

NAG Library Function Document

nag_dsbmv (f16pdc)

1 Purpose

nag_dsbmv (f16pdc) performs matrix-vector multiplication for a real symmetric band matrix.

2 Specification

```
#include <nag.h>
#include <nagf16.h>
void nag_dsbmv (Nag_OrderType order, Nag_UptoType uplo, Integer n, Integer k,
                double alpha, const double ab[], Integer pdab, const double x[],
                Integer incx, double beta, double y[], Integer incy, NagError *fail)
```

3 Description

nag_dsbmv (f16pdc) performs the matrix-vector operation

$$y \leftarrow \alpha Ax + \beta y,$$

where A is an n by n real symmetric band matrix with k subdiagonals and k superdiagonals, x and y are n -element real vectors, and α and β are real scalars.

4 References

Basic Linear Algebra Subprograms Technical (BLAST) Forum (2001) *Basic Linear Algebra Subprograms Technical (BLAST) Forum Standard* University of Tennessee, Knoxville, Tennessee <http://www.netlib.org/blas/blast-forum/blas-report.pdf>

5 Arguments

1: **order** – Nag_OrderType *Input*

On entry: the **order** argument specifies the two-dimensional storage scheme being used, i.e., row-major ordering or column-major ordering. C language defined storage is specified by **order** = Nag_RowMajor. See Section 3.2.1.3 in the Essential Introduction for a more detailed explanation of the use of this argument.

Constraint: **order** = Nag_RowMajor or Nag_ColMajor.

2: **uplo** – Nag_UptoType *Input*

On entry: specifies whether the upper or lower triangular part of A is stored.

uplo = Nag_Upper

The upper triangular part of A is stored.

uplo = Nag_Lower

The lower triangular part of A is stored.

Constraint: **uplo** = Nag_Upper or Nag_Lower.

3: **n** – Integer *Input*

On entry: n , the order of the matrix A .

Constraint: **n** ≥ 0 .

- 4: **k** – Integer *Input*
On entry: k , the number of subdiagonals or superdiagonals of the matrix A .
Constraint: $\mathbf{k} \geq 0$.
- 5: **alpha** – double *Input*
On entry: the scalar α .
- 6: **ab**[*dim*] – const double *Input*
Note: the dimension, *dim*, of the array **ab** must be at least $\max(1, \mathbf{pdab} \times \mathbf{n})$.
On entry: the n by n symmetric band matrix A .
This is stored as a notional two-dimensional array with row elements or column elements stored contiguously. The storage of elements of A_{ij} , depends on the **order** and **uplo** arguments as follows:
if **order** = Nag_ColMajor and **uplo** = Nag_Upper,
 A_{ij} is stored in **ab**[$k + i - j + (j - 1) \times \mathbf{pdab}$], for $j = 1, \dots, n$ and
 $i = \max(1, j - k), \dots, j$;
if **order** = Nag_ColMajor and **uplo** = Nag_Lower,
 A_{ij} is stored in **ab**[$i - j + (j - 1) \times \mathbf{pdab}$], for $j = 1, \dots, n$ and
 $i = j, \dots, \min(n, j + k)$;
if **order** = Nag_RowMajor and **uplo** = Nag_Upper,
 A_{ij} is stored in **ab**[$j - i + (i - 1) \times \mathbf{pdab}$], for $i = 1, \dots, n$ and
 $j = i, \dots, \min(n, i + k)$;
if **order** = Nag_RowMajor and **uplo** = Nag_Lower,
 A_{ij} is stored in **ab**[$k + j - i + (i - 1) \times \mathbf{pdab}$], for $i = 1, \dots, n$ and
 $j = \max(1, i - k), \dots, i$.
- 7: **pdab** – Integer *Input*
On entry: the stride separating row or column elements (depending on the value of **order**) of the matrix A in the array **ab**.
Constraint: $\mathbf{pdab} \geq \mathbf{k} + 1$.
- 8: **x**[*dim*] – const double *Input*
Note: the dimension, *dim*, of the array **x** must be at least $\max(1, 1 + (\mathbf{n} - 1)|\mathbf{incx}|)$.
On entry: the vector x .
- 9: **incx** – Integer *Input*
On entry: the increment in the subscripts of **x** between successive elements of x .
Constraint: $\mathbf{incx} \neq 0$.
- 10: **beta** – double *Input*
On entry: the scalar β .
- 11: **y**[*dim*] – double *Input/Output*
Note: the dimension, *dim*, of the array **y** must be at least $\max(1, 1 + (\mathbf{n} - 1)|\mathbf{incy}|)$.
On entry: the vector y .
If **beta** = 0, **y** need not be set.
On exit: the updated vector y .

