

SYMMETRY_TENSOR Reference Manual

1.0

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Chapter 1

SYMMETRY_TENSOR Class Index

1.1 SYMMETRY_TENSOR Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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SyTensor_t (Class of the symmetry tensor)	7

Chapter 2

SYMMETRY_TENSOR File Index

2.1 SYMMETRY_TENSOR File List

Here is a list of all documented files with brief descriptions:

Block.h	??
Bond.h	??
doxygen_c.h (File containing example of doxygen usage for quick reference)	11
Matrix.h	??
myLapack.h	??
Network.h	??
Qnum.h	??
SyTensor.h (This is the header file for the class of symmetry tensor "Sy-Tensor_t")	15
TensorLib.h	??

Chapter 3

SYMMETRY_TENSOR Class Documentation

3.1 BoxStruct_struct Struct Reference

Use brief, otherwise the index won't have a brief explanation.

```
#include <doxygen_c.h>
```

Public Attributes

- `int a`
- `int b`
- `double c`

3.1.1 Detailed Description

Use brief, otherwise the index won't have a brief explanation.

Detailed explanation.

3.1.2 Member Data Documentation

3.1.2.1 `int BoxStruct_struct::a`

Some documentation for the member **BoxStruct::a** (p. 5).

3.1.2.2 `int BoxStruct_struct::b`

Some documentation for the member **BoxStruct::b** (p. 5).

3.1.2.3 `double BoxStruct_struct::c`

Etc.

The documentation for this struct was generated from the following file:

- `doxygen_c.h`

3.2 SyTensor_t Class Reference

Class of the symmetry tensor.

```
#include <SyTensor.h>
```

Public Member Functions

- **SyTensor_t ()**
*How frequent it is used: *.*
- **SyTensor_t (const string &fname)**
To read in a binary file of a tensor which is written out by member function save().
*How frequent it is used: * * *.*
- **SyTensor_t (vector< Bond_t > &_bonds, const string &_name="")**
To construct a tensor from a given bond array.
*How frequent it is used: * * *.*
- **SyTensor_t (vector< Bond_t > &_bonds, vector< int > &labels, const string &_name="")**
To construct a tensor from a given bond array and a given label array.
*How frequent it is used: * *.*
- **SyTensor_t (vector< Bond_t > &_bonds, int *labels, const string &_name="")**
- **SyTensor_t (const SyTensor_t &SyT)**
- **SyTensor_t & operator= (const SyTensor_t &SyT)**
- **void addLabel (vector< int > &newLabels)**
- **void addLabel (int *newLabels)**
- **void reshape (vector< int > &newLabels, int rowBondNum)**
- **void reshape (int *newLabels, int rowBondNum)**
- **void addRawElem (double *rawElem)**
- **void transpose ()**
- **void randomize ()**
- **vector< Qnum_t > qnums ()**
- **void setName (const string &_name)**
- **double at (vector< int > idxs) const**
- **void check ()**
- **void save (const string &fname)**
- **void operator *= (SyTensor_t &Tb)**
- **void operator += (const SyTensor_t &Tb)**
- **void operator *= (double a)**
- **Matrix_t getBlock (Qnum_t qnum, bool diag=false)**
- **void putBlock (const Qnum_t &qnum, Matrix_t &mat)**
- **void orthoRand ()**
- **void orthoRand (const Qnum_t &qnum)**
- **void eye ()**
- **void eye (const Qnum_t &qnum)**
- **void bzero (const Qnum_t &qnum)**
- **void bzero ()**

Friends

- class `Node_t`
- class `Network_t`
- `ostream & operator<< (ostream &os, SyTensor_t &SyT)`
- `SyTensor_t operator * (SyTensor_t &Ta, SyTensor_t &Tb)`
- `SyTensor_t operator+ (const SyTensor_t &Ta, const SyTensor_t &Tb)`
- `SyTensor_t operator * (const SyTensor_t &Ta, double a)`
- `SyTensor_t operator * (double a, const SyTensor_t &Ta)`
- `void printRawElem (const SyTensor_t &SyT)`

3.2.1 Detailed Description

Class of the symmetry tensor.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 `SyTensor_t::SyTensor_t ()`

How frequent it is used: *.

How frequent it is used: *

See also:

File `demo/SyTensor_basic.cpp`

3.2.2.2 `SyTensor_t::SyTensor_t (const string & fname)`

To read in a binary file of a tensor which is written out by member function `save()`.

How frequent it is used: * * *.

Parameters:

fname The file name of the tensor being loaded, which is of type STL `string`.

See also:

File `demo/SyTensor_basic.cpp`

3.2.2.3 `SyTensor_t::SyTensor_t (vector< Bond_t > & _bonds, const string & _name = "")`

To construct a tensor from a given bond array.

How frequent it is used: * * *.

Parameters:

_bonds an STL vector of object `Bond_t`.

_name The given name of a tensor, STL string.

See also:

File demo/SyTensor_basic.cpp

Note:

The number of bonds must be larger than one, that is, the library does not support rank 0 tensor.

Warning:

```
assert(_bonds.size() > 0)
```

3.2.2.4 SyTensor_t::SyTensor_t (vector< Bond_t > & *_bonds*, vector< int > & *labels*, const string & *_name* = "")

To construct a tensor from a given bond array and a given label array.

How frequent it is used: * *.

Parameters:

_bonds an STL vector of object Bond_t.

_labels.

See also:

File demo/SyTensor_basic.cpp

Note:

each label is 1-1 corresponding to each bond in order of array.

