

Octave C++ Classes

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John W. Eaton

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Table of Contents

1	Acknowledgements	1
	Contributors to Octave	1
	GNU GENERAL PUBLIC LICENSE	2
2	A Brief Introduction to Octave	13
3	Arrays	14
	3.1 Constructors and Assignment	14
4	Matrix and Vector Operations	18
5	Matrix Factorizations	33
6	Ranges	37
7	Nonlinear Functions	38
8	Nonlinear Equations	39
9	Optimization	40
	9.1 Objective Functions	40
	9.2 Bounds	40
	9.3 Linear Constraints	41
	9.4 Nonlinear Constraints	41
	9.5 Quadratic Programming	41
	9.6 Nonlinear Programming	42
10	Quadrature	43
	10.1 Collocation Weights	43
11	Ordinary Differential Equations	45
12	Differential Algebraic Equations	46
13	Error Handling	47

14	Installation	48
15	Bugs	49
	Concept Index	50
	Function Index	51

1 Acknowledgements

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In addition to John W. Eaton, several people have written parts of liboctave. (This has been removed because it is the same as what is in the Octave manual.)

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2 A Brief Introduction to Octave

This manual documents how to run, install and port Octave's C++ classes, and how to report bugs.

3 Arrays

3.1 Constructors and Assignment

`Array<T>` (*void*) [Constructor]
 Create an array with no elements.

`Array<T>` (*int n* [, *const T &val*]) [Constructor]
 Create an array with *n* elements. If the optional argument *val* is supplied, the elements are initialized to *val*; otherwise, they are left uninitialized. If *n* is less than zero, the current error handler is invoked (see Chapter 13 [Error Handling], page 47).

`Array<T>` (*const Array<T> &a*) [Constructor]
 Create a copy of the `Array<T>` object *a*. Memory for the `Array<T>` class is managed using a reference counting scheme, so the cost of this operation is independent of the size of the array.

`Array<T>& operator =` (*const Array<T> &a*) [Assignment on `Array<T>`]
 Assignment operator. Memory for the `Array<T>` class is managed using a reference counting scheme, so the cost of this operation is independent of the size of the array.

`int capacity` (*void*) *const* [Method on `Array<T>`]
`int length` (*void*) *const* [Method on `Array<T>`]
 Return the length of the array.

`T& elem` (*int n*) [Method on `Array<T>`]
`T& checkelem` (*int n*) [Method on `Array<T>`]
 If *n* is within the bounds of the array, return a reference to the element indexed by *n*; otherwise, the current error handler is invoked (see Chapter 13 [Error Handling], page 47).

`T& operator ()` (*int n*) [Indexing on `Array<T>`]

`T elem` (*int n*) *const* [Method on `Array<T>`]
`T checkelem` (*int n*) *const* [Method on `Array<T>`]
 If *n* is within the bounds of the array, return the value indexed by *n*; otherwise, call the current error handler. See Chapter 13 [Error Handling], page 47.

`T operator ()` (*int n*) *const* [Indexing on `Array<T>`]

`T& xelem` (*int n*) [Method on `Array<T>`]
`T xelem` (*int n*) *const* [Method on `Array<T>`]
 Return a reference to, or the value of, the element indexed by *n*. These methods never perform bounds checking.

`void resize` (*int n* [, *const T &val*]) [Method on `Array<T>`]
 Change the size of the array to be *n* elements. All elements are unchanged, except that if *n* is greater than the current size and the optional argument *val* is provided,

the additional elements are initialized to *val*; otherwise, any additional elements are left uninitialized. In the current implementation, if *n* is less than the current size, the length is updated but no memory is released.

```

const T* data (void) const [Method on Array<T>]
Array2<T> Array2<T> Array2 (void) [Constructor]
Array2<T> (int n, int m) [Constructor]
Array2<T> (int n, int m, const T &val) [Constructor]
Array2<T> (const Array2<T> &a) [Constructor]
Array2<T> (const DiagArray<T> &a) [Constructor]
Array2<T>& operator = (const Array2<T> &a) [Assignment on Array2<T>]
int dim1 (void) const [Method on Array2<T>]
int rows (void) const [Method on Array2<T>]
int dim2 (void) const [Method on Array2<T>]
int cols (void) const [Method on Array2<T>]
int columns (void) const [Method on Array2<T>]
T& elem (int i, int j) [Method on Array2<T>]
T& checkelem (int i, int j) [Method on Array2<T>]
T& operator () (int i, int j) [Indexing on Array2<T>]
void resize (int n, int m) [Method on Array2<T>]
void resize (int n, int m, const T &val) [Method on Array2<T>]
Array3<T> (void) [Constructor]
Array3<T> (int n, int m, int k) [Constructor]
Array3<T> (int n, int m, int k, const T &val) [Constructor]
Array3<T> (const Array3<T> &a) [Constructor]
Array3<T>& operator = (const Array3<T> &a) [Assignment on Array3<T>]
int dim1 (void) const [Method on Array3<T>]
int dim2 (void) const [Method on Array3<T>]
int dim3 (void) const [Method on Array3<T>]
T& elem (int i, int j, int k) [Method on Array3<T>]
T& checkelem (int i, int j, int k) [Method on Array3<T>]
T& operator () (int i, int j, int k) [Indexing on Array3<T>]
void resize (int n, int m, int k) [Method on Array3<T>]
void resize (int n, int m, int k, const T &val) [Method on Array3<T>]
DiagArray<T> (void) [Constructor]
DiagArray<T> (int n) [Constructor]
DiagArray<T> (int n, const T &val) [Constructor]
DiagArray<T> (int r, int c) [Constructor]
DiagArray<T> (int r, int c, const T &val) [Constructor]
DiagArray<T> (const Array<T> &a) [Constructor]
DiagArray<T> (const DiagArray<T> &a) [Constructor]
operator = (const DiagArray<T> &a) [Assignment on DiagArray<T>&]

```

<code>int dim1 (void) const</code>	[Method on <code>DiagArray<T></code>]
<code>int rows (void) const</code>	[Method on <code>DiagArray<T></code>]
<code>int dim2 (void) const</code>	[Method on <code>DiagArray<T></code>]
<code>int cols (void) const</code>	[Method on <code>DiagArray<T></code>]
<code>int columns (void) const</code>	[Method on <code>DiagArray<T></code>]
<code>T& elem (int r, int c)</code>	[Method on <code>DiagArray<T></code>]
<code>T& checkelem (int r, int c)</code>	[Method on <code>DiagArray<T></code>]
<code>T& operator () (int r, int c)</code>	[Indexing on <code>DiagArray<T></code>]
<code>void resize (int n, int m)</code>	[Method on <code>DiagArray<T></code>]
<code>void resize (int n, int m, const T &val)</code>	[Method on <code>DiagArray<T></code>]

The real and complex `ColumnVector` and `RowVector` classes all have the following functions. These will eventually be part of an `MArray<T>` class, derived from the `Array<T>` class. Then the `ColumnVector` and `RowVector` classes will be derived from the `MArray<T>` class.

Element by element vector by scalar ops.

```
RowVector operator + (const RowVector &a, const double &s)
RowVector operator - (const RowVector &a, const double &s)
RowVector operator * (const RowVector &a, const double &s)
RowVector operator / (const RowVector &a, const double &s)
```

Element by element scalar by vector ops.

```
RowVector operator + (const double &s, const RowVector &a)
RowVector operator - (const double &s, const RowVector &a)
RowVector operator * (const double &s, const RowVector &a)
RowVector operator / (const double &s, const RowVector &a)
```

Element by element vector by vector ops.

```
RowVector operator + (const RowVector &a, const RowVector &b)
RowVector operator - (const RowVector &a, const RowVector &b)

RowVector product (const RowVector &a, const RowVector &b)
RowVector quotient (const RowVector &a, const RowVector &b)
```

Unary `MArray` ops.

```
RowVector operator - (const RowVector &a)
```

The `Matrix` classes share the following functions. These will eventually be part of an `MArray2<T>` class, derived from the `Array2<T>` class. Then the `Matrix` class will be derived from the `MArray<T>` class.

Element by element matrix by scalar ops.

```
Matrix operator + (const Matrix &a, const double &s)
Matrix operator - (const Matrix &a, const double &s)
Matrix operator * (const Matrix &a, const double &s)
Matrix operator / (const Matrix &a, const double &s)
```

Element by element scalar by matrix ops.

Matrix operator + (*const double &s, const Matrix &a*)

Matrix operator - (*const double &s, const Matrix &a*)

Matrix operator * (*const double &s, const Matrix &a*)

Matrix operator / (*const double &s, const Matrix &a*)

Element by element matrix by matrix ops.

