Welcome

Modern Fortran (F77 to F90 and beyond)

Virtual tutorial starts at 15.00 BST

Modern Fortran: F77 to F90 and beyond

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Fortran

- Ancient History (1967)
  - Name comes from **FOR**mula **TRAN**slation
  - Fortran 66 was the first language to have a standard
- Fortran 77 (1978)
  - New standard to overcome divergence in different implementations
- Fortran 90 (1991)
  - Major revision – much improved programmability
  - Added modules, derived data types, dynamic memory allocation, intrinsics
  - But retained backward compatibility!
- Fortran 95 (1997)
  - Minor revision but added several HPC related features; **`forall`**, **`where`**, **`pure`**, **`elemental`**, pointers
- Fortran 2003 (2004)
  - Major revision: OO capabilities, procedure pointers, IEEE arithmetic, C interoperability,
- Fortran 2008 (2010)
  - Minor change: co-arrays and sub modules
- Fortran 2015 (2018?)
  - Minor revision: planned improvements in interoperability between Fortran and C, parallel features, etc..

F90 text/character changes

- Names (variables, program units, labels) maximum size increased:
  - Up to 31 characters, only 6 character in F77
- Comments start with `!`
  - Also allows inline comments: i.e. `a = b + c ! My sum`
  - F77: `c` or `C` in column 1
- Free-format
  - Up to 132 character lines
  - No specification about where on a line characters are
  - Spaces not allowed inside constants or variable names

```
fred = 1 00 42          ✗
   fred    =    10042   ✓
```

  - Continuation of lines done using `&` at end of line

```
a = b +   &
 c ! My sum
```

  - Breaking character strings requires & at end of line and the beginning of the next line

```
mystring = 'hello&
   & and welcome'
```

  - Can use `""` and `''` for character strings (allows `"you're an idiot"` type strings)

Typing

- IMPLICIT NONE
  - Instruct the compiler to disable implicit typing for a program unit
  - Implemented in most F77 compilers prior to F90
  - Required for main program, subroutines/functions (unless in contains), and modules
- New variable definition format
  - `::` used to separate attributes from variable names

```
integer, parameter :: bob = 6
```

  - rather than

```
integer bob
parameter (bob=6)
```

Typing

- intents to provide compiler checking and optimisation options
  - `intent(in)`: Variable data will be used inside the routine but not modified
  - `intent(out)`: Variable will be modified in the routine but the initial value will not be used
  - `intent(inout)`: Variable initial data required and will be modified in the routine

Modules

- Constants, variables, and procedures can be encapsulated in modules for use in one or more programs.
- A module is a collection of variables and procedures

```
module sort
   implicit none
   ! variable specifications
   ...
contains
   ! procedure specifications
   subroutine sort_sub1()
   ...
   end subroutine sort_sub1
   ...
end module sort
```

- Variables declared above **`contains`** are in scope
  - Everywhere in the module itself
  - Can also be made available by *using* the module

Points about modules

- Within a module, functions and subroutines are known as module procedures
- Module procedures can contain internal procedures
- Module objects can be given the `SAVE` attribute
- Modules can be `USE`d by procedures and modules
- Modules must be compiled before the program unit which uses them
  - This can complicate your build process
  - Some use scripts or small applications to work out the correct compile order

Using modules

- Contents of a module are made available with **`use`** :

```
PROGRAM TriangUser
  USE Triangle_Operations
  IMPLICIT NONE
  REAL :: a, b, c
```

  - The **`use`** statement(s) should go directly after the program statement
  - **`implicit none`** should go directly *after* any use statements
- There are important benefits
  - Procedures contained within modules have explicit interfaces
  - Number and type of the arguments is checked at compile time
  - Not the case for external procedures
  - Can implement data hiding or encapsulation
    - via **`public`** and **`private`** statements and attributes

Derived data types

- F90 allows the use of derived data types
  - Groups of data structures
  - Enables building of more sophisticated types than the intrinsic ones, i.e. linked data structures, lists, trees etc…
- Imagine we wish to specify objects representing persons
  - Each person is uniquely distinguished by a name and room number
  - We can define a corresponding "person" data type as follows:

```
type person
   character (len=10):: name
   integer            :: officeNumber
end type person
```

Derived data types

- To create a derived type variable you use the syntax:

```
type(person) :: fred, me
```

- Initialisation (construction) possible as well:

```
fred = person("Fred Jones", 21)
```

- **`fred`** is a variable containing 2 elements: **`name`**, **`officeNumber`**
- Elements (individual components) of derived type can be accessed by component selector: **`%`**

```
fred%name                 ! contains the name of you
fred%officeNumber         ! contains the age of you
```

Operators

- Comparison operators:
  - New characters for operators, either can be used, can be mixed

```
.lt. =>   <       ! less than
.le. =>   <=      ! less than or equal
.gt. =>   >       ! greater than
.ge. =>   >=      ! greater than or equal
.eq. =>   ==      ! equal
.ne. =>   /=      ! not equal
```

- Logical variables should be compared with

```
.eqv.
.neqv.
```

Operator overloading

- Using interfaces it is possible to overload operators (or define your own operators) as well:

```
implicit none

interface operator(+)
  module procedure real_sum, int_sum
end interface



…
```

- Only really makes sense if you define your own operators or datatypes
  - Can't override existing definitions (**the above example isn't actually allowed**)

Loops

- `do` loop terminated by `end do`

```
  do i=1,10
    x = x + y
  end do
```

- rather than

```
  do 10 i=1,10
10  x = x + y
```

- `cycle` keyword will skip a loop iteration

```
do i=1,10
  if(i .eq. 5) cycle
  x = x + y
end do
```

