Programmer's Library Reference Manual

SR–0113 D

The UNICOS operating system is derived from the AT&T UNIX System V operating system. UNICOS is also based in part on the Fourth Berkeley Software Distribution under license from The Regents of the University of California.

Requests for copies of Cray Research, Inc. publications should be sent to the following address:

Cray Research, Inc.
Distribution Center
2360 Pilot Knob Road
Mendota Heights, MN 55120

Order desk (612) 681-5907
Fax number (612) 681-5920

RECORD OF REVISION CRAY RESEARCH, INC. PUBLICATION NUMBER SR-0113

Requests for copies of Cray Research, Inc. publications should be directed to the Distribution Center. Comments about these publications should be directed to the following address:

CRAY RESEARCH, INC.
Technical Publications
1345 Northland Drive
Mendota Heights, Minnesota 55120

Revision	Description
March 1986	Original printing. This manual and the System Library Reference Manual, CRI publication SM-0114, obsolete the Library Reference Manual, CRI publication SR-0014. This manual supports the Cray operating system COS release 1.15 and the UNICOS release 1.0 running on CRAY X-MP and CRAY-1 computer systems.
October 1986	This manual supports COS release 1.16 and UNICOS release 2.0 running on the CRAY X-MP and CRAY-1 computer systems. Several routines are now available under UNICOS as well as COS. Thesc include the table management routines, Fortran I/O routines, word-addressable I/O routines, multitasking routines, flowtrace routines, and the machine characteristics routines. The manual style has changed to reflect UNICOS on-line style. Miscellaneous technical and editorial changes are also included. All trademarks are now documented in the record of revision.
June 1987	This reprint with revision includes documentation to support the UNICOS release 3.0 and COS release 1.16 running on the CRAY X-MP and CRAY-1 computer systems. The following routines are now available under UNICOS: VAX conversion routines, IBM conversion routines, miscellaneous conversion routines, logical record I/O routines, and additional miscellaneous routines. The multitasking barrier routines have been added for UNICOS. A miscellaneous UNICOS libraries and routines section has been added. TCP/IP routines have been removed and are now in the TCP/IP Network Library Reference Manual, publication SR-2057. Specific changes made to the routines are documented in the *New Features* section following the table of contents. Miscellaneous technical and editorial changes are also included.
July 1988	This reprint with revision includes documentation to support the UNICOS 4.0 release and the COS 1.17 release running on the CRAY Y-MP, CRAY X-MP, and CRAY-1 computer systems. The Boolean arithmetic routines are now documented with their own pages, as are three Fortran interfaces to C routines: **GETENV**, **GETOPT**, and **UNAME**. A new set of routines (**STARTSP**, **SETSP**, **CLOSEV** and **ENDSP**) to handle tape volume switching under COS replace the obsolete set (**CONTPIO**, **CHECKTP**, **PROCBOV**, **PROCEOV**, **SWITCHV**, and **SVOLPRC**). The base set of Asynchronous Queued I/O (AQIO) routines has been ported to UNICOS, and new routines have been added to the base set on COS. Eleven new level 2 Basic Linear Algebra Subprograms (BLAS2) have been added to the scientific library routines. The **SYMDUMP** and **TSECND** routines have been added to UNICOS, and the **TRIMLEN** and **CALLCSP** routines to COS. Miscellaneous technical changes to existing routines and editorial changes to this manual are also included.

November 1989 This reprint with revision supports COS release 1.17.1 (while still supporting UNICOS 4.0) running on CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 computer systems. Several routines have been added to the I/O section: **AQOPENDV**, **GETWAU**, **PUTWAU**, **WCHECK**, **WCLOSEU**, and **WOPENU**. 12 new level 2 Basic Linear Algebra Subprograms (BLAS 2) for unpacked data of type complex have been added to the Linear Algebra section, as have 17 level 3 Basic Linear Algebra Subprograms (BLAS 3). **OSRCHM** has been added to the Search routine section.

The new routines are available only to users of COS 1.17.1.

Manual pages for **GETNAMEQ**, **IGETSEC**, and **SETPLIMQ**, also documented in the System Library Reference Manual, publication SM-0114, have been added to the Programming Aid section of this manual for user convenience. Numerous technical changes and additions have been made to existing man pages – mainly in the Math, Linear Algebra, and Search routine sections.

PREFACE

The Programmer's Library Reference Manual describes Fortran subprograms and functions available to users of the Cray operating systems COS 1.17.1 and UNICOS 4.0 executing on CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 computer systems. It supplements the information contained in the other manuals in the COS and UNICOS documentation sets.

The System Library Reference Manual, publication SM-0114, describes internal system subprograms, Cray Assembly Language (CAL) subprograms, and Cray Pascal subprograms used by the Pascal compiler. For COS 1.17.1 users, the Cray C Library Reference Manual, publication SR-0136 5.0, describes the C libraries available under COS (and UNICOS 5.0) on CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 computer systems. For UNICOS 4.0 users, the CRAY Y-MP, CRAY X-MP, and CRAY-1 C Library Reference Manual, publication SR-0136 C, describes the appropriate C library routines.

The following Cray Research, Inc. (CRI) manuals provide additional information about COS, UNICOS, and related subjects. Unless otherwise noted, all publications referenced in this manual are CRI publications.

COS Manuals:

- Fortran (CFT) Reference Manual, publication SR-0009
- COS Reference Manual, publication SR-0011
- Macros and Opdefs Reference Manual for CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 Computer Systems, publication SR-0012
- Fortran (CFT) Internal Reference Manual, publication SM-0017
- CFT77 Reference Manual, publication SM-0018
- APML Assembler Reference Manual, publication SM-0036
- COS Message Manual, publication SR-0039
- Front-end Protocol Internal Reference Manual, publication SM-0042
- COS Operational Procedures Reference Manual, publication SM-0043
- Operational Aids Reference Manual, publication SM-0044
- COS Table Descriptions Internal Reference Manual, publication SM-0045
- IOS Software Internal Reference Manual, publication SM-0046
- I/O Subsystem (IOS) Operator's Guide for COS, publication SG-0051
- Pascal Reference Manual, publication SR-0060
- Pascal Internal Reference Manual, publication SD-0061
- Segment Loader (SEGLDR) and ld Reference Manual, publication SR-0066
- Cray Simulator (CSIM) Internal Reference Manual, publication SM-0072
- Cray Simulator (CSIM) Internal Reference Manual, publication SM-0073
- CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 CAL Assembler Version 2 Ready Reference, publication SQ-0083
- Symbolic Machine Instructions Reference Manual, publication SR-0085
- COS Dump Analysis Ready Reference, publication SQ-0096
- System Library Reference Manual, publication SM-0114
- Cray C Library Reference Manual, publication SR-0136

- CAL Assembler Version 2 Reference Manual, publication SR-2003
- Cray C Reference Manual, publication SR-2024
- The Guest Operating System (GOS), publication SMN-7013
- Directory of Supercomputer Applications Software, publication ASD-86F

UNICOS manuals:

Introductory manuals:

- UNICOS Overview for Users, publication SG-2052
- UNICOS Primer, publication SG-2010
- TCP/IP Network User Guide, publication SG-2009
- UNICOS Text Editors Primer, publication SG-2050
- UNICOS Tape Subsystem User's Guide, publication SG-2051
- UNICOS Source Code Control System (SCCS) User's Guide, publication SG-2017
- UNICOS Index for CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 Computer Systems, publication SR-2049

UNICOS reference manuals:

- UNICOS User Commands Reference Manual, publication SR-2011
- UNICOS User Commands Ready Reference, publication SQ-2056
- UNICOS System Calls Reference Manual, publication SR-2012
- UNICOS File Formats and Special Files Reference Manual, publication SR-2014
- Fortran (CFT) Reference Manual, publication SR-0009
- CFT77 Reference Manual, publication SR-0018
- CAL Assembler Version 2 Reference Manual, publication SR-2003
- Cray C Reference Manual, publication SR-2024
- UNICOS **vi** Reference Card, publication SQ-2054
- UNICOS **ed** Reference Card, publication SQ-2055
- Network Library Reference Manual, publication SR-2057

CONVENTIONS

The following conventions are used throughout UNICOS documentation:

command(1) Refers to an entry in the UNICOS User Commands Reference Manual, publication SR-2011.

command(1BSD) Refers to an entry in the UNICOS User Commands Reference Manual, publication SR-2011.

command(1M) Refers to an entry in the UNICOS Administrator Commands Reference Manual, publication SR-2022.

system call(2) Refers to an entry in Volume 4: UNICOS System Calls Reference Manual, publication SR-2012.

routine(3X) Refers to an entry in the appropriate CRI library reference manual. The letter or letters following the number 3 indicate that the routine is either COS-only or that the routine belongs to a specific UNICOS library, as follows:

(3M)	UNICOS math library
(3SCI)	UNICOS scientific library
(3F)	UNICOS Fortran library
(3IO)	UNICOS I/O library
(3U)	UNICOS utility library
(3DB)	UNICOS debugging library

entry(4X) Refers to an entry in the UNICOS File Formats and Special Files Reference Manual, publication SR-2014. The letter following the number 4 indicates the section reference.

entry(info) Refers to an entry in the info section, which contains topical information that is not available in the UNICOS on-line manuals. The info man pages are not published in hard-copy form.

All sections begin with an entry called **intro**, and the entries that follow the **intro** page are alphabetized. Some entries may describe several routines. In such cases, the entry is usually alphabetized under its major name.

In this manual, **bold** indicates all literal strings, including command names, directory names, file names, path names, library routine names, man page entry names, options, shell or system variable code names, system call names, C structures, and C reserved words.

Italic indicates variable information usually supplied by you and words or concepts being defined.

All entries are based on the following common format; however, most entries contain only some of these parts:

> **NAME** shows the name of the entry and briefly states its function.
>
> **SYNOPSIS** presents the syntax of the routine. The following conventions are used in this section:
>
> > Brackets [ ] around an argument indicate that the argument is optional.
>
> **DESCRIPTION** discusses the entry in detail.
>
> **IMPLEMENTATION** provides details for using the command or routine with specific machines or operating systems; normally this will tell you under which operating system the routine is implemented.
>
> **NOTES** points out items of particular importance.
>
> **CAUTIONS** describes actions that can destroy data or produce undesired results.
>
> **WARNINGS** describes actions that can harm people, damage equipment, or damage system software.

EXAMPLES shows examples of usage.

FILES lists files that are either part of the entry or related to it.

RETURN VALUE describes possible error returns.

MESSAGES describes the informational, diagnostic, and error messages that may appear.

BUGS indicates known bugs and deficiencies.

SEE ALSO lists entries that contain related information and specifies the manual title for each entry.

All entries in this manual that are applicable to your Cray computer system are available on-line through the **man**(1) command. To retrieve an entry, type the following, substituting the desired entry name for *entry*:

man *entry*

If there is more than one entry with the same name, all entries with that name will be printed. To retrieve the entry for a particular section, type the following, substituting the desired section name for *section* and the desired entry name for *entry*:

man *section entry*

For further information on the **man** command, see **man**(1).

READER COMMENTS

If you have comments about the technical accuracy, content, or organization of this manual, please tell us. You can contact us in any of the following ways:

- Call our Technical Publications department at (612) 681-5729.
- Send us electronic mail from a UNICOS or UNIX system, using one of the following UUCP mail addresses:

  uunet!cray!publications

  sun!tundra!hall!publications

- Send us electronic mail from a UNICOS or UNIX system, using the following ARPAnet address:

  publications@cray.com

- Send a facsimile of your comments to the attention of "Publications" at fax number (612) 681-5602.
- Use the postage-paid Reader's Comment form at the back of this manual.
- Write to us at the following address:

  Cray Research, Inc.
  Technical Publications Department
  1345 Northland Drive
  Mendota Heights, MN 55120

We value your comments and will respond to them promptly.

CONTENTS

1. INTRODUCTION

2. COMMON MATHEMATICAL SUBPROGRAMS

3. COS DATASET MANAGEMENT SUBPROGRAMS

4. LINEAR ALGEGRA SUBPROGRAMS

5. FAST FOURIER TRANSFORM ROUTINES

6. SEARCH ROUTINES

7. SORTING ROUTINES

8. CONVERSION SUBPROGRAMS

9. PACKING ROUTINES

10. BYTE AND BIT MANIPULATION ROUTINES

11. HEAP MANAGEMENT AND TABLE MANAGEMENT

12. I/O ROUTINES

13. DATASET UTILITY ROUTINES

14. MULTITASKING ROUTINES

15. TIMING ROUTINES

16. PROGRAMMING AID ROUTINES

17. SYSTEM INTERFACE ROUTINES

1. INTRODUCTION

This manual describes Fortran programming subprograms provided in the standard COS libraries $ARLIB, $FTLIB, $IOLIB, $SCILIB, $SYSLIB, and $UTLIB, and those subprograms supported by UNICOS on the CRAY Y-MP, CRAY X-MP, and CRAY-1 computer systems. The Cray Assembly Language (CAL) subprograms and subprograms called by code generated by the Cray Fortran compiler or the Cray Pascal compiler are described in Volume 6: UNICOS Internal Library Reference Manual, publication SM-2083. Routines generated in the form of in-line code are generally not included in this manual, but they are described in the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

The routines are divided into functional sections. A brief description of each section follows:

Section	Description
1	Introduction
2	Common Mathematical Subprograms - General arithmetic, exponentiation, logarithmic, trigonometric, character, type conversion, and Boolean functions
3	COS Dataset Management Subprograms - COS Job Control Language (JCL) routines
4	Linear Algebra Subprograms - Basic linear algebra, linear recurrence, matrix inverse and multiplication, filter, gather/scatter, and LINPACK/EISPACK routines
5	Fast Fourier Transform Routines - Computing Fourier analysis and Fourier synthesis routines
6	Search Routines - Maximum and minimum search and vector search routines
7	Sorting Routines - **ORDERS** optimized sort routine
8	Conversion Subprograms - Foreign dataset conversion (IBM, CDC, and VAX), numeric conversion, and miscellaneous conversion routines
9	Packing Routines - Packing and unpacking data routines
10	Byte and Bit Manipulation Routines - Routines for comparing, moving, and searching at the element level
11	Heap Management and Table Management Routines - Routines for manipulating and managing memory within heaps and tables
12	I/O Routines - Dataset positioning, auxiliary **NAMELIST**, logical record, random access dataset, and output suppression routines
13	Dataset Utility Routines - Routines for positioning, copying, and skipping datasets
14	Multitasking Routines - Task, lock, event, and history trace buffer routines
15	Timing routines - Time-stamp and time/date routines
16	Programming Aids Routines - Flowtrace, traceback, dump, Exchange Package processing, and hardware performance routines
17	System Interface Routines - JCL symbol, control statement processing, job control, floating-point interrupt, bidirectional memory transfer, and special purpose interface routines

Section	Description
18	Interfaces to C Library Routines - C library interface routines available under UNICOS and documented in the CRAY Y-MP, CRAY X-MP, and CRAY-1 C Library Reference Manual, publication SR-0136 C, and the UNICOS System Calls Reference Manual, publication SR-2012.
19	Miscellaneous UNICOS Routines - X Window System routines and libraries.

SUBPROGRAM CLASSIFICATION

Unless otherwise noted, all routines in this manual are described as Fortran subroutines or functions. In some cases (e.g., **SECOND**), the routine may be called as either a subroutine or a function. The Fortran compilers will, however, enforce consistency in any one compilation unit.

Programs written in C can call library functions intended for use by Fortran programs. The C programmer is responsible for passing arguments by address and not by value, as is the normal case in C.

C programs can also be written to accommodate Fortran users. Such programs must be written to accept arguments passed by address rather than passed by value, as in the normal case in C.

Pascal programs can call library functions intended for use by Fortran programs. Similarly, Fortran codes can invoke subroutines and functions written in Pascal. Unlike C, the Pascal compiler passes all arguments by address, and supports several predefined conversion functions to facilitate communication with Fortran routines. See the Pascal Reference Manual, publication SR-0060, for information regarding parameter passing, data formats, and restrictions.

LINKAGE METHODS

The externally-callable library routines are accessed by one of two methods: call-by-address or call-by-value. Subroutines are always called by address. Fortran accesses intrinsic library functions or user functions named in a **VFUNCTION** directive in either call-by-address or call-by-value mode, depending on context.

In call-by-address mode, addresses of arguments are stored sequentially in memory. Functions return their results in registers. Subroutines return results through their argument lists (for information on the calling sequence, see the Macros and Opdefs Reference Manual for CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 Computer Systems, CRI publication SR-0012).

In call-by-value mode, arguments are loaded into either scalar (S) or vector (V) registers, and the function returns its result in S1 or V1. S2 or V2 is used for complex or double-precision functions. Vector functions must also have the vector length present in the vector length (VL) register.

Linkage macros generate code to handle subprogram linkage between compiled routines and CAL-assembled routines. These linkage macros and their uses follow.

Macro	Description
CALL	Provides linkage to call-by-address routines
CALLV	Provides linkage to call-by-value routines
ENTER	Reserves space for parameter addresses, saves B and T registers, and sets up traceback linkage
EXIT	Initiates a return from a routine to its caller and restores any B or T registers not considered scratch

Linkage macros should be used whenever possible to maintain compatibility with future CRI software. See the Macros and Opdefs Reference Manual for CRAY Y-MP, CRAY X-MP EA, CRAY X-MP, and CRAY-1 Computer Systems, CRI publication SR-0012), for detailed descriptions of linkage macros and linkage conventions.

All Cray library subroutines can use any of the A, S, V, VL, VM, B70 through B77, and T70 through T77 registers as scratch registers; therefore, the calling routine should not depend on any of these registers being preserved. These routines, however, preserve the contents of registers B01 through B65 and T00 through T67 (all registers are numbered in octal).

NOTE

CRI reserves the right to make future use of any of the A, S, V, VL, VM, B66-B77, and T70-T77 registers in any library subroutine. You cannot depend on the contents of these registers being preserved in any library routine.

CRI also reserves subroutine names beginning with the characters I00 for internal use only.

2. COMMON MATHEMATICAL SUBPROGRAMS

The math library contains routines that are accessible to Cray Fortran (CFT and CFT77), Cray C, and Cray Assembly Language (CAL).

This introductory section is divided into the following categories of mathematical routines:

- General arithmetic functions
- Exponential and logarithmic functions
- Trigonometric functions
- Character functions
- Type conversion functions
- Boolean functions

In this section, each category of routines is given a general introduction. The routines are then listed in tabular form, displaying purpose, name, and manual entry (the name of the manual page containing documentation for the routine).

Following this introductory section, the manual pages for the routines appear in alphabetical order, usually by generic function name.

Generic function names are function calls that cause the Fortran compiler to automatically compile the appropriate data type version of a routine, based on the type of the input data. For example, a call to the generic function **LOG** with type complex input data will compile as **CLOG**.

In general, real functions have no prefix, integer functions are prefixed with I, double-precision functions are prefixed with D, and complex functions are prefixed with C (for example **ABS**, **IABS**, **DABS**, and **CABS**). Arguments are given in their type: *real, integer, complex, logical, Boolean*, and *double* (double precision); results are given as *r, i, z, l, b*, and *d* for real, integer, complex, logical, Boolean, and double precision, respectively. Functions with a type different from their arguments are noted. Real functions are usually the same as the generic function name.

The math routines available through the normal C calling sequence, identified by lowercase names, have the appropriate declarations listed in the Synopsis section of their manual pages. To assure a clear distinction between Fortran and C information, headings of "Fortran:" and "C:" are used in the Synopsis and Notes sections of relevant manual pages – even when only one language is mentioned on a page.

The documentation for some of the most often used math library routines also contains information on Cray Assembly Language (CAL) register usage.

For more information on calling library routines from various programming languages, see the Notes on Calling Functions from Fortran, C, or Cray Assembly Language (CAL), in the Preface of this manual.

General Arithmetic Functions

The general arithmetic functions are based upon ANSI standards for Fortran and C, with the exception of the pseudo-random number routines (**RANF**, **RANGET**, and **RANSET**), which are CRI extensions.

In the routine descriptions, complex arguments are represented such that

$$x = x_r + \mathrm{i} * x_\mathrm{i}$$

where x_r is the real portion and $i * x_\mathrm{i}$ is the imaginary portion of the complex number. Arguments and results are of the same type unless otherwise indicated.

Base values raised to a power and 64-bit integer division are implicitly called from Fortran.

The following table contains the purpose, name, and manual entry of each general arithmetic function. The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

General Arithmetic Functions

Purpose	Name	Manual Entry
Compute absolute value for real, integer, double-precision, and complex numbers	**ABS** **IABS** **DABS** **CABS**	**ABS**
Compute the imaginary portion of a complex number	**AIMAG**	**AIMAG**
Compute real and double-precision truncation	**AINT** **DINT**	**AINT**
Compute the conjugate of a complex number	**CONJG**	**CONJG**
Find the positive difference of real, integer, or double-precision numbers	**DIM** **IDIM** **DDIM**	**DIM**
Compute the double-precision product of two real numbers	**DPROD**	**DPROD**
Remainder of x_1/x_2 for integer, real, and double-precision numbers	**MOD** **AMOD** **DMOD**	**MOD**
Find the nearest whole number for real and double-precision numbers	**ANINT** **DNINT**	**ANINT**
Find the nearest integer for real and double-precision numbers	**NINT** **IDNINT**	**NINT**
Obtain and establish a pseudo-random number seed	**RANGET** **RANSET**	**RAN**
Obtain the first or next number in a series of pseudo-random numbers	**RANF**	
Transfer the sign of a real, integer, or double-precision number	**SIGN** **ISIGN** **DSIGN**	**SIGN**

Exponential and Logarithmic Functions

The CRI exponential and logarithmic functions are similar to the ANSI standard functions. Each function has variations for real, double-precision, and complex values except the common logarithm function, which only addresses real and double-precision values. Complex arguments are represented such that

$$x = x_r + i * x_i$$

where x_r is the real portion and $i * x_i$ is the imaginary portion of the complex number.

The following table contains the purpose, name, and manual entry of each exponential and logarithmic function.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Exponential and Logarithmic Functions		
Purpose	Name	Manual Entry
Compute the natural logarithm for real, double-precision, and complex numbers	ALOG DLOG CLOG	LOG
Compute the common logarithm for real and double-precision numbers	ALOG10 DLOG10	LOG10
Compute exponents for real, double-precision, and complex numbers	EXP DEXP CEXP	EXP
Compute the square root for real, double-precision, and complex numbers	SQRT DSQRT CSQRT	SQRT

Trigonometric Functions

The trigonometric functions are based on the ANSI standard for Fortran and C, except for the cotangent function, which is a CRI extension.

The following table contains the purpose, name, and manual entry of each trigonometric function.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Trigonometric Functions		
Purpose	Name	Manual Entry
Compute the arcsine for real and double-precision numbers	**ASIN** **DASIN**	**ASIN**
Compute the arccosine for real and double-precision numbers	**ACOS** **DACOS**	**ACOS**
Compute the arctangent with one real or double-precision argument	**ATAN** **DATAN**	**ATAN**
Compute the arctangent with two real or double-precision arguments	**ATAN2** **DATAN2**	**ATAN2**
Compute the cosine for real, double-precision, and complex numbers	**COS** **DCOS** **CCOS**	**COS**
Compute the hyperbolic cosine for real and double-precision numbers	**COSH** **DCOSH**	**COSH**
Compute the sine for real, double-precision, and complex numbers	**SIN** **DSIN** **CSIN**	**SIN**
Compute the hyperbolic sine for real and double-precision numbers	**SINH** **DSINH**	**SINH**
Compute the tangent for real and double-precision numbers	**TAN** **DTAN**	**TAN**
Compute the cotangent for real and double-precision numbers	**COT** **DCOT**	**COT**
Compute the hyperbolic tangent for real and double-precision numbers	**TANH** **DTANH**	**TANH**

Character Functions

Character functions compare strings, determine the lengths of strings, and return the index of a substring within a string. The character functions are ANSI standard functions.

The comparison functions return a logical value of true or false when two character arguments are compared according to the ANSI collating sequence. These four functions are found under the entry LGE(3F).

The routines for determining the length of a string and the index of a substring are found under the entries LEN(3F) and INDEX(3F), respectively.

Type Conversion Functions

Type conversion functions change the type of an argument. The following table contains the purpose, name, and manual entry of each type conversion routine.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

In the routine description, complex arguments are represented such that $x = x_r + i * x_i$. Arguments and results are of the same type, unless indicated otherwise.

Type Conversion Routines

Purpose	Name	Manual Entry
Convert type character to integer	**ICHAR**	**CHAR**
Convert type integer to character	**CHAR**	
Convert to type complex	**CMPLX**	**CMPLX**
Convert to type double precision	**DBLE**	**DBLE**
Convert integer to double precision	**DFLOAT**	
Convert to type integer	**INT** **IFIX** **IDINT**	**INT**
Convert a 64-bit integer to a 24-bit integer	**INT24**	**INT24**
Convert a 24-bit integer to a 64-bit integer	**LINT**	
Convert to type real	**REAL** **FLOAT** **SNGL**	**REAL**

Boolean Functions

The Boolean functions perform logical operations and bit manipulations.

The scalar subprograms in the following table are external versions of Fortran in-line functions. These functions can be passed as arguments to user-defined functions. They are all called by address; results are returned in register S1. All Boolean functions are CRI extensions.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Boolean Arithmetic Routines		
Purpose	Name	Manual Entry
Compute the logical product	**AND**	**AND**
Compute the logical complement	**COMPL**	**COMPL**
Compute the logical equivalence	**EQV**	**EQV**
Count the number of leading 0 bits	**LEADZ**	**LEADZ**
Return a bit mask	**MASK**	**MASK**
Compute the logical difference (same as XOR)	**NEQV**	**NEQV**
Compute the logical sum	**OR**	**OR**
Count the number of bits set to 1	**POPCNT**	**POPCNT**
Compute the bit population parity	**POPPAR**	**POPPAR**
Perform a left circular shift	**SHIFT**	**SHIFT**
Perform a left shift with zero fill	**SHIFTL**	**SHIFTL**
Perform a right shift with zero fill	**SHIFTR**	**SHIFTR**
Compute the logical difference (same as NEQV)	**XOR**	**NEQV**

SEE ALSO

Fortran (CFT) Reference Manual, publication SR-0009
CFT77 Reference Manual, publication SR-0018
Cray C Reference Manual, publication SR-2024

NAME

ABS, IABS, DABS, CABS – Computes absolute value

SYNOPSIS

Fortran:

r = **ABS**(*real*)

i = **IABS**(*integer*)

d = **DABS**(*double*)

r = **CABS**(*complex*)

CAL register usage:

Scalar **IABS**:

IABS% (call by register)
on entry (S1) = argument
on exit (S1) = result

Scalar **DABS**:

DABS% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Scalar **CABS**:

CABS% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) = result

Vector **CABS**:

%CABS% (call by register)
on entry (V1) = argument vector 1 (real portion)
(V2) = argument vector 2 (imaginary portion)
on exit (V1) = result vector

DESCRIPTION

These functions evaluate $y = |x|$, except for **CABS**, which evaluates

$y = |(x_r^2 + x_i^2)^{1/2}|$.

ABS returns the real absolute value of its real argument.
IABS returns the integer absolute value of its integer argument.
DABS returns the double-precision absolute value of its double-precision argument.
CABS returns the real absolute value of its complex argument.

ABS is the generic function name.

ABS, IABS, DABS, and **CABS** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

ABS, IABS, DABS:

$|x| < \infty \quad (\infty \approx 10^{2466})$

CABS:

$|x_r|, |x_i| < \infty$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: **ABS, IABS, DABS**: In-line
CABS: External

RETURN VALUE

When the correct value would overflow, **CABS** aborts with a floating-point error.

NAME

ACOS, DACOS, acos – Computes arccosine

SYNOPSIS

Fortran:

r = ACOS(*real*)

d = **DACOS**(*double*)

C:

#include <math.h>

double acos(x)

double x;

CAL register usage:

Scalar **ACOS**:

ACOS%	(call by register)
on entry	(S1) = argument
on exit	(S1) = result

Scalar **DACOS**:

DACOS%	(call by register)
on entry	(S1) and (S2) = argument
on exit	(S1) and (S2) = result

Vector **ACOS**:

%ACOS%	(call by register)
on entry	(V1) = argument vector
on exit	(V1) = result vector

Vector **DACOS**:

%DACOS%	(call by register)
on entry	(V1) and (V2) = argument vector
on exit	(V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \arccos(x)$.

ACOS and **acos** (callable only from C programs) return the real arccosine of their real argument. **DACOS** returns the double-precision arccosine of its double-precision argument.

ACOS is the generic function name.

ACOS and **DACOS** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| \leq 1.0$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

AIMAG – Computes imaginary portion of a complex number

SYNOPSIS

Fortran:

r = AIMAG(*complex*)

DESCRIPTION

This function evaluates

$y = x_i$.

AIMAG returns the imaginary portion of its complex argument.

AIMAG is intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_r|, |x_i| < \infty \quad (\infty \approx 10^{2466})$

EXAMPLE

```
PROGRAM AIMTEST
REAL RESULT
RESULT=AIMAG( (1.0,2.0) )
PRINT *, RESULT
STOP
END
```

The preceding program gives the imaginary portion of the complex number (1.0,2.0). After running the program, **RESULT**=2.0.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

NAME

AINT, DINT – Computes real and double-precision truncation

SYNOPSIS

Fortran:

r = AINT(*real*)

d = DINT(*double*)

DESCRIPTION

These functions evaluate $y = \lfloor x \rfloor$ without rounding.

AINT truncates the fractional part of its real argument. The fractional part is lost (not rounded).
DINT truncates the fractional part of its double-precision argument. The fractional part is lost (not rounded).

AINT is the generic function name.

AINT and **DINT** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

AINT:

$|x| < 2^{46}$

DINT:

$|x| < 2^{95}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: **AINT:** In-line
DINT: External

NAME

ALOG, DLOG, CLOG, log – Computes natural logarithm

SYNOPSIS

Fortran:	C:
r = **ALOG**(*real*)	**#include <math.h>**
d = **DLOG**(*double*)	**double log(x)**
z = **CLOG**(*complex*)	**double x;**

CAL register usage:

Scalar ALOG:

```
ALOG%      (call by register)
on entry   (S1) = argument
on exit    (S1) = result
```

Vector ALOG:

```
%ALOG%     (call by register)
on entry   (V1) = argument vector
on exit    (V1) = result vector
```

Scalar DLOG:

```
DLOG%      (call by register)
on entry   (S1) and (S2) = argument
on exit    (S1) and (S2) = result
```

Vector DLOG:

```
%DLOG%     (call by register)
on entry   (V1) and (V2) = argument vector
on exit    (V1) and (V2) = result vector
```

Scalar CLOG:

```
CLOG%      (call by register)
on entry   (S1) and (S2) = argument
on exit    (S1) and (S2) = result
```

Vector CLOG:

```
%CLOG%     (call by register)
on entry   (V1) and (V2) = argument vector
on exit    (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \ln(x)$.

ALOG and **log** (callable only from C programs) return the real natural logarithm of their real argument. **DLOG** returns the double-precision natural logarithm of its double-precision argument. **CLOG** returns the complex natural logarithm of its complex argument.

LOG is the generic function name.

ALOG, DLOG, and **CLOG** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$0 < x < \infty \quad (\infty \simeq 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

ALOG10, DLOG10, log10 – Computes common logarithm

SYNOPSIS

Fortran:

r = **ALOG10**(*real*)

d = **DLOG10**(*double*)

C:

#include <math.h>

double log10(x)

double x;

CAL register usage:

Scalar **ALOG10**:

```
ALOG10%    (call by register)
on entry   (S1) = argument
on exit    (S1) = result
```

Vector **ALOG10**:

```
%ALOG10%   (call by register)
on entry   (V1) = argument vector
on exit    (V1) = result vector
```

Scalar **DLOG10**:

```
DLOG10%    (call by register)
on entry   (S1) and (S2) = argument
on exit    (S1) and (S2) = result
```

Vector **DLOG10**:

```
%DLOG10%   (call by register)
on entry   (V1) and (V2) = argument vector
on exit    (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \log(x)$.

ALOG10 and **log10** (callable only from C programs) return the real common logarithm of their real argument.
DLOG10 returns the double-precision common logarithm of its double-precision argument.

LOG10 is the generic function name.

ALOG10 and **DLOG10** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$0 < x < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

AND – Computes logical product

SYNOPSIS

Fortran:

l = AND(*logical*,*logical*)

b = AND(*arg*,*arg*)

DESCRIPTION

arg = CFT77: type Boolean, integer, real, or pointer
CFT: type Boolean, integer, or real

When given two arguments of type logical, **AND** computes a logical product and returns a logical result. When given two arguments of type Boolean, integer, real, or pointer, AND computes a bit-wise logical product and returns a Boolean result.

AND is intrinsic for CFT and CFT77.

The following tables show both the logical product and bit-wise logical product:

Logical Variable 1	Logical Variable 2	(Logical Variable 1) AND (Logical Variable 2)
T	T	T
T	F	F
F	T	F
F	F	F

Bit of Variable 1	Bit of Variable 2	(Bit of Variable 1) AND (Bit of Variable 2)
1	1	1
1	0	0
0	1	0
0	0	0

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

CAUTIONS

Unexpected results can occur when Boolean functions are declared external and then used with logical arguments. The external Boolean functions always treat their arguments as type Boolean and return a Boolean result.

EXAMPLES

The following section of Fortran code shows the **AND** function used with two arguments of type logical:

```
LOGICAL L1, L2, L3
...
L3 = AND(L1,L2)
```

The following section of Fortran code shows the **AND** function used with two arguments of type integer. The bit patterns of the arguments and result are also given. For clarity, an 8-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2, I3
...
I3 = AND(I1,I2)
```

0	0	0	0	1	1	0	0

I1

0	0	0	0	1	0	1	0

I2

0	0	0	0	1	0	0	0

I3

NAME

ANINT, DNINT – Finds nearest whole number

SYNOPSIS

Fortran:

r = **ANINT**(*real*)

d = **DNINT**(*double*)

DESCRIPTION

These functions find the nearest whole number for real and double-precision numbers by using the following equations:

$$y = \lfloor x+.5 \rfloor \text{ if } x \geq 0$$

$$y = \lfloor x-.5 \rfloor \text{ if } x < 0$$

ANINT returns the real nearest whole number for its real argument.
DNINT returns the double-precision nearest whole number for its double-precision argument.

ANINT is the generic function name.

ANINT and **DNINT** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

ANINT:

$|x| < 2^{46}$

DNINT:

$|x| < 2^{95}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: **ANINT:** In-line
DNINT: External

NAME

ASIN, DASIN, **asin** – Computes arcsine

SYNOPSIS

Fortran:

r = ASIN(*real*)

d = DASIN(*double*)

C:

#include <math.h>

double asin(x)

double x;

CAL register usage:

Scalar ASIN:

ASIN%	(call by register)
on entry	(S1) = argument
on exit	(S1) = result

Vector ASIN:

%ASIN%	(call by register)
on entry	(V1) = argument vector
on exit	(V1) = result vector

Scalar DASIN:

DASIN%	(call by register)
on entry	(S1) and (S2) = argument
on exit	(S1) and (S2) = result

Vector DASIN:

%DASIN%	(call by register)
on entry	(V1) and (V2) = argument vector
on exit	(V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \arcsin(x)$.

ASIN and **asin** (callable only from C programs) return the real arcsine of their real argument. DASIN returns the double-precision arcsine of its double-precision argument.

ASIN is the generic function name.

ASIN and DASIN are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| \leq 1.0$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

ATAN, DATAN, atan – Computes arctangent for single argument

SYNOPSIS

Fortran:

r = ATAN(*real*)

d = DATAN(*double*)

C:

#include <math.h>

double atan(x)

double x;

CAL register usage:

Scalar ATAN:

ATAN%	(call by register)
on entry	(S1) = argument
on exit	(S1) = result

Vector ATAN:

%ATAN%	(call by register)
on entry	(V1) = argument vector
on exit	(V1) = result vector

Scalar DATAN:

DATAN%	(call by register)
on entry	(S1) and (S2) = argument
on exit	(S1) and (S2) = result

Vector DATAN:

%DATAN%	(call by register)
on entry	(V1) and (V2) = argument vector
on exit	(V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \arctan(x)$.

ATAN and **atan** (callable only from C programs) return the real arctangent of their real argument. **DATAN** returns the double-precision arctangent of its double-precision argument.

ATAN is the generic function name.

ATAN and **DATAN** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: Extemal

NAME

ATAN2, DATAN2, **atan2** – Computes arctangent for two arguments

SYNOPSIS

Fortran:

r = ATAN2(*real,real*)

d = DATAN2(*double,double*)

C:

```
#include <math.h>
double atan2(x1,x2)
double x1,x2;
```

CAL register usage:

Scalar ATAN2:

```
ATAN2%     (call by register)
on entry   (S1) = argument 1
           (S2) = argument 2
on exit    (S1) = result
```

Vector ATAN2:

```
%ATAN2%    (call by register)
on entry   (V1) = argument vector 1
           (V2) = argument vector 2
on exit    (V1) = result vector
```

Scalar DATAN2:

```
DATAN2%    (call by register)
on entry   (S1) and (S2) = argument 1
           (S3) and (S4) = argument 2
on exit    (S1) and (S2) = result
```

Vector DATAN2:

```
%DATAN2%   (call by register)
on entry   (V1) and (V2) = argument vector 1
           (V3) and (V4) = argument vector 2
on exit    (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate

$y = \arctan(x_1/x_2)$.

ATAN2 and **atan2** (callable only from C programs) return the real arctangent of the quotient of their real arguments.
DATAN2 returns the double-precision arctangent of the quotient of its double-precision arguments.

ATAN2 is the generic function name.

ATAN2 and DATAN2 are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_1|, |x_2| < \infty$, $|x_1|$ and $|x_2|$ are not both zero. $(\infty \approx 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

CHAR, ICHAR – Converts integer to character and vice versa (Cray Fortran intrinsic function)

SYNOPSIS

ch=**CHAR**(*integer*)
ch=**CHAR**(*boolean*)

i=**ICHAR**(*char*)

DESCRIPTION

CHAR (inline Fortran code) and **ICHAR** are inverse functions. **CHAR** (type character) converts an integer or Boolean argument to a character specified by the ASCII collating sequence. Type conversion routines assign the appropriate type to Boolean arguments without shifting or manipulating the bit patterns they represent. For example, **CHAR**(*i*) returns the *i*th character in the collating sequence. *integer* must be in the range 0 to 255.

ICHAR (type integer) converts a character to an integer based on the character position in the collating sequence.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

CMPLX – Converts to type complex

SYNOPSIS

Fortran:

c = **CMPLX**(*arg*$_1$[,*arg*$_2$])

DESCRIPTION

This function converts one or two arguments into type complex.

Complex and 24-bit integer arguments use a single argument.
Integer, Boolean, real, and double-precision arguments can use either one or two arguments.

Type conversion routines assign the appropriate type to Boolean arguments without shifting or manipulating the bit patterns they represent.

If two arguments are used, they must be of the same type.

The following cases represent the evaluation of CMPLX when using two arguments:

> CMPLX(I,J) gives the value FLOAT(I)+i*FLOAT(J)
> CMPLX(x,y) gives the complex value x+i*y

The following cases represent the evaluation of CMPLX when using one argument:

> CMPLX(X) gives the value X+i*0
> CMPLX(I) gives the value FLOAT(I)+i*0
> CMPLX(C) where C is a complex number, gives the complex value x+i*y; that is, CMPLX(C)=C.

CMPLX is intrinsic for CFT and CFT77.

ARGUMENT RANGE

Complex, real, double precision:

$|x| < \infty \quad (\infty \approx 10^{2466})$

Integer:

$|x| < 2^{46}$

Integer (24-bit) (CFT only):

$|x| < 2^{23}$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

NAME

COMPL – Computes logical complement

SYNOPSIS

Fortran:

l = COMPL(*logical*)

b = COMPL(*arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, or real
CFT77: type Boolean, integer, real, or pointer

When given an argument of type logical, COMPL computes a logical complement and returns a logical result.
When given an argument of type integer, real, Boolean, or pointer, COMPL computes a bit-wise logical complement and returns a Boolean result.

COMPL is intrinsic for CFT and CFT77.

The following tables show both the logical complement and bit-wise logical complement:

Logical Variable	COMPL (Logical Variable)
T	F
F	T

Bit of Variable	COMPL (Bit of Variable)
1	0
0	1

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

CAUTIONS

Unexpected results can occur when Boolean functions are declared external and then used with logical arguments. The external Boolean functions always treat their arguments as type Boolean and return a Boolean result.

EXAMPLES

The following section of Fortran code shows the **COMPL** function used with an argument of type logical:

```
LOGICAL L1, L2
...
L2 = COMPL(L1)
```

The following section of Fortran code shows the **COMPL** function used with an argument of type integer. The bit patterns of the argument and result are also given. For clarity, an 8-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2
...
I2 = COMPL(I1)
```

1	1	1	1	0	0	0	0

I1

0	0	0	0	1	1	1	1

I2

NAME

CONJG – Computes conjugate of a complex number

SYNOPSIS

Fortran:

z = **CONJG**(*complex*)

DESCRIPTION

This function evaluates

$y = x_r - i * x_i$.

CONJG returns the complex conjugate of a complex number.

CONJG is intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_r|, |x_i| < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

EXAMPLE

```
PROGRAM CONTEST
COMPLEX ARG, RESULT
ARG=(3.0,4.0)
RESULT=CONJG(ARG)
PRINT *,RESULT
STOP
END
```

The preceding program gives RESULT = (3.,-4.).

NAME

COS, DCOS, CCOS, cos – Computes cosine

SYNOPSIS

Fortran:

r = COS(*real*)

d = DCOS(*double*)

z = CCOS(*complex*)

C:

#include <math.h>

double cos(x)

double x;

CAL register usage:

Scalar COS:

COS% (call by register)
on entry (S1) = argument
on exit (S1) = result

Vector COS:

%COS% (call by register)
on entry (V1) = argument vector
on exit (V1) = result vector

Scalar DCOS:

DCOS% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Vector DCOS:

%DCOS% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

Scalar CCOS:

CCOS% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Vector CCOS:

%CCOS% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \cos(x)$.

COS and cos (callable only from C programs) return the real cosine of their real argument.
DCOS returns the double-precision cosine of its double-precision argument.
CCOS returns the complex cosine of its complex argument.

COS is the generic function name.

COS, DCOS, and CCOS are intrinsic for CFT and CFT77.

ARGUMENT RANGE

COS:

$|x| < 2^{24}$

DCOS:

$|x| < 2^{48}$

CCOS:

$|x_r| < 2^{24}$, $|x_i| < 2^{13} * \ln 2$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

COSH, DCOSH, cosh – Computes hyperbolic cosine

SYNOPSIS

Fortran:

r = COSH(*real*)

d = DCOSH(*double*)

C:

#include <math.h>

double cosh(x)

double x;

CAL register usage:

Scalar COSH:

COSH%	(call by register)
on entry	(S1) = argument
on exit	(S1) = result

Vector COSH:

%COSH%	(call by register)
on entry	(V1) = argument vector
on exit	(V1) = result vector

Scalar DCOSH:

DCOSH%	(call by register)
on entry	(S1) and (S2) = argument
on exit	(S1) and (S2) = result

Vector DCOSH:

%DCOSH%	(call by register)
on entry	(V1) and (V2) = argument vector
on exit	(V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \cosh(x)$.

COSH and **cosh** (callable only from C programs) return the real hyperbolic cosine of their real argument.
DCOSH returns the double-precision hyperbolic cosine of its double-precision argument.

COSH is the generic function name.

COSH and **DCOSH** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < 2^{13} * \ln 2$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

COT, DCOT – Computes cotangent

SYNOPSIS

Fortran:

r = COT(*real*)

d = DCOT(*double*)

CAL register usage:

Scalar COT:

COT%	(call by register)
on entry	(S1) = argument
on exit	(S1) = result

Vector COT:

%COT%	(call by register)
on entry	(V1) = argument vector
on exit	(V1) = result vector

Scalar DCOT:

DCOT%	(call by register)
on entry	(S1) and (S2) = argument
on exit	(S1) and (S2) = result

Vector DCOT:

%DCOT%	(call by register)
on entry	(V1) and (V2) = argument vector
on exit	(V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = \cot(x)$.

COT returns the real cotangent of its real argument.
DCOT returns the double-precision cotangent of its double-precision argument.

COT is the generic function name.

COT and DCOT are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < 2^{24}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: External

NAME

DASS, DASV, DAVS, DAVV, DDSS, DDSV, DDVS, DDVV, DMSS, DMSV, DMVS, DMVV, DSSS, DSSV, DSVS, DSVV – Performs double-precision arithmetic

DESCRIPTION

Double-precision arithmetic routines include addition (D+D), division (D/D), multiplication (D*D), and subtraction (D-D) functions. These routines are implicitly called by CFT and CFT77 programs to perform double-precision arithmetic.

The function of each routine follows:

DASS – Double-precision addition: Scalar + Scalar
DASV – Double-precision addition: Scalar + Vector
DAVS – Double-precision addition: Vector + Scalar
DAVV – Double-precision addition: Vector + Vector
DDSS – Double-precision division: Scalar / Scalar
DDSV – Double-precision division: Scalar / Vector
DDVS – Double-precision division: Vector / Scalar
DDVV – Double-precision division: Vector / Vector
DMSS – Double-precision multiplication: Scalar * Scalar
DMSV – Double-precision multiplication: Scalar * Vector
DMVS – Double-precision multiplication: Vector * Scalar
DMVV – Double-precision multiplication: Vector * Vector
DSSS – Double-precision subtraction: Scalar - Scalar
DSSV – Double-precision subtraction: Scalar - Vector
DSVS – Double-precision subtraction: Vector - Scalar
DSVV – Double-precision subtraction: Vector - Vector

CAL REGISTER USAGE

Double-precision addition: Scalar + Scalar

DASS% (call by register)
entry (S1) and (S2) = arg 1 words 1 and 2
(S3) and (S4) = arg 2 words 1 and 2
exit (S1) and (S2) = result words 1 and 2

Double-precision addition: Scalar + Vector

DASV% (call by register)
entry (S1) and (S2) = arg 1 (augend)
(V3) and (V4) = arg 2 (addend)
exit (V1) and (V2) = result vector (sum)

Double-precision addition: Vector + Scalar

DAVS% (call by register)
entry (V1) and (V2) = arg 1 (augend)
(S3) and (S4) = arg 2 (addend)
exit (V1) and (V2) = result vector (sum)

Double-precision addition: Vector + Vector

DAVV% (call by register)
entry (V1) and (V2) = arg 1 (augend)
(V3) and (V4) = arg 2 (addend)
exit (V1) and (V2) = result vector (sum)

Double-precision division: Scalar / Scalar

DDSS% (call by register)
entry (S1) and (S2) = numerator words 1 and 2
(S3) and (S4) = divisor words 1 and 2
exit (S1) and (S2) = quotient words 1 and 2

Double-precision division: Scalar / Vector

DDSV% (call by register)
entry (S1) and (S2) = numerator words 1 and 2
(V3) and (V4) = divisor words 1 and 2
exit (V1) and (V2) = quotient words 1 and 2

Double-precision division: Vector / Scalar

DDVS% (call by register)
entry (V1) and (V2) = numerator words 1 and 2
(S3) and (S4) = divisor words 1 and 2
exit (V1) and (V2) = quotient words 1 and 2

Double-precision division: Vector / Vector

DDVV% (call by register)
entry (V1) and (V2) = numerator words 1 and 2
(V3) and (V4) = divisor words 1 and 2
exit (V1) and (V2) = quotient words 1 and 2

Double-precision multiplication: Scalar * Scalar

DMSS% (call by register)
entry (S1) and (S2) = arg 1 words 1 and 2
(S3) and (S4) = arg 2 words 1 and 2
exit (S1) and (S2) = result words 1 and 2

Double-precision multiplication: Scalar * Vector

DMSV% (call by register)
entry (S1) and (S2) = arg 1 words 1 and 2
(V3) and (V4) = arg 2 words 1 and 2
exit (V1) and (V2) = product words 1 and 2

Double-precision multiplication: Vector * Scalar

DMVS% (call by register)
entry (V1) and (V2) = arg 1 words 1 and 2
(S3) and (S4) = arg 2 words 1 and 2
exit (V1) and (V2) = product words 1 and 2

Double-precision multiplication: Vector * Vector

DMVV% (call by register)
entry (V1) and (V2) = arg 1 words 1 and 2
(V3) and (V4) = arg 2 words 1 and 2
exit (V1) and (V2) = product words 1 and 2

Double-precision subtraction: Scalar - Scalar

DSSS% (call by register)
entry (S1) and (S2) = arg 1 words 1 and 2
(S3) and (S4) = arg 2 words 1 and 2
exit (S1) and (S2) = result words 1 and 2

Double-precision subtraction: Scalar - Vector

DSSV% (call by register)
entry (S1) and (S2) = arg 1 (minuend)
(V3) and (V4) = arg 2 (subtrahend)
exit (V1) and (V2) = result vector (sum)

Double-precision subtraction: Vector - Scalar

DSVS% (call by register)
entry (V1) and (V2) = arg 1 (minuend)
(S3) and (S4) = arg 2 (subtrahend)
exit (V1) and (V2) = result vector (sum)

Double-precision subtraction: Vector - Vector

DSVV% (call by register)
entry (V1) and (V2) = arg 1 (minuend)
(V3) and (V4) = arg 2 (subtrahend)
exit (V1) and (V2) = result vector (sum)

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

DBLE, DFLOAT – Converts to type double precision

SYNOPSIS

Fortran:

d = **DBLE**(*arg*)

d = **DFLOAT**(*integer*)

DESCRIPTION

arg = type complex, integer, Boolean, real, or double precision

These functions convert specified types to type double precision.

DBLE returns the double-precision equivalent of its complex, integer, Boolean, real, or double-precision argument.
DFLOAT returns the double-precision floating-point equivalent of its integer argument.

Type conversion routines assign the appropriate type to Boolean arguments without shifting or manipulating the bit patterns they represent.

ARGUMENT RANGE

DBLE:

Real, double precision, Boolean:

$|x| < \infty$ $(\infty \approx 10^{2466})$

Complex:

$|x_r| < \infty$ (for complex arguments $x = x_r + \mathrm{i} * x_i$)

Integer:

$|x| < 2^{63}$

Integer (24-bit) (CFT only):

$|x| < 2^{23}$

DFLOAT:

$|x| < 2^{63}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

DBLE:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

DFLOAT:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

NAME

DIM, IDIM, DDIM – Computes positive difference of two numbers

SYNOPSIS

Fortran:

r = **DIM**(*real,real*)

i = **IDIM**(*integer,integer*)

d = **DDIM**(*double,double*)

DESCRIPTION

These functions solve for:

$$y = x_1 - x_2 \quad \text{if} \quad x_1 > x_2$$

$$y = 0 \quad \text{if} \quad x_1 \leq x_2$$

DIM evaluates two real numbers and subtracts them. The result is a real positive difference.
IDIM evaluates two integers and subtracts them. The result is an integer positive difference.
DDIM evaluates two double-precision numbers and subtracts them. The result is a double-precision positive difference.

DIM is the generic function name.

DIM, IDIM, and **DDIM** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_1|, |x_2| < \infty$ $(\infty \approx 10^{2466})$ Exception: **IDIM** for 64-bit integers: $|x_1|, |x_2| < 2^{63}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: **DIM, IDIM:** In-line
DDIM: External

EXAMPLE

```
            PROGRAM DIMTEST
            INTEGER A,B,C,D,E
            A=77
            B=10
            C=IDIM(A,B)
            WRITE 1,A,B,C
1           FORMAT(I2,'POSITIVE DIFFERENCE ',I2,' EQUALS ', I2)
            D=IDIM(B,A)
            WRITE 2,B,A,D
2           FORMAT(I2,'POSITIVE DIFFERENCE ',I2,' EQUALS ',I2)
            STOP
            END
```

The preceding program gives the following output:

```
77 POSITIVE DIFFERENCE 10 EQUALS 67
10 POSITIVE DIFFERENCE 77 EQUALS  0
```

NAME

DPROD – Computes double-precision product of two real numbers

SYNOPSIS

Fortran:

d = **DPROD**(*real*,*real*)

CAL register usage:

Scalar **DPROD**:

```
DPROD%   (call by register)
entry    (S1) = 1st argument   (single precision)
         (S2) = 2nd argument   (single precision)
exit     (S1) and (S2) = result words 1 and 2
```

Vector **DPROD**:

```
%DPROD%  (call by register)
entry    (V1) = 1st argument   (single precision)
         (V2) = 2nd argument   (single precision)
exit     (V1) and (V2) = product words 1 and 2
```

DESCRIPTION

This function evaluates $y = x_1 * x_2$.

DPROD returns the double-precision product of its two real arguments.

DPROD is intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_1|, |x_2| < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

EXAMPLE

```
PROGRAM DOUBT
REAL X,Y
DOUBLE PRECISION Z
X=5.0
Y=6.0
Z=DPROD(X,Y)
PRINT *, Z
STOP
END
```

The preceding program gives **Z** to be the double-precision number 30.0 (or in Fortran, 30.D0).

NAME

EQV – Computes logical equivalence

SYNOPSIS

Fortran:

l = EQV(*logical,logical*)

b = EQV(*arg,arg*)

DESCRIPTION

arg = CFT: type Boolean or integer
CFT77: type Boolean, integer, real, or pointer

When given two arguments of type logical, EQV computes a logical equivalence and returns a logical result.
When given two arguments of type Boolean, real, integer, or pointer, EQV computes a bit-wise logical equivalence and returns a Boolean result.

EQV is intrinsic for CFT and CFT77.

The following tables show both the logical equivalence and bit-wise logical equivalence:

Logical Variable 1	Logical Variable 2	(Logical Variable 1) EQV (Logical Variable 2)
T	T	T
T	F	F
F	T	F
F	F	T

Bit of Variable 1	Bit of Variable 2	(Bit of Variable 1) EQV (Bit of Variable 2)
1	1	1
1	0	0
0	1	0
0	0	1

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

CAUTIONS

Unexpected results can occur when Boolean functions are declared external and then used with logical arguments. The external Boolean functions always treat their arguments as type Boolean and return a Boolean result.

EXAMPLES

The following section of Fortran code shows the EQV function used with two arguments of type logical:

```
LOGICAL L1, L2, L3
...
L3 = EQV(L1,L2)
```

The following section of Fortran code shows the EQV function used with two arguments of type integer. The bit patterns of the arguments and result are also given. For clarity, an 8-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2, I3
...
I3 = EQV(I1,I2)
```

0	0	0	0	1	1	0	0

I1

0	0	0	0	1	0	1	0

I2

1	1	1	1	1	0	0	1

I3

NAME

EXP, DEXP, CEXP, exp – Computes exponential function

SYNOPSIS

Fortran:

r = **EXP**(*real*)

d = **DEXP**(*double*)

z = **CEXP**(*complex*)

C:

```
#include <math.h>
double exp(x)
double x;
```

CAL register usage:

Scalar **EXP**:

EXP% (call by register)
on entry (S1) = argument
on exit (S1) = result

Vector **EXP**:

%EXP% (call by register)
on entry (V1) = argument vector
on exit (V1) = result vector

Scalar **DEXP**:

DEXP% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Vector **DEXP**:

%DEXP% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

Scalar **CEXP**:

CEXP% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Vector **CEXP**:

%CEXP% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = e^x$.

EXP and **exp** (callable only from C programs) return the real exponential function e^x of their real argument.
DEXP returns the double-precision exponential function e^x of its double-precision argument.
CEXP returns the complex exponential function e^x of its complex argument.

EXP is the generic function name.

EXP, DEXP, and **CEXP** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

EXP, DEXP: $|x| < 2^{13} * \ln 2$

CEXP: $|x_r| < 2^{13} * \ln 2$, $|x_i| < 2^{24}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

INDEX – Determines index location of a character substring within a string (Cray Fortran intrinsic function)

SYNOPSIS

i=INDEX(*string*,*substring*)

DESCRIPTION

The integer function INDEX takes Fortran character string arguments and returns an integer index into that string. If *substring* is not located within *string*, a value of 0 is returned. If there is more than one occurrence of *substring*, only the first index is returned. *string* and *substring* can be any legal Fortran character string.

EXAMPLE

```
      PROGRAM INDEX1
      CHARACTER*23,A
      CHARACTER*13,B
      A='CRAY X-MP SUPERCOMPUTER'
      B='SUPERCOMPUTER'
      I=INDEX(A,B)
      PRINT *, I
      STOP
      END
```

The preceding program returns the index number of the substring **SUPERCOMPUTER** as I=11.

```
      PROGRAM INDEX2
      CHARACTER*20,A
      CHARACTER*6,B
      A='CRAY-1 SUPERCOMPUTER'
      B='CRAY-1'
      I=INDEX(A,B)
      PRINT *, I
      STOP
      END
```

The preceding program returns the index number of the substring **CRAY-1** as I=1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

INT, IFIX, IDINT – Converts to type integer

SYNOPSIS

Fortran:

i = **INT**(*arg*)

i = **IFIX**(*real*)
i = **IFIX**(*boolean*)

i = **IDINT**(*double*)

DESCRIPTION

arg = type integer, complex, real, or Boolean

These functions convert specified types to type integer by truncating toward 0 (the fraction is lost).

INT returns an integer value for its integer, real, complex, or Boolean argument.
IFIX returns an integer value for its real or Boolean argument.
IDINT returns an integer value for its double-precision argument.

INT is the generic function name.

INT, IFIX, and **IDINT** are intrinsic for CFT and CFT77.

Type conversion routines assign the appropriate type to Boolean arguments without shifting or manipulating the bit patterns they represent.

ARGUMENT RANGE

INT:

Real: $|x| < \infty \quad (\infty \approx 10^{2466})$

Complex: $|x_r| < 2^{46}$

Integer (24-bit) (CFT only): $|x| < 2^{23}$

Integer, Boolean: $|x| < 2^{63}$

IFIX: $|x| < 2^{46}$

IDINT: $|x| < 2^{63}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

NAME

INT24, LINT – Converts 64-bit integer to 24-bit integer and vice versa (CFT only)

SYNOPSIS

Fortran:

i24 = **INT24**(*integer*)
i24 = **INT24**(*boolean*)

i = **LINT**(*24-bit integer*)

DESCRIPTION

i24 = 24-bit integer result.

INT24 converts a 64-bit integer or Boolean argument into a 24-bit integer.
LINT converts a 24-bit integer into a 64-bit integer.

ARGUMENT RANGE

$|x| < 2^{23}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

NAME

LDSS, LDSV, LDVS, LDVV – Performs 64-bit integer divide

DESCRIPTION

The **LDSS, LDSV, LDVS,** and **LDVV** functions are called implicitly by CFT, CFT77, and C programs to divide long integers.

These routines return a 64-bit integer quotient from two 64-bit arguments.

The function of each routine follows:

LDSS – Scalar / Scalar

LDSV – Scalar / Vector

LDVS – Vector / Scalar

LDVV – Vector / Vector

CAL REGISTER USAGE

Scalar / Scalar:

```
LDSS%     (call by register)
on entry  (S1) = numerator
          (S2) = denominator
on exit   (S1) = quotient
          (S2) = remainder
```

Scalar / Vector:

```
LDSV%     (call by register)
on entry  (S1) = numerator
          (V2) = denominator
on exit   (V1) = quotient
          (V2) = remainder
```

Vector / Scalar:

```
LDVS%     (call by register)
on entry  (V1) = numerator
          (S2) = denominator
on exit   (V1) = quotient
          (V2) = remainder
```

Vector / Vector:

```
LDVV%     (call by register)
on entry  (V1) = numerator
          (V2) = denominator
on exit   (V1) = quotient
          (V2) = remainder
```

NOTE

LDSV, LDVS, and **LDVV** are pseudo-vector routines. They call the scalar version, **LDSS,** to perform the divide.

NAME

LEADZ – Counts number of leading 0 bits

SYNOPSIS

Fortran:

i = **LEADZ**(*arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, real, or logical
CFT77: type Boolean, integer, real, or pointer

When given an argument of type integer, real, logical, Boolean, or pointer, **LEADZ** counts the number of leading 0 bits in the 64-bit representation of the argument.

LEADZ is intrinsic for CFT and CFT77.

EXAMPLES

The following section of Fortran code shows the **LEADZ** function used with an argument of type integer. The bit pattern of the argument and the value of the result are also given. For clarity, a 16-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2
...
I2 = LEADZ(I1)
```

0	0	0	0	0	1	1	0	0	1	1	1	0	0	1	0

I1

The **LEADZ** function returns the value **5** to the integer variable **I2**.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

LEADZ(0) is equal to 64.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

NAME

LEN – Determines the length of a character string (Cray Fortran intrinsic function)

SYNOPSIS

i = **LEN**(*string*)

DESCRIPTION

The integer function **LEN** takes Fortran character string arguments and returns an integer length. *string* can be any valid Fortran character string. **LEN** is an in-line code function.

EXAMPLE

```
PROGRAM LENTEST
I=LEN('|...+....1....+....2....+....3....+..')
PRINT *,I
STOP
END
```

The preceding program returns the length of the character string; I=37.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LGE, LGT, LLE, LLT – Compares strings lexically (Cray Fortran intrinsic function)

SYNOPSIS

l = LGE(*string1*,*string2*)

l = LGT(*string1*,*string2*)

l = LLE(*string1*,*string2*)

l = LLT(*string1*,*string2*)

DESCRIPTION

Each of the these type logical functions takes two character string arguments and return a logical value. *string1* and *string2* are compared according to the ASCII collating sequence, and the resulting true or false value is returned. Arguments can be any valid character string. If the strings are of different lengths, the function treats the shorter string as though it were blank-filled on the right to the length of the longer string.

The defining equation for each function is as follows:

For **LGE**, logic = $a_1 \geq a_2$.

For **LGT**, logic = $a_1 > a_2$.

For **LLE**, logic = $a_1 \leq a_2$.

For **LLT**, logic = $a_1 < a_2$.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

MASK – Returns a bit mask

SYNOPSIS

Fortran:

b = **MASK**(*integer*)

DESCRIPTION

MASK returns a bit mask of 1's.

The integer argument must be in the range $0 \le x \le 128$.

If the argument is in the range $0 \le x \le 63$, a left-justified mask of *x* bits is returned.
If the argument is in the range $64 \le x \le 128$, a right-justified mask of $(128 - x)$ bits is returned.

MASK is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the **MASK** function used with several different arguments. The bit patterns of the results are given. The 64-bit word has been shortened to improve clarity.

```
INTEGER I1, I2, I3
...
I1 = MASK(3)
I2 = MASK(64)
I3 = MASK(127)
```

1	1	1	0	0	0	0	. . .	0	0	0

I1

1	1	1	1	. . .	1	1	1	1

I2

0	0	0	0	. . .	0	0	0	1

I3

NAME

MOD, AMOD, DMOD – Computes remainder of x_1/x_2

SYNOPSIS

Fortran:

i = **MOD**(*integer,integer*)

r = **AMOD**(*real,real*)

d = **DMOD**(*double,double*)

DESCRIPTION

These functions evaluate $y = x_1 - x_2 \lfloor x_1/x_2 \rfloor$.

MOD returns the integer remainder of its integer arguments.
AMOD returns the real remainder of its real arguments.
DMOD returns the double-precision remainder of its double-precision arguments.

MOD is the generic function name.

MOD, AMOD, and **DMOD** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

MOD:

$|x_1| < 2^{63}$

$0 < |x_2| < 2^{63}$

$2^{-63} < |x_1/x_2| < 2^{63}$

AMOD:

$|x_1| < 2^{47}$

$0 < |x_2| < 2^{47}$

$2^{-47} < |x_1/x_2| < 2^{47}$

DMOD:

$|x_1| < 2^{95}$

$0 < |x_2| < 2^{95}$

$2^{-95} < |x_1/x_2| < 2^{95}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: **MOD, AMOD:** In-line
DMOD, MOD (long integer - CFT only): External

NAME

NEQV, XOR – Computes logical difference

SYNOPSIS

Fortran:

l = NEQV(*logical,logical*)
l = XOR(*logical,logical*)

b = NEQV(*arg,arg*)
b = XOR(*arg,arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, or real
CFT77: type Boolean, integer, real, or pointer

NEQV and XOR are two names for the same routine.

When given two arguments of type logical, NEQV and XOR compute a logical difference and return a logical result.
When given two arguments of type Boolean, integer, real, or pointer, NEQV and XOR compute a bit-wise logical difference and return a Boolean result.

NEQV and XOR are intrinsic for CFT and CFT77.

The following tables show both the logical difference and bit-wise logical difference.

NEQV is shown in the tables, but XOR produces identical results.

Logical Variable 1	Logical Variable 2	(Logical Variable 1) NEQV (Logical Variable 2)
T	T	F
T	F	T
F	T	T
F	F	F

Bit of Variable 1	Bit of Variable 2	(Bit of Variable 1) NEQV (Bit of Variable 2)
1	1	0
1	0	1
0	1	1
0	0	0

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

CAUTIONS

Unexpected results can occur when Boolean functions are declared external and then used with logical arguments. The external Boolean functions always treat their arguments as type Boolean and return a Boolean result.

EXAMPLES

The following section of Fortran code shows the **NEQV** function used with two arguments of type logical. **XOR** is used in the same manner and produces the same results.

```
LOGICAL L1, L2, L3
...
L3 = NEQV(L1,L2)
```

The following section of Fortran code shows the **NEQV** function used with two arguments of type integer. **XOR** is used in the same manner and produces the same results.

The bit patterns of the arguments and result are also given. For clarity, an 8-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2, I3
...
I3 = NEQV(I1,I2)
```

0	0	0	0	1	1	0	0

I1

0	0	0	0	1	0	1	0

I2

0	0	0	0	0	1	1	0

I3

NAME

NINT, IDNINT – Finds nearest integer

SYNOPSIS

Fortran:

i = NINT(*real*)

i = IDNINT(*double*)

DESCRIPTION

These functions find the nearest integer for real and double-precision numbers, using the following equations:

$$y = \lfloor x+.5 \rfloor \text{ if } x \geq 0$$

$$y = \lfloor x-.5 \rfloor \text{ if } x < 0$$

NINT returns the nearest integer for its real argument.
IDNINT returns the nearest integer for its double-precision argument.

NINT is the generic function name.

NINT and IDNINT are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < 2^{46}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: NINT: In-line
IDNINT: External

NAME

OR – Computes logical sum

SYNOPSIS

Fortran:

l = OR(*logical*,*logical*)

b = OR(*arg*,*arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, or real
CFT77: type Boolean, integer, real, or pointer

When given two arguments of type logical, **OR** computes a logical sum and returns a logical result. When given two arguments of type integer, real, Boolean, or pointer, **OR** computes a bit-wise logical sum and returns a Boolean result.

OR is intrinsic for CFT and CFT77.

The following tables show both the logical sum and bit-wise logical sum:

Logical Variable 1	Logical Variable 2	(Logical Variable 1) **OR** (Logical Variable 2)
T	T	T
T	F	T
F	T	T
F	F	F

Bit of Variable 1	Bit of Variable 2	(Bit of Variable 1) **OR** (Bit of Variable 2)
1	1	1
1	0	1
0	1	1
0	0	0

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

CAUTIONS

Unexpected results can occur when Boolean functions are declared external and then used with logical arguments. The external Boolean functions always treat their arguments as type Boolean and return a Boolean result.

EXAMPLES

The following section of Fortran code shows the OR function used with two arguments of type logical:

```
LOGICAL L1, L2, L3
...
L3 = OR(L1,L2)
```

The following section of Fortran code shows the OR function used with two arguments of type integer. The bit patterns of the arguments and result are also shown below. For clarity, an 8-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2, I3
...
I3 = OR(I1,I2)
```

0	0	0	0	1	1	0	0

I1

0	0	0	0	1	0	1	0

I2

0	0	0	0	1	1	1	0

I3

NAME

POPCNT – Counts number of bits set to 1

SYNOPSIS

Fortran:

i = **POPCNT**(*arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, real, or logical
CFT77: type Boolean, integer, real, or pointer

When given an argument of type integer, real, logical, Boolean, or pointer, **POPCNT** counts the number of bits set to 1 in the 64-bit representation of the argument.

POPCNT is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the **POPCNT** function used with an argument of type integer. The bit pattern of the argument and the value of the result are also given. For clarity, a 16-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2
...
I2 = POPCNT(I1)
```

0	0	0	0	0	1	1	0	0	1	1	1	0	0	1	0

I1

The **POPCNT** function returns the value **6** to the integer variable **I2**.

NAME

POPPAR – Computes bit population parity

SYNOPSIS

Fortran:

i = **POPPAR**(*arg*)

DESCRIPTION

arg = CFT: type Boolean, integer, real, or logical
CFT77: type Boolean, integer, real, or pointer

When given an argument of type integer, real, logical, Boolean, or pointer, **POPPAR** returns the value 0 if an even number of bits are set to 1 in the 64-bit representation of the argument or the value 1 if an odd number of bits are set to 1 in the 64-bit representation of the argument.

POPPAR is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the **POPPAR** function used with an argument of type integer. The bit pattern of the argument and the value of the result are also given. For clarity, a 16-bit word is used instead of the actual 64-bit word.

```
INTEGER I1, I2
...
I2 = POPPAR(I1)
```

0	0	0	0	0	1	1	0	0	1	1	1	0	0	1	0

I1

The **POPPAR** function returns the value **0** to the integer variable **I2**.

NAME

CTOC, CTOI, CTOR, DTOD, DTOI, DTOR, ITOI, RTOI, RTOR, pow – Raises base value to a power

SYNOPSIS

C:

```
#include <math.h>

double pow(x, y)
double x, y;
```

DESCRIPTION

These routines return the appropriate real or integer power function X^Y of their arguments.

CFT and CFT77 routines implicitly call these routines to raise a value to a power.

CTOC, **CTOI**, and **CTOR** raise a complex base to a complex power (C^C), an integer power (C^I), or a real power (C^R), respectively.
The complex base cannot be (0.0, 0.0).

DTOD, **DTOI**, and **DTOR** raise a double-precision base to a double-precision power (D^D), an integer power (D^I), or a real power (D^R), respectively.

ITOI raises an integer base to an integer power (I^I).

RTOI and **RTOR** raise a real base to an integer power (R^I) or a real power (R^R), respectively.

Routine **pow** raises a real base to a real power (R^R).

Base values in **DTOD**, **DTOR**, and **RTOR** must be positive.

NAME

RANF, RANGET, RANSET – Computes pseudo-random numbers

SYNOPSIS

Fortran:

r = **RANF( )**

b = **RANGET(***integer***)** (CFT)
b = **RANGET(**[*integer*]**)** (CFT77)

r = **RANSET(***integer***)** (CFT)
r = **RANSET(***arg***)** (CFT77)

DESCRIPTION

arg = type integer, real, or Boolean

These functions compute pseudo-random numbers and either set or retrieve a seed.

RANF:

- Obtains the first or next in a series of pseudo-random numbers, such that $0 < y < 1$, in the form of a normalized floating-point number.
- Uses a null argument. If an argument is supplied, it will be ignored. Parentheses are required in the call, however.

RANGET:

- Obtains a seed.
- Can be called as a function or a subroutine in CFT.
- Has an optional integer argument for CFT77.
- Requires an integer argument for CFT.

If an argument is present, the result is also returned at the address of the argument.

RANSET:

- Establishes a seed such that $y = x$.
- Requires an integer argument in CFT.
- Requires an argument of type integer, real, or Boolean in CFT77.

The return value of the function is not meaningful (it returns the input value).

If no argument or a zero argument is supplied, the seed is reset to an initial default value.

If an argument is supplied, the lower 48 bits are used as the random-number seed. The right-most bit is always set to 1.

When the seed of the random number generator is reset, **RANSET** does not store the supplied argument as the first value in the buffer of the random number seeds.

RANF, RANGET, and **RANSET** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: **RANF:** Full
RANGET, RANSET: None

Code generation: External

The CRI random number generator uses static memory storage for the random number seed table. Therefore, the functions **RANF, RANSET,** and **RANGET** must be protected (locked) when called from a multitasked program.

EXAMPLES

```
      DO 10 I=1,10
10    RANDOM(I)=RANF()
```

```
      CALL RANGET(iseed1)
C          or
      iseed=RANGET(ivalue)
```

```
      CALL RANSET(ivalue)
C          or
      dummy=RANSET(ivalue)
```

NAME

REAL, FLOAT, SNGL – Converts to type real

SYNOPSIS

Fortran:

r = **REAL**(*arg*)

r = **FLOAT**(*integer*)

r = **SNGL**(*double*)
r = **SNGL**(*boolean*)

DESCRIPTION

arg = type complex, integer, or real

These functions convert specified types to type real, such that $y = x$ (or $y = x_r$ for complex arguments).

REAL returns the real equivalent of its complex, integer, or real argument.
FLOAT returns the real equivalent of its integer argument.
SNGL returns the real equivalent of its double-precision or Boolean argument.

Type conversion routines assign the appropriate type to Boolean arguments without shifting or manipulating the bit patterns they represent.

REAL is the generic function name.

REAL, FLOAT, and SNGL are intrinsic for CFT and CFT77.

ARGUMENT RANGE

REAL:

Real: $|x| < \infty$ $(\infty \approx 10^{2466})$
Integer: $|x| < 2^{46}$
Complex: $|x_r| < \infty$)

FLOAT:

Integer: $|x| < 2^{63}$
24-bit integer (CFT only): $|x| < 2^{23}$

SNGL:

Double precision: $|x| < \infty$ (in CFT77, $|x| < 2^{64}$)
Boolean: $|x| < 2^{46}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

NAME

SHIFT – Performs a left circular shift

SYNOPSIS

Fortran:

b = **SHIFT**(*arg1*,*arg2*)

DESCRIPTION

arg1 = The value to be shifted

CFT77: type Boolean, integer, real, or pointer
CFT: type Boolean, integer, or real

arg2 = The number of bits to shift the value

– type integer

For *arg2* in the range $0 \leq arg2 \leq 64$, **SHIFT** performs a left circular shift of the 64-bit representation of *arg1* by *arg2* bits.

For $arg2 \geq 65$, a left circular shift is not performed. Instead, **SHIFT** is defined as follows when $arg2 \geq 65$:

For *arg2* in the range $65 \leq arg2 \leq 128$, SHIFT(*arg1*,*arg2*) is defined as SHIFTL(*arg1*,*arg2*–64). See **SHIFTL**(3M).

For *arg2* in the range $129 \leq arg2 \leq 2^{24}-1$, **SHIFT** returns a value with all bits set to 0.

For *arg2* in the range $2^{24} \leq arg2 < 2^{64}-1$, **SHIFT** returns an undefined result.

SHIFT is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the SHIFT function used in the case where *arg1* is of type integer. For purposes of clarity, a 16-bit word is used instead of the actual 64-bit word. The bit pattern of *arg1* and the bit pattern of the result are also given.

```
INTEGER I1, I2, I3
...
I2 = 5
I3 = SHIFT(I1,I2)
```

1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0

I1 (*arg1*)

1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1

I3 (result)

NAME

SHIFTL – Performs a left shift with zero fill

SYNOPSIS

Fortran:

b = SHIFTL(*arg1*,*arg2*)

DESCRIPTION

arg1 = The value to be shifted

CFT77: type Boolean, integer, real, or pointer
CFT: type Boolean, integer, or real

arg2 = The number of bits to shift the value

– type integer

For *arg2* in the range $0 \le arg2 \le 2^{24}-1$, **SHIFTL** performs a left shift with zero fill of the 64-bit representation of *arg1* by *arg2* bits. Note that when *arg2* is in the range $64 \le arg2 \le 2^{24}-1$, **SHIFTL** returns a value with all bits set to 0.

For *arg2* in the range $2^{24} \le arg2 < 2^{64}-1$, **SHIFTL** returns an undefined result.

SHIFTL is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the **SHIFTL** function used in the case where *arg1* is of type integer. The bit pattern of *arg1* and the bit pattern of the result are also given. For clarity, a 16-bit value is used instead of a 64-bit value.

```
INTEGER I1, I2, I3
...
I2 = 5
I3 = SHIFTL(I1,I2)
```

1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0

I1 (*arg1*)

1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0

I3 (result)

NAME

SHIFTR – Performs a right shift with zero fill

SYNOPSIS

Fortran:

b = **SHIFTR**(*arg1*,*arg2*)

DESCRIPTION

arg1 = The value to be shifted

CFT77: type Boolean, integer, real, or pointer
CFT: type Boolean, integer, or real

arg2 = The number of bits to shift the value

– type integer

For *arg2* in the range $0 \le arg2 \le 2^{24}-1$, **SHIFTR** performs a right shift with zero fill of the 64-bit representation of *arg1* by *arg2* bits. Note that when *arg2* is in the range $64 \le arg2 \le 2^{24}-1$, **SHIFTR** returns a value with all bits set to 0.

For *arg2* in the range $2^{24} \le arg2 < 2^{64}-1$, **SHIFTR** returns an undefined result.

SHIFTR is intrinsic for CFT and CFT77.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

The bit representation of the logical data type is not consistent among Cray machines. For further details, see the Fortran (CFT) Reference Manual, publication SR-0009, and the CFT77 Reference Manual, publication SR-0018.

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: Cray extension

Level of vectorization: Full

Code generation: In-line

EXAMPLES

The following section of Fortran code shows the **SHIFTR** function used in the case where *arg1* is of type integer. The bit pattern of *arg1* and the bit pattern of the result are also given. For purposes of clarity, a 16-bit value is used instead of a 64-bit value.

```
INTEGER I1, I2, I3
...
I2 = 5
I3 = SHIFTR(I1,I2)
```

1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0

I1 (*arg1*)

0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0

I3 (result)

NAME

SIGN, ISIGN, DSIGN – Transfers sign of numbers

SYNOPSIS

Fortran:

r = SIGN(*real,real*)

i = ISIGN(*integer,integer*)

d = DSIGN(*double,double*)

DESCRIPTION

This function evaluates one of the following equations, depending on the sign of the number:

$$y = |x_1| \text{ if } x_2 \geq 0$$

or

$$y = -|x_1| \text{ if } x_2 < 0$$

SIGN transfers the sign from one real number to another.
ISIGN transfers the sign from one integer to another.
DSIGN transfers the sign from one double-precision number to another.

SIGN is the generic function name.

