NAG Library Routine Document

F06QWF

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

F06QWF transforms a real upper triangular matrix to an upper spiked matrix by applying a given sequence of plane rotations.

2 Specification

```
SUBROUTINE F06QWF (SIDE, N, K1, K2, C, S, A, LDA)

INTEGER            N, K1, K2, LDA
REAL (KIND=nag_wp) C(*), S(*), A(LDA,*)
CHARACTER(1)       SIDE
```

3 Description

F06QWF transforms an n by n real upper triangular matrix U to an upper spiked matrix H, by applying a given sequence of plane rotations from either the left or the right, in planes k_1 to k_2.

If SIDE = 'L', H has a row spike, with nonzero elements $h_{k_2,k}$, for $k = k_1, k_1+1, \ldots, k_2-1$. The rotations are applied from the left:

$$H = PU,$$

where $P = P_{k_1} P_{k_1+1} \cdots P_{k_2-1}$ and P_k is a rotation in the (k, k_2) plane.

If SIDE = 'R', H has a column spike, with nonzero elements h_{k+1,k_1}, for $k = k_1, k_1+1, \ldots, k_2-1$. The rotations are applied from the right:

$$HP^{\mathrm{T}} = R,$$

where $P = P_{k_2-1} \cdots P_{k_1+1} P_{k_1}$ and P_k is a rotation in the $(k_1, k+1)$ plane.

The 2 by 2 plane rotation part of P_k has the form

$$\begin{pmatrix} c_k & s_k \\ -s_k & c_k \end{pmatrix}.$$

4 References

None.

5 Parameters

1: SIDE – CHARACTER(1) *Input*

On entry: specifies whether U is operated on from the left or the right.

SIDE = 'L'
U is pre-multiplied from the left.

SIDE = 'R'
U is post-multiplied from the right.

Constraint: SIDE = 'L' or 'R'.

2: N – INTEGER *Input*

On entry: n, the order of the matrices U and H.

Constraint: N ≥ 0.

3: K1 – INTEGER *Input*

4: K2 – INTEGER *Input*

On entry: the values k_1 and k_2.

If K1 < 1 or K2 $\leq$ K1 or K2 $>$ N, an immediate return is effected.

5: C$(*)$ – REAL (KIND=nag_wp) array *Input*

Note: the dimension of the array C must be at least K2 $-$ K1.

On entry: C(k) must hold c_k, the cosine of the rotation P_k, for $k = k_1, \ldots, k_2 - 1$.

6: S$(*)$ – REAL (KIND=nag_wp) array *Input/Output*

Note: the dimension of the array S must be at least K2 $-$ K1.

On entry: S(k) must hold s_k, the sine of the rotation P_k, for $k = k_1, \ldots, k_2 - 1$.

On exit: S(k) holds a nonzero element of the spike of H: $h_{k_2,k}$ if SIDE $=$ 'L', or h_{k+1,k_1} if SIDE $=$ 'R', for $k = k_1, \ldots, k_2 - 1$.

7: A(LDA,$*$) – REAL (KIND=nag_wp) array *Input/Output*

Note: the second dimension of the array A must be at least N.

On entry: the n by n upper triangular matrix U.

On exit: the upper triangular part of the upper spiked matrix H.

8: LDA – INTEGER *Input*

On entry: the first dimension of the array A as declared in the (sub)program from which F06QWF is called.

Constraint: LDA $\geq \max(1, \text{N})$.

6 Error Indicators and Warnings

None.

7 Accuracy

Not applicable.

8 Further Comments

None.

9 Example

None.