAIL
  complex    A(LDA,*)
  CHARACTER*1  MATRIX, DIAG, USEFRM, LABROW, LABCOL
  CHARACTER*(*) FORMAT, TITLE, RLABS(*), CLABS(*)

```

3 Description

X04DBF prints a *complex* matrix, or part of it, using a format specifier supplied by the user. The matrix is output to the unit defined by X04ABF.

4 References

None.

5 Parameters

1: MATRIX — CHARACTER*1 *Input*

On entry: indicates the part of the matrix to be printed, as follows:

MATRIX = 'G' (General), the whole of the rectangular matrix.

MATRIX = 'L' (Lower), the lower triangle of the matrix, or the lower trapezium if the matrix has more rows than columns.

MATRIX = 'U' (Upper), the upper triangle of the matrix, or the upper trapezium if the matrix has more rows than columns.

Constraint: MATRIX must be one of 'G', 'L' or 'U'.

2: DIAG — CHARACTER*1 *Input*

On entry: unless MATRIX = 'G', DIAG must specify whether the diagonal elements of the matrix are to be printed, as follows:

DIAG = 'B' (Blank), the diagonal elements of the matrix are not referenced and not printed.

DIAG = 'U' (Unit diagonal), the diagonal elements of the matrix are not referenced, but are assumed all to be unity, and are printed as such.

DIAG = 'N' (Non-unit diagonal), the diagonal elements of the matrix are referenced and printed.

If MATRIX = 'G', then DIAG need not be set.

Constraint: If MATRIX ≠ 'G', then DIAG must be one of 'B', 'U' or 'N'.

- 3: M — INTEGER *Input*
 4: N — INTEGER *Input*

On entry: the number of rows and columns of the matrix, respectively, to be printed.

If either of M or N is less than 1, X04DBF will exit immediately after printing TITLE; no row or column labels are printed.

- 5: A(LDA,*) — **complex** array *Input*

The second dimension of the array A must be at least max(1,N).

On entry: the matrix to be printed. Only the elements that will be referred to, as specified by parameters MATRIX and DIAG, need be set.

- 6: LDA — INTEGER *Input*

On entry: the first dimension of the array A as declared in the (sub)program from which X04DBF is called.

Constraint: LDA \geq M.

- 7: USEFRM — CHARACTER*1 *Input*

On entry: indicates how the value of FORMAT is to be used to print matrix elements.

USEFRM = 'A' (Above), the format code in FORMAT is assumed to contain a single real edit-descriptor which is to be used to print the real and imaginary parts of each **complex** number one above the other. Each row of the matrix is separated by a blank line, and any row labels are attached only to the real parts. This option means that about twice as many columns can be fitted into NCOLS characters than if any other USEFRM option is used. A typical value of FORMAT for this USEFRM option might be FORMAT = 'E13.4', '**' or ' '.

USEFRM = 'B' (Bracketed), the format code in FORMAT is assumed to contain a single edit-descriptor such as 'E13.4', '**' or ' ', which is used to print the real and imaginary parts of each **complex** number separated by a comma, and surrounded by brackets. Thus a matrix element printed with this USEFRM option might look like this: (12.345,-11.323)

USEFRM = 'D' (Direct), the format code in FORMAT is used unaltered to print a **complex** number. This USEFRM option allows the user flexibility to specify exactly how the number is printed. With this option for USEFRM and a suitable value for FORMAT it is possible, for example, to print a **complex** number in the form (0.123 + 3.214i) or (0.123E-02, 0.234E-01). See Section 9 for an example illustrating this option.

Constraint: USEFRM must be one of 'A', 'B' or 'D'.

- 8: FORMAT — CHARACTER*(*) *Input*

On entry: a valid Fortran format code. This may be any format code allowed on the system, whether it is standard Fortran or not. FORMAT is used in conjunction with parameter USEFRM, described above, to print elements of the matrix A. It may or may not be enclosed in brackets. Examples of valid values for FORMAT are '(F11.4)', '1P,2E13.5'.

In addition, there are two special codes which force X04DBF to choose its own format code:

FORMAT = ' ' means that X04DBF will choose a format code such that numbers will be printed with either an F8.4, an F11.4 or a 1PE13.4 format. The F8.4 code is chosen if the sizes of the real and imaginary parts of all the matrix elements to be printed lie between 0.001 and 1.0. The F11.4 code is chosen if the sizes of all the numbers to be printed lie between 0.001 and 9999.9999. Otherwise the 1PE13.4 code is chosen.