Matrix operator + (*const Matrix &a, const Matrix &b*)

Matrix operator - (*const Matrix &a, const Matrix &b*)

Matrix product (*const Matrix &a, const Matrix &b*)

Matrix quotient (*const Matrix &a, const Matrix &b*)

Unary matrix ops.

Matrix operator - (*const Matrix &a*)

The `DiagMatrix` classes share the following functions. These will eventually be part of an `MDiagArray<T>` class, derived from the `DiagArray<T>` class. Then the `DiagMatrix` class will be derived from the `MDiagArray<T>` class.

Element by element `MDiagArray` by scalar ops.

`DiagMatrix` operator * (*const DiagMatrix &a, const double &s*)

`DiagMatrix` operator / (*const DiagMatrix &a, const double &s*)

Element by element scalar by `MDiagArray` ops.

`DiagMatrix` operator * (*const double &s, const DiagMatrix &a*)

Element by element `MDiagArray` by `MDiagArray` ops.

`DiagMatrix` operator + (*const DiagMatrix &a, const DiagMatrix &b*)

`DiagMatrix` operator - (*const DiagMatrix &a, const DiagMatrix &b*)

`DiagMatrix` product (*const DiagMatrix &a, const DiagMatrix &b*)

Unary `MDiagArray` ops.

`DiagMatrix` operator - (*const DiagMatrix &a*)

4 Matrix and Vector Operations

```

Matrix (void)
Matrix (int r, int c)
Matrix (int r, int c, double val)
Matrix (const Array2<double> &a)
Matrix (const Matrix &a)
Matrix (const DiagArray<double> &a)
Matrix (const DiagMatrix &a)

Matrix& operator = (const Matrix &a)

int operator == (const Matrix &a) const
int operator != (const Matrix &a) const

Matrix& insert (const Matrix &a, int r, int c)
Matrix& insert (const RowVector &a, int r, int c)
Matrix& insert (const ColumnVector &a, int r, int c)
Matrix& insert (const DiagMatrix &a, int r, int c)

Matrix& fill (double val)
Matrix& fill (double val, int r1, int c1, int r2, int c2)

Matrix append (const Matrix &a) const
Matrix append (const RowVector &a) const
Matrix append (const ColumnVector &a) const
Matrix append (const DiagMatrix &a) const

Matrix stack (const Matrix &a) const
Matrix stack (const RowVector &a) const
Matrix stack (const ColumnVector &a) const
Matrix stack (const DiagMatrix &a) const

Matrix transpose (void) const

Matrix extract (int r1, int c1, int r2, int c2) const

RowVector row (int i) const
RowVector row (char *s) const

ColumnVector column (int i) const
ColumnVector column (char *s) const

Matrix inverse (void) const
Matrix inverse (int &info) const
Matrix inverse (int &info, double &rcond) const

ComplexMatrix fourier (void) const
ComplexMatrix ifourier (void) const

DET determinant (void) const
DET determinant (int &info) const
DET determinant (int &info, double &rcond) const

Matrix solve (const Matrix &b) const

```

```

Matrix solve (const Matrix &b, int &info) const
Matrix solve (const Matrix &b, int &info, double &rcond) const

ComplexMatrix solve (const ComplexMatrix &b) const
ComplexMatrix solve (const ComplexMatrix &b, int &info) const
ComplexMatrix solve (const ComplexMatrix &b, int &info, double &rcond)
    const

ColumnVector solve (const ColumnVector &b) const
ColumnVector solve (const ColumnVector &b, int &info) const
ColumnVector solve (const ColumnVector &b, int &info, double &rcond)
    const

ComplexColumnVector solve (const ComplexColumnVector &b) const
ComplexColumnVector solve (const ComplexColumnVector &b, int &info)
    const
ComplexColumnVector solve (const ComplexColumnVector &b, int &info,
    double &rcond) const

Matrix lssolve (const Matrix &b) const
Matrix lssolve (const Matrix &b, int &info) const
Matrix lssolve (const Matrix &b, int &info, int &rank) const

ComplexMatrix lssolve (const ComplexMatrix &b) const
ComplexMatrix lssolve (const ComplexMatrix &b, int &info) const
ComplexMatrix lssolve (const ComplexMatrix &b, int &info, int &rank)
    const

ColumnVector lssolve (const ColumnVector &b) const
ColumnVector lssolve (const ColumnVector &b, int &info) const
ColumnVector lssolve (const ColumnVector &b, int &info, int &rank) const

ComplexColumnVector lssolve (const ComplexColumnVector &b) const
ComplexColumnVector lssolve (const ComplexColumnVector &b, int
    &info) const
ComplexColumnVector lssolve (const ComplexColumnVector &b, int &info,
    int &rank) const

Matrix& operator += (const Matrix &a)
Matrix& operator -= (const Matrix &a)

Matrix& operator += (const DiagMatrix &a)
Matrix& operator -= (const DiagMatrix &a)

Matrix operator ! (void) const

ComplexMatrix operator + (const Matrix &a, const Complex &s)
ComplexMatrix operator - (const Matrix &a, const Complex &s)
ComplexMatrix operator * (const Matrix &a, const Complex &s)
ComplexMatrix operator / (const Matrix &a, const Complex &s)

ComplexMatrix operator + (const Complex &s, const Matrix &a)
ComplexMatrix operator - (const Complex &s, const Matrix &a)
ComplexMatrix operator * (const Complex &s, const Matrix &a)

```

ComplexMatrix operator / (*const Complex &s, const Matrix &a*)
 ColumnVector operator * (*const Matrix &a, const ColumnVector &b*)
 ComplexColumnVector operator * (*const Matrix &a, const
 ComplexColumnVector &b*)
 Matrix operator + (*const Matrix &a, const DiagMatrix &b*)
 Matrix operator - (*const Matrix &a, const DiagMatrix &b*)
 Matrix operator * (*const Matrix &a, const DiagMatrix &b*)
 ComplexMatrix operator + (*const Matrix &a, const ComplexDiagMatrix &b*)
 ComplexMatrix operator - (*const Matrix &a, const ComplexDiagMatrix &b*)
 ComplexMatrix operator * (*const Matrix &a, const ComplexDiagMatrix &b*)
 Matrix operator * (*const Matrix &a, const Matrix &b*)
 ComplexMatrix operator * (*const Matrix &a, const ComplexMatrix &b*)
 ComplexMatrix operator + (*const Matrix &a, const ComplexMatrix &b*)
 ComplexMatrix operator - (*const Matrix &a, const ComplexMatrix &b*)
 ComplexMatrix product (*const Matrix &a, const ComplexMatrix &b*)
 ComplexMatrix quotient (*const Matrix &a, const ComplexMatrix &b*)
 Matrix map (*d_d_Mapper f, const Matrix &a*)
 void map (*d_d_Mapper f*)
 Matrix all (*void*) *const*
 Matrix any (*void*) *const*
 Matrix cumprod (*void*) *const*
 Matrix cumsum (*void*) *const*
 Matrix prod (*void*) *const*
 Matrix sum (*void*) *const*
 Matrix sumsq (*void*) *const*
 ColumnVector diag (*void*) *const*
 ColumnVector diag (*int k*) *const*
 ColumnVector row_min (*void*) *const*
 ColumnVector row_min_loc (*void*) *const*
 ColumnVector row_max (*void*) *const*
 ColumnVector row_max_loc (*void*) *const*
 RowVector column_min (*void*) *const*
 RowVector column_min_loc (*void*) *const*
 RowVector column_max (*void*) *const*
 RowVector column_max_loc (*void*) *const*
 ostream& operator << (*ostream &os, const Matrix &a*)
 istream& operator >> (*istream &is, Matrix &a*)
 ColumnVector (*void*)
 ColumnVector (*int n*)
 ColumnVector (*int n, double val*)

```

ColumnVector (const Array<double> &a)
ColumnVector (const ColumnVector &a)
ColumnVector& operator = (const ColumnVector &a)
int operator == (const ColumnVector &a) const
int operator != (const ColumnVector &a) const
ColumnVector& insert (const ColumnVector &a, int r)
ColumnVector& fill (double val)
ColumnVector& fill (double val, int r1, int r2)
ColumnVector stack (const ColumnVector &a) const
RowVector transpose (void) const
ColumnVector extract (int r1, int r2) const
ColumnVector& operator += (const ColumnVector &a)
ColumnVector& operator -= (const ColumnVector &a)
ComplexColumnVector operator + (const ColumnVector &a, const Complex
    &s)
ComplexColumnVector operator - (const ColumnVector &a, const Complex
    &s)
ComplexColumnVector operator * (const ColumnVector &a, const Complex
    &s)
ComplexColumnVector operator / (const ColumnVector &a, const Complex
    &s)
ComplexColumnVector operator + (const Complex &s, const ColumnVector
    &a)
ComplexColumnVector operator - (const Complex &s, const ColumnVector
    &a)
ComplexColumnVector operator * (const Complex &s, const ColumnVector
    &a)
ComplexColumnVector operator / (const Complex &s, const ColumnVector
    &a)
Matrix operator * (const ColumnVector &a, const RowVector &a)
ComplexMatrix operator * (const ColumnVector &a, const
    ComplexRowVector &b)
ComplexColumnVector operator + (const ComplexColumnVector &a, const
    ComplexColumnVector &b)
ComplexColumnVector operator - (const ComplexColumnVector &a, const
    ComplexColumnVector &b)
ComplexColumnVector product (const ComplexColumnVector &a, const
    ComplexColumnVector &b)
ComplexColumnVector quotient (const ComplexColumnVector &a, const
    ComplexColumnVector &b)
ColumnVector map (d_d_Mapper f, const ColumnVector &a)

