XL Fortran Enterprise Edition for AIX

Language Reference

Version 9.1

SC09-7897-00

XL Fortran Enterprise Edition for AIX

Language Reference

Version 9.1

SC09-7897-00

Note!
Before using this information and the product it supports, be sure to read the general information under "Notices" on page 831.

First Edition (August 2004)

This edition applies to IBM XL Fortran Enterprise Edition (Program 5724-I08), Version 9.1 and to all subsequent releases and modifications until otherwise indicated in new editions. Make sure you are using the correct edition for the level of the product.

IBM welcomes your comments. You can send your comments electronically to the network ID listed below. Be sure to include your entire network address if you wish a reply.

compinfo@ca.ibm.com

When you send information to IBM, you grant IBM a nonexclusive right to use or distribute the information in any way it believes appropriate without incurring any obligation to you.

Contents

XL Fortran for AIX

The *Language Reference* is part of a documentation suite that offers information on installing and using the XL Fortran compiler on AIX. In addition to the *Language Reference*, this suite also includes:

- The Installation Guide for information on installing the XL Fortran compiler.
- The *XL Fortran Enterprise Edition for AIX User's Guide* for information on tasks like setting up the compiler, specifying compiler options, and porting a program to XL Fortran.

Fortran (FORmula TRANslation) is a high-level programming language primarily useful for engineering, mathematical, and scientific applications involving numeric computations. This document is a source for users who already have experience programming applications in Fortran. Users new to Fortran can still use this document to find information on the language and features unique to XL Fortran, though this reference is not a programming tutorial.

This document defines the syntax, semantics, and restrictions you must follow to write valid XL Fortran programs. The compiler detects most non-conformities to the XL Fortran language rules, but may not detect some syntactic and semantic combinations. The compiler can not detect all combinations for performance reasons, or because the nonconformance is only detectable at run time. XL Fortran programs that contain these undiagnosed combinations are not valid, whether or not the programs run as expected.

This section contains information on:

- Supported Language Standards in XL Fortran
- How to Read XL Fortran Syntax Diagrams
- Typographical Conventions
- Using Examples

The following lists group information into sections that provide detail on particular language topics and implementations:

- XL Fortran language elements:
  - Fundamentals of the XL Fortran Language
  - Data Types and Objects
  - Arrays
  - Expressions and Assignment
  - Execution Control
  - Program units and Procedures
  - Understanding XL Fortran Input/Output
  - Input/Output Formatting
  - Statements and Attributes
  - General Directives
  - Intrinsic Procedures
- Creating and managing parallel environments in XL Fortran:
  - SMP Directives
  - OpenMP Execution Environment and Lock Routines

- Pthreads Library Module

- Procedures that provide hardware-related functionality, and additional features for those already familiar with the Fortran language:
  - Floating-point Control and Inquiry Procedures
  - Hardware–Specific Directives
  - Hardware–Specific Intrinsic Procedures
  - Language Interoperability Features
  - The ISO_FORTRAN_ENV Intrinsic Module
  - Service and Utility Procedures

Language Standards

The Typographical Conventions section contains details on how XL Fortran marks language standard specific information.

Fortran 2003 Draft Standard

Segments of this document contain information based on the Fortran 2003 Draft Standard. The draft standard is open to continual interpretation, modification and revision. IBM reserves the right to modify the behavior of any features of this product to conform with future interpretations of this draft standard.

Fortran 95

The Fortran 95 language standard is upward-compatible with the FORTRAN 77 and Fortran 90 language standards, excluding deleted features. Some of the improvements provided by the Fortran 95 standard are:

- Default initialization.
- **ELEMENTAL** functions.
- The **FORALL** construct statement.
- **POINTER** initialization.
- **PURE** functions.
- Specification functions.

The Fortran standard committees respond to questions of interpretation about aspects of Fortran. Some questions can relate to language features already implemented in the XL Fortran compiler. Any answers given by these committees relating to these language features can result in changes to future releases of the XL Fortran compiler, even if these changes result in incompatibilities with previous releases of the product.

Fortran 90

Fortran 90 offers many new features and feature enhancements to FORTRAN 77. The following topics outline some of the key features that Fortran 90 brings to the FORTRAN 77 language:

- Array enhancements.
- Control construct enhancements.
- Derived types.
- Dynamic behavior.
- Free source form.
- Modules.

- Parameterized data types.
- Procedure enhancements.
- Pointers.

Other Standards and Standards Documents

OpenMP Fortran API Version 2.0

The OpenMP Fortran API provides additional features which you can use to supplement the existing FORTRAN 77, Fortran 90 and Fortran 95 language standards.

The OpenMP Architecture Review Board (ARB) responds to questions of interpretation about aspects of the API. Some of these questions can relate to interface features implemented in this version of the XL Fortran compiler. Any answers given by this committee relating to the interface can result in changes in future releases of the XL Fortran compiler, even if these changes result in incompatibilities with previous releases of the product.

You can find information pertaining to the implementation of OpenMP Fortran API Version 2.0 in the following sections:

- Environment variables
- OpenMP Execution Environment and Lock Routines
- SMP Directives.

Standards Documents

XL Fortran is designed according to the following standards. You can refer to these standards for precise definitions of some of the features found in this document.

- *American National Standard Programming Language FORTRAN*, ANSI X3.9-1978.
- *American National Standard Programming Language Fortran 90*, ANSI X3.198-1992. (This document uses its informal name, Fortran 90.)
- *ANSI/IEEE Standard for Binary Floating-Point Arithmetic*, ANSI/IEEE Std 754-1985.
- *Federal (USA) Information Processing Standards Publication Fortran*, FIPS PUB 69-1.
- *Information technology - Programming languages - Fortran*, ISO/IEC 1539-1:1991 (E).
- *Information technology - Programming languages - Fortran - Part 1: Base language*, ISO/IEC 1539-1:1997. (This document uses its informal name, Fortran 95.)
- *Information technology - Programming languages - Fortran - Floating-Point Exception Handling*, ISO/IEC JTC1/SC22/WG5 N1379.
- *Information technology - Programming languages - Fortran - Enhance Data Type Facilities*, ISO/IEC JTC1/SC22/WG5 N1378.
- *Military Standard Fortran DOD Supplement to ANSI X3.9-1978*, MIL-STD-1753 (United States of America, Department of Defense standard). Note that XL Fortran supports only those extensions documented in this standard that have also been subsequently incorporated into the Fortran 90 standard.
- *OpenMP Fortran Language Application Program Interface*, Version 2.0 (Nov 2000) specification.

Typographical Conventions

This document uses the following methods to differentiate text:

- Fortran keywords, commands, statements, directives, intrinsic procedures, compiler options, and filenames are shown in bold. For example, **COMMON**, **END**, and **OPEN**.

- References to other sources of information appear in *italics*.
- Variable names and user-specified names appear in lowercase italics. For example, *array_element_name*.

Fortran 2003 Draft Standard

Large blocks of text delineating Fortran 2003 draft standard specific information are enclosed by marked brackets, while ▸ F2003 brief Fortran 2003 draft standard extensions F2003 ◂ are separated using icons.

End of Fortran 2003 Draft Standard

Fortran 95

Large blocks of text delineating Fortran 95 specific information are enclosed by marked brackets, while ▸ F95 brief Fortran 95 extensions F95 ◂ are separated using icons.

End of Fortran 95

The IBM Extension delineation is used in the following instances:

IBM Extension

- For extensions to the Fortran 90 and Fortran 95 standards, where an extension is any processor dependent value or behavior.
- ▸ IBM Brief IBM extensions IBM ◂ are separated using icons.

End of IBM Extension

Numbered notes are used in syntax diagrams to denote IBM and Fortran 95 extensions. See the sample syntax diagram in this section for an example.

How to Read Syntax Diagrams

Throughout this document, diagrams illustrate XL Fortran syntax. This section will help you to interpret and use those diagrams.

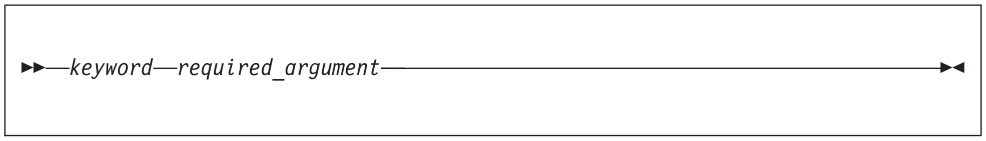
If a variable or user-specified name ends in *_list*, you can provide a list of these terms separated by commas.

You must enter punctuation marks, parentheses, arithmetic operators, and other special characters as part of the syntax.

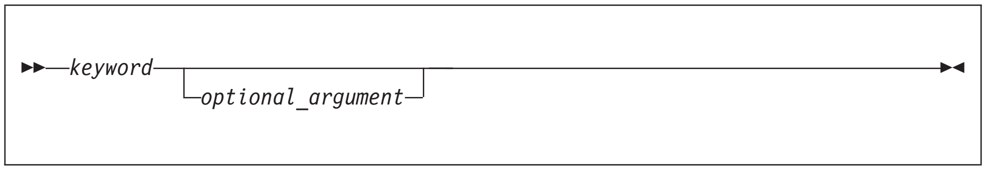
- Read syntax diagrams from left to right and from top to bottom, following the path of the line:
  - The ▸▸── symbol indicates the beginning of a statement.
  - The ──▸ symbol indicates that the statement syntax continues on the next line.
  - The ▸── symbol indicates that a statement continues from the previous line.
  - The ──▸◂ symbol indicates the end of a statement.
  - Program units, procedures, constructs, interface blocks and derived-type definitions consist of several individual statements. For such items, a box encloses the syntax representation, and individual syntax diagrams show the required order for the equivalent Fortran statements.

  – IBM and Fortran 95 extensions are marked by a number in the syntax diagram with an explanatory note immediately following the diagram.

- Required items appear on the horizontal line (the main path):



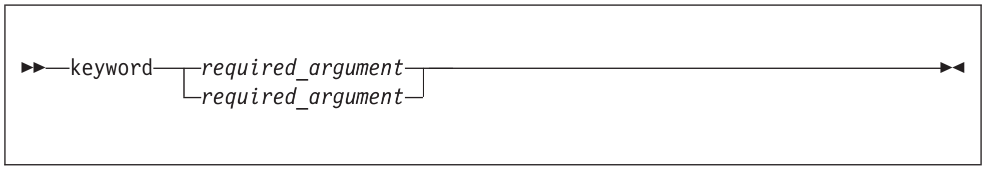
- Optional items appear below the main path:



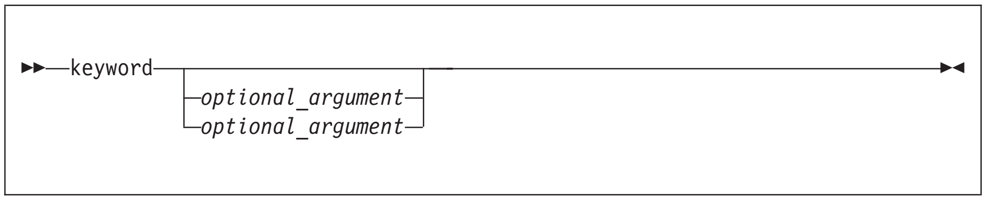
Note: Optional items (not in syntax diagrams) are enclosed by square brackets ([and]). For example, `[UNIT=]u`

- If you can choose from two or more items, they appear vertically, in a stack.

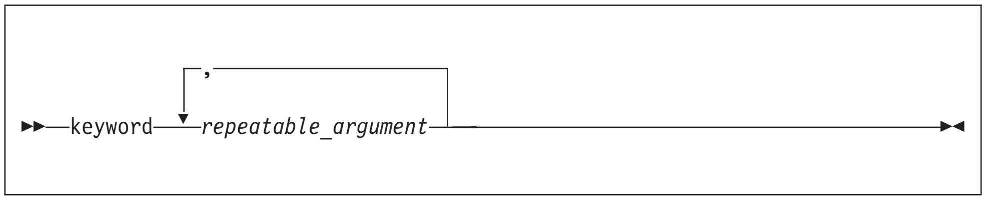
  If you *must* choose one of the items, one item of the stack appears on the main path:



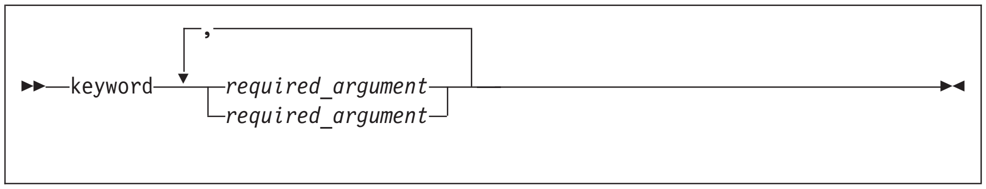
  If choosing one of the items is optional, the entire stack appears below the main path:



- An arrow returning to the left above the main line (a repeat arrow) indicates that you can repeat an item, and the separator character if it is other than a blank:

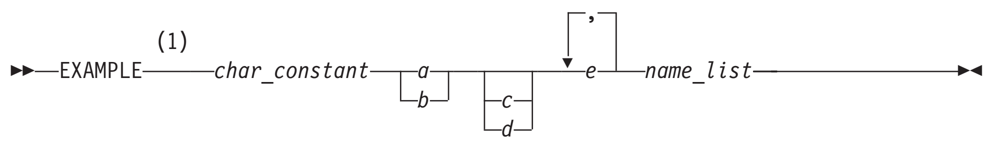


  A repeat arrow above a stack indicates that you can make more than one choice from the items in the stack.



Sample Syntax Diagram

The following is an example of a syntax diagram with an interpretation:



Notes:

1 IBM Extension

Interpret the diagram as follows:

- Enter the keyword **EXAMPLE**.
- **EXAMPLE** is an IBM extension.
- Enter a value for *char_constant*.
- Enter a value for *a* or *b*, but not for both.
- Optionally, enter a value for *c* or *d*.
- Enter at least one value for *e*. If you enter more than one value, you must put a comma between each.
- Enter the value of at least one *name* for *name_list*. If you enter more than one value, you must put a comma between each. (The *_list* syntax is equivalent to the previous syntax for *e*.)

Using Examples

- The examples in this document, except where otherwise noted, are coded in a simple style that does not try to conserve storage, check for errors, achieve fast performance, or demonstrate all possible methods to achieve a desired result.
- The examples in this document are compiled using one of these invocation commands: **f77**, **fort77**, **xlf**, **xlf_r**, **xlf_r7**, **xlf90**, **xlf90_r**, **xlf90_r7**, **xlf95**, **xlf95_r**, **xlf95_r7**. See *Compiling XL Fortran Programs* in the *User's Guide* for details.
- The text explaining an example contains information on any additional options you must specify to compile that example.
- You can paste the sample code from this document into an edit session. Most of the examples will compile with little or no change.
- Some sample programs from this document, and some other programs that illustrate ideas presented in this document, are in the directory **/usr/lpp/xlf/samples**.

Fundamentals of the XL Fortran Language

This section describes the fundamentals of an XL Fortran program:

- "Characters"
- "Names" on page 8
- "Statements" on page 9
- "Lines and Source Formats" on page 9
- "Order of Statements and Execution Sequence" on page 18

Characters

The XL Fortran character set consists of letters, digits, and special characters:

Table 1.

Letters				Digits	Special Characters	
A	N	* a	n	0		Blank
B	O	b	o	1	=	Equal sign
C	P	c	p	2	+	Plus sign
D	Q	d	q	3	-	Minus sign
E	R	e	r	4	*	Asterisk
F	S	f	s	5	/	Slash
G	T	g	t	6	(	Left parenthesis
H	U	h	u	7	)	Right parenthesis
I	V	i	v	8	,	Comma
J	W	j	w	9	.	Decimal point / period
K	X	k	x		$	Currency symbol
L	Y	l	y		'	Apostrophe
M	Z	m	z *		:	Colon
					!	Exclamation point
					"	Double quotation mark
					%	Percent sign
					&	Ampersand
					;	Semicolon
					?	Question mark
					<	Less than
					>	Greater than
					_	Underscore

IBM Extension

Note: * Lower case letters are used in XL Fortran

End of IBM Extension

The characters have an order known as a *collating sequence*, which is the arrangement of characters that determines their sequence order for such processes as sorting, merging, comparing. XL Fortran uses American National Standard Code for Information Interchange (ASCII) to determine the ordinal sequence of characters. (See Appendix B, "ASCII and EBCDIC Character Sets," on page 823 for a complete listing of the ASCII character set.)

White space refers to blanks and tabs. The significance of white space depends on the source format used. See "Lines and Source Formats" on page 9 for details.

A *lexical token* is a sequence of characters with an indivisible interpretation that forms a building block of a program. It can be a keyword, name, literal constant (not of type complex), operator, label, delimiter, comma, equal sign, colon, semicolon, percent sign, `::`, or =>.

Names

A *name* is a sequence of any or all of the following elements:
- Letters (A-Z, a-z)
- Digits (0-9)
- Underscores (_)
- ▶ IBM Dollar signs ($) IBM ◀

The first character of a name must not be a digit.

In Fortran 90 and Fortran 95, the maximum length of a name is 31 characters.

IBM Extension

In XL Fortran, the maximum length of a name is 250 characters. Although XL Fortran allows a name to start with an underscore, you may want to avoid using one in that position because the AIX operating system, and the XL Fortran compiler and libraries have reserved names that begin with underscores.

All letters in a source program are translated into lowercase unless they are in a character context. The character contexts are characters within character literal constants, character-string edit descriptors, and Hollerith constants.

Note: If you specify the **-qmixed** compiler option, names are not translated to lowercase. For example, XL Fortran treats

```
ia Ia iA IA
```

the same by default, but treats them as distinct identifiers if you specify the **-qmixed** compiler option.

End of IBM Extension

A name can identify entities such as:
- A variable
- A constant
- A procedure
- A derived type
- A construct
- A **CRITICAL** construct
- A program unit
- A common block
- A namelist group

A subobject designator is a name followed by one or more selectors (array element selectors, array section selectors, component selectors, and substring selectors). It identifies the following items in a program unit:
- An array element (see "Array Elements" on page 76)

- An array section (see “Array Sections” on page 77)
- A structure component (see “Structure Components” on page 37)
- A character substring (see “Character Substrings” on page 29)

Statements

A Fortran statement is a sequence of lexical tokens. Statements are used to form program units.

IBM Extension

The maximum length of a statement in XL Fortran is 6700 characters.

End of IBM Extension

See “Statements and Attributes” on page 237 for more information on statements supported by XL Fortran.

Statement Keywords

A statement keyword is part of the syntax of a statement, and appears in uppercase bold everywhere but in syntax diagrams and tables. For example, the term **DATA** in the **DATA** statement is a statement keyword.

No sequence of characters is reserved in all contexts. A statement keyword is interpreted as an entity name if the keyword is used in such a context.

Statement Labels

A statement label is a sequence of one to five digits, one of which must be nonzero, that you can use to identify statements in a Fortran scoping unit. In fixed source form, a statement label can appear anywhere in columns 1 through 5 of the initial line of the statement. In free source form, such column restrictions do not apply.

IBM Extension

XL Fortran ignores all characters that appear in columns 1 through 5 on fixed source form continuation lines.

End of IBM Extension

Giving the same label to more than one statement in a scoping unit will cause ambiguity, and the compiler will generate an error. White space and leading zeros are not significant in distinguishing between statement labels. You can label any statement, but statement labels can only refer to executable statements and **FORMAT** statements. The statement making the reference and the statement it references (identified by the statement label) must be in the same scoping unit in order for the reference to resolve. (See “Scope” on page 131 for details).

Lines and Source Formats

A line is a horizontal arrangement of characters. By contrast, a column is a vertical arrangement of characters, where each character, or each byte of a multibyte character, in a given column shares the same line position.

IBM Extension

Because XL Fortran measures lines in bytes, these definitions apply only to lines containing single-byte characters. Each byte of a multibyte character occupies one column.

End of IBM Extension

The kinds of lines are:

Initial Line	Is the first line of a statement.
Continuation Line	Continues a statement beyond its initial line.
Comment Line	Does not affect the executable program and can be used for documentation. The comment text continues to the end of a line. Although comment lines can follow one another, a comment line cannot be continued. A line of all white space or a zero-length line is a comment line without any text. Comment text can contain any characters allowed in a character context. If an initial line or continuation line is not continued, or if it is continued but not in a character context, an inline comment can be placed on the same line, to the right of any statement label, statement text, and continuation character that may be present. An exclamation mark (!) begins an inline comment.
* **Conditional Compilation Line**	Indicates that the line should only be compiled if recognition of conditional compilation lines is enabled. A conditional compilation sentinel should appear on a conditional compilation line. (See “Conditional Compilation” on page 15) *
* **Debug Line**	Indicates that the line is for debugging code (for fixed source form only). In XL Fortran the letter `D` or `X` must be specified in column 1. (See “Debug Lines” on page 12) *
* **Directive Line**	Provides instructions or information to the compiler in XL Fortran (see “Comment Form Directives” on page 429). *

IBM Extension

Note: * Debug Line and Directive Line are used in XL Fortran

In XL Fortran, source lines can be in fixed source form or free source form format. Use the **SOURCEFORM** directive to mix source formats within the same program unit. Fixed source form is the default when using the **f77**, **fort77**, **xlf**, **xlf_r**, or **xlf_r7** invocation commands. Fortran 90 free source form is the default when using the **xlf90**, **xlf90_r**, **xlf90_r7**,**xlf95**, **xlf95_r**, or **xlf95_r7** invocation commands.

See *Compiling XL Fortran Programs* in the *User's Guide* for details on invocation commands.

End of IBM Extension

Fixed Source Form

IBM Extension

A fixed source form line is a sequence of 1 to 132 characters. The default line size (as stipulated in Fortran 95) is 72 characters, but can be changed in XL Fortran by using the **-qfixed**=*right_margin* compiler option (see the *User's Guide*).

End of IBM Extension

Columns beyond the right margin are not part of the line and can be used for identification, sequencing, or any other purpose.

Except within a character context, white space is insignificant; that is, you can imbed white space between and within lexical tokens, without affecting the way the compiler will treat them.

IBM Extension

Tab formatting means there is a tab character in columns 1 through 6 of an initial line in XL Fortran, which directs the compiler to interpret the next character as being in column 7.

End of IBM Extension

Requirements for lines and for items on those lines are:

- A comment line begins with a `C`, `c`, or an asterisk (`*`) in column 1, or is all white space. Comments can also follow an exclamation mark (!), except when the exclamation mark is in column 6 or in a character context.
- For an initial line without tab formatting:
  - Columns 1 through 5 contain either blanks, a statement label, a D or an X in column 1 optionally followed by a statement label.
  - Column 6 contains a blank or zero.
  - Columns 7 through to the right margin contain statement text, possibly followed by other statements or by an inline comment.

IBM Extension

- For an initial line with tab formatting in XL Fortran:
  - Columns 1 through 6 begin with either blanks, a statement label, a D or an X in column 1, optionally followed by a statement label. This must be followed by a tab character.
  - If the **-qxflag=oldtab** compiler option is specified, all columns from the column immediately following the tab character through to the right margin contain statement text, possibly followed by other statements and by an inline comment.
  - If the **-qxflag=oldtab** compiler option is not specified, all columns from column 7 (which corresponds to the character after the tab) to the right margin contain statement text, possibly followed by other statements and by an inline comment.

End of IBM Extension

- For a continuation line:
  - Column 1 must not contain `C`, `c`, or an asterisk. Columns 1 through 5 must not contain an exclamation mark as the leftmost nonblank character.

IBM Extension

Column 1 can contain a `D` (signifying a debug line) in XL Fortran. Otherwise, these columns can contain any characters allowed in a character context; these characters are ignored.

End of IBM Extension

– Column 6 must have either a nonzero character or a nonwhite space character. The character in column 6 is referred to as the continuation character. Exclamation marks and semicolons are valid continuation characters.
– Columns 7 through to the right margin contain continued statement text, possibly followed by other statements and an inline comment.
– Neither the **END** statement nor a statement whose initial line appears to be a program unit **END** statement can be continued.

IBM Extension

– In XL Fortran there is no limit to the number of continuation lines for a statement, but a statement cannot be longer than 6700 characters. The Fortran standards limit the number of continuation lines to 19.

End of IBM Extension

A semicolon (;) separates statements on a single source line, except when it appears in a character context, in a comment, or in columns 1 through 6. Two or more semicolon separators that are on the same line and are themselves separated by only white space or other semicolons are considered to be a single separator. A separator that is the last character on a line or before an inline comment is ignored. Statements following a semicolon on the same line cannot be labeled. Additional statements cannot follow a program unit **END** statement on the same line.

Debug Lines

IBM Extension

A debug line, allowed only for fixed source form, contains source code used for debugging and is specified in XL Fortran by the letter `D`, or the letter `X` in column 1. The handling of debug lines depends on the **-qdlines** or the **-qxlines** compiler options:

- If you specify the **-qdlines** option, the compiler interprets the `D` in column 1 as a blank, and handles such lines as lines of source code. If you specify **-qxlines** , the compiler interprets the `X` in column 1 as a blank and treats these lines as source code.
- If you do not specify **-qdlines** or **-qxlines**, the compiler handles such lines as comment lines. This is the default setting.

If you continue a debugging statement on more than one line, every continuation line must have a continuation character as well as a `D` or an `X` in column 1. If the initial line is not a debugging line, you can designate any continuation lines as debug lines provided that the statement is syntactically correct, whether or not you specify the **-qdlines** or **-qxlines** compiler option.

End of IBM Extension

Example of Fixed Source Form:

```
C Column Numbers:
C       1         2         3         4         5         6         7
C23456789012345678901234567890123456789012345678901234567890123456789012

!IBM* SOURCEFORM (FIXED)
      CHARACTER CHARSTR ; LOGICAL X          ! 2 statements on 1 line
      DO 10 I=1,10
        PRINT *,'this is the index',I  ! with an inline comment
10    CONTINUE
C
       CHARSTR="THIS IS A CONTINUED
     X CHARACTER STRING"
       ! There will be 38 blanks in the string between "CONTINUED"
       ! and "CHARACTER". You cannot have an inline comment on
       ! the initial line because it would be interpreted as part
       ! of CHARSTR (character context).
  100 PRINT *, IERROR
! The following debug lines are compiled as source lines if
! you use -qdlines
D     IF (I.EQ.IDEBUG.AND.
D    +    J.EQ.IDEBUG)     WRITE(6,*) IERROR
D     IF (I.EQ.
D    +  IDEBUG )
D    +  WRITE(6,*) INFO
       END
```

Free Source Form

A free source form line can specify up to 132 characters on each line, with a maximum of 39 continuation lines for a statement.

IBM Extension

XL Fortran allows any line length and number of continuation lines, so long as the number of characters does not exceed 6700.

End of IBM Extension

Items can begin in any column of a line, subject to the following requirements for lines and items on those lines:

- A comment line is a line of white space or begins with an exclamation mark (!) that is not in a character context.
- An initial line can contain any of the following items, in the following sequence:
  - A statement label.
  - Statement text. Note that statement text is required in an initial line.
  - Additional statements.
  - The ampersand continuation character (&).
  - An inline comment.
- If you want to continue an initial line or continuation line in a non-character context, the continuation line must start on the first noncomment line that follows the intial line or continuation line. To define a line as a continuation line, you must place an ampersand after the statements on the previous non-comment line.
- White space before and after the ampersand is optional, with the following restrictions:

  - If you also place an ampersand in the first nonblank character position of the continuation line, the statement continues at the next character position following the ampersand.
  - If a lexical token is continued, the ampersand must immediately follow the initial part of the token, and the remainder of the token must immediately start after the ampersand on the continuation line.
- A character context can be continued if the following conditions are true:
  - The last character of the continued line is an ampersand and is not followed by an inline comment. If the rightmost character of the statement text to be continued is an ampersand, a second ampersand must be entered as a continuation character.
  - The first nonblank character of the next noncomment line is an ampersand.

A semicolon separates statements on a single source line, except when it appears in a character context or in a comment. Two or more separators that are on the same line and are themselves separated by only white space or other semicolons are considered to be a single separator. A separator that is the last character on a line or before an inline comment is ignored. Additional statements cannot follow a program unit **END** statement on the same line.

White Space

White space must not appear within lexical tokens, except in a character context or in a format specification. White space can be inserted freely between tokens to improve readability, although it must separate names, constants, and labels from adjacent keywords, names, constants, and labels.

Certain adjacent keywords may require white space. The following table lists keywords that require white space, and keywords for which white space is optional.

Table 2. Keywords Where White Space is Optional

BLOCK DATA	END FUNCTION	END SUBROUTINE
DOUBLE COMPLEX	END IF	END TYPE
DOUBLE PRECISION	END INTERFACE	END UNION
ELSE IF	END MAP	END WHERE
END BLOCK DATA	END MODULE	GO TO
END DO	END PROGRAM	IN OUT
END FILE	END SELECT	SELECT CASE
END FORALL	END STRUCTURE	

See “Type Declaration” on page 407 for details about *type_spec*.

Example of Free Source Form:

```
!IBM* SOURCEFORM (FREE(F90))
!
! Column Numbers:
!        1         2         3         4         5         6         7
!23456789012345678901234567890123456789012345678901234567890123456789012
 DO I=1,20
   PRINT *,'this statement&
   & is continued' ; IF (I.LT.5) PRINT *, I
```

```
ENDDO
EN&
        &D              ! A lexical token can be continued
```

IBM Free Source Form

IBM Extension

An IBM free source form line or statement is a sequence of up to 6700 characters. Items can begin in any column of a line, subject to the following requirements for lines and items on those lines:

- A comment line begins with a double quotation mark (″) in column 1, is a line of all white space, or is a zero-length line. A comment line must not follow a continued line. Comments can also follow an exclamation mark (!), except in a character context.
- An initial line can contain any of the following items, in the following sequence:
  - A statement label
  - Statement text
  - The minus sign continuation character (-)
  - An inline comment
- A continuation line immediately follows a continued line and can contain any of the following items, in the following sequence:
  - Statement text
  - A continuation character (-)
  - An inline comment

If statement text on an initial line or continuation line is to be continued, a minus sign indicates continuation of the statement text on the next line. In a character context, if the rightmost character of the statement text to be continued is a minus sign, a second minus sign must be entered as a continuation character.

Except within a character context, white space is insignificant; that is, you can imbed white space between and within lexical tokens, without affecting the way the compiler will treat them.

Example of IBM Free Source Form

```
!IBM* SOURCEFORM (FREE(IBM))
"
" Column Numbers:
"        1         2         3         4         5         6         7
"23456789012345678901234567890123456789012345678901234567890123456789012
 DO I=1,10
  PRINT *,'this is -
            the index',I   ! There will be 14 blanks in the string
                           ! between "is" and "the"
 END DO
 END
```

End of IBM Extension

Conditional Compilation

IBM Extension

You can use sentinels to mark specific lines of an XL Fortran program for conditional compilation. This support allows you to port code that contains statements that are only valid or needed in an SMP environment to a non-SMP environment. You can do this by using conditional compilation lines or by using the **_OPENMP** C preprocessor macro.

The syntax for conditional compilation lines is as follows:

```
►►—cond_comp_sentinel—fortran_source_line——————————————————————————————►◄
```

cond_comp_sentinel
: is a conditional compilation sentinel that is defined by the current source form and is either:
  - **!$**, **C$**, **c$**, or ***$**, for fixed source form; or
  - **!$**, for free source form

fortran_source_line
: is an XL Fortran source line

The syntax rules for conditional compilation lines are very similar to the syntax rules for fixed source form and free source form lines. The rules are as follows:

- General Rules:

  A valid XL Fortran source line must follow the conditional compilation sentinel.

  A conditional compilation line may contain the **INCLUDE** or **EJECT** noncomment directives.

  A conditional compilation sentinel must not contain embedded white space.

  A conditional compilation sentinel must not follow a source statement or directive on the same line.

  If you are continuing a conditional compilation line, the conditional compilation sentinel must appear on at least one of the continuation lines or on the initial line.

  You must specify the **-qcclines** compiler option for conditional compilation lines to be recognized. To disable recognition of conditional compilation lines, specify the **-qnocclines** compiler option. Specifying the **-qsmp=omp** compiler option enables the **-qcclines** option.

  Trigger directives take precedence over conditional compilation sentinels. For example, if you specify the **-qdirective='$'** option, then lines that start with the trigger, such as **!$**, will be treated as comment directives, rather than conditional compilation lines.
- Fixed Source Form Rules:

  Conditional compilation sentinels must start in column 1.

  All of the rules for fixed source form line length, case sensitivity, white space, continuation, tab formatting, and columns apply. See "Fixed Source Form" on page 10 for information. Note that when recognition of conditional compilation lines is enabled, the conditional compilation sentinel is replaced by two white spaces.
- Free Source Form Rules:

  Conditional compilation sentinels may start in any column.

  All of the rules for free source form line length, case sensitivity, white space, and continuation apply. See "Free Source Form" on page 13 for information. Note that when recognition of conditional compilation lines is enabled, the conditional compilation sentinel is replaced by two white spaces.

Another way to conditionally include code, other than using conditional compilation lines, is to use the C preprocessor macro **_OPENMP**. This macro is defined when the C preprocessor is invoked and you specify the **-qsmp=omp** compiler option. See the section on passing Fortran files through the C preprocessor in the ″Editing, Compiling, Linking, and Running XL Fortran Programs″ section of the *User's Guide* for an example of using this macro.

Valid Example of Conditional Compilation Lines

In the following example, conditional compilation lines are used to hide OpenMP run-time routines. Code that calls OpenMP run-time routines cannot easily be compiled in a non-OpenMP environment without using conditional compilation. Since calls to the run-time routines are not directives, they cannot be hidden by the !$OMP trigger. If the code below is not compiled with the **-qsmp=omp** compiler option, the variable used to store the number of threads will be assigned the value of 8.

```
      PROGRAM PAR_MAT_MUL
      IMPLICIT NONE
      INTEGER(KIND=8)                :: I,J,NTHREADS
      INTEGER(KIND=8),PARAMETER      :: N=60
      INTEGER(KIND=8),DIMENSION(N,N) :: AI,BI,CI
      INTEGER(KIND=8)                :: SUMI
!$    INTEGER OMP_GET_NUM_THREADS

      COMMON/DATA/ AI,BI,CI
!$OMP THREADPRIVATE (/DATA/)

!$OMP PARALLEL
      FORALL(I=1:N,J=1:N) AI(I,J) = (I-N/2)**2+(J+N/2)
      FORALL(I=1:N,J=1:N) BI(I,J) = 3-((I/2)+(J-N/2)**2)
!$OMP MASTER
      NTHREADS=8
!$    NTHREADS=OMP_GET_NUM_THREADS()
!$OMP END MASTER
!$OMP END PARALLEL

!$OMP PARALLEL DEFAULT(PRIVATE),COPYIN(AI,BI),SHARED(NTHREADS)
!$OMP DO
      DO I=1,NTHREADS
      CALL IMAT_MUL(SUMI)
      ENDDO
!$OMP END DO
!$OMP END PARALLEL

      END
```

End of IBM Extension

Order of Statements and Execution Sequence

Table 3. Statement Order

1 PROGRAM, FUNCTION, SUBROUTINE, MODULE, or BLOCK DATA Statement	
2 USE Statements	
3 IMPORT Statements	
4 DATA, FORMAT, and ENTRY Statements	5 Derived-Type Definitions, Interface Blocks, Type Declaration Statements, Specification Statements, IMPLICIT Statements, and PARAMETER Statements
	6 Executable constructs
7 CONTAINS Statement	
8 Internal Subprograms or Module Subprograms	
9 END Statement	
Statement Order Vertical lines delineate varieties of statements that can be interspersed, while horizontal lines delineate varieties of statements that cannot be interspersed. The numbers in the diagram reappear later in the document to identify groups of statements that are allowed in particular contexts. A reference back to this section is included in the places where these numbers are used in the rest of this document.	

Refer to "Program Units and Procedures" on page 131 or "Statements and Attributes" on page 237 for more details on rules and restrictions concerning statement order.

Normal execution sequence is the processing of references to specification functions in any order, followed by the processing of executable statements in the order they appear in a scoping unit.

A transfer of control is an alteration of the normal execution sequence. Some statements that you can use to control the execution sequence are:
- Control statements
- Input/output statements that contain an **END=**, **ERR=**, or **EOR=** specifier

When you reference a procedure that is defined by a subprogram, the execution of the program continues with any specification functions referenced in the scoping unit of the subprogram that defines the procedure. The program resumes with the first executable statement following the **FUNCTION**, **SUBROUTINE** or **ENTRY** statement that defines the procedure. When you return from the subprogram, execution of the program continues from the point at which the procedure was referenced or to a statement referenced by an alternate return specifier.

In this document, any description of the sequence of events in a specific transfer of control assumes that no event, such as the occurrence of an error or the execution of a **STOP** statement, changes that normal sequence.

Data Types and Data Objects

This section describes:

- "Data Types"
- "Data Objects"
- "Intrinsic Types" on page 20
- "Derived Types" on page 30
- IBM "Typeless Literal Constants" on page 51 IBM
- "How Type Is Determined" on page 56
- "Definition Status of Variables" on page 56
- "Allocation Status" on page 63
- "Storage Classes for Variables" on page 63

Data Types

A data type has a name, a set of valid values, a means to denote such values (constants), and a set of operations to manipulate the values. There are two categories of data types: *intrinsic types* and *derived types*.

The intrinsic types, including their operations, are predefined and are always accessible. There are two classes of intrinsic data types:

- **Numeric (also known as Arithmetic):** integer, real, complex, and byte
- **Nonnumeric:** character, logical, and byte

A derived type is a user-defined data type. The components of a derived type can be a mixture of both intrinsic and derived data types.

Type Parameters and Specifiers

XL Fortran provides one or more representation methods for each of the intrinsic data types. Each method can be specified by a value called a *kind type parameter*, which indicates the decimal exponent range for the integer type, the decimal precision and exponent range for the real and complex types, and the representation methods for the character and logical types. Each intrinsic type supports a specific set of kind type parameters. *kind_param* is either a *digit_string* or *scalar_int_constant_name*.

The *length type parameter* specifies the number of characters for entities of type character.

A *type specifier* specifies the type of all entities declared in a type declaration statement. Some type specifiers (**INTEGER**, **REAL**, **COMPLEX**, **LOGICAL**, and **CHARACTER**) can include a *kind_selector*, which specifies the *kind type parameter*.

The **KIND** intrinsic function returns the kind type parameter of its argument. See "KIND(X)" on page 592 for details.

Data Objects

A *data object* is a variable, constant, or subobject of a constant.

A *variable* can have a value and can be defined or redefined during execution of an executable program. A variable can be:
- A scalar variable name
- An array variable name
- A subobject

A *subobject* (of a variable) is a portion of a named object that can be referenced and defined. It can be:
- An array element
- An array section
- A character substring
- A structure component

A subobject of a constant is a portion of a constant. The referenced portion may depend on a variable value.

Constants

A *constant* has a value and cannot be defined or redefined during execution of an executable program. A constant with a name is a *named constant* (see "PARAMETER" on page 362). A constant without a name is a *literal constant*. A literal constant can be of intrinsic type or it can be typeless (hexadecimal, octal, binary, or Hollerith). The optional kind type parameter of a literal constant can only be a digit string or a scalar integer named constant.

A signed literal constant can have a leading plus or minus sign. All other literal constants must be unsigned; they must have no leading sign. The value zero is considered neither positive nor negative. You can specify zero as signed or unsigned.

Automatic Objects

An *automatic object* is a data object that is dynamically allocated within a procedure. It is a local entity of a subprogram and has a nonconstant character length and/or a nonconstant array bound. It is not a dummy argument.

An automatic object always has the controlled automatic storage class.

An automatic object cannot be specified in a **DATA**, **EQUIVALENCE**, **NAMELIST**, or **COMMON** statement, nor can the **AUTOMATIC**, **STATIC**, **PARAMETER**, or **SAVE** attributes be specified for it. An automatic object cannot be initialized or defined with an initialization expression in a type declaration statement, but it can have a default initialization. An automatic object cannot appear in the specification part of a main program or module.

Intrinsic Types

Integer

IBM Extension

The following table shows the range of values that XL Fortran can represent using the integer data type:

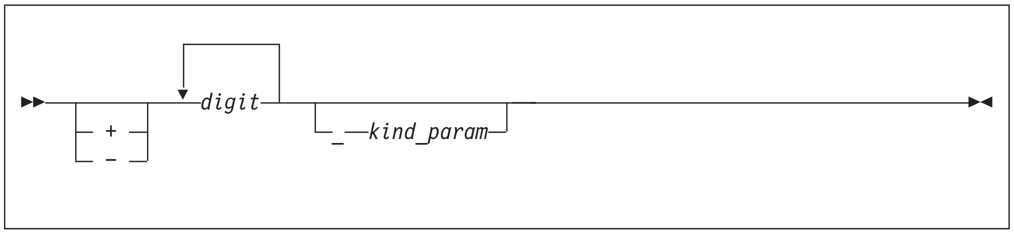
Kind parameter	Range of values
1	-128 through 127
2	-32 768 through 32 767
4	-2 147 483 648 through 2 147 483 647
8	-9 223 372 036 854 775 808 through 9 223 372 036 854 775 807

XL Fortran sets the default kind type parameter to 4. The kind type parameter is equivalent to the byte size for integer values. Use the **-qintsize** compiler option to change the default integer size to 2, 4, or 8 bytes. Note that the **-qintsize** option similarly affects the default logical size.

End of IBM Extension

The integer type specifier must include the **INTEGER** keyword. See "Integer" on page 20 for details on declaring entities of type integer.

The form of a signed integer literal constant is:



kind_param
    is either a *digit-string* or a *scalar-int-constant-name*

A signed integer literal constant has an optional sign, followed by a string of decimal digits containing no decimal point and expressing a whole number, optionally followed by a kind type parameter. A signed, integer literal constant can be positive, zero, or negative. If unsigned and nonzero, the constant is assumed to be positive.

If *kind_param* is specified, the magnitude of the literal constant must be representable within the value range permitted by that *kind_param*.

IBM Extension

If no *kind_param* is specified in XL Fortran, and the magnitude of the constant cannot be represented as a default integer, the constant is promoted to a representable kind.

XL Fortran represents integers internally in two's-complement notation, where the leftmost bit is the sign of the number.

