Title

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transposeonly( ) — Transposition without conjugation

Description

`transposeonly(`*A*`)` returns *A* with its rows and columns interchanged. When *A* is real, the actions of `transposeonly(`*A*`)` are indistinguishable from coding *A*′; see [M-2] **op_transpose**. The returned result is the same, and the execution time is the same, too. When *A* is complex, however, `transposeonly(`*A*`)` is equivalent to coding `conj(`*A*′`)`, but `transposeonly()` obtains the result more quickly.

`_transposeonly(`*A*`)` interchanges the rows and columns of *A* in place—without use of additional memory—and returns the transposed (but not conjugated) result in *A*.

Syntax

numeric matrix	`transposeonly(`*numeric matrix A*`)`
void	`_transposeonly(`*numeric matrix A*`)`

Remarks and examples

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`transposeonly()` is useful when you are coding in the programming, rather than the mathematical, sense. Say that you have two row vectors, `a` and `b`, and you want to place the two vectors together in a matrix `R`, and you want to turn them into column vectors. If `a` and `b` were certain to be real, you could just code

```
R = (a', b')
```

The above line, however, would result in not just the organization but also the values recorded in `R` changing if `a` or `b` were complex. The solution is to code

```
R = (transposeonly(a), transposeonly(b))
```

The above line will work for real or complex `a` and `b`. If you were concerned about memory consumption, you could instead code

```
R = (a \ b)
_transposeonly(R)
```

Conformability

`transposeonly(`*A*`)`:

	A:	$r \times c$
	result:	$c \times r$

`_transposeonly(`*A*`)`:

input:		
	A:	$r \times c$
output:		
	A:	$c \times r$

Diagnostics

`_transposeonly(`*A*`)` aborts with error if *A* is a view.

Also see

[M-2] **op_transpose** — Conjugate transpose operator

[M-5] **_transpose( )** — Transposition in place

[M-4] **Manipulation** — Matrix manipulation