```

```

void map (d_d_Mapper f)
double min (void) const
double max (void) const
ostream& operator << (ostream &os, const ColumnVector &a)
RowVector (void)
RowVector (int n)
RowVector (int n, double val)
RowVector (const Array<double> &a)
RowVector (const RowVector &a)
RowVector& operator = (const RowVector &a)
int operator == (const RowVector &a) const
int operator != (const RowVector &a) const
RowVector& insert (const RowVector &a, int c)
RowVector& fill (double val)
RowVector& fill (double val, int c1, int c2)
RowVector append (const RowVector &a) const
ColumnVector transpose (void) const
RowVector extract (int c1, int c2) const
RowVector& operator += (const RowVector &a)
RowVector& operator -= (const RowVector &a)
ComplexRowVector operator + (const RowVector &a, const Complex &s)
ComplexRowVector operator - (const RowVector &a, const Complex &s)
ComplexRowVector operator * (const RowVector &a, const Complex &s)
ComplexRowVector operator / (const RowVector &a, const Complex &s)
ComplexRowVector operator + (const Complex &s, const RowVector &a)
ComplexRowVector operator - (const Complex &s, const RowVector &a)
ComplexRowVector operator * (const Complex &s, const RowVector &a)
ComplexRowVector operator / (const Complex &s, const RowVector &a)
double operator * (const RowVector &a, ColumnVector &b)
Complex operator * (const RowVector &a, const ComplexColumnVector &b)
RowVector operator * (const RowVector &a, const Matrix &b)
ComplexRowVector operator * (const RowVector &a, const ComplexMatrix
&b)
ComplexRowVector operator + (const RowVector &a, const
ComplexRowVector &b)
ComplexRowVector operator - (const RowVector &a, const
ComplexRowVector &b)
ComplexRowVector product (const RowVector &a, const ComplexRowVector
&b)

```

```

ComplexRowVector quotient (const RowVector &a, const
    ComplexRowVector &b)

RowVector map (d_d_Mapper f, const RowVector &a)
void map (d_d_Mapper f)

double min (void) const
double max (void) const

ostream& operator << (ostream &os, const RowVector &a)

DiagMatrix (void)
DiagMatrix (int n)
DiagMatrix (int n, double val)
DiagMatrix (int r, int c)
DiagMatrix (int r, int c, double val)
DiagMatrix (const RowVector &a)
DiagMatrix (const ColumnVector &a)
DiagMatrix (const DiagArray<double> &a)
DiagMatrix (const DiagMatrix &a)

DiagMatrix& operator = (const DiagMatrix &a)

int operator == (const DiagMatrix &a) const
int operator != (const DiagMatrix &a) const

DiagMatrix& fill (double val)
DiagMatrix& fill (double val, int beg, int end)
DiagMatrix& fill (const ColumnVector &a)
DiagMatrix& fill (const RowVector &a)
DiagMatrix& fill (const ColumnVector &a, int beg)
DiagMatrix& fill (const RowVector &a, int beg)

DiagMatrix transpose (void) const

Matrix extract (int r1, int c1, int r2, int c2) const

RowVector row (int i) const
RowVector row (char *s) const

ColumnVector column (int i) const
ColumnVector column (char *s) const

DiagMatrix inverse (void) const
DiagMatrix inverse (int &info) const

DiagMatrix& operator += (const DiagMatrix &a)
DiagMatrix& operator -= (const DiagMatrix &a)

Matrix operator + (const DiagMatrix &a, double s)
Matrix operator - (const DiagMatrix &a, double s)

ComplexMatrix operator + (const DiagMatrix &a, const Complex &s)
ComplexMatrix operator - (const DiagMatrix &a, const Complex &s)

ComplexDiagMatrix operator * (const DiagMatrix &a, const Complex &s)

```

ComplexDiagMatrix operator / (*const DiagMatrix &a, const Complex &s*)
 Matrix operator + (*double s, const DiagMatrix &a*)
 Matrix operator - (*double s, const DiagMatrix &a*)
 ComplexMatrix operator + (*const Complex &s, const DiagMatrix &a*)
 ComplexMatrix operator - (*const Complex &s, const DiagMatrix &a*)
 ComplexDiagMatrix operator * (*const Complex &s, const DiagMatrix &a*)
 ColumnVector operator * (*const DiagMatrix &a, const ColumnVector &b*)
 ComplexColumnVector operator * (*const DiagMatrix &a, const
 ComplexColumnVector &b*)
 ComplexDiagMatrix operator + (*const DiagMatrix &a, const
 ComplexDiagMatrix &b*)
 ComplexDiagMatrix operator - (*const DiagMatrix &a, const
 ComplexDiagMatrix &b*)
 ComplexDiagMatrix product (*const DiagMatrix &a, const
 ComplexDiagMatrix &b*)
 Matrix operator + (*const DiagMatrix &a, const Matrix &b*)
 Matrix operator - (*const DiagMatrix &a, const Matrix &b*)
 Matrix operator * (*const DiagMatrix &a, const Matrix &b*)
 ComplexMatrix operator + (*const DiagMatrix &a, const ComplexMatrix &b*)
 ComplexMatrix operator - (*const DiagMatrix &a, const ComplexMatrix &b*)
 ComplexMatrix operator * (*const DiagMatrix &a, const ComplexMatrix &b*)
 ColumnVector diag (*void*) *const*
 ColumnVector diag (*int k*) *const*
 ostream& operator << (*ostream &os, const DiagMatrix &a*)
 ComplexMatrix (*void*)
 ComplexMatrix (*int r, int c*)
 ComplexMatrix (*int r, int c, const Complex &val*)
 ComplexMatrix (*const Matrix &a*)
 ComplexMatrix (*const Array2<Complex> &a*)
 ComplexMatrix (*const ComplexMatrix &a*)
 ComplexMatrix (*const DiagMatrix &a*)
 ComplexMatrix (*const DiagArray<Complex> &a*)
 ComplexMatrix (*const ComplexDiagMatrix &a*)
 ComplexMatrix& operator = (*const ComplexMatrix &a*)
 int operator == (*const ComplexMatrix &a*) *const*
 int operator != (*const ComplexMatrix &a*) *const*
 ComplexMatrix& insert (*const Matrix &a, int r, int c*)
 ComplexMatrix& insert (*const RowVector &a, int r, int c*)
 ComplexMatrix& insert (*const ColumnVector &a, int r, int c*)
 ComplexMatrix& insert (*const DiagMatrix &a, int r, int c*)
 ComplexMatrix& insert (*const ComplexMatrix &a, int r, int c*)

```

ComplexMatrix& insert (const ComplexRowVector &a, int r, int c)
ComplexMatrix& insert (const ComplexColumnVector &a, int r, int c)
ComplexMatrix& insert (const ComplexDiagMatrix &a, int r, int c)

ComplexMatrix& fill (double val)
ComplexMatrix& fill (const Complex &val)
ComplexMatrix& fill (double val, int r1, int c1, int r2, int c2)
ComplexMatrix& fill (const Complex &val, int r1, int c1, int r2, int c2)

ComplexMatrix append (const Matrix &a) const
ComplexMatrix append (const RowVector &a) const
ComplexMatrix append (const ColumnVector &a) const
ComplexMatrix append (const DiagMatrix &a) const

ComplexMatrix append (const ComplexMatrix &a) const
ComplexMatrix append (const ComplexRowVector &a) const
ComplexMatrix append (const ComplexColumnVector &a) const
ComplexMatrix append (const ComplexDiagMatrix &a) const

ComplexMatrix stack (const Matrix &a) const
ComplexMatrix stack (const RowVector &a) const
ComplexMatrix stack (const ColumnVector &a) const
ComplexMatrix stack (const DiagMatrix &a) const

ComplexMatrix stack (const ComplexMatrix &a) const
ComplexMatrix stack (const ComplexRowVector &a) const
ComplexMatrix stack (const ComplexColumnVector &a) const
ComplexMatrix stack (const ComplexDiagMatrix &a) const

ComplexMatrix transpose (void) const

Matrix real (const ComplexMatrix &a)
Matrix imag (const ComplexMatrix &a)
ComplexMatrix conj (const ComplexMatrix &a)

ComplexMatrix extract (int r1, int c1, int r2, int c2) const

ComplexRowVector row (int i) const
ComplexRowVector row (char *s) const

ComplexColumnVector column (int i) const
ComplexColumnVector column (char *s) const

ComplexMatrix inverse (void) const
ComplexMatrix inverse (int &info) const
ComplexMatrix inverse (int &info, double &rcond) const

ComplexMatrix fourier (void) const
ComplexMatrix ifourier (void) const

ComplexDET determinant (void) const
ComplexDET determinant (int &info) const
ComplexDET determinant (int &info, double &rcond) const

ComplexMatrix solve (const Matrix &b) const

