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# **VS IPL**

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**Release 2.0**  
**June 2009**

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# Chapter 1. Support Functions

## 1.1 Initialisation and Finalisation

Prototype	Description
<pre>int vsip_init( void * ptr);</pre>	Provides initialisation, allowing the library to allocate and set a global state, and prepare to support the use of VSIPL functionality by the user.
<pre>int vsip_finalize( void * ptr);</pre>	Provides cleanup and releases resources used by VSIPL (if the last of a nested series of calls), allowing the library to guarantee that any resources allocated by <code>vsip_init</code> are no longer in use after the call is complete.
<pre>void Thread_SetParams( vsip_length num_threads, vsip_length max_num_running);</pre>	Allows the library to allocate a number of threads.

## 1.2 Array and Block Functions

Prototype	Description
<pre>int vsip_Dblockadmit_P( vsip_Dblock_P * block, vsip_scalar_bl update);</pre>	Admit a data block for VSIPL operations. The following instances are supported: <code>vsip_blockadmit_f</code> <code>vsip_blockadmit_i</code> <code>vsip_blockadmit_si</code> <code>vsip_cblockadmit_f</code> <code>vsip_cblockadmit_i</code> <code>vsip_cblockadmit_si</code> <code>vsip_blockadmit_bl</code> <code>vsip_blockadmit_vi</code> <code>vsip_blockadmit_mi</code>
<pre>vsip_block_P * vsip_blockbind_P( vsip_scalar_P * user_data, vsip_length num_items, vsip_memory_hint hint);</pre>	Create and bind a VSIPL block to a user-allocated data array. The following instances are supported: <code>vsip_blockbind_f</code> <code>vsip_blockbind_i</code> <code>vsip_blockbind_si</code> <code>vsip_blockbind_bl</code> <code>vsip_blockbind_vi</code> <code>vsip_blockbind_mi</code>
<pre>vsip_cblock_P * vsip_cblockbind_P( vsip_scalar_P * user_data1, vsip_scalar_P * user_data2, vsip_length num_items, vsip_memory_hint hint);</pre>	Create and bind a VSIPL complex block to a user-allocated data array. The following instances are supported: <code>vsip_cblockbind_f</code> <code>vsip_cblockbind_i</code> <code>vsip_cblockbind_si</code>

Prototype	Description
<pre>vsip_Dblock_P * vsip_Dblockcreate_P( vsip_length num_items, vsip_memory_hint hint);</pre>	<p>Creates a VSIPL block and binds a (VSIPL-allocated) data array to it. The following instances are supported:</p> <pre>vsip_blockcreate_f vsip_blockcreate_i vsip_blockcreate_si vsip_cblockcreate_f vsip_cblockcreate_i vsip_cblockcreate_si vsip_blockcreate_bl vsip_blockcreate_vi vsip_blockcreate_mi</pre>
<pre>void vsip_Dblockdestroy_P( vsip_Dblock_P * block);</pre>	<p>Destroy a VSIPL block object and any memory allocated for it by VSIPL. The following instances are supported:</p> <pre>vsip_blockdestroy_f vsip_blockdestroy_i vsip_blockdestroy_si vsip_cblockdestroy_f vsip_cblockdestroy_i vsip_cblockdestroy_si vsip_blockdestroy_bl vsip_blockdestroy_vi vsip_blockdestroy_mi</pre>
<pre>vsip_scalar_P * vsip_blockfind_P( const vsip_block_P * block);</pre>	<p>Find the pointer to the data bound to a VSIPL released block object. The following instances are supported:</p> <pre>vsip_blockfind_f vsip_blockfind_i vsip_blockfind_si vsip_blockfind_bl vsip_blockfind_vi vsip_blockfind_mi</pre>
<pre>void vsip_cblockfind_P( const vsip_cblock_P * block, vsip_scalar_P ** user_data1, vsip_scalar_P ** user_data2);</pre>	<p>Find the pointer(s) to the data bound to a VSIPL released complex block object. The following instances are supported:</p> <pre>vsip_cblockfind_f vsip_cblockfind_i vsip_cblockfind_si</pre>
<pre>vsip_scalar_P * vsip_blockrebind_P( vsip_block_P * block, vsip_scalar_P * new_data);</pre>	<p>Rebind a VSIPL block to user-specified data. The following instances are supported:</p> <pre>vsip_blockrebind_f vsip_blockrebind_i vsip_blockrebind_si vsip_blockrebind_bl vsip_blockrebind_vi vsip_blockrebind_mi</pre>

Prototype	Description
<pre>void vsip_cblockrebind_P( vsip_cblock_P * block, vsip_scalar_P * new_data1, vsip_scalar_P * new_data2, vsip_scalar_P ** old_data1, vsip_scalar_P ** old_data2);</pre>	<p>Rebind a VSIPL complex block to user-specified data. The following instances are supported:</p> <p><code>vsip_cblockrebind_f</code> <code>vsip_cblockrebind_i</code> <code>vsip_cblockrebind_si</code></p>
<pre>vsip_scalar_P * vsip_blockrelease_P( vsip_block_P * block, vsip_scalar_bl update);</pre>	<p>Release a VSIPL block for direct user access. The following instances are supported:</p> <p><code>vsip_blockrelease_f</code> <code>vsip_blockrelease_i</code> <code>vsip_blockrelease_si</code> <code>vsip_blockrelease_bl</code> <code>vsip_blockrelease_vi</code> <code>vsip_blockrelease_mi</code></p>
<pre>void vsip_cblockrelease_P( vsip_cblock_P * block, vsip_scalar_bl update, vsip_scalar_P ** user_data1, vsip_scalar_P ** user_data2);</pre>	<p>Release a complex block from VSIPL for direct user access. The following instances are supported:</p> <p><code>vsip_cblockrelease_f</code> <code>vsip_cblockrelease_i</code> <code>vsip_cblockrelease_si</code></p>
<pre>void vsip_complete( void);</pre>	<p>Force all deferred VSIPL execution to complete.</p>
<pre>vsip_cmplx_mem vsip_cstorage( void);</pre>	<p>Returns the preferred complex storage format for the system.</p>

## 1.3 Vector View Functions

Prototype	Description
<pre>void vsip_Dvalldestroy_P( vsip_Dvview_P * vector);</pre>	<p>Destroy a vector, its associated block, and any VSIPL data array bound to the block. The following instances are supported:</p> <p><code>vsip_valldestroy_f</code> <code>vsip_valldestroy_i</code> <code>vsip_valldestroy_si</code> <code>vsip_cvalldestroy_f</code> <code>vsip_cvalldestroy_i</code> <code>vsip_cvalldestroy_si</code> <code>vsip_valldestroy_bl</code> <code>vsip_valldestroy_vi</code> <code>vsip_valldestroy_mi</code></p>

Prototype	Description
<pre>vsip_Dvview_P * vsip_Dvbind_P( vsip_Dblock_P * block, vsip_offset offset, vsip_stride stride, vsip_length length);</pre>	<p>Create a vector view object and bind it to a block object. The following instances are supported:</p> <pre>vsip_vbind_f vsip_vbind_i vsip_vbind_si vsip_cvbind_f vsip_cvbind_i vsip_cvbind_si vsip_vbind_bl vsip_vbind_vi vsip_vbind_mi</pre>
<pre>vsip_Dvview_P * vsip_Dvcloneview_P( const vsip_Dvview_P * vector);</pre>	<p>Create a clone of a vector view. The following instances are supported:</p> <pre>vsip_vcloneview_f vsip_vcloneview_i vsip_vcloneview_si vsip_cvcloneview_f vsip_cvcloneview_i vsip_cvcloneview_si vsip_vcloneview_bl vsip_vcloneview_vi vsip_vcloneview_mi</pre>
<pre>vsip_Dvview_P * vsip_Dvcreate_P( vsip_length length, vsip_memory_hint hint);</pre>	<p>Creates a block object and a vector view object of the block. The following instances are supported:</p> <pre>vsip_vcreate_f vsip_vcreate_i vsip_vcreate_si vsip_cvcreate_f vsip_cvcreate_i vsip_cvcreate_si vsip_vcreate_bl vsip_vcreate_vi vsip_vcreate_mi</pre>
<pre>vsip_Dblock_P * vsip_Dvdestroy_P( vsip_Dvview_P * vector);</pre>	<p>Destroy a vector view object and return a pointer to the associated block object. The following instances are supported:</p> <pre>vsip_vdestroy_f vsip_vdestroy_i vsip_vdestroy_si vsip_cvdestroy_f vsip_cvdestroy_i vsip_cvdestroy_si vsip_vdestroy_bl vsip_vdestroy_vi vsip_vdestroy_mi</pre>

Prototype	Description
<pre>vsip_Dscalar_P vsip_Dvget_P( const vsip_Dvview_P * vector, vsip_index j);</pre>	<p>Get the value of a specified element of a vector view object. The following instances are supported:</p> <pre>vsip_vget_f vsip_vget_i vsip_vget_si vsip_cvget_f vsip_cvget_i vsip_cvget_si vsip_vget_bl vsip_vget_vi vsip_vget_mi</pre>
<pre>void vsip_Dvgetattrib_P( const vsip_Dvview_P * vector, vsip_Dvattr_P * attr);</pre>	<p>Return the attributes of a vector view object. The following instances are supported:</p> <pre>vsip_vgetattrib_f vsip_vgetattrib_i vsip_vgetattrib_si vsip_cvgetattrib_f vsip_cvgetattrib_i vsip_cvgetattrib_si vsip_vgetattrib_bl vsip_vgetattrib_vi vsip_vgetattrib_mi</pre>
<pre>vsip_Dblock_P * vsip_Dvgetblock_P( const vsip_Dvview_P * vector);</pre>	<p>Get the block attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vgetblock_f vsip_vgetblock_i vsip_vgetblock_si vsip_cvgetblock_f vsip_cvgetblock_i vsip_cvgetblock_si vsip_vgetblock_bl vsip_vgetblock_vi vsip_vgetblock_mi</pre>
<pre>vsip_length vsip_Dvgetlength_P( const vsip_Dvview_P * vector);</pre>	<p>Get the length attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vgetlength_f vsip_vgetlength_i vsip_vgetlength_si vsip_cvgetlength_f vsip_cvgetlength_i vsip_cvgetlength_si vsip_vgetlength_bl vsip_vgetlength_vi vsip_vgetlength_mi</pre>

Prototype	Description
<pre>vsip_offset vsip_Dvgetoffset_P( const vsip_Dvview_P * vector);</pre>	<p>Get the offset attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vgetoffset_f vsip_vgetoffset_i vsip_vgetoffset_si vsip_cvgetoffset_f vsip_cvgetoffset_i vsip_cvgetoffset_si vsip_vgetoffset_bl vsip_vgetoffset_vi vsip_vgetoffset_mi</pre>
<pre>vsip_stride vsip_Dvgetstride_P( const vsip_Dvview_P * vector);</pre>	<p>Get the stride attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vgetstride_f vsip_vgetstride_i vsip_vgetstride_si vsip_cvgetstride_f vsip_cvgetstride_i vsip_cvgetstride_si vsip_vgetstride_bl vsip_vgetstride_vi vsip_vgetstride_mi</pre>
<pre>vsip_vview_P * vsip_vimagview_P( const vsip_cvview_P * complex_vector);</pre>	<p>Create a vector view object of the imaginary part of a complex vector from a complex vector view object. The following instances are supported:</p> <pre>vsip_vimagview_f vsip_vimagview_i vsip_vimagview_si</pre>
<pre>void vsip_Dvput_P( vsip_Dvview_P * vector, vsip_index j, vsip_Dscalar_P value);</pre>	<p>Set the value of a specified element of a vector view object. The following instances are supported:</p> <pre>vsip_vput_f vsip_vput_i vsip_vput_si vsip_cvput_f vsip_cvput_i vsip_cvput_si vsip_vput_bl vsip_vput_vi vsip_vput_mi</pre>
<pre>vsip_Dvview_P * vsip_Dvputattrib_P( vsip_Dvview_P * ve3tor, const vsip_Dvattr_P * attr);</pre>	<p>Set the attributes of a vector view object. The following instances are supported:</p> <pre>vsip_vputattrib_f vsip_vputattrib_i vsip_vputattrib_si vsip_cvputattrib_f vsip_cvputattrib_i vsip_cvputattrib_si vsip_vputattrib_bl vsip_vputattrib_vi vsip_vputattrib_mi</pre>

