

NAG Library Routine Document

F08QVF (ZTRSYL)

Note: before using this routine, please read the Users' Note for your implementation to check the interpretation of *bold italicised* terms and other implementation-dependent details.

1 Purpose

F08QVF (ZTRSYL) solves the complex triangular Sylvester matrix equation.

2 Specification

```
SUBROUTINE F08QVF (TRANA, TRANB, ISGN, M, N, A, LDA, B, LDB, C, LDC,      &
                  SCAL, INFO)
INTEGER                ISGN, M, N, LDA, LDB, LDC, INFO
REAL (KIND=nag_wp)    SCAL
COMPLEX (KIND=nag_wp) A(LDA,*), B(LDB,*), C(LDC,*)
CHARACTER(1)          TRANA, TRANB
```

The routine may be called by its LAPACK name *ztrsyl*.

3 Description

F08QVF (ZTRSYL) solves the complex Sylvester matrix equation

$$\text{op}(A)X \pm X\text{op}(B) = \alpha C,$$

where $\text{op}(A) = A$ or A^H , and the matrices A and B are upper triangular; α is a scale factor (≤ 1) determined by the routine to avoid overflow in X ; A is m by m and B is n by n while the right-hand side matrix C and the solution matrix X are both m by n . The matrix X is obtained by a straightforward process of back-substitution (see Golub and Van Loan (1996)).

Note that the equation has a unique solution if and only if $\alpha_i \pm \beta_j \neq 0$, where $\{\alpha_i\}$ and $\{\beta_j\}$ are the eigenvalues of A and B respectively and the sign (+ or $-$) is the same as that used in the equation to be solved.

4 References

Golub G H and Van Loan C F (1996) *Matrix Computations* (3rd Edition) Johns Hopkins University Press, Baltimore

Higham N J (1992) Perturbation theory and backward error for $AX - XB = C$ *Numerical Analysis Report* University of Manchester

5 Arguments

1: TRANA – CHARACTER(1) *Input*

On entry: specifies the option $\text{op}(A)$.

TRANA = 'N'

$\text{op}(A) = A$.

TRANA = 'C'

$\text{op}(A) = A^H$.

Constraint: TRANA = 'N' or 'C'.

- 2: TRANB – CHARACTER(1) *Input*
On entry: specifies the option $\text{op}(B)$.
TRANB = 'N'
 $\text{op}(B) = B$.
TRANB = 'C'
 $\text{op}(B) = B^H$.
Constraint: TRANB = 'N' or 'C'.
- 3: ISGN – INTEGER *Input*
On entry: indicates the form of the Sylvester equation.
ISGN = +1
The equation is of the form $\text{op}(A)X + X \text{op}(B) = \alpha C$.
ISGN = -1
The equation is of the form $\text{op}(A)X - X \text{op}(B) = \alpha C$.
Constraint: ISGN = +1 or -1.
- 4: M – INTEGER *Input*
On entry: m , the order of the matrix A , and the number of rows in the matrices X and C .
Constraint: $M \geq 0$.
- 5: N – INTEGER *Input*
On entry: n , the order of the matrix B , and the number of columns in the matrices X and C .
Constraint: $N \geq 0$.
- 6: A(LDA,*) – COMPLEX (KIND=nag_wp) array *Input*
Note: the second dimension of the array A must be at least $\max(1, M)$.
On entry: the m by m upper triangular matrix A .
- 7: LDA – INTEGER *Input*
On entry: the first dimension of the array A as declared in the (sub)program from which F08QVF (ZTRSYL) is called.
Constraint: $LDA \geq \max(1, M)$.
- 8: B(LDB,*) – COMPLEX (KIND=nag_wp) array *Input*
Note: the second dimension of the array B must be at least $\max(1, N)$.
On entry: the n by n upper triangular matrix B .
- 9: LDB – INTEGER *Input*
On entry: the first dimension of the array B as declared in the (sub)program from which F08QVF (ZTRSYL) is called.
Constraint: $LDB \geq \max(1, N)$.
- 10: C(LDC,*) – COMPLEX (KIND=nag_wp) array *Input/Output*
Note: the second dimension of the array C must be at least $\max(1, N)$.
On entry: the m by n right-hand side matrix C .
On exit: C is overwritten by the solution matrix X .

- 11: LDC – INTEGER *Input*
On entry: the first dimension of the array C as declared in the (sub)program from which F08QVF (ZTRSYL) is called.
Constraint: $LDC \geq \max(1, M)$.
- 12: SCAL – REAL (KIND=nag_wp) *Output*
On exit: the value of the scale factor α .
- 13: INFO – INTEGER *Output*
On exit: INFO = 0 unless the routine detects an error (see Section 6).

