

## 1 SUMMARY

This subroutine **sorts the sparsity pattern of a complex matrix to an ordering by columns**. There is an option for ordering the entries within each column by increasing row indices and an option for checking the user-supplied matrix entries for indices which are out-of-range or duplicated.

**ATTRIBUTES** — **Version:** 1.0.0. **Remark:** This supersedes ME20. **Types:** MF49A, MF49AD. **Original date:** April 1993. **Origin:** J.A.Scott, Rutherford Appleton Laboratory.

## 2 HOW TO USE THE PACKAGE

### 2.1 The argument list

*The single precision version*

```
CALL MF49A( IND, NC, NR, NNZ, IRN, JCN, YESA, LA, A, LIP, IP, LIW, IW, IFLAG )
```

*The double precision version*

```
CALL MF49AD( IND, NC, NR, NNZ, IRN, JCN, YESA, LA, A, LIP, IP, LIW, IW, IFLAG )
```

**IND** is an **INTEGER** variable which must be set on entry to specify whether the user-supplied matrix entries are to be checked for errors and whether ordering by increasing row indices within each column is required. If **IND** is set to 1, error checking is performed and the ordering within each column will be arbitrary. If **IND** is set to 2, error checking is performed and the ordering within each column will be by increasing row indices. If **IND** is set to -1, only the scalar input data are checked for errors and the ordering within each column will be arbitrary. If **IND** is set to -2, only the scalar input data is checked for errors and the ordering within each column will be by increasing row indices. This argument is unchanged by the routine. **Restriction:** **IND** = -2, -1, 1, or 2.

**NC** is an **INTEGER** variable which must be set to the number of columns in the matrix. This argument is unchanged by the routine. **Restriction:** **NC** ≥ 1.

**NR** is an **INTEGER** variable which must be set to the number of rows in the matrix. This argument is unchanged by the routine. **Restriction:** **NR** ≥ 1.

**NNZ** is an **INTEGER** variable which must be set to the number of entries in the matrix. This argument is unchanged by the routine. **Restriction:** **NNZ** ≥ 1.

**IRN** is an **INTEGER** array of length **NNZ** which must be set to contain the row indices of the entries in the matrix. The entries may be in any order. On exit, the row indices are reordered so that the entries of a single column are contiguous with column **J** preceding column **J+1** (**J**=1,2,...,**N-1**), with no space between columns. If **IND** = -1 or 1, the order within each column is arbitrary; if **IND** = -2 or 2, the order within each column is by increasing row indices.

**JCN** is an **INTEGER** array of length **NNZ**. On entry, **JCN**(**K**) must be set to the column index of the entry whose row index is held in **IRN**(**K**) (**K**=1,2,...,**NNZ**). The contents of this array are altered by the routine.

**YESA** is a **LOGICAL** variable which must be set by the user. If **YESA** = **.FALSE.**, only the sparsity pattern of the matrix will be ordered by columns. If **YESA** = **.TRUE.**, the numerical values of the entries of the matrix will also be ordered by columns. This argument is unchanged by the routine.

**LA** is an **INTEGER** variable which defines the length of the array **A**. This argument is unchanged by the routine. **Restrictions:** If **YESA** = **.TRUE.**, **LA** ≥ **NNZ**; if **YESA** = **.FALSE.**, **LA** ≥ 1.

**A** is a **COMPLEX** (**COMPLEX\*16** in the **D** version) array of length **LA**. If **YESA** = **.TRUE.**, **A**(**K**) must be set by the user

to hold the value of the entry with indices  $IRN(K)$  and  $JCN(K)$  ( $K=1,2,\dots,NNZ$ ). On exit, the array will have been permuted in the same way as the array  $IRN$ . If  $YESA = .FALSE.$ , the array is not accessed.

**LIP** is an INTEGER variable which defines the length of the array  $IP$ . This argument is unchanged by the routine.  
**Restrictions:** If  $IND=-1$  or  $1$ ,  $LIP \geq NC+1$ ; if  $IND=-2$  or  $2$ ,  $LIP \geq \max(NC, NR)+1$ .

