

transposeonly() — Transposition without conjugation

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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 × c
result:   c × 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