```

```

ComplexMatrix solve (const Matrix &b, int &info) const
ComplexMatrix solve (const Matrix &b, int &info, double &rcond) const
ComplexMatrix solve (const ComplexMatrix &b) const
ComplexMatrix solve (const ComplexMatrix &b, int &info) const
ComplexMatrix solve (const ComplexMatrix &b, int &info, double &rcond)
    const
ComplexColumnVector solve (const ComplexColumnVector &b) const
ComplexColumnVector solve (const ComplexColumnVector &b, int &info)
    const
ComplexColumnVector solve (const ComplexColumnVector &b, int &info,
    double &rcond) const
ComplexMatrix lssolve (const ComplexMatrix &b) const
ComplexMatrix lssolve (const ComplexMatrix &b, int &info) const
ComplexMatrix lssolve (const ComplexMatrix &b, int &info, int &rank)
    const
ComplexColumnVector lssolve (const ComplexColumnVector &b) const
ComplexColumnVector lssolve (const ComplexColumnVector &b, int
    &info) const
ComplexColumnVector lssolve (const ComplexColumnVector &b, int &info,
    int &rank) const
ComplexMatrix& operator += (const DiagMatrix &a)
ComplexMatrix& operator -= (const DiagMatrix &a)
ComplexMatrix& operator += (const ComplexDiagMatrix &a)
ComplexMatrix& operator -= (const ComplexDiagMatrix &a)
ComplexMatrix& operator += (const Matrix &a)
ComplexMatrix& operator -= (const Matrix &a)
ComplexMatrix& operator += (const ComplexMatrix &a)
ComplexMatrix& operator -= (const ComplexMatrix &a)
Matrix operator ! (void) const
ComplexMatrix operator + (const ComplexMatrix &a, double s)
ComplexMatrix operator - (const ComplexMatrix &a, double s)
ComplexMatrix operator * (const ComplexMatrix &a, double s)
ComplexMatrix operator / (const ComplexMatrix &a, double s)
ComplexMatrix operator + (double s, const ComplexMatrix &a)
ComplexMatrix operator - (double s, const ComplexMatrix &a)
ComplexMatrix operator * (double s, const ComplexMatrix &a)
ComplexMatrix operator / (double s, const ComplexMatrix &a)
ComplexColumnVector operator * (const ComplexMatrix &a, const
    ColumnVector &b)
ComplexColumnVector operator * (const ComplexMatrix &a, const
    ComplexColumnVector &b)
ComplexMatrix operator + (const ComplexMatrix &a, const DiagMatrix &b)

```

```

ComplexMatrix operator - (const ComplexMatrix &a, const DiagMatrix &b)
ComplexMatrix operator * (const ComplexMatrix &a, const DiagMatrix &b)

ComplexMatrix operator + (const ComplexMatrix &a, const
    ComplexDiagMatrix &b)
ComplexMatrix operator - (const ComplexMatrix &a, const
    ComplexDiagMatrix &b)
ComplexMatrix operator * (const ComplexMatrix &a, const
    ComplexDiagMatrix &b)

ComplexMatrix operator + (const ComplexMatrix &a, const Matrix &b)
ComplexMatrix operator - (const ComplexMatrix &a, const Matrix &b)
ComplexMatrix operator * (const ComplexMatrix &a, const Matrix &b)
ComplexMatrix operator * (const ComplexMatrix &a, const ComplexMatrix
    &b)

ComplexMatrix product (const ComplexMatrix &a, const Matrix &b)
ComplexMatrix quotient (const ComplexMatrix &a, const Matrix &b)

ComplexMatrix map (c_c_Mapper f, const ComplexMatrix &a)
Matrix map (d_c_Mapper f, const ComplexMatrix &a)
void map (c_c_Mapper f)

Matrix all (void) const
Matrix any (void) const

ComplexMatrix cumprod (void) const
ComplexMatrix cumsum (void) const
ComplexMatrix prod (void) const
ComplexMatrix sum (void) const
ComplexMatrix sumsq (void) const

ComplexColumnVector diag (void) const
ComplexColumnVector diag (int k) const

ComplexColumnVector row_min (void) const
ComplexColumnVector row_min_loc (void) const

ComplexColumnVector row_max (void) const
ComplexColumnVector row_max_loc (void) const

ComplexRowVector column_min (void) const
ComplexRowVector column_min_loc (void) const

ComplexRowVector column_max (void) const
ComplexRowVector column_max_loc (void) const

ostream& operator << (ostream &os, const ComplexMatrix &a)
istream& operator >> (istream &is, ComplexMatrix &a)

ComplexColumnVector (void)
ComplexColumnVector (int n)
ComplexColumnVector (int n, const Complex &val)
ComplexColumnVector (const ColumnVector &a)

```

```

ComplexColumnVector (const Array<Complex> &a)
ComplexColumnVector (const ComplexColumnVector &a)

ComplexColumnVector& operator = (const ComplexColumnVector &a)

int operator == (const ComplexColumnVector &a) const
int operator != (const ComplexColumnVector &a) const

ComplexColumnVector& insert (const ColumnVector &a, int r)
ComplexColumnVector& insert (const ComplexColumnVector &a, int r)

ComplexColumnVector& fill (double val)
ComplexColumnVector& fill (const Complex &val)
ComplexColumnVector& fill (double val, int r1, int r2)
ComplexColumnVector& fill (const Complex &val, int r1, int r2)

ComplexColumnVector stack (const ColumnVector &a) const
ComplexColumnVector stack (const ComplexColumnVector &a) const

ComplexRowVector transpose (void) const

ColumnVector real (const ComplexColumnVector &a)
ColumnVector imag (const ComplexColumnVector &a)
ComplexColumnVector conj (const ComplexColumnVector &a)

ComplexColumnVector extract (int r1, int r2) const

ComplexColumnVector& operator += (const ColumnVector &a)
ComplexColumnVector& operator -= (const ColumnVector &a)

ComplexColumnVector& operator += (const ComplexColumnVector &a)
ComplexColumnVector& operator -= (const ComplexColumnVector &a)

ComplexColumnVector operator + (const ComplexColumnVector &a, double
    s)
ComplexColumnVector operator - (const ComplexColumnVector &a, double
    s)
ComplexColumnVector operator * (const ComplexColumnVector &a, double
    s)
ComplexColumnVector operator / (const ComplexColumnVector &a, double
    s)

ComplexColumnVector operator + (double s, const ComplexColumnVector
    &a)
ComplexColumnVector operator - (double s, const ComplexColumnVector
    &a)
ComplexColumnVector operator * (double s, const ComplexColumnVector
    &a)
ComplexColumnVector operator / (double s, const ComplexColumnVector
    &a)

ComplexMatrix operator * (const ComplexColumnVector &a, const
    ComplexRowVector &b)