Prototype	Description
<pre>vsip_Dvview_P * vsip_Dvputlength_P( vsip_Dvview_P * vector, vsip_length length);</pre>	<p>Set the length attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vputlength_f vsip_vputlength_i vsip_vputlength_si vsip_cvputlength_f vsip_cvputlength_i vsip_cvputlength_si vsip_vputlength_bl vsip_vputlength_vi vsip_vputlength_mi</pre>
<pre>vsip_Dvview_P * vsip_Dvputoffset_P( vsip_Dvview_P * vector, vsip_offset offset);</pre>	<p>Set the offset attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vputoffset_f vsip_vputoffset_i vsip_vputoffset_si vsip_cvputoffset_f vsip_cvputoffset_i vsip_cvputoffset_si vsip_vputoffset_bl vsip_vputoffset_vi vsip_vputoffset_mi</pre>
<pre>vsip_Dvview_P * vsip_Dvputstride_P( vsip_Dvview_P * vector, vsip_stride stride);</pre>	<p>Set the stride attribute of a vector view object. The following instances are supported:</p> <pre>vsip_vputstride_f vsip_vputstride_i vsip_vputstride_si vsip_cvputstride_f vsip_cvputstride_i vsip_cvputstride_si vsip_vputstride_bl vsip_vputstride_vi vsip_vputstride_mi</pre>
<pre>vsip_vview_P * vsip_vrealview_P( const vsip_cvview_P * complex_vector);</pre>	<p>Create a vector view object of the real part of a complex vector from a complex vector view object. The following instances are supported:</p> <pre>vsip_vrealview_f vsip_vrealview_i vsip_vrealview_si</pre>
<pre>vsip_Dvview_P * vsip_Dvsubview_P( const vsip_Dvview_P * vector, vsip_index j, vsip_length n);</pre>	<p>Create a vector view object that is a subview of a vector view object. The following instances are supported:</p> <pre>vsip_vsubview_f vsip_vsubview_i vsip_vsubview_si vsip_cvsubview_f vsip_cvsubview_i vsip_cvsubview_si vsip_vsubview_bl vsip_vsubview_vi vsip_vsubview_mi</pre>

## 1.4 Matrix View Functions

Prototype	Description
<pre>void vsip_Dmalldestroy_P( vsip_Dmview_P * matrix);</pre>	<p>Destroy a matrix, its associated block, and any VSIPL data array bound to the block.</p> <p>The following instances are supported:</p> <pre>vsip_malldestroy_f vsip_malldestroy_i vsip_malldestroy_si vsip_cmalldestroy_f vsip_cmalldestroy_i vsip_cmalldestroy_si vsip_malldestroy_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmbind_P( vsip_Dblock_P * block, vsip_offset offset, vsip_stride col_stride, vsip_length col_length, vsip_stride row_stride, vsip_length row_length);</pre>	<p>Create a matrix view object and bind it to a block object.</p> <p>The following instances are supported:</p> <pre>vsip_mbind_f vsip_mbind_i vsip_mbind_si vsip_cmbind_f vsip_cmbind_i vsip_cmbind_si vsip_mbind_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmcloneview_P( const vsip_Dmview_P * matrix);</pre>	<p>Create a clone of a matrix view.</p> <p>The following instances are supported:</p> <pre>vsip_mcloneview_f vsip_mcloneview_i vsip_mcloneview_si vsip_cmcloneview_f vsip_cmcloneview_i vsip_cmcloneview_si vsip_mcloneview_bl</pre>
<pre>vsip_Dvview_P * vsip_Dmcolview_P( const vsip_Dmview_P * matrix, vsip_index j);</pre>	<p>Create a vector view object of a specified column of the source matrix view object.</p> <p>The following instances are supported:</p> <pre>vsip_mcolview_f vsip_mcolview_i vsip_mcolview_si vsip_cmcolview_f vsip_cmcolview_i vsip_cmcolview_si vsip_mcolview_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmcreate_P( vsip_length col_length, vsip_length row_length, vsip_major rc, vsip_memory_hint hint);</pre>	<p>Creates a block object and matrix view object of the block.</p> <p>The following instances are supported:</p> <pre>vsip_mcreate_f vsip_mcreate_i vsip_mcreate_si vsip_cmcreate_f vsip_cmcreate_i vsip_cmcreate_si vsip_mcreate_bl</pre>

Prototype	Description
<pre>vsip_Dblock_P * vsip_Dmdestroy_P( vsip_Dmview_P * matrix);</pre>	<p>Destroy a matrix view object and returns a pointer to the associated block object.</p> <p>The following instances are supported:</p> <pre>vsip_mdestroy_f vsip_mdestroy_i vsip_mdestroy_si vsip_cmdestroy_f vsip_cmdestroy_i vsip_cmdestroy_si vsip_mdestroy_bl</pre>
<pre>vsip_Dvview_P * vsip_Dmdiagview_P( const vsip_Dmview_P * matrix, vsip_stride index);</pre>	<p>Create a vector view object of a matrix diagonal of a matrix view object.</p> <p>The following instances are supported:</p> <pre>vsip_mdiagview_f vsip_mdiagview_i vsip_mdiagview_si vsip_cmdiagview_f vsip_cmdiagview_i vsip_cmdiagview_si vsip_mdiagview_bl</pre>
<pre>vsip_Dscalar_P vsip_Dmget_P( const vsip_Dmview_P * matrix, vsip_index i, vsip_index j);</pre>	<p>Get the value of a specified element of a matrix view object.</p> <p>The following instances are supported:</p> <pre>vsip_mget_f vsip_mget_i vsip_mget_si vsip_cmget_f vsip_cmget_i vsip_cmget_si vsip_mget_bl</pre>
<pre>void vsip_Dmgetattrib_P( const vsip_Dmview_P * matrix, vsip_Dmattr_P * attr);</pre>	<p>Get the attributes of a matrix view object.</p> <p>The following instances are supported:</p> <pre>vsip_mgetattrib_f vsip_mgetattrib_i vsip_mgetattrib_si vsip_cmgetattrib_f vsip_cmgetattrib_i vsip_cmgetattrib_si vsip_mgetattrib_bl</pre>
<pre>vsip_Dblock_P * vsip_Dmgetblock_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the block attribute of a matrix view object.</p> <p>The following instances are supported:</p> <pre>vsip_mgetblock_f vsip_mgetblock_i vsip_mgetblock_si vsip_cmgetblock_f vsip_cmgetblock_i vsip_cmgetblock_si vsip_mgetblock_bl</pre>

Prototype	Description
<pre>vsip_length vsip_Dmgetcollength_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the column length attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mgetcollength_f vsip_mgetcollength_i vsip_mgetcollength_si vsip_cmgetcollength_f vsip_cmgetcollength_i vsip_cmgetcollength_si vsip_mgetcollength_bl</pre>
<pre>vsip_stride vsip_Dmgetcolstride_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the column stride attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mgetcolstride_f vsip_mgetcolstride_i vsip_mgetcolstride_si vsip_cmgetcolstride_f vsip_cmgetcolstride_i vsip_cmgetcolstride_si vsip_mgetcolstride_bl</pre>
<pre>vsip_offset vsip_Dmgetoffset_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the offset attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mgetoffset_f vsip_mgetoffset_i vsip_mgetoffset_si vsip_cmgetoffset_f vsip_cmgetoffset_i vsip_cmgetoffset_si vsip_mgetoffset_bl</pre>
<pre>vsip_length vsip_Dmgetrowlength_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the row length attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mgetrowlength_f vsip_cmgetrowlength_f vsip_cmgetrowlength_i vsip_cmgetrowlength_si</pre>
<pre>vsip_stride vsip_Dmgetrowstride_P( const vsip_Dmview_P * matrix);</pre>	<p>Get the row stride attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mgetrowstride_f vsip_mgetrowstride_i vsip_mgetrowstride_si vsip_cmgetrowstride_f vsip_cmgetrowstride_i vsip_cmgetrowstride_si vsip_mgetrowstride_bl</pre>
<pre>vsip_mview_P * vsip_mimagview_P( const vsip_cmview_P * complex_matrix);</pre>	<p>Create a matrix view object of the imaginary part of complex matrix from a complex matrix view object. The following instances are supported:</p> <pre>vsip_mimagview_f vsip_mimagview_i vsip_mimagview_si</pre>

Prototype	Description
<pre>void vsip_Dmput_P( const vsip_Dmview_P * matrix, vsip_index i, vsip_index j, vsip_Dscalar_P value);</pre>	<p>Set the value of a specified element of a matrix view object. The following instances are supported:</p> <pre>vsip_mput_f vsip_mput_i vsip_mput_si vsip_cput_f vsip_cput_i vsip_cput_si vsip_mput_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmputattrib_P( vsip_Dmview_P * matrix, const vsip_Dmattr_P * attr);</pre>	<p>Set the attributes of a matrix view object. The following instances are supported:</p> <pre>vsip_mputattrib_f vsip_mputattrib_i vsip_mputattrib_si vsip_cputattrib_f vsip_cputattrib_i vsip_cputattrib_si vsip_mputattrib_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmputcollength_P( vsip_Dmview_P * matrix, vsip_length n2);</pre>	<p>Set the column length attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mputcollength_f vsip_mputcollength_i vsip_mputcollength_si vsip_cputcollength_f vsip_cputcollength_i vsip_cputcollength_si vsip_mputcollength_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmputcolstride_P( vsip_Dmview_P * matrix, vsip_stride s2);</pre>	<p>Set the column stride attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mputcolstride_f vsip_mputcolstride_i vsip_mputcolstride_si vsip_cputcolstride_f vsip_cputcolstride_i vsip_cputcolstride_si vsip_mputcolstride_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmputoffset_P( vsip_Dmview_P * matrix, vsip_offset offset);</pre>	<p>Set the offset attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mputoffset_f vsip_mputoffset_i vsip_mputoffset_si vsip_cputoffset_f vsip_cputoffset_i vsip_cputoffset_si vsip_mputoffset_bl</pre>

Prototype	Description
<pre>vsip_Dmview_P * vsip_Dmputrowlength_P( vsip_Dmview_P * matrix, vsip_length n1);</pre>	<p>Set the row length attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mputrowlength_f vsip_mputrowlength_i vsip_mputrowlength_si vsip_cputrowlength_f vsip_cputrowlength_i vsip_cputrowlength_si vsip_mputrowlength_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmputrowstride_P( vsip_Dmview_P * matrix, vsip_stride s1);</pre>	<p>Set the row stride attribute of a matrix view object. The following instances are supported:</p> <pre>vsip_mputrowstride_f vsip_mputrowstride_i vsip_mputrowstride_si vsip_cputrowstride_f vsip_cputrowstride_i vsip_cputrowstride_si vsip_mputrowstride_bl</pre>
<pre>vsip_mview_P * vsip_mrealview_P( const vsip_cmview_P * complex_matrix);</pre>	<p>Create a matrix view object of the real part of complex matrix from a complex matrix view object. The following instances are supported:</p> <pre>vsip_mrealview_f vsip_mrealview_i vsip_mrealview_si</pre>
<pre>vsip_Dvview_P * vsip_Dmrowview_P( const vsip_Dmview_P * matrix, vsip_index i);</pre>	<p>Create a vector view object of a specified row of the source matrix view object. The following instances are supported:</p> <pre>vsip_mrowview_f vsip_mrowview_i vsip_mrowview_si vsip_cmrowview_f vsip_cmrowview_i vsip_cmrowview_si vsip_mrowview_bl</pre>
<pre>vsip_Dmview_P * vsip_Dmsubview_P( const vsip_Dmview_P * matrix, vsip_index i, vsip_index j, vsip_length m, vsip_length n);</pre>	<p>Create a matrix view object that is a subview of matrix view object. The following instances are supported:</p> <pre>vsip_msubview_f vsip_msubview_i vsip_msubview_si vsip_cmsubview_f vsip_cmsubview_i vsip_cmsubview_si vsip_msubview_bl</pre>

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Prototype	Description
<pre>vsip_Dmview_P * vsip_Dmtransview_P( const vsip_Dmview_P * matrix);</pre>	<p>Create a matrix view object that is the transpose of a matrix view object. The following instances are supported:</p> <pre>vsip_mtransview_f vsip_mtransview_i vsip_mtransview_si vsip_cmtransview_f vsip_cmtransview_i vsip_cmtransview_si vsip_mtransview_bl</pre>

# Chapter 2. Scalar Functions

## 2.1 Real Scalar Functions

Prototype	Description
<code>vsip_scalar_f</code> <code>vsip_acos_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the principal radian value in $[0, \pi]$ of the inverse cosine of a scalar.
<code>vsip_scalar_f</code> <code>vsip_asin_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the principal radian value in $[0, \pi]$ of the inverse sine of a scalar.
<code>vsip_scalar_f</code> <code>vsip_atan_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the principal radian value in $[-\pi/2, \pi/2]$ of the inverse tangent of a scalar.
<code>vsip_scalar_f</code> <code>vsip_atan2_f</code> ( const <code>vsip_scalar_f</code> A, const <code>vsip_scalar_f</code> B);	Computes the four-quadrant radian value in $[-\pi, \pi]$ of the inverse tangent of the ratio of two scalars.
<code>vsip_scalar_f</code> <code>vsip_ceil_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the ceiling of a scalar.
<code>vsip_scalar_f</code> <code>vsip_cos_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the cosine of a scalar angle in radians.
<code>vsip_scalar_f</code> <code>vsip_cosh_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the hyperbolic cosine of a scalar.
<code>vsip_scalar_f</code> <code>vsip_exp_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the exponential of a scalar.
<code>vsip_scalar_f</code> <code>vsip_floor_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the floor of a scalar.
<code>vsip_scalar_f</code> <code>vsip_log_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the natural logarithm of a scalar.
<code>vsip_scalar_f</code> <code>vsip_log10_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the base 10 logarithm of a scalar.
<code>vsip_scalar_f</code> <code>vsip_mag_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the magnitude (absolute value) of a scalar.
<code>vsip_scalar_f</code> <code>vsip_pow_f</code> ( const <code>vsip_scalar_f</code> A, const <code>vsip_scalar_f</code> B);	Computes the power function of two scalars.
<code>vsip_scalar_f</code> <code>vsip_sin_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the sine of a scalar angle in radians.
<code>vsip_scalar_f</code> <code>vsip_sinh_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the hyperbolic sine of a scalar.
<code>vsip_scalar_f</code> <code>vsip_sqrt_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the square root of a scalar.
<code>vsip_scalar_f</code> <code>vsip_tan_f</code> ( const <code>vsip_scalar_f</code> A);	Computes the tangent of a scalar angle in radians.