SIGN, ISIGN, and DSIGN are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x_1|, |x_2| < \infty \quad (\infty \approx 10^{2466})$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: In-line

NAME

SIN, DSIN, CSIN, **sin** – Computes the sine

SYNOPSIS

Fortran:

r = SIN(*real*)
d = DSIN(*double*)
z = CSIN(*complex*)

C:

#include <math.h>
double sin(x)
double x;

CAL register usage:

Scalar SIN:

```
SIN%      (call by register)
on entry   (S1) = argument
on exit    (S1) = result
```

Vector SIN:

```
%SIN%     (call by register)
on entry   (V1) = argument vector
on exit    (V1) = result vector
```

Scalar DSIN:

```
DSIN%     (call by register)
on entry   (S1) and (S2) = argument
on exit    (S1) and (S2) = result
```

Vector DSIN:

```
%DSIN%    (call by register)
on entry   (V1) and (V2) = argument vector
on exit    (V1) and (V2) = result vector
```

Scalar CSIN:

```
CSIN%     (call by register)
on entry   (S1) and (S2) = argument
on exit    (S1) and (S2) = result
```

Vector CSIN:

```
%CSIN%    (call by register)
on entry   (V1) and (V2) = argument vector
on exit    (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \sin(x)$.

SIN and **sin** (callable only from C programs) return the real sine of their real arguments.
DSIN returns the double-precision sine of its double-precision argument.
CSIN returns the complex sine of its complex argument.

SIN is the generic function name.

SIN, DSIN, and CSIN are intrinsic for CFT and CFT77.

ARGUMENT RANGE

SIN: $|x| < 2^{24}$

DSIN: $|x| < 2^{48}$

CSIN: $|x_r| < 2^{24}$, $|x_i| < 2^{13} * \ln 2$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

SINH, DSINH, sinh – Computes hyperbolic sine

SYNOPSIS

Fortran:

r = SINH(*real*)

d = DSINH(*double*)

C:

```
#include <math.h>
double sinh(x)
double x;
```

CAL register usage:

Scalar SINH:

```
SINH%       (call by register)
on entry    (S1) = argument
on exit     (S1) = result
```

Vector SINH:

```
%SINH%      (call by register)
on entry    (V1) = argument vector
on exit     (V1) = result vector
```

Scalar DSINH:

```
DSINH%      (call by register)
on entry    (S1) and (S2) = argument
on exit     (S1) and (S2) = result
```

Vector DSINH:

```
%DSINH%     (call by register)
on entry    (V1) and (V2) = argument vector
on exit     (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \sinh(x)$.

SINH and **sinh** (callable only from C programs) return the real hyperbolic sine of their real argument. DSINH returns the double-precision hyperbolic sine of its double-precision argument.

SINH is the generic function name.

SINH and DSINH are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$| x | < 2^{13} * \ln 2$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

SNGLR – Returns closest real approximation to double precision

SYNOPSIS

Fortran:

r = SNGLR(*double*)

DESCRIPTION

SNGLR returns the closest real approximation to its double-precision argument.
The double-precision argument is rounded to a single word, using the high-order bit of the second word.

NAME

SQRT, DSQRT, CSQRT, sqrt – Computes square root

SYNOPSIS

Fortran:

r = SQRT(*real*)

d = DSQRT(*double*)

z = CSQRT(*complex*)

C:

#include <math.h>

double sqrt(x)

double x;

CAL register usage:

Scalar SQRT:

SQRT% (call by register)
on entry (S1) = argument
on exit (S1) = result

Scalar DSQRT:

DSQRT% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Scalar CSQRT:

CSQRT% (call by register)
on entry (S1) and (S2) = argument
on exit (S1) and (S2) = result

Vector SQRT:

%SQRT% (call by register)
on entry (V1) = argument vector
on exit (V1) = result vector

Vector DSQRT:

%DSQRT% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

Vector CSQRT:

%CSQRT% (call by register)
on entry (V1) and (V2) = argument vector
on exit (V1) and (V2) = result vector

DESCRIPTION

These functions evaluate $y = x^{1/2}$.

SQRT and **sqrt** (callable only from C programs) return the real square root of their real argument. **DSQRT** returns the double-precision square root of its double-precision argument. **CSQRT** returns the complex square root of its complex argument.

SQRT is the generic function name.

SQRT, DSQRT, and **CSQRT** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

SQRT, DSQRT: $0 \le x < \infty$ ($\infty \approx 10^{2466}$)

CSQRT: $|x_r|, |x_i| < \infty$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

TADD, TASS, TDIV, TDSS, TMLT, TMSS, TSUB, TSSS – Performs triple-precision arithmetic

DESCRIPTION

TADD, TASS – Triple-precision addition
TDIV, TDSS – Triple-precision division
TMLT, TMSS – Triple-precision multiplication
TSUB, TSSS – Triple-precision subtraction

Triple-precision arithmetic results are stored in three contiguous 64-bit computer words. In the first word, the high-order 16 bits contain the exponent, and the low-order 48 bits contain the first part of the value. The rest of the value is contained in the low-order 48 bits of the second and third words. The high-order 16 bits of the second and third words must be 0. If these routines are called from Fortran, the arguments must be passed in 3-word arrays.

EXAMPLES

Fortran:

```
REAL  C(3),D(3),RSLT(3)
C(1) = 0 53210 4567012345670123B
C(2) = 0 00000 0123456701234567B
C(3) = 0 00000 7654321076454321B
D(1) = 1 53266 7245435774406773B
D(2) = 0 00000 0227373374570723B
D(3) = 0 00000 0326757726541757B
CALL  TADD(C,D,RSLT)
```

CAL: (Call by address)

```
CALL          TASS,(C1,C2,C3,D1,D2,D3)
```

CAL: (Call by value)

```
S1            C1,0
S2            C2,0
S3            C3,0
S4            D1,0
S5            D2,0
S6            D3,0
CALLV         TASS%

C1            CON           O'0532104567012345670123
C2            CON           O'0000000123456701234567
C3            CON           O'0000007654321076454321
D1            CON           O'1532667245435774406773
D2            CON           O'0000000227373374570723
D3            CON           O'0000000326757726541757
```

The results are returned in registers S1, S2, and S3.

NAME

TAN, DTAN, tan – Computes tangent

SYNOPSIS

Fortran:

r = **TAN**(*real*)

d = **DTAN**(*double*)

C:

#include <math.h>

double tan(x)

double x;

CAL register usage:

Scalar **TAN**:

```
TAN%      (call by register)
on entry  (S1) = argument
on exit   (S1) = result
```

Scalar **DTAN**:

```
DTAN%     (call by register)
on entry  (S1) and (S2) = argument
on exit   (S1) and (S2) = result
```

Vector **TAN**:

```
%TAN%     (call by register)
on entry  (V1) = argument vector
on exit   (V1) = result vector
```

Vector **DTAN**:

```
%DTAN%    (call by register)
on entry  (V1) and (V2) = argument vector
on exit   (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \tan(x)$.

TAN and **tan** (callable only from C programs) return the real tangent of their real argument. **DTAN** returns the double-precision tangent of its double-precision argument.

TAN is the generic function name.

TAN and **DTAN** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < 2^{24}$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: External

NAME

TANH, DTANH, tanh – Computes hyperbolic tangent

SYNOPSIS

Fortran:

r = **TANH**(*real*)

d = **DTANH**(*double*)

C:

#include <math.h>

double tanh(x)

double x;

CAL register usage:

Scalar **TANH**:

```
TANH%      (call by register)
on entry   (S1) = argument
on exit    (S1) = result
```

Vector **TANH**:

```
%TANH%     (call by register)
on entry   (V1) = argument vector
on exit    (V1) = result vector
```

Scalar **DTANH**:

```
DTANH%     (call by register)
on entry (S1) and (S2) = arg words 1 and 2
on exit  (S1) and (S2) = result words 1 and 2
```

Vector **DTANH**:

```
%DTANH%    (call by register)
on entry (V1) and (V2) = argument vector
on exit  (V1) and (V2) = result vector
```

DESCRIPTION

These functions evaluate $y = \tanh(x)$.

TANH and **tanh** (callable only from C programs) return the real hyperbolic tangent of their real argument.

DTANH returns the double-precision hyperbolic tangent of its double-precision argument.

TANH is the generic function name.

TANH and **DTANH** are intrinsic for CFT and CFT77.

ARGUMENT RANGE

$|x| < 2^{13} * \ln 2$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Fortran:

ANSI Fortran 77 standard or Cray extension to standard: ANSI standard

Level of vectorization: Full

Code generation: External

C:

ANSI C standard or Cray extension to standard: ANSI standard

Level of vectorization: None

Code generation: Extemal

3. COS DATASET MANAGEMENT SUBPROGRAMS

Dataset management subprograms provide the user with the means of managing COS permanent datasets; creating, staging, and releasing datasets; and changing dataset attributes. These routines are grouped into two subsections:

- COS control statement type subprograms
- COS dataset search type subprograms

IMPLEMENTATION

The dataset management routines are available only under COS.

COS CONTROL STATEMENT TYPE SUBPROGRAMS

A control-statement-type subprogram resembles Cray job control language (JCL) statements in name and purpose. A subprogram, however, can be called from within Fortran or CAL programs while a JCL statement cannot. See the COS Reference Manual, publication SR-0011, for a description of control statements, parameters and keywords, and JCL error codes.

The following is an example of a Fortran call to a control-statement-type subprogram:

```
EXAMPL='EXAMPL'L
IDC='PR'L
CALL ASSIGN(irtc,'DN'L,EXAMPL,'U'L,'MR'L,'DC'L,IDC)
```

Variable *irtc* is an integer that contains a status code upon return. A status code of 0 indicates no errors.

This type of subprogram requires call-by-address subroutine linkage with the following calling sequence:

CALL *SUBROUTINE NAME(stat,key1,key2,...,keyn)*

stat Returned status code

key Keyword/value combinations in one of the following formats (must be entered in uppercase):

'*KEYWORD*'L,'*VALUE*'L
or
'*KEYWORD*'L

When the keyword can accept multiple parameter values, the values must be passed as an array: one parameter per word, terminated by a zero word. For example, the COS control statement **MODIFY(DN=DATASET,PAM=R:W)** would be coded as follows:

```
INTEGER PAM(3)
DATA PAM/'R'L, 'W'L, 0/
CALL MODIFY(ISTAT, 'DN'L, 'DATASET'L, 'PAM'L, PAM)
```

Permanent Dataset Management routines access the COS Permanent Dataset Manager (PDM) and return the status of the operation in *stat*. The value is 0 if an error condition does not exist and nonzero if an error condition does exist. The nonzero error codes correspond to the PMST codes defined in the COS Reference Manual. The following is a list of the PDM routines and their functions.

Control Statement	Function
ACCESS	Associates a permanent dataset with the job
ADJUST	Expands or contracts a permanent dataset
DELETE	Removes a saved dataset. The dataset remains available to the job until it is released or the job terminates. **DELETE** with PDN parameter requires special privilege SCRDSC (read Dataset Catalog).
MODIFY	Changes the permanent dataset characteristics
PERMIT	Specifies the user access mode to a permanent dataset
SAVE	Makes a dataset permanent and enters the dataset's identification and location into the Dataset Catalog (DSC)

Dataset staging routines stage datasets to or from a front-end processor or to the Cray input queue. The transfer aborts and an error code is returned if an error occurs. The error codes correspond to the PMST codes in the COS Reference Manual. The following is a list of dataset staging routines and their functions.

Control Statement	Function
ACQUIRE	Obtains a front-end resident dataset, stages it to the Cray mainframe, and makes it permanent and available to the job making the request
DISPOSE	Directs a dataset to the specified front-end processor or designates it to a scratch dataset
FETCH	Brings a front-end resident dataset to the Cray mainframe and makes the dataset available to the job
SUBMIT	Places a job dataset into the Cray input queue. When called as an integer function, the value of the function is the job sequence number of the submitted job, if successful.

Definition and control routines allow dataset attributes to be changed and datasets to be created and released. They return the status of the operation in *stat*. The value of the *stat* is 0 if no error condition exists and nonzero if an error condition exists. ASSIGN returns a three-digit code that corresponds to log file message codes that begin with SL. Thus, a return code of 020 from ASSIGN corresponds to the following log file message:

```
SL020 - INVALID DATASET NAME OR UNIT NUMBER
```

All of the SL messages and descriptions of their meanings can be found in the COS Message Manual, publication SR-0039.

The following is a list of definition and control routines.

Control Statement	Function
ASSIGN	Opens a dataset for reading and writing and assigns characteristics to it
OPTION	Changes the user-specified options, such as lines per page and dataset statistics, for a job
RELEASE	Closes a dataset, releases I/O buffer space, and renders it unavailable to the job

COS DATASET SEARCH TYPE SUBPROGRAMS

Dataset search subprograms add information to or return information about a dataset.

The following table contains the purpose, name, and heading of each dataset search type routine.

COS Dataset Search Type Subprograms		
Purpose	Name	Heading
Add a name to the Logical File Table (LFT)	**ADDLFT**	**ADDLFT**
Search for a Dataset Parameter Table (DSP) address	**GETDSP**	**GETDSP**
Determine if a dataset has been accessed or created	**IFDNT**	**IFDNT**
Allow a program to access datasets in the System Directory	**SDACCESS**	**SDACCESS**

NAME

ADDLFT – Adds a name to the Logical File Table (LFT)

SYNOPSIS

CALL ADDLFT(*dn*,*dsp*)

DESCRIPTION

dn	Name to add to the LFT
dsp	Dataset Parameter Table (DSP) address for the name specified by *dn*

IMPLEMENTATION

This routine is available only to the users of the COS operating system.

NAME

CALLCSP – Executes a COS control statement

SYNOPSIS

CALL CALLCSP(*string*)

DESCRIPTION

string A valid COS JCL statement, either packed into an integer array and terminated by a null byte or specified as a literal string.

The control statement specified in the string is executed as if it had been found next in the job stream. For example, the following call invokes the NOTE utility, which writes HIGH, THEIR! to the $OUT dataset:

```
CALL CALLCSP('NOTE,TEXT="HIGH, THEIR!".')
```

Control does not return from the CALLCSP routine.

NOTE

In general, use CALLCSP instead of LGO.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

GETDSP – Searches for a Dataset Parameter Table (DSP) address

SYNOPSIS

CALL GETDSP(*unit,dsp,ndsp,dn*)

DESCRIPTION

unit	Dataset name or unit number
dsp	DSP address
ndsp	Negative DSP offset relative to the base address of DSPs, or DSP address if the DSP is below JCHLM.
dn	Dataset name (ASCII, left-justified, blank-filled)

GETDSP searches for a DSP address. If none is found, a DSP is created.

IMPLEMENTATION

This routine is available only to the users of the COS operating system.

NAME

IFDNT – Determines if a dataset has been accessed or created

SYNOPSIS

stat=**IFDNT**(*dn*)

DESCRIPTION

stat -1 (**TRUE**) if dataset was accessed or opened; otherwise 0 (**FALSE**).

dn Dataset name (ASCII, left-justified, zero-filled)

NOTE

IFDNT and *stat* must be declared **LOGICAL** in the calling program.

EXAMPLE

```
IF (.NOT. IFDNT('MYFILE'L)) CALL ACCESS(ISTAT,'DN'L,'MYFILE'L)
```

If you access **MYFILE** twice in a program, the system aborts the job. **IFDNT** allows you to test for its having been previously accessed.

IMPLEMENTATION

This routine is available only to the users of the COS operating system.
The function of **IFDNT** can be achieved through the Fortran **INQUIRE** routine, which is available under both COS and UNICOS.

NAME

SDACCESS – Allows a program to access datasets in the System Directory

SYNOPSIS

CALL SDACCESS(*istat,dn*)

DESCRIPTION

istat An integer variable to receive the completion status (0 or 1).

0 The dataset is a system dataset and has been accessed.
1 The dataset is not a system dataset and has not been accessed.

dn Name of the system dataset to be accessed

This function has no corresponding control statement. Datasets accessed in this manner are automatically released at the end of the job step.

EXAMPLE

```
PROGRAM SDTEST
CHARACTER*7 NAME
INTEGER X
READ*, NAME
X=IFDNT(NAME)
IF (X.EQ.0) THEN
     PRINT*,'***DATASET ',NAME, 'WAS NOT LOCAL***'
     CALL SDACCESS(STAT,NAME)
     IF (STAT.NE.0) THEN
          PRINT*,'***DATASET ',NAME,' NOT AVAILABLE'
          CALL ABORT
     ELSE
          PRINT*,'***DATASET ',NAME,' ACCESSED BY SDTEST'
     ENDIF
ELSE
     PRINT*,'DATASET ',NAME,' ALREADY LOCAL'
ENDIF
END
```

IMPLEMENTATION

This routine is available only to the users of the COS operating system.

4. LINEAR ALGEBRA SUBPROGRAMS

The linear algebra subprograms are written to run optimally on Cray computer systems. These subprograms use call-by-address convention when called by a Fortran, C, or CAL program.

The linear algebra subprograms include the following:

- Basic linear algebra subprograms
- Linear recurrence routines
- Matrix inverse and multiplication routines
- Filter routines
- Gather-scatter routines
- LINPACK and EISPACK routines

Basic Linear Algebra Subprograms

The Cray computer user has access to the Basic Linear Algebra Subprograms (BLAS), the level 2 BLAS (BLAS 2), and the level 3 BLAS (BLAS 3). The level 1 package is described first, and is followed by descriptions of the level 2 and level 3 packages.

BLAS

The level 1 BLAS is a package of CAL-coded routines and their extensions. BLAS routines are used for basic vector operations. The package includes only the single-precision and complex versions. The following operations are available:

- A constant times a vector plus another vector
- Dot products
- Euclidean norm
- Givens transformations
- Sum of absolute values
- Vector copy and swap
- Vector scaling

Each BLAS routine has a real version and a complex version. There are several frequently used variables that must be declared in your program. The following table lists common variables and their Fortran type declaration and dimensions, in generalized terms.

Linear Algebra Variables		
Variable	Description	Fortran Type and Dimension
SX	Primary real array or vector	**REAL SX(*mx*)**
SY	Secondary real array or vector	**REAL SY(*my*)**
SA	Real scalar	**REAL SA**
CX	Primary complex array or vector	**COMPLEX CX(*mx*)**
CY	Secondary complex array or vector	**COMPLEX CY(*my*)**
CA	Complex scalar	**COMPLEX CA**
INCX	Increment between elements in SX or CX	**INTEGER INCX**
INCY	Increment between elements in SY or CY	**INTEGER INCY**
N	Number of elements in vector to compute	**INTEGER N**

The minimum dimensions of the preceding arrays are as follows: *mx*=1+(N-1)*|INCX| and *my*=1+(N-1)*|INCY|, respectively; where N is the length of each vector operand. In all routines, if N≤0, inputs and outputs return unchanged.

The Fortran type declaration for complex functions is especially important; declare them to avoid type conversion to zero imaginary parts. Fortran type declarations for function names follow:

Type	Function Name
REAL	**SASUM, SCASUM, SDOT, SNRM2, SCNRM2**
COMPLEX	**CDOTC, CDOTU**

Negative incrementation - For routines managing noncontiguous elements in a one-dimensional array, the parameters *incx* and *incy* specify increments. An increment value of 1 or -1 indicates contiguous elements.

Given an *n*-element array A consisting of A(1), A(2), A(3),...,A(*n*), for positive increments (*incx* > 0):

- The managed array elements are as follows:

  A(1), A(1+*incx*), A(1+2***incx*), A(1+3***incx*),..., A(1+(*p*-1)***incx*),

  where *p* is the number of array elements to be processed.

- For *n* MODULO *incx* > 0, $p \le 1+\frac{n}{incx}$. Otherwise, $p \le \frac{n}{incx}$.

Given the previous array and a negative increment (*incx* < 0):

- The managed array elements are as follows:

  A(1+(*p*-1)*ABS(*incx*)),
  A(1+(*p*-2)*ABS(*incx*)), A(1+(*p*-3)*ABS(*incx*)),
  A(1+(*p*-4)*ABS(*incx*)),...,A(1+(*p*-p)*ABS(*incx*)),

  where *p* is the number of array elements to be processed.

- For *n* MODULO *incx* > 0, $p \le 1 + \frac{n}{\mathrm{ABS}(incx)}$. Otherwise, $p \le \frac{n}{\mathrm{ABS}(incx)}$.

EXAMPLE - The real function ISAMAX returns the relative index of I such that ABS(A(I)) = MAX ABS(A(1+(J-1)*INCX)) for J=1,2,3,...,*p*.

The call from Fortran is as follows:

RELINDEX = ISAMAX(*p,array,incx*)

Assume A(1)=2.0, A(2)=4.0, A(3)=6.0,...,A(20)=40.0 (the number of elements *n*=20).

With a positive increment (*incx*=3), the number of elements processed *p*=7
(since 20 MODULO 3 > 0, *p* = 1+*n*/*incx* = 1+20/3 = 1+6 = 7).

Therefore, the function is evaluated as follows:

```
ISAMAX(7,A,3)=
rel. index of MAX{2.0,8.0,14.0,20.0,26.0,32.0,38.0}
                  = relative index of 38.0
                  = 7
```

With a negative increment *incx*=-3, the number of elements processed *p*=7
(since 20 MODULO ABS(-3) > 0, *p* = 1+*n*/ABS(*incx*) = 1+20/3 = 1+6 = 7.

Therefore, the function is evaluated as follows:

```
ISAMAX(7,A,-3)=
rel. index of MAX{38.0,32.0,26.0,20.0,14.0,8.0,2.0}
                  = relative index of 38.0
                  = 1
```

The following table contains the purpose, name, and manual entry of each level 1 BLAS routine.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Level 1 BLAS		
Purpose	Name	Manual Entry
Sum the absolute values of a real or complex vector	SASUM SCASUM	SASUM
Add a scalar multiple of a real or complex vector to another vector	SAXPY CAXPY	SAXPY
Copy a real or complex vector into another vector	SCOPY CCOPY	SCOPY
Apply a complex Givens plane rotation	CROT	CROT
Compute a complex Givens plane rotation matrix	CROTG	CROTG
Compute a dot product of two real or complex vectors	SDOT CDOTC CDOTU	DOT
Scale a real or complex vector	SSCAL CSSCAL CSCAL	SCAL
Compute the product of a column vector and a matrix and add to another column vector	SMXPY	SMXPY
Compute the product of a row vector and a matrix and add to another row vector	SXMPY	SXMPY
Compute the Euclidean norm or l_2 norm of a real or complex vector	SNRM2 SCNRM2	SNRM2
Compute a sparse dot product of two real vectors or add a scalar multiple of a vector to a sparse vector	SPDOT SPAXPY	SPDOT
Apply an orthogonal plane rotation	SROT	SROT
Construct a Givens plane rotation	SROTG	SROTG
Apply a modified Givens plane rotation	SROTM	SROTM
Construct a modified Givens plane rotation	SROTMG	SROTMG
Sum the elements of a real or complex vector	SSUM CSUM	SSUM
Swap two real or two complex arrays	SSWAP CSWAP	SSWAP

BLAS 2

The Basic Linear Algebra Subprograms, level 2 (BLAS 2), consist of CAL routines for unpacked data of type real and complex. They handle matrix-vector operations. The following table describes these routines. The "manual entry" is the name of the manual page containing documentation for the routine(s) listed. **NOTE:** Routines for type complex data (beginning with "C") are available only to COS users.

Level 2 BLAS		
Purpose	Name	Manual Entry
Multiply a real vector by a real general band matrix	**SGBMV**	**SGBMV**
Multiply a complex vector by a complex general band matrix	**CGBMV**	**CGBMV**
Multiply a real vector by a real general matrix	**SGEMV**	**SGEMV**
Multiply a complex vector by a complex general matrix	**CGEMV**	**CGEMV**
Perform rank 1 update of a real general matrix	**SGER**	**SGER**
Perform conjugated rank 1 update of a complex general matrix	**CGERC**	**CGERC**
Perform unconjugated rank 1 update of a complex general matrix	**CGERU**	**CGERU**
Multiply a real vector by a real symmetric band matrix	**SSBMV**	**SSBMV**
Multiply a complex vector by a complex Hermitian band matrix	**CHBMV**	**CHBMV**
Multiply a real vector by a real symmetric matrix	**SSYMV**	**SSYMV**
Multiply a complex vector by a complex Hermitian matrix	**CHEMV**	**CHEMV**
Perform symmetric rank 1 update of a real symmetric matrix	**SSYR**	**SSYR**
Perform Hermitian rank 1 update of a complex Hermitian matrix	**CHER**	**CHER**
Perform symmetric rank 2 update of a real symmetric matrix	**SSYR2**	**SSYR2**
Perform Hermitian rank 2 update of a complex Hermitian matrix	**CHER2**	**CHER2**
Multiply a real vector by a real triangular band matrix	**STBMV**	**STBMV**
Multiply a complex vector by a complex triangular band matrix	**CTBMV**	**CTBMV**
Solve a real triangular banded system of equations	**STBSV**	**STBSV**
Solve a complex triangular banded system of equations	**CTBSV**	**CTBSV**
Multiply a real vector by a real triangular matrix	**STRMV**	**STRMV**
Multiply a complex vector by a complex triangular matrix	**CTRMV**	**CTRMV**
Solve a real triangular system of equations	**STRSV**	**STRSV**
Solve a complex triangular system of equations	**CTRSV**	**CTRSV**

Level 2 BLAS routines for packed data are also available, but they are written in unoptimized Fortran and CRI does not recommend their use. They will be optimized in a future release.

BLAS 3

The Basic Linear Algebra Subprograms, level 3 (BLAS 3), consist of CAL routines for unpacked data of type real and complex. They handle matrix-matrix operations. The following table describes these routines. **NOTE:** These routines are available only to COS users.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

The last two routines in this table, **SGEMMS** and **CGEMMS**, are Cray extensions to the standard set of BLAS 3 routines.

Level 3 BLAS (COS only)		
Purpose	Name	Manual Entry
Multiply a real general matrix by a real general matrix	**SGEMM**	**SGEMM**
Multiply a complex general matrix by a complex general matrix	**CGEMM**	**CGEMM**
Multiply a real general matrix by a real symmetric matrix	**SSYMM**	**SSYMM**
Multiply a complex general matrix by a complex symmetric matrix	**CSYMM**	**CSYMM**
Multiply a complex general matrix by a complex Hermitian matrix	**CHEMM**	**CHEMM**
Perform symmetric rank k update of a real symmetric matrix	**SSYRK**	**SSYRK**
Perform symmetric rank k update of a complex symmetric matrix	**CSYRK**	**CSYRK**
Perform Hermitian rank k update of a complex Hermitian matrix	**CHERK**	**CHERK**
Perform symmetric rank 2k update of a real symmetric matrix	**SSYR2K**	**SSYR2K**
Perform symmetric rank 2k update of a complex symmetric matrix	**CSYR2K**	**CSYR2K**
Perform Hermitian rank 2k update of a complex Hermitian matrix	**GHER2K**	**CHER2K**
Multiply a real general matrix by a real triangular matrix	**STRMM**	**STRMM**
Multiply a complex general matrix by a complex triangular matrix	**CTRMM**	**CTRMM**
Solve a real triangular system of equations with multiple right-hand sides	**STRSM**	**STRSM**
Solve a complex triangular system of equations with multiple right-hand sides	**CTRSM**	**CTRSM**
Multiply a real general matrix by a real general matrix using a variation of Strassen's algorithm	**SGEMMS**	**SGEMMS**
Multiply a complex general matrix by a complex general matrix using a variation of Strassen's algorithm	**CGEMMS**	**CGEMMS**

Linear Recurrence Routines

Linear recurrence routines solve first-order and some second-order linear recurrences. A linear recurrence uses the result of a previous pass through the loop as an operand for subsequent passes through the loop, thereby preventing vectorization. Therefore, these routines can be used to optimize Fortran loops containing linear recurrences.

The following table contains the purpose, name, and manual entry of each linear recurrence routine.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Linear Recurrence Subroutines		
Purpose	Name	Manual Entry
Solve first-order linear recurrences, overwriting input vector	**FOLR** **FOLRP**	**FOLR**
Solve first-order linear recurrences and write the solutions to a new vector	**FOLR2** **FOLR2P**	**FOLR2**
Solve special first-order linear recurrences	**FOLRC**	**FOLRC**
Solve for the last term of a first-order linear recurrence using Horner's method	**FOLRN**	**FOLRN**
Solve for the last term of a first-order linear recurrence	**FOLRNP**	**FOLRNP**
Solve second-order linear recurrences	**SOLR** **SOLRN** **SOLR3**	**SOLR**
Compute partial products	**RECPP**	**RECPP**
Compute partial sums	**RECPS**	**RECPS**

Matrix Inverse and Multiplication Routines

The matrix inverse subroutine, **MINV**, solves systems of linear equations by inverting a square matrix, using Gauss-Jordan elimination. **MXM** and **MXMA** are two optimized matrix multiplication routines. **MXV** and **MXVA** are similar to **MXM** and **MXMA**; however, **MXV** and **MXVA** handle the special case of matrix times vector multiplication.

The following table contains a summary of the matrix inverse and multiplication routines.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Matrix Inverse and Multiplication Routines		
Purpose	Name	Manual Entry
Solve systems of linear equations by inverting a square matrix	**MINV**	**MINV**
Multiply a matrix by another matrix (unit increments)	**MXM**	**MXM**
Multiply a matrix by another matrix (arbitrary increments)	**MXMA**	**MXMA**
Multiply a matrix and a vector (unit increments)	**MXV**	**MXV**
Multiply a matrix and a vector (arbitrary increments)	**MXVA**	**MXVA**

Filter Routines

The filter routines are used for filter analysis and design. They also solve more general problems. For detailed descriptions, algorithms, performance statistics, and examples, see Linear Digital Filters for CFT Usage, CRI publication SN-0210.

The following table contains a summary of the filter routines.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Filter Routines		
Purpose	Name	Manual Entry
Compute a correlation of two vectors	**FILTERG**	**FILTERG**
Compute a correlation of two vectors (assuming the filter coefficient vector is symmetric)	**FILTERS**	**FILTERS**
Solve the Weiner-Levinson linear equations	**OPFILT**	**OPFILT**

Gather-Scatter Routines

The GATHER and SCATTER routines gather a vector from a source vector or scatter a vector into another vector, given a vector of indices specifying which elements of the source or target vector are to be accessed or changed.

LINPACK and EISPACK Routines

LINPACK routines solve systems of linear equations and compute the QR, Cholesky, and singular value decompositions. EISPACK routines solve eigenvalue problems; they also compute and use singular value decompositions.

Single-precision Real and Complex LINPACK Routines

LINPACK is a package of Fortran routines that solve systems of linear equations and compute the QR, Cholesky, and singular value decompositions. The original Fortran programs are documented in the *LINPACK User's Guide* by J. J. Dongarra, C. B. Moler, J. R. Bunch, and G. W. Stewart, published by the Society for Industrial and Applied Mathematics (SIAM), Philadelphia, 1979, Library of Congress catalog card number 78-78206 (available through Cray Research as publication S1-0113).

Each single-precision version of the LINPACK routines has the same name, algorithm, and calling sequence as the original version. Optimization of each routine includes the following:

- Replacement of calls to the BLAS routines SSCAL, SCOPY, SSWAP, SAXPY, and SROT with in-line Fortran code vectorized by Cray Fortran compilers
- Removal of Fortran IF statements where the result of either branch is the same
- Replacement of SDOT to solve triangular systems of linear equations in SGESL, SPOFA, SPOSL, STRSL, and SCHDD with more vectorizable code

These optimizations affect only the execution order of floating-point operations in modified DO loops. See the LINPACK User's Guide for further descriptions. The complex routines have been added without extensive optimization.

Single-precision EISPACK Routines

EISPACK is a package of Fortran routines for solving the eigenvalue problem and for computing and using the singular value decomposition.

The original Fortran versions are documented in the *Matrix Eigensystem Routines - EISPACK Guide, second edition*, by T. B. Smith, J. M. Boyle, J. J. Dongarra, B. S. Garbow, Y. Ikebe, V. C. Klema, and C. B. Moler, published by Springer-Verlag, New York, 1976, Library of Congress catalog card number 76-2662 (available through Cray Research as publication S2-0113); and in the *Matrix Eigensystem Routines - EISPACK Guide Extension* by B. S. Garbow, J. M. Boyle, J. J. Dongarra, and C. B. Moler, published by Springer-Verlag, New York, 1977, Library of Congress catalog card number 77-2802 (available through Cray Research as publication S3-0113).

Each **libsci** version of the EISPACK routines has the same name, algorithm, and calling sequence as the original version. Optimization of each routine includes the following:

- Use of the BLAS routines **SDOT, SASUM, SNRM2, ISAMAX,** and **ISMIN** when applicable
- Removal of Fortran **IF** statements where the result of either branch is the same
- Unrolling complicated Fortran **DO** loops to improve vectorization
- Use of the Fortran compiler directive **CDIR$ IVDEP** when no dependencies preventing vectorization exist

These modifications increase vectorization and, therefore, reduce execution time. Only the order of computations within a loop is changed; the modified version produces the same answers as the original versions unless the problem is sensitive to small changes in the data.

NAME

CGBMV – Multiplies a complex vector by a complex general band matrix

SYNOPSIS

CALL CGBMV (*trans,m,n,kl,ku,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

CGBMV performs one of the following matrix-vector operations:

y := *alpha***a***x*+*beta***y*,

or *y* := *alpha***a'***x*+*beta***y*,

or *y* := *alpha**conjg(*a'*)**x*+*beta***y*

Arguments *alpha* and *beta* are scalars, *x* and *y* are vectors, *a* is an *m*-by-*n* band matrix, *kl* is a number of subdiagonals, *ku* is a number of superdiagonals, and *a'* is the transpose of *a*.

trans Type character*1.

On entry, *trans* specifies the operation to be performed:

If *trans* = 'N' or 'n', *y* := *alpha***a***x*+*beta***y*.
If *trans* = 'T' or 't', *y* := *alpha***a'***x*+*beta***y*.
If *trans* = 'C' or 'c', *y* := *alpha**conjg(*a'*)**x*+*beta***y*.

On exit, *trans* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix *a*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

kl Type integer.
On entry, *kl* specifies the number of subdiagonals of matrix *a*.
Argument *kl* must satisfy 0.LE.*kl*.
On exit, *kl* is unchanged.

ku Type integer.
On entry, *ku* specifies the number of superdiagonals of matrix *a*.
Argument *ku* must satisfy 0.LE.*ku*.
On exit, *ku* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry, the leading $(kl+ku+1)$-by-n part of array *a* must contain the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row $(ku+1)$ of the array, the first superdiagonal starting at position 2 in row *ku*, the first subdiagonal starting at position 1 in row $(ku+2)$, and so on. Elements in array *a* that do not correspond to elements in the band matrix (such as the top left *ku*-by-*ku* triangle) are not referenced.

The following program segment will transfer a band matrix from conventional full matrix storage to band storage:

```
  DO 20, J = 1, N
    K = KU + 1 - J
    DO 10, I = MAX(1, J - KU), MIN(M, J + KL)
      A(K + I, J) = MATRIX(I, J)
10    CONTINUE
20 CONTINUE
```

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least $(kl+ku+1)$.
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

$1+(n-1)*|incx|$ when *trans* = 'N' or 'n',

$1+(m-1)*|incx|$ otherwise.

Before entry, the incremented array *x* must contain vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *y* need not be set on input.
On exit, *beta* is unchanged.

y Type complex.
Array of dimension at least:

$1+(m-1)*|incy|$ when *trans* = 'N' or 'n',

$1+(n-1)*|incy|$ otherwise.

Before entry, the incremented array *y* must contain vector *y*.
On exit, *y* is overwritten by updated vector *y*.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CGBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CGEMM – Multiplies a complex general matrix by a complex general matrix

SYNOPSIS

CALL CGEMM(*transa,transb,m,n,k,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

CGEMM performs one of the matrix-matrix operations:

c := *alpha**op(*a*)*op(*b*)+*beta***c*

where op(*x)* is one of the following:

op(*x*) = *x*,

or op(*x*) = *x*',

or op(*x*) = conjg(*x*')

Arguments *alpha* and *beta* are scalars, *a*, *b*, and *c* are matrices, op(*a*) is an *m*-by-*k* matrix, op(*b*) is a *k*-by-*n* matrix, and *c* is an *m*-by-*n* matrix.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a*'.
If *transa* = 'C' or 'c', op(*a*) = conjg(*a*').

On exit, *transa* is unchanged.

transb Type character*1.

On entry, *transb* specifies the form of op(*b*) to be used in the matrix multiplication as follows:

If *transb* = 'N' or 'n', op(*b*) = *b*.
If *transb* = 'T' or 't', op(*b*) = *b*'.
If *transb* = 'C' or 'c', op(*b*) = conjg(*b*').

On exit, *transb* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix op(*a*) and in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix op(*b*) and in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.
On entry, *k* specifies the number of columns of matrix op(*a*) and the number of rows of matrix op(*b*).
Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* when *transa* = 'N' or 'n', and is *m* otherwise.

Before entry with *transa* = 'N' or 'n', the leading *m*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*m* part of array *a* must contain matrix *a*.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *transa* = 'N' or 'n', *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *k*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *kb*).
Argument *kb* is *n* when *transb* = 'N' or 'n', and is *k* otherwise.

Before entry with *transb* = 'N' or 'n', the leading *k*-by-*n* part of array *b* must contain matrix *b*. Otherwise, the leading *n*-by-*k* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
When *transb* = 'N' or 'n', *ldb* must be at least max(1, *k*).
Otherwise, *ldb* must be at least max(1, *n*).
On exit, *ldb* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* matrix (*alpha**op(*a*)*op(*b*)+*beta**c).

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CGEMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

SEE ALSO

CGEMMS(3COS)

NAME

CGEMMS – Multiplies a complex general matrix by a complex general matrix using Strassen's algorithm

SYNOPSIS

CALL CGEMMS(*transa,transb,m,n,k,alpha,a,lda,b,ldb,beta,c,ldc,work*)

DESCRIPTION

Routine CGEMMS is functionally equivalent to CGEMM, except for the additional parameter, *work*. The primary difference is that CGEMMS is implemented using Winograd's variation of Strassen's algorithm for matrix multiplication, which is significantly faster for large matrices.

Strassen's algorithm for matrix multiplication is a complex, recursive algorithm that performs the multiplication in a manner completely different from the usual inner product method. While the inner product method reqires a number of operations on the order of n^3 (where n is the dimension of the matrices), Strassen's algorithm requires, in theory, a number of operations on the order of $n^{2.8}$. The tradeoff is that Strassen's algorithm requires a work array in memory of size $2.34*n^2$. Specifically, CGEMMS requires a complex array, *work*, supplied by the calling program, of size at least

$$2.34*\max(m,\ k)*\max(k,\ n)$$

(or equivalently, a real array of twice this dimension).

The *work* array is overwritten, and no diagnostic is given if the supplied array is too small.

Numerical results from CGEMMS may differ slightly from those of CGEMM, owing to a very different order of operations carried out by Strassen's algorithm.

CGEMMS can be called for any values of the parameters that are legal for CGEMM. A performance improvement over CGEMM would not be expected, however, unless the minimum of the array dimensions is at least 128. For small dimensions, performance is approximately the same as CGEMM.

CGEMMS performs one of the matrix-matrix operations:

$$c := alpha*\mathrm{op}(a)*\mathrm{op}(b)+beta*c$$

where op(*x*) is one of the following:

$$\mathrm{op}(x) = x,$$

or $\mathrm{op}(x) = x'$,

or $\mathrm{op}(x) = \mathrm{conjg}(x')$

Arguments *alpha* and *beta* are scalars, *a*, *b*, and *c* are matrices, op(*a*) is an *m*-by-*k* matrix, op(*b*) is a *k*-by-*n* matrix, and *c* is an *m*-by-*n* matrix.

transa Type character*1.

On entry, *transa* specifies the form of op(a) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(a) = a.
If *transa* = 'T' or 't', op(a) = a'.
If *transa* = 'C' or 'c', op(a) = conjg(a').

On exit, *transa* is unchanged.

transb Type character*1.

On entry, *transb* specifies the form of op(b) to be used in the matrix multiplication as follows:

If *transb* = 'N' or 'n', op(b) = b.
If *transb* = 'T' or 't', op(b) = b'.
If *transb* = 'C' or 'c', op(b) = conjg(b').

On exit, *transb* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix op(a) and in matrix c.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix op(b) and in matrix c.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.
On entry, *k* specifies the number of columns of matrix op(a) and the number of rows of matrix op(b).
Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* when *transa* = 'N' or 'n', and is *m* otherwise.

Before entry with *transa* = 'N' or 'n', the leading *m*-by-*k* part of array *a* must contain matrix *a*.
Otherwise, the leading *k*-by-*m* part of array *a* must contain matrix *a*.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *transa* = 'N' or 'n', *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *k*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *kb*).
Argument *kb* is *n* when *transb* = 'N' or 'n', and is *k* otherwise.

Before entry with *transb* = 'N' or 'n', the leading *k*-by-*n* part of array *b* must contain matrix *b*.
Otherwise, the leading *n*-by-*k* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
When *transb* = 'N' or 'n', *ldb* must be at least max(1, *k*).
Otherwise, *ldb* must be at least max(1, *n*).
On exit, *ldb* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry, the leading *m* by *n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m* by *n* matrix (*alpha**op(*a*)*op(*b*)+*beta**c).

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

work Type complex.
Array of dimension 2.34*max(*m*, *k*)*max(*k*, *n*).
Used for scratch storage.
On exit, *work* is overwritten.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

CGEMMS is a CRI extension to the standard level 3 Basic Linear Algebra Subprograms (BLAS 3).

SEE ALSO

CGEMM(3COS)

NAME

CGEMV – Multiplies a complex vector by a complex general matrix

SYNOPSIS

CALL CGEMV(*trans,m,n,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

CGEMV performs one of the following matrix-vector operations:

y := *alpha***a***x*+*beta***y*,

or *y* := *alpha***a'***x*+*beta***y*,

or *y* := *alpha**conjg(*a'*)**x*+*beta***y*

Arguments *alpha* and *beta* are scalars, *x* and *y* are vectors, *a* is an *m*-by-*n* matrix, and *a'* is the transpose of *a*.

trans Type character*1.

On entry, *trans* specifies the operation to be performed:

If *trans* = 'N' or 'n', *y* := *alpha***a***x*+*beta***y*.
If *trans* = 'T' or 't', *y* := *alpha***a'***x*+*beta***y*.
If *trans* = 'C' or 'c', *y* := *alpha**conjg(*a'*)**x*+*beta***y*.

On exit, *trans* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix *a*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry, the leading *m*-by-*n* part of array *a* must contain the matrix of coefficients.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *m*)
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*| when *trans* = 'N' or 'n',

1+(*m*-1)*|*incx*| otherwise.

Before entry, the incremented array *x* must contain vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *y* need not be set on input.
On exit, *beta* is unchanged.

y Type complex.
Array of dimension at least:

1+(*m*-1)*|*incy*| when *trans* = 'N' or 'n',

1+(*n*-1)*|*incy*| otherwise.

Before entry, with *beta* non-zero, the incremented array *y* must contain vector *y*.
On exit, *y* is overwritten by updated vector *y*.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CGEMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CGERC – Performs conjugated rank 1 update of a complex general matrix

SYNOPSIS

CALL CGERC(*m,n,alpha,x,incx,y,incy,a,lda*)

DESCRIPTION

CGERC performs the rank 1 operation:

a := *alpha***x**conjg(*y'*)+*a*

Argument *alpha* is scalar, *x* is an *m* element vector, *y* is an *n* element vector, and *a* is an *m*-by-*n* matrix.

m Type integer.
On entry, *m* specifies the number of rows in matrix *a*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

x Type complex.
Array of dimension at least:

1+(*m*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *m* element vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

y Type complex.
Array of dimension at least:

1+(*n*-1)*|*incy*|.

Before entry, the incremented array *y* must contain the *n* element vector *y*.
On exit, *y* is unchanged.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry, the leading *m*-by-*n* part of array *a* must contain the matrix of coefficients.
On exit, *a* is overwritten by the updated matrix.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *m*).
On exit, *lda* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CGERC is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CGERU – Performs unconjugated rank 1 update of a complex general matrix

SYNOPSIS

CALL CGERU(*m,n,alpha,x,incx,y,incy,a,lda*)

DESCRIPTION

CGERU performs the rank 1 operation:

a := *alpha***x***y'* +*a*

Argument *alpha* is scalar, *x* is an *m* element vector, *y* is an *n* element vector, and *a* is an *m*-by-*n* matrix.

m Type integer.
On entry, *m* specifies the number of rows in matrix *a*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

x Type complex.
Array of dimension at least:

$1+(m-1)*|incx|$.

Before entry, the incremented array *x* must contain the *m* element vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

y Type complex.
Array of dimension at least:

$1+(n-1)*|incy|$.

Before entry, the incremented array *y* must contain the *n* element vector *y*.
On exit, *y* is unchanged.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry, the leading *m*-by-*n* part of array *a* must contain the matrix of coefficients.
On exit, *a* is overwritten by the updated matrix.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *m*).
On exit, *lda* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CGERU is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CHBMV – Multiplies a complex vector by a complex Hermitian band matrix

SYNOPSIS

CALL CHBMV(*uplo,n,k,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

CHBMV performs the following matrix-vector operation:

*y := alpha*a*x+beta*y*

Arguments *alpha* and *beta* are scalars, *x* and *y* are *n* element vectors, *a* is an *n*-by-*n* Hermitian band matrix, and *k* is a number of superdiagonals.

uplo Type character*1.

On entry, *trans* specifies whether the upper or lower triangular part of band matrix *a* is being supplied as follows:

If *uplo* = 'U' or 'u', the upper triangular part of *a* is being supplied.
If *uplo* = 'L' or 'l', the lower triangular part of *a* is being supplied.

On exit, *uplo* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.
On entry, *k* specifies the number of superdiagonals of matrix *a*.
Argument *k* must satisfy 0.LE.*k*.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry with *uplo* = 'U' or 'u', the leading (*k*+1)-by-*n* part of array *a* must contain the upper triangular band part of the Hermitian matrix, supplied column by column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top left *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer the upper triangular part of a Hermitian band matrix from conventional full matrix storage to band storage:

```
   DO 20, J = 1, N
     M = K + 1 - J
     DO 10, I = MAX( 1, J - K ), J
       A( M + I, J ) = MATRIX( I, J )
10   CONTINUE
20 CONTINUE
```

Before entry with *uplo* = 'L' or 'l', the leading (*k*+1)-by-*n* part of array *a* must contain the lower triangular band part of the Hermitian matrix, supplied column by column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer the lower triangular part of a Hermitian band matrix from conventional full matrix storage to band storage:

```
   DO 20, J = 1, N
     M = 1 - J
     DO 10, I = J, MIN( N, J + K )
       A( M + I, J ) = MATRIX( I, J )
10   CONTINUE
20 CONTINUE
```

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least (*k*+1).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

y Type complex.
Array of dimension at least:

1+(*n*-1)*|*incy*|.

Before entry, the incremented array *y* must contain vector *y*.
On exit, *y* is overwritten by updated vector *y*.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CHEMM – Multiplies a complex general matrix by a complex Hermitian matrix

SYNOPSIS

CALL CHEMM(*side,uplo,m,n,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

CHEMM performs one of the following matrix-matrix operations:

c := *alpha***a***b*+*beta***c*

or *c* := *alpha***b***a*+*beta***c*

Arguments *alpha* and *beta* are scalars, *a* is a Hermitian matrix, and *b* and *c* are *m*-by-*n* matrices.

side Type character*1.

On entry, *side* specifies whether the Hermitian matrix *a* appears on the left or right in the operation as follows:

If *side* = 'L' or 'l', *c* := *alpha***a***b*+*beta***c*
If *side* = 'R' or 'r', *c* := *alpha***b***a*+*beta***c*

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of the Hermitian matrix is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of the Hermitian matrix is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of the Hermitian matrix is to be referenced.

On exit, *uplo* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
ka is *m* when *side* = 'L' or 'l', and is *n* otherwise.

Before entry with *side* = 'L' or 'l', the *m*-by-*m* part of array *a* must contain the Hermitian matrix, such that:

If *uplo* = 'U' or 'u', the leading *m*-by-*m* upper triangular part of array *a* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = 'L' or 'l', the leading *m*-by-*m* lower triangular part of array *a* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *a* is not referenced.

Before entry with *side* = 'R' or 'r', the *n*-by-*n* part of array *a* must contain the Hermitian matrix, such that:

If *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *a* is not referenced.

Note that the imaginary parts of the diagonal elements need not be set. They are assumed to be 0.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHEMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CHEMV – Multiplies a complex vector by a complex Hermitian matrix

SYNOPSIS

CALL CHEMV(*uplo,n,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

CHEMV performs the following matrix-vector operation:

*y := alpha*a*x+beta*y*

Arguments *alpha* and *beta* are scalars, *x* and *y* are *n* element vectors, and *a* is an *n*-by-*n* Hermitian matrix.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *a* is to be referenced as follows:

If *uplo*= 'U' or 'u', only the upper triangular part of *a* is to be referenced.
If *uplo*= 'L' or 'l', only the lower triangular part of *a* is to be referenced.

On exit, *uplo* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *a* is not referenced.

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *n* element vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
If *beta* is supplied as 0, *y* need not be set on input.
On exit, *beta* is unchanged.

y Type complex.
Array of dimension at least:

1+(*n*-1)*|*incy*|.

Before entry, the incremented array *y* must contain *n* element vector *y*.
On exit, *y* is overwritten by updated vector *y*.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHEMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CHER – Performs Hermitian rank 1 update of a complex Hermitian matrix

SYNOPSIS

CALL CHER(*uplo,n,alpha,x,incx,a,lda*)

DESCRIPTION

CHER performs the following Hermitian rank 1 operation:

$a := alpha*x*\mathrm{conjg}(x')+a$

Argument *alpha* is a real scalar, *x* is an *n* element vector, and *a* is an *n*-by-*n* Hermitian matrix.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *a* is to be referenced as follows:

If *uplo*= 'U' or 'u', only the upper triangular part of *a* is to be referenced.
If *uplo*= 'L' or 'l', only the lower triangular part of *a* is to be referenced.

On exit, *uplo* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

x Type complex.
Array of dimension at least:

$1+(n-1)*|incx|$.

Before entry, the incremented array *x* must contain the *n* element vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *a* is not referenced.
On exit, the upper triangular part of array *a* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *a* is not referenced.
On exit, the lower triangular part of array *a* is overwritten by the lower triangular part of the updated matrix.

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0. On exit, they are set to 0.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHER is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CHER2 – Performs Hermitian rank 2 update of a complex Hermitian matrix

SYNOPSIS

CALL CHER2(*uplo,n,alpha,x,incx,y,incy,a,lda*)

DESCRIPTION

CHER2 performs the following Hermitian rank 2 operation:

a := *alpha***x**conjg(*y*')+conjg(*alpha*)**y**conjg(*x*')+*a*

Argument *alpha* is a scalar, *x* and *y* are *n* element vectors, and *a* is an *n*-by-*n* Hermitian matrix.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *a* is to be referenced as follows:

If *uplo*= 'U' or 'u', only the upper triangular part of *a* is to be referenced.
If *uplo*= 'L' or 'l', only the lower triangular part of *a* is to be referenced.

On exit, *uplo* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *n* element vector *x*.
On exit, *x* is unchanged.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

y Type complex.
Array of dimension at least:

1+(*n*-1)*|*incy*|.

Before entry, the incremented array *y* must contain the *n* element vector *y*.
On exit, *y* is unchanged.

incy Type integer.
On entry, *incy* specifies the increment for the elements of *y*.
Argument *incy* must not be 0.
On exit, *incy* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *a* is not referenced.
On exit, the upper triangular part of array *a* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *a* is not referenced.
On exit, the lower triangular part of array *a* is overwritten by the lower triangular part of the updated matrix.

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0. On exit, they are set to 0.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHER2 is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CHER2K – Performs Hermitian rank 2k update of a complex Hermitian matrix

SYNOPSIS

CALL CHER2K(*uplo,trans,n,k,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

CHER2K performs one of the following Hermitian rank 2k operations:

c := *alpha***a**conjg(*b'*)+conjg(*alpha*)**b**conjg(*a'*)+*beta***c*

or

c := *alpha**conjg(*a'*)**b*+conjg(*alpha*)*conjg(*b'*)**a*+*beta***c*.

Arguments *alpha* and *beta* are scalars with *beta* real, and *c* is an *n*-by-*n* Hermitian matrix. Arguments *a* and *b* are *n*-by-*k* matrices in the first operation listed previously, and *k*-by-*n* matrices in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

c := *alpha***a**conjg(*b'*)+conjg(*alpha*)**b**conjg(*a'*)+*beta***c*.

If *trans* = 'C' or 'c',

c := *alpha**conjg(*a'*)**b*+conjg(*alpha*)*conjg(*b'*)**a*+*beta***c*.

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrices *a* and *b*.
On entry with *trans* = 'C' or 'c', *k* specifies the number of rows of matrices *a* and *b*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *kb*)
Argument *kb* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *b* must contain matrix *b*. Otherwise, the leading *k*-by-*n* part of array *b* must contain matrix *b*.

On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling(sub) program.
If *trans* = 'N' or 'n', *ldb* must be at least max(1, *n*).
Otherwise, *ldb* must be at least max(1, *k*).
On exit, *ldb* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n* by *n* lower triangular part of array *c* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0. On exit, they are set to 0.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHER2K is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CHERK – Performs Hermitian rank k update of a complex Hermitian matrix

SYNOPSIS

CALL CHERK(*uplo,trans,n,k,alpha,a,lda,beta,c,ldc*)

DESCRIPTION

CHERK performs one of the following Hermitian rank k operations:

c := *alpha***a**conjg(*a'*)+*beta***c*

or

c := *alpha**conjg(*a'*)**a*+*beta***c*.

Arguments *alpha* and *beta* are real scalars, and *c* is an *n*-by-*n* Hermitian matrix. Argument *a* is an *n*-by-*k* matrix in the first operation listed previously, and a *k*-by-*n* matrix in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

c := *alpha***a**conjg(*a'*)+*beta***c*.

If *trans* = 'C' or 'c',

c := *alpha**conjg(*a'*)**a*+*beta***c*.

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrix *a*.
On entry with *trans* = 'C' or 'c', *k* specifies the number of rows of matrix *a*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the Hermitian matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *c* must contain the lower triangular part of the Hermitian matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

Note that the imaginary parts of the diagonal elements need not be set and are assumed to be 0. On exit, they are set to 0.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CHERK is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CROT – Applies the complex plane rotation computed by **CROTG**

SYNOPSIS

CALL CROT(*n,cx,incx,cy,incy,sc,cs***)**

DESCRIPTION

n	Number of vector elements on which to apply rotation (input)
cx	Complex array of length at least 1+(*n*-1)*|*incx*| containing vector to be modified (input/output)
incx	Increment between vector elements in *cx* (input)
cy	Complex vector to be modified, of length at least 1+(*n*-1)*|*incy*| (input/output)
incy	Increment between vector elements in *cy* (input)
sc	Real cosine of rotation (computed by **CROTG**) (input)
cs	Complex sine of rotation (computed by **CROTG**) (input)

CROT applies the following complex plane rotation to row vectors *cx* and *cy*:

$$\begin{bmatrix} cxx \\ cyy \end{bmatrix} = \begin{bmatrix} sc & cs \\ -ccs & sc \end{bmatrix} \begin{bmatrix} cx \\ cy \end{bmatrix}$$

where *cxx* and *cyy* are the resulting complex row vectors, overwriting *cx* and *cy*, and *ccs* is the complex conjugate of *cs*.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

CROTG(3SCI), SROT(3SCI)

NAME

CROTG – Constructs a Givens plane rotation

SYNOPSIS

CALL CROTG(*ca,cb,sc,cs*)

DESCRIPTION

ca	First complex element of the two-element vector that determines the angle of rotation (input/output)
cb	Second complex element of the two-element vector that determines the angle of rotation (input/output)
sc	Real cosine of the rotation (output)
cs	Complex sine of the rotation (output)

CROTG computes the elements of a complex Givens plane rotation matrix such that:

$$\begin{bmatrix} cca \\ 0 \end{bmatrix} = \begin{bmatrix} sc & cs \\ -ccs & sc \end{bmatrix} \begin{bmatrix} ca \\ cb \end{bmatrix}$$

where *cca* overwrites *ca*, *cb* remains unchanged, and *ccs* is the complex conjugate of *cs*.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

CROT(3SCI), SROT(3SCI)

NAME

CSYMM – Multiplies a complex general matrix by a complex symmetric matrix

SYNOPSIS

CALL CSYMM(*side,uplo,m,n,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

CSYMM performs one of the following matrix-matrix operations:

c := *alpha*a*b+beta*c*

or *c* := *alpha*b*a+beta*c*

Arguments *alpha* and *beta* are scalars, *a* is a symmetric matrix, and *b* and *c* are *m*-by-*n* matrices.

side Type character*1.

On entry, *side* specifies whether the symmetric matrix *a* appears on the left or right in the operation as follows:

If *side* = 'L' or 'l', *c* := *alpha*a*b+beta*c*
If *side* = 'R' or 'r', *c* := *alpha*b*a+beta*c*

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of the symmetric matrix *a* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of the symmetric matrix is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of the symmetric matrix is to be referenced.

On exit, *uplo* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *m* when *side* = 'L' or 'l', and is *n* otherwise.

Before entry with *side* = 'L' or 'l', the *m*-by-*m* part of array *a* must contain the symmetric matrix, such that:

If *uplo* = 'U' or 'u', the leading *m*-by-*m* upper triangular part of array *a* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = 'L' or 'l', the leading *m*-by-*m* lower triangular part of array *a* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *a* is not referenced.

Before entry with *side* = 'R' or 'r', the *n*-by-*n* part of array *a* must contain the symmetric matrix, such that:

If *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *a* is not referenced.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).
Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CSYMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CSYR2K – Performs symmetric rank 2k update of a complex symmetric matrix

SYNOPSIS

CALL CSYR2K(*uplo,trans,n,k,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

CSYR2K performs one of the following symmetric rank 2k operations:

*c := alpha*a*b' +alpha*b*a' +beta*c*

or

*c := alpha*a'*b+alpha*b'*a+beta*c*

Arguments *alpha* and *beta* are scalars, and *c* is an *n*-by-*n* symmetric matrix. Arguments *a* and *b* are *n*-by-*k* matrices in the first operation listed previously, and *k*-by-*n* matrices in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

*c := alpha*a*b' +alpha*b*a' +beta*c*

If *trans* = 'T' or 't',

*c := alpha*a'*b+alpha*b'*a+beta*c*

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrices *a* and *b*.
On entry with *trans* = 'T' or 't', *k* specifies the number of rows of matrices *a* and *b*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *kb*)
Argument *kb* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *b* must contain matrix *b*. Otherwise, the leading *k*-by-*n* part of array *b* must contain matrix *b*.

On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *ldb* must be at least max(1, *n*).
Otherwise, *ldb* must be at least max(1, *k*).

On exit, *ldb* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *c* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CSYR2K is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CSYRK – Performs symmetric rank k update of a complex symmetric matrix

SYNOPSIS

CALL CSYRK(*uplo,trans,n,k,alpha,a,lda,beta,c,ldc*)

DESCRIPTION

CSYRK performs one of the following symmetric rank k operations:

*c := alpha*a*a' +beta*c*

or

*c := alpha*a'*a+beta*c*

Arguments *alpha* and *beta* are scalars, and *c* is an *n*-by-*n* symmetric matrix. Argument *a* is an *n*-by-*k* matrix in the first operation listed previously, and a *k*-by-*n* matrix in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

*c := alpha*a*a' +beta*c.*

If *trans* = 'T' or 't',

*c := alpha*a'*a+beta*c.*

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrix *a*.
On entry with *trans* = 'T' or 't', *k* specifies the number of rows of matrix *a*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

beta Type complex.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type complex.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *c* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CSYRK is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CTBMV – Multiplies a complex vector by a complex triangular band matrix

SYNOPSIS

CALL CTBMV(*uplo,trans,diag,n,k,a,lda,x,incx*)

DESCRIPTION

CTBMV performs one of the following matrix-vector operations:

x := *a***x*

or *x* := *a*'**x*

or *x* := conjg(*a*')**x*

Argument *x* is an *n* element vector, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular band matrix, with (*k*+1) diagonals.

uplo Type character*1.

On entry, *uplo* specifies whether the matrix is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

trans Type character *1.

On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n', *x* := *a***x*.
If *trans* = 'T' or 't', *x* := *a*'**x*.
If *trans* = 'C' or 'c', *x* := conjg(*a*')**x*.

On exit, *trans* is unchanged.

diag Type character *1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *uplo* = 'U' or 'u', *k* specifies the number of superdiagonals of matrix *a*.
On entry with *uplo* = 'L' or 'l', *k* specifies the number of subdiagonals of matrix *a*.

Argument *k* must satisfy 0.LE.*k*.
On exit, *k* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry with *uplo* = 'U' or 'u', the leading (*k*+1)-by-*n* part of array *a* must contain the upper triangular band part of the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top left *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer an upper triangular band matrix from conventional full matrix storage to band storage:

```
      DO 20, J = 1, N
        M = K + 1 - J
        DO 10, I = MAX( 1, J - K ), J
          A( M + I, J ) = MATRIX( I, J )
   10   CONTINUE
   20 CONTINUE
```

Before entry with *uplo* = 'L' or 'l', the leading (*k*+1)-by-*n* part of array *a* must contain the lower triangular band part of the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer a lower triangular band matrix from conventional full matrix storage to band storage:

```
      DO 20, J = 1, N
        M = 1 - J
        DO 10, I = J, MIN( N, J + K )
          A( M + I, J ) = MATRIX( I, J )
   10   CONTINUE
   20 CONTINUE
```

Note that when *diag* = 'U' or 'u', the elements of array *a* corresponding to the diagonal elements of the matrix are not referenced, but are assumed to be unity.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least (*k*+1).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *n* element vector *x*.
On exit, *x* is overwritten with the transformed vector *x*.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CTBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CTBSV – Solves a complex triangular banded system of equations

SYNOPSIS

CALL CTBSV(*uplo,trans,diag,n,k,a,lda,x,incx*)

DESCRIPTION

CTBSV solves one of the following systems of equations:

$a*x = b$

or $a'*x = b$

or conjg(a')$*x = b$

Arguments *x* and *b* are *n* element vectors, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular band matrix, with (*k*+1) diagonals.

uplo Type character*1.

On entry, *uplo* specifies whether the matrix is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

trans Type character *1.

On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n', $a*x = b$
If *trans* = 'T' or 't', $a'*x = b$
If *trans* = 'C' or 'c', conjg(a')$*x = b$

On exit, *trans* is unchanged.

diag Type character *1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *uplo* = 'U' or 'u', *k* specifies the number of superdiagonals of matrix *a*.
On entry with *uplo* = 'L' or 'l', *k* specifies the number of subdiagonals of matrix *a*.

Argument *k* must satisfy 0.LE.*k*.
On exit, *k* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry with *uplo* = 'U' or 'u', the leading (*k*+1)-by-*n* part of array *a* must contain the upper triangular band part of the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top left *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer an upper triangular band matrix from conventional full matrix storage to band storage:

```
      DO 20, J = 1, N
         M = K + 1 - J
         DO 10, I = MAX( 1, J - K ), J
            A( M + I, J ) = MATRIX( I, J )
   10    CONTINUE
   20 CONTINUE
```

Before entry with *uplo* = 'L' or 'l', the leading (*k*+1)-by-*n* part of array *a* must contain the lower triangular band part of the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of array *a* is not referenced.

The following program segment will transfer a lower triangular band matrix from conventional full matrix storage to band storage:

```
      DO 20, J = 1, N
         M = 1 - J
         DO 10, I = J, MIN( N, J + K )
            A( M + I, J ) = MATRIX( I, J )
   10    CONTINUE
   20 CONTINUE
```

Note that when *diag* = 'U' or 'u', the elements of array *a* corresponding to the diagonal elements of the matrix are not referenced, but are assumed to be unity.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least (*k*+1).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *n* element right-hand side vector *b*.
On exit, *x* is overwritten with the solution vector *x*.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

No tests for singularity or near-singularity are included in CTBSV. Such tests must be performed before calling this routine.

CTBSV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CTRMM – Multiplies a complex general matrix by a complex triangular matrix

SYNOPSIS

CALL CTRMM(*side,uplo,transa,diag,m,n,alpha,a,lda,b,ldb*)

DESCRIPTION

CTRMM performs one of the matrix-matrix operations:

b := *alpha**op(*a*)**b*

or *b* := *alpha***b**op(*a*)

Argument *alpha* is a scalar, *b* is an *m*-by-*n* matrix,
a is a unit, or non-unit, upper or lower triangular matrix,
and op*(a)* is one of the following:

op(*a*) = *a*,

or op(*a*) = *a*',

or op(*a*) = conjg(*a*')

side Type character*1.

On entry, *side* specifies whether op(*a*) multiplies *b* from the left or right as follows:

If *side* = 'L' or 'l', *b* := *alpha**op(*a*)**b*.
If *side* = 'R' or 'r', *b* := *alpha***b**op(*a*).

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether matrix (*a*) is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a*'.
If *transa* = 'C' or 'c', op(*a*) = conjg(*a*').

On exit, *transa* is unchanged.

diag Type character*1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in *b*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in *b*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
When *alpha* is 0, *a* is not referenced, and *b* need not be set before entry.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *k*).
Argument *k* is *m* when *side* = 'L' or 'l', and is *n* when *side* = 'R' or 'r'.

Before entry with *uplo* = 'U' or 'u', the leading *k*-by-*k* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *k*-by-*k* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are not referenced, but are assumed to be unity.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
When *side* = 'R' or 'r', *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain matrix *b*.
On exit, *b* is overwritten by the transformed matrix.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CTRMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CTRMV – Multiplies a complex vector by a complex triangular matrix

SYNOPSIS

CALL CTRMV(*uplo,trans,diag,n,a,lda,x,incx*)

DESCRIPTION

CTRMV performs one of the following matrix-vector operations:

$x := a*x$

or $x := a'*x$

or $x :=$ conjg(a')$*x$

Argument *x* is an *n* element vector, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular matrix.

uplo Type character*1.

On entry, *uplo* specifies whether the matrix is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

trans Type character *1.

On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n', $x := a*x$.
If *trans* = 'T' or 't', $x := a'*x$.
If *trans* = 'C' or 'c', $x :=$ conjg(a')$*x$.

On exit, *trans* is unchanged.

diag Type character *1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are also not referenced, and are assumed to be unity.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

$1+(n\text{-}1)^*|incx|$.

Before entry, the incremented array *x* must contain the *n* element vector *x*.
On exit, *x* is overwritten with the transformed vector *x*.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CTRMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

CTRSM – Solves a complex triangular system of equations with multiple right-hand sides

SYNOPSIS

CALL CTRSM(*side,uplo,transa,diag,m,n,alpha,a,lda,b,ldb*)

DESCRIPTION

CTRSM solves one of the following matrix equations:

op(*a*)**x* = *alpha*b*

or *x**op(*a*) = *alpha*b*

Argument *alpha* is a scalar, *x* and *b* are *m*-by-*n* matrices, *a* is a unit, or non-unit, upper or lower triangular matrix, and op*(a)* is one of the following:

op(*a*) = *a*,

or op(*a*) = *a*',

or op(*a*) = conjg(*a*')

Matrix *x* is overwritten on *b*.

side Type character*1.

On entry, *side* specifies whether op(*a*) appears on the left or right of *x* as follows:

If *side* = 'L' or 'l', op(*a*)**x* = *alpha*b*
If *side* = 'R' or 'r', *x**op(*a*) = *alpha*b*

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether matrix (*a*) is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a*'.
If *transa* = 'C' or 'c', op(*a*) = conjg(*a*').

On exit, *transa* is unchanged.

diag Type character*1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in *b*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in *b*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type complex.
On entry, *alpha* specifies the scalar alpha.
When *alpha* is 0, *a* is not referenced, and *b* need not be set before entry.
On exit, *alpha* is unchanged.

a Type complex.
Array of dimension (*lda*, *k*).
Argument *k* is *m* when *side* = 'L' or 'l', and is *n* when *side* = 'R' or 'r'.

Before entry with *uplo* = 'U' or 'u', the leading *k*-by-*k* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *k*-by-*k* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are not referenced, but are assumed to be unity.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
When *side* = 'R' or 'r', *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type complex.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain the right-hand side matrix *b*.
On exit, *b* is overwritten by the solution matrix *x*.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

CTRSM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

CTRSV – Solves a complex triangular system of equations

SYNOPSIS

CALL CTRSV(*uplo,trans,diag,n,a,lda,x,incx*)

DESCRIPTION

CTRSV solves one of the following systems of equations:

*a***x* = *b*

or *a'***x* = *b*

or conjg(*a'*)**x* = *b*

Arguments *b* and *x* are *n* element vectors, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular matrix.

uplo Type character*1.

On entry, *uplo* specifies whether the matrix is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

trans Type character *1.

On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n', *a***x* = *b*
If *trans* = 'T' or 't', *a'***x* = *b*
If *trans* = 'C' or 'c', conjg(*a'*)**x* = *b*

On exit, *trans* is unchanged.

diag Type character *1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *a*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

a Type complex.
Array of dimension (*lda*, *n*).
Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are also not referenced, and are assumed to be unity.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
Argument *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

x Type complex.
Array of dimension at least:

1+(*n*-1)*|*incx*|.

Before entry, the incremented array *x* must contain the *n* element right-hand side vector *b*.
On exit, *x* is overwritten with the solution vector *x*.

incx Type integer.
On entry, *incx* specifies the increment for the elements of *x*.
Argument *incx* must not be 0.
On exit, *incx* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

No tests for singularity or near-singularity are included in **CTRSV**. Such tests must be performed before calling this routine.

CTRSV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SDOT, CDOTC, CDOTU – Computes a dot product (inner product) of two real or complex vectors

SYNOPSIS

dot = SDOT(*n*,*sx*,*incx*,*sy*,*incy*)

cdot = CDOTC(*n*,*cx*,*incx*,*cy*,*incy*)

cdot = CDOTU(*n*,*cx*,*incx*,*cy*,*incy*)

DESCRIPTION

n Number of elements in each vector (input)

sx Real vector operand of length at least 1+(*n*-1)*|*incx*| (input)

cx Complex vector operand of length at least 1+(*n*-1)*|*incx*| (input)

incx Increment between elements of *x* in *sx* or *cx* (input)

sy Real vector operand of length at least 1+(*n*-1)*|*incy*| (input)

cy Complex vector operand of length at least 1+(*n*-1)*|*incy*| (input)

incy Increment between elements of *sy* or *cy* (input)
For contiguous elements, *incy* = 1

These real and complex functions compute an inner product of two vectors.

SDOT computes

$$dot = \sum_{i=1}^{n} x_i y_i$$

where x_i and y_i are elements of real vectors.

CDOTC computes

$$cdot = \sum_{i=1}^{n} \overline{x}_i y_i$$

where x_i and y_i are elements of complex vectors and $\overline{x_i}$ is the complex conjugate of x_i.

CDOTU computes

$$cdot = \sum_{i=1}^{n} x_i y_i$$

where x_i and y_i are elements of complex vectors.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

EISPACK – Single-precision EISPACK routines

DESCRIPTION

EISPACK is a package of Fortran routines for solving the eigenvalue problem and for computing and using the singular value decomposition.

The original Fortran versions are documented in the *Matrix Eigensystem Routines – EISPACK Guide, second edition*, by B. T. Smith, J. M. Boyle, J. J. Dongarra, B. S. Garbow, Y. Ikebe, V. C. Klema, and C. B. Moler, published by Springer-Verlag, New York, 1976, Library of Congress catalog card number 76-2662 (available through Cray Research as publicaton S2-0113); and in the *Matrix Eigensystem Routines – EISPACK Guide Extension* by B. S. Garbow, J. M. Boyle, J. J. Dongarra, and C. B. Moler, published by Springer-Verlag, New York, 1977, Library of Congress catalog card number 77-2802 (available through Cray Research as publicaton S3-0113).

Each scientific library version of the EISPACK routines has the same name, algorithm, and calling sequence as the original version. Optimization of each routine includes the following:

- Use of the BLAS routines **SDOT, SASUM, SNRM2, ISAMAX**, and **ISMIN** where applicable
- Removal of Fortran IF statements where the result of either branch is the same
- Unrolling complicated Fortran DO loops to improve vectorization
- Use of the Fortran compiler directive **CDIR$ IVDEP** when no dependencies preventing vectorization exist

These modifications increase vectorization and therefore reduce execution time. Only the order of computations within a loop is changed; the modified versions produce the same answers as the original versions unless the problem is sensitive to small changes in the data.

The following summary provides a list of the routines giving the name, matrix or decomposition, and the purpose for each routine.

Name	**Matrix or Decomposition**	**Purpose**
CG	Complex general	Find eigenvalues and eigenvectors
CH	Complex Hermitian	
RG	Real general	
RGG	Real general generalize ($Ax = \lambda Bx$)	
RS	Real symmetric	
RSB	Real symmetric band	
RSG	Real symmetric generalize ($Ax = \lambda Bx$)	
RSGAB	Real symmetric generalize ($ABx = \lambda x$)	
RSGBA	Real symmetric generalize ($BAx = \lambda x$)	
RSP	Real symmetric packed	

Name	Matrix or Decomposition	Purpose
RST	Real symmetric tridiagonal	
RT	Special real tridiagonal	
BALANC	Real general	Balance matrix and isolate eigenvalues whenever possible
CBAL	Complex general	
ELMHES **ORTHES**	Real general	Reduce matrix to upper Hessenberg form
COMHES **CORTH**	Complex general	
ELTRAN **ORTRAN**	Real general	Accumulate transformations used in the reduction to upper Hessenberg form done by **ELMHES, ORTHES**
BALBAK **ELMBAK** **ORTBAK**	Real general	Form eigenvectors by back transforming those of the corresponding matrices determined by **BALANC, ELMHES, ORTHES, COMMES, CORTH,** and **CBAL**
COMBAK **CORTB** **CBABK2** **REBAK** **REBAKB**	Complex general	
TRED1 **TRED2** **TRED3**	Real symmetric	Reduce to symmetric tridiagonal
TRBAK **TRBAK3**	Real symmetric	Form eigenvectors by back transforming those of the corresponding matrices determined by **TRED1** or **TRED3**
IMTQLV **IMTQL1** **IMTQL2**	Symmetric tridiagonal	Find eigenvalues and/or eigenvectors by implicit QL method
RATQR	Symmetric tridiagonal	Find the smallest or largest eigenvalues by rational QR method with Newton corrections
TQLRAT	Symmetric tridiagonal	Find the eigenvalues by rational QL method

Name	Matrix or Decomposition	Purpose
TQL1 TQL2		Find the eigenvalues and/or eigenvectors by the rational QL or QL method
BISECT RIDIB TSTURM TINVIT	Symmetric tridiagonal	Find eigenvalues and/or eigenvectors that lie in a specified interval using bisection and/or inverse iteration
FIGI FIGI2	Nonsymmetric tridiagonal	Reduce to symmetric tridiagonal with the same eigenvalues
BAKVEC	Nonsymmetric	Form eigenvectors by back transforming corresponding matrix determined by FIGI
HQR HQR2	Real upper Hessenberg	Find eigenvalues and/or eigenvectors by QR method
COMQR COMQR2	Complex upper Hessenberg	
INVIT	Upper Hessenberg	Find eigenvectors corresponding to specified eigenvalues
CINVIT	Complex upper Hessenberg	
BANDR	Real symmetric banded	Reduce to a symmetric tridiagonal matrix
BANDV	Real symmetric banded	Find those eigenvectors corresponding to specified eigenvalues using inverse iteration
BQR	Real symmetric banded	Find eigenvalues using QR algorithm with shifts of origin
MINFIT	Real rectangular	Determine the singular value decomposition $A = USV^T$, forming $U^T B$ rather than U. Householder bidiagonalization and a variant of the QR algorithm are used.
SVD	Real rectangular	Determine the singular value decomposition $A = USV^T$. Householder bidiagonalization and a variant of the QR algorithm are used.

Name	Matrix or Decomposition	Purpose
HTRIBK	Complex Hermitian	All eigenvalues and eigenvectors
HTRIB3		
HTRIDI		
HTRID3		
QZHES	Real generalized eigenproblem ($Ax = \lambda Bx$)	All eigenvalues and eigenvectors
QZIT		
QZVAL		
QZVEC		
COMLR	Complex general	Reduce matrix to upper Hessenberg
COMLR2		
REDUC	Real symmetric ($Ax = \lambda Bx$)	Transform generalized symmetric eigenproblems to standard symmetric eigenproblems
REDUC2	Real symmetric ($ABx = \lambda Bx$ or $BAx = \lambda Bx$)	

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

FILTERG – Computes a correlation of two vectors

SYNOPSIS

CALL FILTERG(*a*,*m*,*d*,*n*,*o*)

DESCRIPTION

a	Vector of filter coefficients (input)
m	Number of filter coefficients (input)
d	Data vector (input)
n	Number of data points (input)
o	Resulting vector (output)

FILTERG computes a correlation of two vectors.

Given

(a_i)	$i=1, \ldots, m$	Filter coefficients
(d_j)	$j=1, \ldots, n$	Data

FILTERG computes the following:

$$o_i = \sum_{j=1}^{m} a_j \, d_{i+j-1} \qquad i=1, \ldots, n-m+1$$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

FILTERS – Computes a correlation of two vectors (symmetric coefficient)

SYNOPSIS

CALL FILTERS(*a,m,d,n,r*)

DESCRIPTION

a Symmetric filter coefficient vector (input)

m *m* is formally the length of vector *a*, but because *a* is symmetric

($a_i = a_{m-i+1}$; i=1, . . ., m), only ((m+1) div 2) elements of *a* are ever referenced (input)

d Data vector (input)

n Number of data points (input)

r Resulting vector (output)

FILTERS computes the same correlation as **FILTERG** except that it assumes the filter coefficient vector is symmetric.

Given

(c_i) i=1, ..., $\lceil m/2 \rceil$

(d_j) j=1, ..., n

($\lceil m/2 \rceil = \frac{m}{2}$ for m even, and $\frac{(m+1)}{2}$ for m odd. This is called the ceiling function.)

FILTERS computes the following when m is an odd number:

$$r_i = \sum_{j=1}^{(m-1)/2} a_j * (d_{i+j-1} + d_{i+m-j}) + a_{(m+1)/2} * d_{i+(m+1)/2} \quad i=1, \ldots, n-m+1$$

FILTERS computes the following when m is an even number:

$$r_i = \sum_{j=1}^{m/2} a_j * (d_{i+j-1} + d_{i+m-j}) \quad i=1, \ldots, n-m+1$$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

FILTERG(3SCI)

NAME

FOLR, FOLRP – Solves first-order linear recurrences

SYNOPSIS

CALL FOLR(*n,a,inca,b,incb*)

CALL FOLRP(*n,a,inca,b,incb*)

DESCRIPTION

n	Length of linear recurrence (input)
a	Vector of length at least 1+(*n*-1)*|*inca*| used for recurrence (the first element of *a* in the recurrence is arbitrary) (input)
inca	Increment between recurrence elements of the vector operand *a* (input)
b	Vector of length at least 1+(*n*-1)*|*incb*| used as operand and for the result of the linear recurrence (input/output)
incb	Increment between recurrence elements of vector *b* (input)

FOLR solves first-order linear recurrences as follows:

Equation 1:

$$b_1 = b_1$$
$$b_i = b_i - b_{i-1} * a_i \quad \text{for } i = 2, 3 \ldots, n$$

The Fortran equivalent of equation 1 is as follows:

```
      B(1)=B(1)
      DO 10 I = 2, N
         B(I)=B(I)-B(I-1)*A(I)
10    CONTINUE
```

FOLRP solves first-order linear recurrences as follows:

Equation 2:

$$b_1 = b_1$$
$$b_i = b_i + a_i b_{i-1} \quad \text{for } i = 2, 3 \ldots, n$$

The Fortran equivalent of equation 2 is as follows:

```
      B(1)=B(1)
      DO 10 I = 2, N
         B(I)=B(I)+A(I)*B(I-1)
10    CONTINUE
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *inca* or *incb* as zero; doing so yields unpredictable results.