6 Error Indicators and Warnings

INFO < 0

If INFO = $-i$, argument i had an illegal value. An explanatory message is output, and execution of the program is terminated.

INFO = 1

A and B have common or close eigenvalues, perturbed values of which were used to solve the equation.

7 Accuracy

Consider the equation $AX - XB = C$. (To apply the remarks to the equation $AX + XB = C$, simply replace B by $-B$.)

Let \tilde{X} be the computed solution and R the residual matrix:

$$R = C - (A\tilde{X} - \tilde{X}B).$$

Then the residual is always small:

$$\|R\|_F = O(\epsilon)(\|A\|_F + \|B\|_F)\|\tilde{X}\|_F.$$

However, \tilde{X} is **not** necessarily the exact solution of a slightly perturbed equation; in other words, the solution is not backwards stable.

For the forward error, the following bound holds:

$$\|\tilde{X} - X\|_F \leq \frac{\|R\|_F}{sep(A, B)}$$

but this may be a considerable over estimate. See Golub and Van Loan (1996) for a definition of $sep(A, B)$, and Higham (1992) for further details.

These remarks also apply to the solution of a general Sylvester equation, as described in Section 9.

8 Parallelism and Performance

F08QVF (ZTRSYL) makes calls to BLAS and/or LAPACK routines, which may be threaded within the vendor library used by this implementation. Consult the documentation for the vendor library for further information.

Please consult the X06 Chapter Introduction for information on how to control and interrogate the OpenMP environment used within this routine. Please also consult the Users' Note for your implementation for any additional implementation-specific information.

9 Further Comments

The total number of real floating-point operations is approximately $4mn(m+n)$.

To solve the **general** complex Sylvester equation

$$AX \pm XB = C$$

where A and B are general matrices, A and B must first be reduced to Schur form (by calling F08PNF (ZGEEES), for example):

$$A = Q_1 \tilde{A} Q_1^H \quad \text{and} \quad B = Q_2 \tilde{B} Q_2^H$$

where \tilde{A} and \tilde{B} are upper triangular and Q_1 and Q_2 are unitary. The original equation may then be transformed to:

$$\tilde{A} \tilde{X} \pm \tilde{X} \tilde{B} = \tilde{C}$$

where $\tilde{X} = Q_1^H X Q_2$ and $\tilde{C} = Q_1^H C Q_2$. \tilde{C} may be computed by matrix multiplication; F08QVF (ZTRSYL) may be used to solve the transformed equation; and the solution to the original equation can be obtained as $X = Q_1 \tilde{X} Q_2^H$.

The real analogue of this routine is F08QHF (DTRSYL).

10 Example

This example solves the Sylvester equation $AX + XB = C$, where

$$A = \begin{pmatrix} -6.00 - 7.00i & 0.36 - 0.36i & -0.19 + 0.48i & 0.88 - 0.25i \\ 0.00 + 0.00i & -5.00 + 2.00i & -0.03 - 0.72i & -0.23 + 0.13i \\ 0.00 + 0.00i & 0.00 + 0.00i & 8.00 - 1.00i & 0.94 + 0.53i \\ 0.00 + 0.00i & 0.00 + 0.00i & 0.00 + 0.00i & 3.00 - 4.00i \end{pmatrix},$$

$$B = \begin{pmatrix} 0.50 - 0.20i & -0.29 - 0.16i & -0.37 + 0.84i & -0.55 + 0.73i \\ 0.00 + 0.00i & -0.40 + 0.90i & 0.06 + 0.22i & -0.43 + 0.17i \\ 0.00 + 0.00i & 0.00 + 0.00i & -0.90 - 0.10i & -0.89 - 0.42i \\ 0.00 + 0.00i & 0.00 + 0.00i & 0.00 + 0.00i & 0.30 - 0.70i \end{pmatrix}$$

and

$$C = \begin{pmatrix} 0.63 + 0.35i & 0.45 - 0.56i & 0.08 - 0.14i & -0.17 - 0.23i \\ -0.17 + 0.09i & -0.07 - 0.31i & 0.27 - 0.54i & 0.35 + 1.21i \\ -0.93 - 0.44i & -0.33 - 0.35i & 0.41 - 0.03i & 0.57 + 0.84i \\ 0.54 + 0.25i & -0.62 - 0.05i & -0.52 - 0.13i & 0.11 - 0.08i \end{pmatrix}.$$