```

```

ComplexColumnVector operator + (const ComplexColumnVector &a, const
    ColumnVector &b)
ComplexColumnVector operator - (const ComplexColumnVector &a, const
    ColumnVector &b)

ComplexColumnVector product (const ComplexColumnVector &a, const
    ColumnVector &b)
ComplexColumnVector quotient (const ComplexColumnVector &a, const
    ColumnVector &b)

ComplexColumnVector map (c_c_Mapper f, const ComplexColumnVector &a)
ColumnVector map (d_c_Mapper f, const ComplexColumnVector &a)
void map (c_c_Mapper f)

Complex min (void) const
Complex max (void) const

ostream& operator << (ostream &os, const ComplexColumnVector &a)

ComplexRowVector (void)
ComplexRowVector (int n)
ComplexRowVector (int n, const Complex &val)
ComplexRowVector (const RowVector &a)
ComplexRowVector (const Array<Complex> &a)
ComplexRowVector (const ComplexRowVector &a)

ComplexRowVector& operator = (const ComplexRowVector &a)

int operator == (const ComplexRowVector &a) const
int operator != (const ComplexRowVector &a) const

ComplexRowVector& insert (const RowVector &a, int c)
ComplexRowVector& insert (const ComplexRowVector &a, int c)

ComplexRowVector& fill (double val)
ComplexRowVector& fill (const Complex &val)
ComplexRowVector& fill (double val, int c1, int c2)
ComplexRowVector& fill (const Complex &val, int c1, int c2)

ComplexRowVector append (const RowVector &a) const
ComplexRowVector append (const ComplexRowVector &a) const

ComplexColumnVector transpose (void) const

RowVector real (const ComplexRowVector &a)
RowVector imag (const ComplexRowVector &a)
ComplexRowVector conj (const ComplexRowVector &a)

ComplexRowVector extract (int c1, int c2) const

ComplexRowVector& operator += (const RowVector &a)
ComplexRowVector& operator -= (const RowVector &a)

ComplexRowVector& operator += (const ComplexRowVector &a)
ComplexRowVector& operator -= (const ComplexRowVector &a)

ComplexRowVector operator + (const ComplexRowVector &a, double s)

```

```

ComplexRowVector operator - (const ComplexRowVector &a, double s)
ComplexRowVector operator * (const ComplexRowVector &a, double s)
ComplexRowVector operator / (const ComplexRowVector &a, double s)

ComplexRowVector operator + (double s, const ComplexRowVector &a)
ComplexRowVector operator - (double s, const ComplexRowVector &a)
ComplexRowVector operator * (double s, const ComplexRowVector &a)
ComplexRowVector operator / (double s, const ComplexRowVector &a)

Complex operator * (const ComplexRowVector &a, const ColumnVector &b)
Complex operator * (const ComplexRowVector &a, const
    ComplexColumnVector &b)

ComplexRowVector operator * (const ComplexRowVector &a, const
    ComplexMatrix &b)

ComplexRowVector operator + (const ComplexRowVector &a, const
    RowVector &b)
ComplexRowVector operator - (const ComplexRowVector &a, const
    RowVector &b)

ComplexRowVector product (const ComplexRowVector &a, const RowVector
    &b)
ComplexRowVector quotient (const ComplexRowVector &a, const
    RowVector &b)

ComplexRowVector map (c_c_Mapper f, const ComplexRowVector &a)
RowVector map (d_c_Mapper f, const ComplexRowVector &a)
void map (c_c_Mapper f)

Complex min (void) const
Complex max (void) const

ostream& operator << (ostream &os, const ComplexRowVector &a)

ComplexDiagMatrix (void)
ComplexDiagMatrix (int n)
ComplexDiagMatrix (int n, const Complex &val)
ComplexDiagMatrix (int r, int c)
ComplexDiagMatrix (int r, int c, const Complex &val)
ComplexDiagMatrix (const RowVector &a)
ComplexDiagMatrix (const ComplexRowVector &a)
ComplexDiagMatrix (const ColumnVector &a)
ComplexDiagMatrix (const ComplexColumnVector &a)
ComplexDiagMatrix (const DiagMatrix &a)
ComplexDiagMatrix (const DiagArray<Complex> &a)
ComplexDiagMatrix (const ComplexDiagMatrix &a)

ComplexDiagMatrix& operator = (const ComplexDiagMatrix &a)

int operator == (const ComplexDiagMatrix &a) const
int operator != (const ComplexDiagMatrix &a) const

ComplexDiagMatrix& fill (double val)

```

```

ComplexDiagMatrix& fill (const Complex &val)
ComplexDiagMatrix& fill (double val, int beg, int end)
ComplexDiagMatrix& fill (const Complex &val, int beg, int end)
ComplexDiagMatrix& fill (const ColumnVector &a)
ComplexDiagMatrix& fill (const ComplexColumnVector &a)
ComplexDiagMatrix& fill (const RowVector &a)
ComplexDiagMatrix& fill (const ComplexRowVector &a)
ComplexDiagMatrix& fill (const ColumnVector &a, int beg)
ComplexDiagMatrix& fill (const ComplexColumnVector &a, int beg)
ComplexDiagMatrix& fill (const RowVector &a, int beg)
ComplexDiagMatrix& fill (const ComplexRowVector &a, int beg)

ComplexDiagMatrix transpose (void) const

DiagMatrix real (const ComplexDiagMatrix &a)
DiagMatrix imag (const ComplexDiagMatrix &a)
ComplexDiagMatrix conj (const ComplexDiagMatrix &a)

ComplexMatrix extract (int r1, int c1, int r2, int c2) const

ComplexRowVector row (int i) const
ComplexRowVector row (char *s) const

ComplexColumnVector column (int i) const
ComplexColumnVector column (char *s) const

ComplexDiagMatrix inverse (int &info) const
ComplexDiagMatrix inverse (void) const

ComplexDiagMatrix& operator += (const DiagMatrix &a)
ComplexDiagMatrix& operator -= (const DiagMatrix &a)

ComplexDiagMatrix& operator += (const ComplexDiagMatrix &a)
ComplexDiagMatrix& operator -= (const ComplexDiagMatrix &a)

ComplexMatrix operator + (const ComplexDiagMatrix &a, double s)
ComplexMatrix operator - (const ComplexDiagMatrix &a, double s)

ComplexMatrix operator + (const ComplexDiagMatrix &a, const Complex
    &s)
ComplexMatrix operator - (const ComplexDiagMatrix &a, const Complex
    &s)

ComplexDiagMatrix operator * (const ComplexDiagMatrix &a, double s)
ComplexDiagMatrix operator / (const ComplexDiagMatrix &a, double s)

ComplexMatrix operator + (double s, const ComplexDiagMatrix &a)
ComplexMatrix operator - (double s, const ComplexDiagMatrix &a)

ComplexMatrix operator + (const Complex &s, const ComplexDiagMatrix
    &a)
ComplexMatrix operator - (const Complex &s, const ComplexDiagMatrix
    &a)

ComplexDiagMatrix operator * (double s, const ComplexDiagMatrix &a)

```

`ComplexColumnVector` operator * (*const ComplexDiagMatrix &a, const ColumnVector &b*)

`ComplexColumnVector` operator * (*const ComplexDiagMatrix &a, const ComplexColumnVector &b*)

`ComplexDiagMatrix` operator + (*const ComplexDiagMatrix &a, const DiagMatrix &b*)

`ComplexDiagMatrix` operator - (*const ComplexDiagMatrix &a, const DiagMatrix &b*)

`ComplexDiagMatrix` product (*const ComplexDiagMatrix &a, const DiagMatrix &b*)

`ComplexMatrix` operator + (*const ComplexDiagMatrix &a, const Matrix &b*)

`ComplexMatrix` operator - (*const ComplexDiagMatrix &a, const Matrix &b*)

`ComplexMatrix` operator * (*const ComplexDiagMatrix &a, const Matrix &b*)

`ComplexMatrix` operator + (*const ComplexDiagMatrix &a, const ComplexMatrix &b*)

`ComplexMatrix` operator - (*const ComplexDiagMatrix &a, const ComplexMatrix &b*)

`ComplexMatrix` operator * (*const ComplexDiagMatrix &a, const ComplexMatrix &b*)

`ComplexColumnVector` diag (*void*) *const*

`ComplexColumnVector` diag (*int k*) *const*

`ostream&` operator << (*ostream &os, const ComplexDiagMatrix &a*)