End of IBM Extension

Examples of Integer Constants

```
0                      ! has default integer size
-173_2                 ! 2-byte constant
9223372036854775807    ! Kind type parameter is promoted to 8
```

Real

IBM Extension

The following table shows the range of values that XL Fortran can represent with the real data type:

Kind Parameter	Approximate Absolute Nonzero Minimum	Approximate Absolute Maximum	Approximate Precision (decimal digits)
4	1.175494E-38	3.402823E+38	7
8	2.225074D-308	1.797693D+308	15
16	2.225074Q-308	1.797693Q+308	31

XL Fortran sets the default kind type parameter to 4. The kind type parameter is equivalent to the byte size for real values. Use the **-qrealsize** compiler option to change the default real size to 4 or 8 bytes. Note that the **-qrealsize** option affects the default complex size.

XL Fortran represents **REAL(4)** and **REAL(8)** numbers internally in the ANSI/IEEE binary floating-point format, which consists of a sign bit (s), a biased exponent (e), and a fraction (f). The **REAL(16)** representation is based on the **REAL(8)** format.

```
REAL(4)
Bit no. 0....|....1....|....2....|....3.
        seeeeeeeefffffffffffffffffffffff
REAL(8)
Bit no. 0....|....1....|....2....|....3....|....4....|....5....|....6...
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
REAL(16)
Bit no. 0....|....1....|....2....|....3....|....4....|....5....|....6...
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
Bit no. .|....7....|....8....|....9....|....0....|....1....|....2....|..
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
```

This ANSI/IEEE binary floating-point format also provides representations for +infinity, -infinity, and NaN (not-a-number) values. A NaN can be further classified as a quiet NaN (NaNQ) or a signaling NaN (NaNS). See *XL Fortran Floating-Point Processing* in the *User's Guide* for details on the internal representation of NaN values.

End of IBM Extension

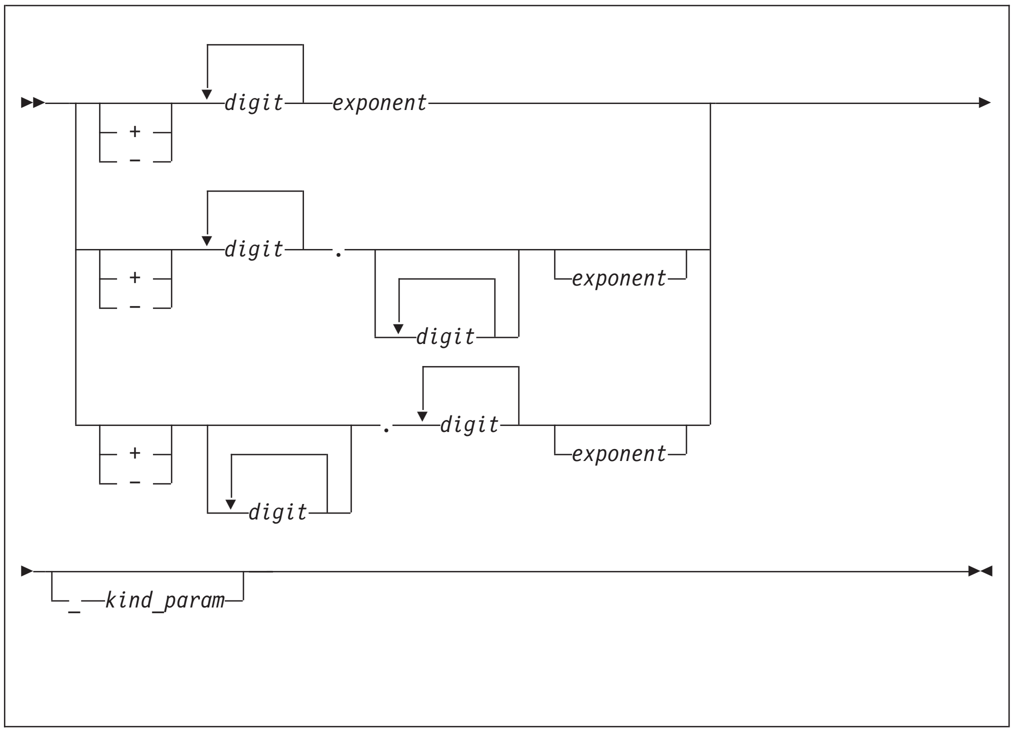
A real type specifier must include either the **REAL** keyword or the **DOUBLE PRECISION** keyword. The precision of **DOUBLE PRECISION** values is twice that of default real values. (The term *single precision* refers to the IEEE 4-byte representation, and the term *double precision* refers to the IEEE 8-byte representation.) See "Real" and "DOUBLE PRECISION" on page 287 for details on declaring entities of type real.

The forms of a real literal constant are:

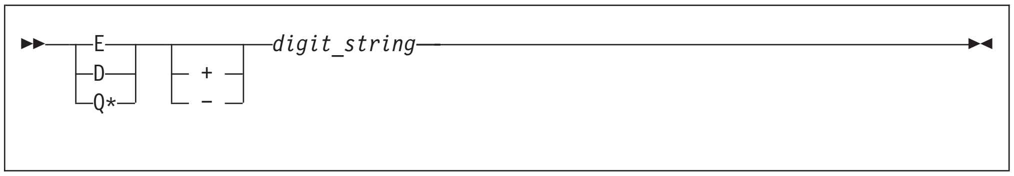
- A basic real constant optionally followed by a kind type parameter
- A basic real constant followed by an exponent and an optional kind type parameter
- An integer constant (with no *kind_param*) followed by an exponent and an optional kind type parameter

A basic real constant has, in order, an optional sign, an integer part, a decimal point, and a fractional part. Both the integer part and fractional part are strings of digits; you can omit either of these parts, but not both. You can write a basic real constant with more digits than XL Fortran will use to approximate the value of the constant. XL Fortran interprets a basic real constant as a decimal number.

The form of a real constant is:



exponent



kind_param is either a *digit-string* or a *scalar-int-constant-name*

digit_string denotes a power of 10. **E** specifies a constant of type default real. **D** specifies a constant of type default **DOUBLE PRECISION**. IBM * **Q** specifies a constant of type **REAL(16)** in XL Fortran. IBM

If both *exponent* and *kind_param* are specified, the exponent letter must be **E**. If **D** or **Q** is specified, *kind_param* must not be specified.

A real literal constant that is specified without an exponent and a kind type parameter is of type default real.

Examples of Real Constants

Example 1:

```
+0.
```

Example 2:

```
+5.432E02_16   !543.2 in 16-byte representation
```

Example 3:

```
7.E3
```

IBM Extension

Example 4:

```
3.4Q-301
! Extended-precision constant
```

End of IBM Extension

Complex

A complex type specifier must include either:
- the **COMPLEX** keyword, or
- IBM in XL Fortran, the **DOUBLE COMPLEX** keyword IBM

See “Complex” and “DOUBLE COMPLEX” on page 284 for details on declaring entities of type complex.

IBM Extension

The following table shows the values that XL Fortran can represent for the kind type parameter and the length specification when the complex type specifier has the **COMPLEX** keyword:

Kind Type Parameter *i* **COMPLEX(*i*)**	**Length Specification** *j* **COMPLEX****j*
4	8
8	16
16	32

End of IBM Extension

The kind of a complex constant is determined by the kind of the constants in the real and imaginary parts in all Fortran compilers.

IBM Extension

In XL Fortran, the kind type parameter specifies the precision of each part of the complex entity, while the length specification specifies the length of the whole complex entity.

The precision of **DOUBLE COMPLEX** values is twice that of default complex values.

Scalar values of type complex can be formed using complex constructors. The form of a complex constructor is:

```
►►──(──expression──,──expression──)──────────────────────────►◄
```

A complex literal constant is a complex constructor where each expression is a pair of initialization expressions. Variables and expressions can be used in each part of the complex constructor as an XL Fortran extension.

End of IBM Extension

Fortran 95

In Fortran 95 you are only allowed to use a single signed integer, or real literal constant in each part of the complex constructor.

End of Fortran 95

If both parts of the literal constant are of type real, the kind type parameter of the literal constant is the kind parameter of the part with the greater precision, and the kind type parameter of the part with lower precision is converted to that of the other part.

If both parts are of type integer, they are each converted to type default real. If one part is of type integer and the other is of type real, the integer is converted to type real with the precision of type real.

See "Complex" on page 24 and "DOUBLE COMPLEX" on page 284 for details on declaring entities of type complex.

IBM Extension

Each part of a complex number has the following internal representation: a sign bit (s), a biased exponent (e), and a fraction (f).

```
COMPLEX(4)
(equivalent to COMPLEX*8)
Bit no. 0....|....1....|....2....|....3....|....4....|....5....|....6...
        seeeeeeeefffffffffffffffffffffffseeeeeeeefffffffffffffffffffffff
COMPLEX(8) (equivalent to COMPLEX*16)
Bit no. 0....|....1....|....2....|....3....|....4....|....5....|....6...
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
Bit no. .|....7....|....8....|....9....|....0....|....1....|....2....|..
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
COMPLEX(16) (equivalent to COMPLEX*32)
Bit no. 0....|....1....|....2....|....3....|....4....|....5....|....6...
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
Bit no. .|....7....|....8....|....9....|....0....|....1....|....2....|..
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
Bit no. ..3....|....4....|....5....|....6....|....7....|....8....|....9.
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
Bit no. ...|....0....|....1....|....2....|....3....|....4....|....5....|
        seeeeeeeeeeeffffffffffffffffffffffffffffffffffffffffffffffffffff
```

End of IBM Extension

Examples of Complex Constants

Example 1:

```
(3_2,-1.86)  ! Integer constant 3 is converted to default real
             ! for constant 3.0.
```

IBM Extension

Example 2:

```
(45Q6,6D45)  ! The imaginary part is converted to extended
             ! precision 6.Q45.
```

Example 3:

```
(1+1,2+2)    ! Use of constant expressions. Both parts are
             ! converted to default real.
```

End of IBM Extension

Logical

IBM Extension

The following table shows the values that XL Fortran can represent using the logical data type:

Kind parameter	Values	Internal (hex) Representation
1	.TRUE. .FALSE.	01 00
2	.TRUE. .FALSE.	0001 0000
4	.TRUE. .FALSE.	00000001 00000000
8	.TRUE. .FALSE.	0000000000000001 0000000000000000

Note: Any internal representation other than 1 for .TRUE. and 0 for .FALSE. is undefined.

XL Fortran sets the default kind type parameter to 4. The kind type parameter is equivalent to the byte size for logical values. Use the **-qintsize** compiler option to change the default logical size to 2, 4, or 8 bytes. Note that the **-qintsize** option similarly affects the default integer size. Use **–qintlog** to mix integer and logical data entities in expressions and statements.

End of IBM Extension

The logical type specifier must include the **LOGICAL** keyword. See “LOGICAL” on page 346 for details on declaring entities of type logical.

The form of a logical literal constant is:

```
>>──┬─.TRUE.──┬──┬────────────────┬──────────────────────────────────────><
    └─.FALSE.─┘  └─_──kind_param──┘
```

kind_param
: is either a *digit-string* or a *scalar-int-constant-name*

A logical constant can have a logical value of either true or false.

IBM Extension

You can also use the abbreviations T and F (without the periods) for .TRUE. and .FALSE., respectively, but only in formatted input, or as initial values in **DATA** statements, **STATIC** statements, or type declaration statements. A kind type parameter cannot be specified for the abbreviated form. If T or F has been defined as a named constant, it is treated as a named constant rather than the logical literal constant.

End of IBM Extension

Examples of Logical Constants

```
.FALSE._4
.TRUE.
```

Character

The character type specifier must include the **CHARACTER** keyword. See "CHARACTER" on page 257 for details on declaring entities of type character.

The form of a character literal constant is:

```
>>──┬────────────────┬──┬─'──character_string──'─┬────────────────────><
    └─kind_param──_──┘  └─"──character_string──"─┘
```

kind_param
: is either a *digit-string* or a *scalar-int-constant-name*

IBM Extension

XL Fortran supports a kind type parameter value of 1, representing the ASCII collating sequence.

End of IBM Extension

Character literal constants can be delimited by double quotation marks as well as apostrophes.

character_string consists of any characters capable of representation in XL Fortran, except the new-line character (\n), because it is interpreted as the end of the source line. The delimiting apostrophes (') or double quotation marks (") are not part of the data represented by the constant. Blanks embedded between these delimiters are significant.

If a string is delimited by apostrophes, you can represent an apostrophe within the string with two consecutive apostrophes (without intervening blanks). If a string is delimited by double quotation marks, you can represent a double quotation mark within the string with two consecutive double quotation marks (without intervening blanks). The two consecutive apostrophes or double quotation marks will be treated as one character.

You can place a double quotation mark within a character literal constant delimited by apostrophes to represent a double quotation mark, and an apostrophe character within a character constant delimited by double quotation marks to represent a single apostrophe.

The length of a character literal constant is the number of characters between the delimiters, except that each pair of consecutive apostrophes or double quotation marks counts as one character.

A zero-length character object uses no storage.

IBM Extension

In XL Fortran each character object requires 1 byte of storage.

For compatibility with C language usage, XL Fortran recognizes the following escape sequences in character strings:

Escape	Meaning
\b	Backspace
\f	Form feed
\n	New-line
\r	New-line
\t	Tab
\0	Null
\'	Apostrophe (does not terminate a string)
\"	Double quotation mark (does not terminate a string)
\\	Backslash
\x	x, where x is any other character

To ensure that scalar character initialization expressions in procedure references are terminated with null characters (\0) for C compatibility, use the **-qnullterm** compiler option. (See **-qnullterm** Option in the *User's Guide* for details and exceptions).

All escape sequences represent a single character.

End of IBM Extension

If you do not want these escape sequences treated as a single character, specify the **-qnoescape** compiler option. (See **-qescape** Option in the *User's Guide*.) The backslash will have no special significance.

The maximum length of a character literal constant depends on the maximum number of characters allowed in a statement.

IBM Extension

If you specify the **-qctyplss** compiler option, character constant expressions are treated as if they are Hollerith constants. See “Hollerith Constants” on page 53 for information on Hollerith constants. For information on the **-qctyplss** compiler option, see **-qctyplss** Option in the *User's Guide*

XL Fortran supports multibyte characters within character literal constants, Hollerith constants, **H** edit descriptors, character-string edit descriptors, and comments through the **-qmbcs** compiler option.

Support is also provided for Unicode characters and filenames. If the environment variable **LANG** is set to **UNIVERSAL** and the **-qmbcs** compiler option is specified, the compiler can read and write Unicode characters and filenames. (See the *User's Guide* for more information.)

End of IBM Extension

Examples of Character Constants

Example 1:

```
''                  ! Zero-length character constant.
```

Example 2:

```
1_"ABCDEFGHIJ"      ! Character constant of length 10, with kind 1.
```

IBM Extension

Example 3:

```
'\"\2\'\A567\\\\''  ! Character constant of length 10 "2'A567\\'.
```

End of IBM Extension

Character Substrings

A character substring is a contiguous portion of a character string (called a parent string), which is a scalar variable name, scalar constant, scalar structure component, or array element. A character substring is identified by a substring reference whose form is:

```
►►──┬─scalar_variable_name─┬──(──┬───────────┬──:──┬───────────┬──)──────────►◄
    ├─array_element────────┤     └─int_expr1─┘     └─int_expr2─┘
    ├─scalar_constant──────┤
    └─scalar_struct_comp───┘
```

int_expr1 and *int_expr2*
: specify the leftmost character position and rightmost character position, respectively, of the substring. Each is a scalar integer expression called a substring expression.

The length of a character substring is the result of the evaluation of `MAX(`*`int_expr2`*` - `*`int_expr1`*` + 1,0)`.

If *int_expr1* is less than or equal to *int_expr2*, their values must be such that:

- 1 ≤ *int_expr1* ≤ *int_expr2* ≤ *length*

where *length* is the length of the parent string. If *int_expr1* is omitted, its default value is 1. If *int_expr2* is omitted, its default value is *length*.

IBM Extension

FORTRAN 77 does not allow character substrings of length 0. Fortran 90 and up does allow these substrings. To perform compile-time checking on substring bounds in accordance with FORTRAN 77 rules, use the **-qnozerosize** compiler option. For Fortran 90 compliance, use **-qzerosize**. To perform run-time checking on substring bounds, use both the **-qcheck** option and the **-qzerosize** (or **-qnozerosize**) option. (See the *User's Guide* for more information.)

End of IBM Extension

A substring of an array section is treated differently. See "Array Sections and Substring Ranges" on page 80.

Examples of Character Substrings:

```
CHARACTER(8) ABC, X, Y, Z
ABC = 'ABCDEFGHIJKL'(1:8)   ! Substring of a constant

X = ABC(3:5)                ! X = 'CDE'
Y = ABC(-1:6)               ! Not allowed in either FORTRAN 77 or Fortran 90

Z = ABC(6:-1)               ! Z = ' valid only in Fortran 90
```

BYTE

IBM Extension

The byte type specifier is the **BYTE** keyword in XL Fortran. See "BYTE" on page 251 for details on declaring entities of type byte.

The **BYTE** intrinsic data type does not have its own literal constant form. A **BYTE** data object is treated as an **INTEGER(1)**, **LOGICAL(1)**, or **CHARACTER(1)** data object, depending on how it is used. See "Using Typeless Constants" on page 53.

End of IBM Extension

Derived Types

You can create additional data types, known as derived types, from intrinsic data types and other derived types. You require a type definition to define the name of the derived type (*type_name*), as well as the data types and names of the components of the derived type.

IBM Extension

A record structure is a popular extension for manipulating aggregate non-array data. The record structure predates the introduction of derived types in Fortran 90.

The syntax used for record structures parallels that used for Fortran derived types in most cases. Also, in most cases, the semantics of the two features are parallel. For these reasons, record structures are supported in XL Fortran in a way that makes the two features almost completely interchangeable. Hence,

- An entity of a derived type declared using either syntax can be declared using either a **TYPE** statement or a **RECORD** statement.
- A component of an object of derived type can be selected using either the percent sign or period.
- A derived type declared using the **record structure** declaration has a structure constructor.
- A component of any derived type can be initialized using either the standard ″equals″ form of initialization or the extended ″double slashes″ form of initialization.

There are differences, however, as outlined here:

- A standard derived type declaration cannot have a **%FILL** component.
- A **record structure** declaration must not have a **SEQUENCE** or **PRIVATE** statement.
- The **-qalign** option applies only to derived types declared using a **record structure** declaration. See the **-qalign=struct** option described in the *User's Guide* for more detail.
- A derived type declared using a **record structure** declaration may have the same name as an intrinsic type.
- There are differences in the rules for determination of derived types declared using a **record structure** declaration and those declared using a standard derived type declaration.
- A component of a **record structure** cannot have the **PUBLIC** or **PRIVATE** attribute.
- A derived type declared using the **record structure** declaration cannot have the F2003 **BIND** F2003 attribute.

End of IBM Extension

```
►►──DERIVED_TYPE_statement──────────────────────────────────────────►◄


►►──┬─────────────────────────┬─────────────────────────────────────►◄
    └─PRIVATE_SEQUENCE_block──┘


►►──component_def_stmt_block────────────────────────────────────────►◄


►►──END_TYPE_statement──────────────────────────────────────────────►◄
```

DERIVED_TYPE_statement
: See "Derived Type" on page 279 for syntax details.

PRIVATE_SEQUENCE_block
: includes the **PRIVATE** statement (keyword only) and/or the **SEQUENCE**

statement. Only one of each statement can be specified. See "PRIVATE" on page 369 and "SEQUENCE" on page 394 for details on syntax.

component_def_stmt_block
: consists of one or more type declaration statements to define the components of the derived type. The type declaration statements can specify only the **DIMENSION**, ▶ F2003 **ALLOCATABLE**, **PRIVATE**, **PUBLIC** F2003 ◀, and **POINTER** attributes. See "Type Declaration" on page 407 for detailed syntax and information.

Fortran 95

In addition, Fortran 95 allows you to specify a default initialization for each component in the definition of a derived type. See "Type Declaration" on page 407 for detailed syntax and information.

End of Fortran 95

END_TYPE_statement
: See "END TYPE" on page 299.

Fortran 95

Direct components of a derived type in Fortran 95 are:
- the components of that type
- the direct components of a derived type component without ▶ F2003 **ALLOCATABLE** or F2003 ◀ **POINTER** attribute.

End of Fortran 95

Each derived type is resolved into ultimate components of intrinsic data type, alloctable, or pointer.

The type name is a local entity. It cannot be the same name as any of the intrinsic data types except **BYTE** and **DOUBLE COMPLEX**.

The **END TYPE** statement can optionally contain the same *type_name* as specified on the **TYPE** statement.

The components of a derived type can specify any of the intrinsic data types. Components can also be of a previously defined derived type. A pointer component can be of the same derived type that it is a component of. Within a derived type, the names of components must be unique, although they can be different from names outside the scope of the derived-type definition. Components that are declared to be of type **CHARACTER** must have length specifications that are constant specification expressions; asterisks are not allowed as length specifiers. Nonpointer array components must be declared with constant dimension declarators. Pointer array components must be declared with a *deferred_shape_spec_list*.

Fortran 2003 Draft Standard

When a derived type has the **BIND** attribute, only components that have certain types may appear in the derived type. Components must be of interoperable types. (See "Interoperability of Types" on page 681 for details.)

Note the following rules for working with **BIND** derived types:

- A Fortran derived type is interoperable with a C struct type if :
  - The derived-type definition of the Fortran type specifies the **BIND** attribute.
  - The Fortran derived type and the C struct type have the same number of components.
  - The components of the Fortran derived type have types and type parameters that are interoperable with the types of the corresponding components of the C struct type.
  - The Fortran type and the C struct type appear in compilation units that are compiled using corresponding alignment options.A component of a Fortran derived type and a component of a C struct type correspond if they are declared in the same relative position in their respective type definitions.
- Derived types with the **BIND** attribute appearing in compilation units that are compiled with different alignment options are not compatible.
- There is no Fortran type that is interoperable with a C struct type that contains a bit field or that contains a flexible array member.
- There is no Fortran type that is interoperable with a C union type.

End of Fortran 2003 Draft Standard

By default, no storage sequence is implied by the order of the component definitions. However, if you specify the **SEQUENCE** statement, the derived type becomes a *sequence derived type*. For a sequence derived type, the order of the components specifies a storage sequence for objects declared with this derived type. If a component of a sequence derived type is of a derived type, that derived type must also be a sequence derived type.

Use of sequence derived types can lead to misaligned data, which can adversely affect the performance of the program.

Fortran 2003 Draft Standard

If a derived type has the **BIND** attribute, then:
- It cannot be a sequence type.
- It cannot be specified in a **RECORD** statement.
- Each of its components must be a nonpointer, nonallocatable data component with interoperable type and type parameters.

End of Fortran 2003 Draft Standard

The **PRIVATE** statement can only be specified if the derived-type definition is within the specification part of a module. If a component of a derived type is of a type declared to be private, either the derived-type definition must contain the **PRIVATE** statement or the derived type itself must be private.

If a type definition is private, the following are accessible only within the defining module:

- The type name
- Structure constructors for the type
- Any entity of the type
- Any procedure that has a dummy argument or function result of the type

If a derived-type definition contains a **PRIVATE** statement, its components are accessible only within the defining module, even if the derived type itself is public. Structure components can only be used in the defining module

The default accessibility of the components of a derived type is **PUBLIC**, unless the **PRIVATE** statement is specified. A specified attribute on a component overrides the default accessibility.

Fortran 2003 Draft Standard

If a component is **PRIVATE**, that component name is accessible only with the module containing the derived type definition.

A component with a **PRIVATE** or **PUBLIC** attribute is permitted only if the type definition is within the specification part of a module.

The **PRIVATE** or **PUBLIC** attribute must not appear more than once in a given type declaration statement.

The **PRIVATE** or **PUBLIC** attribute must not appear on derived type components of record structure.

End of Fortran 2003 Draft Standard

A component of a derived-type entity cannot appear as an input/output list item if any ultimate component of the object cannot be accessed by the scoping unit of the input/output statement. A derived-type object cannot appear in a data transfer statement if it has a component that is a pointer or allocatable.

A scalar entity of derived type is called a *structure*. A scalar entity of sequence derived type is called a *sequence structure*. The type specifier of a structure must include the **TYPE** keyword, followed by the name of the derived type in parentheses. See "TYPE" on page 402 for details on declaring entities of a specified derived type. The components of a structure are called *structure components*. A *structure component* is one of the components of a structure or is an array whose elements are components of the elements of an array of derived type.

An object of a **PRIVATE** derived type cannot be used outside the defining module.

Default initialization may be specified using an equal sign followed by an initialization expression, or by using an *initial_value_list* enclosed in slashes. You can use this form of initialization for components declared using either a **record structure** declaration or a standard derived type declaration.

Fortran 95

In Fortran 95 a candidate data object for default initialization is a named data object that:

1. is of derived type with default initialization specified for any of its direct components.
2. has neither the **POINTER**, nor the ▸ F2003 **ALLOCATABLE** F2003 ◂ attribute.
3. is not use or host associated.
4. is not a pointee.

A default initialization for a nonpointer and nonallocatable component will take precedence over any default initialization appearing for any direct component of its type.

If a dummy argument with **INTENT(OUT)** is of a derived type with default initialization, it must not be an assumed-size array. If a nonpointer object or subobject has been specified with default initialization in a type definition, it must not be initialized by a **DATA** statement.

End of Fortran 95

IBM Extension

A data object of derived type with default initialization can be specified in a common block as an IBM extension. In addition, default initialization does not imply the **SAVE** attribute in XL Fortran unless **-qsave=defaultinit** has been specified.

End of IBM Extension

Fortran 95

Unlike explicit initialization, it is not necessary for a data object to have the **SAVE** attribute for component default initialization to have an effect. You can specify default initialization for some components of a derived type, but it is not necessary for every component.

You can specify default initialization for a storage unit that is storage associated. However, the objects or subobjects supplying the default initialization must be of the same type. The objects or subobjects must also have the same type parameters and supply the same value for the storage unit.

A direct component will receive an initial value if you specify a default initialization on the corresponding component definition in the type definition, regardless of the accessibility of the component.

For candidate data objects for default initialization, their nonpointer components are either initially defined, or become defined by their corresponding default initialization expressions, and their pointer components are either initially disassociated, or become disassociated if one of the following conditions is met:

- become initially defined or disassociated:
  - the data object in question has the **SAVE** attribute.
  - if you declare the data object in question in a **BLOCK DATA** unit, module, or main program unit.
- become defined or disassociated:
  - a function with the data object in question as its result is invoked
  - a procedure with the data object in question as an **INTENT(OUT)** dummy argument is invoked.
  - a procedure with the data object in question as a local object is invoked, and the data object does not have the **SAVE** attribute.

Allocation of an object of a derived type in which you specify a default initialization for a component will cause the component to:

- become defined, if it is a nonpointer component

- become disassociated, if it is a pointer component

In a subprogram with an **ENTRY** statement, default initialization only occurs for the dummy arguments that appear in the argument list of the procedure name referenced. If such a dummy argument has the **OPTIONAL** attribute, default initialization will only occur if the dummy argument is present.

Module data objects, which are of derived type with default initializations must have the **SAVE** attribute, if they are candidate data objects for default initialization.

End of Fortran 95

The size of a sequence derived type declared using a standard derived type declaration is equal to the sum of the number of bytes required to hold all of its components.

The size of a sequence derived type declared using a **record structure** declaration is equal to the sum of the number of bytes required to hold all of its components and its padding.

Previously, a numeric sequence structure or character sequence structure that appeared in a common block was treated as if its components were enumerated directly in the common block. Now, that only applies to structures of a type declared using a standard derived type declaration.

Input/Output

In namelist input, a structure is expanded into a list of its non-filler ultimate components.

In namelist output, a structure is expanded into the values of its non-filler ultimate components.

In a formatted data transfer statement (**READ**, **WRITE** or **PRINT**), only components of entities of derived type that are not **%FILL** components are treated as if they appeared in the *input-item-list* or the *output-item-list*.

Any **%FILL** field in an entity of derived type is treated as padding in an unformatted data transfer statement.

Determining Type for Derived Types

Two data objects have the same derived type if they are declared with reference to the same derived-type definition.

If the data objects are in different scoping units, they can still have the same derived type. Either the derived-type definition is accessible via host or use association, or the data objects reference their own derived-type definitions with the following conditions:

- They were both declared using standard derived type declarations, both have the same name, either both have the **SEQUENCE** property, or both have the **BIND** attribute, and both have components that do not have **PRIVATE** accessibility and agree in order, name and attributes; or

- They were declared using record structure declarations that were not unnamed, the types have the same name, have no **%FILL** components and have components that agree in order and attributes, and any **%FILL** components appear in the same positions in both.

A derived-type definition that specifies the **BIND** attribute or **SEQUENCE** is not the same as a definition declared to be private or that has components that are private.

Example of Determining Type with Derived Types

```
PROGRAM MYPROG

TYPE NAME                          ! Sequence derived type
   SEQUENCE
   CHARACTER(20) LASTNAME
   CHARACTER(10) FIRSTNAME
   CHARACTER(1)  INITIAL
END TYPE NAME
TYPE (NAME) PER1

CALL MYSUB(PER1)
PER1 = NAME('Smith','John','K')   ! Structure constructor
CALL MYPRINT(PER1)

CONTAINS
  SUBROUTINE MYSUB(STUDENT)       ! Internal subroutine MYSUB
     TYPE (NAME) STUDENT          ! NAME is accessible via host association
              ...
  END SUBROUTINE MYSUB
END

SUBROUTINE MYPRINT(NAMES)         ! External subroutine MYPRINT
  TYPE NAME                        ! Same type as data type in MYPROG
     SEQUENCE
     CHARACTER(20) LASTNAME
     CHARACTER(10) FIRSTNAME
     CHARACTER(1)  INITIAL
  END TYPE NAME
  TYPE (NAME) NAMES                ! NAMES and PER1 from MYPROG
  PRINT *, NAMES                   ! have the same data type
END SUBROUTINE
```

An Example with Different Component Names

```
        MODULE MOD
          STRUCTURE /S/
           INTEGER I
           INTEGER, POINTER :: P
          END STRUCTURE
          RECORD /S/ R
        END MODULE
        PROGRAM P
          USE MOD, ONLY: R
          STRUCTURE /S/
            INTEGER J
            INTEGER, POINTER :: Q
          END STRUCTURE
          RECORD /S/ R2
          R = R2 ! OK - same type name, components have same attributes and
                 ! type (but different names)
        END PROGRAM P
```

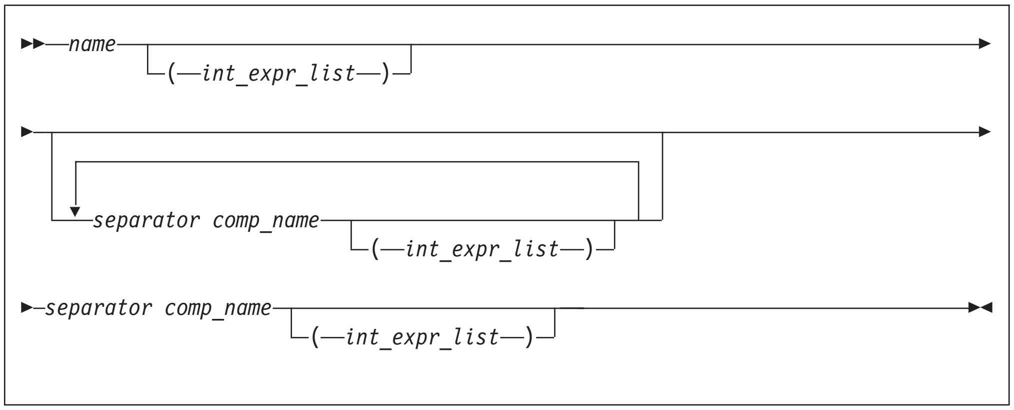
Structure Components

Structure components can be of any explicit type, including derived type.

Note: The case in which a structure component has a subobject that is an array or array section requires some background information from "Array Sections" on page 77, and is explained in "Array Sections and Structure Components" on page 81. The following rules for scalar structure components apply also to structure components that have array subobjects.

You can refer to a specific structure component using a *component designator*. A scalar component designator has the following syntax:

scalar_struct_comp:



name is the name of an object of derived type

comp_name
is the name of a derived-type component

int_expr
is a scalar integer or real expression called a subscript expression

separator
is % or ▶ IBM . IBM ◀

The structure component has the same type, type parameters, and **POINTER** attribute (if any) as the right-most *comp_name*. It inherits any **INTENT**, **TARGET**, and **PARAMETER** attributes from the parent object.

Notes:

1. Each *comp_name* must be a component of the immediately preceding *name* or *comp_name*.
2. The *name* and each *comp_name*, except the right-most, must be of derived type.
3. The number of subscript expressions in any *int_expr_list* must equal the rank of the preceding *name* or *comp_name*.
4. If *name* or any *comp_name* is the name of an array, it must have an *int_expr_list*.
5. The right-most *comp_name* must be scalar.

In namelist formatting, a separator must be a percent sign.

If an expression has a form that could be interpreted either as a structure component using periods as separators or as a binary operation, and an operator with that name is accessible in the scoping unit, XL Fortran will treat the expression as a binary operation. If that is not the interpretation you intended, you should use the percent sign to dereference the parts, or, in free source form, insert white space between the periods and the *comp_name*.

Examples of References to Structure Components:

Example 1: Ambiguous use of a period as separator

```
MODULE MOD
  STRUCTURE /S1/
    STRUCTURE /S2/ BLUE
      INTEGER I
    END STRUCTURE
  END STRUCTURE
  INTERFACE OPERATOR(.BLUE.)
    MODULE PROCEDURE BLUE
  END INTERFACE
CONTAINS
  INTEGER FUNCTION BLUE(R1, I)
    RECORD /S1/ R1
    INTENT(IN) :: R1
    INTEGER, INTENT(IN) :: I
    BLUE = R1%BLUE%I + I
  END FUNCTION BLUE
END MODULE MOD

PROGRAM P
  USE MOD
  RECORD /S1/ R1
  R1%BLUE%I = 17
  I = 13
  PRINT *, R1.BLUE.I ! Calls BLUE(R1,I) - prints 30
  PRINT *, R1%BLUE%I ! Prints 17
END PROGRAM P
```

Example 2: Mix of separators

```
STRUCTURE /S1/
  INTEGER I
END STRUCTURE
STRUCTURE /S2/
  RECORD /S1/ C
END STRUCTURE
RECORD /S2/ R
R.C%I = 17 ! OK
R%C.I = 3 ! OK
R%C%.I = 13 ! OK
R.C.I = 19 ! OK
END
```

Example 3: Percent and period work for any derived types

```
STRUCTURE /S/
  INTEGER I, J
END STRUCTURE
TYPE DT
  INTEGER I, J
END TYPE DT
RECORD /S/ R1
TYPE(DT) :: R2
R1.I = 17; R1%J = 13
R2.I = 19; R2%J = 11
END
```

Allocatable Components

IBM Extension

Allocatable components are defined as ultimate components just as pointer components are. This is because the value (if any) is stored separately from the rest of the structure, and this storage does not exist (because the object is unallocated) when the structure is created. As with ultimate pointer components, variables containing ultimate allocatable components are forbidden from appearing directly in input/output lists.

As with allocatable arrays, allocatable components are forbidden from storage association contexts. So, any variable containing an ultimate, allocatable component cannot appear in **COMMON** or **EQUIVALENCE**. However, allocatable components are permitted in **SEQUENCE** types, which allows the same type to be defined separately in more than one scoping unit.

Deallocation of a variable containing an ultimate allocatable component automatically deallocates all such components of the variable that are currently allocated.

In a structure constructor for a derived type containing an allocatable component, the expression corresponding to the allocatable component must be one of the following:
- An argumentless reference to the intrinsic function NULL(). The allocatable component receives the allocation status of not currently allocated
- A variable that is itself allocatable. The allocatable component receives the allocation status of the variable and, if it is allocated, the value of the variable. If the variable is an array that is allocated, the allocatable component also has the bounds of the variable.
- Any other expression. The allocatable component receives the allocation status of currently allocated with the same value as the expression. If the expression is an array, the allocatable component will have the same bounds.

For intrinsic assignment of those objects of a derived type containing an allocatable component, the allocatable component of the variable on the left-hand-side receives the allocation status and, if allocated, the bounds and value of the corresponding component of the expression. This occurs as if the following sequence of steps is carried out:
1. If the component of the variable is currently allocated, it is deallocated.
2. If the corresponding component of the expression is currently allocated, the component of the variable is allocated with the same bounds. The value of the component of the expression is then assigned to the corresponding component of the variable using intrinsic assignment.

An allocated ultimate allocatable component of an actual argument that is associated with an **INTENT(OUT)** dummy argument is deallocated on procedure entry so that the corresponding component of the dummy argument has an allocation status of not currently allocated.

This ensures that any pointers that point to the previous contents of the allocatable component of the variable become undefined.

Example:
```
MODULE REAL_POLYNOMIAL_MODULE
  TYPE REAL_POLYNOMIAL
    REAL, ALLOCATABLE :: COEFF(:)
  END TYPE
  INTERFACE OPERATOR(+)
    MODULE PROCEDURE RP_ADD_RP, RP_ADD_R
  END INTERFACE
CONTAINS
  FUNCTION RP_ADD_R(P1,R)
```

```
    TYPE(REAL_POLYNOMIAL) RP_ADD_R, P1
    REAL R
    INTENT(IN) P1,R
    ALLOCATE(RP_ADD_R%COEFF(SIZE(P1%COEFF)))
    RP_ADD_R%COEFF = P1%COEFF
    RP_ADD_R%COEFF(1) = P1%COEFF(1) + R
  END FUNCTION
  FUNCTION RP_ADD_RP(P1,P2)
    TYPE(REAL_POLYNOMIAL) RP_ADD_RP, P1, P2
    INTENT(IN) P1, P2
    INTEGER M
    ALLOCATE(RP_ADD_RP%COEFF(MAX(SIZE(P1%COEFF), SIZE(P2%COEFF))))
    M = MIN(SIZE(P1%COEFF), SIZE(P2%COEFF))
    RP_ADD_RP%COEFF(:M) = P1%COEFF(:M) + P2%COEFF(:M)
    IF (SIZE(P1%COEFF)>M) THEN
      RP_ADD_RP%COEFF(M+1:) = P1%COEFF(M+1:)
    ELSE IF (SIZE(P2%COEFF)>M) THEN
      RP_ADD_RP%COEFF(M+1:) = P2%COEFF(M+1:)
    END IF
  END FUNCTION
END MODULE

PROGRAM EXAMPLE
  USE REAL_POLYNOMIAL_MODULE
  TYPE(REAL_POLYNOMIAL) P, Q, R
  P = REAL_POLYNOMIAL((/4,2,1/)) ! Set P to (X**2+2X+4)
  Q = REAL_POLYNOMIAL((/1,1/)) ! Set Q to (X+1)
  R = P + Q ! Polynomial addition
  PRINT *, 'Coefficients are: ', R%COEFF
END
```

End of IBM Extension

Structure Constructor

```
►►—type_name—(—expr_list—)——————————————————————————————►◄
```

type_name
: is the name of the derived type

expr
: is an expression. Expressions are defined under "Expressions and Assignment" on page 87.

A structure constructor allows a scalar value of derived type to be constructed from an ordered list of values. A structure constructor must not appear before the definition of the referenced derived type.

expr_list contains one value for each component of the derived type. The sequence of expressions in the *expr_list* must agree in number and order with the components of the derived type. The type and type parameters of each expression must be assignment-compatible with the type and type parameters of the corresponding component. Data type conversion is performed if necessary.

A component that is a pointer can be declared with the same type that it is a component of. If a structure constructor is created for a derived type containing a pointer, the expression corresponding to the pointer component must evaluate to an object that would be an allowable target for such a pointer in a pointer assignment statement.

The *type_name* and all components of the type must be accessible in the scoping unit containing the structure constructor.

Fortran 2003 Draft Standard

If a component of a derived type is allocatable, the corresponding constructor expression will either be a reference to the intrinsic function **NULL()** with no arguments, an allocatable entity, or will evaluate to an entity of the same rank. If the expression is a reference to the intrinsic function **NULL()**, the corresponding component of the constructor has a status of not currently allocated. If the expression is an allocatable entity, the corresponding component of the constructor has the same allocation status as that of allocatable entity and, if it is allocated, it's same bounds (if any) and value. Otherwise, the corresponding component of the constructor has an allocation status of currently allocated, and has the same bounds (if any) and value as the expression.

End of Fortran 2003 Draft Standard

IBM Extension

If a component using a **record structure** declaration is **%FILL**, the structure constructor for that type cannot be used.

If a derived type is accessible in a scoping unit and there is a local entity of class 1 that is not a derived type with the same name accessible in the scoping unit, the structure constructor for that type cannot be used in that scope.

End of IBM Extension

Examples of Derived Types: Example 1:

```
MODULE PEOPLE
  TYPE NAME
     SEQUENCE                     ! Sequence derived type
     CHARACTER(20) LASTNAME
     CHARACTER(10) FIRSTNAME
     CHARACTER(1)  INITIAL
  END TYPE NAME

  TYPE PERSON                     ! Components accessible via use
                                  ! association
     INTEGER AGE
     INTEGER BIRTHDATE(3)         ! Array component
     TYPE (NAME) FULLNAME         ! Component of derived type
  END TYPE PERSON
END MODULE PEOPLE
PROGRAM TEST1
  USE PEOPLE
  TYPE (PERSON) SMITH, JONES
  SMITH = PERSON(30, (/6,30,63/), NAME('Smith','John','K'))
                                  ! Nested structure constructors
  JONES%AGE = SMITH%AGE           ! Component designator
  CALL TEST2
  CONTAINS

  SUBROUTINE TEST2
    TYPE T
      INTEGER EMP_NO
      CHARACTER, POINTER :: EMP_NAME(:)  ! Pointer component
    END TYPE T
    TYPE (T) EMP_REC
    CHARACTER, TARGET :: NAME(10)
    EMP_REC = T(24744,NAME)            ! Pointer assignment occurs
  END SUBROUTINE                       ! for EMP_REC%EMP_NAME
END PROGRAM
```

Fortran 95

Example 2:

```
PROGRAM LOCAL_VAR
   TYPE DT
      INTEGER A
      INTEGER :: B = 80
   END TYPE

   TYPE(DT) DT_VAR                    ! DT_VAR%B IS INITIALIZED
END PROGRAM LOCAL_VAR
```

Example 3:

```
MODULE MYMOD
   TYPE DT
      INTEGER :: A = 40
      INTEGER, POINTER :: B => NULL()
   END TYPE
END MODULE

PROGRAM DT_INIT
   USE MYMOD
   TYPE(DT), SAVE :: SAVED(8)          ! SAVED%A AND SAVED%B ARE INITIALIZED
   TYPE(DT) LOCAL(5)                   ! LOCAL%A LOCAL%B ARE INITIALIZED
END PROGRAM
```

End of Fortran 95

Record Structures

IBM Extension

Declaring Record Structures

Declaring a record structure declares a user-defined type in the same way that a standard Fortran derived type definition declares a user-defined type. A type declared using a **record structure** declaration is a derived type. For the most part, rules that apply to derived types declared using the standard Fortran syntax apply to derived types declared using the record structure syntax. In those cases where there is a difference, the difference will be called out by referring to the two as derived types declared using a **record structure** declaration and derived types declared using a standard derived type declaration.