NAME

FOLR2, FOLR2P – Solves first-order linear recurrences without overwriting operand vector

SYNOPSIS

CALL FOLR2(*n,a,inca,b,incb,c,incc*)

CALL FOLR2P(*n,a,inca,b,incb,c,incc*)

DESCRIPTION

n	Length of linear recurrence (input)
a	Vector of length at least 1+(*n*-1)*|*inca*| used for recurrence (the first element of *a* in recurrence is arbitrary) (input)
inca	Increment between recurrence elements of vector *a* (input)
b	Vector of length at least 1+(*n*-1)*|*incb*| used as operand of linear recurrence (input)
incb	Increment between recurrence elements of vector *b* (input)
c	Vector of length at least 1+(*n*-1)*|*incc*| to contain resulting vector of linear recurrence (output)
incc	Increment between recurrence elements of vector *c* (input)

FOLR2 solves first-order linear recurrences as follows:

Equation 1:

$$c_1 = b_1$$
$$c_i = b_i - a_i * c_{i-1} \quad \text{for i} = 2,3,\ldots,n$$

The Fortran equivalent of equation 1 follows:

(given for case *inca* = *incb* = *incc* = 1)

```
      C(1)=B(1)
      DO 10 I=2,N
            C(I)=B(I)-A(I)*C(I-1)
10    CONTINUE
```

FOLR2P solves first-order linear recurrences as follows:

Equation 2:

$$c_1 = b_1$$
$$c_i = b_i + a_i * c_{i-1} \quad \text{for i} = 2,3,\ldots,n$$

The Fortran equivalent of equation 2 follows:

(given for case *inca* = *incb* = *incc* = 1)

```
      C(1)=B(1)
      DO 10 I=2,N
            C(I)=B(I)+A(I)*C(I-1)
10    CONTINUE
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *inca*, *incb*, or *incc* as 0; doing so yields unpredictable results.

SEE ALSO

FOLR(3SCI)

NAME

FOLRC – Solves first-order linear recurrence with constant coefficient

SYNOPSIS

CALL FOLRC(*n*,*x*,*incx*,*c*,*incc*,*coef*)

DESCRIPTION

n Length of linear recurrence (input)

x Vector operand of length at least 1+(*n*-1)*|*incx*| (input/output)

incx Increment between recurrence elements of vector *x* (input)

c Vector operand of length at least 1+(*n*-1)*|*incc*| (input)

incc Increment between recurrence elements of vector *c* (input)

coef Coefficient used for recurrence (input)

FOLRC solves a linear recurrence as in the Fortran equivalent below:

```
      I=1
      J=1
      IF (INCX .LT. 0) THEN
              I = 1-(N-1)*INCX
      ENDIF
      IF (INCC. LT. 0) THEN
              J = 1-(N-1)*INCC
      ENDIF
      X(I) = C(J)
      DO 10 K=1, N
              X(I+INCX) = COEF*X(I) + C(J+INCC)
              J = J + INCC
              I = I + INCX
 10   CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *incx* or *incc* as zero; doing so yields unpredictable results.

NAME

FOLRN – Solves for the last term of first-order linear recurrence using Horner's method

SYNOPSIS

result = **FOLRN**(*n,a,inca,b,incb*)

DESCRIPTION

n	Length of the linear recurrence (input)
a	Vector of length at least 1+(*n*-1)*|*inca*| used for recurrence (the first element of *a* in recurrence is arbitrary) (input)
inca	Increment between recurrence elements of the vector operand *a* (input)
b	Vector of length at least 1+(*n*-1)*|*incb*| used as operand for recurrence (input)
incb	Increment between recurrence elements of the vector *b* (input)

FOLRN solves for r_n of

$$r_1 = b_1$$
$$r_i = b_i - a_i r_{i-1} \quad i = 2, 3, \ldots, n$$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *incb* as 0; doing so yields unpredictable results.

EXAMPLE

FOLRN allows for efficient evaluation of polynomials using Horner's method as follows:

$$\text{Let } p(x) = \sum_{i=0}^{n} b_i\, x^{n-i}$$

then $p(a) = (\ldots((b_0x + b_1)\,x + b_2)\,x + \ldots b_n)$ by Horner's rule.

The Fortran equivalent is as follows:

```
      PA = B(0)
      DO 10 I = 1, N
             PA = PA * X + B(I)
10    CONTINUE
```

or

```
      PA=FOLRN(N+1,-X,0,B(0),1)
```

SEE ALSO

FOLR(3SCI)

NAME

FOLRNP – Solves for last term of a first-order linear recurrence

SYNOPSIS

result = FOLRNP(*n*,*a*,*inca*,*b*,*incb*)

DESCRIPTION

n	Length of the linear recurrence (input)
a	Vector of length at least 1+(*n*-1)*|*inca*| used for recurrence (input)
inca	Increment between recurrence elements of the vector operand *a* (input)
b	Vector of length at least 1+(*n*-1)*|*incb*| used for recurrence (input)
incb	Increment between recurrence elements of the vector operand *b* (input)

FOLRNP solves a linear recurrence as in the following Fortran equivalent:

```
      K=1
      J=1
      IF (INCX .LT. 0) THEN
            K = 1 - (N-1) * INCX
      ENDIF
      IF (INCC .LT. 0) THEN
            J = 1 - (N-1) * INCC
      ENDIF
      RESULT = B(J)
      DO 10 I = 2, N
            RESULT = A(K+INCA) * RESULT + B(J+INCB)
            J = J + INCB
            K = K + INCA
 10   CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *inca* or *incb* as 0; doing so yields unpredictable results.

NAME

GATHER – Gathers a vector from a source vector

SYNOPSIS

CALL GATHER(*n*,*a*,*b*,*index*)

DESCRIPTION

n	Number of elements in vectors *a* and *index* (not in *b*) (input)
a	Resulting vector (output)
b	Source vector (input)
index	Vector of indices (input)

GATHER is defined in the following way:

$$a_i = b_{j_i} \quad \text{where } i = 1, \ldots, n$$

In Fortran:

```
      DO 100 I=1,N
         A(I)=B(INDEX(I))
100   CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LINPACK – Single-precision real and complex LINPACK routines

DESCRIPTION

LINPACK is a package of Fortran routines that solve systems of linear equations and compute the QR, Cholesky, and singular value decompositions. The original Fortran programs are documented in the *LINPACK User's Guide* by J. J. Dongarra, C. B. Moler, J. R. Bunch, and G. W. Stewart, published by the Society for Industrial and Applied Mathematics (SIAM), Philadelphia, 1979, Library of Congress catalog card number 78-78206. This guide is available through Cray Research as publicaton S1-0113.

Each single-precision scientific library version of the LINPACK routines has the same name, algorithm, and calling sequence as the original version. Optimization of each routine includes the following:

- Replacement of calls to the BLAS routines SSCAL, SCOPY, SSWAP, SAXPY, and SROT with in-line Fortran code vectorized by the Cray Fortran compilers
- Removal of Fortran IF statements where the result of either branch is the same
- Replacement of SDOT to solve triangular systems of linear equations in SGESL, SPOFA, SPOSL, STRSL, and SCHDD with more vectorizable code

These optimizations affect only the execution order of floating-point operations in DO loops. See the *LINPACK User's Guide* for further descriptions. The complex routines have been added without much optimization.

The following summary provides a list of the routines, giving the name, matrix or decomposition, and the purpose for each routine.

Name	**Matrix or Decomposition**	**Purpose**
SGECO	Real general	Factor and estimate condition
SGEFA		Factor
SGESL		Solve
SGEDI		Compute determinant and inverse
CGECO	Complex general	Factor and estimate condition
CGEFA		Factor
CGESL		Solve
CGEDI		Compute determinant and inverse
SGBCO	Real general banded	Factor and estimate condition
SGBFA		Factor
SGBSL		Solve
SGBDI		Compute determinant
CGBCO	Complex general banded	Factor and estimate condition
CGBFA		Factor
CGBSL		Solve
CGBDI		Compute determinant

Name	Matrix or Decomposition	Purpose
SPOCO	Real positive definite	Factor and estimate condition
SPOFA		Factor
SPOSL		Solve
SPODI		Compute determinant and inverse
CPOCO	Complex positive definite	Factor and estimate condition
CPOFA		Factor
CPOSL		Solve
CPODI		Compute determinant and inverse
SPPCO	Real positive definite packed	Factor and estimate condition
SPPFA		Factor
SPPSL		Solve
SPPDI		Compute determinant and inverse
CPPCO	Complex positive definite packed	Factor and estimate condition
CPPFA		Factor
CPPSL		Solve
CPPDI		Compute determinant and inverse
SPBCO	Real positive definite banded	Factor and estimate condition
SPBFA		Factor
SPBSL		Solve
SPBDI		Compute determinant
CPBCO	Complex positive definite banded	Factor and estimate condition
CPBFA		Factor
CPBSL		Solve
CPBDI		Compute determinant
SSICO	Symmetric indefinite	Factor and estimate condition
SSIFA		Factor
SSISL		Solve
SSIDI		Compute inertia, determinant, and inverse
CSICO	Complex symmetric	Factor and estimate condition
CSIFA		Factor
CSISL		Solve
CSIDI		Compute determinant and inverse
CHICO	Hermitian indefinite	Factor and estimate condition
CHIFA		Factor
CHISL		Solve
CHIDI		Compute inertia, determinant, and inverse
SSPCO	Symmetric indefinite packed	Factor and estimate condition
SSPFA		Factor
SSPSL		Solve
SSPDI		Compute inertia, determinant, and inverse

Name	Matrix or Decomposition	Purpose
CSPCO	Complex symmetric indefinite packed	Factor and estimate condition
CSPFA		Factor
CSPSL		Solve
CSPDI		Compute inertia, determinant, and inverse
CHPCO	Hermitian indefinite packed	Factor and estimate condition
CHPFA		Factor
CHPSL		Solve
CHPDI		Compute inertia, determinant, and inverse
STRCO	Real triangular	Factor and estimate condition
STRSL		Solve
STRDI		Compute determinant and inverse
CTRCO	Complex triangular	Factor and estimate condition
CTRSL		Solve
CTRDI		Compute determinant and inverse
SGTSL	Real tridiagonal	Solve
CGTSL	Complex tridiagonal	Solve
SPTSL	Real positive definite tridiagonal	Solve
CPTSL	Complex	Solve
SCHDC	Real Cholesky decomposition	Decompose
SCHDD		Downdate
SCHUD		Update
SCHEX		Exchange
CCHDC	Complex Cholesky decomposition	Decompose
CCHDD		Downdate
CCHUD		Update
CCHEX		Exchange
SQRDC	Real	Orthogonal factorization
SQRSL		Solve
CQRDC	Complex	Orthogonal factorization
CQRSL		Solve
SSVDC	Real	Singular value decomposition
CSVDC	Complex	

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

MINV – Solves systems of linear equations by inverting a square matrix

SYNOPSIS

CALL MINV(*ab,n,ldab,scratch,det,tol,m,mode*)

DESCRIPTION

ab Array containing the augmented matrix A:B. A is the square matrix to be inverted and B is the matrix whose columns are the sources for the systems of linear equations to be solved. (input)

A:B is overwritten by the solutions and (optionally) by the inverse of A. (output)

n Order of matrix A; that is, A is an *n*-by-*n* matrix. (input)

ldab Leading dimension of array *ab*. (input)

scratch Array of at least 2**n* elements used by MINV as a work space.

det Determinant of A, computed as the product of pivot elements. (output)

tol Lower limit for the determinant's partial products. Matrix A is declared singular once the partial product of pivot elements is less than or equal in magnitude to this parameter, which should be positive. (input)

m Number of columns in B. This number may be 0. (input)

mode Parameter specifying whether or not the inverse of A is required.
In *ab*, A is overwritten by its inverse only if *mode*<>0. (input)

MINV can be used to solve systems of linear equations, compute the inverse of a square matrix, or compute the determinant of the matrix.

If *m*>0, MINV solves

A*X = B

for the *n*-by-*m* matrix X, replacing B by X (that is, the solution overwrites B).

Thus, MINV solves *m* systems of linear equations:

A*X(:,j) = B(:,j) ,   j = 1, 2, 3, ..., *m* ,

where X(:,j) and B(:,j) denote the j-th columns of X and B, respectively.

If *mode*<>0, MINV replaces A by the inverse of A.
If *mode*=0, A is overwritten, but not by the inverse of A.
The effect of *mode* is independent of the value of *m*.

Regardless of the values of *m* and *mode*, MINV computes the determinant of A, subject to the restriction imposed by *tol* (see CAUTIONS).

The following table summarizes the effect of different combinations of parameter values:

Parameter values	Results returned by MINV
m=0, *mode*=0	*det*(A)
m=0, *mode*<>0	*det*(A), A**(-1)
m>0, *mode*=0	*det*(A), X=(A**(-1))*B
m>0, *mode*<>0	*det*(A), A**(-1), X=(A**(-1))*B

A**(-1) denotes the inverse of A.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

MINV solves linear equations using a partial pivot search (one unused row) and Gauss-Jordan reduction.

References:

1. W. P. Petersen, "Partial Pivoting Linear Equation Solver (MINV)", Cray Computer Systems Technical Note SN-0215 (1980).
2. D. E. Knuth, *The Art of Computer Programming, Volume 1 (Fundamental Algorithms)*, (Addison-Wesley, Reading, MA, 1973); pp. 301-302.

CAUTIONS

At each reduction step, MINV computes the partial product of pivot elements. MINV aborts computation if this product's magnitude is less than or equal to *tol*. Therefore, if the value returned in *det* is less or equal in magnitude to the value input as *tol*, then MINV did not invert A or solve for X (although A:B may have been overwritten); in this case, the value returned in *det* may not be the determinant of A.

EXAMPLES

Example 1.

The following program computes only the determinant of a square matrix, overwriting the matrix in the process.

```
      PROGRAM MINV1
      DIMENSION A(4,4), SCRATCH(8)
      DATA A/5.,7.,6.,5.,7.,10.,8.,7.,6.,8.,10.,9.,5.,7.,9.,10./
      CALL MINV(A,4,4,SCRATCH,DET,1E-12,0,0)
      WRITE(6,'(/A,F14.12)') 'Determinant = ', DET
      END
```

Output:

```
Determinant = 1.000000000002
```

(The matrix is unimodular.)

Example 2.

This program computes the inverse of the matrix whose determinant was computed in Example 1.

```
      PROGRAM MINV2
      DIMENSION A(4,4), AINV(4,4), SCRATCH(8), E(4,4), P(4,4)
      DATA A/5.,7.,6.,5.,7.,10.,8.,7.,6.,8.,10.,9.,5.,7.,9.,10./
     &     E/1.,4*0.,1.,4*0.,1.,4*0.,1./
c     copy A into AINV
      AINV = A
      CALL MINV(AINV,4,4,SCRATCH,DET,1E-12,0,1)
      WRITE(6,902) ((A(I,J),J=1,4), (AINV(I,J),J=1,4), I=1,4)
c     compare A*AINV to E
      CALL MXM(A,4,AINV,4,P,4)
      WRITE(6,903) ((P(I,J)-E(I,J),J=1,4),I=1,4)
902   FORMAT(4(/4F5.0,9X,4F5.0))
903   FORMAT(4(/1X,4(E10.4,5X)))
      END
```

Output:

```
   5.   7.   6.   5.           68. -41. -17.  10.
   7.  10.   8.   7.          -41.  25.  10.  -6.
   6.   8.  10.   9.          -17.  10.   5.  -3.
   5.   7.   9.  10.           10.  -6.  -3.   2.

 0.6821E-12     0.9095E-12     -.2274E-12     0.5684E-13
 0.4093E-11     -.6821E-12     -.5684E-12     0.7958E-12
 0.2274E-11     -.2274E-12     -.3411E-12     0.4547E-12
 0.2274E-11     0.0000E+00     -.4547E-12     0.2274E-12
```

Though not printed, the determinant of the input matrix is available in the variable *det* after the call to MINV.

Example 3.

In the following program, MINV solves

A*X = B

for the two-column matrix X, where A is the same 4-by-4 matrix used for input in the previous examples.

```
      PROGRAM MINV3
      DIMENSION AB(4,6), SCRATCH(8)
      DATA
     & AB/5.,7.,6.,5.,7.,10.,8.,7.,6.,8.,10.,9.,5.,7.,9.,10.,
c          first column of B
     &    0.,1.,2.,3.,
c          second column of B
     &    1.,2.,1.,2./
      WRITE(6,904) 'input matrix A:B', ((AB(I,J),J=1,6), I=1,4)
      CALL MINV(AB,4,4,SCRATCH,DET,1E-10,2,0)
      WRITE(6,904) 'output matrix', ((AB(I,J),J=1,6), I=1,4)
904   FORMAT(/A/4(/6F5.0))
      END
```

The solution matrix is stored in the last two columns of AB, as shown by the program's output:

```
input matrix A:B

   5.   7.   6.   5.   0.   1.
   7.  10.   8.   7.   1.   2.
   6.   8.  10.   9.   2.   1.
   5.   7.   9.  10.   3.   2.

output matrix

  10.  68. -41. -17. -45. -11.
  -6. -41.  25.  10.  27.   7.
  -3. -17.  10.   5.  11.   2.
   2.  10.  -6.  -3.  -6.  -1.
```

The first four columns of *ab*, which were occupied by A on input, have been overwritten.

SEE ALSO

SGEFA in LINPACK(3SCI)

NAME

MXM – Computes matrix-times-matrix product (unit increments)

SYNOPSIS

CALL MXM(*a,nra,b,nca,c,ncb*)

DESCRIPTION

a	Matrix A, the first factor (input)
nra	Number of rows in A (input)
b	Matrix B, the second factor (input)
nca	Number of columns in A (input)
c	Matrix C, the product A*B (output)
ncb	Number of columns in B (input)

MXM computes the *nra*-by-*ncb* matrix product C=A*B of the *nra*-by-*nca* matrix A and the *nca*-by-*ncb* matrix B.

The following Fortran subroutine is equivalent to MXM:

```
      SUBROUTINE MXMF(A,NRA,B,NCA,C,NCB)
      DIMENSION A(NRA,NCA), B(NCA,NCB), C(NRA,NCB)
c     initialize product
      DO 120 K=1, NCB
        DO 110 I=1, NRA
          C(I,K)=0
110     CONTINUE
120   CONTINUE
c     multiply matrices A and B
      DO 230 K=1, NCB
        DO 220 J=1, NCA
          DO 210 I=1, NRA
            C(I,K)=C(I,K)+A(I,J)*B(J,K)
210       CONTINUE
220     CONTINUE
230   CONTINUE
      RETURN
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

MXM is restricted to multiplying matrices whose elements are stored by columns in successive memory locations. MXMA is a general subroutine for multiplying matrices that can be used to multiply matrices that do not satisfy the requirements of MXM.

MXV is similar to MXM, but is specialized to the case of a matrix times a vector.

CAUTIONS

To be computed correctly, the product must not overwrite either factor. Thus, for example,

```
CALL MXM(A,NRA,B,NCA,A,NCA)
```

will not (in general) assign the product A*B to A.

EXAMPLE

The following program multiplies a 4-by-4 matrix and a 4-by-3 matrix.

```
      PROGRAM MXM1
      DIMENSION A(4,4), B(4,3), C(4,3)
      DATA A/3.,2.,7.,1.,6.,3.,1.,6.,4.,6.,4.,2.,1.,3.,7.,5./
     &     B/-5.,6.,4.,3.,2.,1.,-3.,6.,1.,5.,-4.,4./
      CALL MXM(A,4,B,4,C,3)
      WRITE(6,901) ((A(I,J),J=1,4), (B(I,J),J=1,3),
     &              (C(I,J),J=1,3), I=1,4)
901   FORMAT(4(/4F4.0,4X,3F4.0,9X,3F4.0))
      END
```

Output:

```
  3.  6.  4.  1.      -5.  2.  1.         40.  6. 21.
  2.  3.  6.  3.       6.  1.  5.         41.  7.  5.
  7.  1.  4.  7.       4. -3. -4.          8. 45. 24.
  1.  6.  2.  5.       3.  6.  4.         54. 32. 43.
```

SEE ALSO

MXMA(3SCI), MXV(3SCI)

NAME

MXMA – Computes matrix-times-matrix product (arbitrary increments)

SYNOPSIS

CALL MXMA(*sa,iac,iar,sb,ibc,ibr,sc,icc,icr,nrp,m,ncp*)

DESCRIPTION

sa	Array containing matrix A, the first operand (input)
iac	Increment in *sa* between adjacent elements in a column of A (input)
iar	Increment in *sa* between adjacent elements in a row of A (input)
sb	Array containing matrix B, the second operand (input)
ibc	Increment in *sb* between adjacent elements in a column of B (input)
ibr	Increment in *sb* between adjacent elements in a row of B (input)
sc	Array receiving C, the product A*B (output)
icc	Increment in *sc* between adjacent elements in a column of C (input)
icr	Increment in *sc* between adjacent elements in a row of C (input)
nrp	Number of rows in C (that is, the number of rows in A) (input)
m	Middle dimension: number of columns in A and number of rows in B (input)
ncp	Number of columns in the product (that is, the number of columns in the second operand B) (input)

Let A denote the *nrp*-by-*m* matrix defined by *iac* and *iar* in array *sa*; and let B denote the *m*-by-*ncp* matrix defined by *ibc* and *ibr* in *sb*.

MXMA returns the *nrp*-by-*ncp* matrix product C=A*B in elements of C specified by *icc* and *icr*.

The following Fortran subroutine is equivalent to MXMA:

```
      SUBROUTINE
     &    MXMAF(SA,IAC,IAR,SB,IBC,IBR,SC,ICC,ICR,NRP,M,NCP)
      DIMENSION SA(1), SB(1), SC(1)
c     INITIALIZE PRODUCT
      DO 120 K = 1, NCP
        DO 110 I = 1, NRP
          SC( 1 + (I-1)*ICC + (K-1)*ICR ) = 0.
c         ( C(I,K) := 0. )
110     CONTINUE
120   CONTINUE
c     MULTIPLY MATRICES FROM SA AND SB
      DO 230 K = 1, NCP
        DO 220 J = 1, M
          DO 210 I = 1, NRP
            SC( 1 + (I-1)*ICC + (K-1)*ICR )
     &        = SC( 1 + (I-1)*ICC + (K-1)*ICR )
     &          + SA( 1 + (I-1)*IAC + (J-1)*IAR )
     &            * SB( 1 + (J-1)*IBC + (K-1)*IBR )
c           ( C(I,K) := C(I,K) + A(I,J)*B(J,K) )
210       CONTINUE
220     CONTINUE
230   CONTINUE
      RETURN
      END
```

This subroutine shows how *nrp, m, ncp*, and the six increments define the locations of the operands and result in the arrays *sa, sb*, and *sc*.

Interchanging the arguments specifying column and row increments for one of the matrices involved in the computation (A, B, or C) is equivalent to replacing that matrix by its transpose. Consider the first operand: in the subroutine MXMAF (in the previous example), interchanging *iac* and *iar* replaces A(I,J) with A(J,I).

Commonly, *sa, sb*, and *sc* are two-dimensional arrays. If they are defined to have leading dimensions *ldsa, ldsb*, and *ldsc* as follows:

```
DIMENSION SA(LDSA,NCP), SB(LDSB,NCP), SC(LDSC,NCP)
```

then

```
CALL MXMA(SA,IAC,LDSA,SB,IBC,LDSB,SC,ICC,LDSC,NRP,NCP,NCP)
```

multiplies a submatrix of *sa* and a submatrix of *sb*, storing the product in a submatrix of *sc*, while

```
CALL MXMA(SA,IAC,LDSA,SB,LDSB,IBC,SC,ICC,LDSC,NRP,NCP,NCP)
```

computes the product of A and the transpose of B.

NOTE

MXMA is a general subroutine for multiplying matrices. It can be used to compute a product of matrices where one or more of the operands or the product must be transposed. MXMA can be used to multiply any matrices whose elements are not stored by columns in successive memory locations, provided only that the elements of rows and columns are spaced by increments constant for each matrix.

MXVA is a similarly general subroutine that computes the product of a matrix and a vector.

The product of matrices whose elements are stored by columns in successive memory locations can be computed slightly faster using MXM.

The following subroutine calls are equivalent:

```
CALL MXMA(SA,1,NRP,SB,1,M,SC,1,NCP,NRP,M,NCP)

CALL MXM(SA,NRP,SB,M,SC,NCP)
```

(The product elements computed by MXM are also stored by columns in successive memory locations).

CAUTION

To be computed correctly, the product must not overwrite either operand. Thus, if alpha is a one-dimensional array,

```
CALL MXMA(ALPHA,3,9,BETA,1,2,ALPHA(2),1,3, 3,2,2)
```

correctly computes the product of the matrices defined in *alpha* and *beta*, whereas

```
CALL MXMA(ALPHA,3,9,BETA,1,2,ALPHA,1,3, 3,2,2)
```

does not (in general).

EXAMPLES

Example 1.

Suppose *sa*, *sb*, and *sc* are dimensioned as follows:

```
REAL SA(3,3), SB(4,3), SC(4,3)
```

then CALL MXMA(SA,1,3,SB,4,1,SC,3,8,2,3,2)

multiplies a 2-by-3 matrix operand A from *sa* times a 3-by-2 matrix operand B from *sb*, storing the 2-by-2 matrix product C in *sc*.

Elements of the matrices A, B, and C are identified with elements of the arguments *sa*, *sb*, and *sc*, respectively, as follows:

memory operand	**memory operand**	**memory product**
sa(1,1) == A(1,1)	*sb*(1,1) == B(1,1)	*sc*(1,1) == C(1,1)
sa(2,1) == A(2,1)	*sb*(2,1) == B(1,2)	*sc*(2,1)
sa(3,1)	*sb*(3,1)	*sc*(3,1)
sa(1,2) == A(1,2)	*sb*(4,1)	*sc*(4,1) == C(2,1)
sa(2,2) == A(2,2)	*sb*(1,2) == B(2,1)	*sc*(1,2)
sa(3,2)	*sb*(2,2) == B(2,2)	*sc*(2,2)
sa(1,3) == A(1,3)	*sb*(3,2)	*sc*(3,2)
sa(2,3) == A(2,3)	*sb*(4,2)	*sc*(4,2)
sa(3,3)	*sb*(1,3) == B(3,1)	*sc*(1,3) == C(1,2)
	sb(2,3) == B(3,2)	*sc*(2,3)
	sb(3,3)	*sc*(3,3)
	sb(4,3)	*sc*(4,3) == C(2,2)

The columns labeled "memory" list all the elements of the arrays *sa*, *sb*, and *sc* in the order of their storage addresses; the columns labeled "operand" show the role of these elements in the computation. Note that B(i,j) = B(j,i): in this example, B is a submatrix of the transpose of *sb*.

Example 2. MXMA accepts non-positive increments.

Consider the following program:

```
      PROGRAM MXMA2
      DIMENSION A1(3,3), A2(3,3), B(3,3), C(3,2)
      DATA A1/1.,2.,99.,3.,4.,99.,99.,99.,99./
     &        A2/4.,3.,99.,2.,1.,99.,99.,99.,99./
     &         B/0.,42.,1.,1.,42.,2.,3.,42.,5./
      CALL MXMA(a1,1,3,b,2,3,c,3,1,2,2,3)
      WRITE(6,901) ((A1(I,J),J=1,3),
     &                (B(I,J),J=1,3), (C(I,J),J=1,2), I=1,3)
      CALL MXMA(A2(2,2),-1,-3,B,2,3,C,3,1,2,2,3)
      WRITE(6,901) ((A2(I,J),J=1,3),
     &                (B(I,J),J=1,3), (C(I,J),J=1,2), I=1,3)
901   FORMAT(3(/3F4.0,9X,3F4.0,9X,2F4.0))
      END
```

which produces the following output:

```
  1.  3. 99.           0.  1.  3.            3.  4.
  2.  4. 99.          42. 42. 42.            7. 10.
 99. 99. 99.           1.  2.  5.           18. 26.

  4.  2. 99.           0.  1.  3.            3.  4.
  3.  1. 99.          42. 42. 42.            7. 10.
 99. 99. 99.           1.  2.  5.           18. 26.
```

This demonstrates that both calls to MXMA define the same first operand.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

MXM(3SCI), MXVA(3SCI)

NAME

MXV – Computes matrix-times-vector product (unit increments)

SYNOPSIS

CALL MXV(*a,nra,b,nca,c*)

DESCRIPTION

a	Matrix factor (input)
nra	Number of rows in the matrix (input)
b	Vector factor (input)
nca	Number of columns in the matrix (input)
c	Vector product (output)

MXV computes the *nra*-vector product C=A*B of the *nra*-by-*nca* matrix A and the *nca*-vector B.

The following Fortran subroutine is equivalent to MXV:

```
            SUBROUTINE MXVF(A,NRA,B,NCA,C)
            DIMENSION A(NRA,NCA), B(NCA), C(NRA)
    c       initialize product
            DO 100 I = 1, NRA
              C(I) = 0.
    100     CONTINUE
    c       multiply matrix A and vector B
            DO 220 J = 1, NCA
              DO 210 I = 1, NRA
                C(I) = C(I) + A(I,J)*B(J)
    210       CONTINUE
    220     CONTINUE
            RETURN
            END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

MXV is restricted to multiplying a vector occupying successive memory locations (in order) by a matrix whose elements are stored by columns in successive memory locations. MXVA is a general subroutine for multiplying a matrix and a vector, which can be used to multiply a vector by a matrix stored with arbitrary column and row increments.

EXAMPLES

The following program multiplies a 3-by-4 matrix and a 4-element vector:

```
           PROGRAM MXVL
           DIMENSION A(3,4), B(4), C(3)
           DATA A/9.,4.,2.,3.,3.,5.,7.,1.,7.,4.,2.,2./B/1.,-2.,-1.,3./
           CALL MXV(A,3,B,4,C)
           WRITE(6,901) ((A(I,J),J=1,4), B(I), C(I), I=1,3), B(4)
901        FORMAT(3(/4F4.0,T20,F4.0,T30,F4.0)/T20,F4.0)
           END
```

Output:

```
  9.  3.  7.  4.     1.       8.
  4.  3.  1.  2.    -2.       3.
  2.  5.  7.  2.    -1.      -9.
                     3.
```

CAUTIONS

To be computed correctly, the product must not overwrite either factor. Thus, for example,

```
CALL MXV(A,N,B,N,B)
```

will not (in general) assign to B the product A*B.

SEE ALSO

MXVA(3SCI)

NAME

MXVA – Computes matrix-times-vector product (arbitrary increments)

SYNOPSIS

CALL MXVA(*sa,iac,iar,sb,ib,sc,ic,nra,nca*)

DESCRIPTION

sa Array containing matrix A, the first operand (input)

iac Increment in *sa* between adjacent elements in a column of A (input)

iar Increment in *sa* between adjacent elements in a row of A (input)

sb Array containing vector B, the second operand (input)

ib Increment in *sb* between adjacent elements of B (input)

sc Array receiving C, the product A*B (output)

ic Increment in *sc* between adjacent elements of the product (input)

nra Number of rows in A (input)

nca Number of columns in A (input)

Let A denote the *nra*-by-*nca* matrix defined by *iac* and *iar* in array *sa*; let B denote the *nca*-vector defined by *ib* in *sb*. MXVA returns the *nra*-vector product C=A*B in elements of *sc* specified by *icc* and *icr*.

The following Fortran subroutine is equivalent to MXVA:

```
          SUBROUTINE MXVAF (SA,IAC,IAR,SB,IB,SC,IC,NRA,NCA)
          DIMENSION SA(1), SB(1), SC(1)
c         initialize product
          DO 100 I = 1, NRA
            SC( 1 + (I-1)*IC ) = 0.
c           ( C(i) := 0. )
100       CONTINUE
c         multiply matrix from sa and vector from sb
          DO 220 J = 1, NCA
            DO 210 I = 1, NRA
              SC( 1 + (I-1)*IC )
     &         = SC( 1 + (I-1)*IC )
     &           + SA( 1 + (I-1)*IAC + (J-1)*IAR )
     &             * SB( 1 + (J-1)*IB )
c             ( C(i) := C(i) + A(i,j)*B(j) )
210         CONTINUE
220       CONTINUE
          RETURN
          END
```

This subroutine shows how *iac*, *iar*, *ib*, *ic*, *nra*, and *nca* define the locations of the operands and result in the arrays *sa*, *sb*, and *sc*.

Interchanging the arguments specifying column and row increments for the matrix has the effect of replacing the matrix by its transpose. In subroutine MXVAF (previous example), interchanging *iac* and *iar* replaces A(*i*, *j*) by A(*j*, *i*).

Suppose *sa* is a two-dimensional array defined to have leading dimension *ldsa* as follows:

```
DIMENSION SA(LDSA,NCA)
```

Then

```
CALL MXVA(SA,IAC,LDSA,SB,IB,SC,IC,NCA,NCA)
```

multiplies a submatrix A of *sa* times a vector from *sb*, storing the product in *sc*, while

```
CALL MXVA(SA,LDSA,IAC,SB,IB,SC,IC,NCA,NCA)
```

computes the product of the transpose of A times the same vector from *sb*.

NOTES

MXVA is a general subroutine for multiplying a matrix and a vector, and is operationally similar to MXMA. MXVA can be used to multiply a vector by any matrix whose elements are not stored by columns in successive memory locations, provided only that the elements of rows and columns are spaced by constant increments. The factor and product vector increments are independent and arbitrary.

The product of a matrix whose elements are stored by columns in successive memory locations and a vector stored likewise can be computed somewhat faster using MXV. The following two subroutine calls have the same result:

```
CALL MXVA(SA,1,NRA,SB,1,SC,1,NRA,NCA)
CALL MXV(SA,NRA,SB,NCA,SC)
```

(The product elements computed by MXV are also stored in successive memory locations.)

EXAMPLES

Example 1. Suppose *sa*, *sb*, and *sc* are dimensioned as follows:

```
REAL SA(3,3), SB(9), SC(8)
```

Then

```
CALL MXVA(SA,1,3,SB,4,SC,3,2,3)
```

multiplies a 2-by-3 matrix operand A from *sa* times a 3-element vector operand B from *sb*, storing the 2-element vector product C in *sc*. Elements of the matrix A and the vectors B and C are identified with elements of the arguments *sa*, *sb*, and *sc*, respectively, as follows:

memory operand	**memory operand**	**memory product**
sa(1,1) == A(1,1)	*sb*(1) == B(1)	*sc*(1) == C(1)
sa(2,1) == A(2,1)	*sb*(2)	*sc*(2)
sa(3,1)	*sb*(3)	*sc*(3)
sa(1,2) == A(1,2)	*sb*(4)	*sc*(4) == C(2)
sa(2,2) == A(2,2)	*sb*(5) == B(2)	*sc*(5)
sa(3,2)	*sb*(6)	*sc*(6)
sa(1,3) == A(1,3)	*sb*(7)	*sc*(7)
sa(2,3) == A(2,3)	*sb*(8)	*sc*(8)
sa(3,3)	*sb*(9) == B(3)	

The columns labeled "memory" list all the elements of the arrays *sa*, *sb*, and *sc* in the order of their storage addresses; the columns labeled "operand" show the role of these elements in the computation.

Example 2. In the following program, the first call to MXVA computes the product of the 3-by-5 matrix A and the 5-element vector B; the second call computes the product of the 5-by-3 transpose of A and the 3-element vector (B(1),B(2),B(3)):

```
      PROGRAM MXVA2
      DIMENSION A(3,5), B(5), C(5)
      DATA A/1.,2.,-5.,-8.,-6.,3.,8.,-7.,4.,1.,-5.,0.,5.,6.,6./
     &        B/ 6.,-1.,2.,8.,4./
     &        C/5*0./
      CALL MXVA(A,1,3,B,1,C,1,3,5)
      WRITE(6,901) ((A(I,J),J=1,5), B(I), C(I), I=1,3),
     &                               (B(I), C(I), I=4,5)
      CALL MXVA(A,3,1,B,1,C,1,5,3)
      WRITE(6,901) ((A(I,J),J=1,5), B(I), C(I), I=1,3),
     &                               (B(I), C(I), I=4,5)
901   FORMAT(3(/5F4.0,T25,F4.0,T35,F4.0),2(/T25,F4.0,T35,F4.0)/)
      END
```

The output of this program is as follows:

```
  1. -8.  8.  1.  5.      6.       58.
  2. -6. -7. -5.  6.     -1.      -12.
 -5.  3.  4.  0.  6.      2.       -1.
                          8.        0.
                          4.        0.

  1. -8.  8.  1.  5.      6.       -6.
  2. -6. -7. -5.  6.     -1.      -36.
 -5.  3.  4.  0.  6.      2.       63.
                          8.       11.
                          4.       36.
```

Example 3. The following program multiplies a 2-by-3 matrix and a 3-element vector, storing the product's two elements in reverse order:

```
      PROGRAM MXVA3
      DIMENSION A(3,2), B(3), C(3)
      DATA A/2.,9.,8.,4.,3.,7./B/4.,-4.,1./C/3*0./
      CALL MXVA(A,3,1,B,1,C(3),-2,2,3)
      WRITE(6,901) ((A(I,J),J=1,2), B(I), C(I), I=1,3)
901   FORMAT(3(/2F4.0,4X,F4.0,9X,F4.0))
      END
```

Output:

```
  2.  4.      4.         11.
  9.  3.     -4.          0.
  8.  7.      1.        -20.
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

CAUTIONS

To be computed correctly, the product must not overwrite either operand. Thus, for example,

```
CALL MXVA(SA,IAC,IAR,SB,IB,SB,IB,NRA,NCA)
```

will not (in general) compute correctly the product of the matrix in *sa* and the vector in *sb*.

SEE ALSO

MXV(3SCI), MXMA(3SCI)

NAME

OPFILT – Solves Weiner-Levinson linear equations

SYNOPSIS

CALL OPFILT(*m,a,b,c,r*)

DESCRIPTION

m	Order of the system of equations (input)
a	Resulting vector of *m* filter coefficients (output)
b	Information auto-correlation vector of length *m* (input)
c	Scratch vector of length 2*m*
r	Signal auto-correlation vector of length *m* (input)

OPFILT computes the solution to the Weiner-Levinson system of linear equations Ta=b, where T is a Toeplitz matrix in which elements are described by the following:

$$t_{ij} = R(k) \quad \text{for } |j-i| + 1 = k$$
$$\text{and } k = 1, \ldots, n$$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

Although **OPFILT** solves this matrix equation faster than Gaussian elimination can, **OPFILT** does no pivoting; therefore, it is less numerically stable than Gaussian elimination unless the matrix **T** is positive definite, or diagonally dominant.

EXAMPLES

The following system of linear equations can be solved with the call **OPFILT** (3,A,B,C,R). The vector C has a length of at least six. (The t_{ij} elements show how the numbers for **R** are obtained.)

$$\begin{bmatrix} R(1) & R(2) & R(3) \\ R(2) & R(1) & R(2) \\ R(3) & R(2) & R(1) \end{bmatrix} \begin{bmatrix} A(1) \\ A(2) \\ A(3) \end{bmatrix} = \begin{bmatrix} B(1) \\ B(2) \\ B(3) \end{bmatrix}$$

$$\begin{bmatrix} t_{11} & t_{12} & t_{13} \\ t_{21} & t_{22} & t_{23} \\ t_{31} & t_{32} & t_{33} \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

NAME

RECPP – Solves a partial products problem

SYNOPSIS

CALL RECPP(*n*,*x*,*incx*,*c*,*incc*)

DESCRIPTION

n Recurrence length (input)

x Vector of length at least 1+(n-1)*|*incx*| (input/output)

incx Increment between recurrence elements in vector *x* (input)

c Vector of length at least 1+(n-1)*|*incc*| (input)

incc Increment between recurrence elements in vector *c* (input)

RECPP solves a partial products problem as in the following Fortran equivalent:

```
      I=1
      J=1
      IF (INCX .LT. 0) THEN
              I = 1-(N-1)*INCX
      ENDIF
      IF (INCC. LT. 0) THEN
              J = 1-(N-1)*INCC
      ENDIF
      X(I) = C(J)
      DO 10 I=2,N
              X(I+INCX) = C(J+INCC)*X(I)
              J = J+INCC
              I = I+INCX
10    CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

RECPS – Solves a partial summation problem

SYNOPSIS

CALL RECPS(*n,x,incx,c,incc***)**

DESCRIPTION

n	Recurrence length (input)
x	Vector of length at least 1+(n-1)*|*incx*| (input/output)
incx	Increment between recurrence elements in vector *x* (input)
c	Vector of length at least 1+(n-1)*|*incc*| (input)
incc	Increment between recurrence elements in vector *c* (input)

RECPS solves a partial summation problem as in the following Fortran equivalent:

```
      I=1
      J=1
      IF (INCX .LT. 0) THEN
            I = 1-(N-1)*INCX
      ENDIF
      IF (INCC .LT. 0) THEN
            J = 1-(N-1)*INCC
      ENDIF
      X(I) = C(J)
      DO 10 I=2,N
            X(I+INCX) = C(J+INCC)+X(I)
            J = J+INCC
            I = I+INCX
 10   CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

SASUM, SCASUM – Sums the absolute value of elements in a vector

SYNOPSIS

sum = SASUM(*n*,*sx*,*incx*)

sum = SCASUM(*n*,*cx*,*incx*)

DESCRIPTION

n Number of elements in the vector to be summed. If $n \le 0$, SASUM and SCASUM return 0. (input)

sx Real vector to be summed (input)

cx Complex vector to be summed (input)

incx Increment between elements of *sx* or *cx*. For contiguous elements, *incx*=1. (input)

SASUM and SCASUM sum the absolute values of the elements of a real or complex vector, respectively.

SASUM computes

$$sum = \sum_{i=1}^{n} |x_{k_i}|$$

where $k_i = \begin{cases} 1+(i-1)(incx), & incx>0 \\ 1+(n-i)|incx|, & incx<0 \end{cases}$ and where x_{k_i} is an element of a real vector.

SCASUM computes

$$sum = \sum_{i=1}^{n} [\,|\text{real }(x_{k_i})| + |\text{imag}(x_{k_i})|\,]$$

where k_i is as defined for SASUM. x_{k_i} is an element of a complex vector.

Note that SASUM computes a true l_1 norm, but SCASUM does not.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

EXAMPLES

```
      REAL SUM,SUMMER(10)
      SUMMER(1)=0.0
      DO 10 I=2,10
      SUMMER(I)=SUMMER(I-1)+1.0
10    CONTINUE
      SUM=SASUM(5,SUMMER,2)
      PRINT *,SUM
      STOP
      END
```

In the preceding example, SUMMER(1)=0.0, SUMMER(2)=1.0, SUMMER(3)=2.0,...SUMMER(10)=9.0. The printed result of SUM equals 20.0.

NAME

SAXPY, CAXPY – Adds a scalar multiple of a real or complex vector to another vector

SYNOPSIS

CALL SAXPY(*n,sa,sx,incx,sy,incy*)

CALL CAXPY(*n,ca,cx,incx,cy,incy*)

DESCRIPTION

n Number of elements in the vectors. If $n \le 0$, SAXPY and CAXPY return without any computation. (input)

sa Real scalar multiplier (input)

ca Complex scalar multiplier (input)

sx Real vector to be scaled for sum (input)

cx Complex vector to be scaled for sum (input)

incx Increment between elements of *sx* or *cx*. For contiguous elements, *incx*±1. (input)

sy Real vector used in summation. It receives the resulting vector. (input/output)

cy Complex vector used in summation. It receives the resulting vector. (input/output)

incy Increment between elements of *sy* or *cy*. For contiguous elements, *incy*±1. (input)

These subroutines add a scalar multiple of one vector to another.

SAXPY computes

$$y_{l_i} = ax_{k_i} + y_{l_i}\ ,\ \ i=1,\ldots,n \ \text{ where } k_i = \begin{cases} 1+(i-1)(incx),\ incx>0 \\ 1+(n-i)|incx|,\ incx<0 \end{cases} \text{ and } l_i = \begin{cases} 1+(i-1)(incy),\ incy>0 \\ 1+(n-i)|incy|,\ incy<0 \end{cases}$$

where a is a real scalar multiplier and x_{k_i} and y_{l_i} are elements of real vectors.

CAXPY computes

$y_{l_i} = ax_{k_i} + y_{l_i}$, i=1,..., n and k_i and l_i are as defined for SAXPY.

where a is a complex scalar multiplier and x_{k_i} and y_{l_i} are elements of complex vectors.

When $n \le 0$, *sa*=0, or *ca*=0+0*i*, these routines return immediately with no change in their arguments.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SSCAL, CSSCAL, CSCAL – Scales a real or complex vector

SYNOPSIS

CALL SSCAL(*n*,*sa*,*sx*,*incx*)

CALL CSSCAL(*n*,*sa*,*cx*,*incx*)

CALL CSCAL(*n*,*ca*,*cx*,*incx*)

DESCRIPTION

n	Number of elements in the vector. If $n \leq 0$, SSCAL, CSSCAL, and CSCAL return without any computation. (input)
sa	Real scaling factor (input)
ca	Complex scaling factor (input)
sx	Real vector to be scaled (input/output)
cx	Complex vector to be scaled (input/output)
incx	Increment between elements of *sx* or *cx* (input)

These subroutines scale a vector.

SSCAL computes

$X = aX$

where a is a real number and X is a real vector.

CSSCAL computes

$X = aX$

where a is a real number and X is a complex vector.

CSCAL computes

$Y = aY$

where a is a complex number and Y is a complex vector.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *incx* as zero; doing so yields unpredictable results.

NAME

SCATTER – Scatters a vector into another vector

SYNOPSIS

CALL SCATTER(*n*,*a*,*index*,*b*)

DESCRIPTION

n	Number of elements in vectors *index* and *b* (not in *a*) (input)
a	Resulting vector (output)
index	Vector of indices (input)
b	Source vector (input)

SCATTER is defined as follows:

$a_{j_i} = b_i$ where $i = 1, \ldots, n$

In Fortran:

```
          DO 100 I=1,N
             A(INDEX(I))=B(I)
   100    CONTINUE
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

SCOPY, CCOPY – Copies a real or complex vector into another vector

SYNOPSIS

CALL SCOPY(*n,sx,incx,sy,incy*)

CALL CCOPY(*n,cx,incx,cy,incy*)

DESCRIPTION

n	Number of elements to be copied. If $n \le 0$, SCOPY and CCOPY return without any computation. (input)
sx	Real vector to be copied (input)
cx	Complex vector to be copied (input)
incx	Increment between elements of *sx* or *cx*; for contiguous elements, *incx* = ± 1 (input)
sy	Real result vector (output)
cy	Complex result vector (output)
incy	Increment between elements of *sy* or *cy*; for contiguous elements, *incy* = ± 1 (input)

These subroutines copy one vector into another.

SCOPY copies a real vector

$$y_{l_i} = x_{k_i} \text{ , } i = 1,\ldots,n$$

$$\text{where } k_i = \begin{cases} 1+(i-1)(incx), & incx>0 \\ 1+(n-i)|incx|, & incx<0 \end{cases} \quad \text{and } l_i = \begin{cases} 1+(i-1)(incy), & incy>0 \\ 1+(n-i)|incy|, & incy<0 \end{cases}$$

and x_{k_i} and y_{l_i} are elements of real vectors.

CCOPY copies a complex vector

$$y_{l_i} = x_{k_i} \text{ , } i = 1,\ldots,n$$

where k_i and l_i are as defined in the previous example, and x_{k_i} and y_{l_i} are elements of complex vectors.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SGBMV – Multiplies a real vector by a real general band matrix

SYNOPSIS

CALL SGBMV(*trans,m,n,kl,ku,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

SGBMV performs one of the matrix-vector operations

$$y{:=}alpha*a*x+beta*y \quad \text{or} \quad y{:=}alpha*a'*x+beta*y$$

Arguments *alpha* and *beta* are scalars, *x* and *y* are vectors, *a* is an *m*-by-*n* band matrix, with *kl* subdiagonals and *ku* superdiagonals, and *a'* denotes the transpose of *a*.

trans Character*1. On entry, *trans* specifies the operation to be performed. If *trans*='N' or 'n', $y := alpha*a*x+beta*y$. If *trans*='T' or 't', $y := alpha*a'*x+beta*y$. The *trans* argument is unchanged on exit.

m Integer. On entry, *m* specifies the number of rows of the matrix *a*. *m* must be at least zero. The *m* argument is unchanged on exit.

n Integer. On entry, *n* specifies the number of columns of the matrix *a*. *n* must be at least zero. The *n* argument is unchanged on exit.

kl Integer. On entry, *kl* specifies the number of subdiagonals of the matrix *a*. *kl* must satisfy 0.LE.*kl*. The *kl* argument is unchanged on exit.

ku Integer. On entry, *ku* specifies the number of superdiagonals of the matrix *a*. *ku* must satisfy 0.LE.*ku*. The *ku* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry, the leading (*kl+ku*+1)-by-*n* part of the array *a* must contain the matrix of coefficients, supplied column-by-column, with the leading diagonal of the matrix in row (*ku*+1) of the array, the first superdiagonal starting at position 2 in row *ku*, the first subdiagonal starting at position 1 in row (*ku*+2), and so on. Elements in the array *a* that do not correspond to elements in the band matrix (such as the top left *ku*-by-*ku* triangle) are not referenced. The following program segment will transfer a band matrix from conventional full matrix storage to band storage:

```
     DO 20, J=1,N
     K = KU+1-J
     DO 10, I=MAX(1,J-KU), MIN(M,J+KL)
          A(K+I,J) = MATRIX(I,J)
10      CONTINUE
20   CONTINUE
```

The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program. *lda* must be at least (*kl+ku*+1). The *lda* argument is unchanged on exit.

x Real array of dimension at least 1+(*n*-1)*|*incx*| when *trans*='N' or 'n' and at least 1+(*m*-1)*|*incx*| otherwise. Before entry, the incremented array *x* must contain the vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. The *incx* argument must not be zero. The *incx* argument is unchanged on exit.

beta Real. On entry, *beta* specifies the scalar beta. When *beta* is supplied as zero, *y* need not be set on input. The *beta* argument is unchanged on exit.

y Real array of dimension at least 1+(*m*-1)*|*incy*| when *trans*='N' or 'n' and at least 1+(*n*-1)*|*incy*| otherwise. Before entry, the incremented array *y* must contain the vector *y*. On exit, *y* is overwritten by the updated vector *y*.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be zero. The *incy* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTE

SGBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SGEMM – Multiplies a real general matrix by a real general matrix

SYNOPSIS

CALL SGEMM *(transa,transb,m,n,k,alpha,a,lda,b,ldb,beta,c,ldc)*

DESCRIPTION

SGEMM performs one of the matrix-matrix operations:

$c := alpha * \text{op}(a) * \text{op}(b) + beta * c$

where op*(x)* is one of the following:

$\text{op}(x) = x,$

or $\text{op}(x) = x'$

Arguments *alpha* and *beta* are scalars, *a, b,* and *c* are matrices, op(*a*) is an *m*-by-*k* matrix, op(*b*) is a *k*-by-*n* matrix, and *c* is an *m*-by-*n* matrix.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a'*.
If *transa* = 'C' or 'c', op(*a*) = *a'*.

On exit, *transa* is unchanged.

transb Type character*1.

On entry, *transb* specifies the form of op(*b*) to be used in the matrix multiplication as follows:

If *transb* = 'N' or 'n', op(*b*) = *b*.
If *transb* = 'T' or 't', op(*b*) = *b'*.
If *transb* = 'C' or 'c', op(*b*) = *b'*.

On exit, *transb* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix op(*a*) and in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix op(*b*) and in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.
On entry, *k* specifies the number of columns of matrix op(*a*) and the number of rows of matrix op(*b*).
Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* when *transa* = 'N' or 'n', and is *m* otherwise.

Before entry with *transa* = 'N' or 'n', the leading *m*-by-*k* part of array *a* must contain matrix *a*.
Otherwise, the leading *k*-by-*m* part of array *a* must contain matrix *a*.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *transa* = 'N' or 'n', *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *k*).
On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *kb*).
Argument *kb* is *n* when *transb* = 'N' or 'n', and is *k* otherwise.

Before entry with *transb* = 'N' or 'n', the leading *k*-by-*n* part of array *b* must contain matrix *b*.
Otherwise, the leading *n*-by-*k* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
When *transb* = 'N' or 'n', *ldb* must be at least max(1, *k*).
Otherwise, *ldb* must be at least max(1, *n*).
On exit, *ldb* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type real.
Array of dimension (*ldc*, *n*).

Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* matrix (*alpha**op(*a*)*op(*b*)+*beta**c).

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

SGEMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

SEE ALSO

SGEMMS(3COS)

NAME

SGEMMS – Multiplies a real general matrix by a real general matrix using Strassen's algorithm

SYNOPSIS

CALL SGEMMS(*transa,transb,m,n,k,alpha,a,lda,b,ldb,beta,c,ldc,work*)

DESCRIPTION

Routine SGEMMS is functionally equivalent to SGEMM, except for an additional parameter, *work*. The primary difference is that SGEMMS is implemented using Winograd's variation of Strassen's algorithm for matrix multiplication, which is significantly faster for large matrices.

Strassen's algorithm for matrix multiplication is a complex, recursive algorithm that performs the multiplication in a manner completely different from the usual inner product method. While the inner product method requires a number of operations on the order of n^3 (where n is the dimension of the matrices), Strassen's algorithm requires, in theory, a number of operations on the order of $n^{2.8}$. The tradeoff is that Strassen's algorithm requires a work array in memory of size $2.34*n^2$. Specifically, the *work* array must be of size at least

$2.34*\max(m, k)*\max(k, n)$.

The *work* array is overwritten, and no diagnostic is given if the supplied array is too small.

Numerical results from SGEMMS may differ slightly from those of SGEMM, due to a very different order of operations carried out by Strassen's algorithm.

SGEMMS can be called for any values of the parameters that are legal for SGEMM. A performance improvement over SGEMM would not be expected, however, unless the minimum of the array dimensions is at least 128. For small dimensions, performance is approximately the same as SGEMM, although there is some slight overhead.

SGEMMS performs one of the matrix-matrix operations:

$c := alpha*\mathrm{op}(a)*\mathrm{op}(b)+beta*c$

where op(*x*) is one of the following:

$\mathrm{op}(x) = x$,

or $\mathrm{op}(x) = x'$

Arguments *alpha* and *beta* are scalars, *a*, *b*, and *c* are matrices, op(*a*) is an *m*-by-*k* matrix, op(*b*) is a *k*-by-*n* matrix, and *c* is an *m*-by-*n* matrix.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = ’N’ or ’n’, op(*a*) = *a*.
If *transa* = ’T’ or ’t’, op(*a*) = *a*’.
If *transa* = ’C’ or ’c’, op(*a*) = *a*’.

On exit, *transa* is unchanged.

transb Type character*1.

On entry, *transb* specifies the form of op(*b*) to be used in the matrix multiplication as follows:

If *transb* = ’N’ or ’n’, op(*b*) = *b*.
If *transb* = ’T’ or ’t’, op(*b*) = *b*’.
If *transb* = ’C’ or ’c’, op(*b*) = *b*’.

On exit, *transb* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix op(*a*) and in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix op(*b*) and in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.
On entry, *k* specifies the number of columns of matrix op(*a*) and the number of rows of matrix op(*b*).
Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* when *transa* = ’N’ or ’n’, and is *m* otherwise.

Before entry with *transa* = ’N’ or ’n’, the leading *m*-by-*k* part of array *a* must contain matrix *a*.
Otherwise, the leading *k*-by-*m* part of array *a* must contain matrix *a*.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *transa* = ’N’ or ’n’, *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *k*).
On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *kb*).
Argument *kb* is *n* when *transb* = ’N’ or ’n’, and is *k* otherwise.

Before entry with *transb* = ’N’ or ’n’, the leading *k*-by-*n* part of array *b* must contain matrix *b*.
Otherwise, the leading *n*-by-*k* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
When *transb* = 'N' or 'n', *ldb* must be at least max(1, *k*).
Otherwise, *ldb* must be at least max(1, *n*).
On exit, *ldb* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type real.
Array of dimension (*ldc*, *n*).

Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* matrix (*alpha**op(*a*)*op(*b*)+*beta**c).

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

work Type real.
Array of dimension at least 2.34*max(*m*, *k*)*max(*k*, *n*).
Used for intermediate calculations.
On exit, *work* is overwritten.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

SGEMMS is a CRI extension to the standard level 3 Basic Linear Algebra Subprograms (BLAS 3).

SEE ALSO

SGEMM(3COS)

NAME

SGEMV – Multiplies a real vector by a real general matrix

SYNOPSIS

CALL SGEMV(*trans,m,n,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

SGEMV performs one of the matrix-vector operations

$$y := alpha*a*x + beta*y, \quad \text{or} \quad y := alpha*a'*x + beta*y$$

Arguments *alpha* and *beta* are scalars, *x* and *y* are vectors, *a* is an *m*-by-*n* matrix, and *a'* is the transpose of *a*.

trans Character*1. On entry, *trans* specifies the operation to be performed.
If *trans*='N' or 'n', $y := alpha*a*x + beta*y$.
If *trans*='T' or 't', $y := alpha*a'*x + beta*y$.
The *trans* argument is unchanged on exit.

m Integer. On entry, *m* specifies the number of rows of the matrix *a*. *m* must be at least 0. The *m* argument is unchanged on exit.

n Integer. On entry, *n* specifies the number of columns of the matrix *a*. *n* must be at least 0. The *n* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry, the leading *m*-by-n part of the array *a* must contain the matrix of coefficients. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. *lda* must be at least max(1,*m*). The *lda* argument is unchanged on exit.

x Real array of dimension at least $1+(n-1)*|incx|$ when *trans*='N' or 'n' and at least $1+(m-1)*|incx|$ otherwise. Before entry, the incremented array *x* must contain the vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. *incx* must not be 0. The *incx* argument is unchanged on exit.

beta Real. On entry, *beta* specifies the scalar beta. When *beta* is supplied as 0 then *y* need not be set on input. The *beta* argument is unchanged on exit.

y Real array of dimension at least $1+(m-1)*|incy|$ when trans='N' or 'n' and at least $1+(n-1)*|incy|$ otherwise. Before entry with *beta* nonzero, the incremented array *y* must contain the vector *y*. On exit, *y* is overwritten by the updated vector *y*.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be 0. The *incy* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SGEMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SGER – Performs rank 1 update of a real general matrix

SYNOPSIS

CALL SGER(*m*,*n*,*alpha*,*x*,*incx*,*y*,*incy*,*a*,*lda*)

DESCRIPTION

SGER performs the rank 1 operation

$$a := alpha*x*y' + a$$

where x is an m element vector, y is an n element vector, a is an m-by-n matrix, and y' is the transpose of y.

m Integer. On entry, *m* specifies the number of rows of the matrix *a*. *m* must be at least 0. Unchanged on exit.

n Integer. On entry, *n* specifies the number of columns of the matrix *a*. *n* must be at least 0. Unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. Unchanged on exit.

x Real. Array of dimension at least 1+(*m*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *m* element vector *x*. Unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. *incx* must not be 0. Unchanged on exit.

y Real. Array of dimension at least 1+(*n*-1)*|*incy*|. Before entry, the incremented array *y* must contain the *n* element vector *y*. Unchanged on exit.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be 0. Unchanged on exit.

a Real array of dimension (*lda*,*n*). Before entry, the leading *m*-by-*n* part of the array *a* must contain the matrix of coefficients. On exit, *a* is overwritten by the updated matrix.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. *lda* must be at least max(1,*m*). Unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SGER is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SMXPY – Multiplies a column vector by a matrix and adds the result to another column vector

SYNOPSIS

CALL SMXPY(*n1,y,n2,ldm,x,m*)

DESCRIPTION

n1 Number of elements in vector *y* and number of rows in matrix *m* (input)

y Real vector of length *n1* which is added to the product of *m* and *x*. It is overwritten by the resulting vector. (input/output)

n2 Number of elements in vector *x* and number of columns in matrix *m* (input)

ldm Leading dimension of matrix *m* (input)

x Real vector of length *n2* used in the matrix-vector product (input)

m *n1*-by-*n2* matrix used in the matrix-vector product (input)

SMXPY performs the matrix-vector operation:

$$y := y + m*x$$

where *y* is a vector of length *n1*, *m* is an *n1*-by-*n2* matrix, and *x* is a vector of length *n2*.

SMXPY executes an operation equivalent to the following Fortran code:

```
      SUBROUTINE SMXPY(N1,Y,N2,LDM,X,M)
      REAL Y(1), X(1), M(LDM,1)
      DO 20 J=1,N2
           DO 20 I=1,N1
              Y(I)=Y(I) + X(J) * M(I,J)
   20 CONTINUE
      RETURN
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

SNRM2, SCNRM2 – Computes the Euclidean norm of a vector

SYNOPSIS

eucnorm = SNRM2(*n*,*sx*,*incx*)

eucnorm = SCNRM2(*n*,*cx*,*incx*)

DESCRIPTION

n	Number of elements in vector *x* for which to compute norm. If $n \leq 0$, SNRM2 and SCNRM2 return without any computation. (input)
sx	Real vector of length at least 1+(*n*-1)*|*incx*| containing operand vector *x* (input)
cx	Complex vector of length at least 1+(*n*-1)*|*incx*| containing operand vector *x* (input)
incx	Increment between elements of *sx* or *cx* (input)

These real functions compute the Euclidean or l_2 norm of vector *x* as follows:

SNRM2 computes

$$eucnorm = \left[\sum_{i=1}^{n} x_i^2 \right]^{\frac{1}{2}}$$

SCNRM2 computes

$$eucnorm = \left[\sum_{i=1}^{n} x_i \, \overline{x_i} \right]^{\frac{1}{2}}$$

$\overline{x_i}$ is the complex conjugate of x_i.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SOLR, SOLRN, SOLR3 – Solves second-order linear recurrences

SYNOPSIS

CALL SOLR(*n,sa,inca,sb,incb,sc,incc*)

result = SOLRN(*n,sa,inca,sb,incb,sc,incc*)

CALL SOLR3(*n,sa,inca,sb,incb,sc,incc*)

DESCRIPTION

n Length of linear recurrence. If $n \le 0$, **SOLR** and **SOLR3** return without any computation, and **SOLRN** returns 0 (input)

sa Vector of length at least 1+(*n*-1)*|*inca*| containing vector operand *a* (input)

inca Increment between elements of vector *sa* (input)

sb Vector of length at least 1+(*n*-1)*|*incb*| containing vector operand *b* (input)

incb Increment between elements of vector *sb* (input)

sc Vector of length at least 1+(*n*-1)*|*incc*| containing resulting vector *c*. Values for C(1) and C(2) are input to these routines. (input/output)

incc Increment between elements of vector *sc* (input)

SOLR solves a second-order linear recurrence.
SOLRN solves a second-order linear recurrence for the last term only.
SOLR3 solves a second-order linear recurrence for three terms.

SOLR solves second-order linear recurrences as in the following equation:

$$c_i = a_{i-2}\, c_{i-1} + b_{i-2}\, c_{i-2} \quad \text{for } i=3,\ldots,n$$

Note that c_1 and c_2 are input to this routine, and $c_3, c_4, \ldots, c_n$ are output.

SOLRN, a real function, solves for only the last term of a second-order linear recurrence, as given above for **SOLR**.

The Fortran loop

```
      DO 10 I=3,N
            C(I)=A(I-2)*C(I-1)+B(I-2)*C(I-2)
10    CONTINUE
      RESULT=C(N)
```

could be solved as follows:

result = SOLRN(*n,a*,1,*b*,1,*c*,1)

For **SOLRN**, even though only the last term is computed, vector *c* is used to hold intermediate results and is therefore overwritten.

SOLR3 computes a second-order linear recurrence of three terms, as in the following:

$$c_i = c_i + a_{i-2}\, c_{i-1} + b_{i-2}\, c_{i-2} \quad \text{for } i=3, \ldots n$$

c_1 and c_2 are input to this routine, and $c_3, c_4, \ldots, c_n$ are output.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

CAUTIONS

Do not specify *inca*, *incb*, or *incc* as zero; doing so yields unpredictable results.

EXAMPLES

Example 1 – SOLRN:

SOLRN might be used to find r_2 of the calculation

$$\begin{bmatrix} a_1 & b_1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} a_2 & b_2 \\ 1 & 0 \end{bmatrix} \cdots \begin{bmatrix} a_{n-2} & b_{n-2} \\ 1 & 0 \end{bmatrix} \begin{bmatrix} c_2 \\ c_1 \end{bmatrix} = \begin{bmatrix} r_2 \\ r_1 \end{bmatrix}$$

with the following call:

```
R2 = SOLRN(n,a,1,b,1,c,1)
```

The Fortran equivalent for example 1 is as follows:

```
      R1=C(1)
      R2=C(2)
      DO 10 I=1,N-2
             TEMP=R2
             R2=A(I)*R2+B(I)*R1
             R1=TEMP
 10   CONTINUE
```

Example 2 – **SOLR3**:

SOLR3 solves a system of lower bidiagonal linear equations Lx=b. That is, since

$$Lx = \begin{bmatrix} 1\,0\,0\,0\,.\,.\,.\,.\,.\,.\,0 \\ e_1\,1\,0\,0\,.\,.\,.\,.\,.\,.\,0 \\ f_1\,e_2\,1\,0\,.\,.\,.\,.\,.\,0 \\ 0\,f_2\,e_3\,1\,0\,.\,.\,.\,.\,0 \\ .\,0\,f_3\,e_4 1\,0\,.\,.\,.\,0 \\ .\,.\,.\,.\,.\,.\,.\,.\,.\,.\,.\,0 \\ .\,.\,.\,.\,.\,.\,.\,.\,.\,.\,.\,0 \\ .\,.\,.\,.\,.\,.\,.\,.\,.\,.\,.\,0 \\ 0\,0\,0\,.\,.f_{n-2}e_{n-1}1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ . \\ . \\ . \\ . \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ . \\ . \\ . \\ . \\ b_n \end{bmatrix} = b$$

can be written as:

$$x_1 = b_1$$

$$x_2 = b_2 - e_1 x_1$$

$$x_i = b_i - e_{i-1}x_{i-1} - f_{i-2}x_{i-2} \qquad i=3,\ldots,n$$

this problem can be solved with the following Fortran:

```
      DO 10 I=1,N-1
10          E(I)=-E(I)
      DO 20 I=1,N-2
20          F(I)=-F(I)
      B(2)=B(2)+E(1)*B(1)
      CALL SOLR3(N,E(2),1,F(1),1,B(1),1)
```

NAME

SPDOT, SPAXPY – Performs sparse vector operations

SYNOPSIS

pdot = **SPDOT**(*n*,*sy*,*index*,*sx*)

CALL SPAXPY(*n*,*sa*,*sx*,*sy*,*index*)

DESCRIPTION

SPDOT:

Performs a sparse dot product (inner product) computation.

n	Number of elements to be used in the computation (input)
sy	Sparse real vector operand (input)
index	Vector of indices for elements of *sy* in ascending order (input)
sx	Real vector operand (input)

SPAXPY:

Performs an elementary vector operation by adding a scalar multiple of a vector to a sparse vector.

n	Numbers of elements to be used in the computation (input)
sa	Real scalar multiplier (input)
sx	Real vector operand scaled for sum (input)
sy	Sparse real vector used in summation and resulting vector (input/output)
index	Vector of indices for elements of *sy*. All values in *index* should be unique and in ascending order. (input)

SPAXPY executes an operation equivalent to the following Fortran code:

```
      DO 10 I=1,N
           SY(INDEX(I))=SA*SX(I)+SY(INDEX(I))
   10 CONTINUE
```

SPDOT executes an operation equivalent to the following Fortran code:

```
      PDOT=0.0
      DO 10 I=1,N
           PDOT=PDOT+SY(INDEX(I))*SX(I)
   10 CONTINUE
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

RETURN VALUE

If $n \leq 0$, **SPAXPY** and **SPDOT** return without any computation.

If $sa = 0$, **SPAXPY** returns without any computation.

NAME

SROT – Applies an orthogonal plane rotation

SYNOPSIS

CALL SROT(*n,sx,incx,sy,incy,c,s*)

DESCRIPTION

n	Number of vector elements on which to apply rotation (input)
sx	Real vector to be modified of length at least 1+(n-1)*|*incx*| (input/output)
incx	Increment between elements of *sx* (input)
sy	Real vector to be modified of length at least 1+(n-1)*|*incy*| (input/output)
incy	Increment between elements of *sy*. For contiguous elements, *incy* = 1. (input)
c	Real cosine of rotation. Normally calculated using **SROTG**. (input)
s	Real sine of rotation. Normally calculated using **SROTG**. (input)

This subroutine applies a matrix plane rotation. If the coefficients *c* and *s* satisfy *c***c*+*s***s* = 1.0, the transformation is a Givens rotation. The coefficients *c* and *s* can be calculated from the elements of a two-element vector that determine the angle of rotation using **SROTG**.

SROT applies to each pair of elements x_i and y_i in the following plane rotation:

$$\begin{bmatrix} x_i \\ y_i \end{bmatrix} := \begin{bmatrix} c & s \\ -s & c \end{bmatrix} \bullet \begin{bmatrix} x_i \\ y_i \end{bmatrix} \quad \text{for } i=1, \ldots, n$$

SROT returns without modifying any input parameters if $c = 1$ and $s = 0$.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

SROTG(3SCI)

NAME

SROTG – Constructs a Givens plane rotation

SYNOPSIS

CALL SROTG(*a*,*b*,*c*,*s*)

DESCRIPTION

a	First scalar element of the two-element vector that determines the angle of rotation (input/output)
b	Second scalar element of the two-element vector that determines the angle of rotation (input/output)
c	Cosine of rotation (output)
s	Sine of rotation (output)

SROTG computes the elements of a rotation matrix such that:

$$\begin{bmatrix} r \\ 0 \end{bmatrix} = \begin{bmatrix} c & s \\ -s & c \end{bmatrix} \begin{bmatrix} a \\ b \end{bmatrix}$$

The above call calculates the parameters r, z, c, and s from input coordinates a, b as in the following:

$$\sigma = \begin{cases} sgn(a) & \text{if } |a| > |b| \\ sgn(b) & \text{if } |a| \le |b| \end{cases}$$

$$r = \sigma(a^2+b^2)^{1/2}$$

$$c = \begin{cases} a/r & \text{if } r \ne 0 \\ 1 & \text{if } r = 0 \end{cases}$$

$$s = \begin{cases} b/r & \text{if } r \ne 0 \\ 0 & \text{if } r = 0 \end{cases}$$

σ is not needed in computing a Givens rotation matrix; however, its use permits later reconstruction of c and s from just one number. For this reason parameter z is also calculated as follows:

$$z = \begin{cases} s & \text{if } |a| > |b| \\ 1/c & \text{if } |a| \le |b| \text{ and } c \ne 0 \\ 1 & \text{if } c = 0 \end{cases}$$

The subroutine uses parameters a and b and returns r, z, c, and s, where r overwrites a, and z overwrites b.

A later reconstruction of c and s from z can be done as follows:

If $z = 1$, set $c = 0$ and $s = 1$

If $| z | < 1$, set $c = (1-z^2)^{½}$ and $s = z$

If $| z | > 1$, set $c = 1/z$ and $s = (1-c^2)^{½}$

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

SROT(3SCI), CROT(3SCI)

NAME

SROTM – Applies a modified Givens plane rotation

SYNOPSIS

CALL SROTM(*n,sx,incx,sy,incy,param*)

DESCRIPTION

n	Number of elements on which to apply rotation (input)
sx	Real vector to be modified of length at least 1+(*n*-1)*|*incx*| (input/output)
incx	Increment between elements of *sx* (input)
sy	Real vector to be modified of length at least 1+(*n*-1)*|*incy*| (input/output)
incy	Increment between elements of *sy* (input)
param	5-element vector containing rotation matrix information (input)

SROTM applies the modified Givens plane rotation constructed by **SROTMG**.

It computes

$$\begin{bmatrix} x_i \\ y_i \end{bmatrix} = \begin{bmatrix} h_{11} & h_{12} \\ h_{21} & h_{22} \end{bmatrix} \begin{bmatrix} x_i \\ y_i \end{bmatrix} : \text{for } i=1 , \ldots , n$$

where the parameters H11, H21, H12, and H22 are the elements of the rotation matrix H, and are passed in the array **PARAM** according to the following schedule:

PARAM(1) is the key parameter having values 1.0, 0.0, -1.0, or -2.0.

Case for which **PARAM(1)=1.0**:

H11=PARAM(2)

H21=-1.0

H12=1.0

H22=PARAM(5)

and **PARAM(3)** and **PARAM(4)** are ignored.

Case for which **PARAM(1)=0.0**:

H11=1.0

H21=PARAM(3)

H12=PARAM(4)

H22=1.0

and **PARAM(2)** and **PARAM(5)** are ignored.

Case for which **PARAM(1)=-1.0** is rescaling case, so:

H11=PARAM(2)

H21=PARAM(3)

H12=PARAM(4)

H22=PARAM(5)

is a full matrix multiplication.

Case for which **PARAM(1)=2.0** is H=I, namely:

H11=1.0

H21=0.0

H12=0.0

H22=1.0

and **PARAM(2)**, **PARAM(3)**, **PARAM(4)**, and **PARAM(5)** are ignored.

If $n \le 0$, or if H is an identity matrix, **SROTM** returns with no operation on input arrays *sx* and *sy*.

If any other value for **PARAM(1)** is read (other than 1., 0, -1., or -2.), **SROTM** aborts the job with the following message appearing in the logfile:

SROTM CALLED WITH INCORRECT PARAMETER KEY

The array **PARAM** must be declared in a dimension statement in the calling program, as follows:

DIMENSION PARAM(5)

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

See the description of **SROTMG(3SCI)** for further details about the modified Givens transformation and the array **PARAM**.

NAME

SROTMG – Constructs a modified Givens plane rotation

SYNOPSIS

CALL SROTMG(d_1, d_2, b_1, b_2, *param*)

DESCRIPTION

d_1, d_2, b_1, b_2	Real quantities that define a 2-element vector in partition form as given below (input/output)
param	5-element vector containing rotation matrix information (output)

SROTMG computes the elements of a modified Givens plane rotation matrix.

SROTMG sets up the computed elements in *param* from inputs d_1, d_2, b_1, and b_2.

The algorithm for SROTMG is based on the observation that an application of the Givens plane rotation

$$\begin{bmatrix} x' \\ 0 \end{bmatrix} = \begin{bmatrix} c & s \\ -s & c \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = G \begin{bmatrix} x \\ y \end{bmatrix}$$

can be written in a form such that repeated applications require matrix multiplications by matrices containing only two nonunit elements. Thus, row transformations require only 2N rather than 4N multiplications. This application uses the input quantities d_1, d_2, b_1, and b_2 to define a 2-element vector in partitioned form as

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} \sqrt{d_1} & 0 \\ 0 & \sqrt{d_2} \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} = D^{\frac{1}{2}} \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

where d_1 and d_2 are scale factors, and the scaling upon each application of matrix G is updated.

Let H be a matrix

$$H = \begin{bmatrix} h_{11} & h_{12} \\ h_{21} & h_{22} \end{bmatrix}$$

such that

$$G \begin{bmatrix} x \\ y \end{bmatrix} = D'^{\frac{1}{2}} \ H \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

where $D'^{\frac{1}{2}} = diag \left\{ \sqrt{d'_1} \ , \ \sqrt{d'_2} \right\}$ contains the updated scale factors; therefore, H is chosen according to equation 3 or 4.

Equation 3:

$$\begin{bmatrix} x' \\ 0 \end{bmatrix} = D'^{\frac{1}{2}} \ H \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

Equation 4:

$$\begin{bmatrix} \sqrt{d'_1} * h_{11} & \sqrt{d'_1} * h_{12} \\ \sqrt{d'_2} * h_{21} & \sqrt{d'_2} * h_{22} \end{bmatrix} = \begin{bmatrix} \sqrt{d_1}\,\mathrm{c} & d_2\,\mathrm{s} \\ -\sqrt{d_1}\,\mathrm{s} & d_2\,\mathrm{c} \end{bmatrix}$$

Coefficients c and s are determined by equations 5 and 6.

Equation 5:

$$c = \frac{x}{\sqrt{x^2+y^2}} = \frac{\sqrt{d_1}b_1}{\sqrt{d_1b_1^2 + d_2b_2^2}}$$

Equation 6:

$$s = \frac{y}{\sqrt{x^2+y^2}} = \frac{\sqrt{d_2}b_2}{\sqrt{d_1b_1^2 + d_2b_2^2}}$$

Equation 4 shows that the d's are going to be scaled by c or s if two of the h's are to be unity.