**IP** is an INTEGER array of length  $LIP$  which need not be set on entry. On exit,  $IP(J)$  contains the position in the array  $IRN$  of the first entry in column  $J$  ( $J=1,2,\dots,NC$ ), and  $IP(NC+1)$  is set one greater than the number of entries in the matrix.

**LIW** is an INTEGER variable which defines the length of the array  $IW$ . This argument is unchanged by the routine.  
**Restrictions:** If  $IND=-1$  or  $1$ ,  $LIW \geq NC+1$ ; if  $IND=-2$  or  $2$ ,  $LIW \geq NR+1$ .

**IW** is an INTEGER array of length  $LIW$ . This array is used by the routine as workspace.

**IFLAG** is an INTEGER variable which need not be set on entry. On exit, a negative value of  $IFLAG$  is used to signal a fatal error in the input data, a positive value of  $IFLAG$  is used to indicate that a warning has been issued, and a zero value is used to indicate a successful call to the routine. A positive value of  $IFLAG$  can only be returned if  $IND=1$  or  $2$ . Possible nonzero values of  $IFLAG$  and their consequences are as follows;

- 1 –  $IND$  violates the restrictions on it.
- 2 –  $NC$ , or  $NR$ , or  $NNZ$  is less than 1.
- 3 –  $LA$  is too small.
- 4 –  $LIW$  is too small.
- 5 –  $LIP$  is too small.
- +1 – Multiple entries have been input. One copy of each multiple entry is kept and, if  $YESA = .TRUE.$ , the values of these entries are added together. Initially  $IDUP$  in `COMMON` is set to zero. If an entry appears  $k$  times,  $IDUP$  is incremented by  $k-1$  and  $NZOUT$  in `COMMON` is set to the revised number of entries in the matrix. Note that this warning will overwrite an  $IFLAG=2$  or an  $IFLAG=3$  warning.
- +2 – One or more of the entries in  $IRN$  is out-of-range. These entries are removed by the routine.  $IOUT$  in `COMMON` is set to the number of entries which were out-of-range and  $NZOUT$  in `COMMON` is set to the revised number of entries in the matrix.
- +3 – One or more of the entries in  $JCN$  are out-of-range. These entries are removed by the routine.  $JOUT$  in `COMMON` is set to the number of entries which were out-of-range and  $NZOUT$  in `COMMON` is set to the revised number of entries in the matrix. Note that this warning will overwrite an  $IFLAG=2$  warning.

## 2.2 Common blocks

One common block is used by MF49A/AD. The common block is:

*The single precision version*

```
COMMON/ MF49E/ LP, MP, IOUT, JOUT, IDUP, NZOUT
```

*The double precision version*

```
COMMON/ MF49ED/ LP, MP, IOUT, JOUT, IDUP, NZOUT
```

where the parameters are given default values by a block data subprogram MF49D/DD.

**LP** is an INTEGER variable used as the unit number of the device to which error messages are sent. The default value is 6. Error messages can be suppressed by setting  $LP \leq 0$ . This parameter is unchanged by the routine.

**MP** is an INTEGER variable used as the unit number of the device to which warning messages are sent. The default value is 6. Warning messages can be suppressed by setting  $MP \leq 0$ . This parameter is unchanged by the routine.

$IOUT$ ,  $JOUT$ ,  $IDUP$ , and  $NZOUT$  are INTEGER variables. In case of a warning message, information on the number of entries supplied by the user which were out-of-range or were duplicated is placed in one or more of these variables. For details, see §2.1.

### 3 GENERAL INFORMATION

**Use of common:** MF49A/AD uses the common block MF49E/ED; see §2.2.

**Workspace:** An integer array IW of length LIW is used by MF49A/AD as workspace see §2.1.

**Other routines called directly:** The routine MF49A/AD calls the internal subroutine MF49B/BD and, if IND=-2 or 2, the internal subroutine MF49C/CD. MF49A/AD uses a block data subprogram MF49D/DD.