Record structure declarations follow this syntax:

record_structure_dcl:

```
►►──structure_stmt──────────────────────────────────────────────────►◄

     ┌─────────────────────┐
     ▼                     │
►►────struct_comp_dcl_item─┴────────────────────────────────────────►◄

►►──end_structure_stmt──────────────────────────────────────────────►◄
```

struct_comp_dcl_item:

```
►►──┬─component_def_stmt──┬─────────────────────────────────────────►◄
    ├─record_structure_dcl─┤
    └─parameter_stmt───────┘
```

where *component_def_stmt* is a type declaration statement used to define the components of the derived type.

structure_stmt:

```
►►──STRUCTURE──┬──────────────────┬──┬─────────────────────┬────────►◄
               └─/structure_name/─┘  └─component_dcl_list─┘
```

component_dcl:

```
►►──a──┬────────────────┬───────────────────────────────────────────►◄
       └─(-array_spec-)─┘
```

where *a* is an object name.

A structure statement declares the *structure_name* to be a derived type in the scoping unit of the nearest enclosing program unit, interface body or subprogram. The derived type is a local entity of class 1 in that scoping unit.

A structure statement may not specify a *component_dcl_list* unless it is nested in another **record structure** declaration. Likewise, the *structure_name* of a structure statement cannot be omitted unless it is part of a *record_structure_dcl* that is nested in another record structure declaration. A *record_structure_dcl* must have at least one component.

A derived type declared using a **record structure** declaration is a sequence derived type, and is subject to all rules that apply to sequence derived types. A component of a type declared using a **record structure** declaration cannot be of a nonsequence derived type, as is true of sequence derived types declared using standard derived type declarations. A **record structure** declaration cannot contain a **PRIVATE** or **SEQUENCE** statement.

A **record structure** declaration defines a scoping unit. All statements in the *record_structure_dcl* are part of the scoping unit of the record structure declaration, with the exception of any other *record_structure_dcl* contained in the *record_structure_dcl*. These rules are also true of standard derived type declarations, repeated here for clarity.

A *parameter_stmt* in a r*ecord_structure_dcl* declares named constants in the scoping unit of the nearest enclosing program unit, interface body or subprogram. A named constant declared in such a *parameter_stmt* may have the same name as a component declared in the *record_structure_dcl* in which it is contained.

Any components declared on a *structure_stmt* are components of the enclosing derived type, and are local entities of the enclosing structure's scoping unit. The type of such a component is the derived type on whose *structure_stmt* it is declared.

Unlike derived types declared using a standard derived type declaration, a derived type name declared using a **record structure** declaration may be the same as the name of an intrinsic type.

In place of the name of a component, **%FILL** can be used in a *component_def_stm*t in a **record structure** declaration. A **%FILL** component is used as a place-holder to achieve desired alignment of data in a **record structure** declaration. Initialization cannot be specified for a **%FILL** component. Each instance of **%FILL** in a **record structure** declaration is treated as a unique component name, different from the names of all other components you specified for the type, and different from all other **%FILL** components. **%FILL** is a keyword and is not affected by the **-qmixed** compiler option.

Each instance of a nested structure that has no name is treated as if it had a unique name, different from the names of all other accessible entities.

As an extension to the rules described on derived types thus far, the direct components of a derived type declared using a **record structure** declaration are:
- the components of that type that are not **%FILL** components; and
- the direct components of a derived type component that does not have the **POINTER** attribute and is not a **%FILL** component.

The non-filler ultimate components of a derived type are the ultimate components of the derived type that are also direct components.

An object of a derived type with default initialization can be a member of a common block. You must ensure that a common block is not initialized in more than one scoping unit.

Examples of Declaring Record Structures:

Example 1: Nested record structure declarations - named and unnamed

```
STRUCTURE /S1/
  STRUCTURE /S2/ A ! A is a component of S1 of type S2
    INTEGER I
  END STRUCTURE
  STRUCTURE B ! B is a component of S1 of unnamed type
    INTEGER J
  END STRUCTURE
END STRUCTURE
RECORD /S1/ R1
RECORD /S2/ R2 ! Type S2 is accessible here.
R2.I = 17
R1.A = R2
R1.B.J = 13
END
```

Example 2: Parameter statement nested in a structure declaration

```
INTEGER I
STRUCTURE /S/
  INTEGER J
  PARAMETER(I=17, J=13) ! Declares I and J in scope of program unit to
                        ! be named constants
END STRUCTURE
INTEGER J ! Confirms implicit typing of named constant J
RECORD /S/ R
R.J = I + J
PRINT *, R.J ! Prints 30
END
```

Example 3: %FILL fields

```
STRUCTURE /S/
  INTEGER I, %FILL, %FILL(2,2), J
  STRUCTURE /S2/ R1, %FILL, R2
    INTEGER I
  END STRUCTURE
END STRUCTURE
RECORD /S/ R
PRINT *, LOC(R%J)-LOC(R%I)  ! Prints 24 with -qintsize=4
PRINT *, LOC(R%R2)-LOC(R%R1) ! Prints 8 with -qintsize=4
END
```

Storage Mapping

A derived type declared using a **record structure** declaration is a sequence derived type. In memory, objects of such a type will have the components stored in the order specified. The same is true of objects of a sequence derived type declared using a standard derived type declaration.

The **-qalign** option specifies the alignment of data objects in storage, which avoids performance problems with misaligned data. Both the **[no]4k** and **struct** suboptions can be specified and are not mutually exclusive. The default setting is **-qalign=no4k:struct=natural**. [no]4K is useful primarily in combination with logical volume I/O and disk striping.

End of IBM Extension

Union and Map

IBM Extension

A union declares a group of fields in the enclosing **record structure** that can share the data area in a program.

Unions and maps follow this syntax:

union_dcl:

IBM Extension

```
        ┌──────────────────┐
        ▼                  │
►►──UNION────union_dcl_item┴──────────────────────────────────────►◄

►►──END UNION─────────────────────────────────────────────────────►◄
```

union_dcl_item:

```
►►──┬─map_dcl────────┬────────────────────────────────────────────►◄
    └─parameter_stmt─┘
```

map_dcl:

```
      ┌────────────────┐
      ▼                │
►►──MAP────map_dcl_item┴──────────────────────────────────────────►◄

►►──END MAP───────────────────────────────────────────────────────►◄
```

map_dcl_item:

```
►►──┬─struct_comp_dcl_item─┬──────────────────────────────────────►◄
    └─record_stmt──────────┘
```

struct_comp_dcl_item:

```
►►──┬─component_def_stmt───┬──────────────────────────────────────►◄
    ├─record_structure_dcl─┤
    ├─parameter_stmt───────┤
    └─union_dcl────────────┘
```

A **union** declaration must be defined in a **record structure**, may be in a **map** declaration, and a **map** declaration must be in a **union** declaration. All declarations in a *map_dcl_item* within a union declaration must be of the same nesting level, regardless of which *map_dcl* they reside in. Therefore, no component name inside a *map_dcl* may appear in any other *map_dcl* on the same level.

A component declared within a **map** declaration must not have a **POINTER** , F2003 **PRIVATE**, **PUBLIC**, or **ALLOCATABLE** F2003 attribute.

A record structure with union map must not appear in I/O statements.

The components declared in a **map** declaration share the same storage as the components declared in the other map declarations within a **union** construct.

When you assign a value to one component in one **map** declaration, the components in other map declarations that share storage with this component may be affected.

The size of a map is the sum of the sizes of the components declared within it.

The size of the data area established for a **union** declaration is the size of the largest map defined for that union

A *parameter_stmt* in a **map** declaration or **union** construct declares entities in the scoping unit of the nearest enclosing program unit, interface body, or subprogram.

A **%FILL** field in a **map** declaration is used as a place-holder to achieve desired alignment of data in a record structure. Other non-filler components or part of the components in other map declarations that share the data area with a **%FILL** field are undefined.

If default initialization is specified in *component_def_stmts* in at least one **map** declaration in a **union** declaration, the last occurence of the initialization becomes the final initialization of the components.

If default initialization is specified in one of the union map declarations in a record structure, a variable of that type that will have its storage class assigned by default will be given

- the static storage class if either the **-qsave=defaultinit** or **-qsave=all** option is specified; or
- the automatic storage class, if the **-qnosave** option is specified.

At any time, only one map is associated with the shared storage. If a component from another map is referenced, the associated map becomes unassociated and its components become undefined. The map referenced will then be associated with the storage.

If a component of *map_dcl* is entirely or partially mapped with the **%FILL** component of the other *map_dcl* in a union, the value of the overlap portion is undefined unless that component is initialized by default initialization or an assignment statement.

Examples of Union and Map

Example 1: The size of the union is equal to the size of the largest map in that union

```
structure /S/
   union
     map
       integer*4  i, j, k
       real*8  r, s, t
     end map
     map
       integer*4  p, q
       real*4  u, v
     end map
   end union         ! Size of the union is 36 bytes.
 end structure
 record /S/ r
```

Example 2: The results of union map are different with different -qsave option and suboptions

```
PROGRAM P
 CALL SUB
 CALL SUB
END PROGRAM P

SUBROUTINE SUB
  LOGICAL, SAVE :: FIRST_TIME = .TRUE.
  STRUCTURE /S/
    UNION
      MAP
        INTEGER I/17/
      END MAP
      MAP
        INTEGER J
      END MAP
    END UNION
  END STRUCTURE
  RECORD /S/ LOCAL_STRUCT
  INTEGER LOCAL_VAR

  IF (FIRST_TIME) THEN
    LOCAL_STRUCT.J = 13
    LOCAL_VAR = 19
    FIRST_TIME = .FALSE.
  ELSE
    ! Prints " 13" if compiled with -qsave or -qsave=all
    ! Prints " 13" if compiled with -qsave=defaultinit
    ! Prints " 17" if compiled with -qnosave
    PRINT *, LOCAL_STRUCT%j
    ! Prints " 19" if compiled with -qsave or -qsave=all
    ! Value of LOCAL_VAR is undefined otherwise
    PRINT *, LOCAL_VAR
  END IF
END SUBROUTINE SUB
```

Example 3: The last occurrence of default initialization in a map declaration within a union structure becomes the final initialization of the component

```
structure /st/
  union
    map
      integer  i /3/, j /4/
      union
        map
          integer  k /8/, l /9/
        end map
      end union
    end map
    map
      integer  a, b
      union
        map
          integer  c /21/
        end map
      end union
    end map
  end union
end structure
record /st/ R
print *, R.i, R.j, R.k, R.l      ! Prints "3 4 21 9"
print *, R.a, R.b, R.c           ! Prints "3 4 21"
end
```

Example 4: The following program is compiled with -qintsize=4 and -qalign=struct=packed, the components in the union MAP are aligned and packed

```
structure /s/
  union
    map
      integer*2  i /z'1a1a'/, %FILL, j /z'2b2b'/
    end map
    map
      integer  m, n
    end map
  end union
end structure
record /s/ r

print '(2z6.4)', r.i, r.j      ! Prints "1A1A  2B2B"
print '(2z10.8)', r.m, r.n     ! Prints "1A1A0000  2B2B0000" however
                               ! the two bytes in the lower order are
                               ! not guaranteed.
r.m = z'abc00cba'              ! Components are initialized by
                               ! assignment statements.
r.n = z'02344320'

print '(2z10.8)', r.m, r.n     ! Prints "ABC00CBA  02344320"
print '(2z6.4)', r.i, r.j      ! Prints "ABC0  0234"
end
```

End of IBM Extension

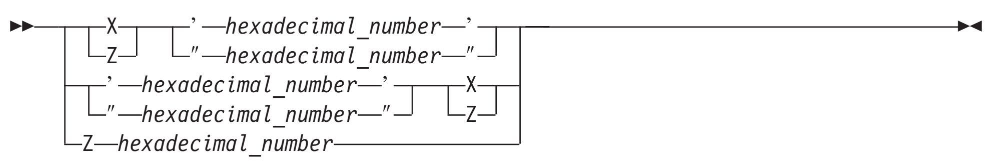
Typeless Literal Constants

IBM Extension

A typeless constant does not have an intrinsic type in XL Fortran. Hexadecimal, octal, binary, and Hollerith constants can be used in any situation where intrinsic literal constants are used, except as the length specification in a type declaration statement (although typeless constants can be used in a *type_param_value* in **CHARACTER** type declaration statements). The number of digits recognized in a hexadecimal, octal, or binary constant depends on the context in which the constant is used.

Hexadecimal Constants

The form of a hexadecimal constant is:



hexadecimal_number
: is a string composed of digits (0-9) and letters (A-F, a-f). Corresponding uppercase and lowercase letters are equivalent.

The **Z***nn...nn* form of a hexadecimal constant can only be used as a data initialization value delimited by slashes. If this form of a hexadecimal constant is the same string as the name of a constant you defined previously with the **PARAMETER** attribute, XL Fortran recognizes the string as the named constant.

If 2x hexadecimal digits are present, x bytes are represented.

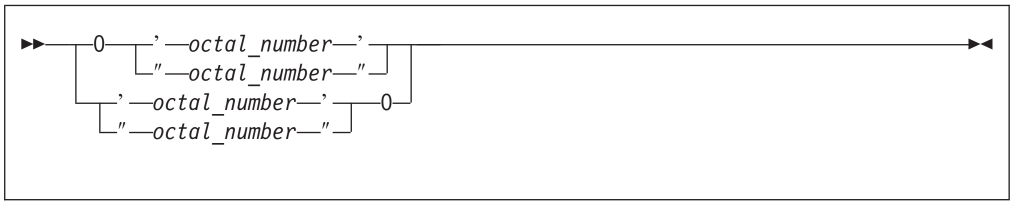
See “Using Typeless Constants” on page 53 for information on how XL Fortran interprets the constant.

Examples of Hexadecimal Constants

```
Z'0123456789ABCDEF'
Z"FEDCBA9876543210
Z'0123456789aBcDeF'
Z0123456789aBcDeF   ! This form can only be used as an initialization value
```

Octal Constants

The form of an octal constant is:



octal_number
is a string composed of digits (0-7)

Because an octal digit represents 3 bits, and a data object represents a multiple of 8 bits, the octal constant may contain more bits than are needed by the data object. For example, an **INTEGER(2)** data object can be represented by a 6-digit octal constant if the leftmost digit is 0 or 1; an **INTEGER(4)** data object can be represented by an 11-digit constant if the leftmost digit is 0, 1, 2, or 3; an **INTEGER(8)** can be represented by a 22-digit constant if the leftmost digit is 0 or 1.

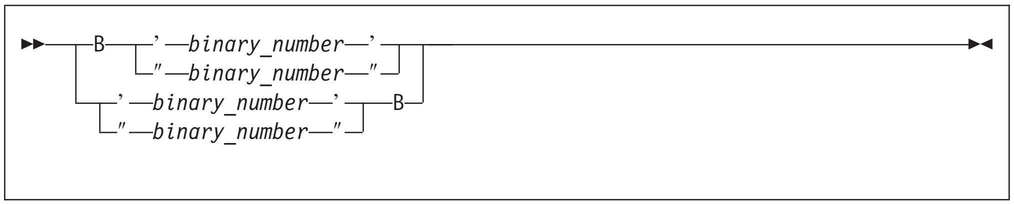
See “Using Typeless Constants” on page 53 for information on how the constant is interpreted by XL Fortran.

Examples of Octal Constants

```
O'01234567'
"01234567"O
```

Binary Constants

The form of a binary constant is:



binary_number is a string formed from the digits 0 and 1

If 8x binary digits are present, x bytes are represented.

See “Using Typeless Constants” on page 53 for information on how XL Fortran interprets the constant.

Examples of Binary Constants

```
B"10101010"
'10101010'B
```

Hollerith Constants

The form of a Hollerith constant is:

```
►►──n──H──character_string──────────────────────────────────────────►◄
```

A Hollerith constant consists of a nonempty string of characters capable of representation in the processor and preceded by `nH`, where `n` is a positive unsigned integer constant representing the number of characters after the `H`. `n` cannot specify a kind type parameter. The number of characters in the string may be from 1 to 255.

Note: If you specify `nH` and fewer than `n` characters are specified after the `n`, any blanks that are used to extend the input line to the right margin are considered to be part of the Hollerith constant. A Hollerith constant can be continued on a continuation line. At least `n` characters must be available for the Hollerith constant.

XL Fortran also recognizes escape sequences in Hollerith constants, unless the **-qnoescape** compiler option is specified. If a Hollerith constant contains an escape sequence, `n` is the number of characters in the internal representation of the string, not the number of characters in the source string. (For example, `2H\"\"` represents a Hollerith constant for two double quotation marks.)

XL Fortran provides support for multibyte characters within character constants, Hollerith constants, **H** edit descriptors, character-string edit descriptors, and comments. This support is provided through the **-qmbcs** option. Assignment of a constant containing multibyte characters to a variable that is not large enough to hold the entire string may result in truncation within a multibyte character.

Support is also provided for Unicode characters and filenames. If the environment variable **LANG** is set to **UNIVERSAL** and the **-qmbcs** compiler option is specified, the compiler can read and write Unicode characters and filenames.

See "Using Typeless Constants" for information on how the constant is interpreted by XL Fortran.

Using Typeless Constants

The data type and length of a typeless constant are determined by the context in which you use the typeless constant. XL Fortran does not convert the data type and length until you use them and context is understood.

- If you compile your program with the **-qctyplss** compiler option, character initialization expressions follow the rules that apply to Hollerith constants.
- A typeless constant can assume only one of the intrinsic data types.
- When you use a typeless constant with an arithmetic or logical unary operator, the constant assumes a default integer type.
- When you use a typeless constant with an arithmetic, logical, or relational binary operator, the constant assumes the same data type as the other operand. If both

operands are typeless constants, they assume a type of default integer unless both operands of a relational operator are Hollerith constants. In this case, they both assume a character data type.

- When you use a typeless constant in a concatenation operation, the constant assumes a character data type.
- When you use a typeless constant as the expression on the right-hand side of an assignment statement, the constant assumes the type of the variable on the left-hand side.
- When you use a typeless constant in a context that requires a specific data type, the constant assumes that data type.
- When you use a typeless constant as an initial value in a **DATA** statement, **STATIC** statement, or type declaration statement, or as the constant value of a named constant in a **PARAMETER** statement, or when the typeless constant is to be treated as any noncharacter type of data, the following rules apply:
  - If a hexadecimal, octal, or binary constant is smaller than the length expected, XL Fortran adds zeros on the left. If it is longer, the compiler truncates on the left.
  - If a Hollerith constant is smaller than the length expected, the compiler adds blanks on the right. If it is longer, the compiler truncates on the right.
  - If a typeless constant specifies the value of a named constant with a character data type having inherited length, the named constant has a length equal to the number of bytes specified by the typeless constant.
- When a typeless constant is treated as an object of type character (except when used as an initial value in a **DATA**, **STATIC**, type declaration, or component definition statement).
- When you use a typeless constant as part of a complex constant, the constant assumes the data type of the other part of the complex constant. If both parts are typeless constants, the constants assume the real data type with length sufficient to represent both typeless constants.
- When you use a typeless constant as an actual argument, the type of the corresponding dummy argument must be an intrinsic data type. The dummy argument must not be a procedure, pointer, array, object of derived type, or alternate return specifier.
- When you use a typeless constant as an actual argument, and:
  - The procedure reference is to a generic intrinsic procedure,
  - All of the arguments are typeless constants, and
  - There *is* a specific intrinsic procedure that has the same name as the generic procedure name,

  the reference to the generic name will be resolved through the specific procedure.
- When you use a typeless constant as an actual argument, and:
  - The procedure reference is to a generic intrinsic procedure,
  - All of the arguments are typeless constants, and
  - There is *no* specific intrinsic procedure that has the same name as the generic procedure name,

  the typeless constant is converted to default integer. If a specific intrinsic function takes integer arguments, the reference is resolved through that specific function. If there are no specific intrinsic functions, the reference is resolved through the generic function.
- When you use a typeless constant as an actual argument, and:

  – The procedure reference is to a generic intrinsic procedure, and
  – There is another argument specified that is not a typeless constant,

  the typeless constant assumes the type of that argument. However, if you specify the compiler option **-qport=typlssarg**, the actual argument is converted to default integer. The selected specific intrinsic procedure is based on that type.

- When you use a typeless constant as an actual argument, and the procedure name is established to be generic but is not an intrinsic procedure, the generic procedure reference must resolve to only one specific procedure. The constant assumes the data type of the corresponding dummy argument of that specific procedure. For example:

```
INTERFACE SUB
  SUBROUTINE SUB1( A )
     REAL A
  END SUBROUTINE
  SUBROUTINE SUB2( A, B )
     REAL A, B
  END SUBROUTINE
  SUBROUTINE SUB3( I )
     INTEGER I
  END SUBROUTINE
END INTERFACE
CALL SUB('C0600000'X, '40066666'X)  ! Resolves to SUB2

CALL SUB('00000000'X)               ! Invalid - ambiguous, may
                                    ! resolve to either SUB1 or SUB3
```

- When you use a typeless constant as an actual argument, and the procedure name is established to be only specific, the constant assumes the data type of the corresponding dummy argument.
- When you use a typeless constant as an actual argument, and:
  – The procedure name has not been established to be either generic or specific, and
  – The constant has been passed by reference,

  the constant assumes the default integer size but no data type, unless it is a Hollerith constant. The default for passing a Hollerith constant is the same as if it were a character actual argument. However, using the compiler option **-qctyplss=arg** will cause a Hollerith constant to be passed as if it were an integer actual argument. See "Resolution of Procedure References" on page 169 for more information about establishing a procedure name to be generic or specific.
- When you use a typeless constant as an actual argument, and:
  – The procedure name has not been established to be either generic or specific, and
  – The constant has been passed by value,

  the constant is passed as if it were a default integer for hexadecimal, binary, and octal constants.

  If the constant is a Hollerith constant and it is smaller than the size of a default integer, XL Fortran adds blanks on the right. If the constant is a Hollerith constant and it is larger than 8 bytes, XL Fortran truncates the rightmost Hollerith characters. See "Resolution of Procedure References" on page 169 for more information about establishing a procedure name to be generic or specific.
- When you use a typeless constant in any other context, the constant assumes the default integer type, with the exception of Hollerith constants. Hollerith constants assume a character data type when used in the following situations:
  – An H edit descriptor

  – A relational operation with both operands being Hollerith constants
  – An input/output list
- If a typeless constant is to be treated as a default integer but the value cannot be represented within the value range for a default integer, the constant is promoted to a representable kind.
- A kind type parameter must not be replaced with a logical constant even if **-qintlog** is on, nor by a character constant even if **-qctyplss** is on, nor can it be a typeless constant.

Examples of Typeless Constants in Expressions

```
INT=B'1'          ! Binary constant is default integer
RL4=X'1'          ! Hexadecimal constant is default real
INT=INT + O'1'    ! Octal constant is default integer
RL4=INT + B'1'    ! Binary constant is default integer
INT=RL4 + Z'1'    ! Hexadecimal constant is default real
ARRAY(O'1')=1.0   ! Octal constant is default integer

LOGICAL(8) LOG8
LOG8=B'1'         ! Binary constant is LOGICAL(8), LOG8 is .TRUE.
```

End of IBM Extension

How Type Is Determined

Each user-defined function or named entity has a data type. The type of an entity accessed by host or use association is determined in the host scoping unit or accessed module, respectively. The type of a name is determined, in the following sequence, in one of three ways:

1. Explicitly, in one of the following ways:
   - From a specified type declaration statement (see “Type Declaration” on page 407 for details).
   - For function results, from a specified type statement or its **FUNCTION** statement.
2. Implicitly, from a specified **IMPLICIT** type statement (see “IMPLICIT” on page 327 for details).
3. Implicitly, by predefined convention. By default (that is, in the absence of an **IMPLICIT** type statement), if the first letter of the name is `I`, `J`, `K`, `L`, `M`, or `N`, the type is default integer. Otherwise, the type is default real.

In a given scoping unit, if a letter, dollar sign, or underscore has not been specified in an **IMPLICIT** statement, the implicit type used is the same as the implicit type used by the host scoping unit. A program unit and interface body are treated as if they had a host with an **IMPLICIT** statement listing the predefined conventions.

The data type of a literal constant is determined by its form.

Definition Status of Variables

A variable is defined or undefined, and its definition status can change during program execution. A named constant has a value and cannot be defined or redefined during program execution.

Arrays (including sections), structures, and variables of character or complex type are objects made up of zero or more subobjects. Associations can be established between variables and subobjects and between subobjects of different variables.

- An object is defined if all of its subobjects are defined. That is, each object or subobject has a value that does not change until it becomes undefined or until it is redefined with a different value.
- If an object is undefined, at least one of its subobjects is undefined. An undefined object or subobject cannot provide a predictable value.

Variables are initially defined if they are specified to have initial values by **DATA** statements, type declaration statements, or **STATIC** statements. In addition, default initialization may cause a variable to be initially defined. Zero-sized arrays and zero-length character objects are always defined.

All other variables are initially undefined.

Events Causing Definition

The following events will cause a variable to become defined:

1. Execution of an intrinsic assignment statement other than a masked array assignment statement F95 or **FORALL** assignment statement F95 causes the variable that precedes the equal sign to become defined.

   Execution of a defined assignment statement may cause all or part of the variable that precedes the equal sign to become defined.
2. Execution of a masked array assignment statement F95 or **FORALL** assignment statement F95 may cause some or all of the array elements in the assignment statement to become defined.
3. As execution of an input statement proceeds, each variable that is assigned a value from the input file becomes defined at the time that data are transferred to it. Execution of a **WRITE** statement whose unit specifier identifies an internal file causes each record that is written to become defined.

   As execution of an asynchronous input statement proceeds, the variable does not become defined until the matching **WAIT** statement is executed.
4. Execution of a **DO** statement causes the **DO** variable, if any, to become defined.

Fortran 95

5. Default initialization may cause a variable to be initially defined.

End of Fortran 95

6. Beginning of execution of the action specified by an implied-**DO** list in an input/output statement causes the implied-**DO** variable to become defined.
7. Execution of an **ASSIGN** statement causes the variable in the statement to become defined with a statement label value.
8. A reference to a procedure causes the entire dummy argument data object to become defined if the dummy argument does not have **INTENT(OUT)**, and the entire corresponding actual argument is defined with a value that is not a statement label.

   A reference to a procedure causes a subobject of a dummy argument that does not have **INTENT(OUT)** to become defined if the corresponding subobject of the corresponding actual argument is defined.

9. Execution of an input/output statement containing an **IOSTAT=** specifier causes the specified integer variable to become defined.

Fortran 2003 Draft Standard

10. Execution of an input/output statement containing an **IOMSG=** specifier causes the specified character variable to become defined when an error, end-of-file or end-of-record occurs.

End of Fortran 2003 Draft Standard

11. Execution of a **READ** statement containing a **SIZE=** specifier causes the specified integer variable to become defined.

IBM Extension

12. Execution of a **READ** or **WRITE** statement in XL Fortran containing an **ID=** specifier causes the specified integer variable to become defined.
13. Execution of a **WAIT** statement in XL Fortran containing a **DONE=** specifier causes the specified logical variable to become defined.
14. Execution of a synchronous **READ** or **WRITE** statement in XL Fortran containing a **NUM=** specifier causes the specified integer variable to become defined.

    Execution of an asynchronous **READ** or **WRITE** statement containing a **NUM=** specifier does not cause the specified integer variable to become defined. The integer variable is defined upon execution of the matching **WAIT** statement.

End of IBM Extension

15. Execution of an **INQUIRE** statement causes any variable that is assigned a value during the execution of the statement to become defined if no error condition exists.
16. When a character storage unit becomes defined, all associated character storage units become defined.

    When a numeric storage unit becomes defined, all associated numeric storage units of the same type become defined, except that variables associated with the variable in an **ASSIGN** statement become undefined when the **ASSIGN** statement is executed. When an entity of type **DOUBLE PRECISION** becomes defined, all totally associated entities of double precision real type become defined.

    A nonpointer scalar object of type nondefault integer, real other than default or double precision, nondefault logical, nondefault complex, nondefault character of any length, or nonsequence type occupies a single unspecified storage unit that is different for each case. A pointer that is distinct from other pointers in at least one of type, kind, and rank occupies a single unspecified storage unit. When an unspecified storage unit becomes defined, all associated unspecified storage units become defined.
17. When a default complex entity becomes defined, all partially associated default real entities become defined.
18. When both parts of a default complex entity become defined as a result of partially associated default real or default complex entities becoming defined, the default complex entity becomes defined.

19. When all components of a numeric sequence structure or character sequence structure become defined as a result of partially associated objects becoming defined, the structure becomes defined.
20. Execution of an **ALLOCATE** or **DEALLOCATE** statement with a **STAT=** specifier causes the variable specified by the **STAT=** specifier to become defined.
21. Allocation of a zero-sized array causes the array to become defined.
22. Invocation of a procedure causes any automatic object of zero size in that procedure to become defined.
23. Execution of a pointer assignment statement that associates a pointer with a target that is defined causes the pointer to become defined.
24. Invocation of a procedure that contains a nonpointer, nonallocatable, automatic object, causes all nonpointer default-initialized subcomponents of the object to become defined.
25. Invocation of a procedure that contains a nonpointer nonallocatable **INTENT(OUT)** dummy argument causes all nonpointer default-initialized subcomponents of the object to become defined.
26. Allocation of an object of a derived type where a nonpointer component is initialized by default initialization, causes the component and its subobjects to become defined.

Fortran 95

27. In a **FORALL** statement or construct used in Fortran 95, the *index-name* becomes defined when the *index-name* value set is evaluated.

End of Fortran 95

IBM Extension

28. If a **THREADPRIVATE** nonpointer nonallocatable variable that does not appear in a **COPYIN** clause is defined on entry into the first parallel region, each new thread's copy of the variable is defined.
29. If a **THREADPRIVATE** common block that does not appear in a **COPYIN** clause is defined on entry into the first parallel region, each new thread's copy of the variable is defined.
30. For **THREADPRIVATE** variables that are specified in a **COPYIN** clause, each new thread duplicates the master thread's definition, allocation and association status of these variables. Therefore, if the master thread's copy of a variable is defined on entry to a parallel region, each new thread's copy of the variable will also be defined.
31. For **THREADPRIVATE** common blocks that are in a **COPYIN** clause, each new thread duplicates the master thread's definition, allocation and association status of the variables in these common blocks. Therefore, if the master thread's copy of a common block variable is defined on entry to a parallel region, each new thread's copy of the common block variable will also be defined.
32. When a variable is specified in a **FIRSTPRIVATE** clause of a **PARALLEL**, **PARALLEL DO**, **DO**, **PARALLEL SECTIONS**, **PARALLEL WORKSHARE**, **SECTIONS**, or **SINGLE** directive, each new thread duplicates the master thread's definition and association status of the variable. Therefore, if the master thread's copy of a variable is defined on entry to a parallel region, each new thread's copy of the variable will also be defined.

33. For each variable, or variable inside a common block, specified in a **COPYPRIVATE** clause, then after the execution of the code enclosed in the **SINGLE** construct and before any threads in the team have left the construct, all copies of the variable become defined as follows:
    - If the variable has the **POINTER** attribute, then copies of the variable in other threads in the team have the same pointer association status as the copy of the variable belonging to the thread that executed the code enclosed in the **SINGLE** construct.
    - If the variable does not have the **POINTER** attribute, then copies of the variable in other threads in the team have the same definition as the copy of the variable belonging to the thread that executed the code enclosed in the **SINGLE** construct.

End of IBM Extension

Events Causing Undefinition

The following events will cause a variable to become undefined:

1. When a variable of a given type becomes defined, all associated variables of different type become undefined. However, when a variable of type default real is partially associated with a variable of type default complex, the complex variable does not become undefined when the real variable becomes defined and the real variable does not become undefined when the complex variable becomes defined. When a variable of type default complex is partially associated with another variable of type default complex, definition of one does not cause the other to become undefined.
2. Execution of an **ASSIGN** statement causes the variable in the statement to become undefined as an integer. Variables that are associated with the variable also become undefined.
3. If the evaluation of a function may cause an argument of the function or a variable in a module or in a common block to become defined, and if a reference to the function appears in an expression in which the value of the function is not needed to determine the value of the expression, the argument or variable becomes undefined when the expression is evaluated.
4. The execution of a **RETURN** statement or **END** statement within a subprogram causes all variables that are local to its scoping unit, or that are local to the current instance of its scoping unit for a recursive invocation, to become undefined, except for the following:
    a. Variables with the **SAVE** or **STATIC** attribute.
    b. Variables in blank common.
    c. According to Fortran 90, variables in a named common block that appears in the subprogram and appears in at least one other scoping unit that is making either a direct or indirect reference to the subprogram. IBM XL Fortran does not undefine these variables, unless they are part of a threadlocal common block. IBM
    d. Variables accessed from the host scoping unit.
    e. According to Fortran 90, variables accessed from a module that also is referenced directly or indirectly by at least one other scoping unit that is making either a direct or indirect reference to the subprogram. IBM XL Fortran does not undefine these variables. IBM
    f. According to Fortran 90, variables in a named common block that are initially defined and that have not been subsequently defined or redefined. IBM XL Fortran does not undefine these variables. IBM

5. When an error condition or end-of-file condition occurs during execution of an input statement, all of the variables specified by the input list or namelist-group of the statement become undefined.
6. When an error condition, end-of-file condition, or end-of-record condition occurs during execution of an input/output statement and the statement contains any implied-**DO** lists, all of the implied-**DO** variables in the statement become undefined.
7. Execution of a defined assignment statement may leave all or part of the variable that precedes the equal sign undefined.
8. Execution of a direct access input statement that specifies a record that has not been written previously causes all of the variables specified by the input list of the statement to become undefined.
9. Execution of an **INQUIRE** statement may cause the **NAME=**, **RECL=**, and **NEXTREC=** variables to become undefined.
10. When a character storage unit becomes undefined, all associated character storage units become undefined.

    When a numeric storage unit becomes undefined, all associated numeric storage units become undefined unless the undefinition is a result of defining an associated numeric storage unit of different type (see (1) above).

    When an entity of double precision real type becomes undefined, all totally associated entities of double precision real type become undefined.

    When an unspecified storage unit becomes undefined, all associated unspecified storage units become undefined.
11. A reference to a procedure causes part of a dummy argument to become undefined if the corresponding part of the actual argument is defined with a value that is a statement label value.
12. When an allocatable entity is deallocated, it becomes undefined. Successful execution of an **ALLOCATE** statement for a nonzero-sized object for which default initialization has not been specified causes the object to become undefined.
13. Execution of an **INQUIRE** statement causes all inquiry specifier variables to become undefined if an error condition exists, except for the variable in the **IOSTAT=** or ▶ F2003 **IOMSG=** F2003 ◀ specifier, if any.
14. When a procedure is invoked:
    a. An optional dummy argument that is not associated with an actual argument is undefined.
    b. A nonpointer dummy argument with **INTENT(OUT)** and its associated actual argument are undefined, except for nonpointer direct components that have default initialization.
    c. A pointer dummy argument with **INTENT(OUT)** and its associated actual argument have an association status of undefined.
    d. A subobject of a dummy argument is undefined if the corresponding subobject of the actual argument is undefined.
    e. The function result variable is undefined, unless it was declared with the **STATIC** attribute and was defined in a previous invocation.
15. When the association status of a pointer becomes undefined or disassociated, the pointer becomes undefined.

Fortran 95

16. When the execution of a **FORALL** statement or construct in Fortran 95 has completed, the *index-name* becomes undefined.

End of Fortran 95

Fortran 2003 Draft Standard

17. When execution of a **RETURN** or **END** statement causes a variable to become undefined, any variable of type **C_PTR** becomes undefined if its value is the C address of any part of the variable that becomes undefined.
18. When a variable with the **TARGET** attribute is deallocated, any variable of type **C_PTR** becomes undefined if its value is the C address of any part of the variable that is deallocated.

End of Fortran 2003 Draft Standard

IBM Extension

19. When a variable is specified in either the **PRIVATE** or **LASTPRIVATE** clause of a **PARALLEL**, **PARALLEL DO**, **DO**, **PARALLEL SECTIONS**, **PARALLEL WORKSHARE**, **SECTIONS** or **SINGLE** directive, each new thread's copy of the variable is undefined when the thread is first created.
20. When a variable is specified in a **FIRSTPRIVATE** clause of a **PARALLEL**, **PARALLEL DO**, **DO**, **PARALLEL SECTIONS**, **PARALLEL WORKSHARE**, **SECTIONS** or **SINGLE** directive, each new thread duplicates the master thread's definition and association status of the variable. Therefore, if the master thread's copy of a variable is undefined on entry to a parallel region, each new thread's copy of the variable will also be undefined.
21. When a variable is specified in the **NEW** clause of an **INDEPENDENT** directive, the variable is undefined at the beginning of every iteration of the following **DO** loop.
22. When a variable appears in asynchronous input, that variable becomes undefined, and remains undefined, until the matching **WAIT** statement is reached.
23. If a **THREADPRIVATE** common block or a **THREADPRIVATE** variable is specified in a **COPYIN** clause, each new thread duplicates the master thread's definition, allocation and association status of the variables. Therefore, if the master thread's copy of a variable is undefined on entry to a parallel region, each new thread's copy of the variable will also be aundefined.
24. ▶ F2003 If a **THREADPRIVATE** common block variable or a **THREADPRIVATE** variable has the **ALLOCATABLE** attribute, the allocation status of each copy created will be not currently allocated. F2003 ◀
25. If a **THREADPRIVATE** common block variable or a **THREADPRIVATE** variable has the **POINTER** attribute with an initial association status of disassociated through either default or explicit initialization, each copy will have an association status of disassociated. Otherwise the association status of each copy is undefined.
26. If a **THREADPRIVATE** common block variable or a **THREADPRIVATE** variable has neither the **ALLOCATABLE** or the **POINTER** attribute and is initially defined through default or explicit initialization, each copy has the same definition. Otherwise, each copy is undefined.

End of IBM Extension

Allocation Status

The allocation status of an allocatable object is one of the following during program execution:

- Not currently allocated, which means that the object has never been allocated or that the last operation on it was a deallocation.
- Currently allocated, which means that the object has been allocated by an **ALLOCATE** statement and has not been subsequently deallocated.
- Undefined, which means that the object does not have the **SAVE** or **STATIC** attribute and was currently allocated when execution of a **RETURN** or **END** statement resulted in no executing scoping units having access to it.

IBM Extension

In XL Fortran, this status is only available when you are using the **-qxlf90=noautodealloc** option. (For example, you are using the **xlf90** compilation command.)

End of IBM Extension

If the allocation status of an allocatable object is currently allocated, the object may be referenced and defined. An allocatable object that is not currently allocated must not be referenced or defined. If the allocation status of an allocatable object is undefined, the object must not be referenced, defined, allocated, or deallocated.

When the allocation status of an allocatable object changes, the allocation status of any associated allocatable object changes accordingly.

IBM Extension

In XL Fortran, the allocation status of such an object remains currently allocated.

End of IBM Extension

Fortran 95

In Fortran 95, the allocation status of an allocatable object that is declared in the scope of a module is processor dependent if it does not have the **SAVE** attribute and was currently allocated when execution of a **RETURN** or **END** statement resulted in no executing scoping units referencing the module.

End of Fortran 95

Storage Classes for Variables

IBM Extension

Note: This section pertains only to storage for variables. Named constants and their subobjects have a storage class of *literal*.

Fundamental Storage Classes

All variables are ultimately represented by one of five storage classes:

Automatic for variables in a procedure that will not be retained once the procedure ends. Variables reside in the stack storage area.

Static for variables that retain memory throughout the program. Variables reside in the data storage area. Uninitialized variables reside in the bss storage area.

Common for common block variables. If a common block variable is initialized, the whole block resides in the data storage area; otherwise, the whole block resides in the bss storage area.

Controlled Automatic
for automatic objects. Variables reside in the stack storage area. XL Fortran allocates storage on entry to the procedure and deallocates the storage when the procedure completes.

Controlled for allocatable objects. Variables reside in the heap storage area. You must explicitly allocate and deallocate the storage.

Secondary Storage Classes

None of the following storage classes own their own storage, but are associated with a fundamental storage class at run time.

Pointee is dependent on the value of the corresponding integer pointer.

Reference parameter
is a dummy argument whose actual argument is passed to a procedure using the default passing method or **%REF**.

Value parameter
is a dummy argument whose actual argument is passed by value to a procedure.

For details on passing methods, see "%VAL and %REF" on page 162.

Storage Class Assignment

Variable names are assigned storage classes in one of the following ways:

1. Explicitly:
   - Dummy arguments have an explicit storage class of reference parameter or value parameter. See "%VAL and %REF" on page 162 for more details.
   - Pointee variables have an explicit storage class of pointee.
   - Variables for which the **STATIC** attribute is explicitly specified have an explicit storage class of static.
   - Variables for which the **AUTOMATIC** attribute is explicitly specified have an explicit storage class of automatic.
   - Variables that appear in a **COMMON** block have an explicit storage class of common.
   - Variables for which the **SAVE** attribute is explicitly specified have an explicit storage class of static, unless they also appear in a **COMMON** statement, in which case their storage class is common.
   - Variables that appear in a **DATA** statement or are initialized in a type declaration statement have an explicit storage class of static, unless they also appear in a **COMMON** statement, in which case their storage class is common.
   - Function result variables that are of type character or derived have the explicit storage class of reference parameter.