5 Matrix Factorizations

```

AEPBALANCE (void)
AEPBALANCE (const Matrix &a, const char *balance_job)
AEPBALANCE (const AEPBALANCE &a)

AEPBALANCE& operator = (const AEPBALANCE &a)

Matrix balanced_matrix (void) const
Matrix balancing_matrix (void) const

ostream& operator << (ostream &os, const AEPBALANCE &a)

ComplexAEPBALANCE (void)
ComplexAEPBALANCE (const ComplexMatrix &a, const char *balance_job)
ComplexAEPBALANCE (const ComplexAEPBALANCE &a)

ComplexAEPBALANCE& operator = (const ComplexAEPBALANCE &a)

ComplexMatrix balanced_matrix (void) const
ComplexMatrix balancing_matrix (void) const

ostream& operator << (ostream &os, const ComplexAEPBALANCE &a)

DET (void)
DET (const DET &a)

DET& operator = (const DET &a)

int value_will_overflow (void) const
int value_will_underflow (void) const

double coefficient (void) const
int exponent (void) const
double value (void) const

ostream& operator << (ostream &os, const DET &a)

ComplexDET (void)
ComplexDET (const ComplexDET &a)

ComplexDET& operator = (const ComplexDET &a)

int value_will_overflow (void) const
int value_will_underflow (void) const

Complex coefficient (void) const
int exponent (void) const
Complex value (void) const

ostream& operator << (ostream &os, const ComplexDET &a)

GEPBALANCE (void)
GEPBALANCE (const Matrix &a, const Matrix &, const char *balance_job)
GEPBALANCE (const GEPBALANCE &a)

GEPBALANCE& operator = (const GEPBALANCE &a)

```

```

Matrix balanced_a_matrix (void) const
Matrix balanced_b_matrix (void) const
Matrix left_balancing_matrix (void) const
Matrix right_balancing_matrix (void) const
ostream& operator << (ostream &os, const GEPBALANCE &a)
CHOL (void)
CHOL (const Matrix &a)
CHOL (const Matrix &a, int &info)
CHOL (const CHOL &a)
CHOL& operator = (const CHOL &a)
Matrix chol_matrix (void) const
ostream& operator << (ostream &os, const CHOL &a)
ComplexCHOL (void)
ComplexCHOL (const ComplexMatrix &a)
ComplexCHOL (const ComplexMatrix &a, int &info)
ComplexCHOL (const ComplexCHOL &a)
ComplexCHOL& operator = (const ComplexCHOL &a)
ComplexMatrix chol_matrix (void) const
ostream& operator << (ostream &os, const ComplexCHOL &a)
HESS (void)
HESS (const Matrix &a)
HESS (const Matrix&a, int &info)
HESS (const HESS &a)
HESS& operator = (const HESS &a)
Matrix hess_matrix (void) const
Matrix unitary_hess_matrix (void) const
ostream& operator << (ostream &os, const HESS &a)
ComplexHESS (void)
ComplexHESS (const ComplexMatrix &a)
ComplexHESS (const ComplexMatrix &a, int &info)
ComplexHESS (const ComplexHESS &a)
ComplexHESS& operator = (const ComplexHESS &a)
ComplexMatrix hess_matrix (void) const
ComplexMatrix unitary_hess_matrix (void) const
ostream& operator << (ostream &os, const ComplexHESS &a)
SCHUR (void)
SCHUR (const Matrix &a, const char *ord)
SCHUR (const Matrix &a, const char *ord, int &info)
SCHUR (const SCHUR &a, const char *ord)
SCHUR& operator = (const SCHUR &a)

```

```

Matrix schur_matrix (void) const
Matrix unitary_matrix (void) const

ostream& operator << (ostream &os, const SCHUR &a)

ComplexSCHUR (void)
ComplexSCHUR (const ComplexMatrix &a, const char *ord)
ComplexSCHUR (const ComplexMatrix &a, const char *ord, int &info)
ComplexSCHUR (const ComplexSCHUR &a, const char *ord)

ComplexSCHUR& operator = (const ComplexSCHUR &a)

ComplexMatrix schur_matrix (void) const
ComplexMatrix unitary_matrix (void) const

ostream& operator << (ostream &os, const ComplexSCHUR &a)

SVD (void)
SVD (const Matrix &a)
SVD (const Matrix &a, int &info)
SVD (const SVD &a)

SVD& operator = (const SVD &a)

DiagMatrix singular_values (void) const
Matrix left_singular_matrix (void) const
Matrix right_singular_matrix (void) const

ostream& operator << (ostream &os, const SVD &a)

ComplexSVD (void)
ComplexSVD (const ComplexMatrix &a)
ComplexSVD (const ComplexMatrix &a, int &info)
ComplexSVD (const ComplexSVD &a)

ComplexSVD& operator = (const ComplexSVD &a)

DiagMatrix singular_values (void) const
ComplexMatrix left_singular_matrix (void) const
ComplexMatrix right_singular_matrix (void) const

ostream& operator << (ostream &os, const ComplexSVD &a)

EIG (void)
EIG (const Matrix &a)
EIG (const Matrix &a, int &info)
EIG (const ComplexMatrix &a)
EIG (const ComplexMatrix &a, int &info)
EIG (const EIG &a)

EIG& operator = (const EIG &a)

ComplexColumnVector eigenvalues (void) const
ComplexMatrix eigenvectors (void) const

ostream& operator << (ostream &os, const EIG &a)

```

```
LU (void)
LU (const Matrix &a)
LU (const LU &a)

LU& operator = (const LU &a)

Matrix L (void) const
Matrix U (void) const
Matrix P (void) const

ostream& operator << (ostream &os, const LU &a)

ComplexLU (void)
ComplexLU (const ComplexMatrix &a)
ComplexLU (const ComplexLU &a)

ComplexLU& operator = (const ComplexLU &a)

ComplexMatrix L (void) const
ComplexMatrix U (void) const
Matrix P (void) const

ostream& operator << (ostream &os, const ComplexLU &a)

QR (void)
QR (const Matrix &A)
QR (const QR &a)

QR& operator = (const QR &a)

Matrix Q (void) const
Matrix R (void) const

ostream& operator << (ostream &os, const QR &a)

ComplexQR (void)
ComplexQR (const ComplexMatrix &A)
ComplexQR (const ComplexQR &a)

ComplexQR& operator = (const ComplexQR &a)

ComplexMatrix Q (void) const
ComplexMatrix R (void) const

ostream& operator << (ostream &os, const ComplexQR &a)
```

6 Ranges

```
Range (void)
Range (const Range &r)
Range (double b, double l)
Range (double b, double l, double i)

double base (void) const
double limit (void) const
double inc (void) const

void set_base (double b)
void set_limit (double l)
void set_inc (double i)

int nelem (void) const

double min (void) const
double max (void) const

void sort (void)

ostream& operator << (ostream &os, const Range &r)
istream& operator >> (istream &is, Range &r)

void print_range (void)
```

7 Nonlinear Functions

```
NFunc (void)
NFunc (const nonlinear_fcn)
NFunc (const nonlinear_fcn, const jacobian_fcn)
NFunc (const NFunc &a)

NFunc& operator = (const NFunc &a)

nonlinear_fcn function (void) const;
NFunc& set_function (const nonlinear_fcn f)
jacobian_fcn jacobian_function (void) const;
NFunc& set_jacobian_function (const jacobian_fcn j)
```

8 Nonlinear Equations

```

NLEqn_options (void)
NLEqn_options (const NLEqn_options &opt)
NLEqn_options& operator = (const NLEqn_options &opt)
void init (void)
void copy (const NLEqn_options &opt)
void set_default_options (void)
void set_tolerance (double val)
double tolerance (void)

NLEqn (void)
NLEqn (const ColumnVector&, const NLFunc)
NLEqn (const NLEqn &a)
NLEqn& operator = (const NLEqn &a)
void resize (int n)
void set_states (const ColumnVector &x)
ColumnVector states (void) const
int size (void) const
ColumnVector solve (void)
ColumnVector solve (const ColumnVector &x)
ColumnVector solve (int &info)
ColumnVector solve (const ColumnVector &x, int &info)

```

9 Optimization

9.1 Objective Functions

```
Objective (void)
Objective (const objective_fcn)
Objective (const objective_fcn, const gradient_fcn)
Objective (const Objective &a)

Objective& operator = (const Objective &a)

objective_fcn objective_function (void) const;

Objective& set_objective_function (const objective_fcn)

gradient_fcn gradient_function (void) const;

Objective& set_gradient_function (const gradient_fcn)
```

9.2 Bounds

```
Bounds (void)
Bounds (int n)
Bounds (const ColumnVector lb, const ColumnVector ub)
Bounds (const Bounds &a)

Bounds& operator = (const Bounds &a)

Bounds& resize (int n)

double lower_bound (int index) const;
double upper_bound (int index) const;

ColumnVector lower_bounds (void) const;
ColumnVector upper_bounds (void) const;

int size (void) const;

Bounds& set_bound (int index, double low, double high)

Bounds& set_bounds (double low, double high)
Bounds& set_bounds (const ColumnVector lb, const ColumnVector ub)

Bounds& set_lower_bound (int index, double low)
Bounds& set_upper_bound (int index, double high)

Bounds& set_lower_bounds (double low)
Bounds& set_upper_bounds (double high)

Bounds& set_lower_bounds (const ColumnVector lb)
Bounds& set_upper_bounds (const ColumnVector ub)

ostream& operator << (ostream &os, const Bounds &b)
```