Prototype	Description
<pre>vsip_scalar_f vsip_tanh_f( const vsip_scalar_f A);</pre>	Computes the hyperbolic tangent of a scalar.

## 2.2 Complex Scalar Functions

Prototype	Description
<pre>vsip_scalar_f vsip_arg_f( vsip_cscalar_f x);</pre>	Returns the argument in radians $[-\pi, \pi]$ of a complex scalar.
<pre>void vsip_CADD_f( vsip_cscalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</pre>	Computes the complex sum of two scalars.
<pre>vsip_cscalar_f vsip_cadd_f( vsip_cscalar_f x, vsip_cscalar_f y);</pre>	Computes the complex sum of two scalars.
<pre>void vsip_RCADD_f( vsip_scalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</pre>	Computes the complex sum of two scalars.
<pre>vsip_cscalar_f vsip_rcadd_f( vsip_scalar_f x, vsip_cscalar_f y);</pre>	Computes the complex sum of two scalars.
<pre>void vsip_CDIV_f( vsip_cscalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</pre>	Computes the complex quotient of two scalars.
<pre>vsip_cscalar_f vsip_cdiv_f( vsip_cscalar_f x, vsip_cscalar_f y);</pre>	Computes the complex quotient of two scalars.
<pre>void vsip_CRDIV_f( vsip_cscalar_f x, vsip_scalar_f y, vsip_cscalar_f * z);</pre>	Computes the complex quotient of two scalars.
<pre>vsip_cscalar_f vsip_crdiv_f( vsip_cscalar_f x, vsip_scalar_f y);</pre>	Computes the complex quotient of two scalars.
<pre>void vsip_CEXP_f( vsip_cscalar_f x, vsip_cscalar_f * y);</pre>	Computes the exponential of a scalar.
<pre>vsip_cscalar_f vsip_cexp_f( const vsip_cscalar_f A);</pre>	Computes the exponential of a scalar.
<pre>void vsip_CJMUL_f( vsip_cscalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</pre>	Computes the product a complex scalar with the conjugate of a second complex scalar.

Prototype	Description
<code>vsip_cscalar_f vsip_cjmul_f( vsip_cscalar_f x, vsip_cscalar_f y);</code>	Computes the product a complex scalar with the conjugate of a second complex scalar.
<code>vsip_cscalar_f vsip_cmag_f( const vsip_cscalar_f A);</code>	Computes the magnitude (absolute value) of a scalar.
<code>vsip_scalar_f vsip_cmagsq_f( vsip_cscalar_f x);</code>	Computes the magnitude squared of a complex scalar.
<code>void vsip_CMPLX_f( vsip_scalar_f a, vsip_scalar_f b, vsip_cscalar_f * r);</code>	Form a complex scalar from two real scalars.
<code>vsip_cscalar_f vsip_cmplx_f( vsip_scalar_f re, vsip_scalar_f im);</code>	Form a complex scalar from two real scalars.
<code>void vsip_CMUL_f( vsip_cscalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</code>	Computes the complex product of two scalars.
<code>vsip_cscalar_f vsip_cmul_f( vsip_cscalar_f x, vsip_cscalar_f y);</code>	Computes the complex product of two scalars.
<code>void vsip_RCMUL_f( vsip_scalar_f x, vsip_cscalar_f y, vsip_cscalar_f * z);</code>	Computes the complex product of two scalars.
<code>vsip_cscalar_f vsip_rcmul_f( vsip_scalar_f x, vsip_cscalar_f y);</code>	Computes the complex product of two scalars.
<code>void vsip_CNEG_f( vsip_cscalar_f x, vsip_cscalar_f * y);</code>	Computes the negation of a complex scalar.
<code>vsip_cscalar_f vsip_cneg_f( vsip_cscalar_f x);</code>	Computes the negation of a complex scalar.
<code>void vsip_CONJ_f( vsip_cscalar_f x, vsip_cscalar_f * y);</code>	Computes the complex conjugate of a scalar.
<code>vsip_cscalar_f vsip_conj_f( vsip_cscalar_f x);</code>	Computes the complex conjugate of a scalar.
<code>void vsip_CRECIP_f( vsip_cscalar_f x, vsip_cscalar_f * y);</code>	Computes the reciprocal of a complex scalar.
<code>vsip_cscalar_f vsip_crecip_f( vsip_cscalar_f x);</code>	Computes the reciprocal of a complex scalar.
<code>void vsip_CSQRT_f( vsip_cscalar_f x, vsip_cscalar_f * y);</code>	Computes the square root a complex scalar.

Prototype	Description
<code>vsip_cscalar_f</code> <code>vsip_csqrt_f</code> ( <code>vsip_cscalar_f x</code> );	Computes the square root a complex scalar.
<code>void</code> <code>vsip_CSUB_f</code> ( <code>vsip_cscalar_f x</code> , <code>vsip_cscalar_f y</code> , <code>vsip_cscalar_f * z</code> );	Computes the complex difference of two scalars.
<code>vsip_cscalar_f</code> <code>vsip_csub_f</code> ( <code>vsip_cscalar_f x</code> , <code>vsip_cscalar_f y</code> );	Computes the complex difference of two scalars.
<code>void</code> <code>vsip_RCSUB_f</code> ( <code>vsip_scalar_f x</code> , <code>vsip_cscalar_f y</code> , <code>vsip_cscalar_f * z</code> );	Computes the complex difference of two scalars.
<code>vsip_cscalar_f</code> <code>vsip_rcsub_f</code> ( <code>vsip_scalar_f x</code> , <code>vsip_cscalar_f y</code> );	Computes the complex difference of two scalars.
<code>void</code> <code>vsip_CRSUB_f</code> ( <code>vsip_cscalar_f x</code> , <code>vsip_scalar_f y</code> , <code>vsip_cscalar_f * z</code> );	Computes the complex difference of two scalars.
<code>vsip_cscalar_f</code> <code>vsip_crsub_f</code> ( <code>vsip_cscalar_f x</code> , <code>vsip_scalar_f y</code> );	Computes the complex difference of two scalars.
<code>vsip_scalar_f</code> <code>vsip_imag_f</code> ( <code>vsip_cscalar_f x</code> );	Extract the imaginary part of a complex scalar.
<code>void</code> <code>vsip_polar_f</code> ( <code>vsip_cscalar_f a</code> , <code>vsip_scalar_f * r</code> , <code>vsip_scalar_f * t</code> );	Convert a complex scalar from rectangular to polar form. The polar data consists of a real scalar containing the radius and a corresponding real scalar containing the argument (angle) of the complex scalar.
<code>vsip_scalar_f</code> <code>vsip_real_f</code> ( <code>vsip_cscalar_f x</code> );	Extract the real part of a complex scalar.
<code>void</code> <code>vsip_RECT_f</code> ( <code>vsip_scalar_f radius</code> , <code>vsip_scalar_f theta</code> , <code>vsip_cscalar_f * r</code> );	Convert a pair of real scalars from complex polar to complex rectangular form.
<code>vsip_cscalar_f</code> <code>vsip_rect_f</code> ( <code>vsip_scalar_f r</code> , <code>vsip_scalar_f t</code> );	Convert a pair of real scalars from complex polar to complex rectangular form.

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## 2.3 Index Scalar Functions

Prototype	Description
<pre>void vsip_MATINDEX( vsip_index r, vsip_index c, vsip_scalar_mi * mi);</pre>	Form a matrix index from two vector indices.
<pre>vsip_scalar_mi vsip_matindex( vsip_index r, vsip_index c);</pre>	Form a matrix index from two vector indices.
<pre>vsip_index vsip_mcolindex( vsip_scalar_mi mi);</pre>	Returns the column vector index from a matrix index.
<pre>vsip_index vsip_mrowindex( vsip_scalar_mi mi);</pre>	Returns the row vector index from a matrix index.

# Chapter 3. Random Number Generation

## 3.1 Random Number Functions

Prototype	Description
<pre>vsip_randstate * vsip_randcreate(   const vsip_index seed,   const vsip_index numprocs,   const vsip_index id,   const vsip_rng portable);</pre>	Create a random number generator state object.
<pre>int vsip_randdestroy(   vsip_randstate * rand);</pre>	Destroys (frees the memory used by) a random number generator state object. Returns zero on success, non-zero on failure.
<pre>vsip_scalar_f vsip_randu_f(   vsip_randstate * state);</pre>	Generate a uniformly distributed (pseudo-)random number. Floating point values are uniformly distributed over the open interval (0,1). Integer deviates are uniformly distributed over the open interval $(0, 2^{31} - 1)$ .
<pre>vsip_cscalar_f vsip_crandu_f(   vsip_randstate * state);</pre>	Generate a uniformly distributed (pseudo-)random number. Floating point values are uniformly distributed over the open interval (0,1). Integer deviates are uniformly distributed over the open interval $(0, 2^{31} - 1)$ .
<pre>void vsip_vrandu_f(   vsip_randstate * state,   const vsip_vview_f * R);</pre>	Generate a uniformly distributed (pseudo-)random number. Floating point values are uniformly distributed over the open interval (0,1). Integer deviates are uniformly distributed over the open interval $(0, 2^{31} - 1)$ .
<pre>void vsip_cvrandu_f(   vsip_randstate * state,   const vsip_cvview_f * R);</pre>	Generate a uniformly distributed (pseudo-)random number. Floating point values are uniformly distributed over the open interval (0,1). Integer deviates are uniformly distributed over the open interval $(0, 2^{31} - 1)$ .
<pre>vsip_scalar_f vsip_randn_f(   vsip_randstate * state);</pre>	Generate an approximately normally distributed (pseudo-)random deviate having mean zero and unit variance: $N(0, 1)$ . The random numbers are generated by summing values returned by the uniform random number generator.
<pre>vsip_cscalar_f vsip_crandn_f(   vsip_randstate * state);</pre>	Generate an approximately normally distributed (pseudo-)random deviate having mean zero and unit variance: $N(0, 1)$ . The random numbers are generated by summing values returned by the uniform random number generator.

Prototype	Description
<pre>void vsip_vrandn_f( vsip_randstate * state, const vsip_vview_f * R);</pre>	<p>Generate an approximately normally distributed (pseudo-)random deviate having mean zero and unit variance: <math>N(0, 1)</math>. The random numbers are generated by summing values returned by the uniform random number generator.</p>
<pre>void vsip_cvrandn_f( vsip_randstate * state, const vsip_cvview_f * R);</pre>	<p>Generate an approximately normally distributed (pseudo-)random deviate having mean zero and unit variance: <math>N(0, 1)</math>. The random numbers are generated by summing values returned by the uniform random number generator.</p>

# Chapter 4. Elementwise Functions

## 4.1 Elementary Mathematical Functions

Prototype	Description
<pre>void vsip_vacos_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the principal radian value in $[0, \pi]$ of the inverse cosine for each element of a vector.
<pre>void vsip_macos_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the principal radian value in $[0, \pi]$ of the inverse cosine for each element of a matrix.
<pre>void vsip_vasin_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the principal radian value in $[0, \pi]$ of the inverse sine for each element of a vector.
<pre>void vsip_masin_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the principal radian value in $[0, \pi]$ of the inverse sine for each element of a matrix.
<pre>void vsip_vatan_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the principal radian value in $[-\pi/2, \pi/2]$ of the inverse tangent for each element of a vector.
<pre>void vsip_matan_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the principal radian value in $[-\pi/2, \pi/2]$ of the inverse tangent for each element of a matrix.
<pre>void vsip_vatan2_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	Computes the four-quadrant radian value in $[-\pi, \pi]$ of the inverse tangent of the ratio of the elements of two input vectors.
<pre>void vsip_matan2_f( const vsip_mview_f * A, const vsip_mview_f * B, const vsip_mview_f * R);</pre>	Computes the four-quadrant radian value in $[-\pi, \pi]$ of the inverse tangent of the ratio of the elements of two input matrices.
<pre>void vsip_vcos_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the cosine for each element of a vector. Element angle values are in radians.
<pre>void vsip_mcos_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the cosine for each element of a matrix. Element angle values are in radians.
<pre>void vsip_vcosh_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the hyperbolic cosine for each element of a vector.
<pre>void vsip_mcosh_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the hyperbolic cosine for each element of a matrix.
<pre>void vsip_vexp_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the exponential function value for each element of a vector.