- Function result variables that do not have the **SAVE** or **STATIC** attribute have an explicit storage class of automatic.
- Automatic objects have an explicit storage class of controlled automatic.
- Allocatable objects have an explicit storage class of controlled.

A variable that does not satisfy any of the above, but that is equivalenced with a variable that has an explicit storage class, inherits that explicit storage class.

A variable that does not satisfy any of the above, and is not equivalenced with a variable that has an explicit storage class, has an explicit storage class of static if:

- A **SAVE** statement with no list exists in the scoping unit or,
- The variable is declared in the specification part of a main program.

2. Implicitly:

   If a variable does not have an explicit storage class, it can be assigned an implicit storage class as follows:

   - Variables whose names begin with a letter, dollar sign or underscore that appears in an **IMPLICIT STATIC** statement have a storage class of static.
   - Variables whose names begin with a letter, dollar sign or underscore that appears in an **IMPLICIT AUTOMATIC** statement have a storage class of automatic.

   In a given scoping unit, if a letter, dollar sign or underscore has not been specified in an **IMPLICIT STATIC** or **IMPLICIT AUTOMATIC** statement, the implicit storage class is the same as that in the host.

   Variables declared in the specification part of a module are associated with the static storage class.

   A variable that does not satisfy any of the above but that is equivalenced with a variable that has an implicit storage class, inherits that implicit storage class.

3. Default:

   All other variables have the default storage class:

   - Static, if you specified the **-qsave=all** compiler option.
   - Static, for variables of derived type that have default initialization specified, and automatic otherwise if you specify the **–qsave=defaultinit** compiler option.
   - Automatic, if you specified the **-qnosave** compiler option. This is the default setting.

     See **-qsave** Option in the *User's Guide* for details on the default settings with regard to the invocation commands.

End of IBM Extension

Array Concepts

Fortran 90 and Fortran 95 provide a set of features, commonly referred to as array language, that let programmers manipulate arrays. This section provides background information on arrays and array language:

Related Information:

- Many statements in "Statements and Attributes" on page 237, have special features and rules for arrays.
- This section makes frequent use of the **DIMENSION** statement. See "DIMENSION" on page 281.
- A number of intrinsic functions are especially for arrays. These functions are mainly those classified as "Transformational Intrinsic Functions" on page 532.

Arrays

An array is an ordered sequence of scalar data. All the elements of an array have the same type and type parameters.

A *whole array* is denoted by the name of the array:

```
! In this declaration, the array is given a type and dimension
REAL, DIMENSION(3) :: A
! In these expressions, each element is evaluated in each expression
PRINT *, A, A+5, COS(A)
```

A whole array is either a named constant or a variable.

Bounds of a Dimension

Each dimension in an array has an upper and lower bound, which determine the range of values that can be used as subscripts for that dimension. The bound of a dimension can be positive, negative, or zero.

IBM Extension

In XL Fortran, the bound of a dimension can be positive, negative or zero within the range -(2**31) to 2**31-1 in 32–bit mode. The range for bounds in 64-bit mode is -(2**63) to 2**63-1.

End of IBM Extension

If any lower bound is greater than the corresponding upper bound, the array is a *zero-sized* array, which has no elements but still has the properties of an array. The lower and upper bounds of such a dimension are one and zero, respectively.

When the bounds are specified in array declarators:
- The lower bound is a specification expression. If it is omitted, the default value is 1.
- The upper bound is a specification expression or asterisk (*), and has no default value.

Related Information:
- "Specification Expressions" on page 90
- "LBOUND(ARRAY, DIM)" on page 593
- "UBOUND(ARRAY, DIM)" on page 661

Extent of a Dimension

The *extent* of a dimension is the number of elements in that dimension, computed as the value of the upper bound minus the value of the lower bound, plus one.

```
INTEGER, DIMENSION(5) :: X     ! Extent = 5
REAL :: Y(2:4,3:6)             ! Extent in 1st dimension = 3
                               ! Extent in 2nd dimension = 4
```

The minimum extent is zero, in a dimension where the lower bound is greater than the upper bound.

IBM Extension

The theoretical maximum number of elments in an array is 2**31-1 elements in 32–bit mode, or 2**63-1 elements in XL Fortran 64-bit mode. Hardware addressing considerations make it impractical to declare any combination of data objects whose total size (in bytes) exceeds this value.

End of IBM Extension

Different array declarators that are associated by common, equivalence, or argument association can have different ranks and extents.

Rank, Shape, and Size of an Array

The *rank* of an array is the number of dimensions it has:

```
INTEGER, DIMENSION (10) :: A     ! Rank = 1
REAL, DIMENSION (-5:5,100) :: B  ! Rank = 2
```

According to Fortran 95, an array can have from one to seven dimensions.

IBM Extension

An array can have from one to twenty dimensions in XL Fortran.

End of IBM Extension

A scalar is considered to have rank zero.

The *shape* of an array is derived from its rank and extents. It can be represented as a rank-one array where each element is the extent of the corresponding dimension:

```
INTEGER, DIMENSION (10,10) :: A          ! Shape = (/ 10, 10 /)
REAL, DIMENSION (-5:4,1:10,10:19) :: B   ! Shape = (/ 10, 10, 10 /)
```

The *size* of an array is the number of elements in it, equal to the product of the extents of all dimensions:

```
INTEGER A(5)             ! Size = 5
REAL B(-1:0,1:3,4)       ! Size = 2 * 3 * 4 = 24
```

Related Information
- These examples show only simple arrays where all bounds are constants. For instructions on calculating the values of these properties for more complicated kinds of arrays, see the following sections.
- Related intrinsic functions are "SHAPE(SOURCE)" on page 642, and "SIZE(ARRAY, DIM)" on page 647. The rank of an array `A` is `SIZE(SHAPE(A))`.

Array Declarators

An array declarator declares the shape of an array.

You must declare every named array, and no scoping unit can have more than one array declarator for the same name. An array declarator can appear in any of the *Compatible Statements and Attributes for Array Declarators* table.

Table 4. Compatible Statements and Attributes for Array Declarators

ALLOCATABLE	**AUTOMATIC**	**COMMON**
DIMENSION	**PARAMETER**	**POINTER (integer)**
POINTER	**STATIC**	**TARGET**
Type Declaration		

For example:

```
DIMENSION :: A(1:5)          ! Declarator is "(1:5)"
REAL, DIMENSION(1,1:5) :: B  ! Declarator is "(1,1:5)"
INTEGER C(10)                ! Declarator is "(10)"
```

The form of an array declarator is:

```
►►—(—array_spec—)——————————————————————————————————————————►◄
```

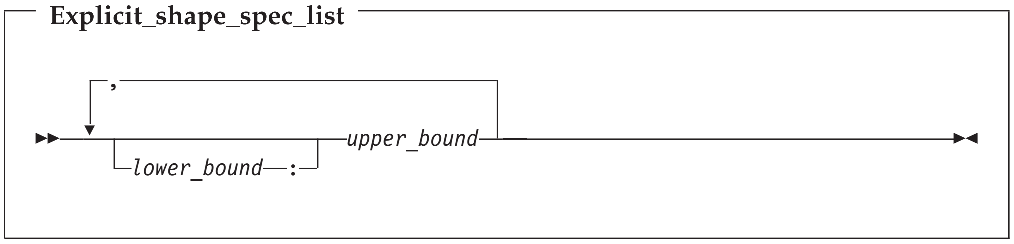
array_spec is an array specification. It is a list of dimension declarators, each of which establishes the lower and upper bounds of an array, or specifies that one or both will be set at run time. Each dimension requires one dimension declarator.

An *array_spec* is one of:
explicit_shape_spec_list
assumed_shape_spec_list
deferred_shape_spec_list
assumed_size_spec

Each *array_spec* declares a different kind of array, as explained in the following sections.

Explicit-Shape Arrays

Explicit-shape arrays are arrays where the bounds are explicitly specified for each dimension.



lower_bound, upper_bound
are specification expression

If any bound is not constant, the array must be declared inside a subprogram. The nonconstant bounds are determined on entry to the subprogram. If a lower bound is omitted, its default value is one.

The rank is the number of specified upper bounds. The shape of an explicit-shape dummy argument can differ from that of the corresponding actual argument.

The size is determined by the specified bounds.

Examples of Explicit-Shape Arrays

```
INTEGER A,B,C(1:10,-5:5)  ! All bounds are constant
A=8; B=3
CALL SUB1(A,B,C)
END
SUBROUTINE SUB1(X,Y,Z)
  INTEGER X,Y,Z(X,Y)      ! Some bounds are not constant
END SUBROUTINE
```

Automatic Arrays

An automatic array is an explicit-shape array that is declared in a subprogram, is not a dummy argument or pointee array, and has at least one bound that is a nonconstant specification expression.. The bounds are evaluated on entry to the subprogram and remain unchanged during execution of the subprogram.

```
INTEGER X
COMMON X
X = 10
CALL SUB1(5)
END

SUBROUTINE SUB1(Y)
  INTEGER X
  COMMON X
  INTEGER Y
  REAL Z (X:20, 1:Y)         ! Automatic array.  Here the bounds are made
                             ! available through dummy arguments and common
                             ! blocks, although Z itself is not a dummy
END SUBROUTINE               ! argument.
```

Related Information

- For general information about automatic data objects, see “Automatic Objects” on page 20 and “Storage Classes for Variables” on page 63.

Adjustable Arrays

An *adjustable* array is an explicit-shape array dummy argument that has at least one non-constant bound.

```
SUBROUTINE SUB1(X, Y)
INTEGER X, Y(X*3)  ! Adjustable array.  Here the bounds depend on a
                   ! dummy argument, and the array name is also passed in.
END SUBROUTINE
```

Pointee Arrays

IBM Extension

Pointee arrays are explicit-shape or assumed-size arrays that must be declared in integer **POINTER** statements.

The declarator for a pointee array may only contain variables if the array is declared inside a subprogram, and any such variables must be dummy arguments, members of a common block, or use or host associated. The bounds are evaluated on entry to the subprogram, and remain constant during execution of the subprogram.

With the **-qddim** compiler option, as explained in the in the *User's Guide*, the restrictions on which variables may appear in the array declarator are lifted, declarators in the main program may contain variable names, and any specified nonconstant bounds are re-evaluated each time the array is referenced, so that you can change the properties of the pointee array by simply changing the values of the variables used in the bounds expressions:

```
@PROCESS DDIM
INTEGER PTE, N, ARRAY(10)
POINTER (P, PTE(N))
N = 5
P = LOC(ARRAY(2))  !
PRINT *, PTE       ! Print elements 2 through 6 of ARRAY
N = 7              ! Increase the size
PRINT *, PTE       ! Print elements 2 through 8 of ARRAY
END
```

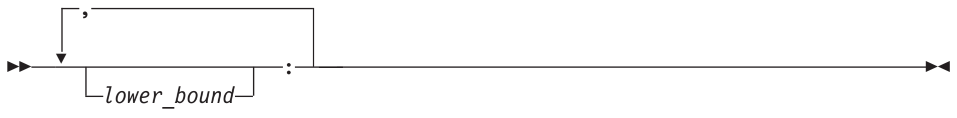
Related Information:
"POINTER (integer)" on page 366

End of IBM Extension

Assumed-Shape Arrays

Assumed-shape arrays are dummy argument arrays where the extent of each dimension is taken from the associated actual arguments.

Assumed_shape_spec_list



lower_bound
: is a specification expression

Each lower bound defaults to one, or may be explicitly specified. Each upper bound is set on entry to the subprogram to the specified lower bound (not the lower bound of the actual argument array) plus the extent of the dimension minus one.

The extent of any dimension is the extent of the corresponding dimension of the associated actual argument.

The rank is the number of colons in the *assumed_shape_spec_list*.

The shape is assumed from the associated actual argument array.

The size is determined on entry to the subprogram where it is declared, and equals the size of the associated argument array.

Note: Subprograms that have assumed-shape arrays as dummy arguments must have explicit interfaces.

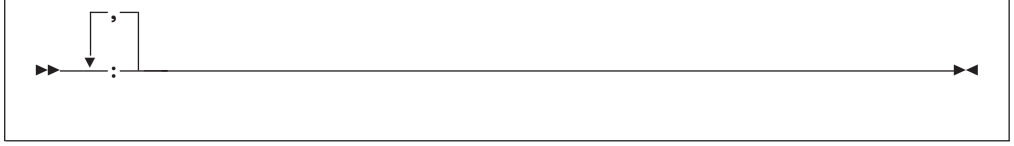
Examples of Assumed-Shape Arrays

```
INTERFACE
  SUBROUTINE SUB1(B)
    INTEGER B(1:,:,10:)
  END SUBROUTINE
END INTERFACE
INTEGER A(10,11:20,30)
CALL SUB1 (A)
END
SUBROUTINE SUB1(B)
INTEGER B(1:,:,10:)
! Inside the subroutine, B is associated with A.
! It has the same extents as A but different bounds (1:10,1:10,10:39).
END SUBROUTINE
```

Deferred-Shape Arrays

Deferred-shape arrays are allocatable arrays or array pointers, where the bounds can be defined or redefined during execution of the program.

Deferred_shape_spec_list



The extent of each dimension (and the related properties of bounds, shape, and size) is undefined until the array is allocated or the pointer is associated with an array that is defined. Before then, no part of the array may be defined, or referenced except as an argument to an appropriate inquiry function. At that point, an array pointer assumes the properties of the target array, and the properties of an allocatable array are specified in an **ALLOCATE** statement.

The rank is the number of colons in the *deferred_shape_spec_list*.

Although a *deferred_shape_spec_list* can appear identical to an *assumed_shape_spec_list*, deferred-shape arrays and assumed-shape arrays are not the same. A deferred-shape array must have the **ALLOCATABLE** or **POINTER** attribute, while an assumed-shape array must be a dummy argument that does not have the **ALLOCATABLE** or **POINTER** attribute. The bounds of a deferred-shape array, and the actual storage associated with it, can be changed at any time by reallocating the array or by associating the pointer with a different array, while these properties remain the same for an assumed-shape array during the execution of the containing subprogram.

Related Information:
- "Allocation Status" on page 63
- "Pointer Assignment" on page 116
- "Pointer Association" on page 138
- "ALLOCATABLE" on page 240
- "ALLOCATED(ARRAY) or ALLOCATED(SCALAR)" on page 542
- "ASSOCIATED(POINTER, TARGET)" on page 546

Allocatable Arrays

A deferred-shape array that has the **ALLOCATABLE** attribute is referred to as an *allocatable array*. Its bounds and shape are determined when storage is allocated for it by an **ALLOCATE** statement.

```
INTEGER, ALLOCATABLE, DIMENSION(:,:,:) :: A
ALLOCATE(A(10,-4:5,20)) ! Bounds of A are now defined (1:10,-4:5,1:20)
DEALLOCATE(A)
ALLOCATE(A(5,5,5))    ! Change the bounds of A
```

Migration Tip:

To minimize storage used:

FORTRAN 77 source

```
      INTEGER A(1000),B(1000),C(1000)
      C 1000 is the maximum size
      WRITE (6,*) "Enter the size of the arrays:"
      READ (5,*) N
   :
      DO I=1,N
        A(I)=B(I)+C(I)
      END DO
      END
```

Fortran 90 or Fortran 95 source

```
INTEGER, ALLOCATABLE, DIMENSION(:) :: A,B,C
WRITE (6,*) "Enter the size of the arrays:"
READ (5,*) N
ALLOCATE (A(N),B(N),C(N))
   :
A=B+C
END
```

Related Information:

- “Allocation Status” on page 63

Array Pointers

An array with the **POINTER** attribute is referred to as an array pointer. Its bounds and shape are determined when it is associated with a target through pointer assignment or execution of an **ALLOCATE** statement.

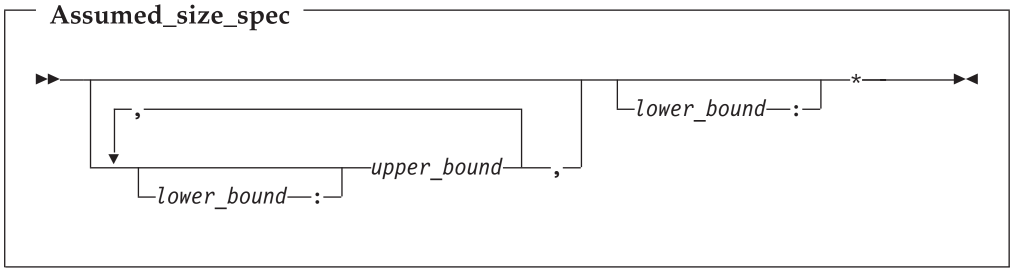
```
REAL, POINTER, DIMENSION(:,:) :: B
REAL, TARGET, DIMENSION(5,10) :: C, D(10,10)
B => C            ! Bounds of B are now defined (1:5,1:10)
B => D            ! B now has different bounds and is associated
                  !   with different storage
ALLOCATE(B(5,5))  ! Change bounds and storage association again
END
```

Related Information:

- “Pointer Association” on page 138

Assumed-Size Arrays

Assumed-size arrays are dummy argument arrays where the size is inherited from the associated actual array, but the rank and extents may differ.



lower_bound, upper_bound
are specification expression

If any bound is not constant, the array must be declared inside a subprogram and the nonconstant bounds are determined on entry to the subprogram. If a lower bound is omitted, its default value is 1.

The last dimension has no upper bound and is designated instead by an asterisk. You must ensure that references to elements do not go past the end of the actual array.

The rank equals one plus the number of *upper_bound* specifications in its declaration, which may be different from the rank of the actual array it is associated with.

The size is assumed from the actual argument that is associated with the assumed-size array:

- If the actual argument is a noncharacter array, the size of the assumed-size array is that of the actual array.
- If the actual argument is an array element from a noncharacter array, and if the size remaining in the array beginning at this element is **S**, then the size of the dummy argument array is **S**. Array elements are processed in array element order.

- If the actual argument is a character array, array element, or array element substring, and assuming that:
  - **A** is the starting offset, in characters, into the character array
  - **T** is the total length, in characters, of the original array
  - **S** is the length, in characters, of an element in the dummy argument array

  then the size of the dummy argument array is:

  MAX(INT (T - A + 1) / S, 0)

  For example:

```
CHARACTER(10) A(10)
CHARACTER(1) B(30)
CALL SUB1(A)          ! Size of dummy argument array is 10
CALL SUB1(A(4))       ! Size of dummy argument array is 7
CALL SUB1(A(6)(5:10)) ! Size of dummy argument array is 4 because there
                      ! are just under 4 elements remaining in A
CALL SUB1(B(12))      ! Size of dummy argument array is 1, because the
                      ! remainder of B can hold just one CHARACTER(10)
END                   ! element.
SUBROUTINE SUB1(ARRAY)
  CHARACTER(10) ARRAY(*)
  ...
END SUBROUTINE
```

Examples of Assumed-Size Arrays

```
INTEGER X(3,2)
DO I = 1,3
   DO J = 1,2
      X(I,J) = I * J      ! The elements of X are 1, 2, 3, 2, 4, 6
   END DO
END DO
PRINT *,SHAPE(X)          ! The shape is (/ 3, 2 /)
PRINT *,X(1,:)            ! The first row is (/ 1, 2 /)
CALL SUB1(X)
CALL SUB2(X)
END
SUBROUTINE SUB1(Y)
  INTEGER Y(2,*)          ! The dimensions of y are the reverse of x above
  PRINT *, SIZE(Y,1)      ! We can examine the size of the first dimension
                          ! but not the last one.
  PRINT *, Y(:,1)         ! We can print out vectors from the first
  PRINT *, Y(:,2)         ! dimension, but not the last one.
END SUBROUTINE
SUBROUTINE SUB2(Y)
  INTEGER Y(*)            ! Y has a different rank than X above.
  PRINT *, Y(6)           ! We have to know (or compute) the position of
                          ! the last element.  Nothing prevents us from
                          ! subscripting beyond the end.
END SUBROUTINE
```

Notes:

1. An assumed-size array cannot be used as a whole array in an executable construct unless it is an actual argument in a subprogram reference that does not require the shape:

```
! A is an assumed-size array.
```

```
PRINT *,
UBOUND(A,1) ! OK - only examines upper bound of first dimension.
PRINT *, LBOUND(A)   ! OK - only examines lower bound of each dimension.
! However, 'B=UBOUND(A)' or 'A=5' would reference the upper bound of
! the last dimension and are not allowed.  SIZE(A) and SHAPE(A) are
! also not allowed.
```

2. If a section of an assumed-size array has a subscript triplet as its last section subscript, the upper bound must be specified. (Array sections and subscript triplets are explained in a subsequent section.)

```
! A is a 2-dimensional assumed-size array
PRINT *, A(:, 6)       ! Triplet with no upper bound is not last dimension.
PRINT *, A(1, 1:10)    ! Triplet in last dimension has upper bound of 10.
PRINT *, A(5, 5:9:2)   ! Triplet in last dimension has upper bound of 9.
```

Array Elements

Array elements are the scalar data that make up an array. Each element inherits the type, type parameters, and **INTENT**, **PARAMETER**, F2003 **PROTECTED**, F2003 **TARGET**, and **VOLATILE** attributes from its parent array. The **POINTER** attribute is not inherited.

You identify an array element by an *array element designator*, whose form is:

```
►►──┬─array_name───────┬──(─subscript_list─)──────────────────────────►◄
    └─array_struct_comp─┘
```

array_name	is the name of an array
array_struct_comp	is a structure component whose rightmost *comp_name* is an array
subscript	is an scalar integer expression

IBM Extension

A subscript can be a real expression in XL Fortran.

End of IBM Extension

Notes

- The number of subscripts must equal the number of dimensions in the array.
- If *array_struct_comp* is present, each part of the structure component except the rightmost must have rank zero (that is, must not be an array name or an array section).
- The value of each subscript expression must not be less than the lower bound or greater than the upper bound for the corresponding dimension.

The *subscript value* depends on the value of each subscript expression and on the dimensions of the array. It determines which element of the array is identified by the array element designator.

Related Information:
"Structure Components" on page 37
"Array Sections and Structure Components" on page 81

Array Element Order

The elements of an array are arranged in storage in a sequence known as the *array element order*, in which the subscripts change most rapidly in the first dimension, and subsequently in the remaining dimensions.

For example, an array declared as `A(2, 3, 2)` has the following elements:

```
 Position of Array Element           Array Element Order
 ------------------------            -------------------
         A(1,1,1)                             1
         A(2,1,1)                             2
         A(1,2,1)                             3
         A(2,2,1)                             4
         A(1,3,1)                             5
         A(2,3,1)                             6
         A(1,1,2)                             7
         A(2,1,2)                             8
         A(1,2,2)                             9
         A(2,2,2)                            10
         A(1,3,2)                            11
         A(2,3,2)                            12
```

Array Sections

An array section is a selected portion of an array. It is an array subobject that designates a set of elements from an array, or a specified substring or derived-type component from each of those elements. An array section is also an array.

Note: This introductory section describes the simple case, where structure components are not involved. "Array Sections and Structure Components" on page 81 explains the additional rules for specifying array sections that are also structure components.

```
►►──array_name──(──section_subscript_list──)──┬─────────────────┬──────────►◄
                                              └─substring_range─┘
```

section subscript:

```
►►──┬─subscript──────────┬──────────────────────────────────────────────►◄
    ├─subscript_triplet──┤
    └─vector_subscript───┘
```

section_subscript
designates some set of elements along a particular dimension. It can be composed of a combination of the following:

subscript
is a scalar integer expression, explained in "Array Elements" on page 76.

IBM Extension

A subscript can be a real expression in XL Fortran.

End of IBM Extension

subscript_triplet, vector subscript
designate a (possibly empty) sequence of subscripts in a given dimension. For details, see "Subscript Triplets" on page 79 and "Vector Subscripts" on page 80.

Note: At least one of the dimensions must be a subscript triplet or vector subscript, so that an array section is distinct from an array element:

```
INTEGER, DIMENSION(5,5,5) :: A
A(1,2,3) = 100
A(1,3,3) = 101
PRINT *, A(1,2,3)    ! A single array element, 100.
PRINT *, A(1,2:2,3)  ! A one-element array section, (/ 100 /)
PRINT *, A(1,2:3,3)  ! A two-element array section,
                     ! (/ 100, 101 /)
```

substring_range

```
►►─(─┬───────────┬─:─┬───────────┬─)──────────────────────────────────────────►◄
     └─int_expr1─┘   └─int_expr2─┘
```

int_expr1 and *int_expr2* are scalar integer expressions called substring expressions, defined in "Character Substrings" on page 29. They specify the leftmost and rightmost character positions, respectively, of a substring of each element in the array section. If an optional *substring_range* is present, the section must be from an array of character objects.

An array section is formed from the array elements specified by the sequences of values from the individual subscripts, subscript triplets, and vector subscripts, arranged in column-major order.

For example, if `SECTION = A( 1:3, (/ 5,6,5 /), 4 )`:

- The sequence of numbers for the first dimension is 1, 2, 3.
- The sequence of numbers for the second dimension is 5, 6, 5.
- The subscript for the third dimension is the constant 4.

The section is made up of the following elements of A, in this order:

```
A(1,5,4)   |                   |        SECTION(1,1)
A(2,5,4)   |----- First column -----|   SECTION(2,1)
A(3,5,4)   |                   |        SECTION(3,1)
A(1,6,4)     |                   |      SECTION(1,2)
A(2,6,4)     |----- Second column ----| SECTION(2,2)
A(3,6,4)     |                   |      SECTION(3,2)
A(1,5,4)       |                   |    SECTION(1,3)
A(2,5,4)       |----- Third column -----| SECTION(2,3)
A(3,5,4)       |                   |    SECTION(3,3)
```

Some examples of array sections include:

```
INTEGER, DIMENSION(20,20) :: A
! These references to array sections require loops or multiple
! statements in FORTRAN 77.
PRINT *, A(1:5,1)                  ! Contiguous sequence of elements
PRINT *, A(1:20:2,10)              ! Noncontiguous sequence of elements
PRINT *, A(:,5)                    ! An entire column
PRINT *, A( (/1,10,5/), (/7,3,1/) ) ! A 3x3 assortment of elements
```

Related Information:
"Structure Components" on page 37.

Subscript Triplets

A subscript triplet consists of two subscripts and a stride, and defines a sequence of numbers corresponding to array element positions along a single dimension.

```
►►──┬────────────┬──:──┬────────────┬──┬──────────┬─────────────────────────────────────►◄
    └─subscript1─┘     └─subscript2─┘  └─:─stride─┘
```

subscript1, subscript2
: are subscripts that designate the first and last values in the sequence of indices for a dimension.

  If the first subscript is omitted, the lower array bound of that dimension is used. If the second subscript is omitted, the upper array bound of that dimension is used. (The second subscript is mandatory for the last dimension when specifying sections of an assumed-size array.)

stride
: is a scalar integer expression that specifies how many subscript positions to count to reach the next selected element.

  IBM A stride is a real expression in XL Fortran. IBM

  If the stride is omitted, it has a value of 1. The stride must have a nonzero value:

  - A positive stride specifies a sequence of integers that begins with the first subscript and proceeds in increments of the stride to the largest integer that is not greater than the second subscript. If the first subscript is greater than the second, the sequence is empty.
  - When the stride is negative, the sequence begins at the first subscript and continues in increments specified by the stride to the smallest integer equal to or greater than the second subscript. If the second subscript is greater than the first, the sequence is empty.

Calculations of values in the sequence use the same steps as shown in "Executing a DO Statement" on page 122.

A subscript in a subscript triplet does not have to be within the declared bounds for that dimension if all the values used in selecting the array elements for the array section are within the declared bounds:

```
INTEGER A(9)
PRINT *, A(1:9:2)  ! Count from 1 to 9 by 2s: 1, 3, 5, 7, 9.
PRINT *, A(1:10:2) ! Count from 1 to 10 by 2s: 1, 3, 5, 7, 9.
                   ! No element past A(9) is specified.
```

Examples of Subscript Triplets

```
REAL, DIMENSION(10) :: A
INTEGER, DIMENSION(10,10) :: B
CHARACTER(10) STRING(1:100)

PRINT *, A(:)               ! Print all elements of array.
PRINT *, A(:5)              ! Print elements 1 through 5.
PRINT *, A(3:)              ! Print elements 3 through 10.
PRINT *, STRING(50:100)       ! Print all characters in
                              ! elements 50 through 100.

! The following statement is equivalent to A(2:10:2) = A(1:9:2)
A(2::2) = A(:9:2)             ! LHS = A(2), A(4), A(6), A(8), A(10)
                              ! RHS = A(1), A(3), A(5), A(7), A(9)
                              ! The statement assigns the odd-numbered
                              ! elements to the even-numbered elements.

! The following statement is equivalent to PRINT *, B(1:4:3,1:7:6)
PRINT *, B(:4:3,:7:6)         ! Print B(1,1), B(4,1), B(1,7), B(4,7)

PRINT *, A(10:1:-1)           ! Print elements in reverse order.

PRINT *, A(10:1:1)            ! These two are
PRINT *, A(1:10:-1)           ! both zero-sized.
END
```

Vector Subscripts

A vector subscript is an integer array expression of rank one, designating a sequence of subscripts that correspond to the values of the elements of the expression.

IBM A vector subscript is a real array expression in XL Fortran. IBM

The sequence does not have to be in order, and may contain duplicate values:

```
INTEGER A(10), B(3), C(3)
PRINT *, A( (/ 10,9,8 /) ) ! Last 3 elements in reverse order
B = A( (/ 1,2,2 /) )       ! B(1) = A(1), B(2) = A(2), B(3) = A(2) also
END
```

An array section with a vector subscript in which two or more elements of the vector subscript have the same value is called a many-one section. Such a section must not:

- Appear on the left side of the equal sign in an assignment statement
- Be initialized through a **DATA** statement
- Be used as an input item in a **READ** statement

Notes:

1. An array section used as an internal file must not have a vector subscript.
2. If you pass an array section with a vector subscript as an actual argument, the associated dummy argument must not be defined or redefined.
3. An array section with a vector subscript must not be the target in a pointer assignment statement.

```
! We can use the whole array VECTOR as a vector subscript for A and B
INTEGER, DIMENSION(3) :: VECTOR= (/ 1,3,2 /), A, B
INTEGER, DIMENSION(4) :: C = (/ 1,2,4,8 /)
A(VECTOR) = B           ! A(1) = B(1), A(3) = B(2), A(2) = B(3)
A = B( (/ 3,2,1 /) )    ! A(1) = B(3), A(2) = B(2), A(3) = B(1)
PRINT *, C(VECTOR(1:2))  ! Prints C(1), C(3)
END
```

Array Sections and Substring Ranges

For an array section with a substring range, each element in the result is the designated character substring of the corresponding element of the array section. The rightmost array name or component name must be of type character.

```
PROGRAM SUBSTRING
TYPE DERIVED
  CHARACTER(10) STRING(5)       ! Each structure has 5 strings of 10 chars.
```

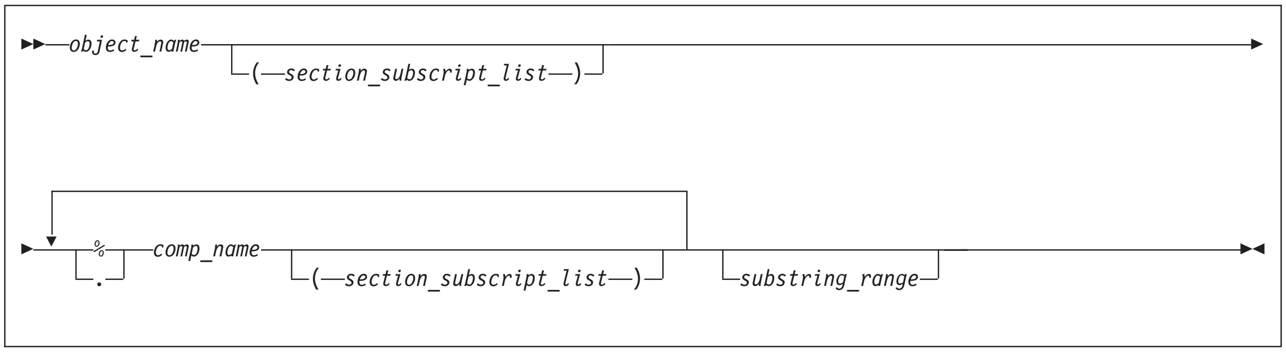
```
END TYPE DERIVED
TYPE (DERIVED) VAR, ARRAY(3,3)  ! A variable and an array of derived type.

VAR%STRING(:)(1:3) = 'abc'      ! Assign to chars 1-3 of elements 1-5.
VAR%STRING(3:)(4:6) = '123'     ! Assign to chars 4-6 of elements 3-5.

ARRAY(1:3,2)%STRING(3)(5:10) = 'hello'
                                ! Assign to chars 5-10 of the third element in
                                ! ARRAY(1,2)%STRING, ARRAY(2,2)%STRING, and
END                             ! ARRAY(3,2)%STRING
```

Array Sections and Structure Components

To understand how array sections and structure components overlap, you should be familiar with the syntax for "Structure Components" on page 37.

What we defined at the beginning of this section as an array section is really only a subset of the possible array sections. An array name or array name with a *section_subscript_list* can be a subobject of a structure component:

struct_sect_subobj:



object_name
is the name of an object of derived type

section_subscript_list, substring_range
are the same as defined under "Array Sections" on page 77

comp_name
is the name of a derived-type component

% or . Separator character.

Note: The **.** (period) separator is an IBM extension.

Notes:

1. The type of the last component determines the type of the array.
2. Only one part of the structure component may have nonzero rank. Either the rightmost *comp_name* must have a *section_subscript_list* with nonzero rank, or another part must have nonzero rank.
3. Any parts to the right of the part with nonzero rank must not have the **ALLOCATABLE** or **POINTER** attributes.

```
TYPE BUILDING_T
  LOGICAL RESIDENTIAL
END TYPE BUILDING_T

TYPE STREET_T
  TYPE (BUILDING_T) ADDRESS(500)
END TYPE STREET_T

TYPE CITY_T
  TYPE (STREET_T) STREET(100,100)
END TYPE CITY_T

TYPE (CITY_T) PARIS
TYPE (STREET_T) S
TYPE (BUILDING_T) RESTAURANT
! LHS is not an array section, no subscript triplets or vector subscripts.
PARIS%STREET(10,20) = S
! None of the parts are array sections, but the entire construct
!   is a section because STREET has a nonzero rank and is not
!   the rightmost part.
PARIS%STREET%ADDRESS(100) = BUILDING_T(.TRUE.)

! STREET(50:100,10) is an array section, making the LHS an array section
!   with rank=1, shape=(/51/).
! ADDRESS(123) must not be an array section because only one can appear
!   in a reference to a structure component.
PARIS%STREET(50:100,10)%ADDRESS(123)%RESIDENTIAL = .TRUE.
END
```

Rank and Shape of Array Sections

For an array section that is not a subobject of a structure component, the rank is the number of subscript triplets and vector subscripts in the *section_subscript_list*. The number of elements in the shape array is the same as the number of subscript triplets and vector subscripts, and each element in the shape array is the number of integer values in the sequence designated by the corresponding subscript triplet or vector subscript.

For an array section that is a subobject of a structure component, the rank and shape are the same as those of the part of the component that is an array name or array section.

```
DIMENSION :: ARR1(10,20,100)
TYPE STRUCT2_T
  LOGICAL SCALAR_COMPONENT
END TYPE
TYPE STRUCT_T
  TYPE (STRUCT2_T), DIMENSION(10,20,100) :: SECTION
END TYPE

TYPE (STRUCT_T) STRUCT

! One triplet + one vector subscript, rank = 2.
! Triplet designates an extent of 10, vector subscript designates
!   an extent of 3, thus shape = (/ 10,3 /).
ARR1(:, (/ 1,3,4 /), 10) = 0

! One triplet, rank = 1.
! Triplet designates 5 values, thus shape = (/ 5 /).
STRUCT%SECTION(1,10,1:5)%SCALAR_COMPONENT = .TRUE.

! Here SECTION is the part of the component that is an array,
!   so rank = 3 and shape = (/ 10,20,100 /), the same as SECTION.
STRUCT%SECTION%SCALAR_COMPONENT = .TRUE.
```

Array Constructors

An array constructor is a sequence of specified scalar values. It constructs a rank-one array whose element values are those specified in the sequence.

```
►►—(/—ac_value_list—/)——————————————————————————————————————————►◄
```

ac_value
: is an expression or implied-**DO** list that provides values for array elements. Each *ac_value* in the array constructor must have the same type and type parameters.

  If *ac_value* is:

  - A scalar expression, its value specifies an element of the array constructor.
  - An array expression, the values of the elements of the expression, in array element order, specify the corresponding sequence of elements of the array constructor.
  - An implied-**DO** list, it is expanded to form an *ac_value* sequence under the control of the *ac_do_variable*, as in the **DO** construct.

The data type of the array constructor is the same as the data type of the *ac_value_list* expressions. If every expression in an array constructor is a constant expression, the array constructor is a constant expression.

You can construct arrays of rank greater than one using an intrinsic function. See "RESHAPE(SOURCE, SHAPE, PAD, ORDER)" on page 636 for details.

```
INTEGER, DIMENSION(5) :: A, B, C, D(2,2)
A = (/ 1,2,3,4,5 /)               ! Assign values to all elements in A
A(3:5) = (/ 0,1,0 /)              ! Assign values to some elements
C = MERGE (A, B, (/ T,F,T,T,F /)) ! Construct temporary logical mask

! The array constructor produces a rank-one array, which
!   is turned into a 2x2 array that can be assigned to D.
D = RESHAPE( SOURCE = (/ 1,2,1,2 /), SHAPE = (/ 2,2 /) )

! Here, the constructor linearizes the elements of D in
!   array-element order into a one-dimensional result.
PRINT *, A( (/ D /) )
```

Implied-DO List for an Array Constructor

Implied-**DO** loops in array constructors help to create a regular or cyclic sequence of values, to avoid specifying each element individually.

A zero-sized array of rank one is formed if the sequence of values generated by the loop is empty.

```
►►──(──ac_value_list──,──implied_do_variable── = ──expr1──,──expr2──┬─────────────┬──)──────────────►◄
                                                                    └─,──expr3────┘
```

implied_do_variable
: is a named scalar integer or real variable. IBM In XL Fortran, an *implied_do_variable* is a real expression. IBM

In a nonexecutable statement, the type must be integer. You must not reference the value of an *implied_do_variable* in the limit expressions *expr1* or *expr2*. Loop processing follows the same rules as for an implied-**DO** in "DATA" on page 274, and uses integer or real arithmetic depending on the type of the implied-**DO** variable.

The variable has the scope of the implied-**DO**, and it must not have the same name as another implied-**DO** variable in a containing array constructor implied-**DO**:

```
M = 0
PRINT *, (/ (M, M=1, 10) /) ! Array constructor implied-DO
PRINT *, M                  ! M still 0 afterwards
PRINT *, (M, M=1, 10)       ! Non-array-constructor implied-DO
PRINT *, M                  ! This one goes to 11
PRINT *, (/ ((M, M=1, 5), N=1, 3) /)
! The result is a 15-element, one-dimensional array.
! The inner loop cannot use N as its variable.
```

expr1, expr2, and *expr3*
: are integer scalar expressions

IBM Extension

In XL Fortran, expr1, expr2 and expr3 can be real expressions.

End of IBM Extension

```
PRINT *, (/ (I, I = 1, 3) /)
! Sequence is (1, 2, 3)
PRINT *, (/ (I, I = 1, 10, 2) /)
! Sequence is (1, 3, 5, 7, 9)
PRINT *, (/ (I, I+1, I+2, I = 1, 3) /)
! Sequence is (1, 2, 3, 2, 3, 4, 3, 4, 5)

PRINT *, (/ ( (I, I = 1, 3), J = 1, 3 ) /)
! Sequence is (1, 2, 3, 1, 2, 3, 1, 2, 3)

PRINT *, (/ ( (I, I = 1, J), J = 1, 3 ) /)
! Sequence is (1, 1, 2, 1, 2, 3)

PRINT *, (/2,3,(I, I+1, I = 5, 8)/)
! Sequence is (2, 3, 5, 6, 6, 7, 7, 8, 8, 9).
! The values in the implied-DO loop before
!   I=5 are calculated for each iteration of the loop.
```

Expressions Involving Arrays

Arrays can be used in the same kinds of expressions and operations as scalars. Intrinsic operations, assignments, or elemental procedures can be applied to one or more arrays.

For intrinsic operations, in expressions involving two or more array operands, the arrays must have the same shape so that the corresponding elements of each array can be assigned to or be evaluated. In a defined operation arrays can have different shapes. Arrays with the same shape are *conformable*. In a context where a conformable entity is expected, you can also use a scalar value: it is conformable with any array, such that each array element has the value of the scalar.

For example:

```
INTEGER, DIMENSION(5,5) :: A,B,C
REAL, DIMENSION(10) :: X,Y
! Here are some operations on arrays
A = B + C         ! Add corresponding elements of both arrays.
A = -B            ! Assign the negative of each element of B.
A = MAX(A,B,C)    ! A(i,j) = MAX( A(i,j), B(i,j), C(i,j) )
X = SIN(Y)        ! Calculate the sine of each element.
! These operations show how scalars are conformable with arrays
A = A + 5         ! Add 5 to each element.
A = 10            ! Assign 10 to each element.
A = MAX(B, C, 5)  ! A(i,j) = MAX( B(i,j), C(i,j), 5 )

END
```

Related Information:
"Elemental Intrinsic Procedures" on page 531
"Intrinsic Assignment" on page 104
"WHERE" on page 421 shows a way to assign values to some elements in an array but not to others
"FORALL Construct" on page 113

Expressions and Assignment

This section describes the rules for formation, interpretation, and evaluation of expressions and assignment statements:

Related Information

Introduction to Expressions and Assignment

An expression is a data reference or a computation, and is formed from operands, operators, and parentheses. An expression, when evaluated, produces a value, which has a type, a shape, and possibly type parameters.

An *operand* is either a scalar or an array. An *operator* is either intrinsic or defined. A unary operation has the form:

operator operand

A binary operation has the form:

operand$_1$ *operator operand*$_2$

where the two operands are shape-conforming. If one operand is an array and the other is a scalar, the scalar is treated as an array of the same shape as the array operand, and every element of this array has the value of the scalar.