9.3 Linear Constraints

```

LinConst (void)
LinConst (int nclin, int nx)
LinConst (int nclin_eq, int nclin_ineq, int nx)
LinConst (const ColumnVector &lb, const Matrix &A, const ColumnVector
          &ub)
LinConst (const Matrix &A_eq, const ColumnVector &b_eq, const Matrix
          &A_ineq, const ColumnVector &b_ineq)
LinConst (const LinConst &a)

LinConst& operator = (const LinConst &a)

LinConst& resize (int nclin, int n)

Matrix constraint_matrix (void) const;
LinConst& set_constraint_matrix (const Matrix &A)

Matrix eq_constraint_matrix (void) const;
Matrix ineq_constraint_matrix (void) const;

ColumnVector eq_constraint_vector (void) const;
ColumnVector ineq_constraint_vector (void) const;

ostream& operator << (ostream &os, const LinConst &b)

```

9.4 Nonlinear Constraints

```

NLConst (void)
NLConst (int n)
NLConst (const ColumnVector lb, const NLFunc f, const ColumnVector ub)
NLConst (const NLConst &a)

NLConst& operator = (const NLConst &a)

```

9.5 Quadratic Programming

```

QP (void)
QP (const ColumnVector &x, const Matrix &H)
QP (const ColumnVector &x, const Matrix &H, const ColumnVector &c)
QP (const ColumnVector &x, const Matrix &H, const Bounds &b)
QP (const ColumnVector &x, const Matrix &H, const LinConst &lc)
QP (const ColumnVector &x, const Matrix &H, const ColumnVector &c, const
    Bounds &b)
QP (const ColumnVector &x, const Matrix &H, const ColumnVector &c, const
    LinConst &lc)
QP (const ColumnVector &x, const Matrix &H, const Bounds &b, const
    LinConst &lc)
QP (const ColumnVector &x, const Matrix &H, const ColumnVector &c, const
    Bounds &b, const LinConst &lc)

virtual ColumnVector minimize (void)

```

```

virtual ColumnVector minimize (double &objf)
virtual ColumnVector minimize (double &objf, int &inform)
virtual ColumnVector minimize (double &objf, int &inform,
    ColumnVector &lambda) = 0;

virtual ColumnVector minimize (const ColumnVector &x)
virtual ColumnVector minimize (const ColumnVector &x, double &objf)
virtual ColumnVector minimize (const ColumnVector &x, double &objf,
    int &inform)
virtual ColumnVector minimize (const ColumnVector &x, double &objf,
    int &inform, ColumnVector &lambda)

ColumnVector minimize (double &objf, int &inform, ColumnVector
    &lambda)

```

9.6 Nonlinear Programming

```

NLP (void)
NLP (const ColumnVector &x, const Objective &phi)
NLP (const ColumnVector &x, const Objective &phi, const Bounds &b)
NLP (const ColumnVector &x, const Objective &phi, const Bounds &b, const
    LinConst &lc)
NLP (const ColumnVector &x, const Objective &phi, const Bounds &b, const
    LinConst &lc, const NLConst &nlc)
NLP (const ColumnVector &x, const Objective &phi, const LinConst &lc)
NLP (const ColumnVector &x, const Objective &phi, const LinConst &lc,
    const NLConst &nlc)
NLP (const ColumnVector &x, const Objective &phi, const NLConst &nlc)
NLP (const ColumnVector &x, const Objective &phi, const Bounds &b, const
    NLConst &nlc)

NLP& operator = (const NLP &a)

int size (void) const

ColumnVector minimize (void)
ColumnVector minimize (double &objf)
ColumnVector minimize (double &objf, int &inform)
ColumnVector minimize (double &objf, int &inform, ColumnVector
    &lambda)

ColumnVector minimize (const ColumnVector &x)
ColumnVector minimize (const ColumnVector &x, double &objf)
ColumnVector minimize (const ColumnVector &x, double &objf, int
    &inform)
ColumnVector minimize (const ColumnVector &x, double &objf, int
    &inform, ColumnVector &lambda)

```

10 Quadrature

```

Quad (integrand_fcn fcn)
Quad (integrand_fcn fcn, double abs, double rel)

virtual double integrate (void)
virtual double integrate (int &ier)
virtual double integrate (int &ier, int &neval)
virtual double integrate (int &ier, int &neval, double &abserr) = 0

Quad_options (void)
Quad_options (const Quad_options &opt)
Quad_options& operator = (const Quad_options &opt)

void init (void)
void copy (const Quad_options &opt)
void set_default_options (void)
void set_absolute_tolerance (double val)
void set_relative_tolerance (double val)

double absolute_tolerance (void)
double relative_tolerance (void)

DefQuad (integrand_fcn fcn)
DefQuad (integrand_fcn fcn, double ll, double ul)
DefQuad (integrand_fcn fcn, double ll, double ul, double abs, double rel)
DefQuad (integrand_fcn fcn, double ll, double ul, const ColumnVector
        &sing)
DefQuad (integrand_fcn fcn, const ColumnVector &sing, double abs, double
        rel)
DefQuad (integrand_fcn fcn, const ColumnVector &sing)
DefQuad (integrand_fcn fcn, double ll, double ul, const ColumnVector
        &sing, double abs, double rel)

IndefQuad (integrand_fcn fcn)
IndefQuad (integrand_fcn fcn, double b, IntegralType t)
IndefQuad (integrand_fcn fcn, double b, IntegralType t, double abs, double
        rel)
IndefQuad (integrand_fcn fcn, double abs, double rel)

```

10.1 Collocation Weights

```

CollocWt (void)
CollocWt (int n, int inc_l, int inc_r)
CollocWt (int n, int inc_l, int inc_r, double l, double r)
CollocWt (int n, double a, double b, int inc_l, int inc_r)
CollocWt (int n, int inc_l, int inc_r, double l, double r)
CollocWt (const CollocWt&)
CollocWt& operator = (const CollocWt&)

```

```
CollocWt& resize (int ncol)
CollocWt& add_left (void)
CollocWt& add_right (void)
CollocWt& delete_left (void)
CollocWt& delete_right (void)
CollocWt& set_left (double val)
CollocWt& set_right (double val)
CollocWt& set_alpha (double val)
CollocWt& set_beta (double val)
int ncol (void) const
int left_included (void) const
int right_included (void) const
double left (void) const
double right (void) const
double width (void) const
double alpha (void) const
double beta (void) const
ColumnVector roots (void)
ColumnVector quad (void)
ColumnVector quad_weights (void)
Matrix first (void)
Matrix second (void)
ostream& operator << (ostream &os, const CollocWt &c)
```

11 Ordinary Differential Equations

```

ODE_options (void)
ODE_options (const ODE_options &opt)
ODE_options& operator = (const ODE_options &opt)
void init (void)
void copy (const ODE_options &opt)
void set_default_options (void)
void set_absolute_tolerance (double val)
void set_initial_step_size (double val)
void set_maximum_step_size (double val)
void set_minimum_step_size (double val)
void set_relative_tolerance (double val)

double absolute_tolerance (void)
double initial_step_size (void)
double maximum_step_size (void)
double minimum_step_size (void)
double relative_tolerance (void)

ODE (void)
ODE (int n)
ODE (const ColumnVector &state, double time, const ODEFunc &f)
virtual int size (void) const
virtual ColumnVector state (void) const
virtual double time (void) const
virtual void force_restart (void)
virtual void initialize (const ColumnVector &x, double t)
virtual void set_stop_time (double t)
virtual void clear_stop_time (void)
virtual ColumnVector integrate (double t)
void integrate (int nsteps, double tstep, ostream &s)

Matrix integrate (const ColumnVector &tout)
Matrix integrate (const ColumnVector &tout, const ColumnVector
&tcrit)

```

12 Differential Algebraic Equations

DAE (*void*)

DAE (*int n*)

DAE (*const ColumnVector &x, double time, DAEFunc &f*)

DAE (*const ColumnVector &x, ColumnVector &xdot, double time, DAEFunc &f*)

ColumnVector deriv (*void*)

virtual void initialize (*const ColumnVector &x, double t*)

virtual void initialize (*const ColumnVector &x, ColumnVector &xdot, double t*)

ColumnVector integrate (*double t*)

Matrix integrate (*const ColumnVector &tout, Matrix &xdot_out*)

Matrix integrate (*const ColumnVector &tout, Matrix &xdot_out, const ColumnVector &tcrit*)