**Input/output:** Error messages on unit LP and warning messages on unit MP. These have default value 6. Printing of error and warning messages is suppressed by setting LP and MP less than or equal to 0.

**Restrictions:** The routine MF49A/AD has the following restrictions:

```

IND=-2, -1, 1 or 2,
NC ≥ 1, NR ≥ 1, NNZ ≥ 1,
if YESA = .TRUE., LA ≥ NNZ,
if YESA = .FALSE., LA ≥ 1,
if IND=-1 or 1, LIP ≥ NC+1 and LIW ≥ NC+1,
if IND=-2 or 2, LIP ≥ MAX(NC,NR)+1 and LIW ≥ NR+1.

```

### 4 METHOD

MF49 is a complex version of MC49. For details of the method, the user is referred to MC49.

### 5 EXAMPLE OF USE

As a simple example, suppose we wish to order the sparse matrix

$$\begin{pmatrix} 1+i & 1+2i & & 1+4i \\ & 2+2i & & \\ 3+i & & 3+3i & 3+4i \\ & & & 4+4i \\ & 5+2i & & \end{pmatrix}$$

by columns, with the entries ordered by increasing row indices within each column. Using the following program:

```

C      .. Parameters ..
C      INTEGER MAXN,MAXNZ
C      PARAMETER (MAXN=5,MAXNZ=25)
C      ..
C      .. Local Scalars ..
C      INTEGER IFLAG,IND,J,K,K1,K2,LA,LIP,LIW,NC,NNZ,NR
C      LOGICAL YESA
C      ..
C      .. Local Arrays ..
C      COMPLEX A(MAXNZ)
C      INTEGER IP(MAXN+1),IRN(MAXNZ),IW(MAXN+1),JCN(MAXNZ)
C      ..
C      .. External Subroutines ..
C      EXTERNAL MF49A
C      ..
C      .. Intrinsic Functions ..
C      INTRINSIC MAX
C      ..
C      IND = 2
C      YESA = .TRUE.
C      READ (5,FMT=*) NR,NC,NNZ
C      DO 10 K = 1,NNZ
C         READ (5,FMT=*) IRN(K),JCN(K),A(K)

```

```

10 CONTINUE
   LA = NNZ
   LIP = MAX(NC,NR) + 1
   LIW = NR + 1
   CALL MF49A(IND,NC,NR,NNZ,IRN,JCN,YESA,LA,A,LIP,IP,LIW,IW,IFLAG)
   WRITE (6,FMT=9000) IFLAG
   IF (IFLAG.LT.0) GO TO 40
   DO 30 J = 1,NC
     K1 = IP(J)
     K2 = IP(J+1) - 1
     IF (K1.LE.K2) THEN
       WRITE (6,FMT=9010) J
       DO 20 K = K1,K2
         WRITE (6,FMT=9020) IRN(K),A(K)
       CONTINUE
     END IF
   CONTINUE
30 CONTINUE
40 CONTINUE
   STOP
9000 FORMAT (' IFLAG = ',I2,' on exit from MF49A ')
9010 FORMAT (' Column ',I2)
9020 FORMAT (' Row ',I2,' Value ',2F4.1)
   END

```

on the data

```

5  4  9
1  1  (1., 1.)
3  3  (3., 3.)
3  4  (3., 4.)
3  1  (3., 1.)
1  2  (1., 2.)
1  4  (1., 4.)
2  2  (2., 2.)
4  4  (4., 4.)
5  2  (5., 2.)

```

produces the output:

```

IFLAG = 0 on exit from MF49A
Column 1
  Row 1 Value 1.0 1.0
  Row 3 Value 3.0 1.0
Column 2
  Row 1 Value 1.0 2.0
  Row 2 Value 2.0 2.0
  Row 5 Value 5.0 2.0
Column 3
  Row 3 Value 3.0 3.0
Column 4
  Row 1 Value 1.0 4.0
  Row 3 Value 3.0 4.0
  Row 4 Value 4.0 4.0

```