Any expression contained in parentheses is treated as a data entity. Parentheses can be used to specify an explicit interpretation of an expression. They can also be used to restrict the alternative forms of the expression, which can help control the magnitude and accuracy of intermediate values during evaluation of the expression. For example, the two expressions

```
(I*J)/K
I*(J/K)
```

are mathematically equivalent, but may produce different computational values as a result of evaluation.

Primary

A *primary* is the simplest form of an expression. It can be one of the following:

- A data object
- An array constructor
- A structure constructor
- IBM A complex constructor IBM
- A function reference
- An expression enclosed in parentheses

A primary that is a data object must not be an assumed-size array.

Examples of Primaries

```
12.3             ! Constant
'ABCDEFG'(2:3)   ! Subobject of a constant
VAR              ! Variable name
(/7.0,8.0/)      ! Array constructor
EMP(6,'SMITH')   ! Structure constructor
SIN(X)           ! Function reference
(T-1)            ! Expression in parentheses
```

Type, Parameters, and Shape

The type, type parameters, and shape of a primary are determined as follows:

- A data object or function reference acquires the type, type parameters, and shape of the object or function reference, respectively. The type, parameters, and shape of a generic function reference are determined by the type, parameters, and ranks of its actual arguments.
- A structure constructor is a scalar and its type is that of the constructor name.
- An array constructor has a shape determined by the number of constructor expressions, and its type and parameters are determined by those of the constructor expressions.
- A parenthesized expression acquires the type, parameters, and shape of the expression.

If a pointer appears as a primary in an operation in which it is associated with a nonpointer dummy argument, the target is referenced. The type, parameters, and shape of the primary are those of the target. If the pointer is not associated with a target, it can appear only as an actual argument in a procedure reference whose corresponding dummy argument is a pointer, or as the target in a pointer assignment statement. A disassociated pointer can also appear as an actual argument to the ASSOCIATED intrinsic inquiry function.

Given the operation *[expr1] op expr2*, the shape of the operation is the shape of *expr2* if *op* is unary or if *expr1* is a scalar. Otherwise, its shape is that of *expr1*.

The type and shape of an expression are determined by the operators and by the types and shapes of the expression's primaries. The type of the expression can be intrinsic or derived. An expression of intrinsic type has a kind parameter and, if it is of type character, it also has a length parameter.

Constant Expressions

A *constant expression* is an expression in which each operation is intrinsic and each primary is one of the following:

- A constant or a subobject of a constant.

- An array constructor where each element and the bounds and strides of each implied-**DO** are expressions whose primaries are either constant expressions or implied-**DO** variables.
- A structure constructor where each component is a constant expression.
- An elemental intrinsic function reference where each argument is a constant expression.
- A transformational intrinsic function reference where each argument is a constant expression.
- F95 A reference to the transformational intrinsic function **NULL**. F95
- A reference to an array inquiry function (except **ALLOCATED**), a numeric inquiry function, the **BIT_SIZE** function, the **KIND**, **LEN**, or **NEW_LINE** function. Each argument is either a constant expression or it is a variable whose properties inquired about are not assumed, not defined by an expression that is not a constant expression, and not definable by an **ALLOCATE** or pointer assignment statement.
- A constant expression enclosed in parentheses.

Any subscript or substring expression within the expression must be a constant expression.

Examples of Constant Expressions

```
-48.9
name('Pat','Doe')
TRIM('ABC    ')
(MOD(9,4)**3.5)
```

Initialization Expressions

An *initialization expression* is a constant expression. Rules for constant expressions also apply to initialization expressions, except that items that form primaries are constrained by the following rules:

- The exponentiation operation can only have an integer power.
- A primary that is an elemental intrinsic function reference must be of type integer or character, where each argument is an initialization expression of type integer or character.
- Only one of the following transformational functions can be referenced: **REPEAT**, **RESHAPE**, **SELECTED_INT_KIND**, **SELECTED_REAL_KIND**, **TRANSFER**, or **TRIM**. Each argument must be an initialization expression. The following generic intrinsic functions (and related specific functions) are also allowed:

IBM Extension

- ABS (and only the **ABS**, **DABS**, and **QABS** specific functions)
- AIMAG, IMAG
- CONJG
- DIM (and only the **DIM**, **DDIM**, and **QDIM** specific functions)
- DPROD
- INT, REAL, DBLE, QEXT, CMPLX, DCMPLX, QCMPLX
- MAX
- MIN
- MOD
- NINT
- SIGN

– INDEX, SCAN, VERIFY (optional 3rd argument allowed)

End of IBM Extension

– F2003 NEW_LINE F2003
– F95 NULL F95

If an initialization expression includes a reference to an inquiry function for a type parameter or an array bound of an object specified in the same specification part, the type parameter or array bound must be specified in a prior specification of the specification part. The prior specification can be to the left of the inquiry function in the same statement.

Examples of Initialization Expressions

```
3.4**3
KIND(57438)
(/'desk','lamp'/)
'ab'//'cd'//'ef'
```

Specification Expressions

A specification expression is an expression with limitations that you can use to specify items such as character lengths and array bounds.

A *specification expression* is a scalar, integer, restricted expression.

A *restricted expression* is an expression in which each operation is intrinsic and each primary is:
- A constant or a subobject of a constant.
- A variable that is a dummy argument that has neither the **OPTIONAL** nor the **INTENT(OUT)** attribute, or a subobject of such a variable.
- A variable that is in a common block, or a subobject of such a variable.
- A variable accessible by use association or host association, or a subobject of such a variable.
- An array constructor where each element and the bounds and strides of each implied-**DO** are expressions whose primaries are either restricted expressions or implied-**DO** variables.
- A structure constructor where each component is a restricted expression.
- A reference to an array inquiry function (except **ALLOCATED**), the bit inquiry function **BIT_SIZE**, the character inquiry functions **LEN** and **NEW_LINE**, the kind inquiry function **KIND**, or a numeric inquiry function. Each argument is either a restricted expression, or it is a variable whose properties inquired about are not dependent on the upper bound of the last dimension of an assumed-size array, not defined by an expression that is not a restricted expression, or not definable by an **ALLOCATE** statement or by a pointer assignment statement.

Fortran 95

- A reference to any remaining intrinsic functions defined in this document where each argument is a restricted expression.

End of Fortran 95

IBM Extension

- A reference to a system inquiry function, where any arguments are restricted expressions.

End of IBM Extension

- Any subscript or substring expression must be a restricted expression.
- A reference to a specification function, where any arguments are restricted expressions.

Fortran 95

You can use a *specification function* in a specification expression. A function is a specification function if it is a pure function that is not an intrinsic, internal or statement function. A specification function cannot have a dummy procedure argument, and cannot be recursive.

End of Fortran 95

A variable in a specification expression must have its type and type parameters, if any, specified by a previous declaration in the same scoping unit, or by the implicit typing rules in effect for the scoping unit, or by host or use association. If a variable in a specification expression is typed by the implicit typing rules, its appearance in any subsequent type declaration statement must confirm the implied type and type parameters.

If a specification expression includes a reference to an inquiry function for a type parameter or an array bound of an entity specified in the same specification part, the type parameter or array bound must be specified in a prior specification of the specification part. If a specification expression includes a reference to the value of an element of an array specified in the same specification part, the array bounds must be specified in a prior declaration. The prior specification can be to the left of the inquiry function in the same statement.

Examples of Specification Expressions

```
LBOUND(C,2)+6    ! C is an assumed-shape dummy array
ABS(I)*J         ! I and J are scalar integer variables
276/NN(4)        ! NN is accessible through host association
```

Fortran 95

The following example shows how a user-defined pure function, `fact`, can be used in the specification expression of an array-valued function result variable:

```
MODULE MOD
CONTAINS
  INTEGER PURE FUNCTION FACT(N)
  INTEGER, INTENT(IN) :: N
  ...
  END FUNCTION FACT
END MODULE MOD

PROGRAM P
  PRINT *, PERMUTE('ABCD')
  CONTAINS
  FUNCTION PERMUTE(ARG)
     USE MOD
     CHARACTER(*), INTENT(IN) :: ARG
     ...
     CHARACTER(LEN(ARG)) :: PERMUTE(FACT(LEN(ARG)))
     ...
  END FUNCTION PERMUTE
END PROGRAM P
```

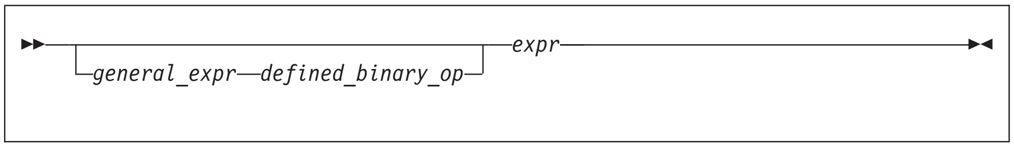
End of Fortran 95

Operators and Expressions

This section presents the expression levels in the order of evaluation precedence, from least to most.

General

The general form of an expression (*general_expr*) is:



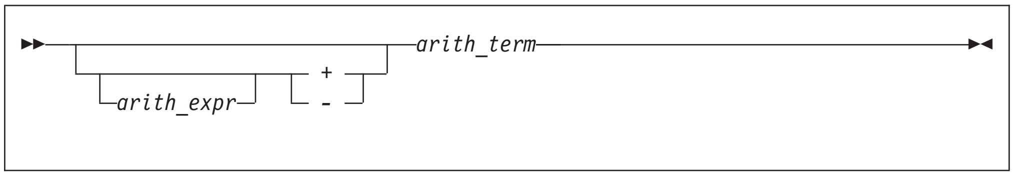
defined_binary_op
is a defined binary operator. See "Extended Intrinsic and Defined Operations" on page 100.

expr is one of the kinds of expressions defined below.

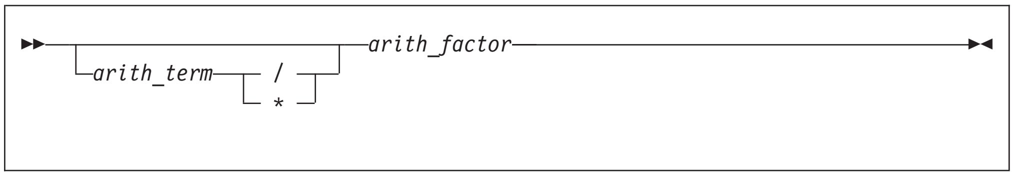
There are four kinds of intrinsic expressions: arithmetic, character, relational, and logical.

Arithmetic

An arithmetic expression (*arith_expr*), when evaluated, produces a numeric value. The form of *arith_expr* is:



The form of *arith_term* is:



The form of *arith_factor* is:

```
>>—arith_primary——┬———————————————————┬——————————————————————————————><
                  └ ** —arith_factor—┘
```

An *arith_primary* is a primary of arithmetic type.

The following table shows the available arithmetic operators and the precedence each takes within an arithmetic expression.

Arithmetic Operator	Representation	Precedence
**	Exponentiation	First
*	Multiplication	Second
/	Division	Second
+	Addition or identity	Third
-	Subtraction or negation	Third

XL Fortran evaluates the terms from left to right when evaluating an arithmetic expression containing two or more addition or subtraction operators. For example, `2+3+4` is evaluated as `(2+3)+4`, although a processor can interpret the expression in another way if it is mathematically equivalent and respects any parentheses.

The factors are evaluated from left to right when evaluating a term containing two or more multiplication or division operators. For example, `2*3*4` is evaluated as `(2*3)*4`.

The primaries are combined from right to left when evaluating a factor containing two or more exponentiation operators. For example, `2**3**4` is evaluated as `2**(3**4)`. (Again, mathematical equivalents are allowed.)

The precedence of the operators determines the order of evaluation when XL Fortran is evaluating an arithmetic expression containing two or more operators having different precedence. For example, in the expression `-A**3`, the exponentiation operator (`**`) has precedence over the negation operator (`-`). Therefore, the operands of the exponentiation operator are combined to form an expression that is used as the operand of the negation operator. Thus, `-A**3` is evaluated as `-(A**3)`.

Note that expressions containing two consecutive arithmetic operators, such as `A**-B or A*-B`, are not allowed. You can use expressions such as `A**(-B)` and `A*(-B)`.

If an expression specifies the division of an integer by an integer, the result is rounded to an integer closer to zero. For example, `(-7)/3` has the value `-2`.

IBM Extension

For details of exception conditions that can arise during evaluation of floating-point expressions, see *Detecting and Trapping Floating-Point Exceptions* in the

User's Guide.

End of IBM Extension

Examples of Arithmetic Expressions

Arithmetic Expression	Fully Parenthesized Equivalent
-b**2/2.0	-((b**2)/2.0)
i**j**2	i**(j**2)
a/b**2 - c	(a/(b**2)) - c

Data Type of an Arithmetic Expression

Because the identity and negation operators operate on a single operand, the type of the resulting value is the same as the type of the operand.

The following table indicates the resulting type when an arithmetic operator acts on a pair of operands.

Notation: *T(param)*, where *T* is the data type (I: integer, R: real, X: complex) and *param* is the kind type parameter.

Table 5. Result Types for Binary Arithmetic Operators

	second operand									
first operand	**I(1)**	**I(2)**	**I(4)**	**I(8)**	**R(4)**	**R(8)**	**R(16)**	**X(4)**	**X(8)**	**X(16)**
I(1)	I(1)	I(2)	I(4)	I(8)	R(4)	R(8)	R(16)	X(4)	X(8)	X(16)
I(2)	I(2)	I(2)	I(4)	I(8)	R(4)	R(8)	R(16)	X(4)	X(8)	X(16)
I(4)	I(4)	I(4)	I(4)	I(8)	R(4)	R(8)	R(16)	X(4)	X(8)	X(16)
I(8)	I(8)	I(8)	I(8)	I(8)	R(4)	R(8)	R(16)	X(4)	X(8)	X(16)
R(4)	R(4)	R(4)	R(4)	R(4)	R(4)	R(8)	R(16)	X(4)	X(8)	X(16)
R(8)	R(8)	R(8)	R(8)	R(8)	R(8)	R(8)	R(16)	X(8)	X(8)	X(16)
R(16)	R(16)	R(16)	R(16)	R(16)	R(16)	R(16)	R(16)	X(16)	X(16)	X(16)
X(4)	X(4)	X(4)	X(4)	X(4)	X(4)	X(8)	X(16)	X(4)	X(8)	X(16)
X(8)	X(8)	X(8)	X(8)	X(8)	X(8)	X(8)	X(16)	X(8)	X(8)	X(16)
X(16)	X(16)	X(16)	X(16)	X(16)	X(16)	X(16)	X(16)	X(16)	X(16)	X(16)

IBM Extension

Notes:

1. If you do not specify **-qfloat=rndsngl**, XL Fortran implements **REAL(4)** operations using **REAL(8)** internal precision. If you specify **-qfloat=rndsngl**, XL Fortran implements **REAL(4)** operations using **REAL(4)** internal precision. See *Detecting and Trapping Floating-Point Exceptions* in the *User's Guide* for details on modifying this implementation. **REAL(16)** values must only be used in round to nearest mode. The rounding mode can only be changed at the beginning and end of a subprogram. It cannot be changed across a subprogram call; and if it is changed within a subprogram, it must be restored before control is returned to the calling routine.
2. XL Fortran implements integer operations using **INTEGER(4)** arithmetic, or **INTEGER(8)** arithmetic if data items are 8 bytes in length. If the intermediate result is used in a context requiring **INTEGER(1)** or **INTEGER(2)** data type, it is converted as required.

```
INTEGER(2) I2_1, I2_2, I2_RESULT
INTEGER(4) I4
I2_1 = 32767            ! Maximum I(2)
```

```
I2_2 = 32767            ! Maximum I(2)
I4 = I2_1 + I2_2
PRINT *, "I4=", I4      ! Prints I4=-2

I2_RESULT = I2_1 + I2_2  ! Assignment to I(2) variable
I4 = I2_RESULT           ! and then assigned to an I(4)
PRINT *, "I4=", I4      ! Prints I4=-2
END
```

End of IBM Extension

Character

A character expression, when evaluated, produces a result of type character. The form of *char_expr* is:

```
>>──┬──────────────┬──char_primary──────────────────────────────────────><
    └─char_expr──//─┘
```

char_primary is a primary of type character. All character primaries in the expression must have the same kind type parameter, which is also the kind type parameter of the result.

The only character operator is //, representing concatenation.

In a character expression containing one or more concatenation operators, the primaries are joined to form one string whose length is equal to the sum of the lengths of the individual primaries. For example, `'AB'//'CD'//'EF'` evaluates to `'ABCDEF'`, a string 6 characters in length.

Parentheses have no effect on the value of a character expression.

A character expression can involve concatenation of an operand whose length was declared with an asterisk in parentheses (indicating inherited length), if the inherited-length character string is used to declare:
- A dummy argument specified in a **FUNCTION**, **SUBROUTINE**, or **ENTRY** statement. The length of the dummy argument assumes the length of the associated actual argument on invocation.
- A named constant. It takes on the length of the constant value.
- The length of an external function result. The calling scoping unit must not declare the function name with an asterisk. On invocation, the length of the function result assumes this defined length.

Example of a Character Expression

```
CHARACTER(7)  FIRSTNAME,LASTNAME
FIRSTNAME='Martha'
LASTNAME='Edwards'
PRINT *, LASTNAME//', '//FIRSTNAME       ! Output:'Edwards, Martha'
END
```

Relational

A relational expression (*rel_expr*), when evaluated, produces a result of type logical, and can appear wherever a logical expression can appear. It can be an arithmetic relational expression or a character relational expression.

Arithmetic Relational Expressions

An arithmetic relational expression compares the values of two arithmetic expressions. Its form is:

```
►►──arith_expr1──relational_operator──arith_expr2──────────────────────►◄
```

arith_expr1 and **arith_expr2**
: are each an arithmetic expression. Complex expressions can only be specified if *relational_operator* is **.EQ.**, **.NE.**, <>, ==, or /=.

relational_operator
: is any of:

Relational Operator	Representing
.LT. or <	Less than
.LE. or <=	Less than or equal to
.EQ. or ==	Equal to
.NE. or *<> or /=	Not equal to
.GT. or >	Greater than
.GE. or >=	Greater than or equal to

Note: * XL Fortran relational operator.

An arithmetic relational expression is interpreted as having the logical value `.true.` if the values of the operands satisfy the relation specified by the operator. If the operands do not satisfy the specified relation, the expression has the logical value `.false.`.

If the types or kind type parameters of the expressions differ, their values are converted to the type and kind type parameter of the expression (*`arith_expr1`* + *`arith_expr2`*) before evaluation.

Example of an Arithmetic Relational Expression:

```
IF (NODAYS .GT. 365) YEARTYPE = 'leapyear'
```

Character Relational Expressions

A character relational expression compares the values of two character expressions. Its form is:

```
►►──char_expr1──relational_operator──char_expr2────────────────────────►◄
```

char_expr1 and *char_expr2*
: are each character expressions

relational_operator
: is any of the relational operators described in "Arithmetic Relational Expressions."

For all relational operators, the collating sequence is used to interpret a character relational expression. The character expression whose value is lower in the collating sequence is less than the other expression. The character expressions are evaluated one character at a time from left to right. You can also use the intrinsic functions (**LGE**, **LLT**, and **LLT**) to compare character strings in the order specified by the ASCII collating sequence. For all relational operators, if the operands are of unequal length, the shorter is extended on the right with blanks. If both *char_expr1* and *char_expr2* are of zero length, they are evaluated as equal.

IBM Extension

Even if *char_expr1* and *char_expr2* are multibyte characters (MBCS) in XL Fortran, the ASCII collating sequence is still used.

End of IBM Extension

Example of a Character Relational Expression:

```
IF (CHARIN .GT. '0' .AND. CHARIN .LE. '9') CHAR_TYPE = 'digit'
```

Logical

A logical expression (*logical_expr*), when evaluated, produces a result of type logical. The form of a logical expression is:

```
►►─┬───────────────────────────┬─logical_disjunct──────────────►◄
   └─logical_expr──┬─.EQV.───┬─┘
                   ├─.NEQV.──┤
                   │     (1) │
                   └─.XOR.───┘
```

Notes:

1 XL Fortran logical operator

The form of a *logical_disjunct* is:

```
►►─┬─────────────────────────┬─logical_term──────────────────►◄
   └─logical_disjunct──.OR.──┘
```

The form of a *logical_term* is:

```
►►─┬─────────────────────┬─logical_factor───────────────────►◄
   └─logical_term──.AND.─┘
```

The form of a *logical_factor* is:

```
>>─┬────────┬─┬─logical_primary─┬──────────────────────────────────────><
   └─.NOT.──┘ └─rel_expr────────┘
```

logical_primary is a primary of type logical.

rel_expr is a relational expression.

The logical operators are:

Logical Operator	Representing	Precedence
.NOT.	Logical negation	First (highest)
.AND.	Logical conjunction	Second
.OR.	Logical inclusive disjunction	Third
.XOR. (See Note *.)	Logical exclusive disjunction	Fourth (lowest) (See Note *.)
.EQV.	Logical equivalence	Fourth (lowest)
.NEQV.	Logical nonequivalence	Fourth (lowest)

Note: * XL Fortran logical operator.

IBM Extension

The **.XOR.** operator is treated as an intrinsic operator only when the **-qxlf77=intxor** compiler option is specified. (See the **-qxlf77** Option in the *User's Guide* for details.) Otherwise, it is treated as a defined operator. If it is treated as an intrinsic operator, it can also be extended by a generic interface.

End of IBM Extension

The precedence of the operators determines the order of evaluation when a logical expression containing two or more operators having different precedences is evaluated. For example, evaluation of the expression `A.OR.B.AND.C` is the same as evaluation of the expression `A.OR.(B.AND.C)`.

Value of a Logical Expression

Given that `x1` and `x2` represent logical values, use the following tables to determine the values of logical expressions:

x1	.NOT. x1
True	False
False	True

x1	x2	.AND.	.OR.	.XOR.	.EQV.	.NEQV.
False	False	False	False	False	True	False
False	True	False	True	True	False	True
True	False	False	True	True	False	True
True	True	True	True	False	True	False

Sometimes a logical expression does not need to be completely evaluated to determine its value. Consider the following logical expression (assume that LFCT is a function of type logical):

```
A .LT. B .OR. LFCT(Z)
```

If A is less than B, the evaluation of the function reference is not required to determine that this expression is true.

XL Fortran evaluates a logical expression to a **LOGICAL(n)** or **INTEGER(n)** result, where n is the kind type parameter. The value of n depends on the kind parameter of each operand.

By default, for the unary logical operator **.NOT.**, n will be the same as the kind type parameter of the operand. For example, if the operand is **LOGICAL(2)**, the result will also be **LOGICAL(2)**.

The following table shows the resultant type for unary operations:

OPERAND	**RESULT of Unary Operation**
* BYTE	INTEGER(1) *
LOGICAL(1)	LOGICAL(1)
LOGICAL(2)	LOGICAL(2)
LOGICAL(4)	LOGICAL(4)
LOGICAL(8)	LOGICAL(8)
* Typeless	Default integer *

Note: * Resultant types for unitary operations in XL Fortran

If the operands are of the same length, n will be that length.

IBM Extension

For binary logical operations with operands that have different kind type parameters, the kind type parameter of the expression is the same as the larger length of the two operands. For example, if one operand is **LOGICAL(4)** and the other **LOGICAL(2)**, the result will be **LOGICAL(4)**.

End of IBM Extension

The following table shows the resultant type for binary operations:

Table 6. Result Types for Binary Logical Expressions

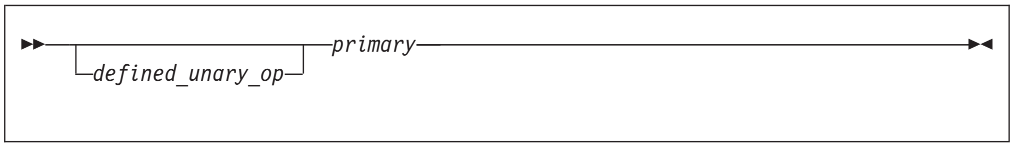
	second operand					
first operand	***BYTE**	**LOGICAL(1)**	**LOGICAL(2)**	**LOGICAL(4)**	**LOGICAL(8)**	***Typeless**
***BYTE**	*INTEGER(1)	*LOGICAL(1)	*LOGICAL(2)	*LOGICAL(4)	*LOGICAL(8)	*INTEGER(1)
LOGICAL(1)	LOGICAL(1)	LOGICAL(1)	LOGICAL(2)	LOGICAL(4)	LOGICAL(8)	LOGICAL(1)
LOGICAL(2)	LOGICAL(2)	LOGICAL(2)	LOGICAL(2)	LOGICAL(4)	LOGICAL(8)	LOGICAL(2)
LOGICAL(4)	LOGICAL(4)	LOGICAL(4)	LOGICAL(4)	LOGICAL(4)	LOGICAL(8)	LOGICAL(4)
LOGICAL(8)	LOGICAL(8)	LOGICAL(8)	LOGICAL(8)	LOGICAL(8)	LOGICAL(8)	LOGICAL(8)
***Typeless**	*INTEGER(1)	*LOGICAL(1)	*LOGICAL(2)	*LOGICAL(4)	*LOGICAL(8)	*Default Integer

Note: * Resultant types for binary logical expressions in XL Fortran

If the expression result is to be treated as a default integer but the value cannot be represented within the value range for a default integer, the constant is promoted to a representable kind.

Primary

The form of a primary expression is:



defined_unary_op
: is a defined unary operator. See "Extended Intrinsic and Defined Operations."

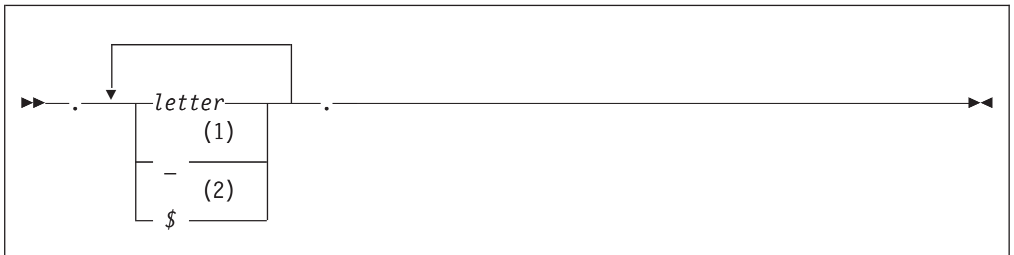
Extended Intrinsic and Defined Operations

A defined operation is either a defined unary operation or a defined binary operation. It is defined by a function and a generic interface block (see "Interface Blocks" on page 143). A defined operation is not an intrinsic operation, although an intrinsic operator can be extended in a defined operation. For example, to add two objects of derived type, you can extend the meaning of the intrinsic binary operator for addition (+). If an extended intrinsic operator has typeless operands, the operation is evaluated intrinsically.

The operand of a unary intrinsic operation that is extended must not have a type that is required by the intrinsic operator. Either or both of the operands of a binary intrinsic operator that is extended must not have the types or ranks that are required by the intrinsic operator.

The defined operator of a defined operation must be defined in a generic interface.

A defined operator is an extended intrinsic operator or has the form:



Notes:

1 XL Fortran defined operator

2 XL Fortran defined operator

A defined operator must not contain more than 31 characters and must not be the same as any intrinsic operator or logical literal constant.

See “Generic Interface Blocks” on page 146 for details on defining and extending operators in an interface block.

How Expressions Are Evaluated

Precedence of Operators

An expression can contain more than one kind of operator. When it does, the expression is evaluated from left to right, according to the following precedence among operators:
1. Defined unary
2. Arithmetic
3. Character
4. Relational
5. Logical
6. Defined binary

For example, the logical expression:

```
L .OR. A + B .GE. C
```

where L is of type logical, and A, B, and C are of type real, is evaluated the same as the logical expression below:

```
L .OR. ((A + B) .GE. C)
```

An extended intrinsic operator maintains its precedence. That is, the operator does not have the precedence of a defined unary operator or a defined binary operator.

Summary of Interpretation Rules

Primaries that contain operators are combined in the following order:
1. Use of parentheses
2. Precedence of the operators
3. Right-to-left interpretation of exponentiations in a factor
4. Left-to-right interpretation of multiplications and divisions in a term
5. Left-to-right interpretation of additions and subtractions in an arithmetic expression
6. Left-to-right interpretation of concatenations in a character expression
7. Left-to-right interpretation of conjunctions in a logical term
8. Left-to-right interpretation of disjunctions in a logical disjunct
9. Left-to-right interpretation of logical equivalences in a logical expression

Evaluation of Expressions

Arithmetic, character, relational, and logical expressions are evaluated according to the following rules:

- A variable or function must be defined at the time it is used. You must define an integer operand with an integer value, not a statement label value. All referenced characters in a character data object or referenced array elements in an array or array section must be defined at the time the reference is made. All components of a structure must be defined when a structure is referenced. A pointer must be associated with a defined target.

  Execution of an array element reference, array section reference, and substring reference requires the evaluation of its subscript, section subscript and substring expressions. Evaluation of any array element subscript, section subscript, substring expression, or the bounds and stride of any array constructor implied-**DO** does not affect, nor is it affected by, the type of the containing expression. See "Expressions Involving Arrays" on page 85. You cannot use any constant integer operation or floating-point operation whose result is not mathematically defined in an executable program. If such expressions are nonconstant and are executed, they are detected at run time. (Examples are dividing by zero and raising a zero-valued primary to a zero-valued or negative-valued power.) As well, you cannot raise a negative-valued primary of type real to a real power.

- The invocation of a function in a statement must not affect, or be affected by, the evaluation of any other entity within the statement in which the function reference appears. When the value of an expression is true, invocation of a function reference in the expression of a logical **IF** statement or a **WHERE** statement can affect entities in the statement that is executed. If a function reference causes definition or undefinition of an actual argument of the function, that argument or any associated entities must not appear elsewhere in the same statement. For example, you cannot use the statements:

```
A(I) = FUNC1(I)
Y = FUNC2(X) + X
```

  if the reference to FUNC1 defines I or the reference to FUNC2 defines X.

  The data type of an expression in which a function reference appears does not affect, nor is it affected by, the evaluation of the actual arguments of the function.
- An argument to a statement function reference must not be altered by evaluating that reference.

IBM Extension

Several compiler options affect the data type of the final result:

- When you use the **-qintlog** compiler option, you can mix integer and logical values in expressions and statements. The data type and kind type parameter of the result depends on the operands and the operator involved. In general:
  - For unary logical operators (**.NOT.**) and arithmetic unary operators (**+**,**-**):

Data Type of OPERAND	Data Type of RESULT of Unary Operation
BYTE	INTEGER(1)
INTEGER(n)	INTEGER(n)
LOGICAL(n)	LOGICAL(n)
Typeless	Default integer

    where n represents the kind type parameter. n must not be replaced with a logical constant even if **-qintlog** is on, nor by a character constant even if **-qctyplss** is on, nor can it be a typeless constant. In the case of **INTEGER** and **LOGICAL** data types, the length of the result is the same as the kind type parameter of the operand.
  - For binary logical operators (**.AND.**, **.OR.**, **.XOR.**, **.EQV.**, **.NEQV.**) and arithmetic binary operators (**, *, /, +, -), the following table summarizes what data type the result has:

	second operand			
first operand	**BYTE**	**INTEGER(y)**	**LOGICAL(y)**	**Typeless**
BYTE	INTEGER(1)	INTEGER(y)	LOGICAL(y)	INTEGER(1)

	second operand			
first operand	**BYTE**	**INTEGER(y)**	**LOGICAL(y)**	**Typeless**
INTEGER(x)	INTEGER(x)	INTEGER(z)	INTEGER(z)	INTEGER(x)
LOGICAL(x)	LOGICAL(x)	INTEGER(z)	LOGICAL(z)	LOGICAL(x)
Typeless	INTEGER(1)	INTEGER(y)	LOGICAL(y)	Default integer

Note: **z** is the kind type parameter of the result such that **z** is equal to the greater of **x** and **y**. For example, a logical expression with a **LOGICAL(4)** operand and an **INTEGER(2)** operand has a result of **INTEGER(4)**.

For binary logical operators (**.AND.**, **.OR.**, **.XOR.**, **.EQV.**, **.NEQV.**), the result of a logical operation between an integer operand and a logical operand or between two integer operands will be integer. The kind type parameter of the result will be the same as the larger kind parameter of the two operands. If the operands have the same kind parameter, the result has the same kind parameter.

- When you use the **-qlog4** compiler option and the default integer size is **INTEGER(4)**, logical results of logical operations will have type **LOGICAL(4)**, instead of **LOGICAL(n)** as specified in the table above. If you specify the **-qlog4** option and the default integer size is not **INTEGER(4)**, the results will be as specified in the table above.
- When you specify the **-qctyplss** compiler option, XL Fortran treats character constant expressions as Hollerith constants. If one or both operands are character constant expressions, the data type and the length of the result are the same as if the character constant expressions were Hollerith constants. See the ″Typeless″ rows in the previous tables for the data type and length of the result.

See *XL Fortran Compiler-Option Reference* in the *User's Guide* for information about compiler options.

End of IBM Extension

Using BYTE Data Objects

IBM Extension

Data objects of type **BYTE** can be used wherever a **LOGICAL(1)**, **CHARACTER(1)**, or **INTEGER(1)** data object can be used.

The data types of **BYTE** data objects are determined by the context in which you use them. XL Fortran does not convert them before use. For example, the type of a named constant is determined by use, not by the initial value assigned to it.

- When you use a **BYTE** data object as an operand of an arithmetic, logical, or relational binary operator, the data object assumes:
  - An **INTEGER(1)** data type if the other operand is arithmetic, **BYTE**, or a typeless constant
  - A **LOGICAL(1)** data type if the other operand is logical
  - A **CHARACTER(1)** data type if the other operand is character
- When you use a **BYTE** data object as an operand of the concatenation operator, the data object assumes a **CHARACTER(1)** data type.

- When you use a **BYTE** data object as an actual argument to a procedure with an explicit interface, the data object assumes the type of the corresponding dummy argument:
  - **INTEGER(1)** for an **INTEGER(1)** dummy argument
  - **LOGICAL(1)** for a **LOGICAL(1)** dummy argument
  - **CHARACTER(1)** for a **CHARACTER(1)** dummy argument
- When you use a **BYTE** data object as an actual argument passed by reference to an external subprogram with an implicit interface, the data object assumes a length of 1 byte and no data type.
- When you use a **BYTE** data object as an actual argument passed by value (**%VAL**), the data object assumes an **INTEGER(1)** data type.
- When you use a **BYTE** data object in a context that requires a specific data type, which is arithmetic, logical, or character, the data object assumes an **INTEGER(1)**, **LOGICAL(1)**, or **CHARACTER(1)** data type, respectively.
- A pointer of type **BYTE** cannot be associated with a target of type character, nor can a pointer of type character be associated with a target of type **BYTE**.
- When you use a **BYTE** data object in any other context, the data object assumes an **INTEGER(1)** data type.

End of IBM Extension

Intrinsic Assignment

Assignment statements are executable statements that define or redefine variables based on the result of expression evaluation.

A defined assignment is not intrinsic, and is defined by a subroutine and an interface block. See “Defined Assignment” on page 149.

The general form of an intrinsic assignment is:

```
►►──variable── = ──expression──────────────────────────────────────────►◄
```

The shapes of *variable* and *expression* must conform. *variable* must be an array if *expression* is an array (see “Expressions Involving Arrays” on page 85). If *expression* is a scalar and *variable* is an array, *expression* is treated as an array of the same shape as *variable*, with every array element having the same value as the scalar value of *expression*. *variable* must not be a many-one array section (see “Vector Subscripts” on page 80 for details), and neither *variable* nor *expression* can be an assumed-size array. The types of *variable* and *expression* must conform as follows:

Type of *variable*	**Type of** *expression*
Numeric	Numeric
Logical	Logical
Character	Character
Derived type	Derived type (same as *variable*)

In numeric assignment statements, *variable* and *expression* can specify different numeric types and different kind type parameters. For logical assignment statements, the kind type parameters can differ. For character assignment statements, the length type parameters can differ.

If the length of a character variable is greater than the length of a character expression, the character expression is extended on the right with blanks until the lengths are equal. If the length of the character variable is less than the character expression, the character expression is truncated on the right to match the length of the character variable.

If *variable* is a pointer, it must be associated with a definable target that has type, type parameters and shape that conform with those of *expression*. The value of *expression* is then assigned to the target associated with *variable*.

Both *variable* and *expression* can contain references to any portion of *variable*.

An assignment statement causes the evaluation of *expression* and all expressions within *variable* before assignment, the possible conversion of *expression* to the type and type parameters of *variable*, and the definition of *variable* with the resulting value. No value is assigned to *variable* if it is a zero-length character object or a zero-sized array.

A derived-type assignment statement is an intrinsic assignment statement if there is no accessible defined assignment for objects of this derived type. The derived type expression must be of the same derived type as the variable. (See "Determining Type for Derived Types" on page 36 for the rules that determine when two structures are of the same derived type.) Assignment is performed as if each component of the expression (or each pointer) is assigned to the corresponding component of the variable. Pointer assignment is executed for pointer components and intrinsic assignment is performed for nonpointer nonallocatablecomponents. For an allocatable component the following sequence of operations is applied:

1. If the component of *variable* is currently allocated, it is deallocated.
2. If the component of *expression* is currently allocated, the corresponding component of *variable* is allocated with the same type and type parameters as the component of *expression*. If it is an array, it is allocated with the same bounds.

   The value of the component of *expression* is then assigned to the corresponding component of *variable* using intrinsic assignment.

When *variable* is a subobject, the assignment does not affect the definition status or value of other parts of the object.

Arithmetic Conversion

For numeric intrinsic assignment, the value of *expression* may be converted to the type and kind type parameter of *variable*, as specified in the following table:

Type of *variable*	**Value Assigned**
Integer	INT(*expression*,KIND=KIND(*variable*))
Real	REAL(*expression*,KIND=KIND(*variable*))
Complex	CMPLX(*expression*,KIND=KIND(*variable*))

IBM Extension

Note: Arithmetic integer operations for **INTEGER(8)** data items, including intermediate results, are performed using **INTEGER(8)** arithmetic in both 32-bit and 64-bit mode. Arithmetic integer operations for **INTEGER(1)**, **INTEGER(2)**, and **INTEGER(4)** data objects, including intermediate results, are performed using **INTEGER(4)** arithmetic in 32-bit mode and **INTEGER(8)** arithmetic in 64-bit mode. If an intermediate result is used in a context requiring a smaller integer size, it is converted as required.

End of IBM Extension

Character Assignment

Only as much of the character expression as is necessary to define the character variable needs to be evaluated. For example:

```
CHARACTER SCOTT*4, DICK*8
SCOTT = DICK
```

This assignment of `DICK` to `SCOTT` requires only that you have previously defined the substring `DICK(1:4)`. You do not have to previously define the rest of `DICK` (`DICK(5:8)`).

BYTE Assignment

IBM Extension

If *expression* is of type arithmetic, arithmetic assignment is used. Similarly, if *expression* is of type character, character assignment is used, and if *expression* is of type logical, logical assignment is used. If the expression on the right is of type **BYTE**, arithmetic assignment is used.

End of IBM Extension

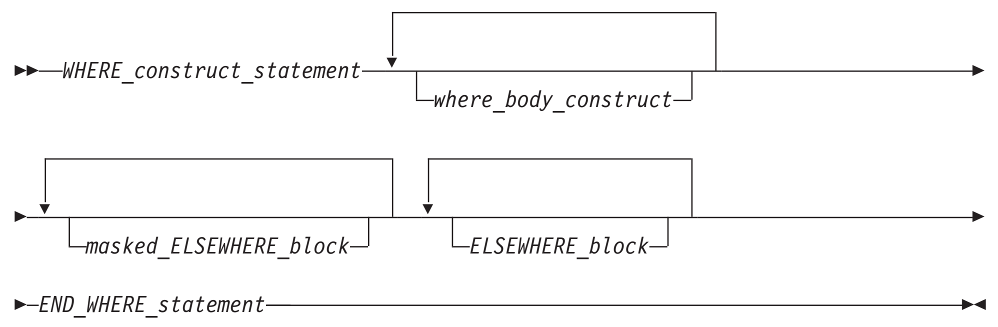
Examples of Intrinsic Assignment:

```
INTEGER I(10)
LOGICAL INSIDE
REAL R,RMIN,RMAX
REAL :: A=2.3,B=4.5,C=6.7
TYPE PERSON
   INTEGER(4) P_AGE
   CHARACTER(20) P_NAME
END TYPE
TYPE (PERSON) EMP1, EMP2
CHARACTER(10) :: CH = 'ABCDEFGHIJ'

I = 5                      ! All elements of I assigned value of 5

RMIN = 28.5 ; RMAX = 29.5
R = (-B + SQRT(B**2 - 4.0*A*C))/(2.0*A)
INSIDE = (R .GE. RMIN) .AND. (R .LE. RMAX)

CH(2:4) = CH(3:5)                 ! CH is now 'ACDEEFGHIJ'

EMP1 = PERSON(45, 'Frank Jones')
EMP2 = EMP1
```

```
! EMP2%P_AGE is assigned EMP1%P_AGE using arithmetic assignment
! EMP2%P_NAME is assigned EMP1%P_NAME using character assignment

END
```

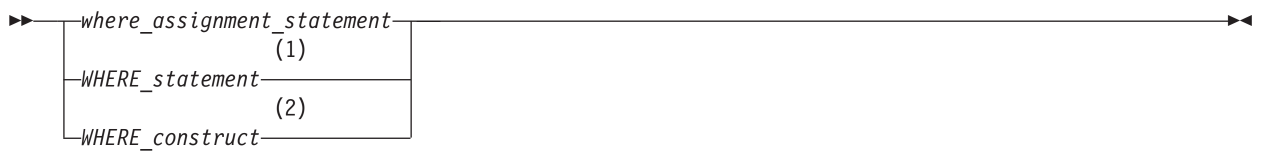
WHERE Construct

The **WHERE** construct masks the evaluation of expressions and assignments of values in array assignment statements. It does this according to the value of a logical array expression.



WHERE_construct_statement
: See "WHERE" on page 421 for syntax details.

where_body_construct



Notes:

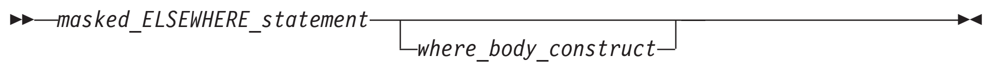
1 Fortran 95

2 Fortran 95

where_assignment_statement
: Is an *assignment_statement*.