13 Error Handling

14 Installation

15 Bugs

Concept Index

A

acknowledgements 1
arrays 14

B

bounds 40
bugs, known 49

C

collocation weights 43
contributors 1
copyright 1

D

DAE 46

F

factorizations 33

I

installation 48
installation trouble 49
integration 43
introduction 13

K

known causes of trouble 49

L

linear Constraints 41

M

matrix factorizations 33
matrix manipulations 18

N

NLP 42
nonlinear Constraints 41
nonlinear equations 39
nonlinear functions 38
nonlinear programming 42
numerical integration 43

O

objective functions 40
ODE 45
optimization 40
orthogonal collocation 43

Q

QP 41
quadratic programming 41
quadrature 43

R

ranges 37

T

troubleshooting 49

V

vector manipulations 18

W

warranty 1

Function Index

A

absolute_tolerance 43, 45
 add_left 44
 add_right 44
 AEPBALANCE 33
 all 20, 27
 alpha 44
 any 20, 27
 append 18, 22, 25, 29
 Array<T> 14
 Array2<T> 15
 Array3<T> 15

B

balanced_a_matrix 34
 balanced_b_matrix 34
 balanced_matrix 33
 balancing_matrix 33
 base 37
 beta 44
 Bounds 40

C

capacity on Array<T> 14
 checkelem on Array<T> 14
 checkelem on Array2<T> 15
 checkelem on Array3<T> 15
 checkelem on DiagArray<T> 16
 chol_matrix 34
 CHOL 34
 clear_stop_time 45
 coefficient 33
 CollocWt 43
 cols on Array2<T> 15
 cols on DiagArray<T> 16
 column 18, 23, 25, 31
 column_max 20, 27
 column_max_loc 20, 27
 column_min 20, 27
 column_min_loc 20, 27
 columns on Array2<T> 15
 columns on DiagArray<T> 16
 ColumnVector 20, 21
 ComplexAEPBALANCE 33
 ComplexCHOL 34
 ComplexColumnVector 27, 28
 ComplexDET 33
 ComplexDiagMatrix 30
 ComplexHESS 34
 ComplexLU 36
 ComplexMatrix 24
 ComplexQR 36

ComplexRowVector 29
 ComplexSCHUR 35
 ComplexSVD 35
 conj 25, 28, 29, 31
 constraint_matrix 41
 copy 39, 43, 45
 cumprod 20, 27
 cumsum 20, 27

D

DAE 46
 data on Array<T> 15
 DefQuad 43
 delete_left 44
 delete_right 44
 deriv 46
 determinant 18, 25
 DET 33
 diag 20, 24, 27, 32
 DiagArray<T> 15
 DiagMatrix 23
 dim1 on Array2<T> 15
 dim1 on Array3<T> 15
 dim1 on DiagArray<T> 16
 dim2 on Array2<T> 15
 dim2 on Array3<T> 15
 dim2 on DiagArray<T> 16
 dim3 on Array3<T> 15

E

eigenvalues 35
 eigenvectors 35
 EIG 35
 elem on Array<T> 14
 elem on Array2<T> 15
 elem on Array3<T> 15
 elem on DiagArray<T> 16
 eq_constraint_matrix 41
 eq_constraint_vector 41
 exponent 33
 extract 18, 21, 22, 23, 25, 28, 29, 31

F

fill 18, 21, 22, 23, 25, 28, 29, 30, 31
 first 44
 force_restart 45
 fourier 18, 25
 function 38

G

GEPBALANCE..... 33
 gradient_function..... 40

H

hess_matrix..... 34
 HESS..... 34

I

ifourier..... 18, 25
 imag..... 25, 28, 29, 31
 inc..... 37
 IndefQuad..... 43
 ineq_constraint_matrix..... 41
 ineq_constraint_vector..... 41
 init..... 39, 43, 45
 initial_step_size..... 45
 initialize..... 45, 46
 insert..... 18, 21, 22, 24, 25, 28, 29
 integrate..... 43, 45, 46
 inverse..... 18, 23, 25, 31

J

jacobian_function..... 38

L

left..... 44
 left_balancing_matrix..... 34
 left_included..... 44
 left_singular_matrix..... 35
 length on Array<T>..... 14
 limit..... 37
 lower_bound..... 40
 lower_bounds..... 40
 lssolve..... 19, 26
 L..... 36
 LinConst..... 41
 LU..... 36

M

map..... 20, 21, 23, 27, 29, 30
 Matrix..... 18
 max..... 22, 23, 29, 30, 37
 maximum_step_size..... 45
 min..... 22, 23, 29, 30, 37
 minimize..... 41, 42
 minimum_step_size..... 45

N

ncol..... 44
 nelelem..... 37
 NLConst..... 41
 NLEqn..... 39
 NLEqn_options..... 39
 NLFunc..... 38
 NLP..... 42

O

Objective..... 40
 objective_function..... 40
 ODE..... 45
 ODE_options..... 45
 operator !..... 19, 26
 operator !=..... 18, 21, 22, 23, 24, 28, 29, 30
 operator () on Array<T>..... 14
 operator () on Array2<T>..... 15
 operator () on Array3<T>..... 15
 operator () on DiagArray<T>..... 16
 operator *... 16, 17, 19, 20, 21, 22, 23, 24, 26, 27,
 28, 30, 31, 32
 operator +... 16, 17, 19, 20, 21, 22, 23, 24, 26, 27,
 28, 29, 30, 31, 32
 operator +=..... 19, 21, 22, 23, 26, 28, 29, 31
 operator -... 16, 17, 19, 20, 21, 22, 23, 24, 26, 27,
 28, 29, 30, 31, 32
 operator -=..... 19, 21, 22, 23, 26, 28, 29, 31
 operator /... 16, 17, 19, 21, 22, 23, 26, 28, 30, 31
 operator <<... 20, 22, 23, 24, 27, 29, 30, 32, 33, 34,
 35, 36, 37, 40, 41, 44
 operator =... 18, 21, 22, 23, 24, 28, 29, 30, 33, 34,
 35, 36, 38, 39, 40, 41, 42, 43, 45
 operator = on Array<T>..... 14
 operator = on Array2<T>..... 15
 operator = on Array3<T>..... 15
 operator = on DiagArray<T>&..... 15
 operator ==..... 18, 21, 22, 23, 24, 28, 29, 30
 operator >>..... 20, 27, 37

P

print_range..... 37
 prod..... 20, 27
 product..... 16, 17, 20, 21, 22, 24, 27, 29, 30, 32
 P..... 36

Q

Q..... 36
 QP..... 41
 QR..... 36
 Quad..... 43
 quad..... 44
 Quad_options..... 43
 quad_weights..... 44
 quotient..... 16, 17, 20, 21, 22, 27, 29, 30

R

R 36
 Range 37
 real 25, 28, 29, 31
 relative_tolerance 43, 45
 resize 39, 40, 41, 44
 resize on Array<T> 14
 resize on Array2<T> 15
 resize on Array3<T> 15
 resize on DiagArray<T> 16
 right 44
 right_balancing_matrix 34
 right_included 44
 right_singular_matrix 35
 roots 44
 row 18, 23, 25, 31
 row_max 20, 27
 row_max_loc 20, 27
 row_min 20, 27
 row_min_loc 20, 27
 rows on Array2<T> 15
 rows on DiagArray<T> 16
 RowVector 22

S

schur_matrix 35
 SCHUR 34
 second 44
 set_absolute_tolerance 43, 45
 set_alpha 44
 set_base 37
 set_beta 44
 set_bound 40
 set_bounds 40
 set_constraint_matrix 41
 set_default_options 39, 43, 45
 set_function 38
 set_gradient_function 40
 set_inc 37
 set_initial_step_size 45
 set_jacobian_function 38
 set_left 44
 set_limit 37
 set_lower_bound 40
 set_lower_bounds 40
 set_maximum_step_size 45

set_minimum_step_size 45
 set_objective_function 40
 set_relative_tolerance 43, 45
 set_right 44
 set_states 39
 set_stop_time 45
 set_tolerance 39
 set_upper_bound 40
 set_upper_bounds 40
 singular_values 35
 size 39, 40, 42, 45
 solve 18, 19, 25, 26, 39
 sort 37
 stack 18, 21, 25, 28
 state 45
 states 39
 sum 20, 27
 sumsq 20, 27
 SVD 35

T

time 45
 tolerance 39
 transpose 18, 21, 22, 23, 25, 28, 29, 31

U

unitary_hess_matrix 34
 unitary_matrix 35
 upper_bound 40
 upper_bounds 40
 U 36

V

value 33, 43, 45
 value_will_overflow 33
 value_will_underflow 33

W

width 44

X

xelem on Array<T> 14