



- 1 **Class.** Elemental function.
- 2 **Argument.** X shall be of type real.
- 3 **Result Characteristics.** Same as X.
- 4 **Result Value.** The value of the result is a processor-dependent approximation to the exponentially-scaled complementary error function,  $\exp(x^2) \frac{2}{\sqrt{\pi}} \int_x^\infty \exp(-t^2) dt$ .
- 5
- 6 **Example.** The value of ERFC\_SCALED(20.0) is 0.02817434874 (approximately)

**NOTE 13.8<sup>1</sup>/<sub>2</sub>**

The complementary error function is asymptotic to  $\exp(-x^2)/(x\sqrt{\pi})$ . As such it underflows for  $x > \approx 9$  when using single-precision IEEE arithmetic. The exponentially-scaled complementary error function is asymptotic to  $1/(x\sqrt{\pi})$ . As such it does not underflow until  $x > \text{HUGE}(x)/\sqrt{\pi}$ .

7 **4.2  $L_2$  Norm**

8 [Insert into list of Array reduction functions in 13.5.12:] 297:7+  
 9 **NORM2 (X)**  $L_2$  norm of an array

10 [Insert after 13.7.87 NOT (I):] 340:26+

11 **13.7.87<sup>1</sup>/<sub>2</sub> NORM2 (X)**

- 12 **Description.**  $L_2$  norm of an array.
- 13 **Class.** Transformational function.
- 14 **Argument.** X shall be of type real. It shall not be scalar.
- 15 **Result Characteristics.** Scalar of the same type and kind type parameter value as X.
- 16 **Result Value.** The result has a value equal to a processor-dependent approximation to the  $L_2$  norm of X if X is a rank-one array, the Frobenius norm of X if X is a rank-two array, and the generalized  $L_2$  norm of X for higher-rank arrays. In all cases, this is the square root of the sum of the squares of all elements.

19 *Case (i):* X is a rank-one array.

$$\text{NORM2}(X) = \sqrt{\sum_{i=1}^{\text{SIZE}(X)} X(i)^2}$$

*Case (ii):* X is a rank-two array.

$$\text{NORM2}(X) = \sqrt{\sum_{i=1}^{\text{SIZE}(X,1)} \sum_{j=1}^{\text{SIZE}(X,2)} X(i,j)^2}$$

*Case (n):* X is a rank-n array.

$$\text{NORM2}(X) = \sqrt{\sum_{i_1=1}^{\text{SIZE}(X,1)} \cdots \sum_{i_n=1}^{\text{SIZE}(X,n)} X(i_1, \dots, i_n)^2}$$

- 20 **Example.** The value of NORM2( (/ 3.0, 4.0 /) ) is 5.0 (approximately).

**NOTE 13.16<sup>1</sup>/<sub>2</sub>**

It is recommended that the processor compute NORM2 in such a way that intermediate results do not overflow or underflow unless the final result would overflow or underflow, respectively.