Prototype	Description
<pre>void vsip_cvexp_f( const vsip_cvview_f * A, const vsip_cvview_f * R);</pre>	Computes the exponential function value for each element of a vector.
<pre>void vsip_mexp_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the exponential function value for each element of a matrix.
<pre>void vsip_cmexp_f( const vsip_cmview_f * A, const vsip_cmview_f * R);</pre>	Computes the exponential function value for each element of a matrix.
<pre>void vsip_vexp10_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the base 10 exponential for each element of a vector.
<pre>void vsip_mexp10_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the base 10 exponential for each element of a matrix.
<pre>void vsip_vlog_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the natural logarithm for each element of a vector.
<pre>void vsip_cvlog_f( const vsip_cvview_f * A, const vsip_cvview_f * R);</pre>	Computes the natural logarithm for each element of a vector.
<pre>void vsip_mlog_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the natural logarithm for each element of a matrix.
<pre>void vsip_cmlog_f( const vsip_cmview_f * A, const vsip_cmview_f * R);</pre>	Computes the natural logarithm for each element of a matrix.
<pre>void vsip_vlog10_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Compute the base ten logarithm for each element of a vector.
<pre>void vsip_mlog10_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Compute the base ten logarithm for each element of a matrix.
<pre>void vsip_vsin_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Compute the sine for each element of a vector. Element angle values are in radians.
<pre>void vsip_msin_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Compute the sine for each element of a matrix. Element angle values are in radians.
<pre>void vsip_vsinh_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the hyperbolic sine for each element of a vector.
<pre>void vsip_msinh_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the hyperbolic sine for each element of a matrix.

Prototype	Description
<pre>void vsip_Dvsqrt_P( const vsip_Dvview_P * A, const vsip_Dvview_P * R);</pre>	<p>Compute the square root for each element of a vector. The following instances are supported:</p> <p><code>vsip_vsqrt_f</code> <code>vsip_cvsqrt_f</code></p>
<pre>void vsip_Dmsqrt_P( const vsip_Dmview_P * A, const vsip_Dmview_P * R);</pre>	<p>Compute the square root for each element of a matrix. The following instances are supported:</p> <p><code>vsip_msqrt_f</code> <code>vsip_cmsqrt_f</code></p>
<pre>void vsip_vtan_f( const vsip_vvview_f * A, const vsip_vvview_f * R);</pre>	<p>Compute the tangent for each element of a vector. Element angle values are in radians.</p>
<pre>void vsip_mtan_f( const vsip_mvview_f * A, const vsip_mvview_f * R);</pre>	<p>Compute the tangent for each element of a matrix. Element angle values are in radians.</p>
<pre>void vsip_vtanh_f( const vsip_vvview_f * A, const vsip_vvview_f * R);</pre>	<p>Computes the hyperbolic tangent for each element of a vector.</p>
<pre>void vsip_mtanh_f( const vsip_mvview_f * A, const vsip_mvview_f * R);</pre>	<p>Computes the hyperbolic tangent for each element of a matrix.</p>

## 4.2 Unary Operations

Prototype	Description
<pre>void vsip_varg_f( const vsip_cvview_f * A, const vsip_vvview_f * R);</pre>	<p>Computes the argument in radians <math>[-\pi, \pi]</math> for each element of a complex vector.</p>
<pre>void vsip_marg_f( const vsip_cmview_f * A, const vsip_mvview_f * R);</pre>	<p>Computes the argument in radians <math>[-\pi, \pi]</math> for each element of a complex matrix.</p>
<pre>void vsip_vceil_f( const vsip_vvview_f * A, const vsip_vvview_f * R);</pre>	<p>Computes the ceiling for each element of a vector.</p>
<pre>void vsip_cvconj_f( const vsip_cvview_f * A, const vsip_cvview_f * R);</pre>	<p>Compute the conjugate for each element of a complex vector.</p>
<pre>void vsip_cmconj_f( const vsip_cmview_f * A, const vsip_cmview_f * R);</pre>	<p>Compute the conjugate for each element of a complex matrix.</p>

Prototype	Description
<pre>void vsip_Dvcumsum_P( const vsip_Dvview_f * A, const vsip_Dvview_f * R);</pre>	<p>Compute the cumulative sum of the elements of a vector. The following instances are supported:</p> <p><a href="#">vsip_vcumsum_f</a>  <a href="#">vsip_vcumsum_i</a>  <a href="#">vsip_cvcumsum_f</a>  <a href="#">vsip_cvcumsum_i</a></p>
<pre>void vsip_Dmcumsum_P( vsip_major dir, const vsip_Dmview_f * R);</pre>	<p>Compute the cumulative sums of the elements in the rows or columns of a matrix. The following instances are supported:</p> <p><a href="#">vsip_mcumsum_f</a>  <a href="#">vsip_mcumsum_i</a>  <a href="#">vsip_cmcumsum_f</a>  <a href="#">vsip_cmcumsum_i</a></p>
<pre>void vsip_veuler_f( const vsip_vview_f * A, const vsip_cvview_f * R);</pre>	<p>Computes the complex numbers corresponding to the angle of a unit vector in the complex plane for each element of a vector.</p>
<pre>void vsip_meuler_f( const vsip_mview_f * A, const vsip_cmview_f * R);</pre>	<p>Computes the complex numbers corresponding to the angle of a unit vector in the complex plane for each element of a matrix.</p>
<pre>void vsip_vfloor_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	<p>Computes the floor for each element of a vector.</p>
<pre>void vsip_Dvmag_P( const vsip_Dvview_P * A, const vsip_vview_P * R);</pre>	<p>Compute the magnitude for each element of a vector. The following instances are supported:</p> <p><a href="#">vsip_vmag_f</a>  <a href="#">vsip_vmag_i</a>  <a href="#">vsip_vmag_si</a>  <a href="#">vsip_cvmag_f</a></p>
<pre>void vsip_Dmmag_P( const vsip_Dmview_P * A, const vsip_mview_P * R);</pre>	<p>Compute the magnitude for each element of a matrix. The following instances are supported:</p> <p><a href="#">vsip_mmag_f</a>  <a href="#">vsip_cmmag_f</a></p>
<pre>void vsip_vcmagsq_f( const vsip_cvview_f * A, const vsip_vview_f * R);</pre>	<p>Computes the square of the magnitudes for each element of a vector.</p>
<pre>void vsip_mcmagsq_f( const vsip_cmview_f * A, const vsip_mview_f * R);</pre>	<p>Computes the square of the magnitudes for each element of a matrix.</p>
<pre>vsip_Dscalar_P vsip_Dvmeanval_P( const vsip_Dvview_P * A);</pre>	<p>Returns the mean value of the elements of a vector. The following instances are supported:</p> <p><a href="#">vsip_vmeanval_f</a>  <a href="#">vsip_cvmeanval_f</a></p>

Prototype	Description
<pre>vsip_Dscalar_P vsip_Dmmeanval_P( const vsip_Dmview_P * A);</pre>	<p>Returns the mean value of the elements of a matrix. The following instances are supported:</p> <pre>vsip_mmeanval_f vsip_cmmeanval_f</pre>
<pre>vsip_scalar_P vsip_Dvmeansqval_P( const vsip_Dvview_P * A);</pre>	<p>Returns the mean magnitude squared value of the elements of a vector. The following instances are supported:</p> <pre>vsip_vmeansqval_f vsip_cvmeansqval_f</pre>
<pre>vsip_scalar_P vsip_Dmmeansqval_P( const vsip_Dmview_P * A);</pre>	<p>Returns the mean magnitude squared value of the elements of a matrix. The following instances are supported:</p> <pre>vsip_mmeansqval_f vsip_cmmeansqval_f</pre>
<pre>vsip_scalar_P vsip_Dvmodulate_P( const vsip_Dvview_P * A, const vsip_scalar_P nu, const vsip_scalar_P phi, const vsip_Dvview_P * R);</pre>	<p>Computes the modulation of a real vector by a specified complex frequency. The following instances are supported:</p> <pre>vsip_vmodulate_f vsip_cvmodulate_f</pre>
<pre>void vsip_Dvneg_P( const vsip_Dvview_P * A, const vsip_Dvview_P * R);</pre>	<p>Computes the negation for each element of a vector. The following instances are supported:</p> <pre>vsip_vneg_f vsip_vneg_i vsip_vneg_si vsip_cvneg_f</pre>
<pre>void vsip_Dmneg_P( const vsip_Dmview_P * A, const vsip_Dmview_P * R);</pre>	<p>Computes the negation for each element of a matrix. The following instances are supported:</p> <pre>vsip_mneg_f vsip_mneg_i vsip_cmneg_f</pre>
<pre>void vsip_Dvrecip_P( const vsip_Dvview_P * A, const vsip_Dvview_P * R);</pre>	<p>Computes the reciprocal for each element of a vector. The following instances are supported:</p> <pre>vsip_vrecip_f vsip_cvrecip_f</pre>
<pre>void vsip_Dmrecip_P( const vsip_Dmview_P * A, const vsip_Dmview_P * R);</pre>	<p>Computes the reciprocal for each element of a matrix. The following instances are supported:</p> <pre>vsip_mrecip_f vsip_cmrecip_f</pre>
<pre>void vsip_vrsqrt_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	<p>Computes the reciprocal of the square root for each element of a vector.</p>

Prototype	Description
<pre>void vsip_mrsqrt_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the reciprocal of the square root for each element of a matrix.
<pre>void vsip_vsq_f( const vsip_vview_f * A, const vsip_vview_f * R);</pre>	Computes the square for each element of a vector.
<pre>void vsip_msq_f( const vsip_mview_f * A, const vsip_mview_f * R);</pre>	Computes the square for each element of a matrix.
<pre>vsip_scalar_P vsip_Dvsumval_P( const vsip_vview_P * A);</pre>	Returns the sum of the elements of a vector. The following instances are supported:  <pre>vsip_vsumval_f vsip_vsumval_i vsip_vsumval_si vsip_cvsumval_f vsip_cvsumval_i</pre>
<pre>vsip_scalar_P vsip_Dmsumval_P( const vsip_mview_P * A);</pre>	Returns the sum of the elements of a vector. The following instances are supported:  <pre>vsip_msumval_f vsip_msumval_i vsip_cmsumval_f vsip_cmsumval_i</pre>
<pre>vsip_scalar_bl vsip_vsumval_bl( const vsip_vview_bl * A);</pre>	Returns the sum of the elements of a vector.
<pre>vsip_scalar_f vsip_vsumsqval_f( const vsip_vview_f * A);</pre>	Returns the sum of the squares of the elements of a vector.
<pre>vsip_scalar_f vsip_msumsqval_f( const vsip_mview_f * A);</pre>	Returns the sum of the squares of the elements of a matrix.

## 4.3 Binary Operations

Prototype	Description
<pre>void vsip_Dvadd_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	Computes the sum, by element, of two vectors. The following instances are supported:  <pre>vsip_vadd_f vsip_vadd_i vsip_vadd_si vsip_cvadd_f vsip_cvadd_i</pre>
<pre>void vsip_Dmadd_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	Computes the sum, by element, of two matrices. The following instances are supported:  <pre>vsip_madd_f vsip_madd_i vsip_cmadd_f</pre>

Prototype	Description
<pre>void vsip_rcvadd_f( const vsip_vview_f * A, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	Computes the sum, by element, of two vectors.
<pre>void vsip_rcmadd_f( const vsip_mview_f * A, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	Computes the sum, by element, of two matrices.
<pre>void vsip_Dsvadd_P( const vsip_Dscalar_P a, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	Computes the sum, by element, of a scalar and a vector. The following instances are supported: <a href="#">vsip_svadd_f</a> <a href="#">vsip_svadd_i</a> <a href="#">vsip_svadd_si</a> <a href="#">vsip_csvadd_f</a>
<pre>void vsip_Dsmadd_P( const vsip_Dscalar_P a, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	Computes the sum, by element, of a scalar and a matrix. The following instances are supported: <a href="#">vsip_smadd_f</a> <a href="#">vsip_smadd_i</a> <a href="#">vsip_csmadd_f</a>
<pre>void vsip_rscvadd_f( const vsip_scalar_f a, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	Computes the sum, by element, of a real scalar and a complex vector.
<pre>void vsip_rscmadd_f( const vsip_scalar_f a, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	Computes the sum, by element, of a real scalar and a complex matrix.
<pre>void vsip_Dvdiv_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	Computes the quotient, by element, of two vectors. The following instances are supported: <a href="#">vsip_vdiv_f</a> <a href="#">vsip_cvdiv_f</a>
<pre>void vsip_Dmdiv_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	Computes the quotient, by element, of two matrices. The following instances are supported: <a href="#">vsip_mdiv_f</a> <a href="#">vsip_cmdiv_f</a>
<pre>void vsip_rcvdiv_f( const vsip_scalar_f a, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	Computes the quotient, by element, of two vectors.
<pre>void vsip_rcmdiv_f( const vsip_scalar_f a, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	Computes the quotient, by element, of two matrices.

