

## [Help](#)

```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2008+2) //The "#els
#else
/*****
/*                                operats.h                                */
/*****
/*                                */
/* basic OPERATIONs for the types vector, matrix and qmatrix            */
/*                                */
/* Copyright (C) 1992-1995 Tomas Skalicky. All rights reserved.          */
/*                                */
/*****
/*                                */
/*      ANY USE OF THIS CODE CONSTITUTES ACCEPTANCE OF THE TERMS          */
/*      OF THE COPYRIGHT NOTICE (SEE FILE COPYRGHT.H)                    */
/*                                */
/*****

#ifndef OPERATS_H
#define OPERATS_H

#include <stdlib.h>

#include "
href../../../../../common/math/highdim_solver/laspack/lastypes_h_src.pdflastypes.h"
#include "
href../../../../../common/math/highdim_solver/laspack/highdim_vector_h_src.pdfhighd
#include "
href../../../../../common/math/highdim_solver/laspack/highdim_matrix_h_src.pdfhighd
#include "
href../../../../../common/math/highdim_solver/laspack/qmatrix_h_src.pdfqmatrix.h"
#include "
href../../../../../common/math/highdim_solver/laspack/copyright_h_src.pdfcopyright.h"

Vector *Asgn_VV(Vector *V1, Vector *V2);
Vector *AddAsgn_VV(Vector *V1, Vector *V2);
Vector *SubAsgn_VV(Vector *V1, Vector *V2);
Vector *MulAsgn_VS(Vector *V, double S);
Vector *Add_VV(Vector *V1, Vector *V2);
QMatrix *Add_QQ(QMatrix *Q1, QMatrix *Q2);
```

```

Vector *Sub_VV(Vector *V1, Vector *V2);
QMatrix *Sub_QQ(QMatrix *Q1, QMatrix *Q2);
Vector *Mul_SV(double S, Vector *V);
Matrix *Mul_SM(double S, Matrix *M);
QMatrix *Mul_SQ(double S, QMatrix *Q);
double Mul_VV(Vector *V1, Vector *V2);
Vector *Mul_MV(Matrix *M, Vector *V);
Vector *Mul_QV(QMatrix *Q, Vector *V);
Vector *MulInv_QV(QMatrix *Q, Vector *V);
Matrix *Transp_M(Matrix *M);
QMatrix *Transp_Q(QMatrix *Q);
QMatrix *Diag_Q(QMatrix *Q);
QMatrix *Upper_Q(QMatrix *Q);
QMatrix *Lower_Q(QMatrix *Q);
double l1Norm_V(Vector *V);
double l2Norm_V(Vector *V);
double MaxNorm_V(Vector *V);
Vector *OrthoRightKer_VQ(Vector *V, QMatrix *Q);
Vector *OrthoLeftKer_VQ(Vector *V, QMatrix *Q);

#endif /* OPERATS_H */

#endif //PremiaCurrentVersion

```