Two cases, $|c| > |s|$ and $|s| \geq |c|$, are considered so that the d's are scaled down the least upon repeated applications.

Case 1:

If $|c| > |s|$ (which from equations 5 and 6 is the same as $|d_1b_1^2| > |d_2b_2^2|$), the solutions for equation 4 are determined by equation 7.

Equation 7:

$$h_{11} = h_{22} = 1$$

Case 2:

If $|s| \geq |c|$ (which is $|d_2b_2^2| \geq |d_1b_1^2|$), equation 8 is chosen.

Equation 8:

$$h_{12} = -h_{21} = 1$$

Distinguishing the two cases $|c| > \frac{1}{\sqrt{2}}$ or $|s| \geq \frac{1}{\sqrt{2}}$ is the updating factor. Then the complete solutions for $D'^{\frac{1}{2}}$ and H are as follows:

Case 1:

In case 1, where $|c| > |s|$ or $|d_1b_1^2| > |d_2b_2^2|$, the following solutions for H are chosen:

$$h_{11} = 1 \qquad h_{12} = \frac{d_2\,b_2}{d_1\,b_1}$$

$$h_{21} = \frac{-b_2}{b_1} \qquad h_{22} = 1$$

and scale factors d_1, d_2 are updated to

$$d'_1 = d_1/\ \mathrm{u} = c^2 d_1$$

$$d'_2 = d_2/\ \mathrm{u} = c^2 d_2$$

where

$$u = det\ (\mathrm{H}) = 1 - \frac{d_2\, b_2^2}{d_1\, b_1^2}$$

and x' becomes $b'_1 = b_1 \cdot u$.

Case 2:

In case 2, where $| s | \geq | c |$ or $| d_1 b_1^2 | \leq | d_2 b_2^2 |$, the following solutions for H are chosen:

$$h_{11} = \frac{d_1\, b_1}{d_2\, b_2} \qquad h_{12} = 1$$

$$h_{21} = -1 \qquad h = \frac{b_1}{b_2}$$

Scale factors d_1 are updated to

$$d'_1 = d_2/u$$

$$d'_2 = d_1/u$$

with

$$u = det\ (\mathrm{H}) = 1 + \frac{d_1\, b_1^2}{d_2\, b_2^2}$$

and the x' factor becomes $b'_1 = b_2 \cdot u$.

Case 3:

Let $m = 4096$. Whenever the parameters d_i are updated to be outside the window

$$(m)^{-2} \leq | d'_{\mathrm{i}} | \leq (m)^2 \quad \text{for i} = 1,2$$

which preserves about 36 = 48 - 12 bits or 10 decimal digits of precision, all parameters are rescaled such that the d_i's are within that window. If either of the d_i's is 0, however, no rescaling action is taken.

Underflow:

If $|d'_i| < (m)^{-2}$, the following rescaling is done:

$d'_i := d'_i \cdot (m)^2 \quad h'_{i1} := h'_{i1} \cdot (m)^{-1} \quad h'_{i2} := h'_{i2} \cdot (m)^{-1}$

and if $i = 1$, $b'_1 := b'_1 \cdot (m)^{-1}$

Overflow:

If $|d'_i| > (m)^2$, the following rescaling is done:

$d'_i := d'_i \cdot (m)^{-2} \quad h'_{i1} := h'_{i1} \cdot (m) \quad h'_{i2} := h'_{i2} \cdot (m)$

and if $i = 1$, $b'_1 := b'_1 \cdot (m)$

Thus, **SROTMG** modifies the input parameters **D1**, **D2**, and **B1** and returns the array **PARAM** according to the following cases:

Case S1:

If **ABS(D1*B1*B1).GT.ABS(D2*B2*B2)**, then

```
PARAM(1)=0
PARAM(3)=-B2/B1
PARAM(4)=D2*B2/D1*B1
```

and parameters **D1**, **D2**, and **B1** are written over by

```
D1=D1/U
D2=D2/U
B1=B1*U
```

where

```
U=1.+(D2*B2*B2)/(D1*B1*B1).
```

Case S2:

If **ABS(D2*B2*B2).GE.ABS(D1*B1*B1)**, then

```
PARAM(1)=1.
PARAM(2)=(D1*B1)/(D2*B2)
PARAM(5)=B1/B2
```

and parameters **D1**, **D2**, and **B1** are written over according to the following sequence:

```
TEMP=D1/U
D1=D2/U
B1=B2*U
```

U=1.+(D1*B1*B1)/(D2*B2*B2)

Case S3:

If, in either case S1 or case S2, the updated parameters **D1** and **D2** have been rescaled below/above the window

```
(m)**(-2).LE.ABS(D1).LE.(m)**2
(m)**(-2).LE.ABS(D2).LE.(m)**2
```

then the parameters **D1, H11, H12, B1** and **D2, H21, H22**, respectively, are rescaled up/down by factors of *m*. Rescaling occurs as many times as necessary to bring **D1** or **D2** within the preceding window. If **D1** and **D2** are within the window on entry, rescaling occurs only once.

Output parameters are

```
PARAM(1)=-1.
PARAM(2)=H11
PARAM(3)=H21
PARAM(4)=H12
PARAM(5)=H22
```

and **D1, D2,** and **B1** are written over by correctly scaled versions of case S2 or case S3.

If **D1<0**, the matrix **H=0** is generated (that is, $h_{11} = h_{12} = h_{21} = h_{22} = 0$). **PARAM(1)=-1**, and the rest of the elements of **PARAM** contain 0.

Case S4:

If **D2*B2=0** on entry, then **H=1**.

Output is

```
PARAM(1)=-2.0 only.
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

SROTG(3SCI)

NAME

SSBMV – Multiplies a real vector by a real symmetric band matrix

SYNOPSIS

CALL SSBMV(*uplo,n,k,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

SSBMV performs the matrix-vector operation

*y:=alpha*a*x+beta*y*

where *alpha* and *beta* are scalars, *x* and *y* are *n* element vectors, and *a* is an *n*-by-*n* symmetric band matrix, with *k* superdiagonals. SSBMV has the following arguments:

uplo Character*1. On entry, *uplo* specifies whether the upper or lower triangular part of the band matrix *a* is being supplied. When *uplo*='U' or 'u', only the upper triangular part of array *a* is to be referenced. When *uplo*='L' or 'l', only the lower triangular part of array *a* is to be referenced. The *uplo* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

k Integer. On entry, *k* specifies the number of superdiagonals of the matrix *a*. *k* must satisfy 0.LE.*k*. The *k* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading (*k*+1)-by-*n* part of the array *a* must contain the upper triangular band part of the symmetric matrix, supplied column-by-column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top left *k*-by-*k* triangle of the array *a* is not referenced. The following program segment will transfer the upper triangular part of a symmetric band matrix from conventional full matrix storage to band storage:

```
             DO 20, J=1,N
             M = K+1-J
             DO 10, I=MAX(1,J-K), J
                    A(M+I,J) = MATRIX(I,J)
      10        CONTINUE
      20     CONTINUE
```

Before entry with *uplo*='L' or 'l', the leading (*k*+1)-by-*n* part of the array *a* must contain the lower triangular band part of the symmetric matrix, supplied column-by-column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of the array *a* is not referenced. The following program segment will transfer the lower triangular part of a symmetric band matrix from conventional full matrix storage to band storage:

```
          DO 20, J=1,N
          M = 1-J
          DO 10, I=J, MIN(N,J+K)
                A(M+I,J) = MATRIX(I,J)
10           CONTINUE
20        CONTINUE
```

The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program. *lda* must be at least (*k*+1). The *lda* argument is unchanged on exit.

x Real array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. *incx* must not be 0. The *incx* argument is unchanged on exit.

beta Real. On entry, *beta* specifies the scalar beta. The *beta* argument is unchanged on exit.

y Real. Array of dimension at least 1+(*n*-1)*|*incy*|. Before entry, the incremented array *y* must contain the vector *y*. On exit, *y* is overwritten by the updated vector *y*.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be 0. The *incy* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SSBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SSUM, CSUM – Sums the elements of a real or complex vector

SYNOPSIS

sum = SSUM(*n*,*sx*,*incx*)

sum = CSUM(*n*,*cx*,*incx*)

DESCRIPTION

n Number of elements to be summed. If $n \le 0$, SSUM and CSUM return 0. (input)

sx Real vector of length at least $1+(n-1)*|incx|$ containing elements to be summed (input)

cx Complex vector of length at least $1+(n-1)*|incx|$ containing elements to be summed (input)

incx Increment between elements of *sx* or *cx* (input)

SSUM computes the sum of the elements in a real vector (*sx*) specified by *incx*.

CSUM computes the complex sum of the elements in a complex vector (*cx*) specified by *incx*.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SSWAP, CSWAP – Swaps two real or complex arrays

SYNOPSIS

CALL SSWAP(*n,sx,incx,sy,incy*)

CALL CSWAP(*n,cx,incx,cy,incy*)

DESCRIPTION

n Number of elements to be swapped (input)
If *n* ≤ 0, SSWAP and CSWAP return without any computation

sx Real vector of length at least 1+(*n*-1)*|*incx*| (input/output)

cx Complex vector of length at least 1+(*n*-1)*|*incx*| (input/output)

incx Increment between elements of *sx* or *cx* (input)

sy Real vector of length at least 1+(*n*-1)*|*incy*| (input/output)

cy Complex vector of length at least 1+(*n*-1)*|*incy*| (input/output)

incy Increment between elements of *sy* or *cy*. For contiguous elements, *incy*=1. (input)

SSWAP exchanges two real vectors.

CSWAP exchanges two complex vectors.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SSYMM – Multiplies a real general matrix by a real symmetric matrix

SYNOPSIS

CALL SSYMM(*side,uplo,m,n,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

SSYMM performs one of the following matrix-matrix operations:

*c := alpha*a*b+beta*c*

or *c := alpha*b*a+beta*c*

Arguments *alpha* and *beta* are scalars, *a* is a symmetric matrix, and *b* and *c* are *m*-by-*n* matrices.

side Type character*1.

On entry, *side* specifies whether the symmetric matrix *a* appears on the left or right in the operation as follows:

If *side* = 'L' or 'l', *c := alpha*a*b+beta*c*
If *side* = 'R' or 'r', *c := alpha*b*a+beta*c*

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of the symmetric matrix *a* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of the symmetric matrix is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of the symmetric matrix is to be referenced.

On exit, *uplo* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in matrix *c*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *ka*).
Argument *ka* is *m* when *side* = ’L’ or ’l’, and is *n* otherwise.

Before entry with *side* = ’L’ or ’l’, the *m*-by-*m* part of array *a* must contain the symmetric matrix, such that:

If *uplo* = ’U’ or ’u’, the leading *m*-by-*m* upper triangular part of array *a* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = ’L’ or ’l’, the leading *m*-by-*m* lower triangular part of array *a* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *a* is not referenced.

Before entry with *side* = ’R’ or ’r’, the *n*-by-*n* part of array *a* must contain the symmetric matrix, such that:

If *uplo* = ’U’ or ’u’, the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *a* is not referenced.

If *uplo* = ’L’ or ’l’, the leading *n*-by-*n* lower triangular part of array *a* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *a* is not referenced.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = ’L’ or ’l’, *lda* must be at least max(1, *m*).
Otherwise, *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain matrix *b*.
On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
When *beta* is supplied as 0, *c* need not be set on input.
On exit, *beta* is unchanged.

c Type real.
Array of dimension (*ldc*, *n*).
Before entry, the leading *m*-by-*n* part of array *c* must contain matrix *c*, except when *beta* is 0, in which case *c* need not be set on entry.
On exit, array *c* is overwritten by the *m*-by-*n* updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *m*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

SSYMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

SSYMV – Multiplies a real vector by a real symmetric matrix

SYNOPSIS

CALL SSYMV(*uplo,n,alpha,a,lda,x,incx,beta,y,incy*)

DESCRIPTION

SSYMV performs the matrix-vector operation

y := *alpha***a***x* + *beta***y*

where *alpha* and *beta* are scalars, *x* and *y* are *n* element vectors, and *a* is an *n*-by-*n* symmetric matrix. SSYMV has the following arguments:

uplo Character*1. On entry, *uplo* specifies whether the upper or lower triangular part of the band matrix *a* is being supplied. When *uplo*='U' or 'u', only the upper triangular part of array *a* is to be referenced. When *uplo*='L' or 'l', only the lower triangular part of array *a* is to be referenced. The *uplo* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

a Real. Array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading *n*-by-*n* upper triangular part of array *a* must contain the upper triangular part of the symmetric matrix and the strictly lower triangular part of *a* is not referenced. Before entry with *uplo*='L' or 'l', the leading *n*-by-*n* part of the array *a* must contain the lower triangular part of the symmetric matrix and the strictly upper triangular part of *a* is not referenced. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. *lda* must be at least max(1,*n*). The *lda* argument is unchanged on exit.

x Real. Array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. *incx* must not be 0. The *incx* argument is unchanged on exit.

beta Real. On entry, *beta* specifies the scalar beta. When *beta* is supplied as 0, *y* need not be set on input. The *beta* argument is unchanged on exit.

y Real. Array of dimension at least 1+(*n*-1)*|*incy*|. Before entry, the incremented array *y* must contain the *n* element vector *y*. On exit, *y* is overwritten by the updated vector *y*.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be 0. The *incy* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SSYMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SSYR – Performs symmetric rank 1 update of a real symmetric matrix

SYNOPSIS

CALL SSYR(*uplo,n,alpha,x,incx,a,lda*)

DESCRIPTION

SSYR performs the symmetric rank 1 operation

$$a := alpha*x*x' + a$$

where *alpha* is a real scalar, *x* is an *n* element vector, and *a* is an *n*-by-*n* symmetric matrix.

SSYR has the following arguments:

uplo Character*1. On entry, *uplo* specifies whether the upper or lower triangular part of array *a* is to be referenced. When *uplo*='U' or 'u', only the upper triangular part of array *a* is to be referenced. When *uplo*='L' or 'l', only the lower triangular part of array *a* is to be referenced. The *uplo* argument is unchanged on exit.

n Integer. On entry, *n* specifies the number of columns of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

x Real. Array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. Argument *incx* must not be 0. The *incx* argument is unchanged on exit.

a Real. Array of dimension (*lda,n*). Before entry, the leading *n*-by-*n* part of array *a* must contain the matrix of coefficients. On exit, *a* is overwritten by the updated matrix.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. Argument *lda* must be at least max(1,*n*). The *lda* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SSYR is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SSYR2 – Performs symmetric rank 2 update of a real symmetric matrix

SYNOPSIS

CALL SSYR2(*uplo,n,alpha,x,incx,y,incy,a,lda*)

DESCRIPTION

SSYR2 performs the symmetric rank 2 operation

a := *alpha***x***y*′ +*alpha***y***x*′ +*a*

where *alpha* is a scalar, *x* and *y* are *n* element vectors, and *a* is an *n*-by-*n* symmetric matrix.

SSYR2 has the following arguments:

uplo Character*1. On entry, *uplo* specifies whether the upper or lower triangular part of the band matrix *a* is being supplied. When *uplo*='U' or 'u', only the upper triangular part of array *a* is to be referenced. When *uplo*='L' or 'l', only the lower triangular part of array *a* is to be referenced. The *uplo* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

alpha Real. On entry, *alpha* specifies the scalar alpha. The *alpha* argument is unchanged on exit.

x Real. Array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element vector *x*. The *x* argument is unchanged on exit.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. *incx* must not be 0. The *incx* argument is unchanged on exit.

y Real. Array of dimension at least 1+(*n*-1)*|*incy*|. Before entry, the incremented array *y* must contain the *n* element vector *y*. The *y* argument is unchanged on exit.

incy Integer. On entry, *incy* specifies the increment for the elements of *y*. *incy* must not be zero. The *incy* argument is unchanged on exit.

a Real. Array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading *n*-by-*n* upper triangular part of the array *a* must contain the upper triangular part of the symmetric matrix and the strictly lower triangular part of *a* is not referenced. On exit, the upper triangular part of the array *a* is overwritten by the upper triangular part of the updated matrix. Before entry with *uplo*='L' or 'l', the leading *n*-by-*n* lower triangular part of the array *a* must contain the lower triangular part of the symmetric matrix and the strictly upper triangular part of *a* is not referenced. On exit, the lower triangular part of the array *a* is overwritten by the lower triangular part of the updated matrix.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program. *lda* must be at least max(1,*n*). The *lda* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

SSYR2 is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SSYR2K – Performs symmetric rank 2k update of a real symmetric matrix

SYNOPSIS

CALL SSYR2K(*uplo,trans,n,k,alpha,a,lda,b,ldb,beta,c,ldc*)

DESCRIPTION

SSYR2K performs one of the following symmetric rank 2k operations:

*c := alpha*a*b' +alpha*b*a' +beta*c*

or

*c := alpha*a' *b+alpha*b' *a+beta*c*

Arguments *alpha* and *beta* are scalars, and *c* is an *n*-by-*n* symmetric matrix. Arguments *a* and *b* are *n*-by-*k* matrices in the first operation listed previously, and *k*-by-*n* matrices in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

*c := alpha*a*b' +alpha*b*a' +beta*c*

If *trans* = 'T' or 't',

*c := alpha*a' *b+alpha*b' *a+beta*c*

If *trans* = 'C' or 'c',

*c := alpha*a' *b+alpha*b' *a+beta*c*

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrices *a* and *b*.
On entry with *trans* = 'T', 't', 'C', or 'c', *k* specifies the number of rows of matrices *a* and *b*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*. Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *kb*)
Argument *kb* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *b* must contain matrix *b*. Otherwise, the leading *k*-by-*n* part of array *b* must contain matrix *b*.

On exit, *b* is unchanged.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *ldb* must be at least max(1, *n*).
Otherwise, *ldb* must be at least max(1, *k*).

On exit, *ldb* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type real.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *c* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

SSYR2K is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

SSYRK – Performs symmetric rank k update of a real symmetric matrix

SYNOPSIS

CALL SSYRK(*uplo,trans,n,k,alpha,a,lda,beta,c,ldc*)

DESCRIPTION

SSYRK performs one of the following symmetric rank k operations:

*c := alpha*a*a' +beta*c*

or

*c := alpha*a'*a+beta*c*

Arguments *alpha* and *beta* are scalars, and *c* is an *n*-by-*n* symmetric matrix. Argument *a* is an *n*-by-*k* matrix in the first operation listed previously, and a *k*-by-*n* matrix in the second.

uplo Type character*1.

On entry, *uplo* specifies whether the upper or lower triangular part of array *c* is to be referenced as follows:

If *uplo* = 'U' or 'u', only the upper triangular part of *c* is to be referenced.
If *uplo* = 'L' or 'l', only the lower triangular part of *c* is to be referenced.

On exit, *uplo* is unchanged.

trans Type character*1.
On entry, *trans* specifies the operation to be performed as follows:

If *trans* = 'N' or 'n',

*c := alpha*a*a' +beta*c.*

If *trans* = 'T' or 't',

*c := alpha*a'*a+beta*c.*

If *trans* = 'C' or 'c',

*c := alpha*a'*a+beta*c.*

On exit, *trans* is unchanged.

n Type integer.
On entry, *n* specifies the order of matrix *c*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

k Type integer.

On entry with *trans* = 'N' or 'n', *k* specifies the number of columns of matrix *a*.
On entry with *trans* = 'T', 't', 'C', or 'c', *k* specifies the number of rows of matrix *a*.

Argument *k* must be at least 0.
On exit, *k* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *ka*).
Argument *ka* is *k* if *trans* = 'N' or 'n', and is *n* otherwise.

Before entry with *trans* = 'N' or 'n', the leading *n*-by-*k* part of array *a* must contain matrix *a*.
Otherwise, the leading *k*-by-*n* part of array *a* must contain matrix *a*.

On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.

If *trans* = 'N' or 'n', *lda* must be at least max(1, *n*).
Otherwise, *lda* must be at least max(1, *k*).

On exit, *lda* is unchanged.

beta Type real.
On entry, *beta* specifies the scalar beta.
On exit, *beta* is unchanged.

c Type real.
Array of dimension (*ldc*, *n*).

Before entry with *uplo* = 'U' or 'u', the leading *n*-by-*n* upper triangular part of array *c* must contain the upper triangular part of the symmetric matrix.
The strictly lower triangular part of *c* is not referenced.
On exit, the upper triangular part of array *c* is overwritten by the upper triangular part of the updated matrix.

Before entry with *uplo* = 'L' or 'l', the leading *n*-by-*n* lower triangular part of array *c* must contain the lower triangular part of the symmetric matrix.
The strictly upper triangular part of *c* is not referenced.
On exit, the lower triangular part of array *c* is overwritten by the lower triangular part of the updated matrix.

ldc Type integer.
On entry, *ldc* specifies the first dimension of *c* as declared in the calling (sub)program.
Argument *ldc* must be at least max(1, *n*).
On exit, *ldc* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

SSYRK is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

STBMV – Multiplies a real vector by a real triangular band matrix

SYNOPSIS

CALL STBMV(*uplo,trans,diag,n,k,a,lda,x,incx*)

DESCRIPTION

STBMV performs one of the matrix-vector operations

$x := a*x$ or $x := a'*x$

where *x* is an *n* element vector, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular band matrix, with (*k*+1) diagonals.

STBMV has the following arguments:

uplo Character*1. On entry, *uplo* specifies whether matrix is an upper or lower triangular matrix. When *uplo*='U' or 'u', *a* is an upper triangular matrix. When *uplo*='L' or 'l', *a* is a lower triangular matrix. The *uplo* argument is unchanged on exit.

trans Character*1. On entry, *trans* specifies the operation to be performed. If *trans* = 'N' or 'n', $x := a*x$. If *trans* = 'T' or 't', $x := a'*x$. The *trans* argument is unchanged on exit.

diag Character*1. On entry, *diag* specifies whether or not *a* is unit triangular. If *diag* = 'U' or 'u', *a* is assumed to be unit triangular. If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular. The *diag* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

k Integer. On entry with *uplo*='U' or 'u', *k* specifies the number of superdiagonals of the matrix *a*. On entry with *uplo*='L' or 'l', *k* specifies the number of subdiagonals of the matrix *a*. Argument *k* must satisfy 0.LE.*k*. The *k* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading (*k*+1)-by-*n* part of the array *a* must contain the upper triangular band part of the matrix of coefficients, supplied column by column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top left *k*-by-*k* triangle of the array *a* is not referenced. The following program segment will transfer the upper triangular band matrix from conventional full matrix storage to band storage:

```
            DO 20, J=1,N
            M = K+1-J
            DO 10, I=MAX(1,J-K), J
                  A(M+I,J) = MATRIX(I,J)
   10          CONTINUE
   20       CONTINUE
```

Before entry with *uplo*='L' or 'l', the leading (*k*+1)-by-*n* part of the array *a* must contain the lower triangular band part of the matrix of coefficients, supplied column-by-column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of the array *a* is not referenced. The following program segment will transfer a lower triangular band matrix from conventional full matrix storage to band storage:

```
              DO 20, J=1,N
              M = 1-J
              DO 10, I=J, MIN(N,J+K)
                     A(M+I,J) = MATRIX(I,J)
       10        CONTINUE
       20     CONTINUE
```

Note that when *diag*='U' or 'u' the elements of the array *a* corresponding to the diagonal elements of the matrix are not referenced, but are assumed to be unity. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. Argument *lda* must be at least (*k*+1). The *lda* argument is unchanged on exit.

x Real array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element vector *x*. On exit, *x* is overwritten with the transformed vector *x*.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. Argument *incx* must not be 0. The *incx* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

STBMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

STBSV -- Solves a real triangular banded system of linear equations

SYNOPSIS

CALL STBSV(*uplo,trans,diag,n,k,a,lda,x,incx*)

DESCRIPTION

STBSV solves one of the systems of equations

$$a*x = b \quad \text{or} \quad a'*x = b$$

where *b* and *x* are *n* element vectors, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular band matrix, with (*k*+1) diagonals.

No test for singularity or near-singularity is included in this routine. Such tests must be performed before calling this routine.

uplo Character*1. On entry, *uplo* specifies whether matrix is an upper or lower triangular matrix. When *uplo*='U' or 'u', *a* is an upper triangular matrix. When *uplo*='L' or 'l', *a* is a lower triangular matrix. The *uplo* argument is unchanged on exit.

trans Character*1. On entry, *trans* specifies the equation to be solved. If *trans*='N' or 'n', *a***x* = *b*. If *trans*='T' or 't', *a*'**x* = *b*. The *trans* argument is unchanged on exit.

diag Character*1. On entry, *diag* specifies whether or not *a* is unit triangular. If *diag*='U' or 'u', *a* is assumed to be unit triangular. If *diag*='N' or 'n', *a* is not assumed to be unit triangular. The *diag* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

k Integer. On entry with *uplo*='U' or 'u', *k* specifies the number of superdiagonals of the matrix *a*. On entry with *uplo*='L' or 'l', *k* specifies the number of subdiagonals of the matrix *a*. Argument *k* must satisfy 0.LE.*k*. The *k* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading (*k*+1)-by-*n* part of array *a* must contain the upper triangular band part of the matrix of coefficients, supplied column-by-column, with the leading diagonal of the matrix in row (*k*+1) of the array, the first superdiagonal starting at position 2 in row *k*, and so on. The top *k*-by-k triangle of array *a* is not referenced. The following program segment will transfer an upper triangular band matrix from conventional full matrix storage to band storage:

```
         DO 20, J=1,N
         M = K+1-J
         DO 10, I=MAX(1,J-K), J
               A(M+I,J) = MATRIX(I,J)
   10       CONTINUE
   20    CONTINUE
```

Before entry with *uplo*='L' or 'l', the leading (*k*+1)-by-*n* part of array *a* must contain the lower triangular band part of the matrix of coefficients, supplied column-by-column, with the leading diagonal of the matrix in row 1 of the array, the first subdiagonal starting at position 1 in row 2, and so on. The bottom right *k*-by-*k* triangle of array *a* is not referenced. The following program segment will transfer a lower triangular band matrix from conventional full matrix storage to band storage:

```
          DO 20, J=1,N
          M = 1-J
          DO 10, I=J, MIN(N,J+K)
                A(M+I,J) = MATRIX(I,J)
   10        CONTINUE
   20     CONTINUE
```

Note that when *diag*='U' or 'u', the elements of array *a* corresponding to the diagonal elements of the matrix are not referenced, but are assumed to be unity. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program. Argument *lda* must be at least (*k*+1). The *lda* argument is unchanged on exit.

x Real array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element right-hand side vector *b*. On exit, *x* is overwritten with the solution vector *x*.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. Argument *incx* must not be 0. The *incx* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

STBSV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

STRMM – Multiplies a real general matrix by a real triangular matrix

SYNOPSIS

CALL STRMM(*side,uplo,transa,diag,m,n,alpha,a,lda,b,ldb*)

DESCRIPTION

STRMM performs one of the matrix-matrix operations:

b := *alpha**op(*a*)**b*

or *b* := *alpha***b**op(*a*)

Argument *alpha* is a scalar, *b* is an *m*-by-*n* matrix, *a* is a unit, or non-unit, upper or lower triangular matrix, and op(*a*) is one of the following:

op(*a*) = *a*,

or op(*a*) = *a*'.

side Type character*1.

On entry, *side* specifies whether op(*a*) multiplies *b* from the left or right as follows:

If *side* = 'L' or 'l', *b* := *alpha**op(*a*)**b*.
If *side* = 'R' or 'r', *b* := *alpha***b**op(*a*).

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether matrix (*a*) is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a*'.
If *transa* = 'C' or 'c', op(*a*) = *a*'.

On exit, *transa* is unchanged.

diag Type character*1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in *b*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in *b*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
When *alpha* is 0, *a* is not referenced, and *b* need not be set before entry.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *k*).
Argument *k* is *m* when *side* = 'L' or 'l', and is *n* when *side* = 'R' or 'r'.

Before entry with *uplo* = 'U' or 'u', the leading *k*-by-*k* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *k*-by-*k* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are not referenced, but are assumed to be unity.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
When *side* = 'R' or 'r', *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain matrix *b*.
On exit, *b* is overwritten by the transformed matrix.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

STRMM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

STRMV – Multiplies a real vector by a real triangular matrix

SYNOPSIS

CALL STRMV(*uplo,trans,diag,n,a,lda,x,incx*)

DESCRIPTION

STRMV solves one of the matrix-vector operations

$x:=a*x$ or $x:=a'*x$

where x is an n element vector, and a is an n-by-n unit, or non-unit, upper or lower triangular band matrix.

uplo Character*1. On entry, *uplo* specifies whether matrix is an upper of lower triangular matrix. When *uplo*='U' or 'u', *a* is an upper triangular matrix. When *uplo*='L' or 'l', *a* is a lower triangular matrix. The *uplo* argument is unchanged on exit.

trans Character*1. On entry, *trans* specifies the equation to solved as follows: If *trans*='N' or 'n', $x:=a*x$. If *trans*='T' or 't', $x:=a'*x$. The *trans* argument is unchanged on exit.

diag Character*1. On entry, *diag* specifies whether or not *a* is unit triangular as follows: If *diag*='U' or 'u', *a* is assumed to be unit triangular. If *diag*='N' or 'n', *a* is not assumed to be unit triangular. The *diag* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading *n*-by-*n* upper triangular part of the array *a* must contain the upper triangular matrix and the strictly lower triangular part of *a* is not referenced. Before entry with *uplo*='L' or 'l', the leading *n*-by-*n* lower triangular part of the array *a* must contain the lower triangular matrix and the strictly upper triangular part of *a* is not referenced. Note that when *diag*='U' or 'u', the diagonal elements of *a* are not referenced either, but are assumed to be unity. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program. Argument *lda* must be at least max(1,*n*). The *lda* argument is unchanged on exit.

x Real array of dimension at least $1+(n-1)*|incx|$. Before entry, the incremented array *x* must contain the *n* element vector *b*. On exit, *x* is overwritten with the transformed vector *x*.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. Argument *incx* must not be 0. The *incx* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

STRMV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

STRSM – Solves a real triangular system of equations with multiple right-hand sides

SYNOPSIS

CALL STRSM(*side,uplo,transa,diag,m,n,alpha,a,lda,b,ldb*)

DESCRIPTION

STRSM solves one of the following matrix equations:

op(*a*)**x* = *alpha*b*

or *x**op(*a*) = *alpha*b*

Argument *alpha* is a scalar, *x* and *b* are *m*-by-*n* matrices, *a* is a unit, or non-unit, upper or lower triangular matrix, and op*(a)* is one of the following:

op(*a*) = *a*,

or op(*a*) = *a'*.

Matrix *x* is overwritten on *b*.

side Type character*1.

On entry, *side* specifies whether op(*a*) appears on the left or right of *x* as follows:

If *side* = 'L' or 'l', op(*a*)**x* = *alpha*b*
If *side* = 'R' or 'r', *x**op(*a*) = *alpha*b*

On exit, *side* is unchanged.

uplo Type character*1.

On entry, *uplo* specifies whether matrix (*a*) is an upper or lower triangular matrix as follows:

If *uplo* = 'U' or 'u', *a* is an upper triangular matrix.
If *uplo* = 'L' or 'l', *a* is a lower triangular matrix.

On exit, *uplo* is unchanged.

transa Type character*1.

On entry, *transa* specifies the form of op(*a*) to be used in the matrix multiplication as follows:

If *transa* = 'N' or 'n', op(*a*) = *a*.
If *transa* = 'T' or 't', op(*a*) = *a'*.
If *transa* = 'C' or 'c', op(*a*) = *a'*.

On exit, *transa* is unchanged.

diag Type character*1.

On entry, *diag* specifies whether or not *a* is unit triangular as follows:

If *diag* = 'U' or 'u', *a* is assumed to be unit triangular.
If *diag* = 'N' or 'n', *a* is not assumed to be unit triangular.

On exit, *diag* is unchanged.

m Type integer.
On entry, *m* specifies the number of rows in *b*.
Argument *m* must be at least 0.
On exit, *m* is unchanged.

n Type integer.
On entry, *n* specifies the number of columns in *b*.
Argument *n* must be at least 0.
On exit, *n* is unchanged.

alpha Type real.
On entry, *alpha* specifies the scalar alpha.
When *alpha* is 0, *a* is not referenced, and *b* need not be set before entry.
On exit, *alpha* is unchanged.

a Type real.
Array of dimension (*lda*, *k*).
Argument *k* is *m* when *side* = 'L' or 'l', and is *n* when *side* = 'R' or 'r'.

Before entry with *uplo* = 'U' or 'u', the leading *k*-by-*k* upper triangular part of array *a* must contain the upper triangular matrix.
The strictly lower triangular part of *a* is not referenced.

Before entry with *uplo* = 'L' or 'l', the leading *k*-by-*k* lower triangular part of array *a* must contain the lower triangular matrix.
The strictly upper triangular part of *a* is not referenced.

Note that when *diag* = 'U' or 'u', the diagonal elements of *a* are not referenced, but are assumed to be unity.
On exit, *a* is unchanged.

lda Type integer.
On entry, *lda* specifies the first dimension of *a* as declared in the calling (sub)program.
When *side* = 'L' or 'l', *lda* must be at least max(1, *m*).
When *side* = 'R' or 'r', *lda* must be at least max(1, *n*).
On exit, *lda* is unchanged.

b Type real.
Array of dimension (*ldb*, *n*).
Before entry, the leading *m*-by-*n* part of array *b* must contain the right-hand side matrix *b*.
On exit, *b* is overwritten by the solution matrix *x*.

ldb Type integer.
On entry, *ldb* specifies the first dimension of *b* as declared in the calling (sub)program.
Argument *ldb* must be at least max(1, *m*).
On exit, *ldb* is unchanged.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

STRSM is a level 3 Basic Linear Algebra Subprogram (BLAS 3).

NAME

STRSV – Solves a real triangular system of linear equations

SYNOPSIS

CALL STRSV(*uplo,trans,diag,n,a,lda,x,incx*)

DESCRIPTION

STRSV solves one of the systems of equations

$$a^*x = b \quad \text{or} \quad a'^*x = b$$

where *b* and *x* are *n* element vectors, and *a* is an *n*-by-*n* unit, or non-unit, upper or lower triangular matrix.

uplo Character*1. On entry, *uplo* specifies whether matrix is an upper of lower triangular matrix. When *uplo*='U' or 'u', *a* is an upper triangular matrix. When *uplo*='L' or 'l', *a* is a lower triangular matrix. The *uplo* argument is unchanged on exit.

trans Character*1. On entry, *trans* specifies the operation to be performed. If *trans*='N' or 'n', *a***x* = *b*. If *trans*='T' or 't', *a'***x* = *b*. The *trans* argument is unchanged on exit.

diag Character*1. On entry, *diag* specifies whether or not *a* is unit triangular. If *diag*='U' or 'u', *a* is assumed to be unit triangular. If *diag*='N' or 'n', *a* is not assumed to be unit triangular. The *diag* argument is unchanged on exit.

n Integer. On entry, *n* specifies the order of the matrix *a*. The *n* argument must be at least 0. The *n* argument is unchanged on exit.

a Real array of dimension (*lda,n*). Before entry with *uplo*='U' or 'u', the leading *n*-by-*n* upper triangular part of the array *a* must contain the upper triangular matrix and the strictly lower triangular part of *a* is not referenced. Before entry with *uplo*='L' or 'l', the leading *n*-by-*n* lower triangular part of the array *a* must contain the lower triangular matrix and the strictly upper triangular part of *a* is not referenced. Note that when *diag*='U' or 'u', the diagonal elements of *a* are not referenced either, but are assumed to be unity. The *a* argument is unchanged on exit.

lda Integer. On entry, *lda* specifies the first dimension of *a* as declared in the calling subprogram. Argument *lda* must be at least max(1,*n*). The *lda* argument is unchanged on exit.

x Real array of dimension at least 1+(*n*-1)*|*incx*|. Before entry, the incremented array *x* must contain the *n* element right-hand side vector *b*. On exit, *x* is overwritten with the solution vector *x*.

incx Integer. On entry, *incx* specifies the increment for the elements of *x*. Argument *incx* must not be 0. The *incx* argument is unchanged on exit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

STRSV is a level 2 Basic Linear Algebra Subprogram (BLAS 2).

NAME

SXMPY – Multiplies a matrix by a row vector and adds the result to another row vector

SYNOPSIS

CALL SXMPY(*n1,ldy,y,n2,ldx,x,ldm,m*)

DESCRIPTION

n1	Number of columns in matrix *y* (input)
ldy	Leading dimension of matrix *y* (input)
y	Matrix specifying row vector used in sum and for result (input/output)
n2	Number of columns in matrix *x* (input)
ldx	Leading dimension of matrix *x* (input)
x	Matrix specifying row vector used in product (input)
ldm	Leading dimension of matrix *m* (input)
m	Matrix used in product (input)

SXMPY executes an operation equivalent to the following Fortran code:

```
      SUBROUTINE SXMPY(N1,LDY,Y,N2,LDX,X,LDM,M)
      REAL Y(LDY,1), X(LDX,1), M(LDM,1)
      DO 20 J=1,N2
            DO 20 I=1,N1
               Y(1,I)=Y(1,I) + X(1,J) * M(J,I)
   20 CONTINUE
      RETURN
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

5. FAST FOURIER TRANSFORM ROUTINES

These routines apply a Fast Fourier Transform. Each routine can compute either a Fourier analysis or a Fourier synthesis. Detailed descriptions, algorithms, performance statistics, and examples of two of these routines appear in Complex Fast Fourier Transform Binary Radix Subroutine (CFFT2), CRI publication SN-0203; and Complex to Real Fast Fourier Transform Binary Radix Subroutine (CRFFT2), CRI publication SN-0206.

CFFT2, **RCFFT2**, and **CRFFT2** have the same argument list: (*init,ix,n,x,work,y*).

Parameter	**Description**
init	Initialization flag
ix	Analysis/Synthesis flag
n	Size of transform
x	Input vector
work	Working storage vector
y	Result vector

The routines are called the first time with *init*≠0 and *n* as a power of 2 to initialize the needed sine and cosine tables in the working storage area *work*. Then for each input vector of length *n* (length (*n*/2)+1 for **CRFFT2**), each routine is called with *init*=0. The sign of *ix* determines whether a Fourier synthesis or a Fourier analysis is computed: if the sign of *ix* is negative, a synthesis is computed; if the sign is positive, an analysis is computed.

The following table shows the size and formats of *x*, *y*, and *work* for each routine.

Arguments for Fast Fourier Transform Routines			
Argument	CFFT2	RCFFT2	CRFFT2
x	Complex *n*	Real *n*	Complex (*n*/2)+1
work	Complex (5/2)*n*	Complex (3/2)*n*+2	Complex (3/2)*n*+2
y	Complex *n*	Complex (*n*/2)+1	Real *n*

CFFTMLT and **RFFTMLT** apply Fast Fourier Transforms on multiple input vectors. Refer to the documentation for each routine for details.

The following table contains the purpose, name, and manual entry of each Fast Fourier Transform routine.

The "manual entry" is the name of the manual page containing documentation for the routine listed.

Fast Fourier Transform Routines		
Purpose	Name	Manual Entry
Apply a complex Fast Fourier Transform	**CFFT2**	**CFFT2**
Apply multiple complex-to-complex Fast Fourier Transforms	**CFFTMLT**	**CFFTMLT**
Apply a complex-to-real Fast Fourier Transform	**CRFFT2**	**CRFFT2**
Apply a real-to-complex Fast Fourier Transform	**RCFFT2**	**RCFFT2**
Apply multiple complex-to-real and real-to-complex Fast Fourier Transforms	**RFFTMLT**	**RFFTMLT**

NAME

CFFT2 – Applies a complex Fast Fourier Transform (FFT)

SYNOPSIS

CALL CFFT2(*init,ix,n,x,work,y*)

DESCRIPTION

init If non-zero, generates sine and cosine tables in *work*.
If zero, calculates Fast Fourier Transforms using sine and cosine tables of the previous call.

ix > 0 Calculates a Fourier Analysis
< 0 Calculates a Fourier Synthesis

n Size of the Fourier transform; 2^m where $m \geq 3$ for the CRAY Y-MP, CRAY X-MP, and CRAY-2 computer systems, and $m \geq 2$ for the CRAY-1 computer system.

x Input vector of *n* complex values.

Range of *x*:

$$\frac{n}{10^{2466}} \leq | x_i | \leq \frac{10^{2466}}{n} \text{ for } i = 1,2,\ldots,n.$$

Vector *x* can be equivalenced to the *work* vector. In this case the input values are overwritten.

work Work storage vector of $(\frac{5}{2})n$ complex values.

y Complex result vector of size *n*.

CFFT2 calculates:

$$y_k = \sum_{j=0}^{n-1} x_j \exp(\pm\frac{2\,\pi\,i}{n}\;jk)$$

for k=0,1,...,n-1; where $i^2 = -1$.

The sign of the exponent is the same as the sign of *ix*.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

CRFFT2(3SCI), RCFFT2(3SCI)

NAME

CFFTMLT – Applies complex-to-complex Fast Fourier Transfoms (FFT) on multiple input vectors

SYNOPSIS

CALL CFFTMLT(*ar,ai,work,trigs,ifax,inc,jump,n,lot,isign*)

DESCRIPTION

ar Vector of *n***lot* real values.
On input, it contains the real part of the input data.
On ouput, it contains the real part of the transformed data.

ai Vector of *n***lot* real values.
On input, it contains the imaginary part of the input data.
On output, it contains the imaginary part of the transformed data.

work Work storage vector of 4**n***lot* real values.

trigs Input vector of 2**n* real values. It must be initialized to contain sine and cosine tables. This vector and *ifax* (following) can be initialized by the following call:

CALL CFTFAX(*n,ifax,trigs*).

(CFTFAX returns in *ifax*(1) an error flag of –99 if *n* is not factorable as given below.)

ifax Input vector of at most 19 integer values. It has a previously prepared list of factors of *n*.

inc The increment within each data vector.

jump The increment between the start of each data vector.
inc and *jump* apply to both the real and imaginary parts of the data.
To obtain best performance, *jump* should be an odd number.

n Length of the data vectors.
n must be factorable as:

$n = 2^p * 3^q * 5^r$

where p, q, and r are integers.

lot The number of data vectors.

isign +1 for Fourier analysis
–1 for Fourier synthesis

CFFTMLT applies complex-to-complex Fast Fourier transforms on more than one input vector:

$$(ar\,(inc*k+1),ai\,(inc*k+1)) = \sum_{j=0}^{n-1} exp\,(isign*iota*2*pi*j*k/n)(ar\,(inc*j+1),ai\,(inc*j+1))$$

for k = 0,1,...,*n*-1.

This calculation is performed for each of the *n*-vectors in the input.

Vectorization is achieved by doing parallel transforms, with vector length = *lot*.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

In the division by *n*, the normalization used by **CFFTMLT** is different from that used by **CFFT2**, **CRFFT2**, and **RCFFT2**.

NAME

CRFFT2 – Applies a complex-to-real Fast Fourier Transform (FFT)

SYNOPSIS

CALL CRFFT2(*init,ix,n,x,work,y*)

DESCRIPTION

init If non-zero, generates sine and cosine tables in *work*.
If zero, calculates Fast Fourier Transforms using sine and cosine tables of the previous call.

ix > 0 Calculates a Fourier Analysis
< 0 Calculates a Fourier Synthesis

n Size of the Fourier transform; 2^m where $m \geq 3$

x Input vector of $(\frac{n}{2})+1$ complex values.
Range of x: $\frac{n}{10^{2466}} \leq |x_i| \leq \frac{10^{2466}}{n}$ for $i = 1,2,...,n$.

work Work storage vector of $(\frac{3}{2})n+2$ complex values.

y Real result vector of n values.

CRFFT2 calculates the following equation:

$$y_k = \sum_{j=0}^{n-1} x_j \exp(\pm\frac{2\pi i}{n} jk)$$

for k=0,1,...,n-1

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

x_j elements are complex and related by $x_j = \overline{x}_{n-j}$ for $j = 1,2,...,(\frac{n}{2})$.

Only the first $(\frac{n}{2})+1$ elements are stored in x.

SEE ALSO

CFFT2(3SCI), RCFFT2(3SCI)

NAME

RCFFT2 – Applies a real-to-complex Fast Fourier Transform (FFT)

SYNOPSIS

CALL RCFFT2(*init*,*ix*,*n*,*x*,*work*,*y*)

DESCRIPTION

init If non-zero, generates sine and cosine tables in *work*.
If zero, calculates Fast Fourier Transforms using sine and cosine tables of the previous call.

ix > 0 Calculates a Fourier Analysis
< 0 Calculates a Fourier Synthesis

n Size of the Fourier transform; 2^m where $m \geq 3$.

x Input vector of *n* real values.
Range of *x*:

$$\frac{2n}{10^{2466}} \leq | x_i | \leq \frac{10^{2466}}{2n} \quad \text{for } i = 1,2,...,n.$$

work Work storage vector of $(\frac{3}{2})n + 2$ complex values.

y Complex result vector of $(\frac{n}{2}) + 1$ values.

RCFFT2 calculates:

$$y_k = 2 \sum_{j=0}^{n-1} x_j \exp(\pm \frac{2 \pi i}{n} jk)$$

for k=0,1,..., $(\frac{n}{2})$

The sign of the exponent is the same as the sign of *ix*.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

CFFT2(3SCI), CRFFT2(3SCI)

NAME

RFFTMLT – Applies complex-to-real and real-to-complex Fast Fourier Transforms (FFT) on multiple input vectors

SYNOPSIS

CALL RFFTMLT(*a,work,trigs,ifax,inc,jump,n,lot,isign*)

DESCRIPTION

a When *isign* = –1, the *n* real input values for each data vector:
$a(1), a(1+inc), a(2*inc+1), \cdots, a((n-1)*inc+1)$
should be stored in vector *a* with stride = *inc*.

The computed output vector is:
$a(2*inc*i+1), a(2*inc*(i+1)+1), \cdots$ for $i = 1,2,..., \frac{n}{2}$.

The *i*-th Fourier coefficient is:

$(a(2*inc*i+1), a(2*inc*(i+1)+1))$.

When *isign* = +1, the input and output data formats are reversed.

It is important to note that for $i = 1$ and $i = \frac{n}{2}$, the imaginary parts of the complex input numbers must be 0.

work Work storage vector of size 2**n***lot* real values.

trigs Input vector of 2**n* real values. It must be initialized to contain sine and cosine tables. Vectors *trigs* and *ifax* (following) can be initialized by the following call:

CALL FFTFAX(*n,ifax,trigs*).

(FFTFAX returns in *infax*(1) an error flag of –99 if *n* is not factorable as given below.)

ifax Input vector of at most 19 integer elements. It has a previously prepared list of factors of *n*.

inc The increment within each data vector.

jump The increment between the start of each data vector. *inc* and *jump* apply to both real and imaginary data. For the best performance, *jump* should be an odd number.

n Length of the data vectors.
n must be even and factorable as:

$n = 2^p * 3^q * 5^r$

where *p*, *q*, and *r* are integers.

lot The number of data vectors

isign –1 to calculate real-to-complex Fourier transform
+1 to calculate complex-to-real Fourier transform

RFFTMLT applies complex-to-real and real-to-complex Fast Fourier transforms on more than one input vector.

For *isign* = −1, **RFFTMLT** calculates the following:

$$(ar(inc*k+1), ai(inc*k+1)) = \sum_{j=0}^{n-1} exp(-iota*2*pi*j*k/n)*a(inc*j+1)/n$$

for $k = 0,1,...,\frac{n}{2}$.

iota is the square root of −1.

The numbers on the left side of the equation are complex.

This calculation is performed for each of the *n*-vectors in the input.

For *isign* = +1, **RFFTMLT** calculates the following:

$$a(inc*k+1) = \sum_{j=0}^{n-1} exp(iota*2*pi*j*k/n)*(a(2*inc*j+1), a(2*inc*j+inc+1))$$

for $k = 0,1,...,n$.

iota is the square root of −1.

This calculation is performed for each of the *n*-vectors in the input.

Each input vector satisfies the relationship:

$$a(2*k*inc+1) = a(2*(n-k)*inc+1)$$

$$a(2*(k+1)*inc+1) = -a((2*(n-k)+1)*inc+1)$$

for $k = 0,1,..., \frac{n}{2}$.

Only the first $(\frac{n}{2})+1$ complex values are needed.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

RFFTMLT uses a normalization different from the one used by **CFFT2**, **CRFFT2**, and **RCFFT2**.

Vectorization is achieved by doing parallel transforms, with vector length = *lot*.

6. SEARCH ROUTINES

The following search routines are written to run optimally on Cray computer systems. These subprograms use the call-by-address convention when called by a Fortran or CAL program.

The subprograms are grouped as follows:

- Maximum/minimum element search routines
- Vector search routines

Maximum/Minimum Element Search Routines

The maximum and minimum element search routines find the largest or smallest element of a vector or argument and return either the element or its index.

To return an index - **ISMAX** and **ISMIN** return the index of the maximum or minimum vector element, respectively. **ISAMAX**, **ICAMAX**, and **ISAMIN** search for maximum or minimum absolute values in a real vector and return the index. **INTMAX** and **INTMIN** are the corresponding maximum and minimum search routines for an integer vector. **INFLMAX** and **INFLMIN** return the index of the maximum and minimum value within a table. The type declaration for these routines is integer. For further details regarding type and dimension declarations for variables occurring in these subprograms, see section 4, Linear Algebra Subprograms.

To return an element - The following functions find the maximum or minimum elements of two or more vector arguments: **MAX0**, **AMAX1**, **DMAX1**, **AMAX0**, **MAX1**, **MIN0**, **AMIN1**, **DMIN1**, **AMIN0**, and **MIN1**. These functions differ mainly in their types for integer, real, and double-precision arguments. In the description of these functions, the argument type does not always reflect the function type.

The following table contains the purpose, name, and manual entry of each maximum/minimum element search routine.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Maximum/Minimum Element Search Routines

Purpose	Name	Manual Entry
Find the first index of the largest absolute value of the elements of a real or complex vector	ISAMAX ICAMAX	ISAMAX
Return the index of the maximum value in a table	INFLMAX	INFLMAX
Return the index of the minimum value in a table	INFLMIN	
Return the index of the integer vector element with maximum value	INTMAX	INTMAX
Return the index of the integer vector element with minimum value	INTMIN	
Return the index of the vector element with maximum value	ISMAX	ISMAX
Return the index of the vector element with minimum value	ISMIN	
Return the index of the vector element with minimum absolute value	ISAMIN	
Return the largest of all arguments	MAX0 AMAX1 DMAX1 AMAX0 MAX1	MAX
Return the smallest of all arguments	MIN0 AMIN1 DMIN1 AMIN0 MIN1	MIN

Vector Search Routines

Vector search routines have one of the following functions:

- To return occurrences of an object in a vector
- To search for an object in a vector

To return occurrences of an object in a vector - These integer routines return the number of occurrences of a given relation in a vector. The routines **ILLZ** and **IILZ** find the first occurrence. **ILSUM** counts the number of such occurrences. All three of these functions are described under the heading **IILZ**.

To search for an object in a vector - **ISRCH** routines find the positions of an object in a vector. These include the following: **ISRCHEQ, ISRCHNE, ISRCHFLT, ISRCHFLE, ISRCHFGT, ISRCHFGE, ISRCHILT, ISRCHILE, ISRCHIGT, ISRCHIGE, ISRCHMEQ, ISRCHMNE, ISRCHMLT, ISRCHMLE, ISRCHMGT**, and **ISRCHMGE**. These functions return the first location in an array that has a true relational value to the target.

The **WHEN** routines are similar to the **ISRCH** routines in that they return the locations of elements in an array that have a true relational value to the target. However, all locations are returned in an indexed array. The **WHEN** routines are **WHENEQ, WHENNE, WHENFLT, WHENFLE, WHENFGT, WHENFGE, WHENILT, WHENILE, WHENIGT, WHENIGE, WHENME, WHENNE, WHENMLT, WHENMLE, WHENMGT** and, **WHENMGE**.

The **CLUS** routines find the index of clusters that have a true relational value to the target. These routines are further divided into integer (**CLUSILT, CLUSILE, CLUSIGT, CLUSIGT**) and real (**CLUSFLT, CLUSFLE, CLUSFGT**, and **CLUSFGE**) routines.

The **OSRCHI** and **OSRCHF** subroutines return the index of the location that would contain the target in an ordered array. This is useful for sorting elements into a new array. Searching always begins at the lowest value in the ordered array. The total number of occurrences of the target in the array can also be returned. The **OSRCHM** routine returns the index of the first location equal to an integer target in an ordered integer array. (**OSRCHM** is available only to COS users.)

The following table contains the purpose, name, and manual entry of each vector search routine.

The "manual entry" is the name of the manual page containing documentation for the routine(s) listed.

Vector Search Routines		
Purpose	Name	Manual Entry
Return the number of occurrences of an object in a vector	IILZ ILLZ ILSUM	IILZ
Find the index of clusters equal or not equal to the target	CLUSEQ CLUSNE	CLUSEQ
Find the index of clusters of real elements that are less than, less than or equal to, greater than, or greater than or equal to the target	CLUSFLT CLUSFLE CLUSFGT CLUSFGE	CLUSFLT
Find the index of clusters of integer elements that are less than, less than or equal to, greater than, or greater than or equal to the target	CLUSILT CLUSILE CLUSIGT CLUSIGE	CLUSILT
Find the first array element that is equal or not equal to the target	ISRCHEQ ISRCHNE	ISRCHEQ
Find the first real array element that is less than, less than or equal to, greater than, or greater than or equal to the real target	ISRCHFLT ISRCHFLE ISRCHFGT ISRCHFGE	ISRCHFLT
Find the first integer array element that is less than, less than or equal to, greater than, or greater than or equal to the integer target	ISRCHILT ISRCHILE ISRCHIGT ISRCHIGE	ISRCHILT

Vector Search Routines (continued)		
Purpose	Name	Manual Entry
Find the first array element that is equal or not equal to the target within a field	**ISRCHMEQ** **ISRCHMNE**	**ISRCHMEQ**
Find the first array element that is less than, less than or equal to, greater than, or greater than or equal to the target within a field	**ISRCHMLT** **ISRCHMLE** **ISRCHMGT** **ISRCHMGE**	**ISRCHMLT**
Search an ordered integer or real array and return the index of the first location that contains the target	**OSRCHI** **OSRCHF**	**OSRCHI**
Search an ordered integer array and return index of the first location that is equal to the integer target (COS only)	**OSRCHM**	**OSRCHM**
Find all array elements that are equal or not equal to the target	**WHENEQ** **WHENNE**	**WHENEQ**
Find all real array elements that are less than, less than or equal to, greater than, or greater than or equal to the real target	**WHENFLT** **WHENFLE** **WHENFGT** **WHENFGE**	**WHENFLT**
Find all integer array elements that are less than, less than or equal to, greater than, or greater than or equal to the integer target	**WHENILT** **WHENILE** **WHENIGT** **WHENIGE**	**WHENILT**
Find all array elements that are equal or not equal to the target within a field	**WHENMEQ** **WHENNME**	**WHENMEQ**
Find all array elements that are less than, less than or equal to, greater than, or greater than or equal to the target within a field	**WHENMLT** **WHENMLE** **WHENMGT** **WHENMGE**	**WHENMLT**

NAME

CLUSEQ, CLUSNE – Finds index of clusters within a vector

SYNOPSIS

CALL CLUSEQ(*n,array,inc,target,index,nn*)

CALL CLUSNE(*n,array,inc,target,index,nn*)

DESCRIPTION

n	Number of elements to be searched; length of the array. Type integer.
array	Real or integer vector to be searched
inc	Increment between elements of the searched array. Type integer.
target	Scalar to match logically. Type integer or real.
index	Indexes in *array* where the cluster starts and stops (one based); *index* should be dimensioned INDEX(2,*n*/2).
nn	Number of matches found; length of index. Type integer.

These routines find the index of clusters of occurrences equal to or not equal to a scalar within a vector.

The Fortran equivalent of the type of logical search performed for CLUSEQ and CLUSNE follows:

```
ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).EQ.TARGET

ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).NE.TARGET
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Searching for the cluster allows vectorization. Before using these routines, you should know that the logical search results in clusters of finds.

NAME

CLUSFLT, CLUSFLE, CLUSFGT, CLUSFGE – Finds real clusters in a vector

SYNOPSIS

CALL CLUSFLT(*n,array,inc,target,index,nn*)

CALL CLUSFLE(*n,array,inc,target,index,nn*)

CALL CLUSFGT(*n,array,inc,target,index,nn*)

CALL CLUSFGE(*n,array,inc,target,index,nn*)

DESCRIPTION

n	Number of elements to be searched; length of the array. Type integer.
array	Real vector to be searched.
inc	Increment between elements of the searched array. Type integer.
target	Scalar to match logically. Type real.
index	Indexes in *array* in which the cluster starts and stops (1 based); *index* should be dimensioned INDEX(2,*n*/2).
nn	Number of matches found; length of index. Type integer.

These routines find the index of clusters of real occurrences in relation to a scalar within a vector.

The Fortran equivalent of the type of logical search performed by each respective routine follows:

```
ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).LT.TARGET

ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).LE.TARGET

ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).GT.TARGET

ARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).GE.TARGET
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

Searching for the cluster allows vectorization. Before using these routines, you should know that the logical search results in clusters of finds.

NAME

CLUSILT, CLUSILE, CLUSIGT, CLUSIGE – Finds integer clusters in a vector

SYNOPSIS

CALL CLUSILT(*n,iarray,inc,itarget,index,nn*)

CALL CLUSILE(*n,iarray,inc,itarget,index,nn*)

CALL CLUSIGT(*n,iarray,inc,itarget,index,nn*)

CALL CLUSIGE(*n,iarray,inc,itarget,index,nn*)

DESCRIPTION

n Number of elements to be searched; length of the array. Type integer.

iarray Integer vector to be searched.

inc Increment between elements of the searched array. Type integer.

itarget Scalar to match logically. Type integer.

index Indexes in *iarray* in which the cluster starts and stops (1 based). *index* should be dimensioned INDEX(2,*n*/2).

nn Number of matches found; length of index. Type integer.

These routines find the index of clusters of integer occurrences in relation to a scalar within a vector.

The Fortran equivalent of the type of logical search performed by each respective routine follows:

```
IARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).LT.ITARGET

IARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).LE.ITARGET

IARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).GT.ITARGET

IARRAY(I,I=INDEX(1,J),INDEX(2,J),J=1,NN).GE.ITARGET
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTE

Searching for the cluster allows vectorization. Before using these routines, you should know that the logical search will result in clusters of finds.

NAME

IILZ, ILLZ, ILSUM – Returns number of occurrences of object in a vector

SYNOPSIS

kount = IILZ(*n*,*array*,*incl*)

kount = ILLZ(*n*,*array*,*incl*)

kount = ILSUM(*n*,*array*,*incl*)

DESCRIPTION

n Number of elements to process in the vector (*n*=vector length if *incl*=1; *n*=vector length/2 if *incl*=2, and so on)

array Vector operand

incl Increment between elements of the vector operand. For contiguous elements, *incl*=1.

IILZ returns the number of zero values in a vector before the first nonzero value.
ILLZ returns the number of leading elements of a vector that do not have the sign bit set.
ILSUM returns the number of **TRUE** values in a vector declared logical.

When scanning backward (*incl* < 0), both **IILZ** and **ILLZ** start at the end of the vector and move backward (L(N),L(N + INCL),L(N + 2*INCL),...).

If *array* is of type logical, **IILZ** returns the number of **FALSE** values before encountering the first **TRUE** value.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

INFLMAX, INFLMIN – Searches for the maximum or minimum value in a table

SYNOPSIS

index=INFLMAX(*n*,*ix*,*inc*,*mask*,*shift*)

index=INFLMIN(*n*,*ix*,*inc*,*mask*,*shift*)

DESCRIPTION

index	Index in *ix* where maximum or minimum occurs (one based). Type integer.
n	Number of elements to be searched; length of the array. Type integer.
ix	Table to be searched. Type integer.
inc	Skip distance through *ix*. Type integer.
mask	Right-justified mask used for masking the table vector
shift	Number of bits to right shift the table vector before masking

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

INTMAX, INTMIN – Searches for the maximum or minimum value in an integer vector

SYNOPSIS

index = INTMAX(*n*,*ix*,*inc*)

index = INTMIN(*n*,*ix*,*inc*)

DESCRIPTION

index	Index in *ix* where maximum or minimum occurs (one based)
n	Number of elements to be searched; length of the array
ix	Integer vector to be searched
inc	Increment between elements of *ix*

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISAMAX, ICAMAX – Finds first index of largest absolute value in vectors

SYNOPSIS

imax = ISAMAX(*n,sx,incx*)

imax = ICAMAX(*n,cx,incx*)

DESCRIPTION

n	Number of elements to process in the vector to be searched (*n* = vector length if *incx* = 1; *n* = vector length/2 if *incx* = 2, and so on). If $n \leq 0$, **ISAMAX** and **ICAMAX** return 0.
sx	Real vector to be searched
cx	Complex vector to be searched
incx	Increment between elements of *sx* or *cx*; for contiguous elements, *incx* = 1.

These integer functions find the first index of the largest absolute value of the elements of a vector.

ISAMAX returns the first index *i* such that

$$|x_i| = \max |x_j| : j = 1, \ldots, n$$

where x_j is an element of a real vector.

ICAMAX determines the first index *i* such that

$$|Real(x_i)| + |Imag(x_i)| = \max \; |Real(x_j)| + |Imag(x_j)| : j = 1, \ldots, n$$

where x_j is an element of a complex vector.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISMAX, ISMIN, ISAMIN – Finds maximum, minimum, or minimum absolute value

SYNOPSIS

imax = **ISMAX**(*n*,*sx*,*incx*)

imin = **ISMIN**(*n*,*sx*,*incx*)

imin = **ISAMIN**(*n*,*sx*,*incx*)

DESCRIPTION

n	Number of elements to process in the vector to be searched (*n* = vector length if *incx* = 1; *n* = vector length/2 if *incx* = 2; and so on). If $n \le 0$, **ISMAX**, **ISMIN**, and **ISAMIN** return 0.
sx	Real vector to be searched
incx	Increment between elements of *sx*. For contiguous elements, *incx* = 1.

These routines return the index of the element with maximum, minimum, or minimum absolute value.

ISMAX returns the first index *i* such that

$$| x_i | = \max x_j \; : j = 1,\ldots,n$$

where x_j is an element of a real vector.

ISMIN and **ISAMIN** return the first index *i* such that

$$| x_i | = \min x_j \; : j = 1,\ldots,n$$

where x_j is an element of a real vector.

ISMAX, **ISMIN**, and **ISAMIN** are integer functions.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISRCHEQ, ISRCHNE – Finds array element equal or not equal to target

SYNOPSIS

location = ISRCHEQ(*n*,*array*,*inc*,*target*)

location = ISRCHNE(*n*,*array*,*inc*,*target*)

DESCRIPTION

n Number of elements to be searched. If *n* ≤ 0, 0 is returned.

array First element of the real or integer array to be searched

inc Increment between elements of the searched array

target Real or integer value searched for in the array.
If *target* is not found, the returned value is *n*+1.

ISRCHEQ finds the first real or integer array element that is equal to a real or integer target.

ISRCHNE returns the first location for which the relational value not equal to is true for real and integer arrays.

The Fortran equivalent code for ISRCHEQ is as follows:

```
      FUNCTION ISRCHEQ(N,ARRAY,INC,TARGET)
      DIMENSION ARRAY(1)
      J=1
      ISRCHEQ=0
      IF(N.LE.0) RETURN
      IF(INC.LT.0) J=1-(N-1)*INC
      DO 100 I=1,N
          IF(ARRAY(J).EQ.TARGET) GO TO 200
          J=J+INC
  100 CONTINUE
  200 ISRCHEQ=I
      RETURN
      END
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

ISRCHEQ replaces the ISEARCH routine, but it has an entry point of ISEARCH as well as ISRCHEQ.

NAME

ISRCHFLT, ISRCHFLE, ISRCHFGT, ISRCHFGE – Finds first real array element in relation to a real target

SYNOPSIS

location = **ISRCHFLT**(*n,array,inc,target*)

location = **ISRCHFLE**(*n,array,inc,target*)

location = **ISRCHFGT**(*n,array,inc,target*)

location = **ISRCHFGE**(*n,array,inc,target*)

DESCRIPTION

n	Number of elements to be searched. If *n* ≤0, 0 is returned.
array	First element of the real array to be searched
inc	Increment between elements of the searched array
target	Real value searched for in *array*. If *target* is not found, the returned value is *n*+1.

These functions return the first location for which the relational operator is true for real arrays.

ISRCHFLT finds the first real array element that is less than the real target.

ISRCHFLE finds the first real array element that is less than or equal to the real target.

ISRCHFGT finds the first real array element that is greater than the real target.

ISRCHFGE finds the first real array element that is greater than or equal to the real target.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISRCHILT, ISRCHILE, ISRCHIGT, ISRCHIGE – Finds first integer array element in relation to an integer target

SYNOPSIS

location = ISRCHILT(*n,iarray,inc,itarget*)

location = ISRCHILE(*n,iarray,inc,itarget*)

location = ISRCHIGT(*n,iarray,inc,itarget*)

location = ISRCHIGE(*n,iarray,inc,itarget*)

DESCRIPTION

n	Number of elements to be searched. If *n* ≤0, 0 is returned.
iarray	First element of the integer array to be searched
inc	Increment between elements of the searched array
itarget	Integer value searched for in *iarray*. If *target* is not found, the returned value is *n*+1.

These functions return the first location for which the relational operator is true for integer arrays.

ISRCHILT finds the first integer array element that is less than the integer target.

ISRCHILE finds the first integer array element that is less than or equal to the integer target.

ISRCHIGT finds the first integer array element that is greater than the integer target.

ISRCHIGE finds the first integer array element that is greater than or equal to the integer target.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISRCHMEQ, ISRCHMNE – Finds the index of the first occurrence equal or not equal to a scalar within a field of a vector

SYNOPSIS

index = **ISRCHMEQ**(*n,array,inc,target,mask,right*)

index = **ISRCHMNE**(*n,array,inc,target,mask,right*)

DESCRIPTION

index	Index in array where first logical match with the target occurred (one based); *index*=*n*+1 if match is not found. Type integer.
n	Number of elements to be searched; length of the array. Type integer.
array	Real or integer vector to be searched
inc	Increment between elements of the searched array. Type integer.
target	Scalar to match logically. Type integer or real.
mask	Mask of 1's from the right; the size of the field looked for in the table.
right	Number of bits to shift right so as to right-justify the field searched. Type integer.

The Fortran equivalent of **ISRCHMEQ** and **ISRCHMNE** follows:

```
TABLE(ARRAY(INDEX(I),I=1,NN)).EQ.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).NE.TARGET

where TABLE(X)=AND(MASK,SHIFTR(X,RIGHT))
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

ISRCHMLT, ISRCHMLE, ISRCHMGT, ISRCHMGE – Searches vector for logical match

SYNOPSIS

index = ISRCHMLT(*n,array,inc,target,mask,right*)

index = ISRCHMLE(*n,array,inc,target,mask,right*)

index = ISRCHMGT(*n,array,inc,target,mask,right*)

index = ISRCHMGE(*n,array,inc,target,mask,right*)

DESCRIPTION

index	Index in array where first logical match with the target occurred (one based); *index=n*+1 if match is not found. Type integer.
n	Number of elements to be searched; length of the array. Type integer.
array	Real or integer vector to be searched
inc	Increment between elements of the searched array. Type integer.
target	Scalar to match logically. Type integer or real.
mask	Mask of 1's from the right; the size of the field looked for in the table
right	Number of bits to shift right so as to right justify the field searched. Type integer.

These routines search an array, returning the index of the first element that creates a logical match with the target.

ISRCHMLT searches for an element less than the target.

ISRCHMLE searches for an element less than or equal to the target.

ISRCHMGT searches for an element greater than the target.

ISRCHMGE searches for an element greater than or equal to the target.

The Fortran equivalent of each logical search performed follows:

```
TABLE(ARRAY(INDEX(I),I=1,NN)).LT.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).LE.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).GT.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).GE.TARGET

where TABLE(X)=AND(MASK,SHIFTR(X,RIGHT))
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

MAX0, AMAX1, DMAX1, AMAX0, MAX1 – Returns the largest of all arguments

SYNOPSIS

i = **MAX0** ($integer_1$,$integer_2$,..., $integer_n$)

r = **AMAX1**($real_1$,$real_2$,..., $real_n$)

d = **DMAX1**($double_1$,$double_2$,..., $double_n$)

r = **AMAX0**($integer_1$,$integer_2$,..., $integer_n$)

i = **MAX1**($real_1$,$real_2$,..., $real_n$)

DESCRIPTION

MAX0, AMAX1, and **DMAX1** use integer, real, and double-precision arguments, respectively, and return the same type of result. Each function is of the same type as its arguments.

AMAX0 (type real) returns a real result from integer arguments.

MAX1 (type integer) returns an integer result from real arguments.

All of the arguments within each function must be of the same type, and the number of arguments n must be in the range $2 \le n < 64$. Arguments must be in the range $|x| < \infty$

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

MAX is the generic name for the maximum routines MAX0, AMAX1, and DMAX1. Calls to

i = MAX($integer_1$,$integer_2$,...,$integer_n$)
r = MAX($real_1$,$real_2$,...,$real_n$)
d = MAX($double_1$,$double_2$,...,$double_n$)

will return integer, real, and double-precision results, respectively.

NAME

MIN0, AMIN1, DMIN1, AMIN0, MIN1 – Returns the smallest of all arguments

SYNOPSIS

i = **MIN0**(*integer*$_1$,*integer*$_2$,..., *integer*$_n$)

r = **AMIN1**(*real*$_1$,*real*$_2$,..., *real*$_n$)

d = **DMIN1**(*double*$_1$,*double*$_2$,..., *double*$_n$)

r = **AMIN0**(*integer*$_1$,*integer*$_2$,..., *integer*$_n$)

i = **MIN1**(*real*$_1$,*real*$_2$,...,*real*$_n$)

DESCRIPTION

MIN0, AMIN1, and **DMIN1** use integer, real, and double-precision arguments, respectively, and return the same type of result. Each of these functions is of the same type as its arguments.

AMIN0 (type real) returns a real result from integer arguments.

MIN1 (type integer) returns an integer result from real arguments.

All of the arguments within each function must be of the same type.

The number of arguments n must be in the range $2 \le n < 64$.

Arguments must be in the range $|x| < \infty$.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

MIN is the generic name for the minimum routines **MIN0, AMIN1,** and **DMIN1.** Calls to

i = MIN(*integer*$_1$,*integer*$_2$,...,*integer*$_n$)
r = MIN(*real*$_1$,*real*$_2$,...,*real*$_n$)
d = MIN(*double*$_1$,*double*$_2$,...,*double*$_n$)

will return integer, real, and double-precision results, respectively.

NAME

OSRCHI, OSRCHF – Searches an ordered array and returns index of the first location that contains the target

SYNOPSIS

CALL OSRCHI(*n,iarray,inc,target,index,iwhere,inum***)**

CALL OSRCHF(*n,array,inc,target,index,iwhere,inum***)**

DESCRIPTION

n Number of elements of the array to be searched

iarray Beginning address of the integer array to be searched

array Beginning address of the real array to be searched

inc A positive increment indicates an ascending array and returns the index of the first element encountered, starting at the beginning of the array.

A negative increment indicates a descending array and returns the index of the last element encountered, starting at the beginning of the array.

target Integer or real target of the search

index Index of the first location in the searched array that contains the target; exceptional cases are as follows:

If *n* < 1, *index* = 0
If no equal array elements, *index* = *n*+1

iwhere Index of the first location in the searched array that would contain the target if it were found in the array. If the target is found, *index* = *iwhere*. There is one exceptional case; if *n* is less than 1, *iwhere* = 0.

inum Number of target elements found in the array

OSRCHI searches an ordered integer array and returns the index of the first location that contains the target (type integer).

OSRCHF searches an ordered real array and returns the index of the first location that contains the target (type real).

Searching always begins at the lowest value in the ordered array. Even if the target is not found, the index of the location that would contain the target is returned. The total number of occurrences of the target in the array (*inum*) can also be returned.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

OSRCHM – Searches an ordered integer array and returns index of the first location that is equal to the integer target

SYNOPSIS

CALL OSRCHM(*n,iarray,inc,itarget,mask,shift,index,iwhere,inum*)

DESCRIPTION

n Number of elements of the array to be searched

iarray Beginning address of the integer array to be searched

inc Increment between elements of the array to be searched. Argument *inc* should be 1 for contiguous elements of memory. Argument *inc* should be -1 to find the last element with a true condition.

A positive increment indicates an ascending array. A negative increment indicates a descending array.

itarget Integer target of the search

mask Mask set from the right side of the field of interest in vector *iarray*

shift Amount to right-shift vector *iarray* to position the field of interest at right side of word

index Index of the first location in the searched array where the target is equal to an element of that array; exceptional cases are as follows:

If *n* < 1, *index* = 0
If no equal array elements, *index* = *n*+1

iwhere Index of the first location in the searched array where the target would fit and maintain the order of the array. If the target is found, *index* = *iwhere*. There is one exceptional case; if *n* < 1, *index* = 0.

inum On input, must be non-zero if the number of array elements equal to the target is desired. On output, number of elements found in the array equal to the target. This will return a value only if asked for and at least 1 target value is found in the array. Otherwise, it will always be 0.

OSRCHM searches an ordered integer array and returns the index of the first location that is equal to the integer target. It also returns the index of where the target should fit into the array, whether it finds a value equal to the target or not. Optionally, it will find the total number of array elements equal to the target.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

WHENEQ, WHENNE – Finds all array elements equal to or not equal to the target

SYNOPSIS

CALL WHENEQ(*n,array,inc,target,index,nval***)**

CALL WHENNE(*n,array,inc,target,index,nval***)**

DESCRIPTION

n	Number of elements to be searched
array	First element of the real or integer array to be searched
inc	Increment between elements of the searched array
target	Real or integer value searched for in the array
index	Integer array containing the index of the found target in the array
nval	Number of values put in the index array

WHENEQ finds all real or integer array elements that are equal to a real or integer target.

WHENNE returns all locations for which the relational valuc not equal to is true for real and integer arrays.