Prototype	Description
<pre>void vsip_crdiv_f( const vsip_cvview_f * A, const vsip_vview_f * B, const vsip_cvview_f * R);</pre>	Computes the quotient, by element, of two vectors.
<pre>void vsip_crmdiv_f( const vsip_cmview_f * A, const vsip_mview_f * B, const vsip_cmview_f * R);</pre>	Computes the quotient, by element, of two matrices.
<pre>void vsip_sdiv_f( const vsip_scalar_f a, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	Computes the quotient, by element, of a scalar and a vector.
<pre>void vsip_Dsmdiv_P( const vsip_Dscalar_P a, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	Computes the quotient, by element, of a scalar and a matrix. The following instances are supported: <code>vsip_smdiv_f</code> <code>vsip_csmdiv_f</code>
<pre>void vsip_rscdiv_f( const vsip_scalar_f a, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	Computes the quotient, by element, of a real scalar and a complex vector.
<pre>void vsip_rscvsub_f( const vsip_scalar_f a, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	Computes the difference, by element, of a real scalar and a complex vector.
<pre>void vsip_rscmdiv_f( const vsip_scalar_f a, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	Computes the quotient, by element, of a real scalar and a complex matrix.
<pre>void vsip_rscmsub_f( const vsip_scalar_f a, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	Computes the difference, by element, of a real scalar and a complex matrix.
<pre>void vsip_Dvsdiv_P( const vsip_Dvview_P * A, const vsip_Dscalar_P b, const vsip_Dvview_P * R);</pre>	Computes the quotient, by element, of a vector and a scalar. The following instances are supported: <code>vsip_vsddiv_f</code> <code>vsip_cvrsdiv_f</code>
<pre>void vsip_Dmsdiv_P( const vsip_Dmview_P * A, const vsip_Dscalar_P b, const vsip_Dmview_P * R);</pre>	Computes the quotient, by element, of a matrix and a scalar. The following instances are supported: <code>vsip_msdiv_f</code> <code>vsip_cmrsdiv_f</code>
<pre>void vsip_Dvexpoavg_P( const vsip_scalar_P a, const vsip_Dvview_P * B, const vsip_Dvview_P * C);</pre>	Computes an exponential weighted average, by element, of two vectors. The following instances are supported: <code>vsip_vexpoavg_f</code> <code>vsip_cvexpoavg_f</code>

Prototype	Description
<pre>void vsip_Dmexpoavg_P( const vsip_scalar_P a, const vsip_Dmview_P * B, const vsip_Dmview_P * C);</pre>	<p>Computes an exponential weighted average, by element, of two matrices. The following instances are supported:</p> <p><code>vsip_mexpoavg_f</code> <code>vsip_cmexpoavg_f</code></p>
<pre>void vsip_vhypot_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	<p>Computes the square root of the sum of squares, by element, of two input vectors.</p>
<pre>void vsip_mhypot_f( const vsip_mview_f * A, const vsip_mview_f * B, const vsip_mview_f * R);</pre>	<p>Computes the square root of the sum of squares, by element, of two input matrices.</p>
<pre>void vsip_cvjmul_f( const vsip_cvview_f * A, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	<p>Computes the product of a complex vector with the conjugate of a second complex vector, by element.</p>
<pre>void vsip_cmjmul_f( const vsip_cmview_f * A, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	<p>Computes the product of a complex matrix with the conjugate of a second complex matrix, by element.</p>
<pre>void vsip_Dvmul_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	<p>Computes the product, by element, of two vectors. The following instances are supported:</p> <p><code>vsip_vmul_f</code> <code>vsip_vmul_i</code> <code>vsip_vmul_si</code> <code>vsip_cvmul_f</code></p>
<pre>void vsip_Dmmul_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	<p>Computes the product, by element, of two matrices. The following instances are supported:</p> <p><code>vsip_mmul_f</code> <code>vsip_mmul_i</code> <code>vsip_cmmul_f</code></p>
<pre>void vsip_rcvmul_f( const vsip_vview_f * A, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	<p>Computes the product, by element, of two vectors.</p>
<pre>void vsip_rcmmul_f( const vsip_mview_f * A, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	<p>Computes the product, by element, of two matrices.</p>
<pre>void vsip_Dsvmul_P( const vsip_Dscalar_P a, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	<p>Computes the product, by element, of a scalar and a vector. The following instances are supported:</p> <p><code>vsip_svmul_f</code> <code>vsip_svmul_i</code> <code>vsip_svmul_si</code> <code>vsip_csvmul_f</code></p>

Prototype	Description
<pre>void vsip_Dsmmul_P( const vsip_Dscalar_P a, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	<p>Computes the product, by element, of a scalar and a matrix. The following instances are supported:</p> <p><a href="#">vsip_smmul_f</a> <a href="#">vsip_csmmul_f</a></p>
<pre>void vsip_rscvmul_f( const vsip_scalar_f a, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	<p>Computes the product, by element, of a real scalar and a complex vector.</p>
<pre>void vsip_rscmmul_f( const vsip_scalar_f a, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	<p>Computes the product, by element, of a real scalar and a complex matrix.</p>
<pre>void vsip_DvDmmul_P( const vsip_Dvview_P * A, const vsip_Dmview_P * B, const vsip_major major, const vsip_Dmview_P * R);</pre>	<p>Computes the product, by element, of a vector and the rows or columns of a matrix. The following instances are supported:</p> <p><a href="#">vsip_vmmul_f</a> <a href="#">vsip_cvmmul_f</a></p>
<pre>void vsip_rvcmmul_f( const vsip_vview_f * A, const vsip_cmview_f * B, const vsip_major major, const vsip_cmview_f * R);</pre>	<p>Computes the product, by element, of a vector and the rows or columns of a matrix.</p>
<pre>void vsip_Dvsub_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	<p>Computes the difference, by element, of two vectors. The following instances are supported:</p> <p><a href="#">vsip_vsub_f</a> <a href="#">vsip_vsub_i</a> <a href="#">vsip_vsub_si</a> <a href="#">vsip_cvsub_f</a></p>
<pre>void vsip_Dmsub_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	<p>Computes the difference, by element, of two matrices. The following instances are supported:</p> <p><a href="#">vsip_msub_f</a> <a href="#">vsip_msub_i</a> <a href="#">vsip_cmsub_f</a></p>
<pre>void vsip_crvsb_f( const vsip_cvview_f * A, const vsip_vview_f * B, const vsip_cvview_f * R);</pre>	<p>Computes the difference, by element, of two vectors.</p>
<pre>void vsip_crmsub_f( const vsip_cmview_f * A, const vsip_mview_f * B, const vsip_cmview_f * R);</pre>	<p>Computes the difference, by element, of two matrices.</p>
<pre>void vsip_rcvsub_f( const vsip_vview_f * A, const vsip_cvview_f * B, const vsip_cvview_f * R);</pre>	<p>Computes the difference, by element, of two vectors.</p>

Prototype	Description
<pre>void vsip_rcmsub_f( const vsip_mview_f * A, const vsip_cmview_f * B, const vsip_cmview_f * R);</pre>	<p>Computes the difference, by element, of two matrices.</p>
<pre>void vsip_Dsvsub_P( const vsip_Dscalar_P a, const vsip_Dvview_P * B, const vsip_Dvview_P * R);</pre>	<p>Computes the difference, by element, of a scalar and a vector. The following instances are supported:</p> <pre>vsip_svsbub_f vsip_svsbub_i vsip_svsbub_si vsip_csvsbub_f</pre>
<pre>void vsip_Dsmsub_P( const vsip_Dscalar_P a, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	<p>Computes the difference, by element, of a scalar and a matrix. The following instances are supported:</p> <pre>vsip_smsub_f vsip_smsub_i vsip_csmsub_f</pre>

## 4.4 Ternary Operations

Prototype	Description
<pre>void vsip_Dvam_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the sum of two vectors and product of a third vector, by element. The following instances are supported:</p> <pre>vsip_vam_f vsip_cvam_f</pre>
<pre>void vsip_Dvma_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the product of two vectors and sum of a third vector, by element. The following instances are supported:</p> <pre>vsip_vma_f vsip_cvma_f</pre>
<pre>void vsip_Dvmsa_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dscalar_P c, const vsip_Dvview_P * R);</pre>	<p>Computes the product of two vectors and sum of a scalar, by element. The following instances are supported:</p> <pre>vsip_vmsa_f vsip_cvmsa_f</pre>
<pre>void vsip_Dvmsb_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the product of two vectors and difference of a third vector, by element. The following instances are supported:</p> <pre>vsip_vmsb_f vsip_cvmsb_f</pre>
<pre>void vsip_Dvsam_P( const vsip_Dvview_P * A, const vsip_Dscalar_P b, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the sum of a vector and a scalar, and product with a second vector, by element. The following instances are supported:</p> <pre>vsip_vsam_f vsip_cvsam_f</pre>

Prototype	Description
<pre>void vsip_Dvsbm_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the difference of two vectors, and product with a third vector, by element.</p> <p>The following instances are supported:</p> <pre>vsip_vsbm_f vsip_cvsbm_f</pre>
<pre>void vsip_Dvsma_P( const vsip_Dvview_P * A, const vsip_Dscalar_P b, const vsip_Dvview_P * C, const vsip_Dvview_P * R);</pre>	<p>Computes the product of a vector and a scalar, and sum with a second vector, by element.</p> <p>The following instances are supported:</p> <pre>vsip_vsma_f vsip_cvsm_a_f</pre>
<pre>void vsip_Dvsmsa_P( const vsip_Dvview_P * A, const vsip_Dscalar_P b, const vsip_Dscalar_P c, const vsip_Dvview_P * R);</pre>	<p>Computes the product of a vector and a scalar, and sum with a second scalar, by element.</p> <p>The following instances are supported:</p> <pre>vsip_vsmsa_f vsip_cvmsa_f</pre>

## 4.5 Logical Operations

Prototype	Description
<pre>vsip_scalar_bl vsip_valltrue_bl( const vsip_vview_bl * A);</pre>	<p>Returns true if all the elements of a vector are true.</p>
<pre>vsip_scalar_bl vsip_malltrue_bl( const vsip_vview_bl * A);</pre>	<p>Returns true if all the elements of a vector are true.</p>
<pre>vsip_scalar_bl vsip_vanytrue_bl( const vsip_vview_bl * A);</pre>	<p>Returns true if one or more elements of a vector are true.</p>
<pre>vsip_scalar_bl vsip_manytrue_bl( const vsip_vview_bl * A);</pre>	<p>Returns true if one or more elements of a vector are true.</p>
<pre>void vsip_Dvleq_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'equal', by element, of two vectors.</p> <p>The following instances are supported:</p> <pre>vsip_vleq_f vsip_vleq_i vsip_cvleq_f vsip_cvleq_i</pre>
<pre>void vsip_Dmleq_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'equal', by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mleq_f vsip_mleq_i vsip_cmleq_f vsip_cmleq_i</pre>

Prototype	Description
<pre>void vsip_vlge_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'greater than or equal', by element, of two vectors.</p>
<pre>void vsip_mlge_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'greater than or equal', by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mlge_f vsip_mlge_i</pre>
<pre>void vsip_vlgt_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'greater than', by element, of two vectors.</p>
<pre>void vsip_mlgt_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'greater than', by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mlgt_f vsip_mlgt_i</pre>
<pre>void vsip_vlle_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'less than or equal', by element, of two vectors.</p>
<pre>void vsip_mlle_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'less than or equal', by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mlle_f vsip_mlle_i</pre>
<pre>void vsip_vllt_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'less than', by element, of two vectors.</p>
<pre>void vsip_mllt_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'less than', by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mllt_f vsip_mllt_i</pre>
<pre>void vsip_Dvzne_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of 'not equal', by element, of two vectors.</p> <p>The following instances are supported:</p> <pre>vsip_vzne_f vsip_cvzne_f vsip_cvzne_i</pre>

Prototype	Description
<pre>void vsip_DmIne_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_vview_bl * R);</pre>	<p>Computes the boolean comparison of ‘not equal’, by element, of two vectors/matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mIne_f vsip_mIne_i vsip_cmlne_f vsip_cmlne_i</pre>

## 4.6 Selection Operations

Prototype	Description
<pre>void vsip_vclip_P( const vsip_vview_P * A, const vsip_scalar_P t1, const vsip_scalar_P t2, const vsip_scalar_P c1, const vsip_scalar_P c2, const vsip_vview_P * R);</pre>	<p>Computes the generalised double clip, by element, of two vectors.</p> <p>The following instances are supported:</p> <pre>vsip_vclip_f vsip_vclip_i vsip_vclip_si</pre>
<pre>void vsip_vinvclip_P( const vsip_vview_P * A, const vsip_scalar_P t1, const vsip_scalar_P t2, const vsip_scalar_P t3, const vsip_scalar_P c1, const vsip_scalar_P c2, const vsip_vview_P * R);</pre>	<p>Computes the generalised inverted double clip, by element, of two vectors.</p> <p>The following instances are supported:</p> <pre>vsip_vinvclip_f vsip_vinvclip_i vsip_vinvclip_si</pre>
<pre>vsip_length vsip_vindexbool( const vsip_vview_bl * X, vsip_vview_vi * Y);</pre>	<p>Computes an index vector of the indices of the non-false elements of the boolean vector, and returns the number of non-false elements.</p>
<pre>void vsip_vmax_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	<p>Computes the maximum, by element, of two vectors.</p>
<pre>void vsip_vmaxmg_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	<p>Computes the maximum magnitude (absolute value), by element, of two vectors.</p>
<pre>void vsip_vcmaxmgsq_f( const vsip_cvview_f * A, const vsip_cvview_f * B, const vsip_vview_f * R);</pre>	<p>Computes the maximum magnitude squared, by element, of two complex vectors.</p>
<pre>vsip_scalar_f vsip_vcmaxmgsqval_f( const vsip_cvview_f * A, vsip_index * index);</pre>	<p>Returns the index and value of the maximum magnitude squared of the elements of a complex vector. The index is returned by reference as one of the arguments.</p>
<pre>vsip_scalar_f vsip_vmaxmgval_f( const vsip_vview_f * A, vsip_index * index);</pre>	<p>Returns the index and value of the maximum absolute value of the elements of a vector. The index is returned by reference as one of the arguments.</p>