Fortran 95

masked_ELSEWHERE_block



masked_ELSEWHERE_statement
Is an **ELSEWHERE** statement that specifies a *mask_expr*. See "ELSEWHERE" on page 292 for syntax details.

End of Fortran 95

ELSEWHERE_block

```
►►──ELSEWHERE_statement──┬─────────────────────────┬──────────────────────────────────►◄
                         └─where_body_construct─┘
```

ELSEWHERE_statement
Is an **ELSEWHERE** statement that does not specify a *mask_expr*. See "ELSEWHERE" on page 292 for syntax details.

END_WHERE_statement
See "END (Construct)" on page 295 for syntax details.

Rules:

- *mask_expr* is a logical array expression.
- In each *where_assignment_statement*, the *mask_expr* and the *variable* being defined must be arrays of the same shape.
- A statement that is part of a *where_body_construct* must not be a branch target statement. Also, **ELSEWHERE**, masked **ELSEWHERE**, and **END WHERE** statements must not be branch target statements.

Fortran 95

- A *where_assignment_statement* that is a defined assignment must be an elemental defined assignment.
- The *mask_expr* on the **WHERE** construct statement and all corresponding masked **ELSEWHERE** statements must have the same shape. The *mask_expr* on a nested **WHERE** statement or nested **WHERE** construct statement must have the same shape as the *mask_expr* on the **WHERE** construct statement of the construct in which it is nested.
- If a construct name appears on a **WHERE** construct statement, it must also appear on the corresponding **END WHERE** statement. A construct name is optional on the masked **ELSEWHERE** and **ELSEWHERE** statements in the **WHERE** construct.

End of Fortran 95

Interpreting Masked Array Assignments

To understand how to interpret masked array assignments, you need to understand the concepts of a *control mask* (m_c) and a *pending control mask* (m_p):

- The m_c is an array of type logical whose value determines which elements of an array in a *where_assignment_statement* will be defined. This value is determined by the execution of one of the following:
  - a **WHERE** statement
  - a **WHERE** construct statement

– an **ELSEWHERE** statement

– F95 a masked **ELSEWHERE** statement F95

– an **END WHERE** statement

The value of m_c is cumulative; the compiler determines the value using the mask expressions of surrounding **WHERE** statements and the current mask expression. Subsequent changes to the value of entities in a *mask_expr* have no effect on the value of m_c. The compiler evaluates the *mask_expr* only once for each **WHERE** statement, **WHERE** construct statement, or F95 masked **ELSEWHERE** statement. F95

- The m_p is a logical array that provides information to the next masked assignment statement at the same nesting level on the array elements not defined by the current **WHERE** statement, **WHERE** construct statement, F95 or masked **ELSEWHERE** statement. F95

The following describes how the compiler interprets statements in a **WHERE**, **WHERE** construct, F95 masked **ELSEWHERE** F95 , **ELSEWHERE**, or **END WHERE** statement. It describes the effect on m_c and m_p and any further behavior of the statements, in order of occurrence.

- **WHERE** statement

Fortran 95

– If the **WHERE** statement is nested in a **WHERE** construct, the following occurs:

1. m_c becomes m_c **.AND.** *mask_expr*.
2. After the compiler executes the **WHERE** statement, m_c has the value it had prior to the execution of the **WHERE** statement.

End of Fortran 95

– Otherwise, m_c becomes the *mask_expr*.

- **WHERE** construct

Fortran 95

– If the **WHERE** construct is nested in another **WHERE** construct, the following occurs:

1. m_p becomes m_c **.AND.** (**.NOT.** *mask_expr*).
2. m_c becomes m_c **.AND.** *mask_expr*.

End of Fortran 95

– Otherwise:

1. The compiler evaluates the *mask_expr*, and assigns m_c the value of that *mask_expr*.
2. m_p becomes **.NOT.** *mask_expr*.

Fortran 95

- Masked **ELSEWHERE** statement

The following occurs:

1. m_c becomes m_p.

2. m_p becomes m_c **.AND.** (**.NOT.** *mask_expr*).
3. m_c becomes m_c **.AND.** *mask_expr*.

End of Fortran 95

- **ELSEWHERE** statement

  The following occurs:

  1. m_c becomes m_p. No new m_p value is established.
- **END WHERE** statement

  After the compiler executes an **END WHERE** statement, m_c and m_p have the values they had prior to the execution of the corresponding **WHERE** construct statement.
- *where_assignment_statement*

  The compiler assigns the values of the *expr* that correspond to the true values of m_c to the corresponding elements of the *variable*.

If a non-elemental function reference occurs in the *expr* or *variable* of a *where_assignment_statement* or in a *mask_expr*, the compiler evaluates the function without any masked control; that is, it fully evaluates all of the function's argument expressions and then it fully evaluates the function. If the result is an array and the reference is not within the argument list of a non-elemental function, the compiler selects elements corresponding to true values in m_c for use in evaluating the *expr*, *variable*, or *mask_expr*.

If an elemental intrinsic operation or function reference occurs in the *expr* or *variable* of a *where_assignment_statement* or in a *mask_expr*, and is not within the argument list of a non-elemental function reference, the compiler performs the operation or evaluates the function only for the elements corresponding to true values in m_c.

If an array constructor appears in a *where_assignment_statement* or in a *mask_expr*, the compiler evaluates the array constructor without any masked control and then executes the *where_assignment_statement* or evaluates the *mask_expr*.

The execution of a function reference in the *mask_expr* of a **WHERE** statement is allowed to affect entities in the *where_assignment_statement*. Execution of an **END WHERE** has no effect.

The following example shows how control masks are updated. In this example, *mask1*, *mask2*, *mask3*, and *mask4* are conformable logical arrays, m_c is the control mask, and m_p is the pending control mask. The compiler evaluates each mask expression once.

Sample code (with statement numbers shown in the comments):

```
WHERE (mask1)        ! W1 *
  WHERE (mask2)      ! W2 *
  ...                ! W3 *
  ELSEWHERE (mask3)  ! W4 *
  ...                ! W5 *
  END WHERE          ! W6 *
ELSEWHERE (mask4)    ! W7 *
...                  ! W8 *
ELSEWHERE            ! W9
...                  ! W10
END WHERE            ! W11
```

Note: * Fortran 95

The compiler sets control and pending control masks as it executes each statement, as shown below:

Fortran 95

```
Statement W1
    m_c = mask1
    m_p = .NOT. mask1
Statement W2
    m_p = mask1 .AND. (.NOT. mask2)
    m_c = mask1 .AND. mask2
Statement W4
    m_c = mask1 .AND. (.NOT. mask2)
    m_p = mask1 .AND. (.NOT. mask2)
.AND. (.NOT. mask3)
    m_c = mask1 .AND. (.NOT. mask2)
.AND. mask3
Statement W6
    m_c = mask1
    m_p = .NOT. mask1
```

End of Fortran 95

```
Statement W7
    m_c = .NOT. mask1
    m_p = (.NOT. mask1) .AND. (.NOT.
mask4)
    m_c = (.NOT. mask1) .AND. mask4
Statement W9
    m_c = (.NOT. mask1) .AND. (.NOT.
mask4)
Statement W11
    m_c = 0
    m_p = 0
```

The compiler uses the values of the control masks set by statements *W2*, *W4*, *W7*, and *W9* when it executes the respective *where_assignment_statement*s *W3*, *W5*, *W8*, and *W10*.

Migration Tip:

Simplify logical evaluation of arrays

FORTRAN 77 source:

```
INTEGER A(10,10),B(10,10)

   ⋮
DO I=1,10
  DO J=1,10
    IF (A(I,J).LT.B(I,J)) A(I,J)=B(I,J)
  END DO
END DO
END
```

Fortran 90 or Fortran 95 source:

```
INTEGER A(10,10),B(10,10)

   ⋮
WHERE (A.LT.B) A=B
END
```

Examples of the WHERE Construct

```
REAL, DIMENSION(10) :: A,B,C,D
WHERE (A>0.0)
  A = LOG(A)          ! Only the positive elements of A
                      !   are used in the LOG calculation.
  B = A               ! The mask uses the original array A
                      !   instead of the new array A.
  C = A / SUM(LOG(A)) ! A is evaluated by LOG, but
                      !   the resulting array is an
                      !   argument to a non-elemental
                      !   function. All elements in A will
                      !   be used in evaluating SUM.
END WHERE

WHERE (D>0.0)
  C = CSHIFT(A, 1)    ! CSHIFT applies to all elements in array A,
                      ! and the array element values of D determine
                      ! which CSHIFT expression determines the
                      ! corresponding element values of C.
ELSEWHERE
  C = CSHIFT(A, 2)
END WHERE
END
```

Fortran 95

The following example shows an array constructor in a **WHERE** construct statement and in a masked **ELSEWHERE** *mask_expr*:

```
CALL SUB((/ 0, -4, 3, 6, 11, -2, 7, 14 /))

CONTAINS
  SUBROUTINE SUB(ARR)
  INTEGER ARR(:)
  INTEGER N

  N = SIZE(ARR)
  ! Data in array ARR at this point:
  !
  ! A = | 0 -4 3 6 11 -2 7 14 |

  WHERE (ARR < 0)
    ARR = 0
  ELSEWHERE (ARR < ARR((/(N-I, I=0, N-1)/)))
    ARR = 2
  END WHERE

  ! Data in array ARR at this point:
  !
  ! A = | 2 0 3 2 11 0 7 14 |

  END SUBROUTINE
END
```

The following example shows a nested **WHERE** construct statement and masked **ELSEWHERE** statement with a *where_construct_name*:

```
INTEGER :: A(10, 10), B(10, 10)
...
OUTERWHERE: WHERE (A < 10)
  INNERWHERE: WHERE (A < 0)
    B = 0
  ELSEWHERE (A < 5) INNERWHERE
    B = 5
  ELSEWHERE INNERWHERE
    B = 10
  END WHERE INNERWHERE
ELSEWHERE OUTERWHERE
  B = A
END WHERE OUTERWHERE
...
```

End of Fortran 95

FORALL Construct

Fortran 95

The **FORALL** construct performs assignment to groups of subobjects, especially array elements.

Unlike the **WHERE** construct, **FORALL** performs assignment to array elements, array sections, and substrings. Also, each assignment within a **FORALL** construct need not be conformable with the previous one. The **FORALL** construct can contain nested **FORALL** statements, **FORALL** constructs, **WHERE** statements, and **WHERE** constructs.

End of Fortran 95

IBM Extension

The **INDEPENDENT** directive specifies that each operation in the **FORALL** statement or construct can be executed in any order without affecting the semantics of the program. For more information on the **INDEPENDENT** directive, see “INDEPENDENT” on page 440.

Fortran 95

```
►►──FORALL_construct_statement──────────────────────────────────────►◄

►►──forall_body─────────────────────────────────────────────────────►◄

►►──END_FORALL_statement────────────────────────────────────────────►◄
```

FORALL_construct_statement
: See “FORALL (Construct)” on page 314 for syntax details.

END_FORALL_statement
: See “END (Construct)” on page 295 for syntax details.

forall_body
: is one or more of the following statements or constructs:
  - *forall_assignment*
  - **WHERE** statement (see “WHERE” on page 421)
  - **WHERE** construct (see “WHERE Construct” on page 107)
  - **FORALL** statement (see “FORALL” on page 311)
  - **FORALL** construct

forall_assignment
: is either *assignment_statement* or *pointer_assignment_statement*

Any procedures that are referenced in a *forall_body* (including one referenced by a defined operation or defined assignment) must be pure.

If a **FORALL** statement or construct is nested within a **FORALL** construct, the inner **FORALL** statement or construct cannot redefine any *index_name* used in the outer **FORALL** construct.

Although no atomic object can be assigned to, or have its association status changed in the same statement more than once, different assignment statements within the same **FORALL** construct can redefine or reassociate an atomic object. Also, each **WHERE** statement and assignment statement within a **WHERE** construct must follow these restrictions.

If a *FORALL_construct_name* is specified, it must appear in both the **FORALL** statement and the **END FORALL** statement. Neither the **END FORALL** statement nor any statement within the **FORALL** construct can be a branch target statement.

End of Fortran 95

Interpreting the FORALL Construct

Fortran 95

1. From the **FORALL** Construct statement, evaluate the *subscript* and *stride* expressions for each *forall_triplet_spec* in any order. All possible pairings of *index_name* values form the set of combinations. For example, given the statement:

   ```
   FORALL (I=1:3,J=4:5)
   ```

   The set of combinations of `I` and `J` is:

   ```
   {(1,4),(1,5),(2,4),(2,5),(3,4),(3,5)}
   ```

   The **-1** and **-qnozerosize** compiler options do not affect this step.
2. Evaluate the *scalar_mask_expr* (from the **FORALL** Construct statement) for the set of combinations, in any order, producing a set of active combinations (those that evaluated to `.TRUE.`). For example, if the mask (`I+J.NE.6`) is applied to the above set, the set of active combinations is:

   ```
   {(1,4),(2,5),(3,4),(3,5)}
   ```
3. Execute each *forall_body* statement or construct in order of appearance. For the set of active combinations, each statement or construct is executed completely as follows:

   assignment_statement

   Evaluate, in any order, all values in the right-hand side *expression* and all subscripts, strides, and substring bounds in the left-hand side *variable* for all active combinations of *index_name* values.

   Assign, in any order, the computed *expression* values to the corresponding *variable* entities for all active combinations of *index_name* values.

   ```
   INTEGER, DIMENSION(50) :: A,B,C
   INTEGER :: X,I=2,J=49
   FORALL (X=I:J)
     A(X)=B(X)+C(X)
     C(X)=B(X)-A(X) ! All these assignments are performed after the
                    ! assignments in the preceding statement
   END FORALL
   END
   ```

   pointer_assignment_statement

   Determine, in any order, what will be the targets of the pointer assignment, and evaluate all subscripts, strides, and substring bounds in the pointer for all active combinations of *index_name* values. If a target is not a pointer, determination of the target does not include evaluation of its value. Pointer assignment never *requires* the value of the righthand side to be determined.

   Associate, in any order, all targets with the corresponding pointer entities for all active combinations of *index_name* values.

   WHERE statement or construct

   Evaluate, in any order, the control mask and pending control mask for each **WHERE** statement, **WHERE** construct statement, **ELSEWHERE** statement, or masked **ELSEWHERE** statement each active combination of *index_name* values, producing a refined set of active combinations for that statement, as described in "Interpreting Masked Array Assignments" on page 108. For each active combination, the compiler executes the assignment(s) of the **WHERE** statement, **WHERE** construct statement, or masked **ELSEWHERE** statement for those values of the control mask that are true for that active combination. The compiler executes each statement in a **WHERE** construct in order, as described previously.

```
INTEGER I(100,10), J(100), X
FORALL (X=1:100, J(X)>0)
  WHERE (I(X,:)<0)
    I(X,:)=0  ! Assigns 0 to an element of I along row X
              ! only if element value is less than 0 and value
              ! of element in corresponding column of J is
  ELSEWHERE   ! greater than 0.
    I(X,:)=1
  END WHERE
END FORALL
END
```

FORALL statement or construct

Evaluate, in any order, the *subscript* and *stride* expressions in the *forall_triplet_spec_list* for the active combinations of the outer **FORALL** statement or construct. The valid combinations are the Cartesian product of combination sets of the inner and outer **FORALL** constructs. The *scalar_mask_expr* determines the active combinations for the inner **FORALL** construct. Statements and constructs for these active combinations are executed.

```
! Same as FORALL (I=1:100,J=1:100,I.NE.J) A(I,J)=A(J,I)

INTEGER A(100,100)
OUTER: FORALL (I=1:100)
  INNER: FORALL (J=1:100,I.NE.J)
    A(I,J)=A(J,I)
  END FORALL INNER
END FORALL OUTER
END
```

End of Fortran 95

Pointer Assignment

The pointer assignment statement causes a pointer to become associated with a target or causes the pointer's association status to become disassociated or undefined.

```
►►──pointer_object── => ──target─────────────────────────────────────────►◄
```

target is a variable or expression. It must have the same type, type parameters and rank as *pointer_object*.

pointer_object must have the **POINTER** attribute.

A target that is an expression must yield a value that has the **POINTER** attribute. A target that is a variable must have the **TARGET** attribute (or be a subobject of such an object) or the **POINTER** attribute. A target must not be an array section with a vector subscript, nor can it be a whole assumed-size array.

The size, bounds, and shape of the target of a disassociated array pointer are undefined. No part of such an array can be defined or referenced, although the array can be the argument of an intrinsic inquiry function that is inquiring about association status, argument presence, or a property of the type or type parameters.

IBM Extension

A pointer of type byte can only be associated with a target of type byte, **INTEGER(1)**, or **LOGICAL(1)**.

End of IBM Extension

Any previous association between *pointer_object* and a target is broken. If *target* is not a pointer, *pointer_object* becomes associated with *target*. If *target* is itself an associated pointer, *pointer_object* is associated with the target of *target*. If *target* is a pointer with an association status of disassociated or undefined, *pointer_object* acquires the same status. If *target* of a pointer assignment is an allocatable object, it must be allocated.

Pointer assignment for a pointer structure component can also occur via execution of a derived-type intrinsic assignment statement or a defined assignment statement.

During pointer assignment of an array pointer, the lower bound of each dimension is the result of the **LBOUND** intrinsic function applied to the corresponding dimension of the target. For an array section or array expression that is not a whole array or a structure component, the lower bound is 1. The upper bound of each dimension is the result of the **UBOUND** intrinsic function applied to the corresponding dimension of the target.

Related Information:

- See "ALLOCATE" on page 242 for an alternative form of associating a pointer with a target.
- See "Pointers as Dummy Arguments" on page 168 for details on using pointers in procedure references.

Examples of Pointer Assignment

```
TYPE T
  INTEGER, POINTER :: COMP_PTR
ENDTYPE T
TYPE(T) T_VAR
INTEGER, POINTER :: P,Q,R
INTEGER, POINTER :: ARR(:)
BYTE, POINTER :: BYTE_PTR
LOGICAL(1), POINTER :: LOG_PTR
INTEGER, TARGET :: MYVAR
INTEGER, TARGET :: DARG(1:5)
P => MYVAR               ! P points to MYVAR
Q => P                   ! Q points to MYVAR
NULLIFY (R)              ! R is disassociated
Q => R                   ! Q is disassociated
T_VAR = T(P)             ! T_VAR%COMP_PTR points to MYVAR
ARR => DARG(1:3)
BYTE_PTR => LOG_PTR
END
```

Integer Pointer Assignment

IBM Extension

Integer pointer variables can be:
- Used in integer expressions
- Assigned values as absolute addresses
- Assigned the address of a variable using the **LOC** intrinsic function. (Objects of derived type and structure components must be of sequence-derived type when used with the **LOC** intrinsic function.)

Note that the XL Fortran compiler uses 1-byte arithmetic for integer pointers in assignment statements.

Example of Integer Pointer Assignment

```
INTEGER INT_TEMPLATE
POINTER (P,INT_TEMPLATE)
INTEGER MY_ARRAY(10)
DATA MY_ARRAY/1,2,3,4,5,6,7,8,9,10/
INTEGER, PARAMETER :: WORDSIZE=4

P = LOC(MY_ARRAY)
PRINT *, INT_TEMPLATE          ! Prints '1'
P = P + 4;                     ! Add 4 to reach next element
                               !    because arithmetic is byte-based
PRINT *, INT_TEMPLATE          ! Prints '2'

P = LOC(MY_ARRAY)
DO I = 1,10
  PRINT *,INT_TEMPLATE
  P = P + WORDSIZE             ! Parameterized arithmetic is suggested
END DO
END
```

End of IBM Extension

Execution Control

You can control the execution of a program sequence using constructs. Constructs contain statement blocks and other executable statements that can alter the normal execution sequence. This section contains detailed descriptions of the following constructs:

- F2003 ASSOCIATE F2003
- DO
- DO WHILE
- IF
- SELECT CASE

Detailed syntax diagrams for the constructs in this section can be found by following the links to the associated statements.

For nesting to occur, a construct must be wholly contained within another construct. If a statement specifies a construct name, it applies to that construct. If the statement does not specify a construct name, the statement applies to the innermost construct in which it appears.

In addition to constructs, XL Fortran provides branching as a method for transferring control from one statement to another statement in the same scoping unit.

Statement Blocks

A *statement block* consists of a sequence of zero or more executable statements, executable constructs, **FORMAT** statements, or **DATA** statements embedded in another executable construct and are treated as a single unit.

Within a program, you can not transfer control from outside of the statement block to within the statement block. You can transfer control within the statement block, or from within the statement block to outside the block. For example, you can have a **GO TO** statement branching to a label that is within a statement block. You can not branch from a **GO TO** statement outside the statement block.

ASSOCIATE Construct

Fortran 2003 Draft Standard

The **ASSOCIATE** construct associates an entity with a variable or the value of an expression during the execution of the construct.

Execution of an **ASSOCIATE** construct causes execution of its *ASSOCIATE_statement* followed by execution of its block. During execution of that block, each associate name identifies an entity, which is associated with the corresponding selector. The associating entity assumes the declared type and type parameters of the selector.

Syntax

```
►►──ASSOCIATE_statement──────────────────────────────────────────►◄

►►──ASSOCIATE_statement_block────────────────────────────────────►◄

►►──END_ASSOCIATE_statement──────────────────────────────────────►◄
```

ASSOCIATE_statement
: See "ASSOCIATE" on page 245 for syntax details

END_ASSOCIATE_statement
: See "END (Construct)" on page 295 for syntax details

Examples

The following example uses the **ASSOCIATE** construct as a shorthand for a complex expression and renames an existing variable, *MYREAL*. After the end of the **ASSOCIATE** construct, any change in the value of the variable *MYREAL* within the construct is reflected.

```
PROGRAM ASSOCIATE_EXAMPLE

  REAL :: MYREAL, X, Y, THETA, A
  X = 0.42
  Y = 0.35
  MYREAL = 9.1
  THETA = 1.5
  A = 0.4

  ASSOCIATE ( Z => EXP(-(X**2+Y**2)) * COS(THETA), V => MYREAL)
    PRINT *, A+Z, A-Z, V
    MYREAL = MYREAL * 4.6
  END ASSOCIATE

  PRINT *, MYREAL

END PROGRAM ASSOCIATE_EXAMPLE
```

The expected output is.

```
0.4524610937 0.3475389183 9.100000381

41.86000061
```

End of Fortran 2003 Draft Standard

DO Construct

The **DO** construct specifies the repeated execution of a statement block. Such a repeated block is called a *loop*.

The iteration count of a loop can be determined at the beginning of execution of the **DO** construct, unless it is indefinite.

You can curtail a specific iteration with the **CYCLE** statement, and the **EXIT** statement terminates the loop.

```
►►──DO_statement──────────────────────────────────────────────────────────►◄

►►──statement_block───────────────────────────────────────────────────────►◄

►►──┬─END_DO_statement───┬─────────────────────────────────────────────────►◄
    └─terminal_statement─┘
```

DO_statement See "DO" on page 282 for syntax details

END_DO_statement
See "END (Construct)" on page 295 for syntax details

terminal_statement
is a statement that terminates the **DO** construct. See the description below.

If you specify a **DO** construct name on the **DO** statement, you must terminate the construct with an **END DO** statement with the same construct name. Conversely, if you do not specify a **DO** construct name on the **DO** statement, and you terminate the **DO** construct with an **END DO** statement, you must not have a **DO** construct name on the **END DO** statement.

The Terminal Statement

The terminal statement must follow the **DO** statement and must be executable. See "Statements and Attributes" on page 237 for a listing of statements that can be used as the terminal statement. If the terminal statement of a **DO** construct is a logical **IF** statement, it can contain any executable statement compatible with the restrictions on a logical **IF** statement.

If you specify a statement label in the **DO** statement, you must terminate the **DO** construct with a statement that is labeled with that statement label.

A labeled **DO** statement must be terminated with an **END DO** statement that has a matching statement label. A **DO** statement with no label must be terminated with an unlabeled **END DO** statement.

Nested, labeled **DO** and **DO WHILE** constructs can share the same terminal statement if the terminal statement is labeled, and if it is not an **END DO** statement.

Range of a DO Construct

The range of a **DO** construct consists of all the executable statements following the **DO** statement, up to and including the terminal statement. In addition to the rules governing the range of constructs, you can only transfer control to a shared terminal statement from the innermost sharing **DO** construct.

Active and Inactive DO Constructs

A **DO** construct is either active or inactive. Initially inactive, a **DO** construct becomes active only when its **DO** statement is executed. Once active, the **DO** construct becomes inactive only when:

- Its iteration count becomes zero.
- A **RETURN** statement occurs within the range of the **DO** construct.
- Control is transferred to a statement in the same scoping unit but outside the range of the **DO** construct.
- A subroutine invoked from within the **DO** construct returns, through an alternate return specifier, to a statement that is outside the range of the **DO** construct.
- An **EXIT** statement that belongs to the **DO** construct executes.
- An **EXIT** statement or a **CYCLE** statement that is within the range of the **DO** construct, but belongs to an outer **DO** or **DO WHILE** construct, executes.
- A **STOP** statement executes or the program stops for any other reason.

When a **DO** construct becomes inactive, the **DO** variable retains the last value assigned to it.

Executing a DO Statement

An infinite **DO** does not have an iteration count limit or a termination condition.

If the loop is not an infinite **DO**, the **DO** statement includes an initial parameter, a terminal parameter, and an optional increment.

1. The initial parameter, m_1, the terminal parameter, m_2, and the increment, m_3, are established by evaluating the **DO** statement expressions (*a_expr1*, *a_expr2*, and *a_expr3*, respectively). Evaluation includes, if necessary, conversion to the type of the **DO** variable according to the rules for arithmetic conversion. (See "Arithmetic Conversion" on page 105.) If you do not specify *a_expr3*, m_3 has a value of 1. m_3 must not have a value of zero.
2. The **DO** variable becomes defined with the value of the initial parameter (m_1).
3. The iteration count is established, determined by the expression:

   $\text{MAX (INT ((}m_2 - m_1 + m_3\text{) / }m_3\text{), 0)}$

   Note that the iteration count is 0 whenever:

   $m_1 > m_2$ and $m_3 > 0$, or

   $m_1 < m_2$ and $m_3 < 0$

The iteration count cannot be calculated if the **DO** variable is missing. This is referred to as an infinite **DO** construct.

IBM Extension

The iteration count cannot exceed 2**31 - 1 for integer variables of kind 1, 2, or 4, and cannot exceed 2**63 - 1 for integer variables of kind 8. The count becomes undefined if an overflow or underflow situation arises during the calculation.

End of IBM Extension

At the completion of the **DO** statement, loop control processing begins.

Loop Control Processing

Loop control processing determines if further execution of the range of the **DO** construct is required. The iteration count is tested. If the count is not zero, the first statement in the range of the **DO** construct begins execution. If the iteration count is zero, the **DO** construct becomes inactive. If, as a result, all of the **DO** constructs sharing the terminal statement of this **DO** construct are inactive, normal execution continues with the execution of the next executable statement following the terminal statement. However, if some of the **DO** constructs sharing the terminal statement are active, execution continues with incrementation processing of the innermost active **DO** construct.

DO Execution Range

The range of a **DO** construct includes all statements within the statement block. These statements execute until reaching the terminal statement. A **DO** variable must not become redefined or undefined during execution of the range of a **DO** construct, and only becomes redefined through incremental processing.

Terminal Statement Execution

Execution of the terminal statement occurs as a result of the normal execution sequence, or as a result of transfer of control, subject to the restriction that you cannot transfer control into the range of a **DO** construct from outside the range. Unless execution of the terminal statement results in a transfer of control, execution continues with incrementation processing.

Incrementation Processing

1. The **DO** variable, the iteration count, and the increment of the active **DO** construct whose **DO** statement was most recently executed, are selected for processing.
2. The value of the **DO** variable is increased by the value of m_3.
3. The iteration count is decreased by 1.
4. Execution continues with loop control processing of the same **DO** construct whose iteration count was decremented.

Migration Tip:

- Use **EXIT**, **CYCLE**, and infinite **DO** statements instead of a **GOTO** statement.

FORTRAN 77 source

```
        I = 0
        J = 0
20      CONTINUE
        I = I + 1
        J = J + 1
        PRINT *, I
        IF (I.GT.4) GOTO 10   ! Exiting loop
        IF (J.GT.3) GOTO 20   ! Iterate loop immediately
        I = I + 2
        GOTO 20
10      CONTINUE
        END
```

Fortran 90 or Fortran 95 source

```
        I = 0 ; J = 0
        DO
          I = I + 1
          J = J + 1
          PRINT *, I
          IF (I.GT.4) EXIT
          IF (J.GT.3) CYCLE
          I = I + 2
        END DO
        END
```

Examples:

```
INTEGER :: SUM=0
OUTER: DO
  INNER: DO
    READ (5,*) J
    IF (J.LE.I) THEN
      PRINT *, 'VALUE MUST BE GREATER THAN ', I
      CYCLE INNER
    END IF
    SUM=SUM+J
    IF (SUM.GT.500) EXIT OUTER
    IF (SUM.GT.100) EXIT INNER
  END DO INNER
  SUM=SUM+I
  I=I+10
END DO OUTER
PRINT *, 'SUM =',SUM
END
```

DO WHILE Construct

The **DO WHILE** construct specifies the repeated execution of a statement block for as long as the scalar logical expression specified in the **DO WHILE** statement is true. You can curtail a specific iteration with the **CYCLE** statement, and the **EXIT** statement terminates the loop.

```
►►──DO_WHILE_statement─────────────────────────────────────────────►◄


►►──statement_block────────────────────────────────────────────────►◄


►►──┬─END_DO_statement───┬─────────────────────────────────────────►◄
    └─terminal_statement─┘
```

DO_WHILE_statement
See “DO WHILE” on page 283 for syntax details

END_DO_statement
See “END (Construct)” on page 295 for syntax details

terminal_stmt is a statement that terminates the **DO WHILE** construct. See “The Terminal Statement” on page 121 for details.

The rules applicable to the **DO** construct names and ranges, active and inactive **DO** constructs, and terminal statements also apply to the **DO WHILE** construct.

Example

```
I=10
TWO_DIGIT: DO WHILE ((I.GE.10).AND.(I.LE.99))
  J=J+I
  READ (5,*) I
END DO TWO_DIGIT
END
```

IF Construct

The **IF** construct selects no more than one of its statement blocks for execution.

```
►►──Block_IF_statement────────────────────────────────────────────────►◄

►►──statement_block───────────────────────────────────────────────────►◄

►►──┬─────────────────┬───────────────────────────────────────────────►◄
    │ ┌─────────────┐ │
    │ ▼             │ │
    └──ELSE_IF_block─┴─┘

►►──┬────────────┬────────────────────────────────────────────────────►◄
    └─ELSE_block─┘

►►──END_IF_statement──────────────────────────────────────────────────►◄
```

Block_IF_statement
: See "IF (Block)" on page 325 for syntax details.

END_IF_statement
: See "END (Construct)" on page 295 for syntax details.

ELSE_IF_block

```
►►──ELSE_IF_statement─────────────────────────────────────────────────►◄

►►──statement_block───────────────────────────────────────────────────►◄
```

ELSE_IF_statement
: See "ELSE IF" on page 291 for syntax details.

ELSE_block

```
►►──ELSE_statement────────────────────────────────────────────────────►◄

►►──statement_block───────────────────────────────────────────────────►◄
```

ELSE_statement
: See "ELSE" on page 291 for syntax details.

The scalar logical expressions in an **IF** construct (that is, the block **IF** and **ELSE IF** statements) are evaluated in the order of their appearance until a true value, an **ELSE** statement, or an **END IF** statement is found:

- If a true value or an **ELSE** statement is found, the statement block immediately following executes, and the **IF** construct is complete. The scalar logical expressions in any remaining **ELSE IF** statements or **ELSE** statements of the **IF** construct are not evaluated.
- If an **END IF** statement is found, no statement blocks execute, and the **IF** construct is complete.

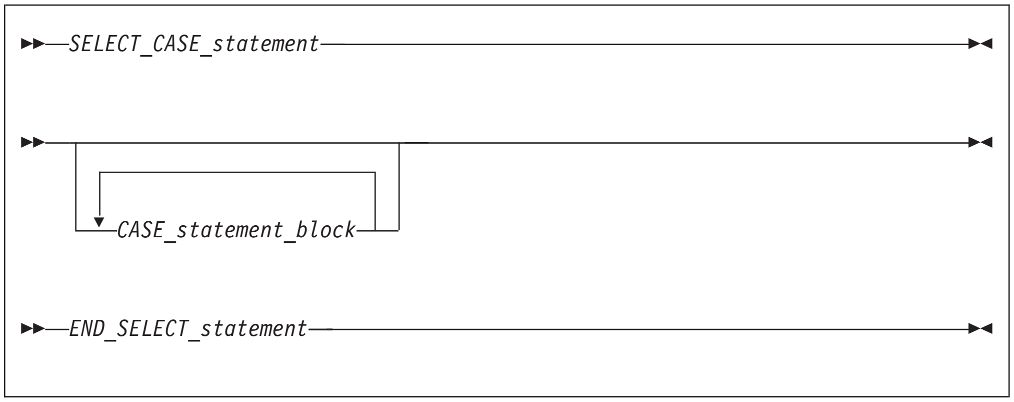
If the **IF** construct name is specified, it must appear on the **IF** statement and **END IF** statement, and optionally on any **ELSE IF** or **ELSE** statements.

Example

```
! Get a record (containing a command) from the terminal

    DO
      WHICHC: IF (CMD .EQ. 'RETRY') THEN       ! named IF construct
           IF (LIMIT .GT. FIVE) THEN           ! nested IF construct
!              Print retry limit exceeded
               CALL STOP
           ELSE
               CALL RETRY
           END IF
      ELSE IF (CMD .EQ. 'STOP') THEN WHICHC    ! ELSE IF blocks
           CALL STOP
      ELSE IF (CMD .EQ. 'ABORT') THEN
           CALL ABORT
      ELSE WHICHC                              ! ELSE block
!          Print unrecognized command
      END IF WHICHC
    END DO
    END
```

SELECT CASE Construct

The **CASE** construct has a concise syntax for selecting, at most, one of a number of statement blocks for execution. The case selector of each **CASE** statement is compared to the expression of the **SELECT CASE** statement.



SELECT_CASE_statement
: defines the case expression that is to be evaluated. See “SELECT CASE” on page 393 for syntax details.

END_SELECT_statement
: terminates the **CASE** construct. See “END (Construct)” on page 295 for syntax details.

CASE_statement_block

```
►►──CASE_statement──────────────────────────────────────────────────►◄

►►──statement_block─────────────────────────────────────────────────►◄
```

CASE_statement
: defines the case selector, which is a value, set of values, or default case, for which the subsequent statement block is executed. See “CASE” on page 255 for syntax details.

In the construct, each case value must be of the same type as the case expression.

The **CASE** construct executes as follows:
1. The case expression is evaluated. The resulting value is the case index.
2. The case index is compared to the *case_selector* of each **CASE** statement.
3. If a match occurs, the statement block associated with that **CASE** statement is executed. No statement block is executed if no match occurs. (See “CASE” on page 255.)
4. Execution of the construct is complete and control is transferred to the statement after the **END SELECT** statement.

A **CASE** construct contains zero or more **CASE** statements that can each specify a value range, although the value ranges specified by the **CASE** statements cannot overlap.

A default *case_selector* can be specified by one of the **CASE** statements. A default *CASE_statement_block* can appear anywhere in the **CASE** construct; it can appear at the beginning or end, or among the other blocks.

If a construct name is specified, it must appear on the **SELECT CASE** statement and **END SELECT** statement, and optionally on any **CASE** statements.

You can only branch to the **END SELECT** statement from within the **CASE** construct. A **CASE** statement cannot be a branch target.

Migration Tip:

Use **CASE** in place of block **IF**s.

FORTRAN 77 source

```
      IF (I .EQ.3) THEN
          CALL SUBA()
      ELSE IF (I.EQ. 5) THEN
          CALL SUBB()
      ELSE IF (I .EQ. 6) THEN
          CALL SUBC()
      ELSE
          CALL OTHERSUB()
      ENDIF
      END
```

Fortran 90 or Fortran 95 source

```
       SELECTCASE(I)
         CASE(3)
           CALL SUBA()
         CASE(5)
           CALL SUBB()
         CASE(6)
           CALL SUBC()
         CASE DEFAULT
           CALL OTHERSUB()
       END SELECT
       END
```

Examples

```
ZERO: SELECT CASE(N)

  CASE DEFAULT ZERO
       OTHER: SELECT CASE(N) ! start of CASE construct OTHER
          CASE(:-1)
             SIGNUM = -1     ! this statement executed when n≤-1
          CASE(1:) OTHER
              SIGNUM = 1
       END SELECT OTHER      ! end of CASE construct OTHER
  CASE (0)
    SIGNUM = 0

END SELECT ZERO
END
```

Branching

You can also alter the normal execution sequence by branching. A branch transfers control from one statement to a labeled branch target statement in the same scoping unit. A branch target statement can be any executable statement except a **CASE**, **ELSE**, or **ELSE IF** statement.

The following statements can be used for branching:

- Assigned **GO TO**

  transfers program control to an executable statement, whose statement label is designated in an **ASSIGN** statement. See “GO TO (Assigned)” on page 321 for syntax details.

- Computed **GO TO**

  transfers control to possibly one of several executable statements. See "GO TO (Computed)" on page 322 for syntax details.
- Unconditional **GO TO**

  transfers control to a specified executable statement. See "GO TO (Unconditional)" on page 324 for syntax details.
- Arithmetic **IF**

  transfers control to one of three executable statements, depending on the evaluation of an arithmetic expression. See "IF (Arithmetic)" on page 324 for syntax details.

The following input/output specifiers can also be used for branching:

- the **END=** end-of-file specifier

  transfers control to a specified executable statement if an endfile record is encountered (and no error occurs) in a **READ** statement.
- the **ERR=** error specifier

  transfers control to a specified executable statement in the case of an error. You can specify this specifier in the **BACKSPACE**, **ENDFILE**, **REWIND**, **CLOSE**, **OPEN**, **READ**, **WRITE**, and **INQUIRE** statements.
- the **EOR=** end-or-record specifier

  transfers control to a specified executable statement if an end-of-record condition is encountered (and no error occurs) in a **READ** statement.

Program Units and Procedures

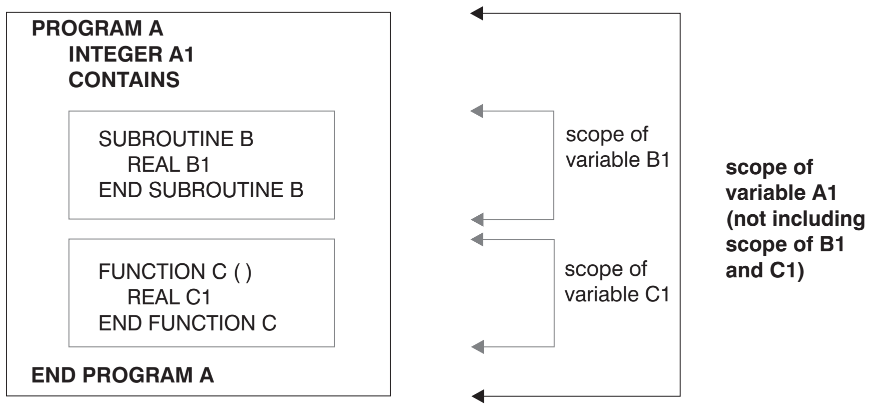
This section describes:

Scope

A program unit consists of a set of nonoverlapping scoping units. A *scoping unit* is that portion of a program unit that has its own scope boundaries. It is one of the following:

- A derived-type definition
- A procedure interface body (not including any derived-type definitions and interface bodies within it)
- A program unit, module subprogram, or internal subprogram (not including derived-type definitions, interface bodies, module subprograms, and internal subprograms).

A *host scoping unit* is the scoping unit that immediately surrounds another scoping unit. For example, in the following diagram, the host scoping unit of the internal function C is the scoping unit of the main program A. Host association is the method by which an internal subprogram, module subprogram, or derived-type definition accesses names from its host.



Entities that have scope are:

- A name (see below)
- A label (local entity)
- An external input/output unit number (global entity)
- An operator symbol. Intrinsic operators are global entities, while defined operators are local entities.
- An assignment symbol (global entity)

If the scope is an executable program, the entity is called a *global entity*. If the scope is a scoping unit, the entity is called a *local entity*. If the scope is a statement or part of a statement, the entity is called a *statement entity*. F95 If the scope is a construct, the entity is called a *construct entity*. F95

The Scope of a Name

Global Entity

Global entities are:

- Program units
- External procedures
- Common blocks

IBM Extension

- **CRITICAL** *lock_names*

End of IBM Extension

Fortran 2003 Draft Standard

- Variables that have the BIND attribute.

End of Fortran 2003 Draft Standard

If a name identifies a global entity, it cannot be used to identify any other global entity in the same executable program.

Fortran 2003 Draft Standard

A module can have the same name as an external procedure, common block, or a

CRITICAL lock name. A module cannot have the same name as a variable with the BIND attribute.

End of Fortran 2003 Draft Standard

See *Conventions for XL Fortran External Names* in the *User's Guide* for details on restrictions on names of global entities.

Local Entity

Entities of the following classes are local entities of the scoping unit in which they are defined:

1. Named variables that are not statement entities, module procedures, named constants, derived-type definitions, construct names, generic identifiers, statement functions, internal subprograms, dummy procedures, intrinsic procedures, or namelist group names.
2. Components of a derived-type definition (each derived-type definition has its own class).

   A component name has the same scope as the type of which it is a component. It may appear only within a component designator of a structure of that type.

   If the derived type is defined in a module and contains the **PRIVATE** statement, the type and its components are accessible in any of the defining module's subprograms by host association. If the accessing scoping unit accesses this type by use association, that scoping unit (and any scoping unit that accesses the entities of that scoping unit by host association) can access the derived-type definition but not its components.
3. Argument keywords (in a separate class for each procedure with an explicit interface).