The Fortran equivalent follows:

```
      INA=1
      NVAL=0
      IF(INC .LT. 0) INA=(-INC)*(N-1)+1
      DO 100 I=1,N
             IF(ARRAY(INA) .EQ. TARGET) THEN
                NVAL=NVAL+1
                INDEX(NVAL)=I
             END IF
             INA=INA+INC
  100 CONTINUE
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

WHENFLT, WHENFLE, WHENFGT, WHENFGE – Finds all real array elements in relation to the real target

SYNOPSIS

CALL WHENFLT(*n,array,inc,target,index,nval*)

CALL WHENFLE(*n,array,inc,target,index,nval*)

CALL WHENFGT(*n,array,inc,target,index,nval*)

CALL WHENFGE(*n,array,inc,target,index,nval*)

DESCRIPTION

n Number of elements to be searched

array First element of the real array to be searched

inc Increment between elements of the searched array

target Real value searched for in the array

index Integer array containing thc indcx of the found target in the array

nval Number of values put in the index array

These functions return all locations for which the relational operator is true for real arrays.

WHENFLT finds all real array elements that are less than the real target.

WHENFLE finds all real array elements that are less than or equal to the real target.

WHENFGT finds all real array elements that are greater than the real target.

WHENFGE finds all real array elements that are greater than or equal to the real target.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

WHENILT, WHENILE, WHENIGT, WHENIGE – Finds all integer array elements in relation to the integer target

SYNOPSIS

CALL WHENILT(*n,iarray,inc,itarget,index,nval*)

CALL WHENILE(*n,iarray,inc,itarget,index,nval*)

CALL WHENIGT(*n,iarray,inc,itarget,index,nval*)

CALL WHENIGE(*n,iarray,inc,itarget,index,nval*)

DESCRIPTION

n	Number of elements to be searched
iarray	First element of the integer array to be searched
inc	Increment between elements of the searched array
itarget	Integer value searched for in the array
index	Integer array containing the index of the found target in the array
nval	Number of values put in the index array

These functions return all locations for which the relational operator is true for integer arrays.

WHENILT finds all integer array elements that are less than the integer target.
WHENILE finds all integer array elements that are less than or equal to the integer target.
WHENIGT finds all integer array elements that are greater than the integer target.
WHENIGE finds all integer array elements that are greater than or equal to the integer target.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

WHENMEQ, **WHENMNE** – Finds the index of occurrences equal or not equal to a scalar within a field in a vector

SYNOPSIS

CALL WHENMEQ(*n,array,inc,target,index,nn,mask,right***)**

CALL WHENMNE(*n,array,inc,target,index,nn,mask,right***)**

DESCRIPTION

n	Number of elements to be searched; length of the array
array	Vector to be searched
inc	Increment between elements of the searched array
target	Scalar to match logically
index	Indexes in *array* where all logical matches with the target occurred (one based)
nn	Number of matches found. Length of index.
mask	Mask of 1's from the right; the size of the field looked for in the table
right	Number of bits to shift right so as to right-justify the field searched

The Fortran equivalent of **WHENMEQ** and **WHENMNE** follows:

```
TABLE(ARRAY(INDEX(I),I=1,NN)).EQ.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).NE.TARGET

where TABLE(X)=AND(MASK,SHIFTR(X,RIGHT))
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

WHENMLT, WHENMLE, WHENMGT, WHENMGE – Finds the index of occurrences in relation to a scalar within a field in a vector

SYNOPSIS

CALL WHENMLT(*n,array,inc,target,index,nn,mask,right***)**

CALL WHENMLE(*n,array,inc,target,index,nn,mask,right***)**

CALL WHENMGT(*n,array,inc,target,index,nn,mask,right***)**

CALL WHENMGE(*n,array,inc,target,index,nn,mask,right***)**

DESCRIPTION

n	Number of elements to be searched; length of the array
array	Vector to be searched
inc	Increment between elements of the searched array
target	Scalar to match logically
index	Indexes in *array* where all logical matches with the target occurred (one based)
nn	Number of matches found. Length of index.
mask	Mask of 1's from the right; the size of the field looked for in the table
right	Number of bits to shift right so as to right-justify the field searched

The Fortran equivalent of logical search performed follows:

```
TABLE(ARRAY(INDEX(I),I=1,NN)).LT.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).LE.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).GT.TARGET

TABLE(ARRAY(INDEX(I),I=1,NN)).GE.TARGET

where TABLE(X)=AND(MASK,SHIFTR(X,RIGHT))
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

7. SORTING ROUTINES

There are two ways to perform a sort on files: they can be sorted using the **SORT** control statement or the SORT subroutines. The **ORDERS** routine is used to sort memory arrays rather than files.

The **SORT** control statement provides a generalized sort and merge capability. **SORT** accesses multiple input files and permits mixed key types and variable length records. It provides a variety of user-specified random access devices (such as disk, Buffer Memory Resident (BMR), and SSD solid-state storage device) and tuning parameters for performance enhancement.

The **SORT** program provides these capabilities through calls to the **SORT** subroutines. **SORT** subroutines provide all of the above-mentioned options and allow the use of user-supplied subroutines. For more information on **SORT** and its associated subroutines, see the SORT Reference Manual, CRI publication SR-0074.

ORDERS is an internal, fixed-length record sort optimized for Cray computer systems. This section gives the synopsis and description of the **ORDERS** routine, including several examples using **ORDERS**.

NAME

ORDERS – Sorts using internal, fixed-length record sort optimized for Cray computer systems

SYNOPSIS

CALL **ORDERS**(*mode,iwork,data,index,n,irecl th,ikeylth,iradsiz*)

DESCRIPTION

ORDERS assumes that the *n* records to be sorted are of length *irecl th* and have been stored in an array *data* that has been dimensioned, as in the following Fortran code:

```
DIMENSION DATA(irecl th,n)
```

ORDERS does not move records within *data*, but returns a vector *index* containing pointers to each of the records in ascending order. For example, **DATA(1,INDEX(1))** is the first word of the record with the smallest key.

The **ORDERS** arguments are as follows:

mode Integer flag; describes the type of key and indicates an initial ordering of the records, as follows:

0 The key is binary numbers of length 8**ikeylth*. These numbers are considered positive integers in the range 0 to $2^{(8*irecl th)-1}$. (The ordering of ASCII characters is the same as their ordering as positive integers.)

1 The key is 64-bit Cray integers. These are twos complement signed integers in the range -2^{63} to $+2^{63}$. (The key length, if specified, must be 8 bytes.)

2 The key is 64-bit Cray floating-point numbers. (The key length, if specified, must be 8 bytes.)

10 The key is the same as *mode*=0, but the array **INDEX** has an initial ordering of the records (see subsection MULTIPASS SORTING later in this section).

11 The key is the same as *mode*=1, but the array **INDEX** has an initial ordering of the records.

12 The key is the same as *mode*=2, but the array **INDEX** has an initial ordering of the records.

Upon completion of a call, **ORDERS** returns an error flag in *mode*. A value equal to the input *mode* value indicates no errors. A value less than 0 indicates an error, as follows:

-1 Too few arguments; must be greater than 4.

-2 Too many arguments; must be less than 9.

-3 Number of words per record less than 1 or greater than 2**24

-4 Length of key greater than the record

-5 Radix not equal to 1 or 2

-6 Key less than 1 byte long

-7 Number of records less than 1 or greater than 2**24

-8 Invalid *mode* input values; must be **0, 1, 2, 10, 11,** or **12.**

-9 Key length must be 8 bytes for real or integer sort

iwork User-supplied working storage array of length K, where K=257 if *iradsiz*=1, or K=65537 if *iradsiz*=2

data Array dimensioned *irecIth* by N, containing N records of length *irecIth* each. The key in each record starts at the left of the first word of the record and continues *ikeylth* bytes into successive words as necessary. (By offsetting this address, any word within the record may be used as a key. See subsection EXAMPLES later in this section.)

index Integer array of length *n* containing pointers to the records. In *mode*=**10, 11,** or **12**, *index* contains an initial ordering of the records (see subsection MULTIPASS SORTING later in this section). On output, *index* contains the ordering of the records; that is, **DATA(1,INDEX(I))** is the first word of the record with the smallest key, and **DATA(1,INDEX(N))** is the first word of the record with the largest key.

n Number of records to be sorted. Must be ≥1.

irecIth Length of each record as a number of 64-bit words. Default is 1. *irecIth* is used as a skip for vector loads and stores; therefore, *irecIth* should be chosen to avoid bank conflicts.

ikeylth Length of each key as a number of 8-bit bytes. Default is 8 bytes (1 word).

iradsiz Radix of the sort. *iradsiz* is the number of bytes processed per pass over the records. Default is 1. See subsection of LARGE RADIX SORTING for *iradsiz*=2.

METHOD

ORDERS uses the radix sort, more commonly known as a bucket or pocket sort. For this type of sort, the length of the key in bytes determines the number of passes made through all of the records. The method has a linear work factor and is stable, in that the original order of records with equal keys is preserved.

ORDERS has the option of processing 1 or 2 bytes of the key per pass through the records. This process halves the number of passes through the record, but at the expense of increased working storage and overhead per pass. **ORDERS** can sort on several keys within a record by using its multipass capability. The first 8 bytes of the keys use a radix sort. If the key length is greater than 8 bytes and any records have the first 8 bytes equal, these records are sorted using a simple bubble sort. Using the bubble sort with many records is time-consuming; therefore, the multipass option should be used.

ORDERS has been optimized in CAL to make efficient use of the vector registers and functional units at each step of a pass through the data. Keys are read into vector registers with a skip through memory of *ireclth*; therefore, *ireclth* should be chosen to avoid bank conflicts.

LARGE RADIX SORTING

The number of times the key of each record is read from memory is proportional to *ikeylth*/*iradsiz*. Using **ORDERS** with *iradsiz*=2 halves this ratio because 2 bytes instead of 1 are processed each time the key is read. The disadvantage of halving the number of passes is that the user-supplied working storage array goes from 257 words to 65,537 words. This favors a 1-byte pass for sorting up to approximately 5000 records. For more than 5000 records, however, a 2-byte pass is faster.

MULTIPASS SORTING

Because the array **INDEX** can define an ordering of the records, several calls can be made to **ORDERS** where the order of the records is that of the previous call. *mode*=**10**, **11**, or **12** specifies that the array **INDEX** contains an ordering from a previous call to **ORDERS**. This specification allows sorting of text keys that extend over more than 1 word or keys involving double-precision numbers. (See the subsection EXAMPLES later in this section.)

Although the length of the key is limited only by the length of the record, up to 8 bytes are sorted with the radix sort. The remaining key is sorted using a bubble sort, but only in those records whose keys are equal for the first 8 bytes. Therefore, a uniformly-distributed key over the first 8 bytes of length greater than 8 bytes might be sorted faster using a single call with a large *ikeylth* rather than a multipass call. When using the multipass capability, sort the least significant word first.

IMPLEMENTATION

ORDERS is available to users of both the COS and UNICOS operating systems.

EXAMPLES

Example 1:

This example performs a sort on an array of random numbers, 20 records long, with a key length of 8 bytes (1 word).

```
      PROGRAM ORDWAY
      DIMENSION DATA(1,20)
      DIMENSION INDEX(20)
      DIMENSION IWORK(257)
C
C     Place random numbers into the array DATA
C
      DO 1 I=1,20
  1    DATA(1,I)=2*RANF()
C
      N=20
      MODE=0
C
      CALL ORDERS(MODE,IWORK,DATA,INDEX,N,1,8,1)
C
C     Print out the sorted records in increasing order
C
      DO 2 K=1,20
  2    PRINT *, DATA(1,INDEX(K))
      STOP
      END
```

Example 2:

This program uses two calls to **ORDERS** to completely sort an array of double-precision numbers. The sign bit of the first word is used to change the second word into a text key that preserves the ordering. A sort is done on these 6 bytes of the second word. (The changes made to the second word are reversed after the call.) Last, a sort is done on the first word as a real key using the initial ordering from the previous call.

```
      PROGRAM SORT2
      DOUBLE PRECISION DATA(100)
      INTEGER IATA(200)
      EQUIVALENCE(IATA, DATA)
      INTEGER INDEX(100), IWORK(257)
      N=12
      DO 5 I=1, N
           DATA(I)=(-1.D0)**10.D0**(-20)*DBLE(RANF())
  5   CONTINUE
```

```
C
C         First the second word key is changed
C
          DO 10 I=2, 2*N, 2
               IF(DATA(I/2).LE.0.D0) THEN
                IATA(I)=COMPL(IATA(I))
               ELSE
                IATA(I)=IATA(I)
               ENDIF
   10     CONTINUE
C
C         Sort on second word
C
          MODE=0
          CALL ORDERS(MODE,IWORK,IATA(2),INDEX,N, 2, 6, 1)
C
C         Restore second word to original form
C
          DO 20 I=2, 2*N, 2
               IF(DATA(I/2).LE.0.D0) THEN
                IATA(I)=COMPL(IATA(I))
               ELSE
                IATA(I)=IATA(I)
               ENDIF
   20     CONTINUE
C
C         Sort on the first word using the initial ordering
C
          MODE=12
          CALL ORDERS(MODE,SORT,DATA,INDEX,N,2,8,1)
          DO 50 I=1,N
               WRITE(6, 900)I, INDEX(I), DATA(INDEX(I))
   50     CONTINUE
  900     FORMAT(1X, 2I5, 2X, D40.30)
          END
```

8. CONVERSION SUBPROGRAMS

These Fortran-callable subroutines perform conversion of data residing in Cray memory. Conversion subprograms are listed under the following types of routines:

- Foreign data conversion
- Numeric conversion
- ASCII conversion
- Other conversion

For more information regarding foreign data conversion, see the Foreign Data Conversion on CRAY-1 and CRAY X-MP Computer Systems technical note, publication SN-0236.

FOREIGN DATA CONVERSION ROUTINES

The foreign data conversion routines allow data translation between Cray internal representations and other vendors' data types. These include IBM, CDC, and VAX data conversion routines.

The following tables convert values from Cray data types to IBM, VAX/VMS, and CDC data types. Routines that are inverses of each other (that is, convert from Cray data types to IBM and IBM to Cray) are generally listed under a single entry. Routine descriptions follow later in this section, listed alphabetically by entry name.

The following table lists routines that convert foreign types to Cray types.

Convert Foreign Types to Cray Types			
Convert to	Foreign types		
Convert from	IBM	CDC	VAX/VMS
Foreign single-precision to Cray single-precision	**USSCTC**	**FP6064**	**VXSCTC**
Foreign double-precision to Cray single-precision	**USDCTC**	---	**VXDCTC** **VXGCTC**
Foreign integer to Cray integer	**USICTC**	**INT6064**	**VXICTC**
Foreign logical to Cray logical	**USLCTC**	---	**VXLCTC**
Foreign character to ASCII	**USCCTC**	**DSASC**	---
Foreign complex to Cray complex	---	---	**VXZCTC**
Foreign packed decimal field to Cray integer	**USPCTC**	---	---

The following table lists routines that convert Cray types to foreign types.

Convert Cray Types to Foreign Types			
Convert To	Foreign Types		
Convert From	IBM	CDC	VAX/VMS
Cray single-precision to foreign single-precision	**USSCTI**	**FP6460**	**VXSCTI**
Cray single-precision to foreign double-precision	**USDCTI**	---	**VXDCTI** **VXGCTI**
Cray integer to foreign integer	**USICTI**	**INT6460**	**VXICTI**
Cray logical to foreign logical	**USLCTI**	---	**VXLCTI**
ASCII character to foreign character	**USCCTI**	**ASCDC**	---
Cray complex to foreign complex	---	---	**VXZCTI**
Cray integer to foreign packed-decimal field	**USICTP**	---	---

NUMERIC CONVERSION ROUTINES

Numeric conversion routines convert a character to a numeric format or a number to a character format.

The following table contains the purpose, names, and entry of each numeric conversion routine.

Numeric Conversion Routines		
Purpose	Name	Entry
Convert decimal ASCII numerals to an integer value	**CHCONV**	**CHCONV**
Convert an integer to a decimal ASCII string	**BICONV**	**BICONV**
Convert an integer to a decimal ASCII string (zero-filled, right-justified)	**BICONZ**	

ASCII CONVERSION FUNCTIONS

The ASCII conversion functions convert binary integers to or from 1-word ASCII strings (not Fortran character variables). Fortran-callable entry points (in the form *xxx*) use the call-by-address sequence; CAL-callable entry points (in the form *xxx%*) use the call-by-value sequence.

NOTE - The ASCII conversion functions are not intrinsic to Fortran. Their default type is real, even though their results are generally used as integers.

IMPLEMENTATION - The ASCII conversion functions are available to users of both the COS and UNICOS operating systems.

The ASCII conversion routines use one type integer argument. The **DTB/DTB%** and **OTB/OTB%** routines can also use a second optional argument as an error code. The resulting error codes (0 if no error; -1 if there are errors) are returned in the second argument for Fortran calls and in register S0 for CAL calls. If no error code argument is included in Fortran calls, the routine aborts upon encountering an error.

The following calls show how the ASCII conversion routines are used. These Fortran calls convert a binary number to decimal ASCII, then convert back from ASCII to binary:

result=BTD(*integer*)

result Decimal ASCII result (right-justified, blank-filled)

integer Integer argument

result=DTB(*arg,errcode*)

result Integer value

arg Decimal ASCII (left-justified, zero-filled)

errcode 0 if conversion successful; –1 if error.

ASCII Conversion Routines			
Purpose	Name	Argument Range	Result
Binary to decimal ASCII (right-justified, blank-filled)	**BTD** **BTD%**	$0 \le x \le 99999999$	One-word ASCII string (right-justified, blank-filled)
Binary to decimal ASCII (left-justified, zero-filled)	**BTDL** **BTDL%**	$0 \le x \le 99999999$	One-word ASCII string (left-justified, zero-filled)
Binary to decimal ASCII (right-justified, zero-filled)	**BTDR** **BTDR%**	$0 \le x \le 99999999$	One-word ASCII string (right-justified, zero-filled)
Binary to octal ASCII (right-justified, blank-filled)	**BTO** **BTO%**	$0 \le x \le 77777777_8$	One-word ASCII string (right-justified, blank-filled)
Binary to octal ASCII (left-justified, zero-filled)	**BTOL** **BTOL%**	$0 \le x \le 77777777_8$	One-word ASCII string (left-justified, (zero-filled)
Binary to octal ASCII (right-justified, zero-filled)	**BTOR** **BTOR%**	$0 \le x \le 77777777_8$	One-word ASCII string (right-justified, zero-filled)
Decimal ASCII to binary	**DTB** **DTB%**	Decimal ASCII (left-justified, zero-filled)	One word containing decimal equivalent of ASCII string
Octal ASCII to binary	**OTB** **OTB%**	Octal ASCII (left-justified, zero-filled)	One word containing octal equivalent of ASCII string

OTHER CONVERSION ROUTINES

These routines place the octal ASCII representation of a Cray word into a character area, convert trailing blanks to nulls or trailing nulls to blanks, and translate a string from one code to another, using a translation table.

The following table contains the purpose, name, and entry of these conversion routines.

Other Conversion Routines		
Purpose	Name	Entry
Place an octal ASCII representation of a Cray word into a character area	**B2OCT**	**B2OCT**
Convert trailing blanks to nulls	**RBN**	**RBN**
Convert trailing nulls to blanks	**RNB**	
Translate a string from one code to another, using a translation table	**TR**	**TR**

NAME

B2OCT – Places an octal ASCII representation of a Cray word into a character area

SYNOPSIS

CALL B2OCT(*s,j,k,v,n*)

DESCRIPTION

s First word of an array where the ASCII representation is to be placed

j Byte offset within array *s* where the first character of the octal representation is to be placed. A value of 1 indicates that the destination begins with the first (leftmost) byte of the first word of *s*. *j* must be greater than 0.

k Number of characters used in the ASCII representation; *k* must be greater than 0. *k* indicates the size of the total area to be filled, and the area is blank-filled if necessary.

v Value to be converted. The low-order *n* bits of word *v* are used to form the ASCII representation. *v* must be less than or equal to $2^{63}-1$.

n Number of low-order bits of *v* to convert to ASCII character representation ($1 \le n \le 64$). If insufficient character space is available ($3k<n$), the character region is automatically filled with asterisks (*).

B2OCT places the ASCII representation of the low-order *n* bits of a full Cray word into a specified character area.

The *k* characters in array *s*, pointed to by *j*, are first set to blanks. The low-order *n* bits of *v* are then converted to octal ASCII, using leading zeros if necessary. The converted value (*n*/3 characters, rounded up) is right-justified into the blanked-out destination character region.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

BICONV, BICONZ – Converts a specified integer to a decimal ASCII string representing the integer

SYNOPSIS

CALL BICONV(*int,dest,isb,len*)

CALL BICONZ(*int,dest,isb,len*)

DESCRIPTION

int Integer variable, expression, or constant to be converted (input)

dest Variable or array of any type or length to contain the ASCII result (output)

isb Starting byte count to generate the output string. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest.* (input)

len Number of bytes desired in the ASCII result (input)

BICONV converts a specified integer to an ASCII string. The string generated by BICONV is blank-filled, right-justified, and has a maximum width of 256 bytes. If the specified field width is not long enough to hold the converted integer number, left digits are truncated and no indication of overflow is given. If thc number to be converted is negative, a minus sign is positioned in the output field to the left of the first significant digit.

BICONZ is the same as BICONV except that the output string generated is ASCII-zero-filled, right-justified. (A minus sign, if any, appears in the leftmost character position of the field.)

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NOTES

Unused bytes in *dest* are left undisturbed.

EXAMPLES

The output from these examples uses the letter x for unprintable characters. If the variable *int* is zero, the routine returns blanks or zeros for the specified bytes of variable *jdest.*

```
      PROGRAM TEST
      INTEGER INT,IHEXF,JDEST
      DATA IHEXF/X'FFFFFFFFFFFFFFFF'/

* TEST BICONV

* Example 1: Convert contents of INT from byte 8 for 1 byte

      INT=-12034056
      JDEST=IHEXF
      CALL BICONV(INT,JDEST,8,1)
```

Output:

```
      INT=   -12034056 JDEST=xxxxxxx6
```

```
* Example 2: Convert contents of INT from byte 1 for 8 bytes

      INT=89001200
      JDEST=IHEXF
      CALL BICONV(INT,JDEST,1,8)

Output:

      INT=    89001200 JDEST= 89001200


* Example 3: Convert contents of INT from byte 3 for 6 bytes

      JDEST=IHEXF
      CALL BICONV(INT,JDEST,3,6)

Output:

      INT=    89001200 JDEST= xx001200


* Example 4: Convert contents of INT from byte 5 for 3 bytes

      INT=12034056
      JDEST=IHEXF
      CALL BICONV(INT,JDEST,5,3)

Output:

      INT=    12034056 JDEST= xxxx056x


* Example 5: Convert contents of zero INT from byte 3 for 3 bytes

      INT=0
      JDEST=IHEXF
      CALL BICONV(INT,JDEST,3,3)

Output:

      INT=           0 JDEST= xx   xxx


* Example 6: Convert smaller number than needed

      INT=99
      JDEST=IHEXF
      CALL BICONV(INT,JDEST,1,6)

Output:

      INT=          99 JDEST=    99xx
```

```
* Example 7: Convert smaller number than needed

      JDEST=IHEXF
      INT=-99
      CALL BICONV(INT,JDEST,2,6)

Output:

      INT=        -99 JDEST= x  -99x


* TEST BICONZ

* Example 1A: Convert contents of INT from byte 8 for 1 byte

      INT=12034056
      JDEST=IHEXF
      CALL BICONZ(INT,JDEST,8,1)

Output:

      INT=    12034056 JDEST= xxxxxxx6


* Example 2A: Convert contents of INT from byte 1 for 8 bytes

      INT=89001200
      JDEST=IHEXF
      CALL BICONZ(INT,JDEST,1,8)

Output:

      INT=    89001200 JDEST= 89001200


* Example 3A: Convert contents of INT from byte 3 for 6 bytes

      JDEST=IHEXF
      CALL BICONZ(INT,JDEST,3,6)

Output:

      INT=    89001200 JDEST= xx001200


* Example 4A: Convert contents of INT from byte 5 for 3 bytes

      INT=-12034056
      JDEST=IHEXF
      CALL BICONZ(INT,JDEST,5,3)
```

Output:

```
INT=   -12034056 JDEST= xxxx056x
```

* Example 5A: Convert contents of zero INT from byte 3 for 3 bytes

```
INT=0
JDEST=IHEXF
CALL BICONZ(INT,JDEST,3,3)
```

Output:

```
INT=          0 JDEST= xx000xxx
```

* Example 6A: Convert smaller number than needed

```
INT=99
JDEST=IHEXF
CALL BICONZ(INT,JDEST,1,6)
```

Output:

```
INT=         99 JDEST= 000099xx
```

* Example 7A: Convert smaller number than needed

```
JDEST=IHEXF
INT=-99
CALL BICONZ(INT,JDEST,2,6)
```

Output:

```
INT=        -99 JDEST= x-00099x
```

NAME

CHCONV – Converts decimal ASCII numerals to an integer value

SYNOPSIS

CALL CHCONV(*src,isb,num,ir*)

DESCRIPTION

src Variable or array of type Hollerith containing ASCII data or blanks

isb Starting character in the *src* string. Specify an integer variable, expression, or constant. Characters are numbered from 1, beginning at the leftmost character position of *src*.

num Number of ASCII characters to convert. Specify an integer variable, expression, or constant.

ir Integer result

Blanks in the input field are treated as zeros. A minus sign encountered anywhere in the input field produces a negative result. Input characters other than blank, digits 0 through 9, a minus sign, or more than one minus sign produce a fatal error.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

DSASC, ASCDC – Converts CDC display code character to ASCII character and vice versa

SYNOPSIS

CALL DSASC(*src,sc,dest,num***)**

CALL ASCDC(*src,sc,dest,num***)**

DESCRIPTION

src For **DSASC**, a variable or array of any type or length containing CDC display code characters (64-character set), left-justified in a 64-bit Cray word. Contains a maximum of 10 display code characters per word. For **ASCDC**, a variable or array of any type or length containing ASCII data.

sc Display code or ASCII character position to begin the conversion. Leftmost position is 1.

dest For **DSASC**, a variable or array of any type or length to contain the converted ASCII data. Results are packed 8 characters per word. For **ASCDC**, a variable or array of any type or length to contain the converted CDC display code characters (64-character set). Results are packed into continuous strings without regard to word boundaries.

num Number of CDC display code or ASCII characters to convert. Specify an integer variable, expression, or constant.

DSASC converts CDC display code characters to ASCII character.

ASCDC converts ASCII characters to CDC display code characters.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

FP6064, FP6460 – Converts CDC 60-bit single-precision numbers to Cray 64-bit single-precision numbers and vice versa

SYNOPSIS

CALL **FP6064**(*fpn,dest,num*)

CALL **FP6460**(*fpn,dest,num*)

DESCRIPTION

fpn For **FP6064**, a variable or array of any type or length containing CDC 60-bit, single-precision numbers, left-justified in a Cray 64-bit word. For **FP6460**, a variable or array of any length and of type real containing Cray single-precision numbers.

dest Variable or array of type real to contain the converted Cray 64-bit, single-precision or CDC 60-bit single-precision numbers. (In **FP6460**, each floating-point number is left-justified in a 64-bit word.)

num Number of CDC or Cray single-precision numbers to convert. Specify an integer variable, expression, or constant.

FP6064 converts CDC 60-bit single-precision numbers to Cray 64-bit single-precision numbers.

FP6460 converts Cray 64-bit single-precision numbers to CDC 60-bit single-precision numbers.

IMPLEMENTATION

These routines are available to users of the both the COS and UNICOS operating systems.

NAME

INT6064 – Converts CDC 60-bit integers to Cray 64-bit integers

SYNOPSIS

CALL INT6064(*src*,*idest*,*num*)

DESCRIPTION

src Variable or array of any type or length containing CDC 60-bit integers, left-justified in a Cray 64-bit word

idest Variable or array of type integer to contain the converted values. Each such integer is left-justified and zero-filled.

num Number of CDC integers to convert. Specify an integer variable, expression, or constant.

INT6064 converts CDC 60-bit integer numbers to Cray 64-bit integer numbers.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

INT6460 is the inverse of this routine

NAME

INT6460 – Converts Cray 64-bit integers to CDC 60-bit integers

SYNOPSIS

CALL INT6460(*in*,*idest*,*num*)

DESCRIPTION

in	Variable or array of any length and of type integer containing Cray integer numbers
idest	Variable or array of type integer to contain the converted values or CDC integer numbers. Each such integer is left-justified and zero-filled.
num	Number of Cray integers to convert. Specify an integer variable, expression, or constant.

INT6460 converts Cray 64-bit integer numbers to CDC 60-bit integer numbers.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

INT6064 is the inverse of this routine

NAME

RBN, RNB – Converts trailing blanks to nulls and vice versa

SYNOPSIS

noblanks=**RBN**(*blanks*)

blanks=**RNB**(*noblanks*)

DESCRIPTION

blanks For **RBN**, the argument to be converted.
For **RNB**, the argument after conversion.

noblanks For **RBN**, the argument after conversion.
For **RNB**, the argument to be converted.

RBN converts trailing blanks to nulls.
RNB converts trailing nulls to blanks.

NOTE

Fortran programs using **RBN** or **RNB** must declare the function to be type integer.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

TR – Translates a string from one code to another using a translation table

SYNOPSIS

CALL TR(*s,j,k,table***)**

DESCRIPTION

s	First word of an array containing the characters to be translated
j	Byte offset within array *s* where the first character to be translated occurs
k	Number of characters to be translated
table	Translation table

TR translates a string in place from one character code to another using a user-supplied translation table. The routine assumes 8-bit characters.

The translation table must be considered a string of 256 bytes (32 words). As each character to be translated is fetched, it is used as an index into the translation table. The new value of the character is the content of the translation-table byte addressed by the old value. (The first byte of the translation table is considered to be byte 0.)

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

TRR1 – Translates characters stored one character per word

SYNOPSIS

CALL TRR1(*s*,*k*,*table*)

DESCRIPTION

s	Array containing the characters to be translated
k	Number of characters to be translated
table	Translation table

TRR1 translates *k* characters, stored one character per word, right-justified, zero-filled, in array *s* using the translation table *table*.

table is a 256-word array (dimensioned (0:255)) containing the translation for each character in the entry for the character viewed as an integer.

TRR1 leaves *s*(I) unchanged if *s*(I) is not in the range 0,...,255.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

USCCTC, USCCTI – Converts IBM EBCDIC data to ASCII data and vice versa

SYNOPSIS

CALL USCCTC(*src,isb,dest,num,npw*[*,val*])

CALL USCCTI(*src,dest,isb,num,npw*[*,val*])

DESCRIPTION

src Variable or array of any type or length containing IBM EBCDIC data or ASCII data, left-justified, in Cray words, to convert

isb For USCCTC, a byte number to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *src*. For USCCTI, a byte number at which to begin generating EBCDIC characters in *dest*.

dest Variable or array of any type or length to contain the IBM EBCDIC or ASCII data

num Number of IBM EBCDIC or ASCII characters to convert. Specify an integer variable, expression, or constant.

npw Number of characters per word generated in *dest* (or selected from *src* in USCCTI). The *npw* characters are left-justified and blank-filled in each word of *dest*. Specify an integer variable, expression, or constant. Value must be from 1 to 8.

val A value of nonzero specifies lowercase characters (a through z) that are to be translated to uppercase. A value of 0 results in no case translation. This is an optional parameter specified as an integer variable, expression, or constant. The default is no case translation.

USCCTC converts IBM EBCDIC data to ASCII data. The same array can be specified for output as for input only if *isb* = 1 and *npw* = 8.

USCCTI converts ASCII data to IBM EBCDIC data. All unprintable characters are converted to blanks. The same array can be specified for output as for input only if *isb* = 1 and *npw* = 8.

NOTE

You may also find routine **TR** (described in this section) useful. It provides somewhat more control over the specific translation used, although it does require the translation to be done in place.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

USDCTC – Converts IBM 64-bit floating-point numbers to Cray 64-bit single-precision numbers

SYNOPSIS

CALL USDCTC(*dpn*,*isb*,*dest*,*num*[,*inc*])

DESCRIPTION

dpn Variable or array of any type or length containing IBM 64-bit floating-point numbers to convert

isb Byte number to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *fpn* or *dpn*.

dest Variable or array of type real to contain the converted values

num Number of IBM 64-bit floating-point numbers to convert. Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USDCTI is the inverse of this routine.

NAME

USDCTI – Converts Cray 64-bit single-precision, floating-point numbers to IBM 64-bit double precision numbers

SYNOPSIS

CALL USDCTI(*fpn*,*dest*,*isb*,*num*,*ier*[,*inc*])

DESCRIPTION

fpn Variable or array of any length and type real, containing Cray 64-bit single-precision, floating-point numbers to convert

dest Variable or array of type real to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.

num Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values convert to IBM values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

USDCTI converts Cray 64-bit single-precision, floating-point numbers to IBM 64-bit double-precision, floating-point numbers. Precision is extended by introducing 8 more bits into the rightmost byte of the fraction from the Cray number being converted. Numbers that produce an underflow when converted to IBM format are converted to 64 binary 0s. Numbers that produce an overflow when converted to IBM format are converted to the largest IBM floating-point representation with the sign bit set if negative. An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow. No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USDCTC is the inverse of this routine.

NAME

USICTC, USICTI – Converts IBM INTEGER*2 and INTEGER*4 numbers to Cray 64-bit integer numbers, and vice versa

SYNOPSIS

CALL USICTC(*in,isb,dest,num,len*[*,inc*])

CALL USICTI(*in,dest,isb,num,len,ier*[*,inc*])

DESCRIPTION

in Variable or array of any type or length containing IBM INTEGER*2 or INTEGER*4 numbers or Cray 64-bit integers to convert

isb Byte number at which to begin the conversion or at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *in* (*dest* in USICTI).

dest Variable or array of type integer to contain the converted values

num Number of IBM numbers or Cray integers to convert. Specify an integer variable, expression, or constant.

len Size of the IBM numbers to convert or of IBM result numbers. These values must be 2 or 4. A value of 2 indicates that input or output integers are INTEGER*2 (16-bit). A value of 4 indicates that input or output integers are INTEGER*4 (32-bit). Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest* or for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

ier Overflow indicator of type integer. The value is zero if all Cray values converted to IBM values without overflow. The value is not zero if one or more Cray values overflowed in the conversion.

USICTC converts IBM INTEGER*2 and INTEGER*4 numbers to Cray 64-bit integer numbers.

USICTI converts Cray 64-bit integer numbers to IBM INTEGER*2 or INTEGER*4 numbers.

Numbers that produce an overflow when converted to IBM format are converted to the largest IBM integer representation, with the sign bit set if negative. An error parameter returns nonzero to indicate that one or more of the numbers converted produced an overflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

USICTP – Converts a Cray 64-bit integer to IBM packed-decimal field

SYNOPSIS

CALL USICTP(*ian,dest,isb,num*)

DESCRIPTION

ian Cray integer to be converted to an IBM packed-decimal field. Specify an integer variable, expression, or constant.

dest Variable or array of any type or length to contain the packed field generated

isb Byte number within *dest* specifying the beginning location for storage. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest.*

num Number of bytes to be stored. Specify an integer variable, expression, or constant.

If the input value contains more digits than can be stored in *num* bytes, the leftmost digits are not converted.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USPCTC is the inverse of this routine.

NAME

USLCTC, USLCTI – Converts IBM LOGICAL*1 and LOGICAL*4 values into Cray 64-bit logical values, and vice versa

SYNOPSIS

CALL USLCTC(*src,isb,dest,num,len*[*,inc*])

CALL USLCTI(*src,dest,isb,num,len*[*,inc*])

DESCRIPTION

src Variable or array of any type (type logical in USLCTI) and any length containing IBM LOGICAL*1, LOGICAL*4, or Cray logical values to convert.

isb Byte number to begin the conversion or, in USLCTI, specifying the beginning location for storage. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *src*.

dest Variable or array of any type or length to contain the converted values

num Number of IBM or Cray logical values to be converted. Specify an integer variable, expression, or constant.

len Size of the IBM logical values to convert or of the logical result value. These values must be 1 or 4. A value of 1 indicates that input or output logical values are LOGICAL*1 (8-bit). A value of 4 indicates that input or output logical values are LOGICAL*4 (32-bit). Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest* or for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

USLCTC converts IBM LOGICAL*1 and LOGICAL*4 values to Cray 64-bit logical values.

USLCTI converts Cray logical values to IBM LOGICAL*1 or LOGICAL*4 values.

All arguments must be entered in the same order in which they appear in the synopsis.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

USPCTC – Converts a specified number of bytes of an IBM packed-decimal field to a 64-bit integer field

SYNOPSIS

CALL USPCTC(*src,isb,num,ian*)

DESCRIPTION

src	Variable or array of any type or length containing a valid IBM packed-decimal field
isb	Byte number to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *src*.
num	Number of bytes to convert. Specify an integer variable, expression, or constant.
ian	Returned integer result

The input field must be a valid packed-decimal number less than 16 bytes long, of which only the rightmost 15 digits are converted.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USICTP is the inverse of this routine.

NAME

USSCTC – Converts IBM 32-bit floating-point numbers to Cray 64-bit single-precision numbers

SYNOPSIS

CALL USSCTC(*fpn*,*isb*,*dest*,*num*[,*inc*])

DESCRIPTION

fpn Variable or array of any type or length containing IBM 32-bit floating-point numbers to convert

isb Byte number to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *fpn* or *dpn*.

dest Variable or array of type real to contain the converted values

num Number of IBM 32-bit floating-point numbers to convert. Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USSCTI is the inverse of this routine.

NAME

USSCTI – Converts Cray 64-bit single-precision, floating-point numbers to IBM 32-bit single-precision numbers

SYNOPSIS

CALL USSCTI(*fpn*,*dest*,*isb*,*num*,*ier*[,*inc*])

DESCRIPTION

fpn Variable or array of any length and type real, containing Cray 64-bit single-precision, floating-point numbers to convert

dest Variable or array of type real to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.

num Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values convert to IBM values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

USSCTI converts Cray 64-bit single-precision, floating-point numbers to IBM 32-bit single-precision, floating-point numbers. Numbers that produce an underflow when converted to IBM format are converted to 32 binary 0s. Numbers that produce an overflow when converted to IBM format are converted to the largest IBM floating-point representation, with the sign bit set if negative.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow. No such indication is given for underflow.

If you present this routine with invalid Cray floating-point numbers, a floating-point interrupt will result.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

USSCTC is the inverse of this routine.

NAME

VXDCTC – Converts VAX 64-bit D format numbers to Cray single-precision numbers

SYNOPSIS

CALL VXDCTC(*dpn*,*isb*,*dest*,*num*,[*inc*])

DESCRIPTION

dpn	Variable or array of any type or length containing VAX D format numbers to convert
isb	Byte number within *dpn* at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte of *dpn*.
dest	Variable or array of type real to contain the converted values
num	Number of VAX D format numbers to convert. Specify an integer variable, expression, or constant.
inc	Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXDCTI is the inverse of this routine.

NAME

VXDCTI – Converts Cray 64-bit single-precision, floating-point numbers to VAX D format floating-point numbers

SYNOPSIS

CALL VXDCTI(*fpn,dest,isb,num,ier*,[*inc*])

DESCRIPTION

fpn	Variable or array of any length and type real containing Cray 64-bit single-precision, floating-point numbers to convert
dest	Variable or array of type real to contain the converted values
isb	Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.
num	Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.
ier	Overflow indicator of type integer. Value is 0 if all Cray values convert to VAX values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.
inc	Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant.

Numbers that produce an underflow when converted to VAX format are converted to 32 binary 0s. Numbers that are in overflow on the Cray computer system are converted to a "reserved" floating-point representation, with the sign bit set if negative. Numbers that are valid on the Cray computer system but overflow on the VAX are converted to the most positive possible number or most negative possible number, depending on the sign.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow. (Deferred implementation; at present, you must supply the parameter, which is always returned as 0.) No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXDCTC is the inverse of this routine.

NAME

VXGCTC – Converts VAX 64-bit G format numbers to Cray single-precision numbers

SYNOPSIS

CALL VXGCTC(*dpn*,*isb*,*dest*,*num*,[*inc*])

DESCRIPTION

dpn Variable or array of any type or length containing VAX G format numbers to convert

isb Byte number within *dpn* at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte of *dpn*.

dest Variable or array of type real to contain the converted values

num Number of VAX G format numbers to convert. Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or conxtant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXGCTI is the inverse of this routine.

NAME

VXGCTI – Converts Cray 64-bit single-precision, floating-point numbers to VAX G format floating-point numbers

SYNOPSIS

CALL VXGCTI(*fpn*,*dest*,*isb*,*num*,*ier*,[*inc*])

DESCRIPTION

fpn Variable or array of any length and type real, containing Cray 64-bit single-precision, floating-point numbers to convert

dest Variable or array of type real to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.

num Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values convert to VAX values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

VXGCTI converts Cray 64-bit single-precision, floating-point numbers to VAX G format single-precision, floating-point numbers.

Numbers that produce an underflow when converted to VAX format are converted to 32 binary zeros. Numbers that are in overflow on the Cray computer system are converted to a "reserved" floating-point representation, with the sign bit set if negative. Numbers that are valid on the Cray computer system but overflow on the VAX are converted to the most positive possible number or most negative possible number, depending on the sign.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow (Deferred implementation. At present, you must supply the parameter, which is always as 0.) No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXGCTC is the inverse of this routine.

NAME

VXICTC – Converts VAX INTEGER*2 or INTEGER*4 to Cray 64-bit integers

SYNOPSIS

CALL VXICTC(*in*,*isb*,*dest*,*num*,*len*,[*inc*])

DESCRIPTION

in	Variable or array of any type or length containing VAX 16- or 32-bit integers
isb	Byte number at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *in*.
dest	Variable or array of type integer to contain the converted values
num	Number of VAX integers to convert. Specify an integer variable, expression, or constant.
len	Size of the VAX numbers to convert. This value must be 2 or 4. A value of 2 indicates that input integers are 16-bit. A value of 4 indicates that input integers are 32-bit. Specify an integer variable, expression, or constant.
inc	Memory increment for storing conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXICTI is the inverse of this routine.

NAME

VXICTI – Converts Cray 64-bit integers to either VAX INTEGER*2 or INTEGER*4 numbers

SYNOPSIS

CALL VXICTI(*in,dest,isb,num,len,ier,*[*inc*])

DESCRIPTION

in Variable or array of any length and type integer, containing Cray integers to convert

dest Variable or array of type integer to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.

num Number of Cray integers to convert. Specify an integer variable, expression, or constant.

len Size of the VAX result numbers. This value must be 2 or 4. A value of 2 indicates that output integers are INTEGER*2 (16-bit). A value of 4 indicates that output integers are INTEGER*4 (32-bit). Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values are converted to VAX values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

Numbers that produce an overflow when converted to VAX format are converted to the largest VAX integer representation, with the sign bit set if negative.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow. (Deferred implementation; at present, you must supply the parameter, which is always returned as 0.) No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXICTC is the inverse of this routine.

NAME

VXLCTC – Converts VAX logical values to Cray 64-bit logical values

SYNOPSIS

CALL VXLCTC(*src,isb,dest,num,len,*[*inc*])

DESCRIPTION

src Variable or array of any type or length containing VAX logical values to convert

isb Byte number at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *src*.

dest Variable or array of type logical to contain the converted values

num Number of VAX logical values to be converted. Specify an integer variable, expression, or constant.

len Size of the VAX logical values to convert. At present, this parameter must be set to 4, indicating that 32-bit logical values are to be converted. Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

VXSCTC – Converts VAX 32-bit floating-point numbers to Cray 64-bit single-precision numbers

SYNOPSIS

CALL VXSCTC(*fpn,isb,dest,num,*[*inc*])

DESCRIPTION

fpn Variable or array of any type containing VAX 32-bit floating-point numbers to convert

isb Byte number at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *fpn*.

dest Variable or array of type real to contain the converted values

num Number of VAX floating-point numbers to convert. Specify an integer variable, expression, or constant.

inc Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXSCTI is the inverse of this routine.

NAME

VXSCTI – Converts Cray 64-bit single-precision, floating-point to VAX F format single-precision, floating-point

SYNOPSIS

CALL VXSCTI(*fpn*,*dest*,*isb*,*num*,*ier*,[*inc*])

DESCRIPTION

fpn Variable or array of any length and type real, containing Cray 64-bit single-precision, floating-point numbers to convert

dest Variable or array of type real to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest*.

num Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values convert to VAX values without overflow. Value is nonzero conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

Numbers that produce an underflow when converted to VAX format are converted to 32 binary 0s. Numbers that are in overflow on the Cray computer system are converted to a "reserved" floating-point representation, with the sign bit set if negative. Numbers that are valid on the Cray computer system but overflow on the VAX are converted to the most positive possible number or most negative possible number, depending on the sign.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow (Deferred implementation. At present you must supply the parameter, which is always returned as 0.) No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXSCTC is the inverse of this routine.

NAME

VXZCTC – Converts VAX 64-bit complex numbers to Cray complex numbers

SYNOPSIS

CALL VXZCTC(*dpn*,*isb*,*dest*,*num*,[*inc*])

DESCRIPTION

dpn	Variable or array of any type or length containing complex numbers to convert
isb	Byte number within *dpn* at which to begin the conversion. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte of *dpn*.
dest	Variable or array of type complex to contain the converted values
num	Number of complex numbers to convert. Specify an integer variable, expression, or constant.
inc	Memory increment for storing the conversion results in *dest*. This is an optional parameter specified as an integer variable, expression, or constant. Default value is 1.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXZCTI is the inverse of this routine.

NAME

VXZCTI – Converts Cray complex numbers to VAX complex numbers

SYNOPSIS

CALL VXZCTI(*fpn,dest,isb,num,ier,*[*inc*])

DESCRIPTION

fpn Variable or array of any length and type complex, containing Cray complex numbers to convert

dest Variable or array of any type to contain the converted values

isb Byte number at which to begin storing the converted results. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *dest.*

num Number of Cray floating-point numbers to convert. Specify an integer variable, expression, or constant.

ier Overflow indicator of type integer. Value is 0 if all Cray values convert to VAX values without overflow. Value is nonzero if one or more Cray values overflowed in the conversion.

inc Memory increment for fetching the number to be converted. This is an optional parameter specified as an integer variable, expression, or constant. The default value is 1.

Numbers that produce an underflow when converted to VAX format are converted to 32 binary zero. Numbers that are in overflow on the Cray computer system are converted to a "reserved" floating-point representation, with the sign bit set if negative. Numbers that are valid on the Cray computer system but overflow on the VAX are converted to the most positive possible number or most negative possible number, depending on the sign.

An error parameter returns nonzero to indicate that one or more numbers converted produced an overflow (Deferred implementation. At present, you must supply the parameter, which is always returned as 0.) No such indication is given for underflow.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

VXZCTC is the inverse of this routine.

9. PACKING ROUTINES

The packing routines provide alternative ways to pack and unpack data into or out of Cray words. The following table contains the purpose, name, and entry of each packing routine.

Packing Routines		
Purpose	Name	Entry
Pack 32-bit words into Cray 64-bit words	**P32**	**P32**
Unpack 32-bit words from Cray 64-bit words	**U32**	
Pack 60-bit words into Cray 64-bit words	**P6460**	**P6460**
Unpack 60-bit words from Cray 64-bit words	**U6064**	
Compress stored data	**PACK**	**PACK**
Expand stored data	**UNPACK**	**UNPACK**

NAME

PACK – Compresses stored data

SYNOPSIS

CALL PACK(*p,nbits,u,nw*)

DESCRIPTION

p	On exit, vector of packed data
nbits	Number of rightmost bits of data in each partial word; must be 1, 2, 4, 8, 16, or 32.
u	Vector of partial words to be compressed
nw	Number of partial words to be compressed

PACK takes the 1, 2, 4, 8, 16, or 32 rightmost bits of several partial words and concatenates them into full 64-bit words. The following equation gives the number of full words:

$$n = \frac{(nw \cdot nbits)}{64}$$

n	Number of resulting full words
nw	Number of partial words
nbits	Number of rightmost bits of each partial word that contain useful data

This equation restricts $nw \cdot nbits$ to a multiple of 64.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

UNPACK

NAME

P32, U32 – Packs/unpacks 32-bit words into or from Cray 64-bit words

SYNOPSIS

CALL P32(*src,dest,num*)

CALL U32(*src,dest,num*)

DESCRIPTION

src For **P32**, a variable or array of any type or length containing 32-bit words, left-justified in a Cray 64-bit word. For **U32**, a variable or array of any type or length containing 32-bit words as a continuous stream of data. Unpacking always starts with the leftmost bit of *src*.

dest For **P32**, a destination array of any type to contain the packed 32-bit words as a continuous stream of data. For **U32**, a destination array of any type to contain the unpacked 32-bit words, left-justified and zero-filled in a Cray 64-bit word.

num Number of 32-bit words to pack or unpack. Reads this many elements of *src* or generates this many elements of *dest*. Specify an integer variable, expression, or constant.

P32 packs 32-bit words into Cray 64-bit words. **U32** unpacks 32-bit words from Cray 64-bit words.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

P6460, **U6064** – Packs/unpacks 60-bit words into or from Cray 64-bit words

SYNOPSIS

CALL P6460(*src,dest,isb,num***)**

CALL U6064(*src,isb,dest,num***)**

DESCRIPTION

src Variable or array of any type or length containing 60-bit words, left-justified in a Cray 64-bit word (for **U6064**, words are contained as a continuous stream of data)

dest For **P6460**, a destination array of any type to contain the packed 60-bit words as a continuous stream of data. For **U6064**, a destination array of any type to contain the unpacked 60-bit words, left-justified and zero-filled in a Cray 64-bit word.

isb Bit location that is the leftmost storage location for the 60-bit words. Bit position is counted from the left to right, with the leftmost bit 0. Specify an integer variable, expression, or constant.

num Number of 60-bit words to pack or unpack. Reads this many elements of *src* or generates this many elements of *dest*. Specify an integer variable, expression, or constant.

P6460 packs 60-bit words into Cray 64-bit words. **U6064** unpacks 60-bit words from Cray 64-bit words. Parameter arguments must be addressed in the same order in which they appear in the synopsis above.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

UNPACK – Expands stored data

SYNOPSIS

CALL UNPACK(*p*,*nbits*,*u*,*nw*)

DESCRIPTION

p	Vector of full 64-bit words to be expanded
nbits	Number of rightmost bits of data in each partial word; must be 1, 2, 4, 8, 16, or 32.
u	On exit, vector of unpacked data
nw	Number of resulting partial words

UNPACK reverses the action of PACK and expands full words of data into a larger number of right-justified partial words. This routine assumes *nw* * *nbits* to be a multiple of 64.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

PACK

10. BYTE AND BIT MANIPULATION ROUTINES

Byte and bit manipulation routines move bytes and bits between variables and arrays, compare bytes, perform searches with a byte count as a search argument, and perform conversion on bytes.

The following table contains the purpose, name, and entry of each byte and bit manipulation routine.

Byte and Bit Manipulation Routines

Purpose	Name	Entry
Replace a byte in a variable or an array with a specified value	**PUTBYT**	**BYT**
Extract a byte from a variable	**IGTBYT**	
Search a variable or an array for an occurrence of a character string	**FINDCH**	**FINDCH**
Compare bytes between variables or arrays	**KOMSTR**	**KOMSTR**
Move bytes between variables or arrays	**STRMOV**	**MOV**
Move bits between variables or arrays	**MOVBIT**	
Move characters between memory areas	**MVC**	**MVC**

NAME

PUTBYT, IGTBYT – Replaces a byte in a variable or an array

SYNOPSIS

value=**PUTBYT**(*string,position,value*)

byte=**IGTBYT**(*string,position*)

DESCRIPTION

string The address of a variable or an array. The variable or array may be of any type except character.

position The number of the byte to be replaced or extracted. This parameter must be an integer ≥ 1. If *position* is ≤ 0, no change is made to the destination string; *value* returned is -1. For IGTBYT, if *position* is ≥ 0, *value* is an integer between 0 and 255.

value The new value to be stored into the byte. This parameter must be an integer with a value between 0 and 255.

PUTBYT replaces a specified byte in a variable or an array with a specified value. **IGTBYT** extracts a specified byte from a variable or an array.

If **PUTBYT** is called as an integer function (having been properly declared in the user program), the value of the function is the value of the byte stored.

The high-order 8 bits of the first word of the variable or array are called byte 1.

The value of the byte returned by IGTBYT is an integer value between 0 and 255.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

FINDCH – Searches a variable or an array for an occurrence of a character string

SYNOPSIS

CALL FINDCH(*chrs,len,str,ls,nb,ifnd*)

DESCRIPTION

chrs Variable or array of any type or length containing the search string

len Length of the search string in bytes (must be from 1 to 256). Specify an integer variable, expression, or constant.

str Variable or array of any type or length that is searched for a match with *chrs*

ls Starting byte in the *str* string. Specify an integer variable, expression, or constant. Bytes are numbered from 1, beginning at the leftmost byte position of *str*.

nb Number of bytes to be searched. Specify an integer variable, expression, or constant.

ifnd Type integer result

The result of this subroutine search is equal to the 1-based byte index into the variable or array where the matching string was found, or equal to 0 if no matching string was found.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

KOMSTR – Compares specified bytes between variables or arrays

SYNOPSIS

result=**KOMSTR**(*strl,byte1,num,str2,byte2*)

DESCRIPTION

result Type integer result indicating results of the comparison:
= 0 *strl* = *str2*
= 1 *strl* > *str2*
=-1 *strl* < *str2*

strl Variable or array of any type or length containing the byte string to compare against the byte string in *str2*

bytel Starting byte of *str1*. Specify an integer variable, expression, or constant greater than 0. In a Cray word, bytes are numbered from 1 to 8, from the leftmost byte to the rightmost byte.

num An integer variable, expression, or constant that contains the number of bytes to compare; must be greater than 0.

str2 Variable or array of any type or length containing the byte string to compare against the byte string in *strl*

byte2 Starting byte of *str2*. Specify an integer variable, expression, or constant greater than 0. In a Cray word, bytes are numbered from 1 to 8, from the leftmost byte to the rightmost byte.

KOMSTR performs an unsigned, twos complement compare of a specified number of bytes from one variable or array with a specified number of bytes from another variable or array.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

STRMOV, MOVBIT – Moves bytes or bits from one variable or array to another

SNYOPSIS

CALL STRMOV(*src,isb,num,dest,idb*)

CALL MOVBIT(*src,isb,num,dest,idb*)

DESCRIPTION

src Variable or array of any type or length containing the bytes or string of bits to be moved. Bytes are numbered from 1, beginning at the leftmost byte position of *src*.

isb Starting byte or bit in the *src* string. Specify an integer variable, expression, or constant greater than 0. Bytes and bits are numbered from 1, beginning at the leftmost byte or bit position of *src*.

num An integer variable, expression, or constant that contains the number of bytes or bits to be moved; must be greater than 0.

dest Variable or array of any type or length that contains the starting byte or bit to receive the data. Bytes and bits are numbered from 1, beginning at the leftmost byte or bit position of *dest*.

idb An integer variable, expression, or constant that contains the starting byte or bit to receive the data; must be greater than 0. Bytes and bits are numbered from 1, beginning at the leftmost byte or bit position of *dest*.

STRMOV moves bytes from one variable or array to another. MOVBIT moves bits from one variable or array to another.

CAUTION

The argument *dest* must be declared long enough to hold *num* bytes, or a spill occurs and data is destroyed.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

MVC – Moves characters from one memory area to another

SYNOPSIS

CALL MVC(s_1,j_1,s_2,j_2,k)

DESCRIPTION

s_1	Word address of the source string
j_1	Byte offset from the source string word address of the first byte of the source string (the high-order byte of the first word of the source string is byte 1)
s_2	Word address of the destination string
j_2	Byte offset from the destination string word address of the first byte of the destination string (the high-order byte of the first word of the destination string is byte 1)
k	Number of bytes to be moved

Source and destination strings can occur on any byte boundary. The move is performed 1 character at a time from left to right. The destination string can overlap the source string.

EXAMPLE

To copy the first byte of an array throughout the array, invoke the routine as follows:

```
CALL MVC(ARRAY,1,ARRAY,2,K-1)
```

where K is the length of the array in bytes.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TRIMLEN – Returns the number of characters in a string

SYNOPSIS

INTEGER TRIMLEN
num = **TRIMLEN**(*string*)

DESCRIPTION

num An integer variable giving the number of characters, excluding trailing blanks, in *string*

string A string variable

This function is intended for use with **WRITE** statements or with the concatenation operator. If you use it on the right-hand side of an assignment statement, any trailing blanks are put back as they were.

EXAMPLE

The following are examples of typical use:

```
      WRITE(6,901) STRING(1:TRIMLEN(STRING))
901   FORMAT(' The string is >',A,'<')
```

This example writes the string with the < character against the last nonblank character in string **A**.

```
      NEW = STRING(1:TRIMLEN(STRING)) // '<The end'
```

In this example, the < is again butted up against the last significant character in **STRING** even though **STRING** may have trailing blanks.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

11. HEAP MANAGEMENT AND TABLE MANAGEMENT ROUTINES

These routines allow you to manage a block of memory (the heap) within your job area and to manipulate tables.

The management routines are divided into two categories: heap management and table management. Corresponding CAL routines are found in the System Library Reference Manual, publication SM-0114.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

HEAP MANAGEMENT ROUTINES

Heap management routines provide dynamic storage allocations by managing a block of memory, called the heap, within your job area. Each job has its own heap. The functions of the heap management routines include allocating a block of memory, returning a block of memory to the heap's list of available space, and changing the length of a block of memory. Heap managment routines may also move a heap block to a new location if there is no room to extend it, return part of the heap to the operating system, check the integrity of the heap, and report heap statistics. See the COS Reference Manual, publication SR-0011, and the Segment Loader (SEGLDR) and **ld** Reference Manual, publication SR-0066, for the location of the heap and a description of the parameters on the **LDR** control statement or the SEGLDR directive that affect the heap.

The heap management routines keep various statistics on the use of the heap. These include values used to tune heap parameters specified on the **LDR** control statement or the SEGLDR directive and information used in debugging.

The following table contains the purpose, name, and entry of each heap management routine.

Heap Management Routines		
Purpose	Name	Entry
Allocate a block of memory from the heap	**HPALLOC**	**HPALLOC**
Check the integrity of the heap	**HPCHECK**	**HPCHECK**
Extend a block or copy block contents into a larger block	**HPCLMOVE**	**HPCLMOVE**
Return a block of memory to the heap	**HPDEALLC**	**HPDEALLC**
Dump the address and size of each heap block	**HPDUMP**	**HPDUMP**
Change the size of an allocated heap block	**HPNEWLEN**	**HPNEWLEN**
Return an unused portion of the heap to the operating system	**HPSHRINK**	**HPSHRINK**
Return the length of a heap block	**IHPLEN**	**IHPLEN**
Return statistics about the heap	**IHPSTAT**	**IHPSTAT**

TABLE MANAGEMENT ROUTINES

The following table contains the purpose, name, and entry of each Fortran-callable table management routine.

Table Management Routines		
Purpose	Name	Heading
Add a word to a table	TMADW	TMADW
Report table management operation statistics	TMAMU	TMAMU
Allocate table space	TMATS	TMATS
Request additional memory	TMMEM	TMMEM
Search the table with a mask to locate a field within an entry	TMMSC	TMMSC
Move memory	TMMVE	TMMVE
Preset table space	TMPTS	TMPTS
Search the table with or without a mask to locate a field within an entry and an offset	TMSRC	TMSRC
Search a vector table for the search argument	TMVSC	TMVSC

The Job Communication Block (JCB) field JCHLM (COS only) defines the beginning address of the table area.

You must provide two control information tables with corresponding CAL ENTRY pseudo-ops: the Table Base Address (BTAB) and Table Length Table (LTAB). Their formats are listed in the System Library Reference Manual, publication SM-0114. The Fortran-callable versions of these routines use default BTAB and LTAB definitions from a common area in the library.

TMINIT initializes the table descriptor vector, BTAB, and zeros all elements of the table length vector, LTAB. You must preset each element of BTAB to contain the desired interspace value for the corresponding table; for instance, *s1* in the following example determines the interspace value for table 1. Interspace values determine how many words are added to a table when more room is needed for that table or for any table with a lower number.

```
INTEGER BTAB(n), LTAB(n)
DATA BTAB /s1,s2,s3,...,sn/
  .
  .
  .
CALL TMINIT
```

After the call to TMINIT, BTAB should not be changed. The interspace values have been shifted 48 bits to the left, bits 16 through 39 contain the current size of each table, and the rightmost 24 bits contain the absolute address of each table's first word. LTAB is used only to pass new table lengths from the user to the Table Manager.

You can use statements such as the following to access each table. In this example, TABLEi is accessed.

```
EQUIVALENCE (BTAB(i), PTRi)
INTEGER PTRi, TABLEi (0:0)
POINTER (PTRi, TABLEi)
  .
  .
  .
TABLEi (subscript) = ...
```

TM COMMON BLOCK - The common block name TM is reserved for use by the Table Manager and must always contain 64 LTAB words.

```
COMMON /TM/ BTAB(64), LTAB(64)
```

ACCESSING TABLE MANAGER TABLES (ALTERNATE METHOD) - Blank common can be used in the customary way, but the last entry in it should be for a one-dimensional array declared to contain just 1 word. The name of this array is then used to access the tables, beginning immediately after the end of blank common.

```
COMMON // TABLES(1)
```

WARNING

Under COS, the heap management and table management subroutines cannot be used in the same application, unless the heap is of fixed size and placed before blank common. This restriction does not apply to UNICOS.

The following statement function extracts the rightmost 24 bits from a BTAB word and changes that value from an absolute address to a relative address or offset within the table area. Thus the result of BASE(N) is an index into TABLES(1), pointing to the first word currently allocated to table N.

```
BASE(N) = (BTAB(N) .AND. 77777777B) - LOC(TABLES(1))

          WRITE(6,101) TABN
    101   FORMAT ('0 Dump of table ',I2,/)
          OFFSET = 0
    102   CONTINUE
             DO 103 I=1,4
                INTABLE = OFFSET .LT. LTAB(TABN)
                IF (INTABLE) THEN
                OCTAL(I) = TABLES(1+BASE(TABN) + OFFSET)
                ALPHA(I)=TABLES(1+BASE(TABN) + OFFSET)
                ELSE
                OCTAL(I) = 0
                ALPHA(I) = '        '
                ENDIF
                OFFSET = OFFSET+1
    103      CONTINUE
          WRITE (6,104) OFFSET-4, OCTAL, ALPHA
    104   FORMAT (I6,2X,4(022,1X),4A8)

          INTABLE = OFFSET .LT. LTAB(TABN)
          IF (INTABLE) GO TO 102
          WRITE (6,105)
    105   FORMAT (/)
          RETURN
          END
```

NAME

HPALLOC – Allocates a block of memory from the heap

SYNOPSIS

CALL HPALLOC(*addr,length,errcode,abort*)

DESCRIPTION

addr	First word address of the allocated block (output)
length	Number of words of memory requested (input)
errcode	Error code. 0 if no error was detected; otherwise, a negative integer code for the type of error (output).
abort	Abort code; nonzero requests abort on error; 0 requests an error code (input).

Allocate routines search the linked list of available space for a block greater than or equal to the size requested.

The length of an allocated block can be greater than the requested length because blocks smaller than the managed memory epsilon specified on the LDR control statement (or in a SEGLDR directive) are never left on the free space list.

Error conditions are as follows:

Error Code	Condition
-1	Length is not an integer greater than 0
-2	No more memory is available from the system (checked if the the request cannot be satisfied from the available blocks on the heap)

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPCHECK – Checks the integrity of the heap

SYNOPSIS

CALL HPCHECK(*errcode*)

DESCRIPTION

errcode Error code. 0 if no error was detected; otherwise, a negative integer code for the type of error (output).

Each control word is examined to ensure that it has not been overwritten.

Error conditions are as follows:

Error Code	Condition
-5	Bad control word for the allocated block
-6	Bad control word for the free block

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPCLMOVE – Extends a block or copies block contents into a larger block

SYNOPSIS

CALL HPCLMOVE(*addr*,*length*,*status*,*abort*)

DESCRIPTION

addr	On entry, first word address of the block to change; on exit, the new address of the block if it was moved.
length	Requested new total length (input)
status	Status. 0 if the block was extended in place; 1 if it was moved; a negative integer for the type of error detected (output).
abort	Abort code. Nonzero requests abort on error; 0 requests an error code (input).

Change length and move routines extend a block if it is followed by a large enough free block or copy the contents of the existing block to a larger block and return a status code indicating that the block has been moved. These routines can also reduce the size of a block if the new length is less than the old length. In this case, they have the same effect as the change length routines.

The new length of the block can be greater than the requested length because blocks smaller than the managed memory epsilon specified on the LDR control statement are never left on the free space list.

Error conditions are as follows:

Error Code	Condition
-1	Length is not an integer greater than 0
-2	No more memory is available from the system (checked if the block cannot be extended and the free space list does not include a large enough block)
-3	Address is outside the bounds of the heap
-4	Block is already free
-5	Address is not at the beginning of the block
-7	Control word for the next block has been overwritten

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPDEALLC – Returns a block of memory to the list of available space (the heap)

SYNOPSIS

CALL HPDEALLC(*addr*,*errcode*,*abort*)

DESCRIPTION

addr First word address of the block to deallocate (input)

errcode Error code. 0 if no error was detected; otherwise, a negative integer code for the type of error (output).

abort Abort code. Nonzero requests abort on error; 0 requests an error code (input).

Error conditions are as follows:

Error Code	Condition
-3	Address is outside the bounds of the heap
-4	Block is already free
•5	Address is not at the beginning of the block
-7	Control word for the next block has been overwritten

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPDUMP – Dumps the address and size of each heap block

SYNOPSIS

CALL HPDUMP(*code,dsname*)

DESCRIPTION

code Code for the type of dump requested, as follows:

Code	Meaning
0	Print heap statistics
1	Dump all heap blocks in storage order
2	Dump free blocks; follow **NEXT** links.
3	Dump free blocks; follow **PREV** links.

dsname Name of the dataset to which the dump is to be written. *dsname* must be in left-justified, Hollerith form.

Three types of dump are available: a dump of all heap blocks; a dump of free blocks that traces the links to the next block on the free list; and a dump of free blocks that traces the links to the previous block on the free list. The dump stops if a recognizably invalid value is found in a field needed to continue the dump.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPNEWLEN – Changes the size of an allocated heap block

SYNOPSIS

CALL HPNEWLEN(*addr,length,status,abort***)**

DESCRIPTION

addr	First word address of the block to change (input)
length	Requested new total length of the block (input)
status	Status. 0 if the change in length was successful; 1 if the block could not be extended in place; a negative integer for the type of error detected (output).
abort	Abort code. Nonzero requests abort on error; 0 requests an error code (input).

Set new length routines change the size of an allocated heap block. If the new length is less than the allocated length, the portion starting at ADDR+LENGTH is returned to the heap. If the new length is greater than the allocated length, the block is extended if it is followed by a free block. A status is returned, telling whether the change was successful.

The new length of the block can be greater than the requested length because blocks smaller than the managed memory epsilon specified on the **LDR** or **SEGLDR** control statement are never left on the free space list.

Error conditions are as follows:

Error Code	Condition
-1	Length is not an integer greater than 0
-3	Address is outside the bounds of the heap
-4	Block is already free
-5	Address is not at the beginning of the block
-7	Control word for the next block has been overwritten

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

HPSHRINK – Returns an unused portion of heap to the operating system

SYNOPSIS

CALL HPSHRINK

DESCRIPTION

The unused portion of the heap is returned to the operating system only if the blocks closest to HLM (COS only) are free; no allocated blocks are moved. The minimum amount of memory to be returned is the managed memory increment specified on the **LDR** or **SEGLDR** control statement. These routines are called only from the user program.

IMPLEMENTATION

This routine is available only to the users of the COS operating system.

NAME

IHPLEN – Returns the length of a heap block

SYNOPSIS

length=**IHPLEN** (*addr,errcode,abort*)

DESCRIPTION

length Length of the block starting at *addr* (output)

addr First word address of the block (input)

errcode Error code. 0 if no error was detected; otherwise, a negative integer code for the type of error (output).

abort Abort code. Nonzero requests abort on error; 0 requests an error code (input).

The length of the block can be greater than the amount requested because of the managed memory *epsilon*.

Error conditions are as follows:

Error Code	Condition
-3	Address is outside the bounds of the heap
-4	Block is already free
-5	Address is not at the beginning of the block
-7	Control word for the next block has been overwritten

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

IHPSTAT – Returns statistics about the heap

SYNOPSIS

value=**IHPSTAT**(*code*)

DESCRIPTION

value Requested information

code Code for the type of information requested, as follows:

Code	Meaning
1	Current heap length
2	Largest size of the heap so far
3	Smallest size of the heap so far
4	Number of allocated blocks
5	Number of times the heap has grown
6	Number of times the heap has shrunk
7	Last routine that changed the heap
8	Caller of the last routine that changed the heap
9	First word address of the heap area changed last
10	Size of the largest free block
11	Amount by which the heap can shrink
12	Amount by which the heap can grow
13	First word address of the heap
14	Last word address of the heap

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

TMADW – Adds a word to a table

SYNOPSIS

index=TMADW(*number*,*entry*)

DESCRIPTION

index	Index of the added word
number	Table number
entry	Entry for the table

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMAMU – Reports table management operation statistics

SYNOPSIS

CALL TMAMU(*len,tabnum,tabmov,tabmar,nword***)**

DESCRIPTION

len	Allocated length of the table
tabnum	Number of tables used
tabmov	Number of table moves
tabmar	Maximum amount of memory used throughout the Table Manager
nword	Number of words moved

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMATS – Allocates table space

SYNOPSIS

index=TMATS(*number*,*incre*)

DESCRIPTION

index	Index of the specified change
number	Table number
incre	Table increment

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMMEM – Requests additional memory

SYNOPSIS

CALL TMMEM(*mem*)

DESCRIPTION

mem Length of memory requested

Upon exit, memory is extended by the requested amount. No value is returned.

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMMSC – Searches the table with a mask to locate a specific field within an entry

SYNOPSIS

index=TMMSC(*tabnum*,*mask*,*sword*,*nword*)

DESCRIPTION

index	Table index of the match, if found; -1 if no match is found.
tabnum	Table number
mask	Mask defining a field within a word
sword	Search word
nword	Number of words per entry group

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMMVE – Moves memory (words)

SYNOPSIS

CALL TMMVE(*from*,*to*,*count*)

DESCRIPTION

from	Address from which words are to be moved
to	Address of the location to which words are to be moved
count	Number of words to be moved

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMPTS – Presets table space

SYNOPSIS

CALL TMPTS(*start*,*len*,*preset*)

DESCRIPTION

start	Starting address
len	Length to preset
preset	Preset value; default is 0.

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMSRC – Searches the table with an optional mask to locate a specific field within an entry and an offset

SYNOPSIS

index=TMSRC(*tabnum*,*arg*,*nword*,*offset*,*mask*)

DESCRIPTION

index	Table index of the match, if a match is found; -1 if no match is found.
tabnum	Table number to search
arg	Search argument or key
nword	Number of words per entry
offset	Offset into the entry group
mask	Field being searched for within an entry

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

NAME

TMVSC – Searches a vector table for the search argument

SYNOPSIS

index=TMVSC(*tabnum*,*arg*,*nword*)

DESCRIPTION

index	Table index of the match, if found; -1 if no match is found.
tabnum	Table number
arg	Search argument
nword	Number of words per entry group

IMPLEMENTATION

This routine is available to the users of both the COS and UNICOS operating systems.

12. I/O ROUTINES

The I/O routines include the following:

- Dataset positioning routines
- Auxiliary NAMELIST routines
- Logical record I/O routines
- Random access dataset I/O routines
- Asynchronous queued I/O routines
- Output suppression routines
- Fortran-callable tape routines involving beginning- and end-of-volume processing

DATASET POSITIONING ROUTINES

Dataset positioning routines change or indicate the position of the current dataset. These routines set the current positioning direction to input (read). If the previous processing direction is output (write), end-of-data is written on a blocked sequential dataset, and the buffer is flushed. On a random dataset, the buffer is flushed.

The following table contains the name, purpose, and entry of each dataset positioning routine.

Dataset Positioning Routines		
Purpose	Name	Entry
Receive position information about an opened tape dataset	**GETTP**	**GETTP**
Position a specified tape dataset at a tape block	**SETTP**	**SETTP**
Synchronize the specified program and an opened tape dataset	**SYNCH**	**SYNCH**
Return current position of an interchange tape or mass storage dataset	**GETPOS**	**GETPOS**
Return to the position retained from the **GETPOS** request	**SETPOS**	

AUXILIARY NAMELIST ROUTINES

NAMELIST routines allow you to control input and output defaults and are accessed by call-by-address subprogram linkage. No arguments are returned. For a more complete description of the NAMELIST feature, see the Fortran (CFT) Reference Manual, publication SR-0009 or the CFT77 Reference Manual, publication SR-0018.

The following table contains the purpose, name, and entry of each auxiliary NAMELIST routine.

Auxiliary NAMELIST Routines		
Purpose	Name	Entry
Delete or add a trailing comment indicator	**RNLCOMM**	**RNL**
Delete or add a delimiting character	**RNLDELM**	
Delete or add an echo character	**RNLFLAG**	
Delete or add a replacement character	**RNLREP**	
Delete or add a separator character	**RNLSEP**	
Specify the output unit for error messages and echo lines	**RNLECHO**	**RNLECHO**
Take action when an undesired NAMELIST group is encountered	**RNLSKIP**	**RNLSKIP**
Determine the action if a type mismatch occurs across the equal sign on an input record	**RNLTYPE**	**RNLTYPE**
Define an ASCII NAMELIST delimiter	**WNLDELM**	**WNL**
Indicate the first ASCII character of the first line	**WNLFLAG**	
Define ASCII NAMELIST replacement character	**WNLREP**	
Define ASCII NAMELIST separator	**WNLSEP**	
Allow each NAMELIST variable to begin on a new line	**WNLLINE**	**WNLLINE**
Indicate output line length	**WNLLONG**	**WNLLONG**

LOGICAL RECORD I/O ROUTINES

The logical record I/O routines are divided into read routines, write routines, and bad data error recovery routines. The following table contains the purpose, name, and entry of each logical record I/O routine.

Logical Record I/O Routines		
Purpose	Name	Entry
Read words, full record mode	**READ**	**READ**
Read words, partial record mode	**READP**	
Read characters, full record mode	**READC**	**READC**
Read characters, partial record mode	**READCP**	
Read two IBM 32-bit floating-point words from each Cray 64-bit word	**READIBM**	**READIBM**
Write words, full record mode	**WRITE**	**WRITE**
Write words, partial record mode	**WRITEP**	
Write characters, full record mode	**WRITEC**	**WRITEC**
Write characters, partial record mode	**WRITECP**	
Write two IBM 32-bit floating-point words from each Cray 64-bit word	**WRITIBM**	**WRITIBM**
Skip bad data	**SKIPBAD**	**SKIPBAD**
Make bad data available	**ACPTBAD**	**ACPTBAD**

READ ROUTINES - Read routines transfer partial or full records of data from the I/O buffer to the user data area. Depending on the read request issued, the data is placed in the user data area either 1 character per word or in full words. (Blank decompression occurs only when data is being read 1 character per word.) In partial mode, the dataset maintains its position after the read is executed. In record mode, the dataset position is maintained after the end-of-record (EOR) that terminates the current record.

WRITE ROUTINES - Write routines transfer partial or full records of data from the user data area to the I/O buffer. Depending on the write operation requested, data either is taken from the user data area 1 character per word and packed 8 characters per word or is transferred in full words. In partial mode, no end-of-record (EOR) is inserted in the I/O buffer in the word following the data that terminates the record.

BAD DATA ERROR RECOVERY ROUTINES - Bad data error recovery routines enable a user program to continue processing a dataset when bad data is encountered. "Bad data" refers to an unrecovered error encountered while the dataset was being read. Skipping the data forces the dataset to a position past the bad data, so that no data is transferred to the user-specified buffer. Accepting the data causes the bad data to be transferred to a user-specified buffer. The dataset is then positioned immediately following the bad data.

When an unrecovered data error is encountered, continue processing by calling either the **SKIPBAD** or the **ACPTBAD** routine.

RANDOM ACCESS DATASET I/O ROUTINES

Sequentially accessed datasets are used for applications that read input only once during a process and write output only once during a process. However, when large numbers of intermediate results are used randomly as input at different stages of jobs, a random access dataset capability is more efficient than sequential access. A random access dataset consists of records that are accessed and changed. Random access of data eliminates the slow processing and inconvenience of sequential access when the order of reading and writing records differs in various applications.

Random access dataset I/O routines allow you to specify how records of a dataset are to be changed, without the usual limitations of sequential access. Choose specific routines based on performance requirements and the type of access needed.

Random access datasets can be created and accessed by the record-addressable, random access dataset routines (**READMS/WRITMS**, and **READDR/WRITDR**) or the word-addressable, random access dataset routines (**GETWA/PUTWA**).

NOTE - Generally, random access dataset I/O routines used in a program with overlays or segments should reside in the first overlay or root segment. However, if all I/O is done within one overlay or segment, the routines can reside in that overlay. If all I/O is done in an overlay's successor, the routines can reside in the successor overlay.

RECORD-ADDRESSABLE, RANDOM ACCESS DATASET I/O ROUTINES - Record-addressable, random access dataset I/O routines allow you to generate datasets containing variable-length, individually addressable records. These records can be read and rewritten at your discretion. The library routines update indexes and pointers. The random access dataset information is stored in two places: in an array in user memory and at the end of the random access dataset.

When a random access dataset is opened, an array in user memory contains the master index to the records of the dataset. This master index contains the pointers to and, optionally, the names of the records within the dataset. Although you provide this storage area, it must be modified only by the random access dataset I/O routines.

When a random access dataset is closed and optionally saved, the storage area containing the master index is mapped to the end of the random access dataset, thus recording changes to the contents of the dataset.

The following Fortran-callable routines can change or access a record-addressable, random access dataset: **OPENMS**, **WRITMS**, **READMS**, **CLOSMS**, **FINDMS**, **CHECKMS**, **WAITMS**, **ASYNCMS**, **SYNCMS**, **OPENDR**, **WRITDR**, **READDR**, **CLOSDR**, **STINDR**, **CHECKDR**, **WAITDR**, **ASYNCDR**, **SYNCDR**, and **STINDX**.

The **READDR/WRITDR** random access I/O routines are direct-to-disk versions of **READMS/WRITMS**. All input or output goes directly between the user data area and the mass storage dataset without passing through a system-maintained buffer. Because mass storage can only be addressed in 512-word blocks, all record lengths are rounded up to the next multiple of 512 words.

You can intermix **READMS/WRITMS** and **READDR/WRITDR** datasets in the same program, but you must not use the same file in both packages simultaneously.

OPENMS/OPENDR opens a local dataset and specifies the dataset as a random access dataset that can be accessed or changed by the record-addressable, random access dataset I/O routines. If the dataset does not exist, the master index contains zeros; if the dataset does exist, the master index is read from the dataset. The master index contains the current index to the dataset. The current index is updated when the dataset is closed using **CLOSMS/CLOSDR**.

A single job can use up to 40 active **READMS/WRITMS** files and 20 **READDR/WRITDR** files.

The following table contains the name, purpose, and entry of each record-addressable, random access dataset I/O routine.

Record-addressable, Random Access Dataset I/O Routines		
Purpose	Name	Entry
Set the I/O mode to be asynchronous	**ASYNCMS** **ASYNCDR**	**ASYNCMS**
Check the status of an asynchronous I/O operation	**CHECKMS** **CHECKDR**	**CHECKMS**
Close a random access dataset and write the master index	**CLOSMS** **CLOSDR**	**CLOSMS**
Read records into data buffers used by random access dataset routines	**FINDMS**	**FINDMS**
Open a local dataset as a random access dataset	**OPENMS** **OPENDR**	**OPENMS**
Allow an index to be used as the current index by creating a subindex	**STINDX** **STINDR**	**STINDX**
Set the I/O mode to be synchronous	**SYNCMS** **SYNCDR**	**SYNCMS**
Wait for completion of an asynchronous I/O operation	**WAITMS** **WAITDR**	**WAITMS**
Write data from user memory to a random access dataset and update the index	**WRITMS** **WRITDR**	**WRITMS**

WORD-ADDRESSABLE, RANDOM ACCESS DATASET I/O ROUTINES - A word-addressable, random access dataset consists of an adjustable number of contiguous words. You can access any word or contiguous sequence of words from a word-addressable, random access dataset by using the associated routines. These datasets and their I/O routines are similar to the record-addressable, random access datasets and their routines. The Fortran-callable, word-addressable random access I/O routines are:

COS and UNICOS: **WOPEN, WCLOSE, PUTWA, APUTWA, GETWA,** and **SEEK.**
COS only: **WOPENU, WCLOSEU, PUTWAU, GETWAU,** and **WCHECK.**

WOPEN opens a dataset and specifies it as a word-addressable, random access dataset that can be accessed or changed with the word-addressable routines. The **WOPEN** call is optional. If a call to **GETWA** or **PUTWA** is executed first, the dataset is opened for you with the default number of blocks (16), and *istats* is turned on.

The following table contains the purpose, name, and entry of each word-addressable, random access dataset I/O routine.

Word-addressable, Random Access Dataset I/O Routines		
Purpose	Name	Entry
Synchronously read words from the dataset into user memory	GETWA	GETWA
Asynchronously read data into dataset buffers	SEEK	
Asynchronously read words from disk, directly to user	GETWAU	GETWAU
Synchronously write words from memory to the dataset	PUTWA	PUTWA
Asynchronously write words from memory to the dataset	APUTWA	
Asynchronously write words from memory to the unbuffered dataset	PUTWAU	PUTWAU
Checks word-addressable file status	WCHECK	WCHECK
Finalize additions and changes and close the dataset	WCLOSE	WCLOSE
Finalize additions and changes and close the unbuffered dataset	WCLOSEU	WCLOSEU
Open a dataset and specify it as word-addressable, random access	WOPEN	WOPEN
Open an unbuffered dataset and specify it as word-addressable, random access	WOPENU	WOPENU

ASYNCHRONOUS QUEUED I/O ROUTINES

Asynchronous queued I/O (AQIO) routines initiate a transfer of data and allow the subsequent execution sequence to proceed concurrently with the actual transfer.

These routines allow programmers to create a queue of I/O requests to a single-user dataset. Programmers can issue several I/O requests to a given dataset without having to manage the busy status of the dataset. By allowing the queue to build up before issuing an I/O request, AQIO routines prevent the normal job abort that occurs when an I/O request is issued while another I/O request is still active. In addition, AQIO routines allow increased performance over other I/O methods.

The following table contains the purpose, name, and entry of each asynchronous queued I/O routine.

Asynchronous Queued I/O Routines		
Purpose	Name	Entry
Close an asynchronous queued I/O dataset or file	**AQCLOSE**	**AQCLOSE**
Open a dataset or file for asynchronous queued I/O	**AQOPEN**	**AQOPEN**
Open a dataset or file for asynchronous queued I/O, allowing user to specify dataset size and location	**AQOPENDV**	**AQOPENDV**
Queue a simple asynchronous I/O read request	**AQREAD**	**AQREAD**
Queue a compound asynchronous I/O read request	**AQREADC**	
Queue a compound read request with the ignore bit set	**AQREADCI**	
Queue a simple read request with the ignore bit set	**AQREADI**	
Prevent a segment of I/O and part of the program from executing concurrently (used with **AQRIR**)	**AQRECALL**	**AQRECALL**
Designate point in I/O at which concurrent processing can resume (used with **AQRECALL**)	**AQRIR**	
Check the status of asynchronous queued I/O requests	**AQSTAT**	**AQSTAT**
Queue a stop request in the asyncronous queued I/O buffer	**AQSTOP**	**AQSTOP**
Queue a synchronization request in the asynchronous queued I/O buffer	**AQSYNC**	**AQSYNC**
Wait for completion of asynchronous queued I/O requests	**AQWAIT**	**AQWAIT**
Queue a simple asynchronous I/O write request	**AQWRITE**	**AQWRITE**
Queue a compound asynchronous I/O write request	**AQWRITEC**	
Queue a compound write request with bit set	**AQWRITEC**	
Queue a write request with the ignore bit set	**AQWRITEI**	

OUTPUT SUPPRESSION ROUTINES

Output suppression routines are special-purpose routines designed to output blank values in Fortran programs.

FSUP and **FSUPC** turn suppression on and off for the following Fortran edit descriptors: F-type, G-type, and E-type.

ISUP and **ISUPC** turn suppression on and off for the Fortran edit descriptor I-type.

All of these routines are described under the **FSUP** entry.

BOV/EOV FORTRAN-CALLABLE ROUTINES

Fortran-callable routines are designed to perform special functions on a tape dataset, such as beginning-of-volume (BOV) and end-of-volume (EOV) processing.

The following tables contain the purpose, name, and entry of each BOV/EOV Fortran-callable routine. Cray Research highly recommends using the first set of routines, **STARTSP**, **SETSP**, **CLOSEV**, and **ENDSP**.

BOV/EOV Fortran-callable Routines (New Routines)		
Purpose	Name	Entry
Switch tape volumes	**CLOSEV**	**CLOSEV**
End special EOV/BOV processing	**ENDSP**	**ENDSP**
Request notification at end of tape volume	**SETSP**	**SETSP**
Begin tape BOV/EOV processing	**STARTSP**	**STARTSP**

BOV/EOV Fortran-callable Routines (Obsolete Routines)		
Purpose	Name	Entry
Check tape I/O status	**CHECKTP**	**CHECKTP**
Continue normal I/O operation	**CONTPIO**	**CONTPIO**
Begin special processing at BOV	**PROCBOV**	**PROCBOV**
Begin special processing at EOV	**PROCEOV**	**PROCEOV**
Switch tape volume	**SWITCHV**	**SWITCHV**
Initialize/terminate special BOV/EOV processing	**SVOLPRC**	**SVOLPRC**

NAME

ACPTBAD – Makes bad data available

SYNOPSIS

CALL ACPTBAD(*dn,uda,wrdcnt,termcnd,ubcnt*)

DESCRIPTION

dn Dataset name or unit number

uda User data area to receive the bad data

wrdcnt On exit, number of words transferred

termcnd On exit, address of termination condition
=0 Positioned at end-of-block
=1 Positioned at end-of-file
=2 Positioned at end-of-data
<0 Not positioned at end-of-block

ubcnt On exit, address of unused bit count. Only defined if *termcnd* is 0, and *wrdcnt* is nonzero.

ACPTBAD makes bad data available to you by transferring it to the user-specified buffer.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

EXAMPLE