Prototype	Description
<pre>vsip_scalar_f vsip_vmaxval_f( const vsip_vview_f * A, vsip_index * index);</pre>	Returns the index and value of the maximum value of the elements of a vector. The index is returned by reference as one of the arguments.
<pre>void vsip_vmin_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	Computes the minimum, by element, of two vectors.
<pre>void vsip_vminmg_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_vview_f * R);</pre>	Computes the minimum magnitude (absolute value), by element, of two vectors.
<pre>void vsip_vcminmgsq_f( const vsip_cvview_f * A, const vsip_cvview_f * B, const vsip_vview_f * R);</pre>	Computes the minimum magnitude squared, by element, of two complex vectors.
<pre>vsip_scalar_f vsip_vcminmgsqval_f( const vsip_cvview_f * A, vsip_index * index);</pre>	Returns the index and value of the minimum magnitude squared of the elements of a complex vector. The index is returned by reference as one of the arguments.
<pre>vsip_scalar_f vsip_vminmgval_f( const vsip_vview_f * A, vsip_index * index);</pre>	Returns the index and value of the minimum absolute value of the elements of a vector. The index is returned by reference as one of the arguments.
<pre>vsip_scalar_f vsip_vminval_f( const vsip_vview_f * A, vsip_index * index);</pre>	Returns the index and value of the minimum value of the elements of a vector. The index is returned by reference as one of the arguments.

## 4.7 Bitwise and Boolean Logical Operators

Prototype	Description
<pre>void vsip_vand_P( const vsip_vview_P * A, const vsip_vview_P * B, const vsip_vview_P * R);</pre>	Computes the bitwise and, by element, of two vectors. The following instances are supported: <a href="#">vsip_vand_i</a> <a href="#">vsip_vand_si</a>
<pre>void vsip_mand_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_mview_P * R);</pre>	Computes the bitwise and, by element, of two matrices. The following instances are supported: <a href="#">vsip_mand_i</a> <a href="#">vsip_mand_si</a>
<pre>void vsip_vand_bl( const vsip_vview_bl * A, const vsip_vview_bl * B, const vsip_vview_bl * R);</pre>	Computes the bitwise and, by element, of two vectors.
<pre>void vsip_mand_bl( const vsip_mview_bl * A, const vsip_mview_bl * B, const vsip_mview_bl * R);</pre>	Computes the bitwise and, by element, of two matrices.

Prototype	Description
<pre>void vsip_vnot_P( const vsip_vview_P * A, const vsip_vview_P * R);</pre>	<p>Computes the bitwise not (one's complement), by element, of two vectors. The following instances are supported:</p> <p><a href="#">vsip_vnot_i</a> <a href="#">vsip_vnot_si</a></p>
<pre>void vsip_mnot_P( const vsip_mview_P * A, const vsip_mview_P * R);</pre>	<p>Computes the bitwise not (one's complement), by element, of two matrices. The following instances are supported:</p> <p><a href="#">vsip_mnot_i</a> <a href="#">vsip_mnot_si</a></p>
<pre>void vsip_vnot_bl( const vsip_vview_bl * A, const vsip_vview_bl * R);</pre>	<p>Computes the bitwise not (one's complement), by element, of two vectors.</p>
<pre>void vsip_mnot_bl( const vsip_mview_bl * A, const vsip_mview_bl * R);</pre>	<p>Computes the bitwise not (one's complement), by element, of two matrices.</p>
<pre>void vsip_vor_P( const vsip_vview_P * A, const vsip_vview_P * B, const vsip_vview_P * R);</pre>	<p>Computes the bitwise inclusive or, by element, of two vectors. The following instances are supported:</p> <p><a href="#">vsip_vor_i</a> <a href="#">vsip_vor_si</a></p>
<pre>void vsip_mor_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_mview_P * R);</pre>	<p>Computes the bitwise inclusive or, by element, of two matrices. The following instances are supported:</p> <p><a href="#">vsip_mor_i</a> <a href="#">vsip_mor_si</a></p>
<pre>void vsip_vor_bl( const vsip_vview_bl * A, const vsip_vview_bl * B, const vsip_vview_bl * R);</pre>	<p>Computes the bitwise inclusive or, by element, of two vectors.</p>
<pre>void vsip_mor_bl( const vsip_mview_bl * A, const vsip_mview_bl * B, const vsip_mview_bl * R);</pre>	<p>Computes the bitwise inclusive or, by element, of two matrices.</p>
<pre>void vsip_vxor_P( const vsip_vview_P * A, const vsip_vview_P * B, const vsip_vview_P * R);</pre>	<p>Computes the bitwise exclusive or, by element, of two vectors. The following instances are supported:</p> <p><a href="#">vsip_vxor_i</a> <a href="#">vsip_vxor_si</a></p>
<pre>void vsip_mxor_P( const vsip_mview_P * A, const vsip_mview_P * B, const vsip_mview_P * R);</pre>	<p>Computes the bitwise exclusive or, by element, of two matrices. The following instances are supported:</p> <p><a href="#">vsip_mxor_i</a> <a href="#">vsip_mxor_si</a></p>

Prototype	Description
<pre>void vsip_vxor_bl( const vsip_vview_bl * A, const vsip_vview_bl * B, const vsip_vview_bl * R);</pre>	Computes the bitwise exclusive or, by element, of two vectors.
<pre>void vsip_mxor_bl( const vsip_mview_bl * A, const vsip_mview_bl * B, const vsip_mview_bl * R);</pre>	Computes the bitwise exclusive or, by element, of two matrices.

## 4.8 Element Generation and Copy

Prototype	Description
<pre>void vsip_Dvcopy_P_P( const vsip_Dvview_P * A, const vsip_Dvview_P * R);</pre>	<p>Copy the source vector to the destination vector performing any necessary type conversion of the standard ANSI C scalar types.</p> <p>The following instances are supported:</p> <pre>vsip_vcopy_f_f vsip_vcopy_f_i vsip_vcopy_f_si vsip_vcopy_f_bl vsip_vcopy_i_f vsip_vcopy_i_i vsip_vcopy_i_si vsip_vcopy_i_vi vsip_vcopy_si_f vsip_vcopy_si_i vsip_vcopy_si_si vsip_vcopy_bl_f vsip_vcopy_bl_bl vsip_vcopy_vi_i vsip_vcopy_vi_vi vsip_vcopy_mi_mi vsip_cvcopy_f_f</pre>
<pre>void vsip_Dmcopy_P_P( const vsip_Dmview_P * A, const vsip_Dmview_P * R);</pre>	<p>Copy the source matrix to the destination matrix performing any necessary type conversion of the standard ANSI C scalar types.</p> <p>The following instances are supported:</p> <pre>vsip_mcopy_f_f vsip_mcopy_f_i vsip_mcopy_f_si vsip_mcopy_f_bl vsip_mcopy_i_f vsip_mcopy_i_i vsip_mcopy_i_si vsip_mcopy_si_f vsip_mcopy_si_i vsip_mcopy_si_si vsip_mcopy_bl_f vsip_mcopy_bl_bl vsip_cmcopy_f_f</pre>

Prototype	Description
<pre>void vsip_Dvfill_P( const vsip_Dscalar_P a, const vsip_Dvview_P * R);</pre>	<p>Fill a vector with a constant value. The following instances are supported:</p> <pre>vsip_vfill_f vsip_vfill_i vsip_vfill_si vsip_cvfill_f</pre>
<pre>void vsip_Dmfill_P( const vsip_Dscalar_P a, const vsip_Dmview_P * R);</pre>	<p>Fill a matrix with a constant value. The following instances are supported:</p> <pre>vsip_mfill_f vsip_mfill_i vsip_mfill_si vsip_cmfill_f</pre>
<pre>void vsip_vramp_P( const vsip_scalar_P alpha, const vsip_scalar_P beta, const vsip_vview_P * R);</pre>	<p>Computes a vector ramp by starting at an initial value and incrementing each successive element by the ramp step size. The following instances are supported:</p> <pre>vsip_vramp_f vsip_vramp_i vsip_vramp_si</pre>

## 4.9 Manipulation Operations

Prototype	Description
<pre>void vsip_vcplx_f( const vsip_vview_f * A, const vsip_vview_f * B, const vsip_cvview_f * R);</pre>	<p>Form a complex vector from two real vectors.</p>
<pre>void vsip_mcplx_f( const vsip_mview_f * A, const vsip_mview_f * B, const vsip_cmview_f * R);</pre>	<p>Form a complex matrix from two real matrices.</p>
<pre>void vsip_Dvgather_P( const vsip_Dvview_P * X, const vsip_vview_vi * I, const vsip_Dvview_P * Y);</pre>	<p>The gather operation selects elements of a source vector using indices supplied by an index vector. The selected elements are placed sequentially in an output vector so that the output vector and the index vector are indexed the same. The following instances are supported:</p> <pre>vsip_vgather_f vsip_vgather_i vsip_vgather_si vsip_cvgather_f</pre>

Prototype	Description
<pre>void vsip_Dmgather_P( const vsip_Dmview_P * X, const vsip_vvview_mi * I, const vsip_Dvview_f * Y);</pre>	<p>The gather operation selects elements of a source vector/matrix using indices supplied by an index vector. The selected elements are placed sequentially in an output vector so that the output vector and the index vector are indexed the same.</p> <p>The following instances are supported:</p> <pre>vsip_mgather_f vsip_mgather_i vsip_mgather_si vsip_cmgather_f</pre>
<pre>void vsip_vimag_f( const vsip_cvview_f * A, const vsip_vvview_f * R);</pre>	<p>Extract the imaginary part of a complex vector.</p>
<pre>void vsip_mimag_f( const vsip_cmview_f * A, const vsip_mvview_f * R);</pre>	<p>Extract the imaginary part of a complex matrix.</p>
<pre>void vsip_vpolar_f( const vsip_cvview_f * A, const vsip_vvview_f * R, const vsip_vvview_f * P);</pre>	<p>Convert a complex vector from rectangular to polar form. The polar data consists of a real vector containing the radius and a corresponding real vector containing the argument (angle) of the complex input data.</p>
<pre>void vsip_mpolar_f( const vsip_cmview_f * A, const vsip_mvview_f * R, const vsip_mvview_f * P);</pre>	<p>Convert a complex matrix from rectangular to polar form. The polar data consists of a real matrix containing the radius and a corresponding real matrix containing the argument (angle) of the complex input data.</p>
<pre>void vsip_vreal_f( const vsip_cvview_f * A, const vsip_vvview_f * R);</pre>	<p>Extract the real part of a complex vector.</p>
<pre>void vsip_mreal_f( const vsip_cmview_f * A, const vsip_mvview_f * R);</pre>	<p>Extract the real part of a complex matrix.</p>
<pre>void vsip_vrect_f( const vsip_vvview_f * R, const vsip_vvview_f * P, const vsip_cvview_f * A);</pre>	<p>Convert a pair of real vectors from complex polar to complex rectangular form.</p>
<pre>void vsip_mrect_f( const vsip_mvview_f * R, const vsip_mvview_f * P, const vsip_cmview_f * A);</pre>	<p>Convert a pair of real matrices from complex polar to complex rectangular form.</p>

Prototype	Description
<pre>void vsip_Dvscatter_P( const vsip_Dvview_P * X, const vsip_Dvview_P * Y, const vsip_vview_vi * I);</pre>	<p>The scatter operation sequentially uses elements of a source vector and an index vector. The element of the vector index is used to select a storage location in the output vector to store the element from the source vector.</p> <p>The following instances are supported:</p> <pre>vsip_vscatter_f vsip_vscatter_i vsip_vscatter_si vsip_cvscatter_f</pre>
<pre>void vsip_Dmscatter_P( const vsip_Dvview_f * X, const vsip_Dmview_f * Y, const vsip_vview_mi * I);</pre>	<p>The scatter operation sequentially uses elements of a source vector and an index vector. The element of the vector/matrix index is used to select a storage location in the output vector/matrix to store the element from the source vector.</p> <p>The following instances are supported:</p> <pre>vsip_mscatter_f vsip_mscatter_i vsip_mscatter_si vsip_cmscatter_f</pre>
<pre>void vsip_Dvswap_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B);</pre>	<p>Swap elements between two vectors.</p> <p>The following instances are supported:</p> <pre>vsip_vswap_f vsip_cvswap_f</pre>
<pre>void vsip_Dmswap_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B);</pre>	<p>Swap elements between two matrices.</p> <p>The following instances are supported:</p> <pre>vsip_mswap_f vsip_mswap_i vsip_mswap_si vsip_cmswap_f</pre>