Warning:

```
assert(_bonds.size() == _labels.size())
```

The documentation for this class was generated from the following file:

- SyTensor.h

Chapter 4

SYMMETRY_TENSOR File Documentation

4.1 doxygen_c.h File Reference

File containing example of doxygen usage for quick reference.

```
#include <systemheader1.h>
#include <systemheader2.h>
#include <box/header1.h>
#include <box/header2.h>
#include "local_header1.h"
#include "local_header2.h"
```

Classes

- struct **BoxStruct_struct**
Use brief, otherwise the index won't have a brief explanation.

Typedefs

- typedef enum **BoxEnum_enum** **BoxEnum**
Use brief, otherwise the index won't have a brief explanation.
- typedef **BoxStruct_struct** **BoxStruct**
Use brief, otherwise the index won't have a brief explanation.

Enumerations

- enum **BoxEnum_enum** { **BOXENUM_FIRST**, **BOXENUM_SECOND**, **BOXENUM_ETC** }

Use brief, otherwise the index won't have a brief explanation.

Functions

- **BOXEXPORT BoxStruct * Box_The_Function_Name (BoxParamType1 param1, BoxParamType2 param2)**

Example showing how to document a function with Doxygen.

- **BOXEXPORT void * Box_The_Second_Function (void)**

A simple stub function to show how links do work.

- **BOXEXPORT void Box_The_Last_One (void)**

4.1.1 Detailed Description

File containing example of doxygen usage for quick reference.

Author:

My Self

Date:

9 Sep 2012

Here typically goes a more extensive explanation of what the header defines. Doxygens tags are words preceeded by either a backslash \ or by an at symbol @.

See also:

<http://www.stack.nl/~dimitri/doxygen/docblocks.html>

<http://www.stack.nl/~dimitri/doxygen/commands.html>

4.1.2 Typedef Documentation

4.1.2.1 typedef enum BoxEnum_enum BoxEnum

Use brief, otherwise the index won't have a brief explanation.

Detailed explanation.

4.1.2.2 typedef struct BoxStruct_struct BoxStruct

Use brief, otherwise the index won't have a brief explanation.

Detailed explanation.

4.1.3 Enumeration Type Documentation

4.1.3.1 enum BoxEnum_enum

Use brief, otherwise the index won't have a brief explanation.

Detailed explanation.

Enumerator:

BOXENUM_FIRST Some documentation for first.
BOXENUM_SECOND Some documentation for second.
BOXENUM_ETC Etc.

```
50                                     {
51   BOXENUM_FIRST,
52   BOXENUM_SECOND,
53   BOXENUM_ETC
54 } BoxEnum;
```

4.1.4 Function Documentation

4.1.4.1 BOXEXPORT BoxStruct* Box_The_Function_Name (BoxParamType1 *param1*, BoxParamType2 *param2*)

Example showing how to document a function with Doxygen.

Description of what the function does. This part may refer to the parameters of the function, like `param1` or `param2`. A word of code can also be inserted like `this` which is equivalent to `this` and can be useful to say that the function returns a `void` or an `int`. If you want to have more than one word in typewriter font, then just use `<tt>`. We can also include text verbatim,

like this

Sometimes it is also convenient to include an example of usage:

```
BoxStruct *out = Box_The_Function_Name(param1, param2);
printf("something...\n");
```

Or,

```
{.py}
pyval = python_func(arg1, arg2)
print pyval
```

when the language is not the one used in the current source file (but **be careful** as this may be supported only by recent versions of Doxygen). By the way, **this is how you write bold text** or, if it is just one word, then you can just do **this**.

Parameters:

param1 Description of the first parameter of the function.
param2 The second one, which follows `param1`.

Returns:

Describe what the function returns.

See also:

Box_The_Second_Function (p. 14)
Box_The_Last_One (p. 14)
<http://website/>

Note:

Something to note.

Warning:

Warning.

4.1.4.2 BOXEXPORT void Box_The_Last_One (void)

Brief can be omitted. If you configure Doxygen with JAVADOC_AUTOBRIEF=YES, then the first Line of the comment is used instead. In this function this would be as if

```
@brief Brief can be omitted.
```

was used instead.

4.1.4.3 BOXEXPORT void* Box_The_Second_Function (void)

A simple stub function to show how links do work.

Links are generated automatically for webpages (like <http://www.google.co.uk>) and for structures, like BoxStruct_struct (p.5). For typedef-ed types use BoxStruct (p.12). For functions, automatic links are generated when the parenthesis () follow the name of the function, like Box_The_Function_Name() (p.13). Alternatively, you can use Box_The_Function_Name (p.13).

Returns:

NULL is always returned.

4.2 SyTensor.h File Reference

This is the header file for the class of symmetry tensor "SyTensor_t".

```
#include <iostream>
#include <iomanip>
#include <math.h>
#include <vector>
#include <map>
#include <set>
#include <string>
#include <assert.h>
#include <stdint.h>
#include "Block.h"
#include "Bond.h"
#include "myLapack.h"
#include "Matrix.h"
```

Classes

- class SyTensor_t
Class of the symmetry tensor.

Defines

- #define DOUBLE double

Variables

- const int INIT = 1
- const int HAVELABEL = 2
- const int HAVEELEM = 4

4.2.1 Detailed Description

This is the header file for the class of symmetry tensor "SyTensor_t".

Author:

Yun-Da Hsieh

Date:

28 Aug 2013

See also:

<http://www.stack.nl/~dimitri/doxygen/docblocks.html>
<http://www.stack.nl/~dimitri/doxygen/commands.html>

4.2.2 Variable Documentation

4.2.2.1 `const int HAVEELEM = 4`

A flag for having element assigned

4.2.2.2 `const int HAVELABEL = 2`

A flag for having labels added

4.2.2.3 `const int INIT = 1`

A flag for initialization

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