```
C
      PROGRAM EXAMPLE1
      IMPLICIT INTEGER(A-Z)
      REAL UNIT, UNITSTAT
      PARAMETER(NBYTES=400000,NDIM=NBYTES/8,DN=99)
      DIMENSION BUFFER(1:NDIM)
      DIMENSION UDA(1:512)

2000 CONTINUE

      NWORDS = NDIM
      CALL READ(DN,BUFFER,NWORDS,STATUS)

      UNITSTAT = UNIT(DN)

      IF(STATUS.EQ.4 .OR. UNITSTAT.GT.0.0) THEN !Parity error
3000  CONTINUE

      CALL ACPTBAD(DN,UDA,WC,TERMCND,UBCNT)

C---->Build up user record:
      IX = 0
      DO 3500 I=(NWORDS + 1), (NWORDS + WC), 1
           IX = IX + 1
           BUFFER(I) = UDA(IX)
3500  CONTINUE
```

```
IF(TERMCND.LT.0) THEN
    GO TO 3000
  ENDIF
ENDIF

STOP 'COMPLETE'
END
```

SEE ALSO

SKIPBAD

NAME

AQCLOSE – Closes an asynchronous queued I/O dataset or file

SYNOPSIS

CALL AQCLOSE(*aqp*,*status*)

DESCRIPTION

aqp Type INTEGER array. The name of the array in the user's program that contains the asynchronous queued I/O parameter block. This must be the same array specified in the AQOPEN request.

status Type INTEGER variable. Status code; *status* returns any errors or status information to the user. On output from AQCLOSE, *status* has one of the following values:
>0 Information only
=0 No error detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	Asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

AQOPEN, AQREAD, AQREADC, AQSTAT, AQWAIT, AQWRITE, AQWRITEC
The AQIO User's Guide, publication SN-0247

NAME

AQOPEN – Opens a dataset or file for asynchronous queued I/O

SYNOPSIS

CALL AQOPEN(*aqp,aqpsize,dn,status***)**

DESCRIPTION

aqp Type **INTEGER** array. The name of the array in the user's program that will contain the asynchronous queued I/O.

aqpsize Type **INTEGER** variable, expression, or constant. The length of the asynchronous queued I/O parameter block. Each queued I/O entry in the parameter block is 8 words long. The array *aqp* must contain at least 1 entry plus 32 words for dataset definitions. Therefore, *aqpsize* should be 32 + 8*n*; *n* is the number of user-specified asynchronous queued I/O entries in the parameter block, and $n \geq 3$.

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or the unit number of the dataset.

status Type **INTEGER** variable. Status code *status* returns any errors or status information to the user. On output from **AQOPEN**, *status* has one of the following values:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O
-1	Illegal *aqpsize* on the **AQOPEN** request. Minimum size is equal to 32 + 8*n*, where $n \geq 3$.

Asynchronous queued I/O provides a method of random access to or from mass storage into buffers in user memory.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NOTES

A file opened using **AQOPEN** should only be closed by **AQCLOSE** or by job step advance. If you close the file in some other way, the subsequent behavior of the program is unpredictable. Among these other ways are explicit methods of closing the file (for example, **CLOS** and **CALL RELEASE**) and implicit methods (such as **CALL SAVE**).

SEE ALSO

AQREAD, AQREADC, AQWRITE, AQWRITEC, AQCLOSE, AQWAIT, AQSTAT
The AQIO User's Guide, SN-0247

NAME

AQOPENDV – Opens a dataset or file for asynchronous queued I/O, allowing user to specify dataset size and physical location

SYNOPSIS

CALL AQOPENDV(*aqp,aqpsize,dn,pdv,plength,status*)

DESCRIPTION

aqp Type **INTEGER** array. The name of the array in the user's program that will contain the asynchronous queued I/O.

aqpsize Type **INTEGER** variable, expression, or constant. The length of the asynchronous queued I/O parameter block. Each queued I/O entry in the parameter block is 8 words long. The array *aqp* must contain at least 1 entry plus 32 words for dataset definitions. Therefore, *aqpsize* should be 32 + 8*n*; *n* is the number of user-specified asynchronous queued I/O entries in the parameter block, and $n \geq 3$.

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or the unit number of the dataset.

pdv Name of a specific device on which the asynchronous queued I/O dataset is to reside, such as SSD-0-20.

plength Minimum desired length of the asynchronous queued I/O dataset (in 512-word blocks), to be set upon initialization. If *plength* = 0, this routine will operate the same as **AQOPEN**.

status Type **INTEGER** variable. Status code *status* returns any errors or status information to the user. On output from **AQOPENDV**, *status* has one of the following values:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O
-1	Illegal *aqpsize* on the **AQOPENDV** request. Minimum size is equal to 32 + 8*n*, where $n \geq 3$.

Asynchronous queued I/O provides a method of random access to or from mass storage into buffers in user memory.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTES

A file opened using **AQOPENDV** should only be closed by **AQCLOSE** or by job step advance. If you close the file in some other way, the subsequent behavior of the program is unpredictable. Among these other ways are explicit methods of closing the file (for example, **CLOS** and **CALL RELEASE**) and implicit methods (such as **CALL SAVE**).

SEE ALSO

AQOPEN, AQREAD, AQREADC, AQWRITE, AQWRITEC, AQCLOSE, AQWAIT, AQSTAT
The AQIO User's Guide, SN-0247

NAME

AQREAD, AQREADC, AQREADI, AQREADCI – Queues a simple or compound asynchronous I/O read request

SYNOPSIS

CALL AQREAD(*aqp,cpuadd,blknum,blocks,reqid,queue,status*)

CALL AQREADC(*aqp,cpuadd,mstride,blknum,blocks,dstride,incs,reqid,queue,status*)

CALL AQREADI(*aqp,cpuadd,blknum,blocks,reqid,queue,status*)

CALL AQREADCI(*aqp,cpuadd,mstride,blknum,blocks,dstride,incs,reqid,queue,status*)

DESCRIPTION

aqp Type INTEGER array. The name of the array in the user's program that contains the asynchronous queued I/O parameter block. Must be the same array as specified in the AQOPEN request.

cpuadd Type determined by user. Starting memory address; the location where the first word of data is placed.

mstride Type INTEGER variable, expression, or constant. Data buffer stride; the number of memory words to skip between the base addresses of consecutive transfers. The stride value may be positive (to skip forward), negative (to skip backward), or 0. This parameter is valid for compound read requests only.

blknum Type INTEGER variable, expression, or constant. Starting block number. The block number of the first block to be read on this request.

blocks Type INTEGER variable, expression, or constant. The number of 512-word blocks to be read.

dstride Type INTEGER variable, expression, or constant. Disk stride; the number of disk blocks to skip between the base addresses of consecutive transfers. The stride value may be positive (to skip forward), negative (to skip backward), or 0. This parameter is valid for compound requests only.

incs Type INTEGER variable, expression, or constant. The number of simple requests minus 1 that comprise a compound request. Zero (0) implies a simple request. This parameter is valid for compound requests only.

reqid Type INTEGER variable, expression, or constant. A user-supplied value for identifying a particular request.

queue Type INTEGER variable, expression, or constant. Queue flag. If 0, I/O is initiated provided that I/O on the dataset or file is not already active. If the queue flag is set to nonzero, the request is added to the queue but no attempt is made to start I/O.

status Type INTEGER variable. Status code *status* returns any errors to the user. On output from these routines, *status* has one of the following values:

>0 Information only
=0 No error detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

AQREAD, AQREADC, AQREADI, and **AQREADCI** transfer data between the data buffer and the device on which the dataset or file resides. Requests may be simple (**AQREAD** and **AQREADI**) or compound (**AQREADC** and **AQREADCI**). A simple request is one in which data from consecutive sectors on the disk is read into one buffer. A compound request is one in which a number of simple requests are separated by a constant number of sectors on disk, or a constant number of memory words for buffers, or both.

AQREADI and **AQREADCI** operate in the same fashion as **AQREAD** and **AQREADC**, respectively, except the ignore bit is set. The ignore bit tells the operating system not to change from write mode to process this read request. As an example, setting the ignore bit might be helpful on a system with two high-speed SSD channels. A series of **AQWRITE** calls followed by an **AQREADI** call would not force a wait by the operating system as would a normal read.

IMPLEMENTATION

AQREAD and **AQREADC** are available to users of both the COS and UNICOS operating systems.
AQREADI and **AQREADCI** are available only to users of the COS operating system.

SEE ALSO

AQWRITE, AQWRITEC, AQCLOSE, AQWAIT, AQSTAT
The AQIO User's Guide, SN-0247

NAME

AQRECALL, AQRIR – Delays program execution during a queued I/O sequence

SYNOPSIS

CALL AQRECALL(*aqp,status*)

CALL AQRIR(*aqp,reqid,queue,status*)

DESCRIPTION

aqp Type **INTEGER** array. The name of the array in the user's program that will contain the asynchronous queued I/O.

reqid Type **INTEGER** variable, expression, or constant. A user-supplied value for identifying a particular request.

queue Type **INTEGER** variable, expression, or constant. Queue flag. If 0, I/O is initiated provided that I/O on the dataset is not already active. If the queue flag is set to nonzero, the request is added to the queue but no attempt is made to start I/O.

status Type **INTEGER** variable. Status code *status* returns any errors or status information to the user. On output from **AQOPEN**, *status* has one of the following values:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+3	The asynchronous queued I/O request is stuck

AQRECALL and **AQRIR** work together to let you suspend the execution of your program during part of an asynchronous queued I/O process. **AQRIR** marks the point in the I/O process up to which program execution is delayed, while **AQRECALL** marks the point in the program beyond which execution should not proceed until the specified I/O is complete.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

EXAMPLE

```
       J = 1
       DO I = 1,10
      IF(I.EQ10) J = 0
      CALL AQREAD(AQP,A,IBLOCK,10,I,J,ISTAT)
      IBLOCK = IBLOCK + 10
1      CONTINUE
       CALL AQRIR(AQP,0 0,ISTAT1)
       J = 1
       DO 2 I = 11,30
      IF(I.EQ.30) J = 0
      CALL AQREAD(AQP,A,IBLOCK,10,I,J,ISTAT2)
      IBLOCK = IBLOCK + 10
2      CONTINUE
       CALL AQRECALL(AQP,ISTAT3)
```

In the above example, 10 asynchronous reads are queued up, followed by an **AQRIR**. Any code beyond the **AQRECALL** call does not execute until the **AQRIR** request is encountered in the queue. When it is encountered, execution beyond **AQRECALL** continues. The following illustrates the queue containing the **AQREAD** requests and the **AQRIR** request.

1	**AQREAD**
2	**AQREAD**
.	.
.	.
.	.
10	**AQREAD**
11	**AQRIR**

SEE ALSO

AQREAD, AQREADC, AQWRITE, AQWRITEC, AQCLOSE, AQWAIT, AQSTAT
The AQIO User's Guide, SN-0247

NAME

AQSTAT – Checks the status of asynchronous queued I/O requests

SYNOPSIS

CALL AQSTAT(*aqp,reply,reqid,status*)

DESCRIPTION

aqp Type INTEGER array. The name of the array in the user's program that contains the asynchronous queued I/O parameter block. This must be the same array specified in the AQOPEN request.

reply Type INTEGER variable

reqid Type INTEGER variable, expression, or constant. If *reqid* is 0, AQSTAT returns the request ID of the next queued I/O request to be done. If *reqid* is nonzero, status information about the specified request ID will be returned.

status Type INTEGER variable. Status code, *status* returns any errors or status information to the user. On output from AQSTAT:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

AQOPEN, AQREAD, AQREADC, AQWRITE, AQWRITEC, AQCLOSE, AQWAIT
The AQIO User's Guide, SN-0247

NAME

AQSTOP – Stops the processing of asynchronous queued I/O requests

SYNOPSIS

CALL AQSTOP(*aqp,reqid,queue,status*)

DESCRIPTION

aqp Type **INTEGER** array. The name of the array in the user's program that will contain the asynchronous queued I/O.

reqid Type **INTEGER** variable, expression, or constant. A user-supplied value for identifying a particular request.

queue Type **INTEGER** variable, expression, or constant. Queue flag. If 0, I/O is initiated provided that I/O on the dataset is not already active. If the queue flag is set to nonzero, the request is added to the queue but no attempt is made to start I/O.

status Type **INTEGER** variable. Status code *status* returns any errors or status information to the user. On output from **AQSTOP**, *status* has one of the following values:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

The **AQSTOP** routine stops the processing of a list of asynchronous I/O requests when it is encountered in the queue.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

AQREAD, AQWRITE, AQCLOSE, AQWAIT, AQSTAT, AQRECALL, AQSYNC
The AQIO User's Guide, SN-0247

NAME

AQWAIT – Waits on a completion of asynchronous queued I/O requests

SYNOPSIS

CALL AQWAIT(*aqp*,*status*)

DESCRIPTION

aqp Type INTEGER array. The name of the array in the user's program that contains the asynchronous queued I/O parameter block. This must be the same array specified in the **AQOPEN** request.

status Type INTEGER variable. Status code *status* returns any errors or status information to the user. On output from **AQWAIT** *status* has one of the following values:

>0 Information only
=0 No errors detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queucd I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

AQWAIT leaves the job suspended until the entire request list is exhausted.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

AQOPEN, AQREAD, AQREADC, AQWRITE, AQWRITEC, AQCLOSE, AQSTAT
The AQIO User's Guide, SN-0247

NAME

AQWRITE, AQWRITEC, AQWRITEI, AQWRTECI – Queues a simple or compound asynchronous I/O write request

SYNOPSIS

CALL AQWRITE(*aqp,cpuadd,blknum,blocks,reqid,queue,status*)

CALL AQWRITEC(*aqp,cpuadd,mstride,blknum,blocks,dstride,incs,reqid,queue,status*)

CALL AQWRITEI(*aqp,cpuadd,blknum,blocks,reqid,queue,status*)

CALL AQWRTECI(*aqp,cpuadd,mstride,blknum,blocks,dstride,incs,reqid,queue,status*)

DESCRIPTION

aqp Type INTEGER array. The name of the array in the user's program that contains the asynchronous queued I/O parameter block. Must be the same array specified in the **AQOPEN** request.

cpuadd Type determined by user. Starting memory address; the location of the first word in the user's program to be written.

mstride Type INTEGER variable, expression, or constant. Data buffer stride; the number of memory words to skip between the base addresses of consecutive transfers. The stride value may be positive (to skip forward), negative (to skip backward), or 0. This parameter is valid for compound write requests only.

blknum Type INTEGER variable, expression, or constant. Starting block number; the block number of the first block to be written on this request.

blocks Type INTEGER variable, expression, or constant. The number of 512-word blocks to be written.

dstride Type INTEGER variable, expression, or constant. Disk stride; the number of disk blocks to skip between the base addresses of consecutive transfers. The stride value may be positive (to skip forward), negative (to skip backward), or 0. This parameter is valid for compound requests only.

incs Type INTEGER variable, expression, or constant. The number of simple requests minus 1 that comprise a compound request. Zero (0) implies a simple request. This parameter is valid for compound requests only.

reqid Type INTEGER variable, expression, or constant. A user-supplied value for identifying a particular request.

queue Type INTEGER variable, expression, or constant. Queue flag. If 0, I/O is initiated provided that I/O on the dataset or file is not already active. If the queue flag is set to nonzero, the request is added to the queue but no attempt is made to start I/O.

status Type INTEGER variable. Status code *status* returns any errors to the user. On output from these routines, *status* has one of the following values:

>0 Information only
=0 No error detected
<0 Error detected

Status Codes	
0	No errors detected
+1	The asynchronous queued I/O parameter block is full
+2	No I/O is active on the asynchronous queued I/O dataset or file
+3	The asynchronous queued I/O request is stuck
+4	The asynchronous request is queued for I/O

AQWRITE, AQWRITEC, AQWRITEI, and AQWRTECI transfer data between the device on which the dataset or file resides and the data buffer. Requests may be simple (AQWRITE and AQWRITEI) or compound (AQWRITEC and AQWRTECI). A simple request is one in which data from one buffer is written to consecutive sectors on disk. A compound request is one in which a number of simple requests are separated by a constant number of sectors on disk, a constant number of memory words for buffers, or both.

AQWRITEI and AQWRTECI operate in the same fashion as AQWRITE and AQWRITEC, respectively, except the ignore bit is set. The ignore bit tells the operating system not to change from read mode to process this write request. As an example, setting the ignore bit might be helpful on a system with two high-speed SSD channels. A series of AQREAD calls followed by an AQWRITEI call would not force a wait by the operating system as would a normal write.

IMPLEMENTATION

AQWRITE and AQWRITEC are available to users of both the COS and UNICOS operating systems. AQWRITEI and AQWRITECI are available only to users of the COS operating system.

SEE ALSO

AQOPEN, AQREAD, AQREADC, AQCLOSE, AQWAIT, AQSTAT
The AQIO User's Guide, SN-0247

NAME

ASYNCMS, ASYNCDR – Set I/O mode for random access routines to asynchronous

SYNOPSIS

CALL ASYNCMS(*dn*[,*ierr*])

CALL ASYNCDR(*dn*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset (for example, *dn*=7 corresponds to dataset **FT07**). Hollerith constant dataset names must be from 1 to 7 uppercase characters. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If *ierr* is supplied on the call to **ASYNCMS/ASYNCDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file. On output from **ASYNCMS/ASYNCDR**:

ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes described in the following table:

Error Codes	
-1	The dataset name or unit number is illegal
-15	**OPENMS/OPENDR** was not called on this dataset

As **ASYNCMS/ASYNCDR** sets the I/O mode for the random access routines to be asynchronous, I/O operations can be initiated, and subsequent execution can proceed simultaneously with the actual data transfer. If you use **READMS**, precede asynchronous reads with calls to **FINDMS**.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, FINDMS, CHECKMS, WAITMS, SYNCMS, OPENDR, WRITDR, READDR, CLOSDR, STINDR, CHECKDR, WAITDR, SYNCDR, STINDX

NAME

CHECKMS, CHECKDR – Checks status of asynchronous random access I/O operation

SYNOPSIS

CALL CHECKMS(*dn,istat*[*,ierr*])

CALL CHECKDR(*dn,istat*[*,ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset. (For example, dn=7 corresponds to dataset **FT07.**) Hollerith constant dataset names must be from 1 to 7 uppercase characters. Specify a type integer variable, expression, or constant.

istat Dataset I/O Activity flag. Specify a type integer variable.

=0 No I/O activity on the specified dataset
=1 I/O activity on the specified dataset

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **CHECKMS/CHECKDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file. On output from **CHECKMS/CHECKDR**:

ierr=0 No error detected
ierr<0 Error detected. *ierr* contains one of the error codes
in the following table:

ERROR CODES	
-1	The dataset name or unit number is illegal
-15	OPENMS/OPENDR was not called on this dataset.

A status flag is returned to you, indicating whether the specified dataset is active.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, FINDMS, WAITMS, ASYNCMS, SYNCMS, OPENDR, WRITDR, READDR, CLOSDR, STINDR, WAITDR, ASYNCDR, SYNCDR, STINDX

NAME

CHECKTP – Checks tape I/O status

SYNOPSIS

CALL CHECKTP (*dn,istat,icbuf*)

DESCRIPTION

dn Type INTEGER variable, expression, or constant. The name of the dataset as a Hollerith constant or the unit number of the dataset.

istat Type INTEGER variable

=-1 No status
= 0 EOV
= 1 Tape off reel
= 2 Tape mark detected
= 3 Blank tape detected

icbuf Type INTEGER variable. Circular I/O buffer status.

= 0 Circular I/O buffer empty
= 1 Circular I/O buffer not empty

The user program can use **CHECKTP** to check on a tape dataset's condition following normal Fortran I/O requests.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CONTPIO, PROCBOV, PROCEOV, SWITCHV, SVOLPRC

NAME

CLOSEV – Begins user EOV and BOV processing

SYNOPSIS

CLOSEV(*dn*[,*trailer*])

DESCRIPTION

A user program uses the **CLOSEV** subroutine to switch to the next tape volume at any time. **CLOSEV** writes an end-of-volume (EOV) trailer label to a mounted output tape before switching tapes. **CLOSEV** applies only to magnetic tape datasets.

If the tape is an input tape, you have the option of writing an EOV trailer label. An output tape job is aborted if the output buffer is not empty.

In special EOV processing, the user program must execute the **CLOSEV** subprogram to switch to the next tape and perform special beginning-of-volume (BOV) processing. After the **CLOSEV** macro is executed, the next tape is at the beginning of the volume. The user program is permitted BOV processing at this time. After the BOV processing is completed, the user program must execute the **ENDSP** subprogram to inform the operating system that special processing is complete and to continue normal processing.

dn Dataset name or unit number

trailer A logical constant, variable, or expression. If a value of .TRUE. is specified, a trailer EOV label is written.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

CLOSMS, CLOSDR – Writes master index and closes random access dataset

SYNOPSIS

CALL CLOSMS(*dn*[,*ierr*])

CALL CLOSDR(*dn*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset. (For example, dn=7 corresponds to dataset **FT07**.) Hollerith constant dataset names must be from 1 to 7 uppercase characters. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **CLOSMS/CLOSDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file. On output from **CLOSMS/CLOSDR**:

ierr=0 No error detected
ierr<0 Error detected. *ierr* contains one of the error codes
in the following table:

ERROR CODES	
-1	The dataset name or unit number is illegal
-15	**OPENMS/OPENDR** was not called on this dataset.

CLOSMS/CLOSDR writes the master index specified in **OPENMS/OPENDR** from the user program area to the random access dataset and then closes the dataset. Statistics on the activity of the random access dataset and written to dataset **$STATS** (see table **CLOSMS** Statistics following). After the random access dataset has been closed by **CLOSMS/CLOSDR**, the statistics can be written to **$OUT** using the following control statements or their equivalent:

```
REWIND,DN=$STATS.
COPYF,I=$STATS,O=$OUT.
```

CLOSMS/CLOSDR write a message to **$LOG** upon closing the dataset, whether or not you have requested that error messages be written to the logfile.

CAUTION

If a job step terminates without closing the random access dataset with **CLOSMS/CLOSDR**, dataset integrity is questionable.

CLOSMS Statistics	
Message	Description
TOTAL ACCESSES =	Number of accesses
READS =	Number of reads
WRITES =	Number of writes
SEQUENTIAL READS =	Number of sequential reads
SEQUENTIAL WRITES =	Number of sequential writes
REWRITES IN PLACE =	Number of rewrites in place
WRITES TO EOI =	Number of writes to EOI
TOTAL WORDS MOVED =	Number of words moved
MINIMUM RECORD =	Minimum record size
MAXIMUM RECORD =	Maximum record size
TOTAL ACCESS TIME =	Total access time
AVERAGE ACCESS TIME =	Average access time

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

CONTPIO – Continues normal I/O operations (obsolete)

SYNOPSIS

CALL CONTPIO (*dn,iprc*)

DESCRIPTION

dn	Type INTEGER variable, expression, or constant. The name of the dataset as a Hollerith constant or the unit number of the dataset.
iprc	Type INTEGER variable = 2 Continue normal I/O =-1 End-of-data (close tape dataset)

The user program can use **CONTPIO** to inform COS that it intends to continue normal I/O operations. This routine may also be used to close the tape dataset.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NOTE

Cray Research discourages the use of the **CONTPIO**, **PROCBOV**, **PROCEOV**, **SWITCHV**, and **SVOLPROC** routines. Instead, use **CLOSEV**, **SETSP**, **STARTSP**, and **ENDSP** when creating special tape processing routines to handle end-of-volume conditions.

SEE ALSO

CHECKTP, PROCBOV, PROCEOV, SWITCHV, SVOLPRC

NAME

ENDSP – Requests notification at the end of a tape volume

SYNOPSIS

CALL ENDSP(*dn*)

DESCRIPTION

ENDSP indicates to COS that special end-of-volume (EOV) and beginning-of-volumen (BOV) processing is complete.

ENDSP does not switch volumes; when the user program wants to switch to the next tape, it must execute **CLOSEV**. Furthermore, for output datasets, data in the I/O Processor (IOP) buffer is not written to tape until **ENDSP** is executed at the beginning of the next tape. When the BOV processing is done, the user program must execute **ENDSP** to terminate special processing. After executing **ENDSP**, the user program can continue to process the tape dataset.

dn	Dataset name or unit number

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

FINDMS – Reads record into data buffers used by random access routines

SYNOPSIS

CALL FINDMS(*dn*,*n*,*irec*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset (for example, *dn*=7 corresponds to dataset **FT07**. Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

n The number of words to be read, as in **READMS** or **WRITMS**. Type integer variable, expression, or constant.

irec As in **READMS** or **WRITMS**, the record name or number to be read into the data buffers. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to FINDMS, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file.

On output from **FINDMS**:
ierr=0 No errors detected
ierr<0 Error detected. *ierr* contains one of the error codes
in following table:

Error Codes	
-6	The user-supplied named index is invalid
-8	The index number is greater than the maximum on the dataset
-10	The named record was not found is the index array
-15	**OPENMS/OPENDR** was not called on this dataset
-17	The index entry is less than or equal to 0 in the users index array
-18	The user-supplied word count is less than or equal to 0
-19	The user-supplied index number is less than or equal to 0

FINDMS asynchronously reads the desired record into the data buffers used by the random access dataset routines for the specified dataset. The next **READMS** or **WRITMS** call waits for the read to complete and transfers data appropriately.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, CHECKMS, WAITMS, ASYNCMS, SYNCMS, OPENDR, WRITDR, READDR, CLOSDR, STINDR, CHECKDR, WAITDR, ASYNCDR, SYNCDR, STINDX

NAME

FSUP, ISUP – Output a value in an argument as blank in Fortran format
FSUPC, ISUPC – Invalidate the function obtained by calling **FSUP** or **ISUP**, returning to ordinary I/O

SYNOPSIS

CALL FSUP(*fvalue*)

CALL ISUP(*ivalue*)

CALL FSUPC

CALL ISUPC

DESCRIPTION

fvalue and *ivalue* are real and integer arguments, respectively. If **FSUP** is not called, F-type, G-type, and E-type values are output as for ordinary Fortran I/O. When **FSUP** is called, all values equal to *fvalue* are output as blanks whenever they are encountered in a formatted I/O operation. **FSUP** may be called again to redefine itself.

FSUPC invalidates the call from **FSUP**, and all types are output as ordinary Fortran I/O.

ISUP and **ISUPC** are the integer equivalents of **FSUP** and **FSUPC**. **ISUP** acts upon I-type, O-type, and Z-type values.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

GETPOS, SETPOS - Returns the current position of interchange tape or mass storage dataset or file; returns to position retained from **GETPOS** request.

SYNOPSIS

CALL GETPOS(*dn,len,pa*[,*stat*])

CALL SETPOS(*dn,len,pa*[,*stat*])

DESCRIPTION

GETPOS returns the current position of the specified interchange tape or mass storage dataset to the Fortran user. **GETPOS** does not alter the dataset's position, but it captures information that you can use later to recover the current position.

SETPOS lets you return to the position retained from the **GETPOS** request. **SETPOS**, like **GETPOS**, can be used on interchange tape or mass storage datasets.

dn Dataset name, file name, or unit number

len Length in Cray words of the position array. This parameter determines the maximum number of position values to return or process. For **SETPOS**, this parameter allows for the addition of more information fields while ensuring that existing codes continue to run. Possible values for *len* are:
1 For disk datasets
2 For tape datasets
3 For disk or tape datasets recorded as a foreign dataset

pa Position array. On exit, *pa* contains the current position information. For **GETPOS**, you should not modify this information. It should be retained to be passed on to **SETPOS**. For **SETPOS**, *pa* contains the desired position information from the **GETPOS** call. The format of the position information is as follows:

- For a disk dataset, one word that contains the current position.
- For a tape dataset, two words; word 0 contains the volume serial number of the current tape reel, and word 1 contains the block number before which the tape unit is positioned.
- For a foreign tape dataset, three words; word 0 contains the block number before which the tape unit is positioned, word 1 contains the volume serial number of the current tape reel, and word 2 contains the block length.

stat Return conditions. This optional parameter returns errors and warnings from the position information routine, as follows:

=0 For **GETPOS**, indicates position information successfully returned. For **SETPOS**, indicates dataset successfully positioned.

≠0 Error or warning encountered during request. Error message number; see coded $IOLIB messages in the COS Message Manual, publication SR-0039.

To set the position of a mass storage dataset, the position must be at a record boundary; that is, at the beginning-of-dataset (BOD), following an end-of-record (EOR) or end-of-file (EOF), or before an end-of-dataset (EOD). A dataset cannot be positioned beyond the current EOD.

SETPOS positions to a logical record when processing a foreign file with the library data conversion support (**FD** parameter on the **ACCESS** and **ASSIGN** control statements). This same capability also exists for mass storage files that have been assigned foreign dataset characteristics.

If foreign dataset conversion has not been requested, the physical tape block and volume position is determined.

For interchange tape dataset, **SETPOS** must synchronize before the dataset can be positioned. Thus, for input datasets, the dataset must be positioned at a Cray EOR. An EOR is added to the EOD before the synchronization if the dataset is an output dataset and the end of the tape block was not already written.

NOTE

For disk files only, **GETPOS** and **SETPOS** also support calls of the following form:

pv = **GETPOS(***dn***)**
CALL SETPOS(*dn*,*pv***)**

where *dn* is the dataset or file name or number, and *pv* is the position value.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems. UNICOS does not support the positioning of blocked files or tapes or of foreign files (those in non-Cray format).

SEE ALSO

GETTP, SETTP, SYNCH

NAME

GETTP - Receives position information about an opened tape dataset or file

SYNOPSIS

CALL GETTP(*dn,len,pa,synch,istat*)

DESCRIPTION

dn Name of the dataset, file, or unit number to get the position information. Must be an integer variable, or an array element containing Hollerith data of not more than 7 characters. This parameter should be of the form '*dn*'L.

len Length in Cray words of the position array *pa*. **GETTP** uses this parameter to determine the maximum number of position values to return. This parameter allows for the addition of more information fields while ensuring that existing codes continue to run. Currently, 15 words are used.

pa Position array. On exit, *pa* contains the current position information, as follows:

pa(1) Volume Identifier of last block processed

pa(2) Characters 1 through 8 of permanent dataset name or file name

pa(3) Characters 9 through 16 of permanent dataset name or file name

pa(4) Characters 17 through 24 of permanent dataset name or file name

pa(5) Characters 25 through 32 of permanent dataset name or file name

pa(6) Characters 33 through 40 of permanent dataset name or file name

pa(7) Characters 41 through 44 of permanent dataset name or file name

pa(8) File section number

pa(9) File sequence number

pa(10) Block number

pa(11) Number of blocks in the circular buffer. On output, blocks not sent to I/O Processor (IOP); on input, always 0.

pa(12) Number of blocks in the IOP buffer

pa(13) Device ID (unit number)

pa(14) Device identifier (name)

pa(15) Generic device name

synch Synchronize tape dataset or file. **GETTP** uses this parameter to determine whether to synchronize the program and an opened tape dataset or file before obtaining position information. Synchronization, if requested, is done according to the current positioning direction.

=0 Do not synchronize tape dataset or file

=1 Synchronize tape dataset or file before obtaining position information

istat Return conditions. This parameter returns errors and warnings from the position routine.

=0 Dataset or file position information successfully returned

≠0 Error or warning encountered during request

The **GETTP** routine lets you receive information about an opened tape dataset or file. The information returned by **GETTP** refers to the last block processed if the dataset is an input dataset. For output datasets, the information returned by **GETTP** can be meaningless unless the tape dataset or file has been synchronized.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

SETTP, GETPOS, SYNCH

NAME

GETWA, SEEK – Synchronously and asynchronously reads data from the word-addressable, random access dataset

SYNOPSIS

CALL GETWA(*dn,result,addr,count*[*,ierr*])

CALL SEEK(*dn,addr,count*[*,ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset (for example, *dn*=7 corresponds to FT07). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

result Variable or array of any type. The location in the user program where the first word is placed.

addr For **GETWA**, the word location of the dataset from which the first word is transferred. For **SEEK**, the word address of the next read. Specify a type integer variable, expression, or constant.

count For **GETWA**, the number of words from result written from the dataset into user memory. For **SEEK**, the number of words of the next read. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **GETWA** or **SEEK**, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from **GETWA**:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes in the following table:

Error Codes	
-1	Illegal unit number
-2	The number of datasets has exceeded memory or size availability
-3	User attempt to read past end-of-data (EOD)
-4	The user-supplied word address less than or equal to 0
-5	User-requested word count greater than maximum allowed
-6	Illegal dataset name
-7	User word count less than or equal to 0

The **SEEK** and **GETWA** calls are used together. The **SEEK** call reads the data asynchronously; the **GETWA** call waits for I/O to complete and then transfers the data. The **SEEK** call moves the last write operation pages from memory to disk, loading the user-requested word addresses to the front of the I/O buffers. You can load as much data as fits into the dataset buffers. Subsequent **GETWA** and **PUTWA** calls that reference word addresses in the same range do not cause any disk I/O.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTE

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

GETWA is not internally locked. You must lock each call to **GETWA** if it is called from more than one task.

EXAMPLE

Assume you want to use a routine that reads word addresses 1,000,000 to 1,051,200. A dataset is opened with 101 blocks of buffer space, and **CALL SEEK(*dn*,1000000,51200,*ierr*)** is used before calling the routine. Subsequent **GETWA** or **PUTWA** calls with word addresses in the range of 1,000,000 to 1,051,200 do not trigger any disk I/O.

SEE ALSO

WOPEN, WCLOSE, PUTWA, APUTWA

NAME

GETWAU – Asynchronously reads a number of words from the disk, directly to user

SYNOPSIS

CALL GETWAU(*dn,result,addr,count*[,*ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset (for example, *dn*=7 corresponds to FT07). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

result Variable or array of any type. The location in the user program at which the first word is placed.

addr The word location of the dataset from which the first word is read. Starts with 1, not 0. The word location must specify a sector boundary. That is, it must be of the form (n*512)+1 for n=0,1,2,....

count The number of words to read from disk. Must be a multiple of 512.

ierr Error control and code. Specify a type integer variable. If *ierr* is not supplied, an error aborts the job.

On output from GETWAU:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes in the following table:

Error Codes	
–1	Illegal unit number
–2	The number of files has exceeded memory or size availability
–3	User attempt to read past end-of-data (EOD)
–4	The user-supplied word address less than or equal to 0
–5	User-requested word count greater than maximum allowed
–6	Illegal dataset name
–7	User word count less than or equal to 0

NOTES

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

GETWAU is not internally locked. You must lock each call to **GETWAU** if it is called from more than one task.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

WINITU, WRITEWA, READWA

NAME

OPENMS, OPENDR – Opens a local dataset as a random access dataset that can be accessed or changed by the record-addressable, random access dataset I/O routines

SYNOPSIS

CALL **OPENMS**(*dn*,*index*,*length*,*it*[,*ierr*])

CALL **OPENDR**(*dn*,*index*,*length*,*it*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset (for example, *dn*=7 corresponds to dataset **FT07**). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

index The name of the array in the user program that is going to contain the master index to the records of the dataset. Specify a type integer array. This array must be changed only by the random access dataset I/O routines. *index* should be a multiple of 512 words.

length The length of the index array. Specify a type integer variable, expression, or constant. The length of *index* depends upon the number of records on or to be written to the dataset using the master index and upon the type of master index. The *length* specification must be at least 2**nrec* if *it*=1 or 3, or *nrec* if *it*=0 or 2. *nrec* is the number of records in or to be written to the dataset using the master index.

it Flag indicating the type of master index. Specify a type integer variable, expression, or constant.

it=0 Records synchronously referenced with a number between 1 and *length*

it=1 Records synchronously referenced with an alphanumeric name of 8 or fewer characters

it=2 Records asynchronously referenced with a number between 1 and *length*

it=3 Records asynchronously referenced with an alphanumeric name of 8 or fewer characters

For a named index, odd-numbered elements of the index array contain the record name, and even-numbered elements of the index array contain the pointers to the location of the record within the dataset. For a numbered index, a given index array element contains the pointers to the location of the corresponding record within the dataset.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **OPENMS/OPENDR**, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

If you set *ierr*>0 on input to **OPENMS/OPENDR**, error messages are not placed in the logfile. Otherwise, an error code is returned, and the error message is added to the job's logfile. **OPENMS/OPENDR** writes an open message to the logfile whether or not the value of *ierr* selects log messages.

On output from **OPENMS/OPENDR:**

ierr=0 No errors detected

<0 Error detected. *ierr* contains one of the following error codes:

Error Codes	
-1	The dataset name or unit number is illegal
-2	The user-supplied index length is less than or equal to 0
-3	The number of datasets has exceeded memory or size availability
-4	The dataset index length read from the dataset is greater than the user-supplied index length (nonfatal message)
-5	The user-supplied index length is greater than the index length read from the dataset (nonfatal message)
-11	The index word address read from the dataset is less than or equal to 0
-12	The index length read from the dataset is less than 0
-13	The dataset has a checksum error
-14	OPENMS has already opened the dataset
-20	Dataset created by WRITDR/WRITMS

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTES

A file opened with **OPENMS** should only be closed by **CLOSMS**. If you close the file in some other way, the future behavior of the program is unpredictable.

SEE ALSO

WRITMS, READMS, CLOSMS, FINDMS, CHECKMS, WAITMS, ASYNCMS, SYNCMS, WRITDR, READDR, CLOSDR, STINDR, CHECKDR, WAITDR, ASYNCDR, SYNCDR, STINDX

NAME

PROCBOV – Allows special processing at beginning-of-volume (BOV) (obsolete)

SYNOPSIS

CALL PROCBOV(*dn*,*iprc*)

DESCRIPTION

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or unit number of the dataset.

iprc Type INTEGER variable

= 1 Special processing at BOV
= 2 Continue normal I/O
=-1 End-of-data (close tape dataset)

The user program can use **PROCBOV** to inform COS that it intends to reposition or perform special I/O processing to the tape. This routine assumes that the tape dataset is positioned at BOV. **PROCBOV** allows special processing at beginning-of-volume. This routine may also be used to continue normal I/O or close the tape dataset.

NOTE

Cray Research discourages the use of the **CONTPIO**, **PROCBOV**, **PROCEOV**, **SWITCHV**, and **SVOLPROC** routines. Instead, use **CLOSEV**, **SETSP**, **STARTSP**, and **ENDSP** when creating special tape processing routines to handle end-of-volume conditions.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CHECKTP, CONTPIO, PROCEOV, SWITCHV, SVOLPRC

NAME

PROCEOV – Begins special processing at end-of-volume (EOV) (obsolete)

SYNOPSIS

CALL PROCEOV(*dn,iprc*)

DESCRIPTION

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or unit number of the dataset.

iprc Type **INTEGER** variable.

= 0 Special processing at EOV
= 1 Special processing at BOV
= 2 Continue normal I/O
=-1 End-of-data (close tape dataset)

The user program can use **PROCEOV** to inform COS that it intends to reposition or perform special I/O processing to the tape. This routine assumes that the tape dataset is positioned at EOV. **PROCEOV** allows special processing at BOV EOV. This routine may also be used to continue normal I/O or to close the tape dataset.

NOTE

Cray Research discourages the use of the **CONTPIO**, **PROCBOV**, **SWITCHV**, **PROCEOV**, and **SVOLPROC** routines. Instead, use **CLOSEV**, **SETSP**, **STARTSP**, and **ENDSP** when creating special tape processing routines to handle end-of-volume conditions.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CHECKTP, CONTPIO, PROCBOV, SWITCHV, SVOLPRC

NAME

PUTWA, APUTWA – Writes to a word-addressable, random-access dataset

SYNOPSIS

CALL PUTWA(*dn,source,addr,count*[*,ierr*])

CALL APUTWA(*dn,source,addr,count*[*,ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant or the unit number of the dataset. Specify a type integer variable, expression, or constant.

source Variable or array of any type. The location of the first word in the user program to be written to the dataset.

addr The word location of the dataset that is to receive the first word from the user program. *addr*=1 indicates beginning of file. Specify a type integer variable, expression, or constant.

count The number of words from source to be written. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **PUTWA**, *ierr* returns any error codes to you. If *ierr* is not supplied, an error causes the job to abort.

On output from PUTWA/APUTWA:

ierr=0	No errors detected
-1	Invalid unit number
-2	Number of datasets has exceeded memory size availability
-4	User-supplied word address less than or equal to 0
-5	User-requested word count greater than maximum allowed
-6	Invalid dataset name
-7	User word count less than or equal to 0

PUTWA synchronously writes a number of words from memory to a word-addressable, random-access dataset. **APUTWA** asynchronously writes a number of words from memory to a word-addressable, random-access dataset.

NOTE

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

PUTWA is not internally locked. You must lock each call to **PUTWA** if it is called from more than one task.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

WOPEN, WCLOSE, GETWA, SEEK

NAME

PUTWAU – Writes to a word-addressable, random-access dataset, unbuffered

SYNOPSIS

CALL PUTWAU(*dn*,*source*,*addr*,*count*[,*ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset. Specify a type integer variable, expression, or constant.

source Variable or array of any type. The location of the first word in the user program to be written to the dataset.

addr The word location of the dataset that is to receive the first word from the user program. *addr*=1 indicates beginning of file. Specify a type integer variable, expression, or constant. The word location must specify a sector boundary. That is, it must be of the form (n*512)+1 for n=0,1,2,....

count The number of words from *source* to be written. Must be a multiple of 512. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **PUTWAU**, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from **PUTWAU**:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes in the following table:

Error Codes	
–1	Invalid unit number
–2	The number of datasets has exceeded memory or size availability
–4	The user-supplied word address less than or equal to 0
–5	User-requested word count greater than maximum allowed
–6	Invalid dataset name
–7	User word count less than or equal to 0

PUTWAU asynchronously writes a number of words from memory to a word-addressable, random-access dataset.

NOTES

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

PUTWAU is not internally locked. You must lock each call to **PUTWAU** if it is called from more than one task.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

WOPEN, WCLOSE, GETWA, SEEK

NAME

READ, READP – Reads words, full or partial record modes

SYNOPSIS

CALL **READ**(*dn,word,count,status,ubc*)

CALL **READP**(*dn,word,count,status,ubc*)

DESCRIPTION

dn Unit number or file name as a Hollerith in seven characters or less ('**MYFILE**')

word Word-receiving data area, such as a variable or array

count On entry, the number of words requested. (Do not specify a constant.) On exit, the number of words actually transferred.

status On exit, *status* has one of the following values:
=-1 Words remain in record
= 0 EOR
= 1 Null record
= 2 End-of-file (EOF)
= 3 End-of-data (EOD)
= 4 Hardware error

ubc Optional unused bit count. Number of unused bits contained in the last word of the record.

READ and **READP** move words of data from disk to a user's variable or array. They are intended to read COS blocked datasets. After reading less than a full record from disk, **READ** leaves the file positioned at the beginning of the next record, while **READP** leaves the file positioned at the next item in the record just read.

EXAMPLE

The following example reads the first two words of two consecutive records:

```
 INTEGER REC(10)
NUM = 2
CALL READ(DN=15, REC, NUM)
NUM = 2
CALL READ(DN=15, REC, NUM)
STOP
```

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

READC, READCP, READIBM, WRITE, WRITEP, WRITEC, WRITECP, WRITIBM, SKIPBAD, ACPTBAD

NAME

READC, READCP – Reads characters, full or partial record mode

SYNOPSIS

CALL READC(*dn,char,count,status***)**

CALL READCP(*dn,char,count,status***)**

DESCRIPTION

dn Unit number

char Character-receiving data area

count On entry, the number of characters requested. On exit, the number of characters actually transferred.

status On exit, *status* has one of the following values:
=-1 Characters remain in record
= 0 End-of-record (EOR)
= 1 Null record
= 2 End-of-file (EOF)

Read character routines unpack characters from the I/O buffer and insert them into the user data area beginning at the first word address. Characters are placed into the data area one character per word, right-justified. This process continues until the count is satisfied or an EOR is encountered. If an EOR is encountered first, the remainder of the field specified by the character count is filled with blanks. Blank expansion is performed on the characters read from the buffer to the data area.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

READ, READP, READIBM, WRITE, WRITEP, WRITEC, WRITECP, WRITIBM, SKIPBAD, ACPTBAD

NAME

READIBM – Reads two IBM 32-bit floating-point words from each Cray 64-bit word

SYNOPSIS

CALL READIBM(*dn,fwa,word,increment***)**

DESCRIPTION

dn Dataset name or unit number

fwa First word address (FWA) of the user data area

word Number of words needed

increment Increment of the IBM words read

On exit, the IBM 32-bit format is converted to the equivalent Cray 64-bit value. The Cray 64-bit words are stored in the user data area.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

READ, READP, READC, READCP, WRITE, WRITEP, WRITEC, WRITECP, WRITIBM, SKIPBAD, ACPTBAD

NAME

READMS, READDR – Reads a record from a random access dataset

SYNOPSIS

CALL READMS(*dn,ubuff,n,irec*[,*ierr*])

CALL READDR(*dn,ubuff,n,irec*[,*ierr*])

DESCRIPTION

READMS and **READDR** read records from a random access dataset to a contiguous memory area in the user's program.

dn The name of the dataset as a Hollerith constant or the unit number of the dataset. Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

ubuff The location in your program where the first word of the record is placed. User-specified type.

n The number of words to be read. Specify a type integer variable, expression, or constant. *n* words are read from the random access record *irec* and placed contiguously in memory, beginning at *ubuff.* If necessary, **READDR** rounds *n* up to the next multiple of 512 words. If the file is in synchronous mode, the data is saved and restored after the read.

irec The record number or record name of the record to be read. Specify a type integer variable, expression, or constant. A record name is limited to a maximum of 8 characters. For a numbered index, *irec* must be between 1 and the length of the index declared in the **OPENMS/OPENDR** call, inclusive. For a named index, *irec* is any 64-bit entity you specify.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **READMS/READDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the logfile. Otherwise, an error code is returned, and the message is added to the job's logfile.

On output from **READMS/READDR**:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes
in the following table:

Error Codes	
-1	The dataset name or unit number is invalid
-6	The user-supplied named index is invalid
-7	The named record index array is full
-8	The index number is greater than the maximum on the dataset
-9	Rewrite record exceeds the original
-10	The named record was not found is the index array
-15	OPENMS/OPENDR was not called on this dataset
-17	The index entry is less than or equal to 0 in the users index array
-18	The user-supplied word count is less than or equal to 0
-19	The user-supplied index number is less than or equal to 0

WARNING

If you are using **READDR** in asynchronous mode, and the record size is not a multiple of 512 words, user data can be overwritten and not restored. With **SYNCDR**, the dataset can be switched to read synchronously, causing data to be copied out and restored after the read has completed.

NOTE

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

READMS and **READDR** are not internally locked. You must lock each call to these routines if they are called from more than one task.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, CLOSMS, FINDMS, CHECKMS, WAITMS, ASYNCMS, SYNCMS, OPENDR, WRITDR, CLOSDR, STINDR, CHECKDR, WAITDR, ASYNCDR, SYNCDR, STINDX

NAME

RNLFLAG, RNLDELM, RNLSEP, RNLREP, RNLCOMM – Adds or deletes characters from the set of characters recognized by the **NAMELIST** input routine

SYNOPSIS

CALL RNLFLAG(*char,mode*)

CALL RNLDELM(*char,mode*)

CALL RNLSEP(*char,mode*)

CALL RNLREP(*char,mode*)

CALL RNLCOMM(*char,mode*)

DESCRIPTION

char For **RNLFLAG**, an echo character. Default is 'E'.
For **RNLDELM**, a delimiting character. Default is '$' and '&'.
For **RNLSEP**, a separator character. Default is ','.
For **RNLREP**, a replacement character. Default is '='.
For **RNLCOMM**, a trailing comment indicator. Defaults are ':' and ';'.

mode =0 Delete character
≠0 Add character

In each of these user-control subroutine argument lists, *char* is a character specified as 1L*x* or 1R*x*.

RNLFLAG adds or removes *char* from the set of characters that, if found in column 1, initiates echoing of the input lines to $OUT.

RNLDELM adds or removes *char* from the set of characters that precede the **NAMELIST** group name and signal end-of-input.

RNLSEP adds or removes *char* from the set of characters that must follow each constant to act as a separator.

RNLREP adds or removes *char* from the set of characters that occur between the variable name and the value.

RNLCOMM adds or removes *char* from the set of characters that initiate trailing comments on a line.

No checks are make to determine the reasonableness, usefulness, or consistency of these changes.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNLSKIP, RNLECHO, RNLTYPE, WNL, WNLLONG, WNLLINE

NAME

RNLECHO – Specifies output unit for **NAMELIST** error messages and echo lines

SYNOPSIS

CALL RNLECHO(*unit*)

DESCRIPTION

unit Output unit to which error messages and echo lines are sent. If *unit*=0, error messages and lines echoed because of an E in column 1 go to $OUT (default).

If *unit* ≠0, error messages and input lines are echoed to *unit*, regardless of any echo flags present. If *unit*=6 or *unit*=101, $OUT is implied.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLSKIP, RNLTYPE WNL, WNLLONG, WNLLINE

NAME

RNLSKIP – Takes appropriate action when an undesired NAMELIST group is encountered

SYNOPSIS

CALL RNLSKIP(*mode*)

DESCRIPTION

mode	<0	Skips the record and issues a logfile message (default)
	=0	Skips the record
	>0	Aborts the job or goes to the optional ERR= branch

RNLSKIP determines action if the NAMELIST group encountered is not the desired group.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLSKIP, RNLECHO WNL, WNLLONG, WNLLINE

NAME

RNLTYPE – Determines action if a type mismatch occurs across the equal sign on an input record

SYNOPSIS

CALL RNLTYPE(*mode*)

DESCRIPTION

mode	≠0	Converts the constant to the type of the variable (default)
	=0	Aborts the job or goes to the optional ERR= branch

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLSKIP, RNLECHO WNL, WNLLONG, WNLLINE

NAME

SETSP – Requests notification at the end of a tape volume

SYNOPSIS

CALL SETSP(*dn*,*on*)

DESCRIPTION

SETSP informs the operating system that you wish to perform extra processing when the end of a tape volume is reached. You must call SYNCH to ensure all data is written to tape before calling SETSP.

After the user program has called SETSP, the end-of volume (EOV) condition is set when the tape is positioned after the last data block. For an input dataset, this occurs after the system has read the last data block on the volume. For an output dataset, this occurs when end-of-tape (EOT) status is detected.

Automatic volume switching is not done by COS following the successful execution of SETSP with the *on* parameter non-zero. If you want to switch volumes, call CLOSEV.

dn Dataset name or unit number

on Type LOGICAL variable, expression, or constant. A value of .FALSE. turns off special processing. A value of .TRUE. turns on special processing.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

STARTSP, ENDSP, CLOSEV

NAME

SETTP – Positions a tape dataset or file at a tape block of the dataset or file

SYNOPSIS

CALL SETTP(*dn,nbs,nb,nvs,nv,vi,synch,istat*)

DESCRIPTION

dn Name of the dataset or file or unit number to be positioned. Must be an integer variable, or an array element containing Hollerith data of not more than 7 characters. This parameter should be of the form '*dn*'L.

nbs Block number request sign. This parameter must be set to either '+'L, '-'L, or ' 'L. See the block number parameter (*nb*) for usage detail.

nb Block number or number of blocks to forward space or backspace from the current position. The direction of the positioning is specified by the block number request sign parameter ***nbs***.

+nb Specifies the number of blocks to forward space from the current position. The *nbs* parameter should be set to '+'L when forward block positioning is desired. The + sign is invalid if either *nv* or *vi* is requested.

-nb Specifies the number of blocks to backspace from the current position. The *nbs* parameter should be set to '-'L when backward block positioning is desired. The - sign is invalid if either *nv* or *vi* is requested.

nb Specifies the absolute block number to be positioned to. The *nbs* parameter should be set to a blank (' 'L) when absolute block positioning is desired.

nvs Volume number request sign. This parameter must be set to '+'L, '-'L, or ' 'L. See the volume number parameter (*nv*) for usage details.

nv Volume number or number of volumes to forward space or backspace from the current position. This parameter should be set equal to a binary volume number or number of volumes to forward space or backspace. This direction of the positioning is specified by the volume number request sign parameter *nvs*. This parameter is invalid if *vi* is also requested.

+nv Specifies the number of volumes to forward space from the current volume. The *nvs* parameter should be set to '+'L when forward volume positioning is desired. An *nb* request must not be specified with + or - signs.

-nv Specifies the number of volumes to backspace from the current volume. The *nvs* parameter should be set to '-'L when forward volume positioning is desired. A *nb* request must not be specified with + or - signs.

nv Specifies the absolute volume number to be positioned to. The *nvs* parameter should be set to ' 'L when absolute volume positioning is desired.

vi Volume identifier to be mounted. This parameter is invalid if *nv* is also requested. Also, *nb* must not be specified without + or - signs. The volume identifier must be left-justified, zero-filled.

synch Synchronize tape dataset. **SETTP** uses this parameter to determine whether to synchronize the program and an opened tape dataset before positioning. Synchronization, if requested, is done according to the current positioning direction.

=0 Do not synchronize tape dataset or file

=1 Synchronize tape dataset or file before positioning

istat Return conditions. This parameter is used to return errors and warnings from the position routine.

=0 Dataset or file successfully positioned

≠0 Error or warning encountered during request

SETTP allows you to position a tape dataset at a particular tape block of the dataset. Data blocks on the tape are numbered so that block number 1 is the first data block on a tape. Before a tape dataset is positioned with **SETTP**, the dataset must be synchronized with the **SYNCH** routine or with the synchronization parameter on the **SETTP** request.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

GETTP, SYNCH, GETPOS

NAME

SKIPBAD – Skips bad data

SYNOPSIS

CALL SKIPBAD(*dn,blocks,termcnd***)**

DESCRIPTION

dn Dataset name or unit number

blocks On exit, contains the number of blocks skipped.

termcnd On exit, termination condition.

<0 Not positioned at end-of-block
=0 Positioned at end-of-block
=1 If 1, positioned at end-of-file

SKIPBAD allows you to skip bad data so that no bad data is sent to the user-specified buffer.

EXAMPLE

```
      PROGRAM EXAMPLE2
      IMPLICIT INTEGER(A - Z)
      REAL UNIT, UNITSTAT
      PARAMETER(NBYTES=400000,NDIM=NBYTES/8,DN=99)
      DIMENSION BUFFER(1:NDIM)
 2000 CONTINUE
      NWORDS = NDIM
      CALL READ(DN,BUFFER,NWORDS,STATUS)
      UNITSTAT = UNIT(DN)
      IF(STATUS.EQ.4 .OR. UNITSTAT.GT.0.0) THEN !Parity error
        CALL SKIPBAD(DN,BLOCKS,TERCND)
        IF(TERMCND.LT.0) THEN
          CALL ABORT("SKIPBAD should position tape at EOR/EOF
             ENDIF
      STOP 'COMPLETE'
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

ACPTBAD

NAME

STARTSP – Begins user EOV and BOV processing

SYNOPSIS

CALL STARTSP(*dn*)

DESCRIPTION

STARTSP starts special end-of-volume (EOV) and beginning-of-volume processing. No special-processing I/O to the tape occurs until this routine (or the implementing macro) has been executed. The user program must inform COS that it intends to reposition or perform special I/O to the tape by executing the **STARTSP** routine.

After executing the **STARTSP** routine, the user program can issue **READ, WRITE**, and **SETTP** requests. When processing is done, the user program must execute **ENDSP** to inform COS that special processing is complete. **STARTSP** does not switch volumes; when the user program wants to switch to the next tape, you must invoke **CLOSEV**. Moreover, after you execute **STARTSP** and before you execute **ENDSP**, the **CLOSEV** call is the only method to perform volume switching for the user program.

Call **SYNCH** before executing **STARTSP**. For output datasets, the data in the IOP buffer is not written to tape until the **ENDSP** call at the beginning of the next tape.

dn	Dataset name or unit number

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

STINDX, STINDR – Allows an index to be used as the current index by creating a subindex

SYNOPSIS

CALL STINDX(*dn,index,length,it*[*,ierr*])

CALL STINDR(*dn,index,length,it*[*,ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the file. Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

index The user-supplied array used for the subindex or new current index. Specify a type integer array. If *index* is a subindex, it must be a storage area that does not overlap the area used in **OPENMS/OPENDR** to store the master index.

length The length of the index array. Specify a type integer variable, expression, or constant. The length of *index* depends upon the number of records on or to be written to the dataset using the master index and upon the type of master index. If *it*=1, *length* must be at least twice the number of records on or to be written to the dataset using *index*. If *it*=0, *length* must be at least the number of records on or to be written to the dataset using *index*.

it A flag to indicate the type of index. Specify a type integer variable, expression, or constant. When *it*=0, the records are referenced with a number between 1 and *length*. When *it*=1, the records are referenced with an alphanumeric name of 8 or fewer characters. For a named index, odd-numbered elements of the index array contain the record name, and even-numbered elements of the index array contain pointers to the location of the record within the dataset. For a numbered index, a given index array element contains pointers to the location of the corresponding record within the dataset. The index type defined by **STINDX/STINDR** must be the same as that used by **OPENMS/OPENDR**.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **STINDX/STINDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file.

On output from **STINDX/STINDR**:

ierr=0 No errors detected

<0 Error detected. *ierr* contains one of the error codes described in the following table:

Error Codes	
-1	The dataset name or unit number is invalid
-15	OPENMS/OPENDR was not called on this dataset
-16	A STINDX/STINDR

STINDX/STINDR reduce the amount of memory needed by a dataset containing a large number of records. It also maintains a dataset containing records logically related to each other. Records in the dataset, rather than records in the master index area, hold secondary pointers to records in the dataset.

STINDX/STINDR allow more than one index to manipulate the dataset. Generally, **STINDX/STINDR** toggle the index between the master index (maintained by **OPENMS/OPENDR** and **CLOSMS/CLOSDR**) and a subindex (supplied and maintained by you).

You must maintain and update subindex records stored in the dataset. Records in the dataset can be accessed and changed only by using the current index.

After a **STINDX/STINDR** call, subsequent calls to **READMS/READDR** and **WRITMS/WRITDR** use and alter the current index array specified in the **STINDX/STINDR** call. You can save the subindex by calling **STINDX/STINDR** with the master index array, then writing the subindex array to the dataset using **WRITMS/WRITDR.** Retrieve the subindex by calling **READMS/READDR** on the record containing the subindex information. Thus, **STINDX/STINDR** allow logically infinite index trees into the dataset and reduces the amount of memory needed for a random access dataset containing many records.

CAUTION

When generating a new subindex (for example, building a database), set the array or memory area used for the subindex to 0. If the subindex storage is not set to 0, unpredictable results occur.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, FINDMS, CHECKMS, WAITMS, ASYNCMS, SYNCMS, OPENDR, WRITDR, READDR, CLOSDR, CHECKDR, WAITDR, ASYNCDR, SYNCDR

NAME

SVOLPRC – Initializes/terminates special BOV/EOV processing (obsolete)

SYNOPSIS

CALL SVOLPRC(*dn,iflag*)

DESCRIPTION

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or unit number of the dataset.

iflag Type **INTEGER** variable

=1 Turn BOV/EOV processing ON
=0 Turn BOV/EOV processing OFF

SVOLPRC should be called to inform the operating system that you wish to perform extra processing when the end of a tape volume is reached. Calling **SVOLPRC** with the OFF flag indicates that the user program no longer needs to be notified of EOV conditions. COS does not perform automatic volume switching following an **SVOLPRC** call with the ON flag set.

NOTE

Cray Research discourages the use of the **CONTPIO**, **PROCBOV**, **PROCEOV**, **SWITCHV**, and **SVOLPROC** routines. Instead, use **CLOSEV**, **SETSP**, **STARTSP**, and **ENDSP** when creating special tape processing routines to handle end-of-volume conditions.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CHECKTP, CONTPIO, PROCBOV, PROCEOV, SWITCHV

NAME

SWITCHV – Switches tape volume

SYNOPSIS

CALL SWITCHV(*dn,iprc,istat,icbuf*)

DESCRIPTION

dn Type **INTEGER** variable, expression, or constant. The name of the dataset as a Hollerith constant or unit number of the dataset.

iprc Type **INTEGER** variable. Processing option at EOV.

= 1 Continue processing at EOV
= 0 Stop at EOV and return tape status information

istat Type **INTEGER** variable

=-1 No status
= 0 EOV
= 1 Tape off reel
= 2 Tape mark detected
= 3 Blank tape detected

icbuf Type **INTEGER** variable. Circular I/O buffer status.

= 0 Circular I/O buffer empty
= 1 Circular I/O buffer not empty

The user program can use **SWITCHV** to switch to the next tape volume and to check on a tape dataset's condition.

NOTE

Cray Research discourages the use of the **CONTPIO**, **PROCBOV**, **PROCEOV**, **SWITCHV**, and **SVOLPROC** routines. Instead, use **CLOSEV**, **SETSP**, **STARTSP**, and **ENDSP** when creating special tape processing routines to handle end-of-volume conditions.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CHECKTP, CONTPIO, PROCBOV, PROCEOV, SVOLPRC

NAME

SYNCH – Synchronizes the program and an opened tape dataset

SYNOPSIS

CALL SYNCH(*dn,pd,istat*)

DESCRIPTION

dn Name of the dataset or unit number to be synchronized. Must be a type integer variable or an array element containing Hollerith data of not more than 7 characters. This parameter should be of the form '*dn*'L.

pd Processing direction:

=0 Input dataset

≠0 Output dataset

istat Return conditions. This parameter returns errors and warnings from the position routine.

=0 Dataset successfully synchronized

≠0 Error or warning encountered during request, as follows:
=1 Execution error
=2 Datasct is not a tape dataset.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

GETTP, SETTP, GETPOS, SETPOS

NAME

SYNCMS, SYNCDR – Sets I/O mode for random access routines to synchronous

SYNOPSIS

CALL SYNCMS(*dni*[,*ierr*])

CALL SYNCDR(*dni*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset. Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **SYNCMS/SYNCDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the logfile. Otherwise, an error code is returned, and the message is added to the job's logfile.

On output from SYNCMS/SYNCDR:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the following error codes:

Error Codes	
-1	The dataset name or unit number is invalid
-15	OPENMS/OPENDR was not called on this dataset

All I/O operations wait for completion.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, FINDMS, CHECKMS, WAITMS, ASYNCMS, OPENDR, WRITDR, READDR, CLOSDR, STINDR, CHECKDR, WAITDR, ASYNCDR, STINDX

NAME

WAITMS, WAITDR – Waits for completion of an asynchronous I/O operation

SYNOPSIS

CALL WAITMS(*dn*,*istat*[,*ierr*])

CALL WAITDR(*dn*,*istat*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset. Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

istat Dataset Error flag. Specify a type integer variable.
istat=0 No error occurred during the asynchronous I/O operation
=1 Error occurred during the asynchronous I/O operation

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **WAITMS/WAITDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the logfile. Otherwise, an error code is returned, and the message is added to the job's logfile.

On output from **WAITMS/WAITDR**:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes described in the following table:

Error Codes	
-1	The dataset name or unit number is invalid
-15	OPENMS/OPENDR was not called on this dataset

A status flag is returned to you, indicating whether or not the I/O on the specified dataset was completed without error.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

OPENMS, WRITMS, READMS, CLOSMS, FINDMS, CHECKMS, ASYNCMS, SYNCMS, OPENDR, WRITDR, READDR, CLOSDR, STINDR, CHECKDR, ASYNCDR, SYNCDR, STINDX

NAME

WCHECK – Checks word-addressable file status

SYNOPSIS

CALL WCHECK(*dn,stat*[*,ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset (for example, *dn*=7 corresponds to FT07). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

stat Status code

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to WCHECK, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from WCHECK:

stat=0 No file activity
=1 File is active when called

ierr=0 No errors detected
= 5 Check on a file that is not open
=–1 Invalid unit number
=–6 Invalid dataset name

NOTES

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

PUTWAU, GETWAU

NAME

WCLOSE – Closes a word-addressable, random-access dataset

SYNOPSIS

CALL WCLOSE(*dn*[,*ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable, expression, or constant. If you supply *ierr* on the call to **WCLOSE**, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from **WCLOSE**:
ierr=0 No errors detected
=–1 Invalid unit number
=–6 Invalid dataset name

WCLOSE finalizes the additions and changes to the word-addressable, random-access dataset and closes the dataset.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

WOPEN, PUTWA, APUTWA, GETWA, SEEK

NAME

WCLOSEU – Closes a word-addressable, unbuffered random-access dataset

SYNOPSIS

CALL WCLOSEU(*dn*[,*ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset. Specify a type integer variable, expression, or constant.

ierr Error control and code. Specify a type integer variable, expression, or constant. If you supply *ierr* on the call to WCLOSE, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from WCLOSE:
ierr=0 No errors detected
=–1 Invalid unit number
=–6 Invalid dataset name

WCLOSEU finalizes the additions and changes to the word-addressable, random-access dataset and closes the dataset.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

WOPEN, PUTWA, APUTWA, GETWA, SEEK

NAME

WNLFLAG, WNLDELM, WNLSEP, WNLREP – Provides user control of output format

SYNOPSIS

CALL **WNLFLAG**(*char*)

CALL **WNLDELM**(*char*)

CALL **WNLSEP**(*char*)

CALL **WNLREP**(*char*)

DESCRIPTION

char For **WNLFLAG**, the first ASCII character of the first line. Default is blank.
For **WNLDELM**, a **NAMELIST** delimiter. Default is '&'.
For **WNLSEP**, a **NAMELIST** separator. Default is ','.
For **WNLREP**, a **NAMELIST** replacement character. Default is '='.

WNLFLAG changes the character written in column 1 of the first line from blank to *char*. Typically, *char* is used for carriage control if the output is to be listed, or for forcing echoing if the output is to be used as input for **NAMELIST** reads.

WNLDELM changes the character preceding the group name and **END** from '&' to *char*.

WNLSEP changes the separator character immediately following each value from ',' to *char*.

WNLREP changes the replacement operator that comes between *name* and *value* from '=' to *char*.

In each of these subroutines, *char* can be any ASCII character specified by 1L*x* or 1R*x*. No checks are made to determine if *char* is reasonable, useful, or consistent with other characters. If the default characters are changed, use of the output line as **NAMELIST** input might not be possible.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLECHO, RNLSKIP, RNLTYPE WNLLINE, WNLLONG

NAME

WNLLINE – Allows each **NAMELIST** variable to begin on a new line

SYNOPSIS

CALL WNLLINE(*value*)

DESCRIPTION

value	=0	No new line
	=1	New line for each variable

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLECHO, RNLSKIP, RNLTYPE WNL, WNLLONG

NAME

WNLLONG – Indicates output line length

SYNOPSIS

CALL WNLLONG(*length*)

DESCRIPTION

length Output line length; 8<*length*<161 or *length*=-1 (-1 specifies default of 133 unless the unit is 102 or **$PUNCH**, in which case the default is 80).

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

RNL, RNLECHO, RNLSKIP, RNLTYPE WNL, WNLLINE

NAME

WOPEN – Opens a word-addressable, random-access dataset

SYNOPSIS

CALL WOPEN(*dn*,*blocks*,*istats*[,*ierr*])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset (for example, 7 corresponds to FT07). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

blocks The maximum number of 512-word blocks that the word-addressable package can use for a buffer. Specify a type integer variable, expression, or constant.

istats Specify a type integer variable, expression, or constant. If *istats* is nonzero, statistics about the changes and accesses to the dataset *dn* are collected. (See the following table for information about the statistics that are collected.) Under COS, these statistics are written to dataset $STATS and can be to $OUT by using the following control statements or their equivalents after the dataset has been closed by **WCLOSE.**

```
REWIND,DN=$STATS.

COPYD,I=$STATS,O=$OUT.
```

Under UNICOS, statistics are written to **stderr.**

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **WOPEN,** *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from **WOPEN:**

ierr=**0**	No errors detected
–1	Invalid unit number
–2	Number of datasets has exceeded memory size availability
–6	Invalid dataset name

WOPEN opens a dataset and specifies it as a word-addressable, random-access dataset that can be accessed or changed with the word-addressable I/O routines. The **WOPEN** call is optional.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

WCLOSE, PUTWA, APUTWA, GETWA, SEEK

MESSAGES

WOPEN Statistics	
Message	Description
BUFFERS USED =	Number of 512-word buffers used by this dataset
TOTAL ACCESSES =	Number of accesses. This is the sum of the **GETWA** and **PUTWA** calls.
GETS =	Number of times the user called **GETWA**
PUTS =	Number of times the user called **PUTWA**
FINDS =	Number of times the user called **SEEK**
HITS =	Number of times word addresses desired were resident in memory
MISSES =	Number of times no word addresses desired were resident in memory
PARTIAL HITS =	Number of times that some but not all of the word addresses desired were in memory
DISK READS =	Number of physical disk reads done
DISK WRITES =	Number of times a physical disk was written to
BUFFER FLUSHES =	Number of times buffers were flushed
WORDS READ =	Number of words moved from buffers to user
WORDS WRITTEN =	Number of words moved from user to buffers
TOTAL WORDS =	Sum of **WORDS READ** and **WORDS WRITTEN**
TOTAL ACCESS TIME =	Real time spent in disk transfers
AVER ACCESS TIME =	**TOTAL ACCESS TIME** divided by the sum of **DISK READS** and **DISK WRITES**
EOD BLOCK NUMBER =	Number of the last block of the dataset
DISK WORDS READ =	Count of number of words moved from disk to buffers
DISK WDS WRITTEN =	Count of number of words moved from buffers to disk
TOTAL DISK XFERS =	Sum of **DISK WORDS READ** and **DISK WORDS WRITTEN**
BUFFER BONUS % =	**TOTAL WORDS** divided by value **TOTAL DISK XFERS** multiplied by 100

NAME

WOPENU – Opens a word-addressable, random-access dataset, unbuffered

SYNOPSIS

CALL WOPENU(*dn*,*blocks*,*istats*[,*ierr*[,*ipru*]])

DESCRIPTION

dn Name of the dataset as a Hollerith constant, or the unit number of the dataset (for example, 7 corresponds to FT07). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

blocks Size of buffer to use for this dataset. Since this is a special unbuffered dataset, this parameter is ignored.

istats Specify a type integer variable, expression, or constant. If *istats* is nonzero, statistics about the changes and accesses to the dataset *dn* are collected. (See the following table for information about the statistics that are collected.) Under COS, these statistics are written to dataset $STATS and can be to $OUT by using the following control statements or their equivalents after the dataset has been closed by WCLOSEU.

```
REWIND,DN=$STATS.

COPYD,I=$STATS,O=$OUT.
```

Under UNICOS, statistics are written to **stderr**.

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to WOPENU, *ierr* returns any error codes to you. If *ierr* is not supplied, an error aborts the job.

On output from WOPENU:

ierr=0	No errors detected
–1	Invalid unit number
–2	Number of datasets has exceeded memory size availability
–6	Invalid dataset name

ipru When you use WOPENU, the physical record size is always 512 words. This parameter is ignored if supplied and is provided only for compatibility with other calls.

WOPENU opens a dataset and specifies it as a word-addressable, random-access dataset that can be accessed or changed with the word-addressable I/O routines.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

WCLOSEU, PUTWAU, GETWAU, SEEK

MESSAGES

WOPENU Statistics	
Message	Description
BUFFERS USED =	Number of 512-word buffers used by this dataset
TOTAL ACCESSES =	Number of accesses. This is the sum of the **GETWA** and **PUTWA** calls.
GETS =	Number of times the user called **GETWA**
PUTS =	Number of times the user called **PUTWA**
FINDS =	Number of times the user called **SEEK**
HITS =	Number of times word addresses desired were resident in memory
MISSES =	Number of times no word addresses desired were resident in memory
PARTIAL HITS =	Number of times that some but not all of the word addresses desired were in memory
DISK READS =	Number of physical disk reads done
DISK WRITES =	Number of times a physical disk was written to
BUFFER FLUSHES =	Number of times buffers were flushed
WORDS READ =	Number of words moved from buffers to user
WORDS WRITTEN =	Number of words moved from user to buffers
TOTAL WORDS =	Sum of **WORDS READ** and **WORDS WRITTEN**
TOTAL ACCESS TIME =	Real time spent in disk transfers
AVER ACCESS TIME =	**TOTAL ACCESS TIME** divided by the sum of **DISK READS** and **DISK WRITES**
EOD BLOCK NUMBER =	Number of the last block of the dataset
DISK WORDS READ =	Count of number of words moved from disk to buffers
DISK WDS WRITTEN =	Count of number of words moved from buffers to disk
TOTAL DISK XFERS =	Sum of **DISK WORDS READ** and **DISK WORDS WRITTEN**
BUFFER BONUS % =	**TOTAL WORDS** divided by value **TOTAL DISK XFERS** multiplied by 100

NAME

WRITE, WRITEP – Writes words, full or partial record mode

SYNOPSIS

CALL **WRITE(***dn,word,count,ubc***)**

CALL **WRITEP(***dn,word,count,ubc***)**

DESCRIPTION

dn	Unit number or file name, seven characters or less and specified as a Hollerith
word	Data area containing words
count	Word count. For **WRITE**, a value of 0 causes an end-of record (EOR) record control word to be written.
ubc	Optional unused bit count. Number of unused bits contained in the last word of the record.