10.1 Program Text

```

Program f08qvfe

!      F08QVF Example Program Text

!      Mark 26 Release. NAG Copyright 2016.

!      .. Use Statements ..
      Use nag_library, Only: nag_wp, x04dbf, ztrsyl
!      .. Implicit None Statement ..
      Implicit None
!      .. Parameters ..
      Integer, Parameter          :: nin = 5, nout = 6
!      .. Local Scalars ..
      Real (Kind=nag_wp)         :: scale
      Integer                     :: i, ifail, info, lda, ldb, ldc, m, n
!      .. Local Arrays ..
      Complex (Kind=nag_wp), Allocatable :: a(:,,:), b(:,,:), c(:,,:)
      Character (1)                :: clabs(1), rlabs(1)
!      .. Executable Statements ..

```

```

      Write (nout,*) 'F08QVF Example Program Results'
      Write (nout,*)
      Flush (nout)
!     Skip heading in data file
      Read (nin,*)
      Read (nin,*) m, n
      lda = m
      ldb = n
      ldc = m
      Allocate (a(lda,m),b(ldb,n),c(ldc,n))

!     Read A, B and C from data file

      Read (nin,*)(a(i,1:m),i=1,m)
      Read (nin,*)(b(i,1:n),i=1,n)
      Read (nin,*)(c(i,1:n),i=1,m)

!     Solve the Sylvester equation A*X + X*B = C for X
!     The NAG name equivalent of ztrsyl is f08qvf
      Call ztrsyl('No transpose','No transpose',1,m,n,a,lda,b,ldb,c,ldc,scale, &
        info)
      If (info>=1) Then
        Write (nout,99999)
        Write (nout,*)
        Flush (nout)
      End If

!     Print X
!     ifail: behaviour on error exit
!           =0 for hard exit, =1 for quiet-soft, =-1 for noisy-soft
      ifail = 0
      Call x04dbf('General',' ',m,n,c,ldc,'Bracketed','F8.4', &
        'Solution Matrix','I',rlabs,'I',clabs,80,0,ifail)

99999 Format (/, ' A and B have common or very close eigenvalues.',/, ' Pe', &
        'rturbed values were used to solve the equations')
      End Program f08qvfe

```

10.2 Program Data

F08QVF Example Program Data

```

  4  4
(-6.00,-7.00) ( 0.36,-0.36) (-0.19, 0.48) ( 0.88,-0.25) :Values of M and N
( 0.00, 0.00) (-5.00, 2.00) (-0.03,-0.72) (-0.23, 0.13)
( 0.00, 0.00) ( 0.00, 0.00) ( 8.00,-1.00) ( 0.94, 0.53)
( 0.00, 0.00) ( 0.00, 0.00) ( 0.00, 0.00) ( 3.00,-4.00) :End of matrix A
( 0.50,-0.20) (-0.29,-0.16) (-0.37, 0.84) (-0.55, 0.73)
( 0.00, 0.00) (-0.40, 0.90) ( 0.06, 0.22) (-0.43, 0.17)
( 0.00, 0.00) ( 0.00, 0.00) (-0.90,-0.10) (-0.89,-0.42)
( 0.00, 0.00) ( 0.00, 0.00) ( 0.00, 0.00) ( 0.30,-0.70) :End of matrix B
( 0.63, 0.35) ( 0.45,-0.56) ( 0.08,-0.14) (-0.17,-0.23)
(-0.17, 0.09) (-0.07,-0.31) ( 0.27,-0.54) ( 0.35, 1.21)
(-0.93,-0.44) (-0.33,-0.35) ( 0.41,-0.03) ( 0.57, 0.84)
( 0.54, 0.25) (-0.62,-0.05) (-0.52,-0.13) ( 0.11,-0.08) :End of matrix C

```

10.3 Program Results

F08QVF Example Program Results

Solution Matrix

```

      1           2           3
1 ( -0.0611,  0.0249) ( -0.0031,  0.0798) ( -0.0062,  0.0165)
2 (  0.0215, -0.0003) ( -0.0155,  0.0570) ( -0.0665,  0.0718)
3 ( -0.0949, -0.0785) ( -0.0415, -0.0298) (  0.0357,  0.0244)
4 (  0.0281,  0.1052) ( -0.0970, -0.1214) ( -0.0271, -0.0940)

```

1 (0.0054, -0.0063)
2 (0.0290, -0.2636)
3 (0.0284, 0.1108)
4 (0.0402, 0.0048)