## 4.10 Extensions

Prototype	Description
<pre>vsip_scalar_f vsip_vcsummgval_f( const vsip_cvview_f * A);</pre>	<p>Returns the sum of the magnitudes of the elements of a complex vector.</p>

# Chapter 5. Signal Processing Functions

## 5.1 FFT Functions

Prototype	Description
<pre>vsip_fft_f * vsip_ccfftip_create_f(   const vsip_index length,   const vsip_scalar_f scale,   const vsip_fft_dir dir,   const vsip_length ntimes,   const vsip_alg_hint hint);</pre>	Create a 1D FFT object.
<pre>vsip_fft_f * vsip_ccffttop_create_f(   const vsip_index length,   const vsip_scalar_f scale,   const vsip_fft_dir dir,   const vsip_length ntimes,   const vsip_alg_hint hint);</pre>	Create a 1D FFT object.
<pre>vsip_fft_f * vsip_crffttop_create_f(   const vsip_index length,   const vsip_scalar_f scale,   const vsip_length ntimes,   const vsip_alg_hint hint);</pre>	Create a 1D FFT object.
<pre>vsip_fft_f * vsip_rcffttop_create_f(   const vsip_index length,   const vsip_scalar_f scale,   const vsip_length ntimes,   const vsip_alg_hint hint);</pre>	Create a 1D FFT object.
<pre>int vsip_fft_destroy_f(   vsip_fft_f * plan);</pre>	Destroy an FFT object.
<pre>void vsip_fft_getattr_f(   const vsip_fft_f * plan,   vsip_fft_attr_f * attr);</pre>	Return the attributes of an FFT object.
<pre>void vsip_ccfftip_f(   const vsip_fft_f * plan,   const vsip_cvview_f * xy);</pre>	Apply a complex-to-complex Fast Fourier Transform (FFT).
<pre>void vsip_ccffttop_f(   const vsip_fft_f * plan,   const vsip_cvview_f * x,   const vsip_cvview_f * y);</pre>	Apply a complex-to-complex Fast Fourier Transform (FFT).
<pre>void vsip_crffttop_f(   const vsip_fft_f * plan,   const vsip_cvview_f * x,   const vsip_vview_f * y);</pre>	Apply a complex-to-real Fast Fourier Transform (FFT).
<pre>void vsip_rcffttop_f(   const vsip_fft_f * plan,   const vsip_vview_f * x,   const vsip_cvview_f * y);</pre>	Apply a real-to-complex Fast Fourier Transform (FFT).

Prototype	Description
<pre>vsip_fftm_f * vsip_ccfftmip_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_fft_dir dir, const vsip_major major, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 1D multiple FFT object.
<pre>vsip_fftm_f * vsip_ccfftmop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_fft_dir dir, const vsip_major major, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 1D multiple FFT object.
<pre>vsip_fftm_f * vsip_crfftmop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_major major, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 1D multiple FFT object.
<pre>vsip_fftm_f * vsip_rcfftmop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_major major, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 1D multiple FFT object.
<pre>int vsip_fftm_destroy_f( vsip_fftm_f * plan);</pre>	Destroy an FFT object.
<pre>void vsip_fftm_getattr_f( const vsip_fftm_f * plan, vsip_fftm_attr_f * attr);</pre>	Return the attributes of an FFT object.
<pre>void vsip_ccfftmip_f( const vsip_fftm_f * plan, const vsip_cmview_f * XY);</pre>	Apply a multiple complex-to-complex Fast Fourier Transform (FFT).
<pre>void vsip_ccfftmop_f( const vsip_fftm_f * plan, const vsip_cmview_f * X, const vsip_cmview_f * Y);</pre>	Apply a multiple complex-to-complex Fast Fourier Transform (FFT).
<pre>void vsip_crfftmop_f( const vsip_fftm_f * plan, const vsip_cmview_f * X, const vsip_mview_f * Y);</pre>	Apply a multiple complex-to-real Fast Fourier Transform (FFT).
<pre>void vsip_rcfftmop_f( const vsip_fftm_f * plan, const vsip_mview_f * X, const vsip_cmview_f * Y);</pre>	Apply a multiple real-to-complex out of place Fast Fourier Transform (FFT).

Prototype	Description
<pre>vsip_fft2d_f * vsip_ccfft2dip_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_fft_dir dir, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 2D FFT object.
<pre>vsip_fft2d_f * vsip_ccfft2dop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_fft_dir dir, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 2D FFT object.
<pre>vsip_fft2d_f * vsip_crfft2dop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 2D FFT object.
<pre>vsip_fft2d_f * vsip_rcfft2dop_create_f( const vsip_index rows, const vsip_index cols, const vsip_scalar_f scale, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 2D FFT object.
<pre>int vsip_fft2d_destroy_f( vsip_fft2d_f * plan);</pre>	Destroy an FFT object.
<pre>void vsip_fft2d_getattr_f( const vsip_fft2d_f * plan, vsip_fft2d_attr_f * attr);</pre>	Return the attributes of an FFT object.
<pre>void vsip_ccfft2dip_f( const vsip_fft2d_f * plan, const vsip_cmview_f * XY);</pre>	Apply a complex-to-complex 2D Fast Fourier Transform (FFT).
<pre>void vsip_ccfft2dop_f( const vsip_fft2d_f * plan, const vsip_cmview_f * X, const vsip_cmview_f * Y);</pre>	Apply a complex-to-complex 2D Fast Fourier Transform (FFT).
<pre>void vsip_crfft2dop_f( const vsip_fft2d_f * plan, const vsip_cmview_f * X, const vsip_mview_f * Y);</pre>	Apply a complex-to-real 2D Fast Fourier Transform (FFT).
<pre>void vsip_rcfft2dop_f( const vsip_fft2d_f * plan, const vsip_mview_f * X, const vsip_cmview_f * Y);</pre>	Apply a real-to-complex 2D Fast Fourier Transform (FFT).

## 5.2 Convolution/Correlation Functions

Prototype	Description
<pre>vsip_conv1d_f * vsip_conv1d_create_f( const vsip_vview_f * kernel, const vsip_symmetry symm, const vsip_length N, const vsip_length D, const vsip_support_region support, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a decimated 1D convolution filter object.
<pre>int vsip_conv1d_destroy_f( vsip_conv1d_f * plan);</pre>	Destroy a 1D convolution object.
<pre>void vsip_conv1d_getattr_f( const vsip_conv1d_f * plan, vsip_conv1d_attr_f * attr);</pre>	Returns the attributes for a 1D convolution object.
<pre>void vsip_convolve1d_f( const vsip_conv1d_f * plan, const vsip_vview_f * x, const vsip_vview_f * y);</pre>	Compute a decimated real one-dimensional (1D) convolution of two vectors.
<pre>vsip_conv2d_f * vsip_conv2d_create_f( const vsip_mview_f * H, const vsip_symmetry symm, const vsip_length P, const vsip_length Q, const vsip_length D, const vsip_support_region support, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a decimated 2D convolution filter object.
<pre>int vsip_conv2d_destroy_f( vsip_conv2d_f * plan);</pre>	Destroy a 2D convolution object.
<pre>void vsip_conv2d_getattr_f( const vsip_conv2d_f * plan, vsip_conv2d_attr_f * attr);</pre>	Returns the attributes for a 2D convolution object.
<pre>void vsip_convolve2d_f( const vsip_conv2d_f * plan, const vsip_mview_f * x, const vsip_mview_f * y);</pre>	Compute a decimated real two-dimensional (2D) convolution of two matrices.
<pre>vsip_Dcorr1d_P * vsip_Dcorr1d_create_P( const vsip_length M, const vsip_length N, const vsip_support_region support, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a 1D correlation object. The following instances are supported: <code>vsip_corr1d_create_f</code> <code>vsip_ccorr1d_create_f</code>
<pre>int vsip_Dcorr1d_destroy_P( vsip_Dcorr1d_P * plan);</pre>	Destroy a 1D correlation object. The following instances are supported: <code>vsip_corr1d_destroy_f</code> <code>vsip_ccorr1d_destroy_f</code>

Prototype	Description
<pre>void vsip_Dcorr1d_getattr_P( const vsip_Dcorr1d_P * plan, vsip_Dcorr1d_attr_P * attr);</pre>	<p>Return the attributes for a 1D correlation object. The following instances are supported:</p> <p><code>vsip_corr1d_getattr_f</code> <code>vsip_ccorr1d_getattr_f</code></p>
<pre>void vsip_Dcorrelate1d_P( const vsip_Dcorr1d_P * plan, const vsip_bias bias, const vsip_Dvview_P * ref, const vsip_Dvview_P * x, const vsip_Dvview_P * y);</pre>	<p>Compute a real one-dimensional (1D) correlation of two vectors. The following instances are supported:</p> <p><code>vsip_correlate1d_f</code> <code>vsip_ccorrelate1d_f</code></p>
<pre>vsip_Dcorr2d_P * vsip_Dcorr2d_create_P( const vsip_length M, const vsip_length N, vsip_length P, vsip_length Q, const vsip_support_region support, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	<p>Create a 2D correlation object. The following instances are supported:</p> <p><code>vsip_corr2d_create_f</code> <code>vsip_ccorr2d_create_f</code></p>
<pre>int vsip_Dcorr2d_destroy_P( vsip_Dcorr2d_P * plan);</pre>	<p>Destroy a 2D correlation object. The following instances are supported:</p> <p><code>vsip_corr2d_destroy_f</code> <code>vsip_ccorr2d_destroy_f</code></p>
<pre>void vsip_Dcorr2d_getattr_P( const vsip_Dcorr12_P * plan, vsip_Dcorr12_attr_P * attr);</pre>	<p>Return the attributes for a 2D correlation object. The following instances are supported:</p> <p><code>vsip_corr2d_getattr_f</code> <code>vsip_ccorr2d_getattr_f</code></p>
<pre>void vsip_Dcorrelate2d_P( const vsip_Dcorr2d_P * plan, const vsip_bias bias, const vsip_Dmview_P * ref, const vsip_Dmview_P * x, const vsip_Dmview_P * y);</pre>	<p>Compute a two-dimensional (2D) correlation of two matrices. The following instances are supported:</p> <p><code>vsip_correlate2d_f</code> <code>vsip_ccorrelate2d_f</code></p>

## 5.3 Window Functions

Prototype	Description
<pre>vsip_vview_f * vsip_vcreate_blackman_f( const vsip_length N, const vsip_memory_hint hint);</pre>	<p>Create a vector with Blackman window weights.</p>
<pre>vsip_vview_f * vsip_vcreate_cheby_f( const vsip_length N, const vsip_scalar_f ripple, const vsip_memory_hint hint);</pre>	<p>Create a vector with Dolph-Chebyshev window weights.</p>
<pre>vsip_vview_f * vsip_vcreate_hanning_f( const vsip_length N, const vsip_memory_hint hint);</pre>	<p>Create a vector with Hanning window weights.</p>

Prototype	Description
<pre>vsip_vview_f * vsip_vcreate_kaiser_f( const vsip_length N, const vsip_scalar_f beta, const vsip_memory_hint hint);</pre>	Create a vector with Kaiser window weights.

## 5.4 Filter Functions

Prototype	Description
<pre>vsip_Dfir_P * vsip_Dfir_create_P( const vsip_Dvview_P * kernel, const vsip_symmetry symm, const vsip_length N, const vsip_length D, const vsip_obj_state state, const vsip_length ntimes, const vsip_alg_hint hint);</pre>	Create a decimated FIR filter object. The following instances are supported:  <pre>vsip_fir_create_f vsip_cfir_create_f</pre>
<pre>int vsip_Dfir_destroy_P( vsip_Dfir_P * plan);</pre>	Destroy a FIR filter object. The following instances are supported:  <pre>vsip_fir_destroy_f vsip_cfir_destroy_f</pre>
<pre>int vsip_Dfirflt_P( vsip_Dfir_P * plan, const vsip_Dvview_P * x, const vsip_Dvview_P * y);</pre>	FIR filter an input sequence and decimate the output. The following instances are supported:  <pre>vsip_firflt_f vsip_cfirflt_f</pre>
<pre>void vsip_Dfir_getattr_P( const vsip_Dfir_P * plan, vsip_Dfir_attr_P * attr);</pre>	Return the attributes of a FIR filter object. The following instances are supported:  <pre>vsip_fir_getattr_f vsip_cfir_getattr_f</pre>
<pre>void vsip_Dfir_reset_P( vsip_Dfir_P * fir);</pre>	Reset the state of a decimated FIR filter object. The following instances are supported:  <pre>vsip_fir_reset_f vsip_cfir_reset_f</pre>

## 5.5 Miscellaneous signal Processing Functions

Prototype	Description
<pre>void vsip_vhisto_f( const vsip_vview_f * A, const vsip_scalar_f min, const vsip_scalar_f max, const vsip_hist_opt opt, const vsip_vview_f * R);</pre>	Compute the histogram of a vector.