FORMAT = '**' means that X04DBF will choose a format code such that numbers will be printed to as many significant digits as are necessary to distinguish between neighbouring machine numbers. Thus any two numbers that are stored with different internal representations should look different

on output. Whether they do in fact look different will depend on the run-time library of the Fortran compiler in use.

More complicated values of FORMAT, to print a *complex* number in a desired form, may be used. See the description of parameter USEFRM above for more details.

Constraint: the character length of FORMAT must be ≤ 80 .

9: TITLE — CHARACTER*(*) *Input*

On entry: a title to be printed above the matrix. If TITLE = ' ', no title (and no blank line) will be printed.

If TITLE contains more than NCOLS characters, the contents of TITLE will be wrapped onto more than one line, with the break after NCOLS characters.

Any trailing blank characters in TITLE are ignored.

10: LABROW — CHARACTER*1 *Input*

On entry: the type of labelling to be applied to the rows of the matrix, as follows:

If LABROW = 'N', X04DBF prints no row labels.

If LABROW = 'I', X04DBF prints integer row labels.

If LABROW = 'C', X04DBF prints character labels, which must be supplied in array RLABS.

Constraint: LABROW must be one of 'N', 'I' or 'C'.

11: RLABS(*) — CHARACTER*(*) *Input*

On entry: if LABROW = 'C', RLABS must be dimensioned at least of length M and must contain labels for the rows of the matrix, otherwise RLABS may be dimensioned of length 1.

Labels are right justified when output, in a field which is as wide as necessary to hold the longest row label. Note that this field width is subtracted from the number of usable columns, NCOLS.

12: LABCOL — CHARACTER*1 *Input*

On entry: the type of labelling to be applied to the columns of the matrix, as follows:

If LABCOL = 'N', X04DBF prints no column labels.

If LABCOL = 'I', X04DBF prints integer column labels.

If LABCOL = 'C', X04DBF prints character labels, which must be supplied in array CLABS.

Constraint: LABCOL must be one of 'N', 'I' or 'C'.

13: CLABS(*) — CHARACTER*(*) *Input*

On entry: if LABCOL = 'C', CLABS must be dimensioned at least of length N and must contain labels for the columns of the matrix, otherwise CLABS may be dimensioned of length 1.

Labels are right-justified when output. Any label that is too long for the column width, which is determined by FORMAT, is truncated.

14: NCOLS — INTEGER *Input*

On entry: the maximum output record length. If the number of columns of the matrix is too large to be accommodated in NCOLS characters, the matrix will be printed in parts, containing the largest possible number of matrix columns, and each part separated by a blank line.

NCOLS must be large enough to hold at least one column of the matrix using the format specifier in FORMAT. If a value less than 0 or greater than 132 is supplied for NCOLS, then the value 80 is used instead.

15: INDENT — INTEGER *Input*

On entry: the number of columns by which the matrix (and any title and labels) should be indented. The effective value of NCOLS is reduced by INDENT columns. If a value less than 0 or greater than NCOLS is supplied for INDENT, the value 0 is used instead.

16: IFAIL — INTEGER *Input/Output*

On entry: IFAIL must be set to 0, -1 or 1. For users not familiar with this parameter (described in Chapter P01) the recommended value is 0.

On exit: IFAIL = 0 unless the routine detects an error (see Section 6).

6 Error Indicators and Warnings

If on entry IFAIL = 0 or -1, explanatory error messages are output on the current error message unit (as defined by X04AAF).

Errors detected by the routine:

IFAIL = 1

On entry, MATRIX \neq 'G', 'L' or 'U'.

IFAIL = 2

On entry, MATRIX = 'L' or 'U', but DIAG \neq 'N', 'U' or 'B'.

IFAIL = 3

On entry, LDA < M.

IFAIL = 4

On entry, USEFRM \neq 'A', 'B' or 'D'.

IFAIL = 5

On entry, variable FORMAT is more than 80 characters long.

IFAIL = 6

The code supplied in FORMAT cannot be used to output a number. FORMAT probably has too wide a field width or contains an illegal edit descriptor.

IFAIL = 7

On entry, either LABROW or LABCOL \neq 'N', 'I' or 'C'.

IFAIL = 8

The quantity NCOLS – INDENT – LABWID (where LABWID is the width needed for the row labels) is not large enough to hold at least one column of the matrix.

7 Accuracy

Not applicable.

8 Further Comments

X04DBF may be used to print a vector, either as a row or as a column. The following code fragment illustrates possible calls.