12:	incy – Integer	<i>Input</i>
<i>On entry:</i> the increment in the subscripts of y between successive elements of <i>y</i> .		
<i>Constraint:</i> incy ≠ 0.		
13:	fail – NagError *	<i>Input/Output</i>
The NAG error argument (see Section 3.6 in the Essential Introduction).		

6 Error Indicators and Warnings

NE_ALLOC_FAIL

Dynamic memory allocation failed.

See Section 3.2.1.2 in the Essential Introduction for further information.

NE_BAD_PARAM

On entry, argument $\langle value \rangle$ had an illegal value.

NE_INT

On entry, **inex** = $\langle value \rangle$.

Constraint: **inex** ≠ 0.

On entry, **incy** = $\langle value \rangle$.

Constraint: **incy** ≠ 0.

On entry, **k** = $\langle value \rangle$.

Constraint: **k** ≥ 0.

On entry, **n** = $\langle value \rangle$.

Constraint: **n** ≥ 0.

NE_INT_2

On entry, **pdab** = $\langle value \rangle$, **k** = $\langle value \rangle$.

Constraint: **pdab** ≥ **k** + 1.

NE_INTERNAL_ERROR

An unexpected error has been triggered by this function. Please contact NAG.

See Section 3.6.6 in the Essential Introduction for further information.

NE_NO_LICENCE

Your licence key may have expired or may not have been installed correctly.

See Section 3.6.5 in the Essential Introduction for further information.

7 Accuracy

The BLAS standard requires accurate implementations which avoid unnecessary over/underflow (see Section 2.7 of Basic Linear Algebra Subprograms Technical (BLAST) Forum (2001)).

8 Parallelism and Performance

Not applicable.

9 Further Comments

None.

10 Example

This example computes the matrix-vector product

$$y = \alpha Ax + \beta y$$

where

$$A = \begin{pmatrix} 1.0 & 2.0 & 3.0 & 0.0 & 0.0 \\ 2.0 & 2.0 & 3.0 & 4.0 & 0.0 \\ 3.0 & 3.0 & 3.0 & 4.0 & 5.0 \\ 0.0 & 4.0 & 4.0 & 4.0 & 5.0 \\ 0.0 & 0.0 & 5.0 & 5.0 & 5.0 \end{pmatrix},$$

$$x = \begin{pmatrix} -1.0 \\ 2.0 \\ -3.0 \\ 2.0 \\ -1.0 \end{pmatrix},$$

$$y = \begin{pmatrix} 10.0 \\ 1.5 \\ 9.5 \\ 8.5 \\ 24.0 \end{pmatrix},$$

$$\alpha = 1.5 \quad \text{and} \quad \beta = 1.0.$$

10.1 Program Text

```
/* nag_dsbmv (f16pdc) Example Program.
*
* Copyright 2014 Numerical Algorithms Group.
*
* Mark 8, 2005.
*/
#include <stdio.h>
#include <nag.h>
#include <nag_stdl�.h>
#include <nagf16.h>

int main(void)
{
    /* Scalars */
    double alpha, beta;
    Integer exit_status, i, incx, incy, j, k, kd, n, pdab, xlen, ylen;
    /* Arrays */
    double *ab = 0, *x = 0, *y = 0;
    char nag_enum_arg[40];

    /* Nag Types */
    NagError fail;
    Nag_OrderType order;
    Nag_UptoType uplo;

#ifndef NAG_COLUMN_MAJOR
#define AB_UPPER(I, J) ab[(J-1)*pdab + k + I - J - 1]
#define AB_LOWER(I, J) ab[(J-1)*pdab + I - J]
    order = Nag_ColMajor;
#endif
}
```

```

#else
#define AB_UPPER(I, J) ab[(I-1)*pdab + J - I]
#define AB_LOWER(I, J) ab[(I-1)*pdab + k + J - I - 1]
    order = Nag_RowMajor;
#endif

exit_status = 0;
INIT_FAIL(fail);

printf("nag_dsbmv (f16pdc) Example Program Results\n\n");

/* Skip heading in data file */
#ifdef _WIN32
    scanf_s("%*[^\n] ");
#else
    scanf("%*[^\n] ");
#endif
/* Read the problem dimension */
#ifdef _WIN32
    scanf_s("%"NAG_IFMT%"NAG_IFMT"%*[^\n] ", &n, &kd);
#else
    scanf("%"NAG_IFMT%"NAG_IFMT"%*[^\n] ", &n, &kd);
#endif
/* Read uplo */
#ifdef _WIN32
    scanf_s("%39s%*[^\n] ", nag_enum_arg, _countof(nag_enum_arg));
#else
    scanf("%39s%*[^\n] ", nag_enum_arg);
#endif
/* nag_enum_name_to_value (x04nac).
 * Converts NAG enum member name to value
 */
uplo = (Nag_UptoType) nag_enum_name_to_value(nag_enum_arg);
/* Read scalar parameters */
#ifdef _WIN32
    scanf_s("%lf%lf%*[^\n] ", &alpha, &beta);
#else
    scanf("%lf%lf%*[^\n] ", &alpha, &beta);
#endif
/* Read increment parameters */
#ifdef _WIN32
    scanf_s("%"NAG_IFMT%"NAG_IFMT"%*[^\n] ", &incx, &incy);
#else
    scanf("%"NAG_IFMT%"NAG_IFMT"%*[^\n] ", &incx, &incy);
#endif

pdab = kd + 1;
xlen = MAX(1, 1 + (n - 1)*ABS(incx));
ylen = MAX(1, 1 + (n - 1)*ABS(incy));

if (n > 0)
{
    /* Allocate memory */
    if (!(ab = NAG_ALLOC(pdab*n, double)) ||
        !(x = NAG_ALLOC(xlen, double)) ||
        !(y = NAG_ALLOC(ylen, double)))
    {
        printf("Allocation failure\n");
        exit_status = -1;
        goto END;
    }
}
else
{
    printf("Invalid n\n");
    exit_status = 1;
    return exit_status;
}

/* Read A from data file */
k = kd + 1;