   A dummy argument name in an internal procedure, module procedure, or procedure interface block has a scope as an argument keyword of the scoping unit of its host. As an argument keyword, it may appear only in a procedure reference for the procedure of which it is a dummy argument. If the procedure or procedure interface block is accessible in another scoping unit by use association or host association, the argument keyword is accessible for procedure references for that procedure in that scoping unit.

In a scoping unit, a name that identifies a local entity of one class may be used to identify a local entity of another class. Such a name must not be used to identify another local entity of the same class, except in the case of generic names. A name that identifies a global entity in a scoping unit cannot be used to identify a local entity of Class 1 in that scoping unit, except for a common block name or the name of an external function. Components of a record structure are local entities of class 2. A separate class exists for each type.

A name declared to be a derived type using a **record structure** declaration may have the same name as another local entity of class 1 of that scoping unit that is not a derived type. In this case, the structure constructor for that type is not available in that scope. Similarly, a local entity of class 1 is accessible via host association or use association, even if there is another local entity of class 1 accessible in that scope, if

- one of the two entities is a derived type and the other is not; and
- in the case of host association, the derived type is accessible via host association. For example, given a module M, a program unit P, and an internal subprogram or module subprogram S nested in P, if you have an entity named T1 declared in M that is accessed by use association in P (or in S), you can declare another

entity in P (or in S, respectively) with the same name T1, so long as one of the two is a derived type. If you have an entity named T2 accessible in P, and an entity named T2 declared in S, then the T2 accessible in P is accessible in S if the T2 in P is a derived type. If the T2 in P was not a derived type, it would not be accessible in S if S declared another T2 (of derived type or not).

The structure constructor for that type will not be available in that scope. A local entity of class 1 in a scope that has the same name as a derived type accessible in that scope must be explicitly declared in a declaration statement in that scope.

If two local entities of class 1, one of which is a derived type, are accessible in a scoping unit, any **PUBLIC** or **PRIVATE** statement that specifies the name of the entities applies to both entities. If the name of the entities is specified in a **VOLATILE** statement, the entity or entities declared in that scope have the volatile attribute. If the two entities are public entities of a module, any rename on a **USE** statement that references the module and specifies the names of the entities as the *use_name* applies to both entities.

A common block name in a scoping unit can be the name of any local entity other than a named constant or intrinsic procedure. The name is recognized as the common block entity only when the name is delimited by slashes in a **COMMON**, **VOLATILE**, or **SAVE** statement. If it is not, the name identifies the local entity. An intrinsic procedure name can be the name of a common block in a scoping unit that does not reference the intrinsic procedure. In this case, the intrinsic procedure name is not accessible.

An external function name can also be the function result name. This is the only way that an external function name can also be a local entity.

If a scoping unit contains a local entity of Class 1 with the same name as an intrinsic procedure, the intrinsic procedure is not accessible in that scoping unit.

An interface block generic name can be the same as any of the procedure names in the interface block, or the same as any accessible generic name. It can be the same as any generic intrinsic procedure. See "Resolution of Procedure References" on page 169 for details.

Statement and Construct Entities

Statement Entities: The following items are statement entities:

- Name of a statement function dummy argument.
  SCOPE: Scope of the statement in which it appears.
- Name of a variable that appears as the **DO** variable of an implied-**DO** in a **DATA** statement or array constructor.
  SCOPE: Scope of the implied-**DO** list.

Except for a common block name or scalar variable name, the name of a global entity or local entity of class 1 that is accessible in the scoping unit of a statement or construct must not be the name of a statement or construct entity of that statement or construct. Within the scope of a statement or construct entity, another statement or construct entity must not have the same name.

The name of a variable that appears as a dummy argument in a statement function statement has a scope of the statement in which it appears. It has the type and type parameters that it would have if it were the name of a variable in the scoping unit that includes the statement function.

If the name of a global or local entity accessible in the scoping unit of a statement or construct is the same as the name of a statement or construct entity in that statement or construct, the name is interpreted within the scope of the statement or construct entity as that of the statement or construct entity. Elsewhere in the scoping unit, including parts of the statement or construct outside the scope of the statement or construct entity, the name is interpreted as that of the global or local entity.

If a statement or construct entity has the same name as an accessible name that denotes a variable, constant, or function, the statement or construct entity has the same type and type parameters as the variable, constant or function. Otherwise, the type of the statement or construct entity is determined through the implicit typing rules in effect. If the statement entity is the **DO** variable of an implied-**DO** in a **DATA** statement, the variable cannot have the same name as an accessible named constant.

Statement and Construct Entity:

Fortran 95

The following is a statement and/or construct entity:
- Name of a variable that appears as an *index_name* in a **FORALL** statement or **FORALL** construct.
  - SCOPE: Scope of the **FORALL** statement or construct.

The only attributes held by the **FORALL** statement or construct entity are the type and type parameters that it would have if it were the name of a variable in the scoping unit that includes the **FORALL**. It is type integer.

Except for a common block name or a scalar variable name, a name that identifies a global entity or a local entity of class 1, accessible in the scoping unit of a **FORALL** statement or construct, must not be the same as the *index_name*. Within the scope of a **FORALL** construct, a nested **FORALL** statement or **FORALL** construct must not have the same *index_name*.

If the name of a global or local entity accessible in the scoping unit of a **FORALL** statement or construct is the same as the *index_name*, the name is interpreted within the scope of the **FORALL** statement or construct as that of the *index_name*. Elsewhere in the scoping unit, the name is interpreted as that of the global or local entity.

End of Fortran 95

Construct Entity:

Fortran 2003 Draft Standard

The following is a construct entity:
- The associate name of an **ASSOCIATE** construct.
  - SCOPE: Scope of the block of the **ASSOCIATE** construct.

If the name of a global or local entity accessible in the scoping unit of an **ASSOCIATE** construct is the same as an associate name, the name is interpreted within the block of the **ASSOCIATE** construct as that of the associate name. Elsewhere in the scoping unit, the name is interpreted as the global and local entities.

End of Fortran 2003 Draft Standard

Association

Association exists if the same data can be identified with different names in the same scoping unit, or with the same name or different names in different scoping units of the same executable program.

Construct Association

Fortran 2003 Draft Standard

Construct association establishes an association between each selector and the corresponding associate name of the construct. Each associate name remains associated with the corresponding selector throughout the execution of the executed block. Within the block, each selector is known by and may be accessed by the corresponding associate name. Upon termination of the construct, the association is terminated.

End of Fortran 2003 Draft Standard

Host Association

Host association allows an internal subprogram, module subprogram, interface body, or derived-type definition to access named entities that exist in its host. In interface bodies, the **IMPORT** statement makes named entities accessible for host association. Accessed entities have the same attributes and are known by the same name (if available) as they are in the host. The entities are named objects, derived-type definitions, namelist groups, interface blocks and procedures.

A name that is specified with the **EXTERNAL** attribute is a global name. Any entity in the host scoping unit that has this name as its nongeneric name is inaccessible by that name and by host association.

The following list of entities are local within a scoping unit when declared or initialized in that scoping unit:
- A variable name in a **COMMON** statement or initialized in a **DATA** statement
- An array name in a **DIMENSION** statement
- A name of a derived type
- An object name in a type declaration, **EQUIVALENCE**, **POINTER**, **ALLOCATABLE**, **SAVE**, **TARGET**, **AUTOMATIC**, integer **POINTER**, **STATIC**, or **VOLATILE** statement
- A named constant in a **PARAMETER** statement
- A namelist group name in a **NAMELIST** statement
- A generic interface name or a defined operator
- An intrinsic procedure name in an **INTRINSIC** statement
- A function name in a **FUNCTION** statement, statement function statement, or type declaration statement
- A result name in a **FUNCTION** statement or an **ENTRY** statement
- A subroutine name in a **SUBROUTINE** statement
- An entry name in an **ENTRY** statement

- A dummy argument name in a **FUNCTION**, **SUBROUTINE**, **ENTRY**, or statement function statement
- The name of a named construct
- The name of an entity declared by an interface body

Entities that are local to a subprogram are not accessible in the host scoping unit.

A local entity must not be referenced or defined before the **DATA** statement when:
1. An entity is local to a scoping unit only because it is initialized in a **DATA** statement, and
2. An entity in the host has the same name as this local entity.

If a derived-type name of a host is inaccessible, structures of that type or subobjects of such structures are still accessible.

If a subprogram gains access to a pointer (or integer pointer) by host association, the pointer association that exists at the time the subprogram is invoked remains current within the subprogram. This pointer association can be changed within the subprogram. The pointer association remains current when the procedure finishes executing, except when this causes the pointer to become undefined, in which case the association status of the host-associated pointer becomes undefined.

The host scoping unit of an internal or module subprogram can contain the same use-associated entities.

Example of Host Association

```
SUBROUTINE MYSUB
TYPE DATES                   ! Define DATES
  INTEGER START
  INTEGER END
END TYPE DATES
CONTAINS
  INTEGER FUNCTION MYFUNC(PNAME)
  TYPE PLANTS
    TYPE (DATES) LIFESPAN    ! Host association of DATES
    CHARACTER(10) SPECIES
    INTEGER PHOTOPER
  END TYPE PLANTS
  END FUNCTION MYFUNC
END SUBROUTINE MYSUB
```

Use Association

Use association occurs when a scoping unit accesses the entities of a module with the **USE** statement. Use-associated entities can be renamed for use in the local scoping unit. The association is in effect for the duration of the executable program. See “USE” on page 412 for details.

```
MODULE M
  CONTAINS
  SUBROUTINE PRINTCHAR(X)
    CHARACTER(20) X
    PRINT *, X
  END SUBROUTINE
END MODULE
PROGRAM MAIN
USE M                         ! Accesses public entities of module M
CHARACTER(20) :: NAME='George'
CALL PRINTCHAR(NAME)          ! Calls PRINTCHAR from module M
END
```

Pointer Association

A target that is associated with a pointer can be referenced by a reference to the pointer. This is called pointer association.

A pointer always has an association status:

Associated

- The **ALLOCATE** statement successfully allocates the pointer, which has not been subsequently disassociated or undefined.
  ```
  ALLOCATE (P(3))
  ```
- The pointer is pointer-assigned to a target that is currently associated or has the **TARGET** attribute and, if allocatable, is currently allocated.
  ```
  P => T
  ```

Disassociated

- The pointer is nullified by a **NULLIFY** statement or by the **-qinit=f90ptr** option. See **-qinit** in the *User's Guide*.
  ```
  NULLIFY (P)
  ```
- The pointer is successfully deallocated.
  ```
  DEALLOCATE (P)
  ```
- The pointer is pointer-assigned to a disassociated pointer.
  ```
  NULLIFY (Q); P => Q
  ```

Undefined

- Initially (unless the **-qinit=f90ptr** option is specified)
- If its target was never allocated.
- If its target was deallocated other than through the pointer.
  ```
  POINTER P(:), Q(:)
  ALLOCATE (P(3))
  Q => P
  DEALLOCATE (Q)   ! Deallocate target of P through Q.
                   ! P is now undefined.
  END
  ```
- If the execution of a **RETURN** or **END** statement causes the pointer's target to become undefined.
- After the execution of a **RETURN** or **END** statement in a procedure where the pointer was declared or accessed, except for objects described in item 4 under "Events Causing Undefinition" on page 60.

Definition Status and Association Status

The definition status of a pointer is that of its target. If a pointer is associated with a definable target, the definition status of the pointer can be defined or undefined according to the rules for a variable.

If the association status of a pointer is disassociated or undefined, the pointer must not be referenced or deallocated. Whatever its association status, a pointer can always be nullified, allocated or pointer-assigned. When it is allocated, its definition status is undefined. When it is pointer-assigned, its association and definition status are determined by its target. So, if a pointer becomes associated with a target that is defined, the pointer becomes defined.

Integer Pointer Association

IBM Extension

An integer pointer that is associated with a data object can be used to reference the data object. This is called integer pointer association.

Integer pointer association can only occur in the following situations:

- An integer pointer is assigned the address of a variable:

  ```
        POINTER (P,A)
        P=LOC(B)              ! A and B become associated
  ```

- Multiple pointees are declared with the same integer pointer:

  ```
  POINTER (P,A), (P,B)   ! A and B are associated
  ```

- Multiple integer pointers are assigned the address of the same variable or the address of other variables that are storage associated:

  ```
        POINTER (P,A), (Q,B)
        P=LOC(C)
        Q=LOC(C)              ! A, B, and C become associated
  ```

- An integer pointer variable that appears as a dummy argument is assigned the address of another dummy argument or member of a common block:

  ```
        POINTER (P,A)
            .
            .
        CALL SUB (P,B)
            .
            .
        SUBROUTINE SUB (P,X)
        POINTER (P,Y)
        P=LOC(X)              ! Main program variables A
                              !   and B become associated.
  ```

End of IBM Extension

Program Units, Procedures, and Subprograms

A program unit is a sequence of one or more lines, organized as statements, comments, and **INCLUDE** directives. Specifically, a program unit can be:

- The main program
- A module
- A block data program unit
- An external function subprogram
- An external subroutine subprogram

An executable program is a collection of program units consisting of one main program and any number of external subprograms, modules, and block data program units.

A subprogram can be invoked by a main program or by another subprogram to perform a particular activity. When a procedure is invoked, the referenced subprogram is executed.

An external or module subprogram can contain multiple **ENTRY** statements. The subprogram defines a procedure for the **SUBROUTINE** or **FUNCTION** statement, as well as one procedure for each **ENTRY** statement.

An external procedure is defined either by an external subprogram or by a program unit in a programming language other than Fortran.

Names of main programs, external procedures, block data program units, and modules are global entities. Names of internal and module procedures are local entities.

Internal Procedures

External subprograms, module subprograms, and main programs can have internal subprograms, whether the internal subprograms are functions or subroutines, as long as the internal subprograms follow the **CONTAINS** statement.

An internal procedure is defined by an internal subprogram. Internal subprograms cannot appear in other internal subprograms. A module procedure is defined by a module subprogram or an entry in a module subprogram.

Internal procedures and module procedures are the same as external procedures except that:

- The name of the internal procedure or module procedure is not a global entity
- An internal subprogram must not contain an **ENTRY** statement
- The internal procedure name must not be an argument associated with a dummy procedure
- The internal subprogram or module subprogram has access to host entities by host association

Fortran 2003 Draft Standard

- The **BIND** attribute is not allowed on an internal procedure

End of Fortran 2003 Draft Standard

Migration Tip:

Turn your external procedures into internal subprograms or put them into modules. The explicit interface provides type checking.

FORTRAN 77 source

```
      PROGRAM MAIN
        INTEGER A
        A=58
        CALL SUB(A)     ! C must be passed
      END
      SUBROUTINE SUB(A)
        INTEGER A,B,C   ! A must be redeclared
        C=A+B
      END SUBROUTINE
```

Fortran 90 or Fortran 95 source

```
PROGRAM MAIN
  INTEGER :: A=58
  CALL SUB
  CONTAINS
  SUBROUTINE SUB
    INTEGER B,C
    C=A+B         ! A is accessible by host association
  END SUBROUTINE
END
```

Interface Concepts

The interface of a procedure determines the form of the procedure reference. The interface consists of:

- The characteristics of the procedure
- The name of the procedure
- The name and characteristics of each dummy argument
- The generic identifiers of the procedure, if any

The characteristics of a procedure consist of:

- Distinguishing the procedure as a subroutine or a function
- Distinguishing each dummy argument either as a data object, dummy procedure, or alternate return specifier

  The characteristics of a dummy data object are its type, type parameters (if any), shape, intent, whether it is optional, allocatable, a pointer, a target, or has the value attribute. Any dependence on other objects for type parameter or array bound determination is a characteristic. If a shape, size, or character length is assumed, it is a characteristic.

  The characteristics of a dummy procedure are the explicitness of its interface, its procedure characteristics (if the interface is explicit), and whether it is optional.
- If the procedure is a function, specifying the characteristics of the result value: its type, type parameters (if any), rank, whether it is allocatable, and whether it is a pointer. For nonpointer array results, its shape is a characteristic. Any dependence on other objects for type parameters or array bound determination is a characteristic. If the length of a character object is assumed, this is a characteristic.

If a procedure is accessible in a scoping unit, it has an interface that is either explicit or implicit in that scoping unit. The rules are:

Entity	**Interface**
Dummy procedure	Explicit in a scoping unit if an interface block exists or is accessible. Implicit in all other cases.
External subprogram	Explicit in a scoping unit other than its own if an interface block exists or is accessible. Implicit in all other cases.
Recursive procedure with a result clause	Explicit in the subprogram's own scoping unit.
Module procedure	Always explicit.
Internal procedure	Always explicit.
Generic procedure	Always explicit.
Intrinsic procedure	Always explicit.
Statement function	Always implicit.

Internal subprograms cannot appear in an interface block.

A procedure must not have more than one accessible interface in a scoping unit.

The interface of a statement function cannot be specified in an interface block.

Explicit Interface

A procedure must have an explicit interface if:

1. A reference to the procedure appears
   - with an argument keyword
   - as a defined assignment (for subroutines only)
   - in an expression as a defined operator (for functions only)
   - as a reference by its generic name
   - F95 in a context that requires it to be pure. F95
2. The procedure has
   - a dummy argument that has the F2003 **ALLOCATABLE**, F2003 **OPTIONAL**, **POINTER**, **TARGET** or F2003 **VALUE** F2003 attribute
   - an array-valued result (for functions only)
   - a result whose length type parameter is neither assumed nor constant (for character functions only)
   - a pointer or allocatable result (for functions only)
   - a dummy argument that is an assumed-shape array
3. F95 The procedure is elemental. F95
4. The procedure has the F2003 **BIND** F2003 attribute.

Implicit Interface

A procedure has an implicit interface if its interface is not fully known; that is, it has no explicit interface.

Interface Blocks

The *interface block* provides a means of specifying an explicit interface for external procedures and dummy procedures. You can also use an interface block to define generic identifiers. An *interface body* in an interface block specifies the explicit specific interface for an existing external procedure or dummy procedure.

```
►►──INTERFACE_statement────────────────────────────────────────────────►◄


      ┌─────────────────────────────┐
      ▼                             │
►►────┬───────────────────────────┬─┴──────────────────────────────────►◄
      ├─FUNCTION_interface_body───┤
      ├─SUBROUTINE_interface_body─┤
      └─MODULE_PROCEDURE_statement┘


►►──END_INTERFACE_statement────────────────────────────────────────────►◄
```

INTERFACE_statement
See "INTERFACE" on page 343 for syntax details

END_INTERFACE_statement
See "END INTERFACE" on page 298 for syntax details

MODULE_PROCEDURE_statement
See "MODULE PROCEDURE" on page 352 for syntax details

FUNCTION_interface_body

```
►►──FUNCTION_statement─────────────────────────────────────────────────►◄


►►──┬──────────────────┬───────────────────────────────────────────────►◄
    └─specification_part┘


►►──end_function_statement─────────────────────────────────────────────►◄
```

SUBROUTINE_interface_body

```
►►──SUBROUTINE_statement──────────────────────────────────────────────►◄

►►──┬────────────────────┬────────────────────────────────────────────►◄
    └─specification_part─┘

►►──end_subroutine_statement──────────────────────────────────────────►◄
```

FUNCTION_statement, SUBROUTINE_statement
: For syntax details, see "FUNCTION" on page 318 and "SUBROUTINE" on page 399.

specification_part
: is a sequence of statements from the statement groups numbered 2 and 5 in "Order of Statements and Execution Sequence" on page 18.

end_function_statement, end_subroutine_statement
: For syntax details of both statements, see "END" on page 294.

In an interface body or with a procedure declaration statement, you specify all the characteristics of the procedure. See "Interface Concepts" on page 141. The characteristics must be consistent with those specified in the subprogram definition, except that:

1. dummy argument names may be different.
2. you do not have to indicate that a procedure is pure, even if the subprogram that defines it is pure.
3. you can associate a pure actual argument with a dummy procedure that is not pure.
4. when you associate an intrinsic elemental procedure with a dummy procedure, the dummy procedure does not have to be elemental

The *specification_part* of an interface body can contain statements that specify attributes or define values for data objects that do not determine characteristics of the procedure. Such specification statements have no effect on the interface. Interface blocks do not specify the characteristics of module procedures, whose characteristics are defined in the module subprogram definitions.

An interface body cannot contain **ENTRY** statements, **DATA** statements, **FORMAT** statements, statement function statements, or executable statements. You can specify an entry interface by using the entry name as the procedure name in an interface body.

An interface body does not access named entities by host association unless the **IMPORT** statement is specified. It is treated as if it had a host with the default implicit rules. See "How Type Is Determined" on page 56 for a discussion of the implicit rules.

An interface block can be generic or nongeneric. A generic interface block must specify a generic specification in the **INTERFACE** statement, while a nongeneric interface block must not specify such a generic specification. See "INTERFACE" on page 343 for details.

The interface bodies within a nongeneric interface block can contain interfaces for both subroutines and functions.

A generic name specifies a single name to reference all of the procedures in the interface block. At most, one specific procedure is invoked each time there is a procedure reference with a generic name.

The **MODULE PROCEDURE** statement is allowed only if the interface block has a generic specification and is contained in a scoping unit where each procedure name is accessible as a module procedure.

A procedure name used in a **MODULE PROCEDURE** statement must not have been previously specified in any **MODULE PROCEDURE** statement in any accessible interface block with the same generic identifier.

IBM Extension

For an interface to a non-Fortran subprogram, the dummy argument list in the **FUNCTION** or **SUBROUTINE** statement can explicitly specify the passing method. See "Dummy Arguments" on page 160 for details.

End of IBM Extension

Example of an Interface

```
MODULE M
 CONTAINS
 SUBROUTINE S1(IARG)
   IARG = 1
 END SUBROUTINE S1
 SUBROUTINE S2(RARG)
   RARG = 1.1
 END SUBROUTINE S2
 SUBROUTINE S3(LARG)
   LOGICAL LARG
   LARG = .TRUE.
 END SUBROUTINE S3
END

USE M
INTERFACE SS
  SUBROUTINE SS1(IARG,JARG)
  END SUBROUTINE
  MODULE PROCEDURE S1,S2,S3
END INTERFACE
CALL SS(II)             ! Calls subroutine S1 from M
CALL SS(I,J)            ! Calls subroutine SS1
END

SUBROUTINE SS1(IARG,JARG)
  IARG = 2
  JARG = 3
END SUBROUTINE
```

You can always reference a procedure through its specific interface. If a generic interface exists for a procedure, the procedure can also be referenced through the generic interface.

Within an interface body, if a dummy argument is intended to be a dummy procedure, it must have the **EXTERNAL** attribute or there must be an interface for the dummy argument.

Generic Interface Blocks

A generic interface block must specify a generic name, defined operator, or defined assignment in an **INTERFACE** statement. The generic name is a single name with which to reference all of the procedures specified in the interface block. It can be the same as any accessible generic name, or any of the procedure names in the interface block.

If two or more generic interfaces that are accessible in a scoping unit have the same local name, they are interpreted as a single generic interface.

Unambiguous Generic Procedure References

Whenever a generic procedure reference is made, only one specific procedure is invoked. The following rules ensure that a generic reference is unambiguous.

If two procedures in the same scoping unit both define assignment or both have the same defined operator and the same number of arguments, you must specify a dummy argument that corresponds by position in the argument list to a dummy argument of the other that has a different type, kind type parameter, or rank.

Within a scoping unit, two procedures that have the same generic name must both be subroutines or both be functions. Also, at least one of them must have a nonoptional dummy argument that both:

1. Corresponds by position in the argument list to a dummy argument that is either not present in the argument list of the other subprogram, or is present with a different type, kind type parameter, or rank.
2. Corresponds by argument keyword to a dummy argument not present in the other argument list, or present with a different type, kind type parameter, or rank.

When an interface block extends an intrinsic procedure (see the next section), the above rules apply as if the intrinsic procedure consisted of a collection of specific procedures, one procedure for each allowed set of arguments.

IBM Extension

Notes:

1. Dummy arguments of type **BYTE** are considered to have the same type as corresponding 1-byte dummy arguments of type **INTEGER(1)**, **LOGICAL(1)**, and character.
2. When the **-qintlog** compiler option is specified, dummy arguments of type integer and logical are considered to have the same type as corresponding dummy arguments of type integer and logical with the same kind type parameter.
3. If the dummy argument is only declared with the **EXTERNAL** attribute within an interface body, the dummy argument must be the only dummy argument corresponding by position to a procedure, and it must be the only dummy argument corresponding by argument keyword to a procedure.

End of IBM Extension

Example of a Generic Interface Block

```
PROGRAM MAIN
INTERFACE A
  FUNCTION AI(X)
```

```
    INTEGER AI, X
  END FUNCTION AI
END INTERFACE
INTERFACE A
  FUNCTION AR(X)
    REAL AR, X
  END FUNCTION AR
END INTERFACE
INTERFACE FUNC
  FUNCTION FUNC1(I, EXT)      ! Here, EXT is a procedure
    INTEGER I
    EXTERNAL EXT
  END FUNCTION FUNC1
  FUNCTION FUNC2(EXT, I)
    INTEGER I
    REAL EXT                  ! Here, EXT is a variable
  END FUNCTION FUNC2
END INTERFACE
EXTERNAL MYFUNC
IRESULT=A(INTVAL)             ! Call to function AI
RRESULT=A(REALVAL)            ! Call to function AR
RESULT=FUNC(1,MYFUNC)         ! Call to function FUNC1
END PROGRAM MAIN
```

Extending Intrinsic Procedures with Generic Interface Blocks

A generic intrinsic procedure can be extended or redefined. An extended intrinsic procedure supplements the existing specific intrinsic procedures. A redefined intrinsic procedure replaces an existing specific intrinsic procedure.

When a generic name is the same as a generic intrinsic procedure name and the name has the **INTRINSIC** attribute (or appears in an intrinsic context), the generic interface extends the generic intrinsic procedure.

When a generic name is the same as a generic intrinsic procedure name and the name does not have the **INTRINSIC** attribute (nor appears in an intrinsic context), the generic interface can redefine the generic intrinsic procedure.

A generic interface name cannot be the same as a specific intrinsic procedure name if the name has the **INTRINSIC** attribute (or appears in an intrinsic context).

Example of Extending and Redefining Intrinsic Procedures

```
PROGRAM MAIN
INTRINSIC MAX
INTERFACE MAX              ! Extension to intrinsic MAX
  FUNCTION MAXCHAR(STRING)
    CHARACTER(50) STRING
  END FUNCTION MAXCHAR
END INTERFACE
INTERFACE ABS              ! Redefines generic ABS as
  FUNCTION MYABS(ARG)      !   ABS does not appear in
    REAL(8) MYABS, ARG     !   an INTRINSIC statement
  END FUNCTION MYABS
END INTERFACE
REAL(8) DARG, DANS
REAL(4) RANS
INTEGER IANS,IARG
CHARACTER(50) NAME
DANS = ABS(DARG)           ! Calls external MYABS
IANS = ABS(IARG)           ! Calls intrinsic IABS
DANS = DABS(DARG)          ! Calls intrinsic DABS
IANS = MAX(NAME)           ! Calls external MAXCHAR
RANS = MAX(1.0,2.0)        ! Calls intrinsic AMAX1
END PROGRAM MAIN
```

Defined Operators

A defined operator is a user-defined unary or binary operator, or an extended intrinsic operator (see "Extended Intrinsic and Defined Operations" on page 100). It must be defined by both a function and a generic interface block.

1. To define the unary operation *op* x_1:
   a. A function or entry must exist that specifies exactly one dummy argument, d_1.
   b. The *generic_spec* in an **INTERFACE** statement specifies **OPERATOR** *(op)*.
   c. The type of x_1 is the same as the type of the dummy argument d_1.
   d. The type parameters, if any, of x_1 must match those of d_1.
   e. Either
      - The function is **ELEMENTAL**, or
      - The rank of x_1, and its shape, if it is an array, match those of d_1
2. To define the binary operation x_1 *op* x_2:
   a. The function is specified with a **FUNCTION** or **ENTRY** statement that specifies two dummy arguments, d_1 and d_2.
   b. The *generic_spec* in an **INTERFACE** block specifies **OPERATOR** *(op)*.
   c. The types of x_1 and x_2 are the same as those of the dummy arguments d_1 and d_2, respectively.
   d. The type parameters, if any, of x_1 and x_2 match those of d_1 and d_2, respectively.
   e. Either:
      - The function is **ELEMENTAL** and x_1 and x_2 are conformable or,
      - The ranks of x_1 and x_2 and their shapes, if either or both are arrays, match those of d_1 and d_2, respectively.
3. If *op* is an intrinsic operator, the types or ranks of either x_1 or x_2 are not those required for an intrinsic operation.
4. The *generic_spec* must not specify **OPERATOR** for functions with no arguments or for functions with more than two arguments.
5. Each argument must be nonoptional.
6. The arguments must be specified with **INTENT(IN)**.
7. Each function specified in the interface block cannot have a result of assumed character length.
8. If the operator specified is an intrinsic operator, the number of function arguments must be consistent with the intrinsic uses of that operator.
9. A given defined operator can, as with generic names, apply to more than one function, in which case it is generic just like generic procedure names. For intrinsic operator symbols, the generic properties include the intrinsic operations they represent.

IBM Extension

10. The following rules apply only to extended intrinsic operations:
    a. The type of one of the arguments can only be of type **BYTE** when the type of the other argument is of derived type.
    b. When the **-qintlog** compiler option has been specified for non-character operations, and d_1 is numeric or logical, then d_2 must not be numeric or logical.
    c. When the **-qctyplss** compiler option has been specified for non-character operations, if x_1 is numeric or logical and x_2 is a character constant, the intrinsic operation is performed.

End of IBM Extension

Example of a Defined Operator

```
INTERFACE OPERATOR (.DETERMINANT.)
   FUNCTION IDETERMINANT (ARRAY)
    INTEGER, INTENT(IN), DIMENSION (:,:) :: ARRAY
     INTEGER IDETERMINANT
  END FUNCTION
 END INTERFACE
END
```

Defined Assignment

A defined assignment is treated as a reference to a subroutine, with the left-hand side as the first argument and the right-hand side enclosed in parentheses as the second argument.

1. To define the defined assignment $x_1 = x_2$:
   a. The subroutine is specified with a **SUBROUTINE** or **ENTRY** statement that specifies two dummy arguments, d_1 and d_2.
   b. The *generic_spec* of an interface block specifies **ASSIGNMENT (=)**.
   c. The types of x_1 and x_2 are the same as those of the dummy arguments d_1 and d_2, respectively.
   d. The type parameters, if any, of x_1 and x_2 match those of d_1 and d_2, respectively.
   e. Either:
      - The subroutine is **ELEMENTAL** and either x_1 and x_2 have the same shape, x_2 is scalar, or
      - The ranks of x_1 and x_2, and their shapes, if either or both are arrays, match those of d_1 and d_2, respectively.
2. **ASSIGNMENT** must only be used for subroutines with exactly two arguments.
3. Each argument must be nonoptional.
4. The first argument must have **INTENT(OUT)** or **INTENT(INOUT)**, and the second argument must have **INTENT(IN)**.
5. The types of the arguments must not be both numeric, both logical, or both character with the same kind parameter.

IBM Extension

The type of one of the arguments can only be of type **BYTE** when the type of the other argument is of derived type.

When the **-qintlog** compiler option has been specified, and d_1 is numeric or logical, then d_2 must not be numeric or logical.

When the **-qctyplss** compiler option has been specified, if x_1 is numeric or logical and x_2 is a character constant, intrinsic assignment is performed.

End of IBM Extension

6. The **ASSIGNMENT** generic specification specifies that the assignment operation is extended or redefined if both sides of the equal sign are of the same derived type.

Example of Defined Assignment

```
INTERFACE ASSIGNMENT(=)
  SUBROUTINE BIT_TO_NUMERIC (N,B)
    INTEGER, INTENT(OUT) :: N
    LOGICAL, INTENT(IN), DIMENSION(:) :: B
  END SUBROUTINE
END INTERFACE
```

Main Program

A main program is the program unit that receives control from the system when the executable program is invoked at run time.

```
►►─┬───────────────────┬──────────────────────────────────────────────►◄
   └─PROGRAM_statement─┘

►►─┬────────────────────┬─────────────────────────────────────────────►◄
   └─specification_part─┘

►►─┬────────────────┬─────────────────────────────────────────────────►◄
   └─execution_part─┘

►►─┬───────────────────────────┬──────────────────────────────────────►◄
   └─internal_subprogram_part──┘

►►──END_PROGRAM_statement─────────────────────────────────────────────►◄
```

PROGRAM_statement
: See "PROGRAM" on page 372 for syntax details

specification_part
: is a sequence of statements from the statement groups numbered 2 , 4 , and 5 in "Order of Statements and Execution Sequence" on page 18

execution_part
: is a sequence of statements from the statement groups numbered 4 and 6 in "Order of Statements and Execution Sequence" on page 18, and which must begin with a statement from statement group 6

internal_subprogram_part
: See "Internal Procedures" on page 140 for details

END_PROGRAM_statement
: See "END" on page 294 for syntax details

A main program cannot contain an **ENTRY** statement, nor can it specify an automatic object.

IBM Extension

A **RETURN** statement can appear in a main program. The execution of a **RETURN** statement has the same effect as the execution of an **END** statement.

End of IBM Extension

A main program cannot reference itself, directly or indirectly.

Modules

A module contains specifications and definitions that can be accessed from other program units. These definitions include data object definitions, namelist groups, derived-type definitions, procedure interface blocks and procedure definitions.

Fortran 2003 Draft Standard

The Fortran 2003 Draft Standard includes two types of modules, intrinsic and nonintrinsic. XL Fortran provides intrinsic modules, while nonintrinsic modules are user-defined.

An intrinsic module can have the same name as other global entities, such as program units, common blocks, exernal procedures, critical sections, or binding labels of global entities. A scoping unit must not access both an intrinsic module and a non-intrinsic module with the same name.

End of Fortran 2003 Draft Standard

IBM Extension

Fortran 90 modules define global data, which, like **COMMON** data, is shared across threads and is therefore thread-unsafe. To make an application thread-safe, you must declare the global data as **THREADPRIVATE** or **THREADLOCAL**. See “COMMON” on page 264, “THREADLOCAL” on page 503, and “THREADPRIVATE” on page 506 for more information.

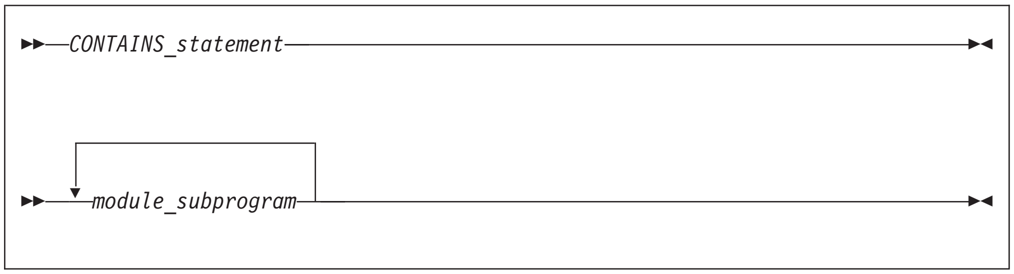
End of IBM Extension

```
>>──MODULE_statement──────────────────────────────────────────────><

>>──┬────────────────────┬────────────────────────────────────────><
    └─specification_part─┘

>>──┬───────────────────────┬─────────────────────────────────────><
    └─module_subprogram_part─┘

>>──END_MODULE_statement──────────────────────────────────────────><
```

MODULE_statement
: See “MODULE” on page 351 for syntax details

specification_part
: is a sequence of statements from the statement groups numbered **2**, **4**, **5**, and **6** in “Order of Statements and Execution Sequence” on page 18

module_subprogram_part:



CONTAINS_statement
See “CONTAINS” on page 272 for syntax details

END_MODULE_statement
See “END” on page 294 for syntax details

A module subprogram is contained in a module but is not an internal subprogram. Module subprograms must follow a **CONTAINS** statement, and can contain internal procedures. A module procedure is defined by a module subprogram or an entry in a module subprogram.

Executable statements within a module can only be specified in module subprograms.

The declaration of a module function name of type character cannot have an asterisk as a length specification.

specification_part cannot contain statement function statements, **ENTRY** statements, or **FORMAT** statements, although these statements can appear in the specification part of a module subprogram.

Automatic objects and objects with the **AUTOMATIC** attribute cannot appear in the scope of a module.

An accessible module procedure can be invoked by another subprogram in the module or by any scoping unit outside the module through use association (that is, by using the **USE** statement). See “USE” on page 412 for details.

IBM Extension

Integer pointers cannot appear in *specification_part* if the pointee specifies a dimension declarator with nonconstant bounds.

All objects in the scope of a module retain their association status, allocation status, definition status, and value when any procedure that accesses the module through use association executes a **RETURN** or **END** statement. See point 4 under “Events Causing Undefinition” on page 60 for more information.

End of IBM Extension

A module is a host to any module procedures or derived-type definitions it contains, which can access entities in the scope of the module through host association.

A module procedure can be used as an actual argument associated with a dummy procedure argument.

The name of a module procedure is local to the scope of the module and cannot be the same as the name of any entity in the module, except for a common block name.

Migration Tips:

- Eliminate common blocks and **INCLUDE** directives
- Use modules to hold global data and procedures to ensure consistency of definitions

FORTRAN 77 source:

```
      COMMON /BLOCK/A, B, C, NAME, NUMBER
      REAL A, B, C
      A = 3
      CALL CALLUP(D)
      PRINT *, NAME, NUMBER
      END
      SUBROUTINE CALLUP (PARM)
        COMMON /BLOCK/A, B, C, NAME, NUMBER
        REAL A, B, C
        ...
        NAME = 3
        NUMBER = 4
      END
```

Fortran 90 or Fortran 95 source:

```
        MODULE FUNCS
          REAL A, B, C            ! Common block no longer needed
          INTEGER NAME, NUMBER    ! Global data
          CONTAINS
             SUBROUTINE CALLUP (PARM)
               ...
               NAME = 3
               NUMBER = 4
             END SUBROUTINE
        END MODULE FUNCS
        PROGRAM MAIN
        USE FUNCS
        A = 3
        CALL CALLUP(D)
        PRINT *, NAME, NUMBER
        END
```

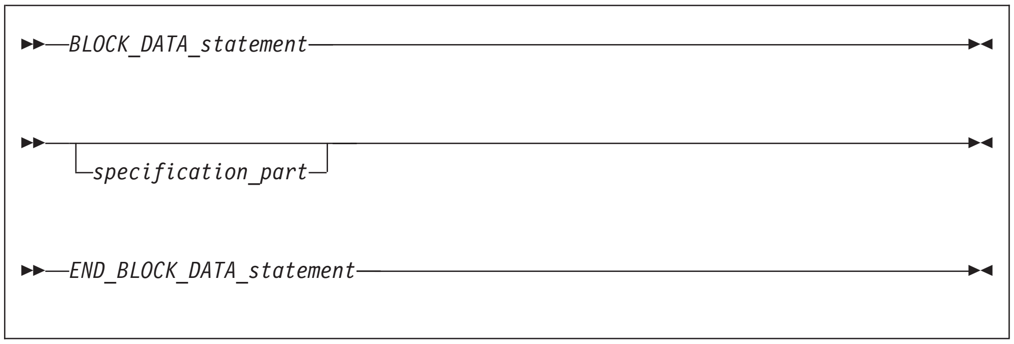
Example of a Module

```
MODULE M
  INTEGER SOME_DATA
  CONTAINS
    SUBROUTINE SUB()                     ! Module subprogram
      INTEGER STMTFNC
      STMTFNC(I) = I + 1
      SOME_DATA = STMTFNC(5) + INNER(3)
      CONTAINS
        INTEGER FUNCTION INNER(IARG)     ! Internal subprogram
          INNER = IARG * 2
        END FUNCTION
    END SUBROUTINE SUB
END MODULE
```

```
PROGRAM MAIN
  USE M                                ! Main program accesses
  CALL SUB()                           !   module M
END PROGRAM
```

Block Data Program Unit

A block data program unit provides initial values for objects in named common blocks.



BLOCK_DATA_statement
: See "BLOCK DATA" on page 250 for syntax details

specification_part
: is a sequence of statements from the statement groups numbered **2**, **4**, and **5** in "Order of Statements and Execution Sequence" on page 18

END_BLOCK_DATA_statement
: See "END" on page 294 for syntax details

In *specification_part*, you can specify type declaration, **BIND**, **USE**, **IMPLICIT**, **COMMON**, **DATA**, **EQUIVALENCE**, and integer pointer statements, derived-type definitions, and the allowable attribute specification statements. The only attributes that can be specified include **DIMENSION**, **INTRINSIC**, **PARAMETER**, **POINTER**, **SAVE**, and **TARGET**.

A type declaration statement in a block data *specification-part* shall not contain **ALLOCATABLE** or **EXTERNAL** attribute specifiers.

You can have more than one block data program unit in an executable program, but only one can be unnamed. You can also initialize multiple named common blocks in a block data program unit.

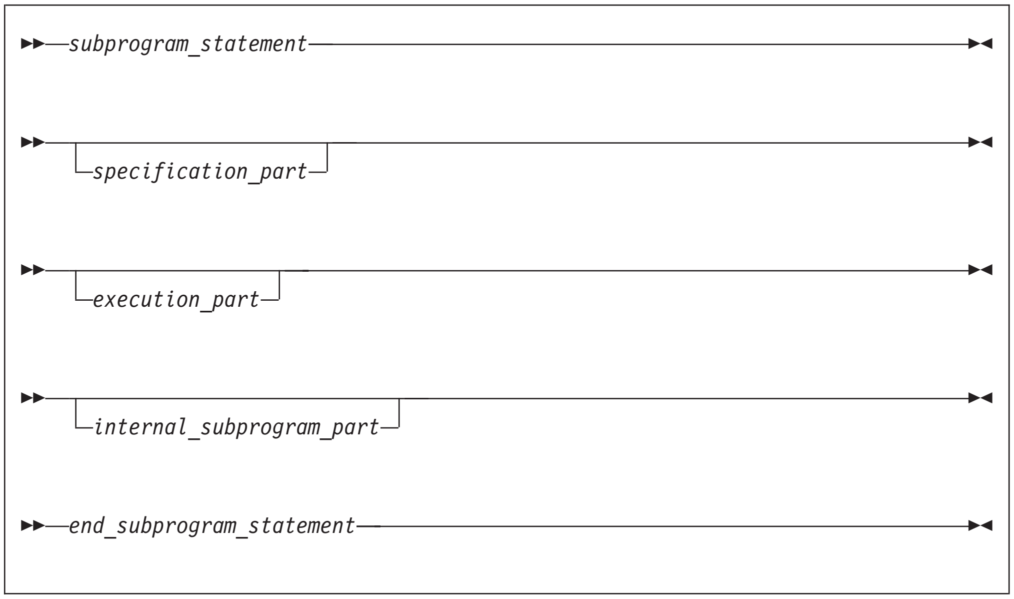
Restrictions on common blocks in block data program units are:
- All items in a named common block must appear in the **COMMON** statement, even if they are not all initialized.
- The same named common block must not be referenced in two different block data program units.
- Only nonpointer objects in named common blocks can be initialized in block data program units.
- Objects in blank common blocks cannot be initialized.