In routines where words are written, the number of words specified by the count are transmitted from the area beginning at the first word address and are written in the I/O buffer. These routines are intended to write to COS blocked datasets.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

READ, READP, READC, READCP, READIBM, WRITEC, WRITECP, WRITIBM, SKIPBAD, ACPTBAD

NAME

WRITEC, WRITECP – Writes characters, full or partial record mode

SYNOPSIS

CALL WRITEC(*dn,char,count*)

CALL WRITECP(*dn,char,count*)

DESCRIPTION

dn Dataset name or unit number

char Data area containing characters

count Character count

Write character routines pack characters into the I/O buffer for the dataset. The count specifies the number of characters packed. These characters originate from the user area defined at the first word address, which is 1 character per source word (right-justified). Blank compression is performed on the characters written out.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

SEE ALSO

READ, READP, READC, READCP, READIBM, WRITE, WRITEP, WRITIBM, SKIPBAD, ACPTBAD

NAME

WRITIBM – Writes two IBM 32-bit floating-point words from each Cray 64-bit word

SYNOPSIS

CALL WRITIBM(*dn,fwa,value,increment*)

DESCRIPTION

dn	Dataset name or unit number
fwa	First word address (FWA) of the user data area
value	Number of values to be written
increment	Increment of the source (Cray) words written

On exit, IBM 32-bit words are written to the unit.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

READ, READP, READC, READCP, READIBM, WRITE, WRITEP, WRITEC, WRITECP, SKIPBAD, ACPTBAD

NAME

WRITMS, WRITDR – Writes to a random access dataset on disk

SYNOPSIS

CALL WRITMS(*dn*,*ubuff*,*n*,*irec*,*rrflag*,*s*[,*ierr*])

CALL WRITDR(*dn*,*ubuff*,*n*,*irec*,*rrflag*,*s*[,*ierr*])

DESCRIPTION

dn The name of the dataset as a Hollerith constant or the unit number of the dataset (for example, *dn*=7 corresponds to dataset **FT07**). Hollerith constant dataset names must be from 1 to 7 characters. Specify a type integer variable, expression, or constant.

ubuff The location of the first word in the user program to be written to the record. User-specified type.

n The number of words to be written to the record. Specify a type integer variable, expression, or constant. *n* contiguous words from memory, beginning at *ubuff*, are written to the dataset record. Since COS unblocked-dataset I/O is in multiples of 512 words, it is recommended that *n* be a multiple of 512 words when speed is important. However, the random access dataset I/O routines support record lengths other than multiples of 512 words. **WRITDR** rounds *n* up to the next multiple of 512 words, if necessary.

irec The record number or record name of the record to be written. Specify a type integer variable, expression, or constant. A record name is limited to a maximum of 8 characters. For a numbered index, *irec* must be between 1 and the length of the index declared in the **OPENMS/OPENDR** call. For a named index, *irec* is any 64-bit entity you specify.

rrflag A flag indicating record rewrite control. Specify a type integer variable, expression, or constant. *rrflag* can be one of the following codes:

0 Write the record at EOD.

1 If the record already exists, and the new record length is less than or equal to the old record length, rewrite the record over the old record. If the new record length is greater than the old, abort the job step or return the error code in *ierr*. If the record does not exist, the job aborts or the error code is returned in *ierr*.

-1 If the record exists, and its new length does not exceed the old length, write the record over the old record. Otherwise, write the record at EOD.

s A sub-index flag. Specify a type integer variable, expression, or constant. (The implementation of this parameter has been deferred.)

ierr Error control and code. Specify a type integer variable. If you supply *ierr* on the call to **WRITMS/WRITDR**, *ierr* returns any error codes to you. If *ierr*>0, no error messages are put into the log file. Otherwise, an error code is returned, and the message is added to the job's log file.

On output from **WRITMS/WRITDR**:
ierr=0 No errors detected
<0 Error detected. *ierr* contains one of the error codes described in the following table:

Error Codes	
-1	The dataset name or unit number is invalid
-6	The user-supplied named index is invalid
-7	The named record index array is full
-8	The index number is greater than the maximum on the dataset
-9	Rewrite record exceeds the original
-15	**OPENMS/OPENDR** was not called on this dataset
-17	The index entry is less than or equal to 0 in the users index array
-18	The user-supplied word count is less than or equal to 0
-19	The user-supplied index number is less than or equal to 0

WRITMS and **WRITDR** write data from user memory to a record in a random access dataset on disk and updates the current index.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NOTE

Most of the routines in the run-time libraries are reentrant or have internal locks to ensure that they are single threaded. Some library routines, however, must be locked at the user level if they are used by more than one task.

WRITMS and **WRITDR** are not internally locked. You must lock each call to these routines if they are called from more than one task.

EXAMPLES

The following examples show some of the features and uses of random access dataset routines.

Example 1 - In the program **SORT**, a sequence of records is read in and then printed out as a sorted sequence of records.

```
 1     PROGRAM SORT
 2     INTEGER IARRAY (512)
 3     INTEGER INDEX (512), KEYS (100)
 4     CALL OPENMS ('SORT',INDEX,255,1)
 5     N=50
 C READ IN RANDOM ACCESS RECORDS FROM UNIT "SORT"
 6     DO 21 I=1,N
 7     READ(5,1000) (IARRAY(J),J=1,512)
 8     NAME=IARRAY(1)
 9     KEYS(I)=IARRAY(1)
10     CALL WRITMS ('SORT',IARRAY,512,NAME,0)
   21 CONTINUE
 C SORT KEYS ALPHABETICALLY IN ASCENDING ORDER USING
 C EXCHANGE SORT
12     DO 23 I=1,N-1
13     MIN=I
```

```
14      J=I+1
15      DO 22 K=J,N
16         IF (KEYS(K).LT.KEYS(MIN)) MIN=K
   22 CONTINUE
18      IB=KEYS(I)
19      KEYS(I)=KEYS(MIN)
20      KEYS(MIN)=IB
   23 CONTINUE
  C WRITE OUT RANDOM ACCESS RECORDS IN ASCENDING
  C ALPHABETICAL ORDER
22      DO 24 I=1,N
23      NAME=KEYS(I)
24      CALL READMS ('SORT',IARRAY,512,NAME)
25      WRITE(6,5120) (IARRAY(J),J=1,512)
   24 CONTINUE
  1000 FORMAT ("......")
  5120 FORMAT (1X,"......")
29      CALL CLOSMS ('SORT')
30      STOP
31      END
```

In this example, the random access dataset is initialized as shown in line 4. Lines 6 through 11 show that a record is read from unit 5 into array **IARRAY** and then written as a record to the random access dataset **SORT**. The first word of each record is assumed to contain an 8-character name to be used as the name of the record.

Lines 12 through 21 show that the names of the records are sorted in the array **KEYS**. Lines 22 through 26 show that the records are read in and then printed out in alphabetical order.

Example 2 - The programs **INITIAL** and **UPDATE** show how the random access dataset might be updated without the usual search and positioning of a sequential access dataset.

Program **INITIAL**:

```
1  PROGRAM INITIAL
2  INTEGER IARRAY(512)
3  INTEGER INDEX (512)
C
C OPEN RANDOM ACCESS DATASET
C THIS INITIALIZES THE RECORD KEY "INDEX"
C
4  CALL OPENMS ('MASTER',INDEX,101,1)
C
C READ IN RECORDS FROM UNIT 6 AND
C WRITE THEM TO THE DATASET "MASTER"
C
5  DO 10 I=1,50
6  READ(6,600) (IARRAY(J),J=1,512)
7  NAME=IARRAY(1)
8  CALL WRITMS ('MASTER',IARRAY,512,NAME,0,0)
 10 CONTINUE
```

```
C
C CLOSE "MASTER" AND SAVE RECORDS FOR UPDATING
C
10   CALL CLOSMS ('MASTER')
 600 FORMAT (1X,'.....')
12   STOP
13   END
```

Program **UPDATE**:

```
1    PROGRAM UPDATE
2    INTEGER INEWRCD(512)
3    INTEGER INDX (512)
C
C OPEN RANDOM ACCESS DATASET CREATED IN THE
C PREVIOUS PROGRAM "INITIAL"
C
C INDX WILL BE WRITTEN OVER THE OLD RECORD KEY
C
4    CALL OPENMS ('MASTER',INDX,101,1)
C
C READ IN NUMBER OF RECORDS TO BE UPDATED
C
5    READ (6,610) N
C
C READ IN NEW RECORDS FROM UNIT 6 AND
C WRITE THEM IN PLACE OF THE OLD RECORD THAT HAS
C THAT NAME
C
6    DO 10 I=1,N
7    READ(6,600) (INEWRCD(J),J=1,512)
8    NAME=INEWRCD(1)
9    CALL WRITMS ('MASTER',INEWRCD,512,NAME,1,0)
10 CONTINUE
C
C CLOSE "MASTER" AND SAVE NEWLY UPDATED RECORDS
C FOR FURTHER UPDATING
C
11    CALL CLOSMS ("MASTER")
12 600 FORMAT (1X,"......")
13 610 FORMAT (1X,"......")
14    STOP
15    END
```

In the preceding example, program **INITIAL** creates a random access dataset on unit **MASTER**; program **UPDATE** then replaces particular records of this dataset without changing the remainder of the records.

Line 10 shows that the call to **CLOSMS** at the end of **INITIAL** caused the contents of **INDEX** to be written to the random access dataset.

Line 4 shows that the call to **OPENMS** at the beginning of **UPDATE** has caused the record key of the random access dataset to be written to **INDX**. The random access dataset and **INDX** are now the same as the random access dataset and **INDEX** at the end of **INITIAL**.

Lines 6 through 10 show that certain records are replaced.

Example 3 - The program **SNDYMS** is an example of the use of the secondary index capability, using **STINDX**. In this example, dummy information is written to the random access dataset.

```
      PROGRAM SNDYMS
      IMPLICIT INTEGER (A-Y)
      DIMENSION PINDEX(20),SINDEX(30),ZBUFFR(50)
      DATA PLEN,SLEN,RLEN /20,30,50/
C OPEN THE DATASET.
      CALL OPENMS (1,PINDEX,PLEN,0,ERR)
      IF (ERR.NE.0) THEN
        PRINT*,' Error on OPENMS, err=',ERR
        STOP 1
      ENDIF
C LOOP OVER THE 20 PRIMARY INDICES.  EACH TIME
C A SECONDARY INDEX IS FULL, WRITE THE
C SECONDARY INDEX ARRAY TO THE DATASET.
      DO 40 K=1,PLEN
C ZERO OUT THE SECONDARY INDEX ARRAY.
      DO 10 I=1,SLEN
   10 SINDEX(I)=0
C CALL STINDX TO CHANGE INDEX TO SINDEX.
      CALL STINDX (1,SINDEX,SLEN,0,ERR)
      IF (ERR.NE.0) THEN
        PRINT*,' Error on STINDX, err=',ERR
        STOP 2
      ENDIF
C WRITE SLEN RECORDS.
      DO 30 J=1,SLEN
C GENERATE A RECORD LENGTH BETWEEN 1 AND RLEN.
      TRLEN=MAX0(IFIX(RANF(0)*FLOAT(RLEN)),1)
C FILL THE "DATA" ARRAY WITH RANDOM FLOATING POINT
C NUMBERS.
      DO 20 I=1,TRLEN
   20 ZBUFFR(I)=(J+SIN(FLOAT(I)))**(1.+RANF(0))
      CALL WRITMS (1,ZBUFFR,TRLEN,J,-1,DUMMY,ERR)
      IF (ERR.NE.0) THEN
        PRINT*,' Error on WRITMS, err=',ERR
        STOP 3
      ENDIF
   30 CONTINUE
```

```
C "TOGGLE" THE INDEX BACK TO THE MASTER AND
C WRITE THE SECONDARY INDEX TO THE DATASET.
   CALL STINDX (1,PINDEX,PLEN,0)
C NOTE THE ABOVE STINDX CALL DOES NOT USE THE
C OPTIONAL ERROR PARAMETER, AND WILL ABORT
C IF STINDX DETECTS AN ERROR.
   CALL WRITMS (1,SINDEX,SLEN,K,-1,DUMMY,ERR)
   IF (ERR.NE.0) THEN
     PRINT*,' Error on STINDX, err=',ERR
     STOP 4
   ENDIF
40 CONTINUE
C CLOSE THE DATASET.
   CALL CLOSMS (1,ERR)
   IF (ERR.NE.0) THEN
     PRINT*,' Error on CLOSMS, err=',ERR
     STOP 5
   ENDIF
   STOP 'Normal'
   END
```

13. DATASET UTILITY ROUTINES

The dataset utility routines manipulate datasets for use by a program unit. The following routines are ANSI standard Fortran routines (except **LENGTH** and **UNIT**, which are CFT extensions) and are described in the Fortran (CFT) Reference Manual, publication SR-0009 and the CFT77 Reference Manual, publication SR-0018.

Routine	Description
OPEN	Connects a dataset to a unit
CLOSE	Terminates the connection of a dataset to a unit
INQUIRE	Returns status of a unit or a dataset
BACKSPACE	Positions a dataset after the previous end-of-record (EOR)
REWIND	Rewinds a dataset
ENDFILE	Writes end-of-file (EOF) on a file
UNIT	Returns I/O status upon completion of an I/O operation
LENGTH	Returns the number of Cray words transferred

IMPLEMENTATION

The preceding ANSI standard Fortran routines are available to users of both the COS and UNICOS operating systems.

The following routine types are described by entries in this section: copy, skip, dataset positioning, termination, and I/O status routines.

Copy routines copy a specified number of records or files from one dataset to another, copy one dataset to another, and copy a specified number of sectors or all data to end-of-data (EOD).

Skip routines direct the system either to bypass a specified number of records, files, sectors, or all data from the current position of a named dataset, or to position a blocked dataset at EOD.

The termination routine **EODW** terminates a dataset by writing EOF, EOR, and EOD. It also clears the uncleared End-of-file flag (UEOF) in the Dataset Parameter Table (DSP).

The last group of dataset utility routines return I/O information.

The following table contains the name, purpose, and entry for each dataset utility routine.

Dataset Utility Routines

Purpose	Name	Entry
Position a dataset after the previous EOF and clear the UEOF flag in the DSP	**BACKFILE**	**BACKFILE**
Copy records from one dataset to another	**COPYR** **COPYSR**	**COPYR**
Copy files from one dataset to another	**COPYF** **COPYSF**	
Copy one dataset to another	**COPYD** **COPYSD**	
Copy sectors or all data to EOD	**COPYU**	**COPYU**
Terminate a dataset by writing EOD, EOF, and EOR and clear the UEOF flag in the DSP	**EODW**	**EODW**
Return the real value EOF status and clear the UEOF flag in the DSP	**EOF**	**EOF**
Return the integer value EOF status and clear the UEOF flag in the DSP	**IEOF**	
Return EOF and EOD status	**IOSTAT**	**IOSTAT**
Return the current size of a dataset in 512-word blocks	**NUMBLKS**	**NUMBLKS**
Skip records	**SKIPR**	**SKIPR**
Skip files	**SKIPF**	
Position a blocked dataset at EOD	**SKIPD**	**SKIPD**
Skip sectors in a dataset	**SKIPU**	**SKIPU**

NAME

BACKFILE – Positions a dataset after the previous EOF

SNYOPSIS

CALL BACKFILE(*dn*)

DESCRIPTION

dn Dataset name or unit number of the dataset to be repositioned

BACKFILE positions a dataset after the previous end-of-file (EOF) and then clears the UEOF flag in the Dataset Parameter Table (DSP).

This function is nonoperational if the dataset is at beginning-of-data (BOD).

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

COPYR, COPYF, COPYD – Copies records, files, or a dataset from one dataset to another

SYNOPSIS

CALL **COPYR**(*idn,odn,record*[*,istat*])
CALL **COPYSR**(*idn,odn,record,scount*[*,istat*])

CALL **COPYF**(*idn,odn,file*[*,istat*])
CALL **COPYSF**(*idn,odn,file,scount*[*,istat*])

CALL **COPYD**(*idn,odn*)
CALL **COPYSD**(*idn,odn,scount*)

DESCRIPTION

idn Dataset name or unit number of the dataset to be copied

odn Dataset name or unit number of the dataset to receive the copy

record Number of records to be copied

file Number of files to be copied

scount Number of ASCII blanks to be inserted at the beginning of each line of text

istat A two-element integer array that returns the number of records copied in the first element and the number of files copied in the second element. (For **COPYR**, the number of files copied is always 0.) *istat* is an optional parameter. If present, only fatal messages are written to the log file.

COPYR and **COPYF** copy a specified number of records or files from one dataset to another, starting at the current dataset position. Following the copy, the datasets are positioned after the EOR or EOF for the last record or file copied.

COPYD copies one dataset to another, starting at their current positions. Following the copy, both datasets are positioned after the EOF of the last file copied. The EOD is not written to the output dataset.

COPYSR, COPYSF, and **COPYSD** are the same as **COPYR, COPYF,** and **COPYD**, respectively, except that the copied data is preceded by *scount* blanks.

CAUTION

These routines are not intended for use with foreign dataset translation. When foreign dataset record boundaries coincide with Cray dataset record boundaries, proper results may be expected. However, it is difficult in general to determine when such coincidences occur. Use of these routines with foreign datasets is discouraged.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

SEE ALSO

COPYU, SKIPR, SKIPD, SKIPU

NAME

COPYU – Copies either specified sectors or all data to EOD

SYNOPSIS

CALL COPYU(*idn,odn,ns*[*,istat*])

DESCRIPTION

idn Name of the unblocked dataset to be copied

odn Name of the unblocked dataset to receive the copy

ns Decimal number of sectors to copy. If the unblocked dataset contains fewer than *ns* sectors, the copy terminates at EOD. The entire dataset is copied if -1 is specified. If COPYU is called with only two parameters, only one sector is copied.

istat An integer array or variable that returns the number of sectors copied. *istat* is an optional parameter. If *istat* is present, only fatal messages are written to the log file.

Copying begins at the current position on both datasets. Following the copy, the datasets are positioned after the last sector copied.

CAUTION

This routine is not intended for use with foreign dataset translation.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

COPYR, SKIPU

NAME

EODW – Terminates a dataset by writing EOD, EOF, and EOR

SYNOPSIS

CALL EODW(*dn*)

DESCRIPTION

dn Dataset name or unit number of the dataset to be terminated

EODW writes an EOD, and, if necessary, an EOF and an EOR. The UEOF flag in the DSP is cleared.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

EOF, IEOF – Returns real or integer value EOF status

SYNOPSIS

rexit=EOF(*dn*)

iexit=IEOF(*dn*)

DESCRIPTION

rexit

-1.0	EOD on the last operation
0.0	Neither EOD nor EOF on the last operation
+1.0	EOF on the last operation

iexit

-1	EOD on the last operation
0	Neither EOD nor EOF on the last operation
+1	EOF on the last operation

dn Dataset name or unit number

EOF returns one of the above real values when checking the EOF status. IEOF returns one of the above integer values when checking the EOF status. Under COS, both routines clear the UEOF flag in the DSP.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

IOSTAT – Returns EOF and EOD status

SYNOPSIS

iexit=**IOSTAT**(*dn*)

DESCRIPTION

iexit	0 No error 1 Dataset at EOF (UEOF cleared) 2 Dataset at EOD (UEOF cleared)
dn	Dataset name or unit number

IMPLEMENTATION

This routine is only available to users of the COS operating system.

NAME

NUMBLKS – Returns the current size of a dataset in 512-word blocks

SYNOPSIS

val=NUMBLKS(*dn*)

DESCRIPTION

val	Number of blocks returned as an integer value. The value returned reflects only the data actually written to disk and does not take into account data still in the buffers. If the dataset is not local to the job, or has never been written to, a function value of 0 is returned. A negative value indicates that the underlying system call failed.
dn	Dataset name or unit number

IMPLEMENTATION

This routine is available to users of the both the COS and UNICOS operating systems.

NAME

SKIPD – Positions a blocked dataset at EOD

SYNOPSIS

CALL SKIPD(*dn*[,*istat*])

DESCRIPTION

dn Dataset name or unit number to be skipped. Must be a character constant, an integer variable, or an array element containing Hollerith data of not more than 7 characters.

istat A two-element integer array that returns the number of records skipped in the first element and the number of files skipped in the second element. *istat* is an optional parameter. If it is present, only fatal messages are written to the log file.

SKIPD directs the system to position a blocked dataset at EOD, that is, after the last EOF of the dataset. If the specified dataset is empty or is already at EOD, the call has no effect.

CAUTION

This routine is not intended for use with foreign dataset translation.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

COPYR, SKIPR, SKIPU

NAME

SKIPR, SKIPF – Skip records or files

SYNOPSIS

CALL SKIPR(*dn,record*[,*istat*])

CALL SKIPF(*dn,file*[,*istat*])

DESCRIPTION

dn Dataset name or unit number that contains the record or file to be skipped. Must be a character constant, an integer variable, or an array element containing Hollerith data of not more than 7 characters. If *dn* is opened before **SKIPR** or **SKIPF** is called, *dn* must be opened to allow read or read/write access.

record Decimal number of records to be skipped. The default is 1. If *record* is negative, **SKIPR** skips backward on *dn*.

file Decimal number of files to be skipped. The default is 1. If *file* is negative, **SKIPR** skips backward on *dn*. If *dn* is positioned midfile, the partial file skipped counts as one file.

istat A two-element integer array that returns the number of records skipped in the first element and the number of files skipped in the second element. (For **SKIPR**, the number of files skipped is always 0.) *istat* is an optional parameter. If it is present, only fatal messages are written to the log file.

SKIPR directs the system to bypass a specified number of records from the current position of the named blocked dataset.

SKIPR does not bypass EOF or beginning-of-data (BOD). If an EOF or BOD is encountered before *record* records have been bypassed when skipping backward, the dataset is positioned after the EOF or BOD. When skipping forward, the dataset is positioned after the last EOR of the current file.

SKIPF directs the system to skip a specified number of files from the current position of the named blocked dataset.

SKIPF does not skip EOD or BOD. If a BOD is encountered before *file* files have been skipped when skipping backward, the dataset is positioned after the BOD. When skipping forward, the dataset is positioned before the EOD of the current file.

CAUTION

These routines are not intended for use with foreign dataset translation. When foreign dataset record boundaries coincide with Cray dataset record boundaries, proper results may be expected. However, it is difficult in general to determine when such coincidences occur. Use of these routines with foreign datasets is discouraged.

EXAMPLE

If the dataset connected to unit **FT07** is positioned just after an EOF, the following Fortran call positions the dataset after the previous EOF. If the dataset is positioned midfile, it is positioned at the beginning of that file.

```
CALL SKIPF('FT07',-1)
```

IMPLEMENTATION

These routines are available only to users of the COS operating system.

SEE ALSO

COPYR, SKIPD, SKIPU

NAME

SKIPU – Skips a specified number of sectors in a dataset

SYNOPSIS

CALL SKIPU(*dn*,*ns*[,*istat*])

DESCRIPTION

dn Dataset name or unit number of the unblocked dataset to be bypassed. Must be an integer variable or an array element containing ASCII data of not more than 7 characters.

ns Decimal number of sectors to bypass. The default value is 1. If *ns* is negative, SKIPU skips backward on *dn*.

istat An integer array or variable that returns the number of sectors skipped. *istat* is an optional parameter. If it is present, only fatal messages are written to the logfile.

SKIPU directs the system to bypass a specified number of sectors or all data from the current position of the named unblocked dataset.

CAUTION

This routine is not intendcd for use with foreign dataset translation.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

COPYU, SKIPR, SKIPD

14. MULTITASKING ROUTINES

Multitasking routines create and synchronize parallel tasks within programs. They are grouped in the following categories:

- Task routines
- Lock routines
- Event routines
- History trace buffer routines
- Barrier routines

For further information on using these subprograms in a multitasking environment, see the CRAY Y-MP and CRAY X-MP Multitasking Programmer's Manual, publication SR-0222.

TASK ROUTINES

Task routines handle tasks and task-related information.

TASK CONTROL ARRAY - Each user-created task is represented by an integer task control array, constructed by the user program. At a minimum, the array must consist of 2 Cray words; however, a third word can be included. The three words composing the array contain the following information:

LENGTH Length of the array in Cray words. The length must be set to a value of 2 or 3, depending on the optional presence of the task value field. Set the LENGTH field before creating the task.

TASK ID A task identifier assigned by the multitasking library when a task is created. This identifier is unique among active tasks within the job step. The multitasking library uses this field for task identification, but the task identifier is of limited use to the user program.

TASK VALUE (optional field)
This field can be set to any value before the task is created. If TASK VALUE is used, LENGTH must be set to a value of 3. The task value can be used for any purpose. Suggested values include a programmer-generated task name or identifier or a pointer to a task local-storage area. During execution, a task can retrieve this value with the TSKVALUE subroutine.

The following example sets parameters for the task control array TASKARY:

```
      PROGRAM MULTI
      INTEGER TASKARY(3)
C
C     SET TASKARY PARAMETERS
      TASKARY(1)=3
      TASKARY(3)='TASK 1'
C     ...
      END
```

TASK SUBROUTINES - The following table contains the purpose, name, and entry of each task routine.

Task Routines		
Purpose	Name	Entry
Initiate a task	**TSKSTART**	**TSKSTART**
Indicate whether a task exists	**TSKTEST**	**TSKTEST**
Modify tuning parameters within the library scheduler	**TSKTUNE**	**TSKTUNE**
Wait for a task to complete execution	**TSKWAIT**	**TSKWAIT**
Retrieve the user identifier specified in the task control array	**TSKVALUE**	**TSKVALUE**

LOCK ROUTINES

Lock routines protect critical regions of code and shared memory.

The following table contains the purpose, name, and entry of each lock routine.

Lock Routines		
Purpose	Name	Entry
Identify an integer variable to be used as a lock	**LOCKASGN**	**LOCKASGN**
Set a lock and return control to the calling task	**LOCKON**	**LOCKON**
Clear a lock and return control to the calling task	**LOCKOFF**	**LOCKOFF**
Release the identifier assigned to a lock	**LOCKREL**	**LOCKREL**
Test a lock to determine its state (locked or unlocked)	**LOCKTEST**	**LOCKTEST**

EVENT ROUTINES

Event routines signal and synchronize between tasks.

The following table contains the purpose, name, and entry of each event routine.

Event Routines		
Purpose	Name	Entry
Post an event and return control to the calling task	**EVPOST**	**EVPOST**
Clear an event and return control to the calling task	**EVCLEAR**	**EVCLEAR**
Identify a variable to be used as an event	**EVASGN**	**EVASGN**
Release the identifier assigned to a task	**EVREL**	**EVREL**
Test an event to determine its posted state	**EVTEST**	**EVTEST**
Delay the calling task until an event is posted	**EVWAIT**	**EVWAIT**

MULTITASKING HISTORY TRACE BUFFER ROUTINES

The user-level routines for the multitasking history trace buffer can be called from a user program to control what is recorded in the buffer and to dump the contents of the buffer to a dataset.

The following table contains the purpose, name, and entry of each multitasking history trace buffer routine.

Multitasking History Trace Buffer Routines		
Purpose	Name	Entry
Modify parameters used to control which multitasking actions are recorded in the history trace buffer	**BUFTUNE**	**BUFTUNE**
Write a formatted dump of the history trace buffer to a dataset	**BUFPRINT**	**BUFPRINT**
Write an unformatted dump of the history trace buffer to a dataset	**BUFDUMP**	**BUFDUMP**
Add entries to the history trace buffer	**BUFUSER**	**BUFUSER**

BARRIER ROUTINES

A barrier is a synchronization point in an application, beyond which no task will proceed until a specified number of tasks have reached the barrier.

The following table contains the purpose, name, and entry of each barrier routine.

Barrier Routines		
Purpose	Name	Entry
Identify an integer variable to use as a barrier	**BARASGN**	**BARASGN**
Register the arrival of a task as a barrier	**BARSYNC**	**BARSYNC**
Release the identifier assigned to a barrier	**BARREL**	**BARREL**

NAME

BARASGN – Identifies an integer variable to use as a barrier

SYNOPSIS

CALL BARASGN(*name*,*value*)

DESCRIPTION

name Integer variable to be used as a barrier. The library stores an identifier into this variable. Do not modify the variable after the call to **BARASGN** unless a call to **BARREL** first releases the variable.

value The integer number of tasks, between 1 and 31 inclusive, must call **BARSYNC** with *name* before the barrier is opened and the waiting tasks allowed to proceed.

Before an integer variable can be used as an argument to any of the other barrier routines, it must first be identified as a barrier variable by **BARASGN**.

IMPLEMENTATION

This routine is available both to users of the COS and UNICOS operating systems.

NAME

BARREL – Releases the identifier assigned to a barrier

SYNOPSIS

CALL BARREL(*name*)

DESCRIPTION

name Integer variable used as a barrier

IMPLEMENTATION

This routine is available both to users of the COS and UNICOS operating systems.

NAME

BARSYNC – Registers the arrival of a task at a barrier

SYNOPSIS

CALL BARSYNC(*name*)

DESCRIPTION

name Integer variable used as a barrier

IMPLEMENTATION

This routine is available both to users of the COS and UNICOS operating systems.

NAME

BUFDUMP – Unformatted dump of multitasking history trace buffer

SYNOPSIS

CALL BUFDUMP(*empty,dn***)**

DESCRIPTION

empty On entry, an integer flag that is 0 if the buffer pointers are to be left unchanged, nonzero if the buffer is to be emptied after its contents are dumped

dn Name of the dataset to which an unformatted dump of the contents of the multitasking history trace buffer is to be written. If 0, the dataset passed to **BUFTUNE** is used; if no dataset was specified through **BUFTUNE**, the request is ignored.

BUFDUMP writes an unformatted dump of the contents of the multitasking history trace buffer to a specified dataset. *dn* can later be used by **MTDUMP** to examine the dataset and provide formatted reports of its contents. Actions are reported in chronological order. A special entry is added if the buffer has overflowed and entries have been lost.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

BUFPRINT – Formatted dump of multitasking history trace buffer to a specified dataset

SYNOPSIS

CALL BUFPRINT(*empty*[,*dn*])

DESCRIPTION

empty On entry, an integer flag that is 0 if the buffer pointers are to be left unchanged or nonzero if the buffer is to be emptied after its contents are printed

dn Name of the dataset or file to which a formatted dump is to be written. If none is specified, **$OUT** (under COS) or **stdout** (under UNICOS) is used.

BUFPRINT writes a formatted dump of the contents of the multitasking history trace buffer to a specified dataset. Actions are reported in chronological order.

EXAMPLE

This example of **BUFPRINT** leaves the buffer unchanged after its output to **$OUT:**

```
IEMPTY = 0
CALL BUFPRINT(IEMPTY)
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

BUFDUMP

NAME

BUFTUNE – Tune parameters controlling multitasking history trace buffer

SYNOPSIS

CALL BUFTUNE(*keyword,value*[,*string*])

DESCRIPTION

keyword ASCII string, left-justified, blank-filled (see keywords following)

value Either an integer or an ASCII string (left-justified, blank-filled), depending on the keyword

string A 24-character string (left-justified, blank-filled) used only with the keyword **INFO**

Valid keywords and their associated functions and meanings are as follows:

Keyword Description

DN The value of the **DN** keyword is the dataset which you specify to receive a dump of the multitasking history trace buffer. **DN** itself directs this dump of the buffer to the dataset. If **BUFTUNE** is called without the **DN** keyword, the multitasking history trace buffer is not dumped to any dataset.

FLUSH The minimum-allowed integer number of unused entries in the multitasking history trace buffer. When the number of unused entries falls below this level, the buffer is automatically flushed; that is, it is written to the dataset specified by the **DN** option. If **DN** is specified, the default **FLUSH** value is 40.

ACTIONS Value is a 128-element integer array with a flag for each action that can be recorded in the multitasking history trace buffer. If the array element corresponding to a particular action is nonzero, that action is recorded; if the array element is 0, the action is ignored. The array indexes (action codes) corresponding to each action follow:

Action Code	Action
1	Start task
2	Complete task
3	**TSKWAIT**, no wait
4	Begin wait for task
5	Run after wait for task
6	Test task
7	Assign lock
8	Release lock
9	Set lock
10	Begin wait to set lock
11	Run after wait for lock
12	Clear lock
13	Test lock

Action Code	Action
14	Assign event
15	Release event
16	Post event
17	Clear event
18	**EVWAIT**, no wait
19	Begin wait for event
20	Run after wait for event
21	Test event
22	Attach to logical CPU
23	Detach from logical CPU
24,25	Request a logical CPU (Note that these actions require two action codes, the second containing internal information.)
26	Acquire a logical CPU
27,28	Delete a logical CPU (Note that these actions require two action codes, the second containing internal information.)
29,30	Suspend a logical CPU (Note that these actions require two action codes, the second containing internal information.)
31,32	Activate a logical CPU (Note that these actions require two action codes, the second containing internal information.)
33	Begin spin-wait for a logical CPU
34	Assign barrier
35	Release barrier
36	Call **BARSYNC**, no wait
37	Begin wait at barrier
38	Run after wait for barrier
39-64	Reserved for future use
65-128	Reserved for user access (see **BUFUSER**)

INFO The value for this parameter is the integer user action code (65 through 128).

string is a 24-character information string, unique to each action, that you enter and is printed for each user action code that is dumped.

BUFUSER allows you to add entries to the multitasking history trace buffer. When the multitasking history trace buffer is dumped using **DEBUG**, **BUFPRINT**, or **MTDUMP**, this 24-character information string is dumped along with each action. This information must be available early in the program so that the strings can be written to the dump dataset for processing by **MTDUMP**. The **INFO** keyword does not turn these actions on to be recorded. They are normally on by default, but if you have previously turned them off, you may reactivate them using the **ACTIONS** or **USERS** keyword in a **BUFTUNE** call.

Keyword Description

TASKS If value='ON'H, the actions numbered 1 through 6 are recorded; if value='OFF'H, those actions are ignored. The default is 'ON'H.

LOCKS If value='ON'H, the actions numbered 7 through 13 are recorded; if value='OFF'H, those actions are ignored. The default is 'ON'H.

EVENTS If value='ON'H, the actions numbered 14 through 21 are recorded; if value='OFF'H, those actions are ignored. The default is 'ON'H.

CPUS If value='ON'H, the actions numbered 22 through 33 are recorded; if value='OFF'H, those actions are ignored. The default is 'ON'H.

USERS If value='ON'H, the actions numbered 65 through 128 are recorded; if value='OFF'H, those actions are ignored. The default is value='ON'H.

FIOLK If value='ON'H, actions affecting the Fortran I/O lock are recorded; if value='OFF'H they are ignored. Library routines that handle Fortran reads and writes use this lock. The default is 'OFF'H.

BUFTUNE can be called any number of times. If it is not called, or before it is called for the first time, default parameter values are used.

Before BUFTUNE is called, all actions involving tasks, locks, events, logical CPUs, and users are recorded except for actions involving the Fortran I/O lock, which are ignored. A call to BUFTUNE with the TASKS, LOCKS, EVENTS, CPUS, or USERS keyword affects only the actions associated with that keyword. The ACTIONS option overrides what has been requested through TASKS, LOCKS, EVENTS, CPUS, or USERS.

EXAMPLES

The following BUFTUNE examples turn on task actions and turn everything else off:

```
*  Example #1
   INTEGER ACTION (64)
   DATA ACTION(6*1,58*0)
   CALL BUFTUNE ('DN'L,'DMPFILE'L)

*  Example #2
   CALL BUFTUNE ('DN'L,'DMPFILE'L)
   CALL BUFTUNE ('TASKS'L,'ON'L)
   CALL BUFTUNE ('LOCKS'L,'OFF'L)
   CALL BUFTUNE ('EVENTS'L,'OFF'L)
   CALL BUFTUNE ('CPUS'L,'OFF'L)
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

BUFUSER – Adds entries to the multitasking history trace buffer

SYNOPSIS

CALL BUFUSER(*action,data*)

DESCRIPTION

action On entry, code for the type of action (see action codes in **MTDUMP**). This value is compared against the bit of the same number in the mask in global variable **G@BUFMSK**, set up by **BUFTUNE**. If the mask bit is set, an entry is added to the buffer. This value becomes the third word of the buffer entry.

data Values added to the multitasking history trace buffer in addition to the internal task identifier and the current time. These actions-dependent data codes can be user-defined task values, a logical CPU number, a lock or event address, or the task identifier of the waited-upon task. The only restriction on these values is that they should be a single word. If an entry is added to the buffer, this value becomes the fourth word of the entry.

These entries are added unconditionally.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVASGN – Identifies an integer variable to be used as an event

SYNOPSIS

CALL EVASGN(*name*[,*value*])

DESCRIPTION

name Name of an integer variable to be used as an event. The library stores an identifier into this variable; you should not modify this variable.

value The initial integer value of the event variable. An identifier should be stored into the variable only if it contains the value. If *value* is not specified, an identifier is stored into the variable unconditionally.

Before an integer variable can be used as an argument to any of the other event routines, it must first be identified as an event variable by EVASGN.

EXAMPLE

```
      PROGRAM MULTI
      INTEGER EVSTART,EVDONE
      COMMON /EVENTS/ EVSTART,EVDONE
C     ...
      CALL EVASGN (EVSTART)
      CALL EVASGN (EVDONE)
C     ...
      END
      SUBROUTINE SUB1
      INTEGER EVENT1
      COMMON /EVENT1/ EVENT1
      DATA EVENT1 /-1/
C     ...
      CALL EVASGN (EVENT1,-1)
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVCLEAR – Clears an event and returns control to the calling task

SYNOPSIS

CALL EVCLEAR(*name*)

DESCRIPTION

name Name of an integer variable used as an event

EVCLEAR clears an event and returns control to the calling task. When the posting of a single event is required (a simple signal), **EVCLEAR** should be called immediately after **EVWAIT** to note that the posting of the event has been detected.

EXAMPLE

```
      PROGRAM MULTI
      INTEGER EVSTART,EVDONE
      COMMON /EVENTS/ EVSTART,EVDONE
C     ...
      CALL EVASGN (EVSTART)
      CALL EVASGN (EVDONE)
C     ...
      CALL EVPOST (EVSTART)
      END

      SUBROUTINE MULTI2
      INTEGER EVSTART,EVDONE
      COMMON /EVENTS/ EVSTART,EVDONE
C     ...
      CALL EVWAIT (EVSTART)
      CALL EVCLEAR (EVSTART)
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVPOST – Posts an event and returns control to the calling task

SYNOPSIS

CALL EVPOST(*name*)

DESCRIPTION

name Name of an integer variable used as an event

EVPOST posts an event and returns control to the calling task. Posting the event allows any other tasks waiting on that event to resume execution, but this is transparent to the task calling **EVPOST**.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVREL – Releases the identifier assigned to the task

SYNOPSIS

CALL EVREL(*name*)

DESCRIPTION

name Name of an integer variable used as an event

If tasks are currently waiting for this event to be posted, an error results. This subroutine detects erroneous uses of the event beyond the specified region. The event variable can be reused following another call to **EVASGN**.

EXAMPLE

```
      PROGRAM MULTI
      INTEGER EVSTART,EVDONE
      COMMON /EVENTS/ EVSTART,EVDONE
C     ...
      CALL EVASGN (EVSTART)
      CALL EVASGN (EVDONE)
C     ...
      CALL EVPOST (EVSTART)
C     ...
C     EVSTART WILL NOT BE USED FROM NOW ON
      CALL EVREL (EVSTART)
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVTEST – Tests an event to determine its posted state

SYNOPSIS

LOGICAL EVTEST
return=EVTEST(*name*)

DESCRIPTION

return A logical .TRUE. if the event is posted. A logical **the event is not posted.**

name Name of an integer variable used as an event

NOTE

EVTEST and *return* must be declared as type LOGICAL in the calling module.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EVWAIT – Delays the calling task until the specified event is posted

SYNOPSIS

CALL EVWAIT(*name*)

DESCRIPTION

name Name of an integer variable used as an event

If the event is already posted, the task resumes execution without waiting.

EXAMPLE

```
      SUBROUTINE MULTI2
      INTEGER EVSTART,EVDONE
      COMMON /EVENTS/ EVSTART,EVDONE
C     ...
      CALL EVWAIT (EVSTART)
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

JCCYCL – Returns machine cycle time

SYNOPSIS

INTEGER JCCYCL
integer = **JCCYCL()**

DESCRIPTION

integer Integer representing the cycle time of the machine in picoseconds.

JCCYCL returns the contents of the Job Control Block (JCB) field JCCYCL. For a CRAY X-MP computer system with a clock period of 8.5 nanoseconds, JCCYCL returns the integer 8,500.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

LOCKASGN – Identifies an integer variable intended for use as a lock

SYNOPSIS

CALL LOCKASGN(*name*[,*value*])

DESCRIPTION

name Name of an integer variable to be used as a lock. The library stores an identifier into this variable; you should not modify this variable.

value The initial integer value of the lock variable. An identifier should be stored into the variable only if it contains the value. If *value* is not specified, an identifier is stored into the variable unconditionally.

Before an integer variable can be used as an argument to any of the other lock routines, it must first be identified as a lock variable by LOCKASGN.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LOCKOFF – Clears a lock and returns control to the calling task

SYNOPSIS

CALL LOCKOFF(*name*)

DESCRIPTION

name Name of an integer variable used as a lock

LOCKOFF clears a lock and returns control to the calling task.

Clearing the lock may allow another task to resume execution, but this is transparent to the task calling **LOCKOFF**.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LOCKON – Sets a lock and returns control to the calling task

SYNOPSIS

CALL LOCKON(*name*)

DESCRIPTION

name Name of an integer variable used as a lock

LOCKON sets a lock and returns control to the calling task.

If the lock is already set when LOCKON is called, the task is suspended until the lock is cleared by another task and can be set by this one. In either case, the lock will have been set by the task when it next resumes execution.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LOCKREL – Releases the identifier assigned to a lock

SYNOPSIS

CALL LOCKREL(*name*)

DESCRIPTION

name Name of an integer variable used as a lock

If the lock is set when **LOCKREL** is called, an error results. This subroutine detects some errors that arise when a task is waiting for a lock that is never cleared. The lock variable can be reused following another call to **LOCKASGN**.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

LOCKTEST – Tests a lock to determine its state (locked or unlocked)

SYNOPSIS

LOGICAL LOCKTEST
return=LOCKTEST(*name*)

DESCRIPTION

return A logical .TRUE. if the lock was originally in the locked state. A logical .FALSE. if the lock was originally in the unlocked state, but has now been set.

name Name of an integer variable used as a lock

Unlike LOCKON, the task does not wait. A task using LOCKTEST must always test the return value before continuing.

NOTE

LOCKTEST and *return* must be declared type LOGICAL in the calling module.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

MAXLCPUS – Returns the maximum number of logical CPUs that can be attached at one time to your job

SYNOPSIS

INTEGER MAXLCPUS
integer = MAXLCPUS()

DESCRIPTION

integer Integer value for the maximum number of CPUs that can be attached at one time to your job.

MAXLCPUS returns the contents of the Job Control Block (JCB) field JCMCP.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

TSECND – Returns elapsed CPU time for a calling task during a multitasked program

SYNOPSIS

second=TSECND([*result*])

CALL TSECND(*second*)

DESCRIPTION

second Result; elapsed CPU time (in floating-point seconds)

result Same as above (optional for function call)

TSECND returns the elapsed CPU time (in floating-point seconds) of a calling process since the start of that process. than subsequent calls due to certain initializations performed by the routine. If the cost of calling TSECND is important, ignore the initial call when computing TSECND's time.

EXAMPLE

The following example calculates how much of the total execution time for a multitasked program is accumulated by the calling process.

```
BEFORE = SECOND()
TBEFORE = TSECND()
CALL DOWORK()              ! The subroutine DOWORK or
AFTER = SECOND()           ! something it calls may be
TAFTER = TSECND()          ! multitasked.
CPU = (AFTER - BEFORE)
TCPU = (TAFTER - TBEFORE)
MYPORTION = TCPU/CPU
```

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

SEE ALSO

SECOND(3U)

NAME

TSKSTART – Initiates a task

SYNOPSIS

CALL TSKSTART(*task-array*,*name*[,*list*])

DESCRIPTION

task-array Task control array used for this task. Word 1 must be set. Word 3, if used, must also be set. On return, word 2 is set to a unique task identifier that the program must not change.

name External entry point at which task execution begins. Declare this name **EXTERNAL** in the program or subroutine making the call to **TSKSTART**. (Fortran does not allow a program unit to use its own name in this parameter.)

list List of arguments being passed to the new task when it is entered. This list can be of any length. See the CRAY Y-MP, CRAY X-MP EA, and CRAY X-MP Multitasking Programmer's Manual, publication SR-0222, for restrictions on arguments included in *list* (optional parameter).

EXAMPLE

```
      PROGRAM MULTI
      INTEGER TASK1ARY(3),TASK2ARY(3)
      EXTERNAL PLLEL
      REAL DATA(40000)
C
C     LOAD DATA ARRAY FROM SOME OUTSIDE SOURCE
C     ...
C
C     CREATE TASK TO EXECUTE FIRST HALF OF THE DATA
C
      TASK1ARY(1)=3
      TASK1ARY(3)='TASK 1'
C
      CALL TSKSTART(TASK1ARY,PLLEL,DATA(1),20000)
C
C     CREATE TASK TO EXECUTE SECOND HALF OF THE DATA
C
      TASK2ARY(1)=3
      TASK2ARY(3)='TASK 2'
C
      CALL TSKSTART(TASK2ARY,FLLEL,DATA(20001),20000)
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TSKTEST – Returns a value indicating whether the indicated task exists

SYNOPSIS

LOGICAL TSKTEST
return=TSKTEST(*task-array*)

DESCRIPTION

return A logical .TRUE. if the indicated task exists. A logical .FALSE. if the task was never created or has completed execution.

task-array Task control array TSKTEST and *return* must be declared type LOGICAL in the calling module.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TSKTUNE – Modifies tuning parameters within the library scheduler

SYNOPSIS

CALL TSKTUNE(*$keyword_1$,$value_1$,$keyword_2$, $value_2$,...***)**

DESCRIPTION

Each keyword is a Fortran constant or variable of type **CHARACTER**. Each value is an integer. The parameters must be specified in pairs, but the pairs can occur in any order. Legal keywords are as follows:

Keyword	Description
MAXCPU	Maximum number of COS logical CPUs allowed for the job
DBRELEAS	Deadband for release of logical CPUs
DBACTIVE	Deadband for activation or acquisition of logical CPU
HOLDTIME	Number of clock periods to hold a CPU, waiting for tasks to become ready, before releasing it to the operating system
SAMPLE	Number of clock periods between checks of the ready queue

Each parameter has a default setting within the library and can be modified at any time to another valid setting.

For more information about using this routine, see the CRAY Y-MP, CRAY X-MP EA, and CRAY X-MP Multitasking Programmer's Manual, publication SR-0222.

NOTE

This routine should not be used when multitasking on a CRAY-1 computer system. Because of variability between and during runs, the effects of this routine are not reliably measurable in a batch environment.

EXAMPLE

```
CALL TSKTUNE('DBACTIVE',1,'MAXCPU',2)
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TSKVALUE – Retrieves user identifier specified in task control array

SYNOPSIS

CALL TSKVALUE(*return*)

DESCRIPTION

return Integer value that was in word 3 of the task control array when the calling task was created. A 0 is returned if the task control array length is less than 3 or if the task is the initial task.

TSKVALUE retrieves the user identifier (if any) specified in the task control array used to create the executing task.

EXAMPLE

```
      SUBROUTINE PLLEL(DATA,SIZE)
      REAL DATA(SIZE)
C
C     DETERMINE WHICH OUTPUT FILE TO USE
C
      CALL TSKVALUE(IVALUE)
      IF(IVALUE .EQ. 'TASK 1')THEN
         IUNITNO=3
      ELSEIF(IVALUE .EQ. 'TASK 2')THEN
         IUNITNO=4
      ELSE
         STOP        !Error condition; do not continue.
      ENDIF
C     ...
      END
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TSKWAIT – Waits for the indicated task to complete execution

SYNOPSIS

CALL TSKWAIT(*task-array*)

DESCRIPTION

task-array Task control array

EXAMPLE

```
              PROGRAM MULTI
              INTEGER TASK1ARY(3),TASK2ARY(3)
              EXTERNAL PLLEL
              REAL DATA(40000)
      C
      C       LOAD DATA ARRAY FROM SOME OUTSIDE SOURCE
      C       ...
      C
      C       CREATE TASK TO EXECUTE FIRST HALF OF THE DATA
      C
              TASK1ARY(1)=3
              TASK1ARY(3)='TASK 1'
      C
              CALL TSKSTART(TASK1ARY,PLLEL,DATA(1),20000)
      C
      C       CREATE TASK TO EXECUTE SECOND HALF OF THE DATA
      C
              TASK2ARY(1)=3
              TASK2ARY(3)='TASK 2'
      C
              CALL TSKSTART(TASK2ARY,PLLEL,DATA(20001),20000)
      C       ...
      C       NOW WAIT FOR BOTH TO FINISH
      C
              CALL TSKWAIT(TASK1ARY)
              CALL TSKWAIT(TASK2ARY)
      C
      C       AND PERFORM SOME POST-EXECUTION CLEANUP
      C       ...
      C
              END
```

In the preceding example, **TSKSTART** is called once for each of two tasks. As an alternative, the second **TSKSTART** could be replaced by a call to **PLLEL**, and the **TSKWAIT** removed. This alternate approach reduces the overhead of the additional task but can make understanding the program structure more difficult. The two approaches, however, produce the same results.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

15. TIMING ROUTINES

The timing routines are grouped as follows:

- Time stamp routines
- Time and date routines

TIME STAMP ROUTINES

System accounting programs use these routines to convert between various representations of time. Time stamps can be used to measure from one point in time to another. Cray time stamps are defined relative to an initial date of January 1, 1973.

The following table contains the purpose, name, and entry for each time stamp routine.

Time stamp Routines		
Purpose	Name	Entry
Convert from date and time to time stamp	**DTTS**	**DTTS**
Convert time stamps into ASCII date and time strings	**TSDT**	**TSDT**
Convert time stamp to real-time clock value	**TSMT**	**TSMT**
Convert real-time clock value to time stamp	**MTTS**	
Return time stamp units in standard time units	**UNITTS**	**UNITTS**

TIME AND DATE ROUTINES

Time and date routines produce the time and/or date in specified forms. These routines can be called as Fortran functions or routines. All of the routines are called by address.

The following table contains the purpose, name, and entry for each time and date routine.

Time and Date Routines		
Purpose	Name	Heading
Return the current system clock time	**CLOCK**	**CLOCK**
Return the current date	**DATE**	**DATE**
Return the current Julian date	**JDATE**	
Return real-time clock values	**RTC** **IRTC**	**RTC**
Return the elapsed CPU time (in floating-point seconds) since the start of a job	**SECOND**	**SECOND**
Return the elapsed wall-clock time since the initial call to **TIMEF**	**TIMEF**	**TIMEF**
Return the CPU time (in floating-point seconds) remaining for a job	**TREMAIN**	**TREMAIN**

NAME

CLOCK – Returns the current system-clock time

SYNOPSIS

time=CLOCK( )
CALL CLOCK(*time*)

DESCRIPTION

time Time in *hh:mm:ss* format (type integer)

CLOCK returns the current system-clock time in ASCII *hh:mm:ss* format.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

DATE, JDATE – Returns the current date and the current Julian date

SYNOPSIS

date=**DATE()**

CALL DATE(*date***)**

date=**JDATE()**

CALL JDATE(*date***)**

DESCRIPTION

date For **DATE**, today's date in *mm/dd/yy* format (type integer). For **JDATE**, today's Julian date in *yyddd* format.

DATE returns today's date in *mm/dd/yy* format.

JDATE returns today's Julian (ordinal) date in *yyddd* format, left-justified, blank-filled.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

DTTS – Converts ASCII date and time to time-stamp

SYNOPSIS

ts=**DTTS**(*date*,*time*,*ts*)

DESCRIPTION

ts	Time stamp corresponding to *date* and *time* (type integer). On return, if *ts*=0, an incorrect parameter was passed to **DTTS**.
date	On entry, ASCII date in *mm/dd/yy* format
time	On entry, ASCII time in *hh:mm:ss* format

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

RTC, IRTC – Return real-time clock values

SYNOPSIS

time=**RTC( )**
CALL RTC(*time***)**

time=**IRTC( )**
CALL IRTC(*time***)**

DESCRIPTION

time For **RTC**, the low-order 46 bits of the clock register expressed as a floating-point integer (real type). For **IRTC**, the current clock register content expressed as an integer.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

SECOND – Returns elapsed CPU time

SYNOPSIS

second=SECOND([*result*])

CALL SECOND(*second*)

DESCRIPTION

second	Result; CPU time (in floating-point seconds) accumulated by all processes in a program.
result	Same as above (optional for function call)

SECOND returns the elapsed CPU time (in floating-point seconds) since the start of a program, including time accumulated by all processes in a multitasking program.

Under COS, all programs run as job steps of a job, and SECOND returns the total execution time for all job steps since the job started. Under UNICOS, SECOND returns execution time for the current program. For example, a job (COS or UNICOS) runs a 50-second program 10 times. In COS, if you make a SECOND call at the end of the 10th run, SECOND will return 500 seconds. In UNICOS, a SECOND call at the end of the 10th run (or first or third or seventh) will return 50 seconds.

NOTE

The initial call to SECOND may take longer than subsequent calls due to certain initializations performed by the routine. If the cost of calling SECOND is important, ignore the initial call when computing SECOND's time. The assignment to JUNK in the second example below serves this purpose.

EXAMPLE

```
BEFORE = SECOND()
CALL DOWORK()
AFTER = SECOND()
CPUTIME = AFTER - BEFORE
```

This example calculates the CPU time used in DOWORK. If the CPU time is small enough that the overhead for calling SECOND may be significant, the following example is more accurate:

```
JUNK = SECOND()
T0 = SECOND()
OVERHEAD = SECOND() - T0
BEFORE = SECOND()
CALL DOWORK()
AFTER = SECOND()
CPUTIME = (AFTER - BEFORE) - OVERHEAD
```

IMPLEMENTATION

This routine is available to users of both the UNICOS and COS operating systems.

SEE ALSO

TSECND(3U)

NAME

TIMEF – Returns elapsed wall-clock time since the call to TIMEF

SYNOPSIS

timef=TIMEF([*result*])
CALL TIMEF(*timef*)

DESCRIPTION

timef Elapsed wall-clock time (in floating-point milliseconds) since the initial call to TIMEF. Type real. The initial call to TIMEF returns 0.

result Same as *timef*

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TREMAIN – Returns the CPU time (in floating-point seconds) remaining for job

SYNOPSIS

CALL TREMAIN(*result*)

DESCRIPTION

result Calculated CPU time remaining; stored in *result*. Type real.

NOTE

The time remaining is the time specified on the COS **JOB** statement, minus the time elapsed so far.

The value returned by **TREMAIN** may not always be updated between calls. For instance, the values for **X** and **Y** may be the same in the following code:

```
    CALL TREMAIN(X)
    DO 10 I = 1, 1000000
10    T(I) = FLOAT(I)
    CALL TREMAIN(Y)
```

The value that **TREMAIN** uses is only updated when a program is exchanged out of memory. If calls to **TREMAIN** occur during the same time slice (that is, the job has not been exchanged), the values will be the same. If more accurate times are required, use the routine **SECOND and subtract the value from your job's time limit.**

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

TSDT – Converts time-stamps to ASCII date and time strings

SYNOPSIS

CALL TSDT(*ts*,*date*,*hhmmss*,*ssss*)

DESCRIPTION

ts	Time-stamp on entry (type integer)
date	Word to receive ASCII date in *mm/dd/yy* format
hhmmss	Word to receive ASCII time in *hh:mm:ss* format
ssss	Word to receive ASCII fractional seconds in *.ssssnnn* format

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

TSMT, MTTS – Converts time-stamp to a corresponding real-time value, and vice versa

SYNOPSIS

irtc=TSMT(*ts*[,cptype,cpcycle])
ts=MTTS(*irtc[,cptype,cpcycle]*)

DESCRIPTION

irtc For TSMT, real-time clock value corresponding to specified time-stamp. For MTTS, real-time clock value to be converted.

ts For TSMT, time-stamp to be converted (type integer). For MTTS, time-stamp corresponding to real-time clock value (type integer).

cptype CPU type. This is an optional argument specifying the CPU type. Valid values are as follows:

1 CRAY-1, models A and B
2 CRAY-1, model S
3 CRAY X-MP
4 CRAY-1, model M

The default is the CPU of the host machine. The *cptype* is necessary when doing a conversion for a machine type other than the host machine. The real-time clock value is different on, for instance, a CRAY X-MP computer system than on a CRAY-1 computer system because of the difference in cycle time. For TSMT to generate a correct result and for MTTS to correctly interpret its argument, they must know the correct machine type.

cpcycle CPU cycle time in picoseconds; for instance, a CRAY X-MP computer system with a cycle time of 8.5 nanoseconds would be specified as 8500. The default is the cycle time of the host machine.

TSMT converts a time-stamp to a corresponding real-time value. MTTS converts a real-time clock value to its corresponding time-stamp.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

UNITTS – Returns time-stamp units in specified standard time units

SYNOPSIS

ts=UNITTS(*periods*,*units*)

DESCRIPTION

ts Number of time-stamp units in *periods* and *units* (type integer)

periods Number of time-stamp units to be returned in standard time units (that is, number of seconds, minutes, and so on); type integer.

units Specification for the units in which *periods* is expressed. The following values are accepted: **'DAYS'H, 'HOURS'H, 'MINUTES'H, 'SECONDS'H, 'MSEC'H** (milliseconds), **'USEC'H** (microseconds), **'USEC100'H** (100s of microseconds). Left-justified, blank-filled, Hollerith. **UNITTS** must be declared type integer.

EXAMPLE

```
ts=UNITTS(2,'DAYS'H)
```

ts Number of time-stamp units in 2 days

IMPLEMENTATION

This routine is available only to users of the COS operating system.

16. PROGRAMMING AID ROUTINES

Programming aids consist of the following types of routines:

- Flowtrace routines
- Traceback routines
- Dump routines
- Exchange Package processing routines
- Hardware performance monitor interface routine

FLOWTRACE ROUTINES

Flowtrace routines process the CFT flowtrace option (ON=F). The Cray Fortran compiler automatically inserts calls to these routines (see the Fortran (CFT) Reference Manual, or the CFT77 Reference Manual for details on flowtracing). Flowtrace routines are called by address. For more information on flow trace calls from CAL, see the System Library Reference Manual, publication SM-0114, the UNICOS Performance Utilities Reference Manual, publication SR-2040, and the COS Performance Utilities Reference Manual, publication SR-0146.

NOTE

Many of the flowtrace subroutines begin with the characters "FLOW0". You should avoid using names with this prefix.

The following table contains the purpose, name, and call to each flow trace routine.

Flowtrace Routines	
Purpose	Name and Call
Process entry to a subroutine	**CALL FLOWENTR**
Process **RETURN** execution	**CALL FLOWEXIT**
Process a **STOP** statement	**CALL FLOWSTOP**
Initiate a detailed tracing of every call and return	**SETPLIMQ**(*lines*) *lines* Number of lines to be printed (one for each call and return). If *lines* is ≤ 0, no lines are printed, or printing is terminated.
Print the final report	**CALL FLOW0STP**(*outdev*) *outdev* Device to which the report is written
Return name of the caller	**SUBROUTINE GETNAMEQ**(*name*) **INTEGER** *name*
Return the cycles charged to a job	*integer*=**IGETSEC( )**
Return the cycle time in picoseconds (value of field JCCYCL in the JCB)	*integer*=**JCCYCL( )**

TRACEBACK ROUTINES

The traceback routines list all subroutines active in the current calling sequence (**TRBK**) and return information for the current level of the calling sequence (**TRBKLVL**). Traceback routines return unpredictable results when subroutine linkage does not use CRI standard calling sequences.

DUMP ROUTINES

Dump routines produce a memory image and are called by address.

The following table contains the purpose, name, and entry of each dump routine.

Dump Routines		
Purpose	Name	Entry
Print a memory dump to a dataset	**CRAYDUMP**	**CRAYDUMP**
Dump memory to $OUT and abort the job	**DUMP**	**DUMP**
Dump memory to $OUT and return control to the calling program	**PDUMP**	
Create an unblocked dataset containing the user job area image	**DUMPJOB**	**DUMPJOB**
Copy current register contents to $OUT	**SNAP**	**SNAP**
Produce a symbolic dump	**SYMDEBUG**	**SYMDEBUG**
Produce a snapshot dump of a running program	**SYMDUMP**	**SYMDUMP**

EXCHANGE PACKAGE PROCESSING ROUTINES

Exchange Package processing routines (**XPFMT** and **FXP**) switch execution from one program to another. An Exchange Package is a 16-word block of memory associated with a particular program.

HARDWARE PERFORMANCE MONITOR INTERFACE ROUTINE

PERF provides an interface to the hardware performance monitor feature on CRAY X-MP computer systems.

NAME

CRAYDUMP – Prints a memory dump to a specified dataset

SYNOPSIS

CALL CRAYDUMP(*fwa*,*lwa*,*dn*)

DESCRIPTION

fwa	First word to be dumped
lwa	Last word to be dumped
dn	Name or unit number of the dataset to receive the dump output

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

DUMP, PDUMP – Dumps memory to **$OUT** and either abort or return to the calling program

SYNOPSIS

CALL DUMP(*fwa,lwa,type***)**
CALL PDUMP(*fwa,lwa,type***)**

DESCRIPTION

fwa First word to be dumped

lwa Last word to be dumped

type Dump type code, as follows:

0 or 3	Octal dump
1	Floating-point dump
2	Integer dump

DUMP dumps memory to **$OUT** and aborts the job. **PDUMP** dumps memory to **$OUT** and returns control to the calling program.

NOTES

If 4 is added to the dump type code, the first word and last word addresses specified are then addresses of addresses (indirect addressing).

First word/last word/dump type address sets can be repeated up to 19 times.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

DUMPJOB – Creates an unblocked dataset containing the user job area image

SYNOPSIS

CALL DUMPJOB(*dn*)

DESCRIPTION

dn Fortran unit number or Hollerith unit name. If no parameter is supplied, **$DUMP** is used by default.

DUMPJOB creates an unblocked dataset containing the user job area image, including register states and the Job Table Area. This data is suitable for input to the **DUMP** or **DEBUG** programs.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

DUMP, SYMDEBUG

NAME

FXP – Formats and writes the contents of the Exchange Package to an output dataset

SYNOPSIS

CALL FXP(*dsp,xp,vm,ret***)**

DESCRIPTION

dsp	Output Dataset Parameter Table address
xp	Exchange Package address
vm	Vector mask (VM) to be formatted
ret	Contents of B0 register to be formatted

FXP formats and writes to the output dataset the contents of the Exchange Package, the contents of the vector mask (VM), and the contents of the B0 register. This routine complements the user reprieve processing.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

GETNAMEQ – Returns name of the caller

SYNOPSIS

SUBROUTINE GETNAMEQ(*name*)
INTEGER *name*

DESCRIPTION

GETNAMEQ returns the name of the caller of its caller.

Suppose **FOO** calls **BAR**. If **BAR** calls **GETNAMEQ**, *name* is set to "FOO". (The result is left-justified in a Cray word.)

NOTES

GETNAMEQ returns only the first 8 characters of a name.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

IGETSEC – Returns the cycles charged to a job

SYNOPSIS

Call from Fortran:

integer=IGETSEC( )

DESCRIPTION

integer	Cycles charged to a job

IGETSEC returns the cycles charged to a job up to its own execution.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

PERF – Provides an interface to the hardware performance monitor feature on the CRAY X-MP mainframe

SYNOPSIS

CALL PERF(*func,group,buffer,bufl*)

DESCRIPTION

func Performance monitor function. Either an integer function number or one of the following ASCII strings, left-justified, and zero-filled.

'ON'L	Enable performance monitoring
'OFF'L	Disable performance monitoring
'REPORT'L	Report current performance monitor statistics
'RESET'L	Report current statistics, then clear performance monitor tables

group Performance monitor group number (type integer). See the Performance Counter Group Description table for group numbers and their corresponding counters and counter contents.

buffer First word address of a performance monitor request buffer

bufl Number of words in the buffer array

Thirty-two counters are available, arranged into four groups of eight counters each. Only one group can be accessed at a time.

The **PERF** request block format contains a fixed header and a variable number of subblocks following the header. The first 3 words of the header are set in subroutine **PERF** before calling the system, while the remaining words in the header are returned by the system.

The words in the block header allow you to analyze the information returned in the subblocks without the use of constants. This allows programs to continue executing correctly when the contents of the header or the subblocks change.

The block header format is as follows:

Field	Word	Description
HMRSF	0	Subfunction (0 through 3)
HMRGN	1	Group number (0 through 3) for PM$ON
HMRNW	2	Length of the request block
HMRNU	3	Number of words used
HMRBH	4	Number of words in the block header
HMRTS	5	Set to nonzero if the block is too small
HMRCT	6	Offset to the first group counter in the subblock
HMRCP	7	Offset to the first group accounted CPU cycles
HMRGE	8	Length of the counter group entry in subblock
HMRNC	9	Number of counters in each group entry
HMRNG	10	Number of groups in each subblock
HMRLE	11	Length of subblock entries

Timing subblocks are returned for every **REPORT** and **RESET** call. Each subblock contains hardware performance monitor data from a single COS user task.

The address of the first timing subblock is at (BLOCK FWA) + (contents of block header field **HMRBH**), with the next following (contents of block header field **HMRLE**) word after the first. Subblocks end when the offset to the next block would start after (contents of block header field **HMRNU**) words.

Each subblock contains a 2-word header, with fields **HMTN** and **HMGRP**. **HMTN** is the COS user task number associated with the subblock. **HMGRP** is the last hardware performance monitor group number active for the subblock.

Within the subblock, there are (contents of block header field **HMRNG**) performance monitor groups reported. Each group report consists of two fields: counters associated with the group, and the number of CPU cycles that were accounted for while the specified monitor was active. The offset to the first group counter is (contents of block header field **HMRCT**) words into the subblock; there are (contents of block header field **HMRNC**) counters for each performance monitor group. The offset to the first group's accounted CPU cycle is at (contents of block header field **HMRCP**).

Timing groups within a subblock follow each other by (contents of block header field **HMRGE**) words. The subblock format follows:

Field	Word	Description
HMTN	0	User task number
HMGRP	1	Latest performance monitor group number
HMCNT0	2-9	Group 0, counter 0 through 7
HMCCY0	10	Group 0, accounted CPU cycles
HMCNT1	11-18	Group 1, counter 0 through 7
HMCCY1	19	Group 1, accounted CPU cycles
HMCNT2	20-27	Group 2, counter 0 through 7
HMCCY2	28	Group 2, accounted CPU cycles
HMCNT3	29-36	Group 3, counter 0 through 7
HMCCY3	37	Group 3, accounted CPU cycles

The performance counter group descriptions are listed below in the following table.

Performance Counter Group Descriptions		
Group	Performance Counter	Description
		Number of:
	0	Instructions issued
	1	Clock periods holding issue
	2	Fetches
0	3	I/O references
	4	CPU references
	5	Floating-point add operations
	6	Floating-point multiply operations
	7	Floating-point reciprocal operations
		Hold issue conditions:
	0	Semaphores
	1	Shared registers
	2	A registers and functional units
1	3	S registers and functional units
	4	V registers
	5	V functional units
	6	Scalar memory
	7	Block memory
		Number of:
	0	Fetches
	1	Scalar references
	2	Scalar conflicts
2	3	I/O references
	4	I/O conflicts
	5	Block references
	6	Block conflicts
	7	Vector memory references
		Number of:
	0	000 - 017 instructions
	1	020 - 137 instructions
	2	140 - 157, 175 instructions
3	3	160 - 174 instructions
	4	176, 177 instructions
	5	Vector integer operations
	6	Vector floating-point operations
	7	Vector memory references

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

SETPLIMQ – Initiates detailed tracing of every call and return

SYNOPSIS

Call from CAL and Fortran:

CALL SETPLIMQ(*lines***)**

DESCRIPTION

lines Number of lines to be printed (one for each call and return). If *lines* ≤ 0, no lines are printed, or printing is terminated.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

SNAP – Copies current register contents to $OUT

SYNOPSIS

CALL SNAP(*regs,control,form*)

DESCRIPTION

regs Code indicating registers to be copied, as follows:

1	B registers
2	T registers
3	B and T registers
4	V registers
5	B and V registers
6	T and V registers
7	B, T, and V registers

control Control word (currently unused)

form Code indicating the format of the dump. Dumps from registers S, T, and V are controlled by the following type codes:

0	Octal
1	Floating-point
2	Decimal
3	Hexadecimal

Dumps from registers A and B are in octal format.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

SYMDEBUG – Produces a symbolic dump

SYNOPSIS

CALL SYMDEBUG('*param*{,*param*}.')

DESCRIPTION

param SYMDEBUG parameters. *param* must be in uppercase.

Some SYMDEBUG parameters allow you to specify a value along with the parameter. In these cases, *param=value* substitutes for *param.*

SYMDEBUG uses the following parameters:

S=*sdn* *sdn* names the dataset or file containing the debug symbol tables. The default is **$DEBUG**. The symbol file is **SYMBOLS**.

L=*ldn* *ldn* names the dataset or file to receive the listing output from the symbolic debug routine. The default is **$OUT**.

CALLS=*n* Number of routine levels to be looked at in a symbolic dump. For each task reported, SYMDEBUG traces back through the active subprograms the number of levels specified by *n*. Routines for which no symbol table information is available are not counted for purposes of the CALLS count. If this parameter is omitted, or if CALLS is specified without a value, the default is **50**.

MAXDIM=*dim*{*:dim*}*fR*

Maximum number of elements from each dimension of the arrays to be dumped. MAXDIM allows you to sample the contents of arrays without creating huge amounts of output. When MAXDIM is specified, arrays are dumped in storage order (row, column for Pascal; column, row for Fortran). MAXDIM applies to all blocks dumped. The default is **MAXDIM=20:5:2:1:1:1:1**. No more than seven dimensions can be specified.

BLOCKS=*blk*{*:blk*}

List of common blocks to be included from the symbolic dump. A maximum of 20 blocks can be specified. Separate the *blks* with colons. All symbols (qualified by the SYMS and NOTSYMS parameters) in the named blocks are dumped. Default is no common blocks dumped; if you specify BLOCKS without any *blks*, all common blocks declared in routines to be dumped are included in the symbolic dump.

NOTBLKS=*nblk*{*:nblk*}

List of common blocks to be excluded in the symbolic dump. A maximum of 20 blocks can be specified. Separate the *nblks* with colons. This parameter is used in conjunction with BLOCKS and takes precedence over the BLOCKS parameter.

RPTBLKS Repeat blocks; when this option is used, the contents of common blocks specified with the BLOCKS and NOTBLKS parameters are displayed for each subroutine in which they are declared. The default displays common blocks only once.

PAGES=*np* Page limit for the symbolic dump routine. Every page is worth 45 lines of output from SYMDEBUG. The default *np* is 70.

EXAMPLE

The following are example calls from Fortran to SYMDEBUG:

```
CALL SYMDEBUG('CALLS=40,RPTBLKS.')

CALL SYMDEBUG('BLOCKS=AA:BB:CC.')
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

SEE ALSO

The UNICOS Symbolic Debugging Package Reference Manual, publication SR-0112

NAME

SYMDUMP – Produces a snapshot dump of a running program

SYNOPSIS

CALL SYMDUMP ('-b *blklist* **-B** **-c** *calls* **-d** *dimlist* **-l** *lfile* **-r** **-s** *symfile* **-V** **-y** *symlist* **-Y**', *abort_flag*)

DESCRIPTION

SYMDUMP is a library routine that produces the same sort of output as **DEBUG**. It accepts C character descriptors, Fortran hollerith strings, and Pascal packed character arrays.

The method of calling library routines differs from language processor to language processor, but **SYMDUMP** accepts the same arguments regardless of the language processor. The argument string, if provided, must be enclosed in parentheses, and the options (excluding the abort flag) must be enclosed in quotation marks. When calling **SYMDUMP** from Fortran or Pascal, the quotation marks must be single; when calling from C, the quotation marks must be double. All arguments are optional.

The options indicate the type and extent of information to be dumped by **SYMDUMP**. The options string is passed to **SYMDUMP** in one of the following forms:

- As a character descriptor, produced by Fortran and C for defined characters strings
- As an address of a null terminated string, such as an integer, Hollerith, or Pascal packed character array

The argument string can contain a maximum of 4,096 characters. All options are optional, and they may appear in any order.

Unlike command lines, **SYMDUMP** option-arguments may not be grouped after one hyphen on the **SYMDUMP** call. That is, **SYMDUMP('-V -r')** is permitted, but **SYMDUMP('-Vr')** is not permitted. The following are valid options and arguments:

-b *blklist*

-B These options control the displaying of common block symbols. The symbols to be displayed from any particular common block will depend upon the use of the **-Y** and **-y** *symlist* options.

If neither option is specified, no common blocks are included in the symbolic dump. This is the default. If **-B** is specified, all common blocks are included in the symbolic dump. If **-b** *blklist* is specified, only the common blocks named in *blklist* are included in the symbolic dump. If both options are specified, all common blocks are included in the symbolic dump except those in *blklist.*

blklist may have up to 20 common blocks named. There is no limit on the length of a common block name. The common blocks named in *blklist* must be separated by commas (for example: **-b c,d**).

Enter the common blocks named in *blklist* in the case in which they appear in the symbol table. Names may not always appear in the symbol table in the same way they appear in your program. The UNICOS Symbolic Debugging Package Reference Manual, publication SR-0112, describes how symbol names appear in the symbol table.

-c *calls* *calls* is an integer that specifies the number of routine levels to be displayed in the symbolic dump. For each task reported, **SYMDUMP** traces back through active routines the number of levels specified by calls. Routines for which no symbol table information is available are not counted for purposes of the routine level count. The default is 50.

-d *dimlist* *dimlist* is an integer that specifies the maximum number of elements from each dimension of the arrays to be dumped. **SYMDUMP** can dump array elements from up to seven dimensions. The dimensions must be specified by integer values, and the values must be separated by commas (example: **-d 4,6**)

This option allows you to sample the contents of an array without creating huge amounts of output. *dimlist* applies to all blocks dumped, and the arrays are dumped in storage order. The default is **-d 20,5,2,1,1,1,1.**

-l *lfile* *lfile* names an output file. Specifying **-l** *file* directs **SYMDUMP** to write output to the specified file. If you call **SYMDUMP** more than once, and you specify **-l** with the same file each time, **SYMDUMP** output will be appended to the file each time. By default, **SYMDUMP** output is written to **stdout.**

-r Repeat blocks. When this option is used, **SYMDUMP** displays the contents of common blocks specified with the **-B** and **-b** *blklist* for each subroutine in which they are declared. The default displays common blocks only once.

-s *symfile*

symfile names a file containing the Debug symbol tables. There is no limit on the length of the symfile file name, and it may include a pathname to the desired file. **SEGLDR** puts both the symbol table information and the executable binary in the same file. By default, Debug symbol tables are written to **a.out**.

-V With **-V** specified, **SYMDUMP** generates **SYMDUMP** release statistics.

-y *symlist*

-Y These options may occur anywhere in the option string in any order. Use one of the following methods to control the way symbols are displayed:

If neither option is specified, all symbols are displayed. Default.

If only the **-Y** option is specified, no symbols are displayed.

If only the **-y** option is specified, all symbols except those named in *symlist* are displayed.

If both options are specified, only the symbols named in *symlist* are displayed.

symlist may contain up to 20 named symbols, and there is no limit to the length of the symbol names. The symbols named in *symlist* must be separated by commas (example: **-y a, b**)

Enter the symbols in the same case in which they appear in the symbol table. Names may not always appear in the symbol table in the same way they appear in your program.

abort_flag

An optional *abort_flag* indicates to **SYMDUMP** whether or not to abort if it finds an error when parsing the **SYMDUMP** statement. An *abort_flag* with a value of zero indicates no abort; an *abort_flag* with a value other than zero indicates abort.

You cannot enter an *abort_flag* if you have not entered any options.

By default, **SYMDUMP** examines all options, reports errors found, and generates a dump based on the options it could understand; the program does not abort.

Note that the *abort_flag* is not allowed when options contains a Pascal variant array.

NOTES

Use **SEGLDR** or **ld(1)** to load programs that call **SYMDUMP**. When using **SEGLDR**, specify library **libdb.a**, which contains **SYMDUMP**, on the **-l** option.

The following three examples show how to load programs that call **SYMDUMP**.

Example 1:

If you are not expanding blank common and do not need to specify a **SEGLDR HEAP** directive on the SEGLDR command line for any other reason, you do not need to specify a **SEGLDR HEAP** or **STACK** directive. The following example shows a **SEGLDR** command line without **HEAP** or **STACK** directives:

```
segldr -l libdb.a *.o
```

Example 2:

If you are expanding blank common, you need to specify **SEGLDR STACK** and **HEAP** directives. The following example shows a **SEGLDR** command line that can be used if the program expands blank common.

```
segldr -l libdb.a -D "STACK=3000+0;HEAP=10000+0" *.o
```

This example shows settings that should provide enough stack and heap space for **SYMDUMP** to run, assuming that your program is an average large application that has as many as 1000 blocks. For applications with more blocks, 6 to 7 words per block over 1000 should be added to the heap setting. Optimal heap settings depend on the specific application.

If running the application causes **SYMDUMP** to exit with the following error message, the value on the **HEAP** directive is too small:

```
HPALLOC failed; return status = i
```

Example 3:

If a **SEGLDR DYNAMIC** directive is used, the stack and heap cannot expand, so a **SEGLDR STACK** or **HEAP** directive may also be needed. Refer to the previous example for information about expanding the stack and heap. To load the heap prior to blank common, use **DYNAMIC=//** on **SEGLDR**'s **-D** option, as shown in the following example:

```
segldr -l libdb.a -D "DYNAMIC=//" *.o
```

For more information on **SEGLDR**, see the Segment Loader (SEGLDR) Reference Manual, publication SR-0066.