# Chapter 6. Linear Algebra

## 6.1 Matrix and Vector Operations

Prototype	Description
<pre>void vsip_cmherm_f(   const vsip_cmview_f * A,   const vsip_cmview_f * R);</pre>	Complex Hermitian (conjugate transpose) of a matrix.
<pre>vsip_cscalar_f vsip_cvjdot_f(   const vsip_cvview_f * A,   const vsip_cvview_f * B);</pre>	Compute the conjugate inner (dot) product of two complex vectors.
<pre>void vsip_gemp_f(   const vsip_scalar_f alpha,   const vsip_mview_f * A,   const vsip_mat_op Aop,   const vsip_mview_f * B,   const vsip_mat_op Bop,   const vsip_scalar_f beta,   const vsip_mview_f * R);</pre>	Calculate the general product of two matrices and accumulate.
<pre>void vsip_cgemp_f(   const vsip_cscalar_f alpha,   const vsip_cmview_f * A,   const vsip_mat_op Aop,   const vsip_cmview_f * B,   const vsip_mat_op Bop,   const vsip_cscalar_f beta,   const vsip_cmview_f * R);</pre>	Calculate the general product of two matrices and accumulate.
<pre>void vsip_gems_f(   const vsip_scalar_f alpha,   const vsip_mview_f * A,   const vsip_mat_op Aop,   const vsip_scalar_f beta,   const vsip_mview_f * C);</pre>	Calculate a general matrix sum.
<pre>void vsip_cgems_f(   const vsip_cscalar_f alpha,   const vsip_cmview_f * A,   const vsip_mat_op Aop,   const vsip_cscalar_f beta,   const vsip_cmview_f * C);</pre>	Calculate a general matrix sum.
<pre>void vsip_Dmprod_P(   const vsip_Dmview_P * A,   const vsip_Dmview_P * B,   const vsip_Dmview_P * R);</pre>	Calculate the product of two matrices. The following instances are supported:  <pre>vsip_mprod_f vsip_mprod_i vsip_mprod_si vsip_cmprod_f vsip_cmprod_i vsip_cmprod_si</pre>

Prototype	Description
<pre>void vsip_cmprodh_P( const vsip_cmview_P * A, const vsip_cmview_P * B, const vsip_cmview_P * R);</pre>	<p>Calculate the product a complex matrix and the Hermitian of a complex matrix.</p> <p>The following instances are supported:</p> <p><code>vsip_cmprodh_f</code>  <code>vsip_cmprodh_i</code>  <code>vsip_cmprodh_si</code></p>
<pre>void vsip_cmprodj_P( const vsip_cmview_P * A, const vsip_cmview_P * B, const vsip_cmview_P * R);</pre>	<p>Calculate the product a complex matrix and the conjugate of a complex matrix.</p> <p>The following instances are supported:</p> <p><code>vsip_cmprodj_f</code>  <code>vsip_cmprodj_i</code>  <code>vsip_cmprodj_si</code></p>
<pre>void vsip_Dmprodt_P( const vsip_Dmview_P * A, const vsip_Dmview_P * B, const vsip_Dmview_P * R);</pre>	<p>Calculate the product of a matrix and the transpose of a matrix.</p> <p>The following instances are supported:</p> <p><code>vsip_mprodt_f</code>  <code>vsip_mprodt_i</code>  <code>vsip_mprodt_si</code>  <code>vsip_cmprodt_f</code>  <code>vsip_cmprodt_i</code>  <code>vsip_cmprodt_si</code></p>
<pre>void vsip_Dmvprod_P( const vsip_Dmview_P * A, const vsip_Dvview_P * X, const vsip_Dvview_P * Y);</pre>	<p>Calculate a matrix–vector product.</p> <p>The following instances are supported:</p> <p><code>vsip_mvprod_f</code>  <code>vsip_mvprod_i</code>  <code>vsip_mvprod_si</code>  <code>vsip_cmvprod_f</code>  <code>vsip_cmvprod_i</code>  <code>vsip_cmvprod_si</code></p>
<pre>void vsip_Dmtrans_P( const vsip_Dmview_P * A, const vsip_Dmview_P * R);</pre>	<p>Transpose a matrix.</p> <p>The following instances are supported:</p> <p><code>vsip_mtrans_bl</code>  <code>vsip_mtrans_f</code>  <code>vsip_mtrans_i</code>  <code>vsip_mtrans_si</code>  <code>vsip_cmtrans_f</code>  <code>vsip_cmtrans_i</code>  <code>vsip_cmtrans_si</code></p>
<pre>vsip_Dscalar_P vsip_Dvdot_P( const vsip_Dvview_P * A, const vsip_Dvview_P * B);</pre>	<p>Compute the inner (dot) product of two vectors.</p> <p>The following instances are supported:</p> <p><code>vsip_vdot_f</code>  <code>vsip_cvdot_f</code></p>

Prototype	Description
<pre>void vsip_Dvmprod_P( const vsip_Dvview_P * X, const vsip_Dmview_P * A, const vsip_Dvview_P * Y);</pre>	<p>Calculate a vector–matrix product. The following instances are supported:</p> <pre>vsip_vmprod_f vsip_vmprod_i vsip_vmprod_si vsip_cvmprod_f vsip_cvmprod_i vsip_cvmprod_si</pre>
<pre>void vsip_vouter_f( const vsip_scalar_f alpha, const vsip_vview_f * X, const vsip_vview_f * Y, const vsip_vview_f * R);</pre>	<p>Calculate the outer product of two vectors.</p>
<pre>void vsip_cvouter_f( const vsip_cscalar_f alpha, const vsip_cvview_f * X, const vsip_cvview_f * Y, const vsip_cvview_f * R);</pre>	<p>Calculate the outer product of two vectors.</p>

## 6.2 Special Linear System Solvers

Prototype	Description
<pre>int vsip_covsol_f( const vsip_mview_f * A, const vsip_mview_f * XB);</pre>	<p>Solve a covariance linear system problem.</p>
<pre>int vsip_ccovsol_f( const vsip_cmview_f * A, const vsip_cmview_f * XB);</pre>	<p>Solve a covariance linear system problem.</p>
<pre>int vsip_llsqsol_f( const vsip_mview_f * A, const vsip_mview_f * XB);</pre>	<p>Solve a linear least squares problem.</p>
<pre>int vsip_cllsqsol_f( const vsip_cmview_f * A, const vsip_cmview_f * XB);</pre>	<p>Solve a linear least squares problem.</p>
<pre>int vsip_toepsol_f( const vsip_vview_f * T, const vsip_vview_f * B, const vsip_vview_f * W, const vsip_vview_f * X);</pre>	<p>Solve a real symmetric positive definite Toeplitz linear system.</p>
<pre>int vsip_ctoepsol_f( const vsip_cvview_f * T, const vsip_cvview_f * B, const vsip_cvview_f * W, const vsip_cvview_f * X);</pre>	<p>Solve a real symmetric positive definite Toeplitz linear system.</p>

## 6.3 General Square Linear System Solver

Prototype	Description
<pre>int vsip_Dlud_P( vsip_clu_P * lud, const vsip_Dmview_P * A);</pre>	<p>Compute an LU decomposition of a square matrix using partial pivoting. The following instances are supported:</p> <p><code>vsip_lud_f</code> <code>vsip_clud_f</code></p>
<pre>vsip_Dlu_P * vsip_Dlud_create_P( const vsip_length N);</pre>	<p>Create an LU decomposition object. The following instances are supported:</p> <p><code>vsip_lud_create_f</code> <code>vsip_clud_create_f</code></p>
<pre>int vsip_Dlud_destroy_P( vsip_Dlu_P * lud);</pre>	<p>Destroy an LU decomposition object. The following instances are supported:</p> <p><code>vsip_lud_destroy_f</code> <code>vsip_clud_destroy_f</code></p>
<pre>void vsip_Dlud_getattr_P( const vsip_Dlu_P * lud, vsip_Dlu_attr_P * attr);</pre>	<p>Returns the attributes of an LU decomposition object. The following instances are supported:</p> <p><code>vsip_lud_getattr_f</code> <code>vsip_clud_getattr_f</code></p>
<pre>int vsip_lusol_f( const vsip_clu_f * clud, const vsip_mat_op opA, const vsip_mview_f * XB);</pre>	<p>Solve a square linear system.</p>
<pre>int vsip_clusol_f( const vsip_clu_f * clud, const vsip_mat_op opA, const vsip_cmview_f * XB);</pre>	<p>Solve a square linear system.</p>

## 6.4 Symmetric Positive Definite Linear System Solver

Prototype	Description
<pre>int vsip_chold_f( vsip_cchol_f * chold, const vsip_mview_f * A);</pre>	<p>Compute a Cholesky decomposition of a symmetric positive definite matrix.</p>
<pre>int vsip_cchold_f( vsip_cchol_f * chold, const vsip_cmview_f * A);</pre>	<p>Compute a Cholesky decomposition of a symmetric positive definite matrix.</p>
<pre>vsip_chol_f * vsip_chold_create_f( const vsip_mat_uplo uplo, const vsip_length n);</pre>	<p>Creates a Cholesky decomposition object.</p>
<pre>vsip_cchol_f * vsip_cchold_create_f( const vsip_mat_uplo uplo, const vsip_length n);</pre>	<p>Creates a Cholesky decomposition object.</p>

Prototype	Description
<pre>int vsip_Dchold_destroy_P( vsip_Dchol_P * chold);</pre>	<p>Destroy a Cholesky decomposition object. The following instances are supported:</p> <p><code>vsip_chold_destroy_f</code> <code>vsip_cchold_destroy_f</code></p>
<pre>void vsip_Dchold_getattr_P( const vsip_Dchol_P * chold, vsip_Dchol_attr_P * attr);</pre>	<p>Returns the attributes of a Cholesky decomposition object. The following instances are supported:</p> <p><code>vsip_chold_getattr_f</code> <code>vsip_cchold_getattr_f</code></p>
<pre>int vsip_cholsol_f( const vsip_cchol_f * chold, const vsip_mview_f * XB);</pre>	<p>Solve a symmetric positive definite linear system.</p>
<pre>int vsip_ccholsol_f( const vsip_cchol_f * chold, const vsip_cmview_f * XB);</pre>	<p>Solve a symmetric positive definite linear system.</p>

## 6.5 Overdetermined Linear System Solver

Prototype	Description
<pre>int vsip_qrd_f( vsip_cqr_f * qrd, const vsip_mview_f * A);</pre>	<p>Compute a QR decomposition of a matrix .</p>
<pre>int vsip_cqrd_f( vsip_cqr_f * qrd, const vsip_cmview_f * A);</pre>	<p>Compute a QR decomposition of a matrix .</p>
<pre>vsip_qr_f * vsip_qrd_create_f( const vsip_length m, const vsip_length n, const vsip_qrd_qopt qopt);</pre>	<p>Create a QR decomposition object.</p>
<pre>vsip_cqr_f * vsip_cqrd_create_f( const vsip_length m, const vsip_length n, const vsip_qrd_qopt qopt);</pre>	<p>Create a QR decomposition object.</p>
<pre>int vsip_Dqrd_destroy_P( vsip_Dqr_P * qrd);</pre>	<p>Destroy a QR decomposition object. The following instances are supported:</p> <p><code>vsip_qrd_destroy_f</code> <code>vsip_cqrd_destroy_f</code></p>
<pre>void vsip_Dqrd_getattr_P( const vsip_Dqr_P * qrd, vsip_Dqr_attr_P * attr);</pre>	<p>Returns the attributes of a QR decomposition object. The following instances are supported:</p> <p><code>vsip_qrd_getattr_f</code> <code>vsip_cqrd_getattr_f</code></p>

Prototype	Description
<pre>int vsip_qrdprodq_f( const vsip_qr_f * qrd, const vsip_mat_op opQ, const vsip_mat_side apQ, const vsip_mview_f * C);</pre>	Multiply a matrix by the matrix $Q$ from a QR decomposition.
<pre>int vsip_cqrdprodq_f( const vsip_cqr_f * qrd, const vsip_mat_op opQ, const vsip_mat_side apQ, const vsip_cmview_f * C);</pre>	Multiply a matrix by the matrix $Q$ from a QR decomposition.
<pre>int vsip_qrdsolr_f( const vsip_qr_f * qrd, const vsip_mat_op OpR, const vsip_scalar_f alpha, const vsip_mview_f * XB);</pre>	Solve linear system based on the matrix $R$ , from QR decomposition of the matrix $A$ .
<pre>int vsip_cqrdsolr_f( const vsip_cqr_f * qrd, const vsip_mat_op OpR, const vsip_cscalar_f alpha, const vsip_cmview_f * XB);</pre>	Solve linear system based on the matrix $R$ , from QR decomposition of the matrix $A$ .
<pre>int vsip_qrsol_f( const vsip_qr_f * qrd, const vsip_qrd_prob prob, const vsip_mview_f * XB);</pre>	Solve either a linear covariance or linear least squares problem.
<pre>int vsip_cqrsol_f( const vsip_cqr_f * qrd, const vsip_qrd_prob prob, const vsip_cmview_f * XB);</pre>	Solve either a linear covariance or linear least squares problem.

## 6.6 Extensions

Prototype	Description
<pre>void vsip_Dminvlu_P( const vsip_Dmview_P * A, const vsip_vview_i * V, const vsip_Dmview_P * R);</pre>	Invert a square matrix using LU decomposition. The following instances are supported: <pre>vsip_minvlu_f vsip_cminvlu_f</pre>