```

      complex A(4)
      CHARACTER*1 RLABS(1), CLABS(1)
C   Print vector A as a column vector.
      LDA = 4
      IFAIL = 0
      CALL X04DBF('G', 'X', 1, 4, A, LDA, 'B', ' ', ' ', 'I', RLABS,
*               'N', CLABS, 80, 0, IFAIL)
C   Print vector A as a row vector.
      LDA = 1
      IFAIL = 0
      CALL X04DBF('G', 'X', 4, 1, A, LDA, 'B', ' ', ' ', 'N', RLABS,
*               'I', CLABS, 80, 0, IFAIL)

```

9 Example

This example program calls X04DBF twice, first to print a 3 by 4 rectangular matrix, and then to print a 4 by 4 upper triangular matrix; various options for labelling and formatting are illustrated.

9.1 Program Text

Note. The listing of the example program presented below uses bold italicised terms to denote precision-dependent details. Please read the Users' Note for your implementation to check the interpretation of these terms. As explained in the Essential Introduction to this manual, the results produced may not be identical for all implementations.

```

*   X04DBF Example Program Text
*   Mark 14 Release.  NAG Copyright 1989.
*   .. Parameters ..
      INTEGER          NOUT
      PARAMETER        (NOUT=6)
      INTEGER          NMAX, LDA
      PARAMETER        (NMAX=4,LDA=NMAX)
*   .. Local Scalars ..
      real             AA
      INTEGER          I, IFAIL, INDENT, J, NCOLS
*   .. Local Arrays ..
      complex         A(LDA,NMAX)
      CHARACTER*7      CLABS(NMAX), RLABS(NMAX)
*   .. External Subroutines ..
      EXTERNAL         X04DBF
*   .. Intrinsic Functions ..
      INTRINSIC        cmplx
*   .. Data statements ..
      DATA            CLABS/'Un', 'Deux', 'Trois', 'Quatre'/
      DATA            RLABS/'Uno', 'Duo', 'Tre', 'Quattro'/
*   .. Executable Statements ..
      WRITE (NOUT,*) 'X04DBF Example Program Results'
      WRITE (NOUT,*)
*   Generate an array of data
      DO 40 J = 1, NMAX
         DO 20 I = 1, LDA
            AA = 10*I + J
            A(I,J) = cmplx(AA,-AA)
20          CONTINUE

```

```

40 CONTINUE
   NCOLS = 80
   INDENT = 0
   IFAIL = 0
*
*   Print 3 by 4 rectangular matrix with default format and integer
*   row and column labels, and bracketed complex elements
*   CALL X04DBF('General',' ',3,4,A,LDA,'Bracketed',' ','Example 1:',
+             'Integer',RLABS,'Integer',CLABS,NCOLS,INDENT,IFAIL)
*
*   WRITE (NOUT,*)
*
*   Print 4 by 4 upper triangular matrix with user-supplied format
*   and row and column labels, and complex elements with real part
*   above imaginary part
*   CALL X04DBF('Upper','Non-unit',4,4,A,LDA,'Above','F8.2',
+             'Example 2:', 'Character',RLABS,'Character',CLABS,
+             NCOLS,INDENT,IFAIL)
*
*   STOP
*   END

```

9.2 Program Data

None.

9.3 Program Results

X04DBF Example Program Results

Example 1:

	1		2	
1 (11.0000,	-11.0000)	(12.0000, -12.0000)
2 (21.0000,	-21.0000)	(22.0000, -22.0000)
3 (31.0000,	-31.0000)	(32.0000, -32.0000)

	3		4	
1 (13.0000,	-13.0000)	(14.0000, -14.0000)
2 (23.0000,	-23.0000)	(24.0000, -24.0000)
3 (33.0000,	-33.0000)	(34.0000, -34.0000)

Example 2:

	Un	Deux	Trois	Quatre
Uno	11.00	12.00	13.00	14.00
	-11.00	-12.00	-13.00	-14.00
Duo		22.00	23.00	24.00
		-22.00	-23.00	-24.00
Tre			33.00	34.00
			-33.00	-34.00
Quattro				44.00
				-44.00