- `exit` keyword will finish the loop

```
do i=1,10
  x = x + y
  if(x>100) exit
end do
```

Dynamic memory

- Dynamic memory supported by `allocatable` attribute, `allocate`, `deallocate` and `allocated` routines
  - Automatically deallocated when out of scope unless `SAVE`d

```
real, allocatable :: charles(:,:)
integer :: myerror
…
allocate(charles(1000,10))
…
if(.not. allocated(charles)) then
  allocate(charles(1000,10),stat=myerror)
  if(myerror /= 0) stop
end if
…
deallocate(charles)
```

Portable precision

- F77 defined variable precision by specify the number of bytes data stored in:

```
integer*4, real*8
```

- F90 introduces more control, can specify required variable range
- `SELECTED_INT_KIND`: define the minimum number of decimal digits required
- `SELECTED_REAL_KIND`: define minimum number of decimal digits and exponent range

```
INTEGER, PARAMETER :: large_int = SELECTED_INT_KIND(9)
INTEGER(KIND=large_int) :: i
```

- `large_int` is non-negative if the desired range of integer values, $-10^9 < n < 10^9$ can be achieved

Portable precision

```
INTEGER, PARAMETER :: small_real = SELECTED_REAL_KIND(6,37)
```

- `small_real` is non-negative if the desired exponent range of real values, $-10^{37} < n < 10^{37}$ can be achieved, and the desired number of decimal digits, `.000001` ,can be achieved
- `selected_real_kind` returns:
  - -1 if the precision cannot be achieved
  - -2 if the range cannot be achieved

```
REAL(KIND=small_real) :: x
real(small_real), allocatable :: my_data(:,:)
```

- Constants can be specified with a kind type (like `7.d0`)

```
INTEGER(KIND=large_int) :: I = 7_large_int
REAL(KIND=small_real) :: x = 5.0_small_real
```

Array operations

- Fortran can operate on whole arrays
  - whole or subsections

`a = 0.0` ! scalar conforms to any shape

`b = c + d` ! `b,c,d` must be conformable

`e = sin(f) + cos(g)` ! and so must `e,f,g`

- Subsection selection:
  - `REAL, DIMENSION(1:15) :: A`

`A(:)`	whole array
`A(m:)`	elements `m` to `15` inclusive
`A(:n)`	elements `1` to `n` inclusive
`A(m:n)`	elements `m` to `n` inclusive
`A(::2)`	elements `1` to `15` in steps of `2`
`A(m:m)`	1 element section of rank 1

- `WHERE (P > 0.0) P = log(P)`

Array operations

- Range of array intrinsics

```
WHERE (P > 0.0) P = log(P)
WHERE (P > 0.0)
      X = X + log(P)
      Y = Y - 1.0/P
END WHERE
nonnegP = COUNT(P > 0.0)
sumP = SUM(P)
P = MOD(P,2)
```

Advice for moving to F90 from F77

- Text changes required
  - Comments `c` -> `!`
  - Continuation lines `&` at column 6 becomes `&` at end of the line
- Implicit none
  - Make sure typing is explicit
  - If code uses implicit typing this require lots of variable declarations
  - Rename variables if you are declaring them for the first time
  - Use kind parameters if you are declaring new variables
- Use modules
  - Split code into sensible groupings
  - Convert groupings into modules
  - Use those modules where required
  - Common blocks to modules
  - Files to modules

Advice for moving to F90 from F77

- Using modules
  - Make module private by default
  - Only use the components you require
- Convert `do` loops
- Rename variables
- Declare variables using module defined kind parameters
  - Enables easy change of precision if required
- Move to dynamic allocation from static
- Consider array syntax for new code development

Interoperable code F77 and F90

- Occasionally it's necessary to have code that works in both F77 and F90
  - i.e. include file for library
- Can be done by including continuation characters in correct place
  - `&` at the end of the line but after the 72 character (F90)
  - `&` at the beginning of the line in column 6 (F77)
- No inline comments
- Comment character `!` in 1st column
  - Not strictly F77 compliant but compilers will generally accept this

Newer features

- C interoperability
  - New module `ISO_C_BINDING`
    - Has the kind types for C intrinsic variables
  - Defined types and structures can be inter-operable:

```
TYPE, BIND(C) :: matrix
        ....
END TYPE matrix
```

    - Some restrictions on what can be in the types or structures
  - Same can be done for procedures with defined interfaces

Newer features

- Object oriented programming
  - Modules and derived types can be used to make “semi-classes”
    - Encapsulation of data and functions with modules
    - Controlled access to data or functions with private and public keywords
    - Polymorphism with interfaces
    - Operator overloading with interfaces
  - F2003 introduces further OO functionality
    - Type bound procedures

```
module building
  implicit none
  integer, parameter :: MAXLEN = 100
  type person
      character(MAXLEN) :: name
      integer :: officeNumber
  contains
      procedure, nopass :: getName
      procedure :: setName
      procedure :: getOfficeNumber
      procedure :: setOfficeNumber
  end type person
end module building
```

Newer features

- Class variable passed to type bound procedures
  - Allows polymorphic procedures
- Type bound procedures must take a class variable
  - Variable name is not prescribed (self is not a keyword)
  - Automatically passed
  - Allows for data polymorphism

```
function getName(self)
class(person), intent(inout):: self
character(MAXLEN) :: getName
  getName = self%name
end subroutine
```

- Allowed unlimited polymorphic type

```
   class(*)
```

- Can define abstract classes, extend classes, overload procedures, etc…

Newer features

- Pointers
  - Alias to variables
- Co-arrays
  - Parallel programming using partitioned global address space (PGAS) approach
- Recursive procedure support
- select…case… functionality

Goodbye

Virtual tutorial has finished

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