```

```

if (uplo == Nag_Upper)
{
    for (i = 1; i <= n; ++i)
    {
        for (j = i; j <= MIN(i+kd, n); ++j)
#ifdef _WIN32
            scanf_s("%lf", &AB_UPPER(i, j));
#else
            scanf("%lf", &AB_UPPER(i, j));
#endif
    }
#ifdef _WIN32
    scanf_s("%*[^\n] ");
#else
    scanf("%*[^\n] ");
#endif
}
else
{
    for (i = 1; i <= n; ++i)
    {
        for (j = MAX(1, i-kd); j <= i; ++j)
#ifdef _WIN32
            scanf_s("%lf", &AB_LOWER(i, j));
#else
            scanf("%lf", &AB_LOWER(i, j));
#endif
    }
#ifdef _WIN32
    scanf_s("%*[^\n] ");
#else
    scanf("%*[^\n] ");
#endif
}
/* Input vectors x and y */
for (i = 1; i <= maxlen; ++i)
#ifdef _WIN32
    scanf_s("%lf%*[^\n] ", &x[i - 1]);
#else
    scanf("%lf%*[^\n] ", &x[i - 1]);
#endif
for (i = 1; i <= ylen; ++i)
#ifdef _WIN32
    scanf_s("%lf%*[^\n] ", &y[i - 1]);
#else
    scanf("%lf%*[^\n] ", &y[i - 1]);
#endif
/* nag_dsbmv (f16pdc).
 * Symmetric banded matrix-vector multiply.
 */
nag_dsbmv(order, uplo, n, kd, alpha, ab, pdab, x, incx,
           beta, y, incy, &fail);
if (fail.code != NE_NOERROR)
{
    printf("Error from nag_dsbmv.\n%s\n", fail.message);
    exit_status = 1;
    goto END;
}

/* Print output vector y */
printf("%s\n", " y");
for (i = 1; i <= ylen; ++i)
{
    printf("%11f\n", y[i-1]);
}

END:

```

```

NAG_FREE(ab);
NAG_FREE(x);
NAG_FREE(y);

return exit_status;
}

```

10.2 Program Data

```

nag_dsbmv (f16pdc) Example Program Data
 5 2                               :Values of n and kd
 Nag_Lower                         :Value of uplo
 1.5 1.0                            : alpha, beta
 1 1                                : incx, incy
 1.0
 2.0 2.0
 3.0 3.0 3.0
 4.0 4.0 4.0
 5.0 5.0 5.0  :End of matrix A
 -1.0
 2.0
 -3.0
 2.0
 -1.0      : the end of vector x
 10.0
 1.5
 9.5
 8.5
 24.0      : the end of vector y

```

10.3 Program Results

```
nag_dsbmv (f16pdc) Example Program Results
```

```

Y
1.000000
3.000000
5.000000
7.000000
9.000000

```