EXAMPLES

The following example shows how to call **SYMDUMP** from a Fortran program when passing a character descriptor:

```
character*30 string
integer abtfl
.
.
string = '-s test -B -b STRING'
abtfl = 1
.
```

```
  .
C CHARACTER VARIABLE
  call symdump (string, abtfl)
  .
  .
C CHARACTER CONSTANT
  call symdump ('-l outfile -V')
```

The following example shows how to call **SYMDUMP** from C:

```
extern void SYMDUMP();

int abt_flag = 1;
char *string;

string = "-s a.out -V";
SYMDUMP (string, &abt flag);
```

The following example shows how to call **SYMDUMP** from Pascal when passing a conformant array:

```
type
  string_type = packed array [1..30] of char;
var
  abort_flag: boolean;

procedure symdump (var string: string_type; var flag: boolean);
imported (SYMDUMP);

abort_flag := true;
string [1..20] := '-s test -y STRING -Y';
string [21] := chr (0);          (* must null terminate the string *)
symdump (string, abort_flag);
```

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

NAME

TRBK – Lists all subroutines active in the current calling sequence

SYNOPSIS

CALL TRBK[(*arg*)]

DESCRIPTION

arg Address of dataset name or unit number

TRBK prints a list of all subroutines active in the current calling sequence from the currently active subprogram. It also identifies the address of the reference. You can specify a unit (*arg*) to receive the list. If you do not specify a unit, the list is printed to the user logfile or message log.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

TRBKLVL – Returns information on current level of calling sequence

SYNOPSIS

CALL TRBKLVL(*trbktab,arglist,status,name,calladr,entpnt,seqnum,numarg*)

DESCRIPTION

trbktab Current level's Traceback Table address. On exit, current level's caller's Traceback Table address. Zero if the current level is a main-level routine.

arglist Current level's argument list address. On exit, current level's caller's argument list address. Zero if the current level is a main-level routine.

status <0 if error
=0 if no error
>0 if no error and the current level is the main level

name Current level's name (ASCII, left-justified, blank-filled)

calladr Parcel address from which the call to the current level was made

entpnt Parcel address of the current level's entry point

seqnum Line sequence number corresponding to the call address (0 indicates none)

numarg Number of arguments or registers passed to the current level

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

XPFMT – Produces a printable image of an Exchange Package

SYNOPSIS

CALL XPFMT(*address, in, out, mode*)

DESCRIPTION

address The nominal location of the Exchange Package to be printed as the starting Exchange Package address. The output buffer contains an 8-character field at the beginning of each line of the Exchange Package to indicate a CRAY address. The binary number in *address* is used to fill these eight characters of the first line of the Exchange Package in the output buffer and is incremented to fill each succeeding line of the output buffer. This is not the address of the 16-word buffer containing the Exchange Package to be formatted.

in A 16-word integer array containing the binary representation of the Exchange Package

out An integer array, dimensioned (8,0:23), into which the character representation of the Exchange Package is stored. Line 0 is a ruler for debugging and is not usually printed.

The first word of each line is an address and need not always be printed.

mode An integer word indicating the mode in which the Exchange Package is to be printed. 'Y'L forces the Exchange Package to be formatted as a CRAY Y-MP Exchange Package; 'X'L forces the Exchange Package to be formatted as a CRAY X-MP Exchange Package; 'S'L forces the Exchange Package to be formatted as a CRAY-1 Exchange Package; 0 means that the subprogram is to use the Exchange Package contents to deduce the machine type.

XPFMT produces a printable image of an Exchange Package in a user-supplied buffer. A and S registers appear in the buffer in both octal and character form; in the character form, the contents of the register are copied unchanged to the printable buffer. The calling program is responsible for proper translation of unprintable characters. Parcel addresses have a lowercase a, b, c, or d suffixed to the memory address.

You can specify that the Exchange Package be formatted as a CRAY X-MP or CRAY-1 Exchange Package, or you can allow XPFMT to determine which format to use, based on the values in the Exchange Package. Values within the Exchange Package determine the Exchange Package format. XPFMT assumes that the Exchange Package was produced by or for a CRAY X-MP computer system if either the data base address or the data limit address is nonzero. Otherwise, it assumes that the Exchange Package was produced by or for a CRAY-1 computer system.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

EXAMPLE

```
      SUBROUTINE SUB1(INTXP,OUTXP)
      INTEGER INTXP(16),OUTXP(8,0:23),IADDR,IMODE
*
*  address to use in output array
*
      IADDR = 8700
*
*  let processor deduce machine type
*
      IMODE = 0
*
*  pass the input Exchange Package to XPFMT and get the formatted
*  version to print in OUTXP
*
      CALL XPFMT(IADDR,INTXP,OUTXP,IMODE)
*
*  print the output of the XPFMT routine
*
      PRINT 1,OUTXP
 1    FORMAT(24(1X,8A8/))
      END
```

17. SYSTEM INTERFACE ROUTINES

System interface routines are grouped into the following categories:

- Job control language (JCL) symbol routines
- Control statement processing routines
- Job control routines
- Floating-point interrupt routines
- Bidirectional memory transfer routines
- Special purpose interface routines

JOB CONTROL LANGUAGE SYMBOL ROUTINES

The JCL symbol routines manipulate JCL symbols for conditional JCL statements.

JSYMSET changes a value for a JCL symbol. **JSYMGET** allows a user program to retrieve JCL symbols.

CONTROL STATEMENT PROCESSING ROUTINES

Control statement processing routines place control statement elements in appropriate memory locations to perform the specified operations. These routines, **CRACK**, **PPL**, and **CEXPR**, can also process directives obtained from some source other than the control statement file (**$CS**).

Control statement cracking routines take the uncracked image from the JCCCI field and crack it into the JCCPR field. The Job Communication Block (JCB) contains the control image in JCCCI. JCDLIT is a flag indicating whether or not literal delimiters are to be retained in the string.

The following table contains the purpose, name, and entry of each control statement processing and cracking routine.

Control Statement Processing and Cracking Routines		
Purpose	Name	Entry
Crack a control statement	**CCS**	**CCS**
Process control statement parameter values	**GETPARAM**	**GETPARAM**
Crack a directive	**CRACK**	**CRACK**
Process a parameter list	**PPL**	**PPL**
Crack an expression	**CEXPR**	**CEXPR**

JOB CONTROL ROUTINES

Job control routines perform functions relating to job step termination, either causing a termination or instructing the system on how to handle a termination. Unless otherwise specified, these routines are called by address. No arguments are returned.

The following table contains the purpose, name, and entry of each job control routine.

Job Control Routines		
Purpose	Name	Entry
Request abort with traceback	**ABORT**	**ABORT**
Terminate a job step and advance	**END**	**END**
Continue exit processing after a reprievable condition	**ENDPRV**	
Exit from a Fortran program	**EXIT**	**EXIT**
Request abort	**ERREXIT**	**ERREXIT**
Declare a job rerunnable or not rerunnable	**RERUN**	**RERUN**
Instruct the system to begin or cease monitoring jobs for functions affecting rerunnability	**NORERUN**	
Conditionally transfer control to a specified routine	**SETRPV**	**SETRPV**

FLOATING-POINT INTERRUPT ROUTINES

Floating-point interrupt routines allow you to test, set, and clear the Floating-point Interrupt Mode flag. Subroutine linkage is call-by-address.

The following table contains the purpose, name, and entry of each floating-point interrupt routine.

Floating-point Interrupt Routines		
Purpose	Name	Entry
Temporarily prohibit floating-point interrupts	**CLEARFI**	**CLEARFI**
Temporarily permit floating-point interrupts	**SETFI**	
Temporarily prohibit floating-point interrupts for a job	**CLEARFIS**	**CLEARFIS**
Temporarily enable floating-point interrupts for a job	**SETFIS**	
Determine whether floating-point interrupts are permitted or prohibited	**SENSEFI**	**SENSEFI**

BIDIRECTIONAL MEMORY TRANSFER ROUTINES

Bidirectional memory transfer routines test, set, and clear the Bidirectional Memory Transfer Mode flag. Subroutine linkage is call-by-address.

NOTE

These routines are only effective on CRAY Y-MP and CRAY X-MP computer systems, which have hardware support for bidirectional memory transfer. They are no-ops on other mainframe types.

The following table contains the purpose, name, and entry of each bidirectional memory transfer routine.

Bidirectional Memory Transfer Routines

Purpose	Name	Entry
Temporarily disable bidirectional memory transfers	**CLEARBT**	**CLEARBT**
Temporarily enable bidirectional memory transfers	**SETBT**	
Permanently disable bidirectional memory transfers	**CLEARBTS**	**CLEARBTS**
Permanently enable bidirectional memory transfers	**SETBTS**	
Determine current memory transfer mode	**SENSEBT**	**SENSEBT**

SPECIAL-PURPOSE INTERFACE ROUTINES

The following table contains the purpose, name, and entry of each special-purpose interface routine.

Special-purpose Interface Routines		
Purpose	Name	Entry
Return the Job Accounting Table	ACTTABLE	ACTTABLE
Program a Cray channel on an IOS	DRIVER	DRIVER
Turn on or off the class of messages to the user logfile	ECHO	ECHO
Allow a job to suspend itself	ERECALL	ERECALL
Return lines per page	GETLLP	GETLLP
Return the integer ceiling of a rational number formed by two integer parameters	ICEIL	ICEIL
Allow a job to communicate with another job	IJCOM	IJCOM
Return the job name	JNAME	JNAME
Load an absolute program from a dataset containing a binary image	LGO	LGO
Return the memory address of a variable or an array	LOC	LOC
Manipulate a job's memory allocation and/or mode of field length reduction	MEMORY	MEMORY
Return the edition for a previously accessed permanent dataset	NACSED	NACSED
Load an overlay and transfer control to the overlay entry point	OVERLAY	OVERLAY
Enter a message (preceded by a message prefix) in the user and system logfiles	REMARK	REMARK
Enter a message in the user and system logfiles	REMARK2	
Enter a formatted message in the user and system logfiles	REMARKF	REMARKF
Return Cray machine constants (machine epsilon; smallest and largest normalized numbers.)	SMACH CMACH	SMACH
Test the sense switch	SSWITCH	SSWITCH
Make requests of the operating system	SYSTEM	SYSTEM

NAME

ABORT – Requests abort with traceback

SYNOPSIS

CALL ABORT[(*log*)]

DESCRIPTION

log Log file message

ABORT requests abort with traceback and provides an optional log file message. The optional user-supplied log file message is written to both user and system log files. The message is written in the same format in which it was sent.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

ACTTABLE – Returns the Job Accounting Table (JAT)

SYNOPSIS

CALL ACTTABLE(*array*,*count*[,*tac*,*tasz*,*gut*,*gusz*,*fut*,*fusz*])

DESCRIPTION

array An array in which to write a copy of the JAT

count Count; the first *count* words of the JAT are returned in the array. If *count* is greater than the size of the JAT, the array is padded with minus ones.

tac Address in which to write a copy of the Task Accounting Table

tasz Length of the task accounting information to copy in words. No more than *tasz* words are returned.

gut Address in which to write a copy of the Generic Resource Table

gusz Length of the Generic Resource Table information in words. No more than *gusz* words are returned.

fut Address in which to write a copy of the Fast Secondary Storage (FSS) device utilization information

fusz Length of the FSS device utilization information area in words. No more than *fusz* words are returned.

You can specify *array* and *count* without requesting any of the optional information with the other parameters. However, to request any of the optional information, you must enter values for all six of the optional parameters, entering a zero length for those you do not want.

EXAMPLE

The call to **ACTTABLE** in the following example returns information from the JAT and six words from the Task Accounting Table. Since the size parameters (**GUSZ** and **FUSZ**) are set to zero, no FSS or Generic Resource Table information is returned.

```
PROGRAM ACTTAB

IMPLICIT INTEGER (A-Z)

PARAMETER (COUNT = 10)
PARAMETER (TASZ = 6)
PARAMETER (GUSZ = 0)
PARAMETER (FUSZ = 0)
DIMENSION ARRAY(60), TAC(6)

CALL ACTTABLE(ARRAY,COUNT,TAC,TASZ,JUNK,GUSZ,JUNK,FUSZ)
STOP
END
```

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

CCS – Cracks a control statement

SYNOPSIS

```
CALL CCS
```

DESCRIPTION

No parameters. CCS aborts the job if errors are encountered.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

CEXPR – Cracks an expression

SYNOPSIS

CALL CEXPR(*char,out,lmt,size*)

DESCRIPTION

char Expression character-string array (terminated by a 0 byte)

out Reverse Polish Table array for output

lmt Upper limit to the size of the Reverse Polish Table

size Actual size of the Reverse Polish Table on return

CEXPR transforms an expression character string (1 right-justified character per word) to a Reverse Polish Table.

An expression can contain a mixture of symbols, literals, numeric values, and operators. Expressions handled by this routine resemble Fortran in syntax.

Operator hierarchy follows Fortran rules and does parenthesis nesting. Symbols are defined as 1- to 8-character strings having unknown value to **CEXPR**. **CEXPR** simply flags the strings for the caller. The first character cannot be numeric. Literals are 1- to 15-character strings enclosed by double quotes (").

A character string consisting of numeric digits is taken as a 64-bit integer. A trailing B signifies an octal number.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

CLEARBT, SETBT – Temporarily disables/enables bidirectional memory transfers

SYNOPSIS

```
CALL CLEARBT
CALL SETBT
```

DESCRIPTION

CLEARBT temporarily disables bidirectional memory transfers. SETBT temporarily enables bidirectional memory transfers.

These routines are local to the current job step. The system restores the most recent mode setting at the start of the next job step. No arguments are required or returned.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

CLEARBTS, SETBTS – Permanently disables/enables bidirectional memory transfers

SYNOPSIS

```
CALL CLEARBTS
CALL SETBTS
```

DESCRIPTION

CLEARBTS permanently disables bidirectional memory transfers. **SETBTS** permanently enables bidirectional memory transfers.

The results of these routines are permanent and are propagated through job steps. The system does not alter the mode setting unless another bidirectional memory transfer control subroutine is called or a **MODE** control statement is executed. No arguments are required or returned.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

CLEARFI, SETFI – Temporarily prohibits/permits floating-point interrupts

SYNOPSIS

```
CALL CLEARFI
CALL SETFI
```

DESCRIPTION

CLEARFI temporarily prohibits floating-point interrupts. **SETFI** temporarily permits floating-point interrupts.

These routines are local to the current job step. The system restores the most recent mode setting at the start of the next job step. No arguments are required or returned.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

CLEARFIS, SETFIS – Temporarily prohibits/permits floating-point interrupts for a job

SYNOPSIS

```
CALL CLEARFIS
CALL SETFIS
```

DESCRIPTION

CLEARFIS prohibits floating-point interrupts for a job until they are enabled or until the job terminates.

SETFIS enables floating-point interrupts until they are explicitly disabled or until the job terminates.

The results of these routines are propagated through job steps. The system does not alter the mode setting until another floating-point interrupt control subroutine is called or a MODE control statement is executed. No arguments are required or returned.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

CRACK – Cracks a directive

SYNOPSIS

CALL CRACK(*ibuf,ilen,cbuf,clen,flag*[*,dflag*])

DESCRIPTION

ibuf Image of the statement to be cracked

ilen Integer length (in words) of the statement image to be cracked. Maximum value is 10 words.

cbuf Array to receive the cracked image

clen Integer length in words of the array *cbuf*

flag Integer variable to receive completion status. The Return Value flag has the following meanings:

0 Normal termination
1 No error; continuation character encountered.
2 Invalid character encountered
3 Premature end-of-input line
4 CRACK buffer overflow
5 Unbalanced parentheses
6 Input buffer too large

dflag Integer flag indicating that literal string delimiters are to be preserved in the cracked image. If set to 0 or omitted, quotes are not included in the cracked string. If set to 1, all quotes are included in the string.

CRACK reformats (parses) a user-supplied string into verb, separators, keywords, and values. The cracked directive is placed in a user-supplied buffer and returns the status of the crack to the caller. CRACK can be called repeatedly to process a control statement across several records.

NOTES

Each keyword or positional parameter should be assigned a separate word. Keywords or positional parameters of more than 8 characters must be assigned 1 word for each 8 characters plus 1 for any remaining characters if the length is not a multiple of 8 characters. Each separator must also be assigned a separate word.

flag should be set to 0 before the first call to CRACK and should not be changed (except by CRACK) until after the last call to CRACK.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

DELAY – Do nothing for a fixed period of time

SYNOPSIS

CALL DELAY(*mstime*)

DESCRIPTION

mstime Delay time in milliseconds. *mstime* must be in the range 0 to $2^{24}-1$.

DELAY requests that the executing task not be rescheduled to a CPU until *mstime* milliseconds have elapsed.

IMPLEMENTATION

This routine is only available to users of the COS operating system.

NAME

DRIVER – Programs a Cray channel on an I/O Subsystem (IOS)

SYNOPSIS

CALL DRIVER(*array,lentry,status*)

DESCRIPTION

array First element of the integer parameter block array. The array is *lentry* words long. In all cases, **FUNC**, **PLEN**, and **LN** are required in the parameter block, and **COSS** is returned in the User Driver Parameter Block (DRPB) (see the COS Reference Manual, publication SR-0011, for more information on DRPB). **DP** is always sent to the driver and returned to you. See individual driver specifications for the use of the word and other field requirements.

For the Fortran user, **FUNC**, **DIR**, and **COSS** are literal strings. (For example, set **FUNC** to **'CFN$OPE'** and **DIR** to **'DIR$INP'** to open an input channel. **'DRS$RSV'** in **COSS** means the channel is reserved for another job.)

The **'CFN$OPE'** subfunction opens a channel; a job cannot access a channel until it opens the channel. **DRNM**, **TO**, **DIR**, and **OPD** are required.

The **'CFN$CLS'** subfunction closes a channel. Any open channels are closed during termination. **DIR** is required.

The **'CFN$RD'**, **'CFN$RDH'**, and **'CFN$RDD'** subfunctions read data. **BAD** and **DLN** are required; **TLN** is returned. For read, either the channel is read to Central Memory or data is moved from IOS Buffer Memory to Central Memory (if a read/hold was done prior to this read). For read/hold, a second read is performed, and the data is held in Buffer Memory for a subsequent read. For read/read, a second read to Central Memory is done.

The **'CFN$WT'**, **'CFN$WTH'**, and **'CFN$WTD'** subfunctions write data. **BAD** and **LN** are required; **TLN** is returned. For write, data is written to the channel from Central Memory or Buffer Memory (if a write/hold was done prior to this request). For write/hold, a second buffer of data is moved to and held in Buffer Memory for a subsequent write. For write/write a second write is performed from Central Memory.

The **'CFN$DMIN'–'CFN$DMAX'** subfunctions are defined by the driver. **DFP** and **DIR** are required.

lentry Length of the parameter block entry in *array*; user-specified integer variable.

status Status; integer variable set by the system. On return, *status* is 0 if no errors have occurred, and the job must poll **COMS** for nonzero. When **COMS** is nonzero, the driver has completed the request and the driver status is in **DRS**. See the individual driver specifications for driver status. If *status* is nonzero on return, **COSS** contains the error code and the request is not sent to the driver.

If no errors have occurred, and if *status* is nonzero on return, **COSS** contains the error code.

This capability is available only with devices connected to the Master I/O Processor (MIOP). This is a privileged function available to all single-tasked job steps. It is prohibited to multitasking job steps.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

ECHO – Turns on and off the classes of messages to the user logfile

SYNOPSIS

CALL ECHO('ON'L[,*param-array*],'OFF'L[,*param-array*])

DESCRIPTION

param-array Optional array of message class names or 'ALL'. Message class names are defined in the COS Reference Manual, publication SR-0011.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

END, ENDRPV – Terminates a job step

SYNOPSIS

```
END
CALL ENDRPV
```

DESCRIPTION

END terminates a job step and advances to the next job step.

ENDRPV continues normal exit processing after a reprievable condition has been processed. This exit processing can be the result of normal termination or abort processing.

IMPLEMENTATION

END is available to users of both the COS and UNICOS operating systems.

NAME

ERECALL – Allows a job to suspend itself until selected events occur

SYNOPSIS

CALL ERECALL(*func*,*status*,*sevents*,*to*,*oevents*,*levents*)

DESCRIPTION

func User-specified integer variable to define the requested information or action

'DISABLE' Disables event monitoring. All other words are ignored.

'ENABLE' Enables event monitoring or changes the events to be monitored. *levents* and *sevents* are required. If *levents* is 0, time-out is the only enabled event; time-out is enabled to prevent a job remaining indefinitely in recall. *levents* and *oevents* are returned by the system. *to* is ignored.

'RECALL' Places the job in recall. An error is returned in *status* if monitoring is disabled. *to* is required; *sevents* is ignored. *levents* and *oevents* are set by the system. If *to* is 0, an installation-defined default, **I@TODEF**, is used. If *to* is specified, but less than the installation-defined minimum, **I@TOMIN**, the installation minimum is used with no notification. If *levents* is 0 on return, time-out is the only event that occurred.

'RETURN' Requests that *levents* and *oevents* be set by the system; all other words are ignored. An error is returned in *status* if monitoring is disabled.

status Status; an integer variable set by the system. *Status* is 0 if no errors occurred; otherwise, see the Event Recall Parameter Block (ERPB) definition in the COS Reference Manual, publication SR-0011, for error codes. The codes are returned as blank-filled literal strings (for example, **ERER$BFN** is returned as **'ERER$BFN'**).

sevents User-specified integer array containing the events to be monitored. *levents* is the number of events specified in *sevents*. The events can be selected from the following:

'IJ'	Interjob message received
'UO'	Unsolicited operator message received (Deferred implementation)
'OR'	Operator reply received (Deferred implementation)

The following events are privileged:

'CH'	Channel driver done
'IQ'	SDT placed in input queue (Deferred implementation)
'OQ'	SDT placed in output queue (Deferred implementation)

to Time-out duration in milliseconds (rightmost 24 bits); user-specified integer variable.

oevents Integer array set by the system to the occurred events. *levents* is the number of event words that have been placed in *oevents* by the system. See *sevents* for possible values.

levents Integer value specifying the number of events in either *sevents* or *oevents*. For **ENABLE**, set *levents* to the number of event words that you have placed in *sevents*. On return from **ENABLE**, **RECALL**, and **RETURN**, *levents* is the number of event words that the system has placed in *oevents*.

ERECALL allows a job to suspend itself until one or more selected events occur.

NOTE

This routine is available to all single-tasking job steps; it is prohibited to multitasking job steps.

When event monitoring is enabled, the system monitors selected events for a job, keeping track of which ones have occurred. Monitoring is disabled at the beginning of each job step and can be enabled by making a system request, specifying the events to monitor. Once monitoring is enabled, a job can make a system request to change the events that are to be monitored, get a map indicating which of the monitored events occurred, go into event recall until one of the selected events occurs, or disable monitoring.

When monitoring is enabled, a map of occurred events is returned to you and discarded by the system. If monitoring was disabled when the enable occurred, the map is 0.

When the events to be monitored are changed, a map of occurred events is returned to you and discarded by the system.

When a map of occurred events is requested, the map is returned to you and discarded by the system.

When recall is requested and the map of occurred events is 0, the job is suspended for an event until one of the events occurs. If the map is nonzero, the map is returned to you immediately and discarded by the system.

When recall is disabled, the map of occurred events is discarded by the system.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

The COS Reference Manual, publication SR-0011

NAME

ERREXIT – Requests abort

SYNOPSIS

CALL ERREXIT

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

EXIT – Exits from a Fortran program

SYNOPSIS

CALL EXIT

DESCRIPTION

EXIT ends the execution of a Fortran program and writes a message to the log file (COS) or stdout (UNICOS). Under COS, the message is as follows:

UT003 – EXIT CALLED BY *routine name*

The UNICOS message is as follows:

EXIT (called by *routine name*, line *n*)

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

GETARG – Return Fortran command-line argument

SYNOPSIS

ichars = **GETARG**(*i*,*c*)
ichars= **GETARG**(*i*,*c*,*size*)

DESCRIPTION

ichars	Number of non-null characters in the string returned
i	Number of the argument to return
c	Character variable or integer array in which to return the command-line argument
size	If *c* is an array, the number of elements in that array

GETARG returns the *i*-th command-line argument of the current process. Thus, if a program is invoked with the following command line, **GETARG(2,C)** returns the string **arg2** in the character variable **C**:

```
foo arg1 arg2 arg3
```

SEE ALSO

GETOPT(3C)

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

NAME

GETLPP – Returns lines per page

SYNOPSIS

lpp=**GETLPP( )**

DESCRIPTION

lpp Lines per page (type integer)

GETLPP returns the lines per page from field JCLPP of the Job Control Block (JCB) in register S1.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

GETPARAM – Gets parameters

SYNOPSIS

CALL GETPARAM(*table,number,param***)**

DESCRIPTION

table The Parameter Control Table (PCT), dimensioned (5,*number*) and containing the following in each 5-element row:

1 A left-justified, zero-filled keyword
2 A default value for use if the keyword is missing
3 A default value for use if the keyword is present but not assigned a value
4 Subscript of *param* into which the first parameter value is stored
5 Index of the last word the the *param* array to be used for storing the parameter value

If item 2 is negative, GETPARAM requires the keyword to be on the control statement.

If item 3 is negative, GETPARAM does not allow the use of the keyword alone (as in "...,keyword,...").

Either item 2 or 3 can be 0; GETPARAM does not distinguish between 0s and any other positive values such as character strings, but the caller can test them after GETPARAM returns.

If items 2 and 3 are 0 and 1, or 1 and 0, respectively, GETPARAM does not allow the keyword to be followed by an '='. The keyword must be simply absent or present.

If item 1 is a 64-bit mask (that is, 177777 7777 7777 7777 7777B), the value given as the keyword is returned in the control table. When an entry of this type is specified in the control table, the number of parameters is limited to one.

If item 1 is given a value of 0, the entry describes a positional parameter. Entries of this nature must be described in positional order.

If bit 2 in item 4 (that is, 020000 0000 0000 0000 0000B) is set, the parameters following the keyword are defined to be secure and are edited out before the statement is echoed to the user's logfile. If bit 3 is set, it indicates that a NULL character in the first word of a parameter value should be considered a string terminator.

number The number of parameters described in the control table. If set to 0, GETPARAM does not allow any parameters on the control statement.

param An array sufficiently large to receive all the parameter values

GETPARAM processes control statement parameter values from an already cracked control statement. If the statement has been continued across card images, GETPARAM automatically requests the next control statement and calls $CCS to crack it. Processing is determined by the rules set up by the PCT.

The PCT indicates default values for unspecified parameters. Through the PCT, the caller also indicates the following:

- If a parameter must be specified on the statement
- If a parameter is positional or keyword
- If a keyword parameter can have an equated value
- If a keyword parameter must have an equated value
- If any parameters are allowed

EXAMPLE

Example of control table definition in Fortran:

```
      INTEGER PERMFILE(2) PARAMS(15), TABLE(5,4), INPUT, LIBRARY(10), LIST
      EQUIVALENCE(PARAMS(1),INPUT),
*                       (PARAMS(2),PERMFILE),
*                       (PARAMS(4),LIBRARY(1)),
*                       (PARAMS(14),LIST)
      DATA PARAMS/15*0/
      DATA (TABLE(I,1),I=1,5)/'I'L,'$IN'L,'$IN'L,1,1/,
-                       (TABLE(I,2),I=1,5)/'P'L,0,-1,2,3/,
-                       (TABLE(I,3),I=1,5)/'LIB'L,-1,'$FTLIB'L,4,13/,
-                       (TABLE(I,4),I=1,5)/'LIST'L,0,1,14,14/
      CALL GETPARAM (TABLE,4,PARAMS)
```

This table (for a hypothetical program) tells **GETPARAM** that the only keywords to be accepted are **I**, **P**, **LIB**, and **LIST**. The -1 value means that **P** cannot appear alone (without an equal sign) and that **LIB** (with or without an equal sign) must appear in the control statement.

In this table, only one word is provided for the **I** parameter; therefore, if **I**=*xxx* appears in the control statement, the option *xxx* must not exceed 8 characters. The 2 words provided for the **P** parameter allow for the maximum of 16 characters or for two subparameters (up to 8 characters each) separated by a colon in the control statement. Ten words are provided for the **LIB** parameter so that up to ten subparameters (or five 2-word parameters) are allowed in the control statement. **GETPARAM** requires the keyword **LIST** to appear alone or not at all. If **LIST** is specified, the value returned in the Parameter Value Table is 1. **LIST** cannot be followed by an equal sign.

NOTES

The following two subparameters cannot be distinguished from one another in the **PARAMS** table:

A=A1234567:B1234567(Two 8-character parameters)
A=A1234567B1234567(One 16-character parameter)

Thus, the caller is responsible for restricting such cases.

The output array **PARAMS** must be as large as the largest subscript. If **PARAMS** is initialized to 0s, the programmer can determine how many words are returned by **GETPARAM** for multiword parameters such as **P** and **LIB**.

Because Fortran array numbering starts with 1, the array's base address is reduced by 1 in **GETPARAM**. Therefore, the CAL user must supply the table address + 1 (This is not true for **$GP**) in order to use labels directly in lieu of the Fortran subscripts.

The following characters should not be used in keywords: the colon, parentheses, period, comma, apostrophe, caret, and equal sign.

GETPARAM aborts if the control statement violates either the standard control statement syntax rules or the additional rules imposed by the PCT. If there are no errors, the array is filled with values from the control statement and/or with default values. The PCT is not altered by **GETPARAM**.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

IARGC – Returns number of command line arguments

SYNOPSIS

iargs = **IARGC**( )

DESCRIPTION

iargs Number of command line arguments passed to the program

If a program is invoked with the following command line, **IARGC** returns 3:

```
foo arg1 arg2 arg3
```

SEE ALSO

GETOPT(3C)

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

NAME

ICEIL – Returns integer ceiling of a rational number

SYNOPSIS

i=**ICEIL**(*j*,*k*)

DESCRIPTION

j The numerator of a rational number

k The denominator of a rational number

ICEIL returns the integer ceiling of a rational number formed by two integer parameters. ICEIL is an integer function.

The value of the function *i* is the smallest integer larger than or equal to $\frac{j}{k}$.

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

IJCOM – Allows a job to communicate with another job

SYNOPSIS

CALL IJCOM(*status,array,lentry,nentry*)

DESCRIPTION

status — *status* is a literal value of the error (or, in the case of multiple errors, the literal value of the last error to occur). If *status* is not equal to IJMS$OK, STAT contains the literal error code. If multiple parameter blocks are used, all STAT fields must be examined if *status* is nonzero.

array — First element of the integer parameter block array. An installation-defined maximum number of parameter blocks (I@MPBS) can be specified in *array*. The array is *larray* words long, and each of the *nentry* parameter blocks in it is *lentry* words long. See the Interjob Communications Parameter Block (IJPB) table definition in the COS Reference Manual, publication SR-0011, for a description. You may ignore LINK; the system links the entries together for the user. In all cases, FUNC, RID, and PLEN are required in each parameter block, and the system sets STAT in each parameter block. The array length must equal *lentry* * *nentry*.

FUNC and STAT are literal strings (for example, set FUNC to 'IJM$OPEN' to open a path.

'IJM$NOP' — Subfunction is a no op.

'IJM$REC' — Subfunction marks the job as receptive. RCB is required; all other words are ignored.

'IJM$OPEN' — Subfunction initiates an attempt to open a communication path with another job. HLEN, TID, and NCB are required; all other words are ignored.

'IJM$ACCE' — Subfunction accepts a request from another job to open communication. TID, HLEN, and NCB are required; all other words are ignored.

'IJM$REJE' — Subfunction rejects a request from another job to open communication. TID is required; all other words are ignored.

'IJM$SNDM' — Subfunction sends a message to another job. NCB, TID, BADD, and BLEN are required; all other words are ignored.

'IJM$SNDL' — Subfunction sends a message to an attached job's logfile. This is a privileged function. TID, OVR, FCS, FCU, CLS, and BADD are required; all other words are ignored.

'IJM$CLOS' — Closes a communication path. Either NCB and TID or neither are required; all other words are ignored. If NCB and TID are specified, only the path determined by RID and TID is closed; otherwise all communication paths with RID are closed.

'IJM$END' — Subfunction marks the job as not receptive. All other words are ignored. Existing communication paths are not affected.

lentry — Length of each parameter block entry in array; user-specified integer variable. lentry must equal LE@IJPB (LE@IJPB is defined in $SYSTXT as the length of the Interjob Communications Parameter Block).

nentry — Number of parameter blocks in the array; user-specified integer variable. Default is 1.

status Status; an integer variable set to 0 if no errors occurred. If *status* is nonzero, **STAT** contains the error code. If multiple parameter blocks are used, all **STAT** fields must be examined if status is not equal to **IJMS$OK** (if no errors occurred, *status*=IJMS$OK).

NOTE

IJCOM is available to all single-tasking job steps. At this time, interjob communication is prohibited to multitasking job steps.

SEE ALSO

The COS Reference Manual, publication SR-0011

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

ISHELL – Executes a UNICOS shell command

SYNOPSIS

ISTAT = ISHELL(*command*)

DESCRIPTION

ISHELL has the following argument:

command Command to be given to the shell

ISHELL passes *command* to the shell **sh**(1) as input, as if *command* was entered at a terminal. The current process waits until the shell.has completed, then returns the exit status.

EXAMPLE

```
ISTAT = ISHELL('rm -f *.o')
```

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

NAME

JNAME – Returns the job name

SYNOPSIS

name=JNAME(*result*)

DESCRIPTION

name	Job name; left-justified with trailing blanks.
result	Returned job name

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

JSYMSET, JSYMGET – Changes a value for a JCL symbol or retrieve a JCL symbol

SYNOPSIS

CALL JSYMSET('*sym*'L,*val*[,*len*])
CALL JSYMGET('*sym*'L,*val*[,*len*])

DESCRIPTION

sym	Valid JCL symbol name
val	For JSYMSET, the actual value assigned to the symbol. For JSYMGET, *val* receives the actual value of the symbol if the value buffer is large enough and the symbol currently has a value.
len	For JSYMSET, the length of *val* in words (elements). For JSYMGET, the length of the value buffer in words (elements). *len* is changed to the actual length of the symbol's value (less than or equal to the value buffer).

JSYMSET allows you to change a value for a JCL symbol. The value specified is the actual value given to the symbol; no evaluation is performed.

JSYMGET allows user programs to retrieve JCL symbols. JSYMGET also allows for the creation of JCL symbols if they do not exist. See the COS Reference Manual, publication SR-0011, for more information on JCL symbol definitions.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

LGO – Loads an absolute program from a dataset containing a binary image as the first record

SYNOPSIS

CALL LGO('*dn*'L)

DESCRIPTION

The dataset name containing the absolute load module is represented by *dn*. LGO loads an absolute program from a local dataset containing the binary image as the first record. The loaded program is then executed. Control does not return to LGO.

Security privileges may be required sometimes when using LGO might seem appropriate (specifically, if you attempt to open a dataset using SDACCESS). Use CALLCSP as a more general replacement for this routine.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

CALLCSP

NAME

LOC – Returns memory address of variable or array

SYNOPSIS

address=LOC(*arg*)

DESCRIPTION

address	Argument address (type integer)
arg	Argument whose address is to be returned

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

MEMORY – Manipulates a job's memory allocation and/or its mode of field length reduction

SYNOPSIS

CALL MEMORY(*code*,*value*)

DESCRIPTION

code Determines what information or action is requested (blank-filled)

'UC' *value* specifies the number of words to be added to (if value is positive) or subtracted from (if *value* is negative) the end of the user code/data area.

'FL' *value* specifies the number of words of field length to be allocated to the job. If FL is specified and *value* is not, the new field length is set to the maximum allowed the job, and the job is placed in user mode for the duration of the job step.

'USER' The job is put in user-managed field length reduction mode. *value* is ignored.

'AUTO' The job is put in automatic field length reduction mode. *value* is ignored.

'MAXFL' The maximum field length allowed the job is returned in *value*.

'CURFL' The current field length is returned in *value*.

'TOTAL' The total amount of unused space in the job is returned in *value*.

value An integer value or variable when code is 'UC' or 'FL'. An integer variable that is to contain a returned value if code is 'CURFL', 'MAXFL', or 'TOTAL'.

Memory can be added to or deleted from the end of the user code/data area by using the 'UC' code. If the user code/data area is expanded, the new memory is initialized to an installation-defined value.

The job's field length can be changed by use of the 'FL' code. The field length is set to the larger of the requested amount rounded up to the nearest multiple of 512-decimal words or the smallest multiple of 512-decimal words large enough to contain the user code/data, Logical File Table (LFT), Dataset Parameter Table (DSP), and buffer areas. The job is placed in user-managed field length reduction mode for the duration of the job step.

The job's mode of field length reduction can be changed by use of either the 'USER' or 'AUTO' code. When 'USER' is specified, the job is placed in user mode until a subsequent request is made to return it to automatic mode. When 'AUTO' is specified, the job is placed in automatic mode, and the field length is reduced to the smallest multiple of 512-decimal words that can contain the user code/data, LFT, DSP, and buffer areas.

The job's maximum or current field length can be determined by the 'MAXFL' or amount of unused space in the job can be determined by the 'TOTAL' code.

The job is aborted if filling the request would result in a field length greater than the maximum allowed the job. The maximum is the smaller of the total number of words available to user jobs minus the job's Job Table Area (JTA) or the amount determined by the MFL parameter on the JOB statement.

EXAMPLE

Example 1:

```
CALL MEMORY('FL')
```

The job's field length is set to the maximum allowed the job, and the job is placed in user mode for the duration of the job step.

Example 2:

```
CALL MEMORY('AUTO')
```

The job's field length is reduced to a minimum, and the job is placed in automatic mode.

Example 3:

```
CALL MEMORY('UC',-5)
CALL MEMORY('UC',IVAL)

where IVAL is -5
```

The job's user code/data area is reduced by 5 words.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

NACSED – Returns the edition of a previously-accessed permanent dataset

SYNOPSIS

ed=NACSED( )

DESCRIPTION

NACSED returns edition number *ed* in binary form for the permanent dataset most recently accessed by a call to ACCESS.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

OVERLAY – Loads an overlay and transfers control to the overlay entry point

SYNOPSIS

CALL OVERLAY(n**L**dn,lev_1,lev_2[,*recall*])

DESCRIPTION

n	Number of characters in *dn*
L	Left-justified; zero-filled.
dn	Dataset in which the overlay resides. Must be a character constant, integer variable, or an array element containing Hollerith data of not more than 7 characters.
lev_1	Overlay level 1 (LEV1)
lev_2	Overlay level 2 (LEV2)
recall	Optional recall parameter. To reexecute an overlay without reloading it, enter 6LRECALL. If the overlay is not currently loaded, it will be loaded.

NOTES

This routine is used to implement LDR-style overlays. Cray Research recommends conversion to SEGLDR-style segments whenever possible. See the Segment Loader (SEGLDR) Reference Manual, publication SR-0066.

IMPLEMENTATION

This routine is available to users of both the COS and the UNICOS operating systems.

SEE ALSO

ldovl(1)
See the COS Reference Manual, publication SR-0011, for details of the **OVERLAY** routine.

NAME

PPL – Processes keywords of a directive

SYNOPSIS

CALL PPL(*cbuf,ctable,ltable,outarray,stattbl*)

DESCRIPTION

PPL processes the keywords for a given directive. Processing is governed by the Parameter Description Table, which has the same format as the table **GETPARAM** uses, except that the length of the table used by PPL is seven words with the two extra words unused.

cbuf Array containing the cracked image (usually prepared by **CRACK**, which is described in section 17)

ctable PPL control table

ltable Number of 7-word entries in PPL control table

outarray Array to receive parameter values

stattbl Three-word completion status code. On the first-time call, you must initialize the Return Status Table to zero. If PPL returns a status that is not normal, and PPL is called again with the invalid values left in, it attempts to recover.

Array element	Meaning
1	Return status code: **0** Normal termination **1** Required keyword not found **2** Output keyword overflow **3** Syntax error **4** Unknown or duplicate keyword **5** Unexpected separator encountered **6** Keyword cannot be equated **7** Keyword must have value **8** Maximum of 64 keywords exceeded **9** Invalid return status; cannot recover
2	Keyword in error
3	Ordinal keyword value

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

GETPARAM, CRACK

NAME

REMARK2, REMARK – Enters a message in the user and system log files

SYNOPSIS

CALL REMARK2(*message***)**
CALL REMARK(*message***)**

DESCRIPTION

message For **REMARK2**, message terminated by a 0 byte or a maximum of 79 characters. For **REMARK**, message terminated by a 0 byte or a 71-character message.

REMARK2 enters a message in the user and system log files. **REMARK** enters a message preceded by the prefix **'UT008 - '** in the user and system logfiles.

Under UNICOS, these routines write to **stderr** instead of the system logfile.

IMPLEMENTATION

These routines are available to users of both the COS and UNICOS operating systems.

NAME

REMARKF – Enters a formatted message in the user and system logfiles

SYNOPSIS

CALL REMARKF(*var,fvar,[fvar*$_2$*,...fvar*$_{12}$])

DESCRIPTION

var Variable containing the address of a format statement for **ENCODE**

fvar Address of variable

Up to 12 variables can be passed in arguments 2 through 13. The variables must be of type integer, real, or logical so that they each occupy only 1 word. The message is prefixed by **'UT009 – '** unless you supply a prefix. To supply the prefix, the characters '*b-b*' (*b*=blank) must appear in columns 6 through 8 of the formatted message.

EXAMPLE

Sample Fortran calling sequences with user-supplied prefixes:

```
10030    FORMAT ('CA001 - ', I4, ' errors')
         ASSIGN 10030 TO LABEL
         CALL REMARKF (LABEL, IERRCNT)
10770    FORMAT ('PD001 - ACCESS ', A8,A7,' ED=', I4, ';')
         ASSIGN 10770 TO LABEL
         CALL REMARKF (LABEL, DN(1), DN(2), ED)
```

Sample Fortran calling sequence without prefix:

```
10550    FORMAT ('LOOP EXECUTED ', I4, ' TIMES')
         ASSIGN 10550 TO LABEL
         CALL REMARKF (LABEL, LOOPCNT)
```

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

RERUN, NORERUN – Declares a job rerunnable/not rerunnable and instruct the system to begin or cease monitoring jobs for functions affecting rerunnability

SYNOPSIS

CALL RERUN(*param*)
CALL NORERUN(*param*)

DESCRIPTION

param One argument is required. For **RERUN**, if the argument is 0, the job can be rerun. If the argument is nonzero, the job cannot be rerun. For **NORERUN**, if the argument is 0, the system monitors for conditions causing the job to be flagged as not rerunnable. If nonzero, such conditions are not monitored.

RERUN declares a job rerunnable or not rerunnable.

NORERUN instructs the system to begin or cease monitoring jobs for functions affecting rerunnability.

IMPLEMENTATION

These routines are available only to users of the COS operating system.

NAME

SENSEBT – Determines whether bidirectional memory transfer is enabled or disabled

SYNOPSIS

CALL SENSEBT(*mode*)

DESCRIPTION

mode Transfer mode; *mode* has one of the following values:

= 1	Bidirectional memory transfer is enabled
= 0	Bidirectional memory transfer is disabled

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

SENSEFI – Determines if floating-point interrupts are permitted or prohibited

SYNOPSIS

CALL SENSEFI(*mode*)

DESCRIPTION

mode Interrupt mode:

mode=1	Permit interrupts
mode=0	Prohibit interrupts

IMPLEMENTATION

This routine is available to users of both the COS and UNICOS operating systems.

NAME

SETRPV – Conditionally transfers control to a specified routine

SYNOPSIS

CALL SETRPV(*rpvcode*,*rpvtab*,*mask*)

DESCRIPTION

rpvcode	Routine to which control is transferred
rpvtab	A 40-word array reserved for system use
mask	User mask specifying reprievable conditions

SETRPV transfers control to the specified routine when a user-selected reprievable condition occurs. SETRPV is called by address.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

SEE ALSO

See the Macros and Opdefs Reference Manual, publication SR-0012, for details of the SETRPV parameter formats.

NAME

SMACH, CMACH – Returns machine epsilon, small/large normalized numbers

SYNOPSIS

result=SMACH(*int*)

result=CMACH(*int*)

DESCRIPTION

result Machine constant returned

int An integer from 1 to 3. Any other value returns an error message to the logfile. For SMACH, *int* indicates that one of the following machine constants is to be returned:

Int	Constant	Description
1	.7105E-14	The machine epsilon (the smallest number ε such that 1.± ε≠ 1).
2	.1290E-2449	A number close to the smallest normalized, representable number
3	.7750E+2450	A number close to the largest normalized, representable number

For CMACH, *int* indicates that one of the following machine constants is to be returned:

Int	Constant	Description
1	.7105E-14	The machine epsilon (the smallest number ε such that 1.± ε≠ 1).
2	.1348E+1216	A number close to the square root of the smallest normalized, representable number
3	.7421E+1217	A number close to the square root of the largest normalized, representable number

The use of CMACH(2) and CMACH(3) prevents overflow during complex division.

These functions are calculated by Fortran versions of SMACH and CMACH (see the Basic Linear Algebra Subprograms for Fortran Usage by Chuck L. Lawson, Richard J. Hanson, Davis R. Kincaid, and Fred T. Crow, published by Sandia Laboratories, Albuquerque, 1977, publication number SAND77-0898).

IMPLEMENTATION

These routines are availale to users of both the COS and UNICOS operating systems.

NAME

SSWITCH – Tests the sense switch

SYNOPSIS

CALL SSWITCH(*swnum*,*result*)

DESCRIPTION

swnum Switch number (integer)

result *result* is 1 if the switch value ranges from 1 to 6 and the switch is on. *result* is 2 if the switch value is less than 1 or greater than 6, or if the switch is off (type integer).

IMPLEMENTATION

This routine is available only to users of the COS operating system.

NAME

SYSTEM – Makes requests of the operating system

SYNOPSIS

status=SYSTEM(*function*,*arg*$_1$,*arg*$_2$)

DESCRIPTION

status Status returned in S1 register (function dependent)

function System action request number. This is the octal code of the desired system action request. The requests (which all begin with the characters F$) and their codes are described in the COS Internal Reference Manual Volume II: STP, publication SM-0141. The code is the jump table address (relative offset) of the function.

arg$_1$ Optional argument (required by some requests)

arg$_2$ Optional argument (required by some requests)

NOTE

Use of the SYSTEM command by other than CRI systems programmers is discouraged, as the details of systems request formats are subject to change. In most cases, there is a library routine which performs the desired functions and makes changes in request formats transparent to your program.

IMPLEMENTATION

This routine is available only to users of the COS operating system.

18. INTERFACES TO C LIBRARY ROUTINES

A number of Fortran callable interfaces to C library routines are available under UNICOS. These routines give a Fortran programmer access to an extensive number of routines and system calls found in the C library. The interfaces are simple routines which resolve calling sequence differences and provide uppercase entry point names. Argument lists and return values should match those of the corresponding C routine, except where noted otherwise. Data types need to be handled as follows:

- C character data should be defined as Fortran integer and terminated by a null (zero) byte; 'L' Hollerith data handles this for 1-7 characters in length.
- C pointers should be handled by Fortran integers
- Other C data types are compatible with their Fortran counterparts

Interface routines should be coded as Fortran functions.

Example:

```
INTEGER FOPEN, FWRITE
ISTREAM = FOPEN( 'filenm'L, 'w+'L )
IF ( ISTREAM .EQ. 0 ) THEN
        PRINT *,' FOPEN failed '
        CALL ABORT
ENDIF
J = FWRITE( IDA(1), N, 8, ISTREAM )
```

If an argument to one of these routines is a file name, as in the above example, the name must be word-aligned and terminated by a null byte.

The following set of interface routines are provided in the standard CRAY X-MP UNICOS libraries. Refer to the appropriate Cray manuals for specific usage information.

C Library Reference Manual (SR-0136)		
Purpose	Name	Heading
Terminate a program and specify status	**exit**	**exit**
Close or flush a stream	**fclose**	**fclose**
Get integer file descriptor associated with stream	**fileno**	**ferror**
Open a stream	**fopen** **fdopen** **freopen**	**fopen**
Get a string from a stream	**fgets**	**gets**
Put a string on a stream	**fputs**	**puts**
Binary I/O	**fread** **fwrite**	**fread**
Reposition a file pointer in a stream	**fseek** **ftell**	**fseek**
Return value for environment name	**getenv**	**getenv**
Get option letter from argument vector	**getopt**	**getopt**
Make a unique file name	**mktemp**	**mktemp**
Change or add value to the environment	**putenv**	**putenv**
Create a name for a temporary file	**tempnam**	**tempnam**

The argument list of the **getenv** routine differs from that of the corresponding C routine. See the man page in this section for the correct syntax when calling **getenv** from Fortran.

UNICOS System Calls Manual (SR-2012)		
Purpose	Name	Heading
Determine accessibility of a file	**access**	**access**
Close a file descriptor	**close**	**close**
Allocate storage for a file	**ialloc**	**ialloc**
Move read/write file pointer	**lseek**	**lseek**
Change data segment space allocation	**sbreak** **sbrk**	**brk**
Provide signal control Fortran interface to **sigctl** Pascal interface to **sigctl**	**sigctl** **fsigctl** **psigctl**	**sigctl**
Specify what to do upon receipt of a signal Fortran interface to **signal** Pascal interface to **signal**	**signal** **fsignal** **psignal**	**signal**
Change size of secondary data segment	**ssbreak**	**ssbreak**
Read, write to secondary data segment	**ssread** **sswrite**	**ssread**
Get file status	**stat**	**stat**
Get time	**time**	**time**
Set and get file creation mark	**umask**	**umask**
Get name of current operating system	**uname**	**uname**
Remove directory entry	**unlink**	**unlink**

The argument lists of the **uname** and **time** routines differ from those of the corresponding C routines. No arguments can be used with the Fortran call to **time**. See the man page in this section for the correct syntax when calling **uname** from Fortran.

The third argument of the Fortran routines **ssread** and **sswrite** specifies the number of words to be read or written. This is different from the corresponding system call. The Fortran programmer should not call **ssbreak**, **ssread**, or **sswrite** in a program that accesses the SDS using the **assign**(1) command.

NAME

getenv – Returns value for environment name

SYNOPSIS

INTEGER GETENV
INTEGER *value(valuesz)*
int = GETENV(*name*,*value*,*valuesz*)

DESCRIPTION

int GETENV returns 1 if *name* was found in the environment and 0 if not.

name The name of the environmental variable for which GETENV searches in the environment list. The name must be left-justified and terminated with a zero byte.

value The value to which *name* is set, if found, in the current environment. This is a character string, and the *value* variable must be big enough to handle it.

valuesz Maximum number of words to hold string returned in *value*.

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

SEE ALSO

getenv(3C) in the C Library Reference Manual, publication SR-0136
sh(1) in the UNICOS User Commands Reference Manual, publication SR-2011

NAME

GETOPT – Gets an option letter from an argument vector

SYNOPSIS

INTEGER FUNCTION GETOPT(*options,arg*)
CHARACTER(*) *options*
CHARACTER(*) *arg*

INTEGER FUNCTION GETOPT(*options,arg,argsz*)
CHARACTER(*) *options*
INTEGER *arg*(*)
INTEGER *argsz*

INTEGER GETVARG
morearg = **GETVARG(*varg,vargsz*)**

INTEGER GETOARG
morearg = **GETOARG(*oarg,oargsz*)**

DESCRIPTION

GETOPT returns the next option letter as the integer value of that ASCII code. For example, if the next option letter is **a**, the **GETOPT** returns with the value 97. If there is no next option letter, **GETOPT** returns zero. The **CHAR** routine can then be called to convert the integer back into a character.

The *options* argument is a string of recognized option letters. If the option letter encountered does not match one of the letters in the *options* string, an error is generated. If a letter in *options* is followed by a colon, the option is expected to have an argument that may or may not be separated from it by white space.

The *arg* argument returns the value of the argument following the option letter encountered. If *arg* is declared as a character variable, *argsz* need not be specified. If *arg* is declared as an integer array, *argsz* must be specified as the size of the array. The argument string is returned as characters packed in the integer array, terminated by a null byte.

If a letter in *options* is followed by a semicolon (;), zero or more arguments are expected for the option. You must then call **GETVARG** to get the variable arguments until **GETVARG** returns 0 before the next call to **GETOPT**.

The next variable argument is copied into the array *varg* (of size *vargsz*). **GETVARG** returns 0 when no more variable arguments exist.

After **GETOPT** returns 0, you can call **GETOARG** to get the remaining arguments from the command line.

GETOARG returns 0 if there are no more arguments. The next remaining argument is copied into the array *oarg* (of size *oargsz*).

If **GETOPT** is not used, **GETOARG** can be called to get the command line arguments in order, starting with the first argument.

EXAMPLE

The following example shows how the options of a command might be processed using **GETOPT**. This example assumes the options **a** and **b**, which have arguments, and **x** and **y**, which do not.

```
      CHARACTER*8 OPTIONS
      CHARACTER*80 ARGMNTS
      CHARACTER OPTLET
      INTEGER OPTVAL
      DATA OPTIONS/'a:b:xy'/

  100 CONTINUE
      OPTVAL = GETOPT(OPTIONS, ARGMNTS)
      IF(OPTVAL .EQ. 0) GOTO 200
      OPTLET = CHAR(OPTVAL)
      IF (OPTLET .EQ. 'a') THEN
      * Analyze arguments from ARGMNTS
       ELSEIF (OPTLET .EQ. 'b') THEN
      * Analyze arguments from ARGMNTS
       ELSEIF (OPTLET .EQ. 'x') THEN
      * Process x option
       ELSEIF (OPTLET .EQ. 'y') THEN
      * Process y option
      ENDIF
  200  CONTINUE
```

The following example illustrates the use of **GETOPT** and **GETOARG** together.

```
      program test
      external getopt,getoarg
      integer getopt, getoarg
      integer arglen
      parameter (arglen=10)
      integer opt,done,argbuf(arglen)

10     CONTINUE
      OPT = GETOPT ('abo:',ARGBUF,ARGLEN)
      IF (OPT .GT. 0) THEN
         IF (OPT .EQ. 'a'R) THEN
            print '(a)' , ' option -a- present '

         ELSEIF (OPT .EQ. 'b'R) THEN
            print '(a)' , ' option -b- present '

         ELSEIF (OPT .EQ. 'o'R) THEN
            print '(a,a8)' , ' option -o- present-',argbuf(1)

         ELSE
C               unknown option
            print '(a,a8)' , ' bad option present-',opt
         ENDIF
         GO TO 10
      ENDIF
C  all options processed.
C
C  Get arguments
  20  CONTINUE
      DONE = GETOARG(ARGBUF,ARGLEN)
      IF(DONE .NE. 0) THEN
       print '(a,a8)' , ' argument present-',argbuf(1)
       GO TO 20
      ENDIF
```

```
C  done processing arguments
   end
```

RETURN VALUE

The value of **GETOPT** is 0 when no option characters can be found. **GETOPT** prints an error message on **stderr** and returns a question mark when it encounters an option letter not included in *options*.

NAME

uname – Gets name of current operating system

SYNOPSIS

CALL UNAME(*sysname*, *nodename*, *release*, *version*, *machine*)

DESCRIPTION

The **uname** routine returns information identifying the current operating system. The arguments, which are all of type CHARACTER, are as follows:

sysname	Current operating system name
nodename	Name by which the system is known on a communications network
release	Release of the operating system
version	Release version of the operating system
machine	Standard name identifying the hardware on which the operating system is running

IMPLEMENTATION

This routine is available only to users of the UNICOS operating system.

SEE ALSO

uname(1) in the UNICOS User Commands Reference Manual, publication SR-2011
uname(2) in the UNICOS System Calls Reference Manual, publication SR-2012

19. MISCELLANEOUS UNICOS ROUTINES

This section contains descriptions of various specialized UNICOS libraries or miscellaneous routines that are not included elsewhere in this manual.

Miscellaneous Routines and Libraries		
Purpose	Name	Entry
Update CRT screens	**CURSES**	**CURSES**
System call interface to Fortran	**SYSCALL**	**SYSCALL**
Text interface to X Window System	**XIO**	**XIO**
C language X Window System Interface Library	**XLIB**	**XLIB**

NAME

curses – Updates CRT screens

SYNOPSIS

#include <curses.h>
cc [flags] files **–lcurses** [libraries]

DESCRIPTION

The **curses** routines give you a method of updating screens with reasonable optimization. In order to initialize the routines, the routine **initscr()** must be called before any of the other routines that deal with windows and screens are used. The routine **endwin()** should be called before exiting. To get character-at-a-time input without echoing, (most interactive, screen oriented-programs want this) after calling **initscr()** you should call "**nonl(); cbreak(); noecho();**"

The full **curses** interface permits manipulation of data structures called **windows** that can be thought of as two dimensional arrays of characters representing all or part of a CRT screen. A default window called **stdscr** is supplied, and others can be created with **newwin**. Windows are referred to by variables declared **WINDOW***, the type **WINDOW*** is defined in **curses.h** to be a C structure. These data structures are manipulated with functions described below, among which the most basic are **move**, and **addch**. (More general versions of these functions are included with names beginning with 'w', allowing you to specify a window. The routines not beginning with 'w' affect **stdscr**.) Then **refresh()** is called, telling the routines to make the user's CRT screen look like **stdscr**.

Mini-Curses is a subset of **curses** that does not allow manipulation of more than one window. To invoke this subset, use **-DMINICURSES** as a **cc** option. This level is smaller and faster than full **curses**.

If the environment variable **TERMINFO** is defined, any program using **curses** checks for a local terminal definition before checking in the standard place. For example, if the standard place is **/usr/lib/terminfo**, and **TERM** is set to **vt100**, then normally the compiled file is found in **/usr/lib/terminfo/v/vt100**. (The v is copied from the first letter of vt100 to avoid creation of huge directories.) However, if **TERMINFO** is set to **/usr/mark/myterms**, **curses** first checks **/opusr/mark/myterms/v/vt100**, and if that fails, checks **/usr/lib/terminfo/v/vt100**. This is useful for developing experimental definitions or when write permission in **/usr/lib/terminfo** is not available.

FUNCTIONS

Routines listed here may be called when using the full **curses**. Those marked with an asterisk may be called when using Mini-Curses.

Routine	Description
addch(*ch*)*	Adds a character to stdscr (like **putchar**) (wraps to next line at end of line)
addstr(*str*)*	Calls **addch** with each character in *str*
attroff(*attrs*)*	Turns off attributes named
attron(*attrs*)*	Turns on attributes named
attrset(*attrs*)*	Sets current attributes to *attrs*
baudrate()*	Current terminal speed
beep()*	Sounds beep on terminal
box(*win, vert, hor*)	Draws a box around edges of *win* *vert* and *hor* are characters to use for vertical and horizontal edges of box

Routine	Description
clear( )	Clears stdscr
clearok(*win*, *bf*)	Clears screen before next redraw of *win*
clrtobot( )	Clears to bottom of stdscr
clrtoeol( )	Clears to end of line on stdscr
cbreak( )*	Sets **cbreak** mode
delay_output(*ms*)*	Inserts *ms* millisecond pause in output
delch( )	Deletes a character
deleteln( )	Deletes a line
delwin(*win*)	Deletes *win*
doupdate( )	Updates screen from all **wnooutrefresh**
echo( )*	Sets echo mode
endwin( )*	Ends window modes
erase( )	Erases stdscr
erasechar( )	Returns user's erase character
fixterm( )	Restores tty to "in curses" state
flash( )	Flashs screen or beep
flushinp( )*	Throws away any typeahead
getch( )*	Gets a character from tty
getstr(*str*)	Gets a string through stdscr
gettmode( )	Establishes current tty modes
getyx(*win*, *y*, *x*)	Gets (*y*, *x*) co-ordinates
has_ic( )	True if terminal can do insert character
has_il( )	True if terminal can do insert line
idlok(*win*, *bf*)*	Uses terminal's insert/delete line if bf != 0
inch( )	Gets char at current (*y*, *x*) co-ordinates
initscr( )*	Initializes screens
insch(*c*)	Inserts a character
insertln( )	Inserts a line
intrflush(*win*, *bf*)	Interrupts flush output if *bf* is **TRUE**
keypad(*win*, *bf*)	Enables keypad input
killchar( )	Returns current user's kill character
leaveok(*win*, *flag*)	OK to leave cursor anywhere after refresh if flag!=0 for *win*, otherwise cursor must be left at current position.
longname( )	Returns verbose name of terminal
meta(*win*, *flag*)*	Allows meta characters on input if flag != 0
move(*y*, *x*)*	Moves to (*y*, *x*) on stdscr
mvaddch(*y*, *x*, *ch*)	Move(*y*, *x*) then **addch**(*ch*)
mvaddstr(*y*, *x*, *str*)	similar...
mvcur(*oldrow*, *oldcol*, *newrow*, *newcol*)	Low level cursor motion
mvdelch(*y*, *x*)	like **delch**, but **move**(*y*, *x*) first
mvgetch(*y*, *x*)	etc.
mvgetstr(*y*, *x*)	
mvinch(*y*, *x*)	
mvinsch(*y*, *x*, *c*)	
mvprintw(*y*, *x*, *fmt*, *args*)	
mvscanw(*y*, *x*, *fmt*, *args*)	
mvwaddch(*win*, *y*, *x*, *ch*)	

Routine	Description
mvwaddstr(*win, y, x, str*)	
mvwdelch(*win, y, x*)	
mvwgetch(*win, y, x*)	
mvwgetstr(*win, y, x*)	
mvwin(*win, by, bx*)	
mvwinch(*win, y, x*)	
mvwinsch(*win, y, x, c*)	
mvwprintw(*win, y, x, fmt, args*)	
mvwscanw(*win, y, x, fmt, args*)	
newpad(*nlines, ncols*)	Creates a new pad with given dimensions
newterm(*type, fd*)	Sets up new terminal of given type to output on *fd*
newwin(*lines, cols, begin_y, begin_x*)	Creates a new window
nl()*	Sets newline mapping
nocbreak()*	Unsets **cbreak** mode
nodelay(*win, bf*)	Enables **nodelay** input mode through **getch**
noecho()*	Unsets **echo** mode
nonl()*	Unsets newline mapping
noraw()*	Unsets **raw** mode
overlay(*win1, win2*)	Overlays *win1* on *win2*
overwrite(*win1, win2*)	Overwrites *win1* on top of *win2*
pnoutrefresh(*pad, pminrow, pmincol, sminrow, smincol, smaxrow, smaxcol*)	Like **prefresh** but with no output until **doupdate** called
prefresh(*pad, pminrow, pmincol, sminrow, smincol, smaxrow, smaxcol*)	Refreshes from pad starting with given upper left corner of pad with output to given portion of screen
printw(*fmt, arg1, arg2, ...*)	Does **printf** on stdscr
raw()*	Sets raw mode
refresh()*	Makes current screen look like stdscr
resetterm()*	Sets tty modes to "out of curses" state
resetty()*	Resets tty flags to stored value
saveterm()*	Saves current modes as "in curses" state
savetty()*	Stores current tty flags
scanw(*fmt, arg1, arg2, ...*)	Does scanf through stdscr
scroll(*win*)	Scrolls *win* one line
scrollok(*win, flag*)	Allows terminal to scroll if flag != 0
set_term(*new*)	Now talk to terminal *new*
setscrreg(*t, b*)	Sets user scrolling region to lines *t* through *b*
setterm(*type*)	Establishes terminal with given type
setupterm(*term, filenum, errret*)	
standend()*	Clears standout mode attribute
standout()*	Sets standout mode attribute
subwin(*win, lines, cols, begin_y, begin_x*)	Creates a subwindow

Routine	Description
touchwin(*win*)	Changes all of *win*
traceoff( )	Turns off debugging trace output
traceon( )	Turns on debugging trace output
typeahead(*fd*)	Use file descriptor *fd* to check typeahead
unctrl(*ch*)*	Printable version of *ch*
waddch(*win, ch*)	Adds character to *win*
waddstr(*win, str*)	Adds string to *win*
wattroff(*win, attrs*)	Turns off *attrs* in *win*
wattron(*win, attrs*)	Turns on *attrs* in *win*
wattrset(*win, attrs*)	Sets *attrs* in *win* to *attrs*
wclear(*win*)	Clears *win*
wclrtobot(*win*)	Clears to bottom of *win*
wclrtoeol(*win*)	Clears to end of line on *win*
wdelch(*win, c*)	Deletes character from *win*
wdeleteln(*win*)	Deletes line from *win*
werase(*win*)	Erases *win*
wgetch(*win*)	Gets a character through *win*
wgetstr(*win, str*)	Gets a string through *win*
winch(*win*)	Gets character at current (*y, x*) in *win*
winsch(*win, c*)	Inserts character into *win*
winsertln(*win*)	Inserts line into *win*
wmove(*win, y, x*)	Sets current (*y, x*) co-ordinates on *win*
wnoutrefresh(*win*)	Refreshes but no screen output
wprintw(*win, fmt, arg1, arg2*, ...)	Does **printf** on *win*
wrefresh(*win*)	Makes screen look like *win*
wscanw(*win, fmt, arg1, arg2*, ...)	Do **scanf** through *win*
wsetscrreg(*win, t, b*)	Sets scrolling region of *win*
wstandend(*win*)	Clears standout attribute in *win*
wstandout(*win*)	Sets standout attribute in *win*

TERMINFO LEVEL ROUTINES

These routines should be called by programs wishing to deal directly with the terminfo database. Due to the low level of this interface, use of them is discouraged. Initially, **setupterm** should be called. This defines the set of terminal dependent variables defined in **terminfo**(4F). The include files **<curses.h>** and **<term.h>** should be included to get the definitions for these strings, numbers, and flags. Parmeterized strings should be passed through **tparm** to instantiate them. All **terminfo** strings (including the output of **tparm**) should be printed with **tputs** or **putp**. Before exiting, **resetterm** should be called to restore the tty modes. (Programs desiring shell escapes or suspending with control Z can call **resetterm** before the shell is called and **fixterm** after returning from the shell.)

Routine	Description
fixterm( )	Restores tty modes for **terminfo** use (called by **setupterm**)
resetterm( )	Resets tty modes to state before program entry

Routine	Description
setupterm(*term, fd, rc*)	Reads in database. Terminal type is the character string *term*, all output is to UNCOS System file descriptor *fd*. A status value is returned in the integer pointed to by *rc*: 1 is normal. The simplest call would be **setupterm(0, 1, 0)** which uses all defaults.
tparm(*str, p1, p2, ..., p9*)	Instantiates string *str* with parameters p_i.
tputs(*str, affcnt, putc*)	Applies padding information to string *str*. *affcnt* is the number of lines affected, or 1 if not applicable. *Putc* is a **putchar**-like function to which the characters are passed, one at a time.
putp(*str*)	Calls **tputs** (*str*, 1, *putchar*)
vidputs(*attrs, putc*)	Outputs the string to put terminal in video attribute mode *attrs*, which is any combination of the attributes listed below. Characters are passed to **putchar-like** function *putc*.
vidattr(*attrs*)	Like **vidputs** but outputs through **putchar**

TERMCAP COMPATIBILITY ROUTINES

These routines were included as a conversion aid for programs that use termcap. Their parameters are the same as for **termcap**. They are emulated using the **terminfo** database. They may go away at a later date.

Routine	Description
tgetent(*bp, name*)	Looks up **termcap** entry for *name*
tgetflag(*id*)	Gets Boolean entry for *id*
tgetnum(*id*)	Gets numeric entry for *id*
tgetstr(*id, area*)	Gets string entry for *id*
tgoto(*cap, col, row*)	Applies parameters to given *cap*
tputs(*cap, affcnt, fn*)	Applies padding to *cap* calling *fn* as **putchar**

ATTRIBUTES

The following video attributes can be passed to the functions **attron,attroff,attrset.**

Attribute	Description
A_STANDOUT	Terminal's best highlighting mode
A_UNDERLINE	Underlining
A_REVERSE	Reverse video
A_BLINK	Blinking
A_DIM	Half bright
A_BOLD	Extra bright or bold
A_BLANK	Blanking (invisible)
A_PROTECT	Protected
A_ALTCHARSET	Alternate character set

FUNCTION KEYS

The following function keys might be returned by **getch** if **keypad** has been enabled. Note that not all of these are currently supported, due to lack of definitions in **terminfo** or the terminal not transmitting a unique code when the key is pressed.

Name	Value	Key name
KEY_BREAK	0401	Break key (unreliable)
KEY_DOWN	0402	The four arrow keys ...
KEY_UP	0403	
KEY_LEFT	0404	
KEY_RIGHT	0405	...
KEY_HOME	0406	Home key (upward+left arrow)
KEY_BACKSPACE	0407	Backspace (unreliable)
KEY_F0	0410	Function keys. Space for 64 is reserved.
KEY_F(*n*)	(KEY_F0+(*n*))	Formula for *fn*.
KEY_DL	0510	Delete line
KEY_IL	0511	Insert line
KEY_DC	0512	Delete character
KEY_IC	0513	Insert character or enter insert mode
KEY_EIC	0514	Exit insert character mode
KEY_CLEAR	0515	Clear screen
KEY_EOS	0516	Clear to end of screen
KEY_EOL	0517	Clear to end of line
KEY_SF	0520	Scroll 1 line forward
KEY_SR	0521	Scroll 1 line backwards (reverse)
KEY_NPAGE	0522	Next page
KEY_PPAGE	0523	Previous page
KEY_STAB	0524	Set tab
KEY_CTAB	0525	Clear tab
KEY_CATAB	0526	Clear all tabs
KEY_ENTER	0527	Enter or send (unreliable)
KEY_SRESET	0530	Soft (partial) reset (unreliable)
KEY_RESET	0531	Reset or hard reset (unreliable)
KEY_PRINT	0532	Print or copy
KEY_LL	0533	Home down or bottom (lower left)

IMPLEMENTATION

These routines are available only to users of the UNICOS operating system.

SEE ALSO

terminfo(4F) in the UNICOS File Formats and Special Files Reference Manual, publication SR-2014

NAME

xio – Text interface to the X Window System

SYNOPSIS

```
Display *
xstart(program, disp, evfunc)
char *program;
char *disp;
int (*evfunc)();
TEXT *
xopen(prompt, geom)
char *prompt;
char *geom;
xclose(win)
TEXT *win;
TEXT *
xtitle(pwin)
TEXT *pwin;
xprintf(win, format [ , arg ] ...)
TEXT *win;
char *format;
xputc(c, win)
TEXT *win;
char c;
xputs(s, win)
TEXT *win;
char *s;
xflush(win)
TEXT *win;
xevents()
xselect(win, mask)
TEXT *win;
long mask;
xunselect(win, mask)
TEXT *win;
long mask;
xconfigure(win, nw, nh, xw, xh)
TEXT *win;
int nw, nh, xw, xh;
Window
xfindwindow(prompt)
int (*prompt)();
```

DESCRIPTION

These functions provide a standard I/O like interface to the X Window System to a single display. The **xstart** routine is used initialize the display. **program** is used to extract the following variables from **~/.Xdefaults:**

BodyFont **BorderWidth** **Foreground** **Background** **Border** **ReverseVideo**

If **disp** is nonzero, it refers to the display name. If it is zero then the environment varaiable **DISPLAY** is used as the display name. The **evfunc** is used by the **xevent** function (see below). **xstart** returns non zero if the contact is made with the display.

The **xopen** routine is used to open a new window on the display started by **xstart** The **geom** argument specifies a standard X geometry (i.e =width x height + xoff + yoff). **xopen** returns a non null TEXT pointer if it succeeds.

xclose closes and destroys the window refered to by **win**

xtitle returns a TEXT pointer to a one line title subwindow contained in the window **pwin**. It is a violation to open a title in a title or try to open more than one title in a window.

xprintf, xputc, xputs, and **xflush** work as their **stdio** counterparts **fprintf, fputc, fputs,** and **fflush.**

xevents handles X events and calls **evfunc** from above for any event it does not know how to deal with. It passes **evfunc** a pointer to the **XEvent** structure. This routine must be called whenever there is input waiting on the file descriptor associated with X (**dpyno()** in C will return the file descriptor).

xselect allows the selection of more events on the TEXT window.

xunseletc allows the deselections of events selected via **xselect**.

xconfigure sets a minimum and maximum size for the TEXT window. Setting any value to 0 will remove the limit for that value.

xfindwindow grabs the server, makes the mouse a target, calls the **prompt** routine (which should ask the user to select a window) and returns the window ID of the window selected.

IMPLEMENTATION

These routines are available only to users of the UNICOS operating system.

SEE ALSO

Complete documentation for the text interface to the X Window System, is in the Xlib – C Language X Interface Protocol Version 10 by Jim Gettys and Tony Della Fera of the Digital Equipment Corporation, and Ron Newman of the Massachusetts Institute of Technology.

NOTE

The **X Window System** is a trademark of MIT.

NAME

Xlib – C Language X Window System Interface Library

SYNOPSIS

#include <X/Xlib.h>

DESCRIPTION

This library is the low level interface for C to the X protocol, which supports the X Window System, X Version 10, January 1986, from M.I.T. At present, the X Window System comprises more than 150 subroutines.

This library gives complete access to all capability provided by the X Window System (protocol version 10), and is intended to be the basis for other higher level libraries for use with X.

FILES

/usr/include/X/Xlib.h, /usr/lib/libX.a

IMPLEMENTATION

This library is available only to users of the UNICOS operating system.

SEE ALSO

Complete documentation for the C language interface to the X Window System, is in the Xlib – C Language X Interface Protocol Version 10 by Jim Gettys and Tony Della Fera of the Digital Equipment Corporation, and Ron Newman of the Massachusetts Institute of Technology.

INDEX

INDEX

READER'S COMMENT FORM

Programmer's Library Reference Manual SR-0113 D

Your reactions to this manual will help us provide you with better documentation. Please take a moment to check the spaces below, and use the blank space for additional comments.

1) Your experience with computers: ____ 0-1 year ____1-5 years ____5+ years
2) Your experience with Cray computer systems: ____0-1 year ____ 1-5 years ____5+ years
3) Your occupation: ____ computer programmer ____ non-computer professional
____ other (please specify): ______________________________
4) How you used this manual: ____ in a class ____as a tutorial or introduction ____ as a reference guide
____ for troubleshooting

Using a scale from 1 (poor) to 10 (excellent), please rate this manual on the following criteria:

5) Accuracy _____
6) Completeness ____
7) Organization ____

8) Physical qualities (binding, printing) ____
9) Readability ____
10) Amount and quality of examples ____

Please use the space below, and an additional sheet if necessary, for your other comments about this manual. If you have discovered any inaccuracies or omissions, please give us the page number on which the problem occurred. We promise a quick reply to your comments and questions.

Name ______________________
Title ______________________
Company ______________________
Telephone ______________________
Today's Date ______________________

Address ______________________
City ______________________
State/ Country ______________________
Zip Code ______________________

CUT ALONG THIS LINE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY CARD

FIRST CLASS PERMIT NO 6184 ST PAUL, MN

POSTAGE WILL BE PAID BY ADDRESSEE

CRAY
RESEARCH, INC.

Attention: PUBLICATIONS
1345 Northland Drive
Mendota Heights, MN 55120

READER'S COMMENT FORM

Programmer's Library Reference Manual SR-0113 D

Your reactions to this manual will help us provide you with better documentation. Please take a moment to check the spaces below, and use the blank space for additional comments.

1) Your experience with computers: ____ 0-1 year ____1-5 years ____5+ years
2) Your experience with Cray computer systems: ____0-1 year ____ 1-5 years ____5+ years
3) Your occupation: ____ computer programmer ____ non-computer professional
____ other (please specify): ____________________________
4) How you used this manual: ____ in a class ____as a tutorial or introduction ____ as a reference guide
____ for troubleshooting

Using a scale from 1 (poor) to 10 (excellent), please rate this manual on the following criteria:

5) Accuracy _____
6) Completeness ____
7) Organization ____

8) Physical qualities (binding, printing) ____
9) Readability ____
10) Amount and quality of examples ____

Please use the space below, and an additional sheet if necessary, for your other comments about this manual. If you have discovered any inaccuracies or omissions, please give us the page number on which the problem occurred. We promise a quick reply to your comments and questions.

Name ________________________
Title ________________________
Company ____________________
Telephone ___________________
Today's Date _________________

Address ______________________
City _________________________
State/ Country ________________
Zip Code _____________________

CUT ALONG THIS LINE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY CARD
FIRST CLASS PERMIT NO 6184 ST PAUL, MN

POSTAGE WILL BE PAID BY ADDRESSEE

CRAY
RESEARCH, INC.

Attention: PUBLICATIONS
1345 Northland Drive
Mendota Heights, MN 55120

NEW FEATURES (COS only)

CGBMV	Multiplies a complex vector by a complex general band matrix
CGEMM	Multiplies a complex general matrix by a complex general matrix
CGEMMS	Multiplies a complex general matrix by a complex general matrix using Strassen's algorithm
CGEMV	Multiplies a complex vector by a complex general matrix
CGERC	Performs conjugated rank 1 update of a complex general matrix
CGERU	Performs unconjugated rank 1 update of a complex general matrix
CHBMV	Multiplies a complex vector by a complex Hermitian band matrix
CHEMM	Multiplies a complex general matrix by a complex Hermitian matrix
CHEMV	Multiplies a complex vector by a complex Hermitian matrix
CHER	Performs Hermitian rank 1 update of a complex Hermitian matrix
CHER2	Performs Hermitian rank 2 update of a complex Hermitian matrix
CHER2K	Performs Hermitian rank 2k update of a complex Hermitian matrix
CHERK	Performs Hermitian rank k update of a complex Hermitian matrix
CSYMM	Multiplies a complex general matrix by a complex symmetric matrix
CSYR2K	Performs symmetric rank 2k update of a complex symmetric matrix
CSYRK	Performs symmetric rank k update of a complex symmetric matrix
CTBMV	Multiplies a complex vector by a complex triangular band matrix
CTBSV	Solves a complex triangular banded system of equations
CTRMM	Multiplies a complex general matrix by a complex triangular matrix
CTRMV	Multiplies a complex vector by a complex triangular matrix
CTRSM	Solves a complex triangular system of equations with multiple right-hand sides
CTRSV	Solves a complex triangular system of equations
SGEMM	Multiplies a real general matrix by a real general matrix
SGEMMS	Multiplies a real general matrix by a real general matrix using Strassen's algorithm
SSYMM	Multiplies a real general matrix by a real symmetric matrix
SSYR2K	Performs symmetric rank 2k update of a real symmetric matrix

SSYRK	Performs symmetric rank k update of a real symmetric matrix
STRMM	Multiplies a real general matrix by a real triangular matrix
STRSM	Solves a real triangular system of equations with multiple right-hand sides
OSRCHM	Searches an ordered integer array and returns index of the first location that is equal to the integer target
AQOPENDV	Opens a dataset or file for asynchronous queued I/O, allowing the user to specify dataset size and physical location
GETWAU	Asynchronously reads a number of words from the disk, directly to user
PUTWAU	Writes to a word-addressable, random-access dataset, unbuffered
WCHECK	Checks word-addressable file status
WCLOSEU	Closes a word-addressable, unbuffered random-access dataset
WOPENU	Opens a word-addressable, random-access dataset, unbuffered