Example of a Block Data Program Unit

```
PROGRAM MAIN
  COMMON /L3/ C, X(10)
  COMMON /L4/ Y(5)
END PROGRAM
BLOCK DATA BDATA
  COMMON /L3/ C, X(10)
  DATA C, X /1.0, 10*2.0/   ! Initializing common block L3
END BLOCK DATA

BLOCK DATA                  ! An unnamed block data program unit
  PARAMETER (Z=10)
  DIMENSION Y(5)
  COMMON /L4/ Y
  DATA Y /5*Z/
END BLOCK DATA
```

Function and Subroutine Subprograms

A subprogram is either a function or a subroutine, and is either an internal, external, or module subprogram. You can also specify a function in a statement function statement. An external subprogram is a program unit.



subprogram_statement
See “FUNCTION” on page 318 or “SUBROUTINE” on page 399 for syntax details

specification_part
is a sequence of statements from the statement groups numbered $\boxed{2}$, $\boxed{4}$ and $\boxed{5}$ in “Order of Statements and Execution Sequence” on page 18

execution_part
is a sequence of statements from the statement groups numbered $\boxed{4}$ and $\boxed{6}$ in “Order of Statements and Execution Sequence” on page 18, and which must begin with a statement from statement group $\boxed{6}$

internal_subprogram_part
See “Internal Procedures” on page 140 for details

end_subprogram_statement
See "END" on page 294 for syntax details on the **END** statement for functions and subroutines

An internal subprogram is declared *after* the **CONTAINS** statement in the main program, a module subprogram, or an external subprogram, but *before* the **END** statement of the host program. The name of an internal subprogram must not be defined in the specification section in the host scoping unit.

An external procedure has global scope with respect to the executable program. In the calling program unit, you can specify the interface to an external procedure in an interface block or you can define the external procedure name with the **EXTERNAL** attribute.

A subprogram can contain any statement except **PROGRAM**, **BLOCK DATA** and **MODULE** statements. An internal subprogram cannot contain an **ENTRY** statement or an internal subprogram.

Procedure References

There are two types of procedure references:

- A subroutine is invoked by execution of a **CALL** statement (see "CALL" on page 254 for details) or defined assignment statement.
- A function is invoked during evaluation of a function reference or defined operation.

Function Reference

A function reference is used as a primary in an expression:

```
►►──function_name──(──┬───────────────────────────┬──)──────────────────►◄
                      └─actual_argument_spec_list─┘
```

Executing a function reference results in the following order of events:

1. Actual arguments that are expressions are evaluated.
2. Actual arguments are associated with their corresponding dummy arguments.
3. Control transfers to the specified function.
4. The function is executed.
5. The value (or status or target, for pointer functions) of the function result variable is available to the referencing expression.

Execution of a function reference must not alter the value of any other data item within the statement in which the function reference appears. Invocation of a function reference in the logical expression of a logical **IF** statement or **WHERE** statement can affect entities in the statement that is executed when the value of the expression is true.

IBM Extension

The argument list built-in functions **%VAL** and **%REF** are supplied to aid interlanguage calls by allowing arguments to be passed by value and by reference, respectively. They can be specified in non-Fortran procedure references and in a subprogram statement in an interface body. (See "%VAL and %REF" on page 162.)

See Statement Function and Recursion examples of function references.

End of IBM Extension

On entry to an allocatable function, the allocation status of the result variable becomes not currently allocated

The function result variable may be allocated and deallocated any number of times during the execution of the function. However, it shall be currently allocated and have a defined value on exit from the function. Automatic deallocation of the result variable does not occur immediately on exit from the function, but instead occurs after execution of the statement in which the function reference occurs.

Examples of Subprograms and Procedure References

```
PROGRAM MAIN
REAL QUAD,X2,X1,X0,A,C3
QUAD=0; A=X1*X2
X2 = 2.0
X1 = SIN(4.5)                  ! Reference to intrinsic function
X0 = 1.0
CALL Q(X2,X1,X0,QUAD)          ! Reference to external subroutine
C3 = CUBE()                    ! Reference to internal function
CONTAINS
  REAL FUNCTION CUBE()         ! Internal function
    CUBE = A**3
  END FUNCTION CUBE
END
SUBROUTINE Q(A,B,C,QUAD)       ! External subroutine
  REAL A,B,C,QUAD
  QUAD = (-B + SQRT(B**2-4*A*C)) / (2*A)
END SUBROUTINE Q
```

Examples of Allocatable Function Results

```
FUNCTION INQUIRE_FILES_OPEN() RESULT(OPENED_STATUS)
  LOGICAL,ALLOCATABLE :: OPENED_STATUS(:)
  INTEGER I,J
  LOGICAL TEST
  DO I=1000,0,−1
    INQUIRE(UNIT=I,OPENED=TEST,ERR=100)
    IF (TEST) EXIT
100 CONTINUE
  END DO
  ALLOCATE(OPENED_STATUS(0:I))
  DO J=0,I
    INQUIRE(UNIT=J,OPENED=OPENED_STATUS(J))
  END DO
END FUNCTION INQUIRE_FILES_OPEN
```

Intrinsic Procedures

An intrinsic procedure is a procedure already defined by XL Fortran. See “Intrinsic Procedures” on page 531 for details.

You can reference some intrinsic procedures by a generic name, some by a specific name, and some by both:

A generic intrinsic function
: does not require a specific argument type and usually produces a result of the same type as that of the argument, with some exceptions. Generic names simplify references to intrinsic procedures because the same

procedure name can be used with more than one type of argument; the type and kind type parameter of the arguments determine which specific function is used.

A specific intrinsic function
requires a specific argument type and produces a result of a specific type.

A specific intrinsic function name can be passed as an actual argument. If a specific intrinsic function has the same name as a generic intrinsic function, the specific name is referenced. All references to a dummy procedure that are associated with a specific intrinsic procedure must use arguments that are consistent with the interface of the intrinsic procedure.

Whether or not you can pass the name of an intrinsic procedure as an argument depends on the procedure. You can use the specific name of an intrinsic procedure that has been specified with the **INTRINSIC** attribute as an actual argument in a procedure reference.

- An **IMPLICIT** statement does not change the type of an intrinsic function.
- If an intrinsic name is specified with the **INTRINSIC** attribute, the name is always recognized as an intrinsic procedure.

Conflicts Between Intrinsic Procedure Names and Other Names

Because intrinsic procedure names are recognized, when a data object is declared with the same name as an intrinsic procedure, the intrinsic procedure is inaccessible.

A generic interface block can extend or redefine a generic intrinsic function, as described in “Interface Blocks” on page 143. If the function already has the **INTRINSIC** attribute, it is extended; otherwise, it can be redefined.

Arguments

Actual Argument Specification

```
►►──┬──────────────────┬──┬─argument─────────────────┬──────────────────►◄
    └─arg_keyword── = ─┘  │                 (1)      │
                          ├─%VAL──(──argument─────)──┤
                          │                 (2)      │
                          └─%REF──(──argument─────)──┘
```

Notes:

1 IBM Extension

2 IBM Extension

arg_keyword
is a dummy argument name in the explicit interface of the procedure being invoked

argument
is an actual argument

IBM Extension

%VAL, %REF
specifies the passing method. See "%VAL and %REF" on page 162 for more information.

End of IBM Extension

An actual argument appears in the argument list of a procedure reference. An actual argument in a procedure reference can be one of the following:

- An expression
- A variable
- A procedure name
- An alternate return specifier (if the actual argument is in a **CALL** statement), having the form **stmt_label*, where *stmt_label* is the statement label of a branch target statement in the same scoping unit as the **CALL** statement.

An actual argument specified in a statement function reference must be a scalar object.

A procedure name cannot be the name of an internal procedure, statement function, or the generic name of a procedure, unless it is also a specific name.

The rules and restrictions for referencing a procedure described in "Procedure References" on page 156. F95 You cannot use a non-intrinsic elemental procedure as an actual argument in Fortran 95. F95

Argument Keywords

Argument keywords allow you to specify actual arguments in a different order than the dummy arguments. With argument keywords, any actual arguments that correspond to optional dummy arguments can be omitted; that is, dummy arguments that merely serve as placeholders are not necessary.

Each argument keyword must be the name of a dummy argument in the explicit interface of the procedure being referenced. An argument keyword must not appear in an argument list of a procedure that has an implicit interface.

In the argument list, if an actual argument is specified with an argument keyword, the subsequent actual arguments in the list must also be specified with argument keywords.

An argument keyword cannot be specified for label parameters. Label parameters must appear before referencing the argument keywords in that procedure reference.

Example of Argument Keywords:

```
INTEGER MYARRAY(1:10)
INTERFACE
  SUBROUTINE SORT(ARRAY, DESCENDING, ARRAY_SIZE)
    INTEGER ARRAY_SIZE, ARRAY(ARRAY_SIZE)
    LOGICAL, OPTIONAL :: DESCENDING
  END SUBROUTINE
END INTERFACE
```

```
CALL SORT(MYARRAY, ARRAY_SIZE=10)  ! No actual argument corresponds to the
                                   ! optional dummy argument DESCENDING
END
SUBROUTINE SORT(ARRAY, DESCENDING, ARRAY_SIZE)
  INTEGER ARRAY_SIZE, ARRAY(ARRAY_SIZE)
  LOGICAL, OPTIONAL :: DESCENDING
  IF (PRESENT(DESCENDING)) THEN
            .
            .
            .
END SUBROUTINE
```

Dummy Arguments

```
►►──┬─dummy_arg_name──────────────────────┬──────────────────────────────────►◄
    │      (1)                            │
    ├─%VAL───────(──dummy_arg_name──)─────┤
    │      (2)                            │
    └─%REF───────(──dummy_arg_name──)─────┘
```

Notes:

1 IBM Extension

2 IBM Extension

A dummy argument is specified in a Statement Function statement, **FUNCTION** statement, **SUBROUTINE** statement, or **ENTRY** statement. Dummy arguments in statement functions, function subprograms, interface bodies, and subroutine subprograms indicate the types of actual arguments and whether each argument is a scalar value, array, procedure, or statement label. A dummy argument in an external, module, or internal subprogram definition, or in an interface body, is classified as one of the following:

- A variable name
- A procedure name
- An asterisk (in subroutines only, to indicate an alternate return point)

IBM Extension

%VAL or **%REF** can only be specified for a dummy argument in a **FUNCTION** or **SUBROUTINE** statement in an interface block. The interface must be for a non-Fortran procedure interface. If **%VAL** or **%REF** appears in an interface block for an external procedure, this passing method is implied for each reference to that procedure. If an actual argument in an external procedure reference specifies **%VAL** or **%REF**, the same passing method must be specified in the interface block for the corresponding dummy argument. See "%VAL and %REF" on page 162 for more details.

End of IBM Extension

A dummy argument in a statement function definition is classified as a variable name.

A given name can appear only once in a dummy argument list.

The name of a variable that appears as a dummy argument in a statement function statement has a scope of the statement in which it appears. It has the type that it would have if it were the name of a variable in the scoping unit that includes the statement function. It cannot have the same name as an accessible array.

Argument Association

Actual arguments are associated with dummy arguments when a function or subroutine is referenced. In a procedure reference, the actual argument list identifies the correspondence between the actual arguments provided in the list and the dummy arguments of the subprogram.

When there is no argument keyword, an actual argument is associated with the dummy argument that occupies the corresponding position in the dummy argument list. The first actual argument becomes associated with the first dummy argument, the second actual argument with the second dummy argument, and so forth. Each actual argument must be associated with a dummy argument.

When a keyword is present, the actual argument is associated with the dummy argument whose name is the same as the argument keyword. In the scoping unit that contains the procedure reference, the names of the dummy arguments must exist in an accessible explicit interface.

Argument association within a subprogram terminates upon execution of a **RETURN** or **END** statement in the subprogram. There is no retention of argument association between one reference of a subprogram and the next reference of the subprogram, unless the **persistent** suboption of the **-qxlf77** compiler option is specified and the subprogram contains at least one entry procedure.

If associated with a null argument in a procedure reference, the corresponding dummy argument is undefined.

IBM Extension

Except when **%VAL** is used, the subprogram reserves no storage for the dummy argument. It uses the corresponding actual argument for calculations. Therefore, the value of the actual argument changes when the dummy argument changes. If the corresponding actual argument is an expression or an array section with vector subscripts, the calling procedure reserves storage for the actual argument, and the subprogram must not define, redefine, or undefine the dummy argument.

If the actual argument is specified with **%VAL**, or the corresponding dummy argument has the **VALUE** attribute, the subprogram does not have access to the storage area of the actual argument.

End of IBM Extension

Actual arguments must agree in type and type parameters with their corresponding dummy arguments (and in shape if the dummy arguments are pointers or assumed-shape), except for two cases: a subroutine name has no type and must be associated with a dummy procedure name that is a subroutine, and an alternate return specifier has no type and must be associated with an asterisk.

Argument association can be carried through more than one level of procedure reference.

If a subprogram reference causes a dummy argument in the referenced subprogram to become associated with another dummy argument in the referenced subprogram, neither dummy argument can become defined, redefined, or undefined during that subprogram. For example, if a subroutine definition is:

```
SUBROUTINE XYZ (A,B)
```

and it is referenced by:

```
CALL XYZ (C,C)
```

the dummy arguments `A` and `B` each become associated with the same actual argument `C` and, therefore, with each other. Neither `A` nor `B` can be defined, redefined, or undefined during the execution of subroutine `XYZ` or by any procedures referenced by `XYZ`.

If a dummy argument becomes associated with an entity in a common block or an entity accessible through use or host association, the value of the entity must only be altered through the use of the dummy argument name, while the entity is associated with the dummy argument. If any part of a data object is defined through a dummy argument, the data object can be referenced only through that dummy argument, either before or after the definition occurs. These restrictions also apply to pointer targets.

IBM Extension

If you have programs that do not conform to these restrictions, using the compiler option **-qalias=nostd** may be appropriate. See the **-qalias** Option in the *User's Guide* for details.

End of IBM Extension

%VAL and %REF

IBM Extension

To call subprograms written in languages other than Fortran (for example, user-written C programs, or AIX operating system routines), the actual arguments may need to be passed by a method different from the default method used by XL Fortran. The default method passes the address of the actual argument and, if it is of type character, the length. (Use the **-qnullterm** compiler option to ensure that scalar character initialization expressions are passed with terminating null strings. See **-qnullterm** in the *User's Guide* for details.)

The default passing method can be changed by using the **%VAL** and **%REF** built-in functions in the argument list of a **CALL** statement or function reference, or with the dummy arguments in interface bodies. These built-in functions specify the way an actual argument is passed to the external subprogram.

%VAL and **%REF** built-in functions cannot be used in the argument lists of Fortran procedure references, nor can they be used with alternate return specifiers.

The argument list built-in functions are:

%VAL This built-in function can be used with actual arguments that are **CHARACTER(1)**, logical, integer, real, complex expressions, or sequence derived type. Objects of derived type cannot contain character structure components whose lengths are greater than 1 byte, or arrays.

%VAL cannot be used with actual arguments that are arrays, procedure names, or character expressions of length greater than 1 byte.

%VAL causes the actual argument to be passed as 32-bit or 64-bit intermediate values. If the actual argument is of type real or complex, it is passed as one or more 64-bit intermediate values. If the actual argument is of integer, logical, or sequence derived type, it is passed as one or more 32-bit intermediate values. An integer actual argument shorter than 32 bits is sign-extended to a 32-bit value, while a logical actual argument shorter than 32 bits is padded with zeros to a 32-bit value.

Byte named constants and variables are passed as if they were **INTEGER(1)**. If the actual argument is a **CHARACTER(1)**, it is padded on the left with zeros to a 32-bit value, regardless of whether the **-qctyplss** compiler option is specified.

%REF This built-in function causes the actual argument to be passed by reference; that is, only the address of the actual argument is passed. Unlike the default passing method, **%REF** does not pass the length of a character argument. If such a character argument is being passed to a C routine, the string must be terminated with a null character (for example, using the **-qnullterm** option) so that the C routine can determine the length of the string.

Examples of %VAL and %REF

```
EXTERNAL FUNC
CALL RIGHT2(%REF(FUNC))       ! procedure name passed by reference
REAL XVAR
CALL RIGHT3(%VAL(XVAR))       ! real argument passed by value

IVARB=6
CALL TPROG(%VAL(IVARB))       ! integer argument passed by value
```

See "VALUE" on page 415 for a standards conforming alternative to **%VAL**.

See *Interlanguage Calls* in the *User's Guide* for more information.

End of IBM Extension

Intent of Dummy Arguments

With the **INTENT** attribute, you can explicitly specify the intended use of a dummy argument. Use of this attribute may improve optimization of the program's calling procedure when an explicit interface exists. Also, the explicitness of argument intent may provide more opportunities for error checking. See "INTENT" on page 341 for syntax details.

IBM Extension

The following table outlines XL Fortran's passing method for internal procedures (not including assumed-shape dummy arguments and pointer dummy arguments):

Table 7. Passing Method and Intent

Argument Type	Intent(IN)	Intent(OUT)	Intent(INOUT)	No Intent
Non-CHARACTER Scalar	**VALUE**	default	default	default
CHARACTER*1 Scalar	**VALUE**	**REFERENCE**	**REFERENCE**	**REFERENCE**
CHARACTER*n Scalar	**REFERENCE**	**REFERENCE**	**REFERENCE**	**REFERENCE**

Table 7. Passing Method and Intent (continued)

Argument Type	Intent(IN)	Intent(OUT)	Intent(INOUT)	No Intent
CHARACTER*(*) Scalar	default	default	default	default
Derived Type [1] Scalar	**VALUE**	default	default	default
Derived Type [2] Scalar	default	default	default	default
Non-CHARACTER Array	default	default	default	default
CHARACTER*1 Array	**REFERENCE**	**REFERENCE**	**REFERENCE**	**REFERENCE**
CHARACTER*n Array	**REFERENCE**	**REFERENCE**	**REFERENCE**	**REFERENCE**
CHARACTER*(*) Array	default	default	default	default
Derived Type [3] Array	default	default	default	default

End of IBM Extension

Optional Dummy Arguments

The **OPTIONAL** attribute specifies that a dummy argument need not be associated with an actual argument in a reference to a procedure. Some advantages of the **OPTIONAL** attribute include:

- The use of optional dummy arguments to override default behavior. For an example, see "Example of Argument Keywords" on page 159.
- Additional flexibility in procedure references. For example, a procedure could include optional arguments for error handlers or return codes, but you can select which procedure references would supply the corresponding actual arguments.

See "OPTIONAL" on page 360 for details about syntax and rules.

Restrictions on Optional Dummy Arguments Not Present

A dummy argument is present in an instance of a subprogram if it is associated with an actual argument, and the actual argument is either a dummy argument that is not optional in the invoking subprogram or a dummy argument that is not present in the invoking subprogram. A dummy argument that is not optional must be present.

An optional dummy argument that is not present must conform to the following rules:

- If it is a dummy data object, it must not be referenced or defined. If the dummy data object is of a type for which default initialization can be specified, the initialization has no effect.
- If it is a dummy procedure, it must not be invoked.
- It must not be supplied as an actual argument that corresponds to a nonoptional dummy argument, except as the argument of the **PRESENT** intrinsic function.
- A subobject of an optional dummy argument that is not present must not be supplied as an actual argument that corresponds to an optional dummy argument.
- If the optional dummy argument that is not present is an array, it must not be supplied as an actual argument to an elemental procedure unless an array of the

1. A data object of derived type with no array components or CHARACTER*n components, (where *n* > 1).
2. A data object of derived type with array components or CHARACTER*n components, (where *n* > 1).
3. A data object of derived type with components of any type, size and rank.

same rank is supplied as an actual argument that corresponds to a nonoptional dummy argument of that elemental procedure.
- If the optional dummy argument that is not present is a pointer, it must not be supplied as an actual argument that corresponds to a nonpointer dummy argument, except as the argument of the **PRESENT** intrinsic function.
- If the optional dummy argument that is not present is allocatable, it must not be allocated, deallocated, or supplied as an actual argument corresponding to a nonallocatable dummy argument other than as the argument of the **PRESENT** intrinsic function.
- F2003 An optional dummy argument must not be used as the *selector* in an **ASSOCIATE** contruct. F2003

Length of Character Arguments

If the length of a character dummy argument is a nonconstant specification expression, the object is a dummy argument with a run-time length. If an object that is not a dummy argument has a run-time length, it is an automatic object. See "Automatic Objects" on page 20 for details.

If a dummy argument has a length specifier of an asterisk in parentheses, the length of the dummy argument is "inherited" from the actual argument. The length is inherited because it is specified outside the program unit containing the dummy argument. If the associated actual argument is an array name, the length inherited by the dummy argument is the length of an array element in the associated actual argument array. **%REF** cannot be specified for a character dummy argument with inherited length.

Variables as Dummy Arguments

A dummy argument that is a variable must be associated with an actual argument that is a variable with the same type and kind type parameter.

If the actual argument is scalar, the corresponding dummy argument must be scalar, unless the actual argument is an element of an array that is not an assumed-shape or pointer array (or a substring of such an element). If the actual argument is allocatable, the corresponding dummy argument must also be allocatable. If the procedure is referenced by a generic name or as a defined operator or defined assignment, the ranks of the actual arguments and corresponding dummy arguments must agree. A scalar dummy argument can be associated only with a scalar actual argument.

Fortran 95

The following apply to dummy arguments used in elemental subprograms:
- All dummy arguments must be scalar, and cannot have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute.
- A dummy argument, or a subobject thereof, cannot be used in a specification expression, except if it is used as an argument to the **BIT_SIZE**, **KIND**, or **LEN** intrinsic functions, or as an argument to one of the numeric inquiry intrinsic functions, see "Intrinsic Procedures" on page 531.
- A dummy argument cannot be an asterisk.
- A dummy argument cannot be a dummy procedure.

End of Fortran 95

If a scalar dummy argument is of type character, its length must be less than or equal to the length of the actual argument. The dummy argument is associated with the leftmost characters of the actual argument. If the character dummy argument is an array, the length restriction applies to the entire array rather than each array element. That is, the lengths of associated array elements can vary, although the whole dummy argument array cannot be longer than the whole actual argument array.

If the dummy argument is an assumed-shape array, the actual argument must not be an assumed-size array or a scalar (including a designator for an array element or an array element substring).

If the dummy argument is an explicit-shape or assumed-size array, and if the actual argument is a noncharacter array, the size of the dummy argument must not exceed the size of the actual argument array. Each actual array element is associated with the corresponding dummy array element. If the actual argument is a noncharacter array element with a subscript value of `as`, the size of the dummy argument array must not exceed the size of the actual argument array `+ 1 - as`. The dummy argument array element with a subscript value of `ds` becomes associated with the actual argument array element that has a subscript value of `as + ds - 1`.

If an actual argument is a character array, character array element, or character substring, and begins at a character storage unit `acu` of an array, character storage unit `dcu` of an associated dummy argument array becomes associated with character storage unit `acu+dcu-1` of the actual array argument.

You can define a dummy argument that is a variable name within a subprogram if the associated actual argument is a variable. You must not redefine a dummy argument that is a variable name within a subprogram if the associated actual argument is not definable.

If the actual argument is an array section with a vector subscript, the associated dummy argument cannot be defined.

If a nonpointer dummy argument is associated with a pointer actual argument, the actual argument must be currently associated with a target, to which the dummy argument becomes argument associated. Any restrictions on the passing method apply to the target of the actual argument.

If the dummy argument is neither a target nor a pointer, any pointers associated with the actual argument do not become associated with the corresponding dummy argument on invocation of the procedure.

If both the dummy and actual arguments are targets, with the dummy argument being a scalar or an assumed-shape array (and the actual argument is not an array section with a vector subscript):
1. Any pointers associated with the actual argument become associated with the corresponding dummy argument on invocation of the procedure.
2. When execution of the procedure completes, any pointers associated with the dummy argument remain associated with the actual argument.

If both the dummy and actual arguments are targets, with the dummy argument being either an explicit-shape array or an assumed-size array, while the actual argument is not an array section with a vector subscript:

1. Whether any pointers associated with the actual argument become associated with the corresponding dummy argument on invocation of the procedure is processor dependent.
2. When execution of the procedure completes, whether any pointers associated with the dummy argument remain associated with the actual argument is processor dependent.

If the dummy argument is a target and the corresponding actual argument is not a target or is an array section with a vector subscript, any pointers associated with the dummy argument become undefined when execution of the procedure completes.

Allocatable Objects as Dummy Arguments

An allocatable dummy argument has an actual argument which is also allocatable associated with it. If the allocatable dummy argument is an array, the associated actual argument must also be an array.

On procedure entry, the allocation status of an allocatable dummy argument becomes that of the associated actual argument. If the dummy argument is **INTENT(OUT)** and the associated actual argument is currently allocated, the actual argument is deallocated on procedure invocation so that the dummy argument has an allocation status of not currently allocated. If the dummy argument is not **INTENT(OUT)** and the actual argument is currently allocated, the value of the dummy argument is that of the associated actual argument.

While the procedure is active, an allocatable dummy argument that does not have **INTENT(IN)** may be allocated, deallocated, defined, or become undefined. No reference to the associated actual argument is permitted via another alias if any of these events occur.

On exit from the routine, the actual argument has the allocation status of the allocatable dummy argument (there is no change, of course, if the allocatable dummy argument has **INTENT(IN)**). The usual rules apply for propagation of the value from the dummy argument to the actual argument.

Automatic deallocation of the allocatable dummy argument does not occur as a result of execution of a **RETURN** or **END** statement in the procedure of which it is a dummy argument.

Note: An allocatable dummy argument that has the **INTENT(IN)** attribute must not have its allocation status altered within the called procedure. The main difference between such a dummy argument and a normal dummy argument is that it might be unallocated on entry (and throughout execution of the procedure).

Example

```
SUBROUTINE LOAD(ARRAY, FILE)
   REAL, ALLOCATABLE, INTENT(OUT) :: ARRAY(:, :, :)
   CHARACTER(LEN=*), INTENT(IN) :: FILE
   INTEGER UNIT, N1, N2, N3
   INTEGER, EXTERNAL :: GET_LUN
   UNIT = GET_LUN() ! Returns an unused unit number
   OPEN(UNIT, FILE=FILE, FORM='UNFORMATTED')
   READ(UNIT) N1, N2, N3
   ALLOCATE(ARRAY(N1, N2, N3))
   READ(UNIT) ARRAY
   CLOSE(UNIT)
END SUBROUTINE LOAD
```

Pointers as Dummy Arguments

If a dummy argument is a pointer, the actual argument must be a pointer and their types, type parameters, and ranks must match. The actual argument reference is to the pointer itself, not to its target. When the procedure is invoked:

- The dummy argument acquires the pointer association status of the actual argument.
- If the actual argument is associated, the dummy argument is associated with the same target.

The association status can change during execution of the procedure. When the procedure finishes executing, the dummy argument's association status becomes undefined, if it is associated.

IBM Extension

The passing method must be by reference; that is, **%VAL** or **VALUE** must not be specified for the pointer actual argument.

End of IBM Extension

Procedures as Dummy Arguments

A dummy argument that is identified as a procedure is called a dummy procedure. It can only be associated with an actual argument that is a specific intrinsic procedure, module procedure, external procedure, or another dummy procedure. See "Intrinsic Procedures" on page 531 for details on which intrinsic procedures can be passed as actual arguments.

The dummy procedure and corresponding actual argument must both be functions or both be subroutines. Dummy arguments of the actual procedure argument must match those of the dummy procedure argument. If they are functions, they must match in type, type parameters, rank, shape (if they are nonpointer arrays), and whether they are pointers. If the length of a function result is assumed, this is a characteristic of the result. If the function result specifies a type parameter or array bound that is not a constant expression, the dependence on the entities in the expression is a characteristic of the result.

Dummy procedures that are subroutines are treated as if they have a type that is different from the intrinsic data types, derived types, and alternate return specifiers. Such dummy arguments only match actual arguments that are subroutines or dummy procedures.

Internal subprograms cannot be associated with a dummy procedure argument. The rules and restrictions for referencing a procedure described in "Procedure References" on page 156. F95 You cannot use a non-intrinsic elemental procedure as an actual argument in Fortran 95. F95

Examples of Procedures as Dummy Arguments

```
PROGRAM MYPROG
INTERFACE
  SUBROUTINE SUB (ARG1)
    EXTERNAL ARG1
    INTEGER ARG1
  END SUBROUTINE SUB
END INTERFACE
EXTERNAL IFUNC, RFUNC
REAL RFUNC

CALL SUB (IFUNC)    ! Valid reference
CALL SUB (RFUNC)    ! Invalid reference
!
! The first reference to SUB is valid because IFUNC becomes an
! implicitly declared integer, which then matches the explicit
! interface. The second reference is invalid because RFUNC is
! explicitly declared real, which does not match the explicit
! interface.
END PROGRAM
```

```
SUBROUTINE ROOTS
  EXTERNAL NEG
  X = QUAD(A,B,C,NEG)
  RETURN
END
FUNCTION QUAD(A,B,C,FUNCT)
  INTEGER FUNCT
  VAL = FUNCT(A,B,C)
  RETURN
END

FUNCTION NEG(A,B,C)
  RETURN
END
```

Asterisks as Dummy Arguments

A dummy argument that is an asterisk can only appear in the dummy argument list of a **SUBROUTINE** statement or an **ENTRY** statement in a subroutine subprogram. The corresponding actual argument must be an alternate return specifier, which indicates the statement label of a branch target statement in the same scope as the **CALL** statement, to which control is returned.

Example of an Alternate Return Specifier

```
   CALL SUB(*10)
   STOP                ! STOP is never executed
10 PRINT *, 'RETURN 1'
   CONTAINS
     SUBROUTINE SUB(*)
          ...
       RETURN 1        ! Control returns to statement with label 10
     END SUBROUTINE
   END
```

Resolution of Procedure References

The subprogram name in a procedure reference is either established to be generic, established to be only specific, or not established.

A subprogram name is established to be generic in a scoping unit if one or more of the following is true:

- The scoping unit has an interface block with that name.
- The name of the subprogram is the same as the name of a generic intrinsic procedure that is specified in the scoping unit with the **INTRINSIC** attribute.
- The scoping unit accesses the generic name from a module through use association.

- There are no declarations of the subprogram name in the scoping unit, but the name is established to be generic in the host scoping unit.

A subprogram name is established to be only specific in a scoping unit when it has not been established to be generic and one of the following is true:

- An interface body in the scoping unit has the same name.
- There is a statement function, module procedure, or an internal subprogram in the scoping unit that has the same name.
- The name of the subprogram is the same as the name of a specific intrinsic procedure that is specified with the **INTRINSIC** attribute in the scoping unit.
- The scoping unit contains an **EXTERNAL** statement with the subprogram name.
- The scoping unit accesses the specific name from a module through use association.
- There are no declarations of the subprogram name in the scoping unit, but the name is established to be specific in the host scoping unit.

If a subprogram name is not established to be either generic nor specific, it is not established.

Rules for Resolving Procedure References to Names

The following rules are used to resolve a procedure reference to a name established to be generic:

1. If there is an interface block with that name in the scoping unit or accessible through use association, and the reference is consistent with a non-elemental reference to one of the specific interfaces of that interface block, the reference is to the specific procedure associated with the specific interface.
2. If Rule 1 does not apply, the reference is to an intrinsic procedure if the procedure name in the scoping unit is specified with the **INTRINSIC** attribute or accesses a module entity whose name is specified with the **INTRINSIC** attribute, and the reference is consistent with the interface of that intrinsic procedure.
3. If neither Rule 1 nor Rule 2 applies, but the name is established to be generic in the host scoping unit, the name is resolved by applying Rule 1 and Rule 2 to the host scoping unit. For this rule to apply, there must be agreement between the host scoping unit and the scoping unit of which the name is either a function or a subroutine.
4. If Rule 1, Rule 2 and Rule 3 do not apply, the reference must be to the generic intrinsic procedure with that name.

The following rules are used to resolve a procedure reference to a name established to be only specific:

1. If the scoping unit is a subprogram, and it contains either an interface body with that name or the name has the **EXTERNAL** attribute, and if the name is a dummy argument of that subprogram, the dummy argument is a dummy procedure. The reference is to that dummy procedure.
2. If Rule 1 does not apply, and the scoping unit contains either an interface body with that name or the name has the **EXTERNAL** attribute, the reference is to an external subprogram.
3. In the scoping unit, if a statement function or internal subprogram has that name, the reference is to that procedure.
4. In the scoping unit, if the name has the **INTRINSIC** attribute, the reference is to the intrinsic procedure with that name.

5. The scoping unit contains a reference to a name that is the name of a module procedure that is accessed through use association. Because of possible renaming in the **USE** statement, the name of the reference may differ from the original procedure name.
6. If none of these rules apply, the reference is resolved by applying these rules to the host scoping unit.

The following rules are used to resolve a procedure reference to a name that is not established:

1. If the scoping unit is a subprogram and if the name is the name of a dummy argument of that subprogram, the dummy argument is a dummy procedure. The reference is to that dummy procedure.
2. If Rule 1 does not apply, and the name is the name of an intrinsic procedure, the reference is to that intrinsic procedure. For this rule to apply, there must be agreement between the intrinsic procedure definition and the reference that the name is either a function or subroutine.
3. If neither Rule 1 nor 2 applies, the reference is to the external procedure with that name.

Resolving Procedure References to Generic Names

When resolving a procedure reference to a generic name, the following rules apply:

- If the reference is consistent with one of the specific interfaces within a generic interface of the same name, and either appears in the same scoping unit in which the reference appears or is made accessible by a **USE** statement in the scoping unit, then the reference is to that specific procedure.
- If the first rule fails then, if the reference is consistent with an elemental reference to one of the specific interfaces within a generic interface of the same name, and either appears in same scoping unit in which the reference appears or is made accessible by a **USE** statement in the scoping unit, then the reference is to the specific elemental procedure in that interface block that provides that interface.
- If the previous two rules fail then, if the scoping unit contains for that name either an **INTRINSIC** attribute specification or the name is made accessible from a module in which the corresponding name is specified to have the **INTRINSIC** attribute, and if the interface of that intrinsic procedure is consistent with the reference, the reference will be to that intrinsic procedure.
- If the previous three rules fail then, if the scoping unit has a host scoping unit in which the name is established to be generic within it, and there is an agreement between the units on whether the name is a function or subroutine name, the name will be resolved by applying these rules to the host scoping unit.

Recursion

A procedure that can reference itself, directly or indirectly, is called a recursive procedure. Such a procedure can reference itself indefinitely until a specific condition is met. For example, you can determine the factorial of the positive integer N as follows:

```
INTEGER N, RESULT
READ (5,*) N
IF (N.GE.0) THEN
  RESULT = FACTORIAL(N)
END IF
CONTAINS
  RECURSIVE FUNCTION FACTORIAL (N) RESULT (RES)
```

```
    INTEGER RES
    IF (N.EQ.0) THEN
      RES = 1
    ELSE
      RES = N * FACTORIAL(N-1)
    END IF
  END FUNCTION FACTORIAL
END
```

For details on syntax and rules, see “FUNCTION” on page 318, “SUBROUTINE” on page 399, or “ENTRY” on page 301.

IBM Extension

You can also call external procedures recursively when you specify the **-qrecur** compiler option, although XL Fortran disregards this option if the procedure specifies either the **RECURSIVE** or **RESULT** keyword.

End of IBM Extension

Pure Procedures

Fortran 95

Because pure procedures are free of side effects, the compiler is not constrained to invoke them in any particular order. Exceptions to this are as follows:
- A pure function, because a value is returned.
- A pure subroutine, because you can modify dummy arguments with an **INTENT** of **OUT** or **INOUT** or modify the association status or the value of dummy arguments with the **POINTER** attribute.

Pure procedures are particularly useful in **FORALL** statements and constructs, which by design require that all referenced procedures be free of side effects.

A procedure must be pure in the following contexts:
- An internal procedure of a pure procedure
- A procedure referenced in the *scalar_mask_expr* or body of a **FORALL** statement or construct, including one referenced by a defined operator or defined assignment
- A procedure referenced in a pure procedure
- A procedure actual argument to a pure procedure

Intrinsic functions (except **RAND**, an XL Fortran extension) and the **MVBITS** subroutine are always pure. They do not need to be explicitly declared to be pure. A statement function is pure if and only if all functions that it references are pure.

The *specification_part* of a pure function must specify that all dummy arguments have an **INTENT(IN)**, except procedure arguments, and arguments with the **POINTER** attribute. The *specification_part* of a pure subroutine must specify the intents of all dummy arguments, except for procedure arguments, asterisks, and arguments that have the **POINTER** attribute. Any interface body for such pure procedures must similarly specify the intents of its dummy arguments.

The *execution_part* and *internal_subprogram_part* of a pure procedure cannot refer to a dummy argument with an **INTENT(IN)**, a global variable (or any object that is storage associated with one), or any subobject thereof, in contexts that may cause its value to change: that is, in contexts that produce side effects. The *execution_part* and *internal_subprogram_part* of a pure function must not use a dummy argument, a global variable, or an object that is storage associated with a global variable, or a subobject thereof, in the following contexts:

- As *variable* in an assignment statement, or as *expression* in an assignment statement if *variable* is of a derived type that has a pointer component at any level
- As *pointer_object* or *target* in a pointer assignment statement
- As a **DO** or implied-**DO** variable
- As an *input_item* in a **READ** statement
- As an internal file identifier in a **WRITE** statement
- As an **IOSTAT=** or **SIZE=** specifier variable in an input/output statement
- As a variable in an **ALLOCATE**, **DEALLOCATE**, **NULLIFY**, or **ASSIGN** statement
- As an actual argument that is associated with a dummy argument with the **POINTER** attribute or with an intent of **OUT** or **INOUT**
- As the argument to **LOC**
- As a **STAT=** specifier
- As a variable in a **NAMELIST** which appears in a **READ** statement

A pure procedure must not specify that any entity is **VOLATILE**. In addition, it must not contain any references to data that is **VOLATILE**, that would otherwise be accessible through use- or host-association. This includes references to data which occur through **NAMELIST I/O**.

Only internal input/output is permitted in pure procedures. Therefore, the unit identifier of an input/output statement must not be an asterisk (*) or refer to an external unit. The input/output statements are:

- **BACKSPACE**
- **CLOSE**
- **ENDFILE**
- F2003 **FLUSH** F2003
- **INQUIRE**
- **OPEN**
- **PRINT**
- **READ**
- **REWIND**
- **WAIT**
- **WRITE**

The **PAUSE** and **STOP** statements are not permitted in pure procedures.

There are two differences between pure functions and pure subroutines:

1. Subroutine nonpointer dummy data objects may have any intent, while function nonpointer dummy data objects must be **INTENT(IN)**.
2. Subroutine dummy data objects with the **POINTER** attribute can change association status and/or definition status

If a procedure is not defined as pure, it must not be declared pure in an interface body. However, the converse is not true: if a procedure is defined as pure, it does not need to be declared pure in an interface body. Of course, if an interface body does not declare that a procedure is pure, that procedure (when referenced through that explicit interface) cannot be used as a reference where only pure procedure references are permitted (for example, in a **FORALL** statement).

Examples

```
PROGRAM ADD
  INTEGER ARRAY(20,256)
  INTERFACE                           ! Interface required for
    PURE FUNCTION PLUS_X(ARRAY)       !   a pure procedure
      INTEGER, INTENT(IN) :: ARRAY(:)
      INTEGER :: PLUS_X(SIZE(ARRAY))
    END FUNCTION
  END INTERFACE
  INTEGER :: X
  X = ABS(-4)                         ! Intrinsic function
                                      !   is always pure
  FORALL (I=1:20, I /= 10)
    ARRAY(I,:) = I + PLUS_X(ARRAY(I,:))  ! Procedure references in
                                      !   FORALL must be pure
  END FORALL
END PROGRAM
PURE FUNCTION PLUS_X(ARRAY)
  INTEGER, INTENT(IN) :: ARRAY(:)
  INTEGER :: PLUS_X(SIZE(ARRAY)),X
  INTERFACE
    PURE SUBROUTINE PLUS_Y(ARRAY)
      INTEGER, INTENT(INOUT) :: ARRAY(:)
    END SUBROUTINE
  END INTERFACE
  X=8
  PLUS_X = ARRAY+X
  CALL PLUS_Y(PLUS_X)
END FUNCTION

PURE SUBROUTINE PLUS_Y(ARRAY)
  INTEGER, INTENT(INOUT) :: ARRAY(:)     ! Intent must be specified
  INTEGER :: Y
  Y=6
  ARRAY = ARRAY+Y
END SUBROUTINE
```

End of Fortran 95

Elemental Procedures

Fortran 95

An elemental subprogram definition must have the **ELEMENTAL** prefix specifier. If the **ELEMENTAL** prefix specifier is used, the **RECURSIVE** specifier cannot be used.

You cannot use the **-qrecur** option when specifying elemental procedures.

An elemental subprogram is a pure subprogram. However, pure subprograms are not necessarily elemental subprograms. For elemental subprograms, it is not necessary to specify both the **ELEMENTAL** prefix specifier and the **PURE** prefix specifier; the **PURE** prefix specifier is implied by the presence of the **ELEMENTAL** prefix specifier. A standard conforming subprogram definition or interface body can have both the **PURE** and **ELEMENTAL** prefix specifiers.

Elemental procedures, subprograms, and user-defined elemental procedures must conform to the following rules:

- The result of an elemental function must be a scalar, and must not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute.
- The following apply to dummy arguments used in elemental subprograms:
  - All dummy arguments must be scalar, and must not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute.
  - A dummy argument, or a subobject thereof, cannot be used in a specification expression, except if it is used as an argument to the **BIT_SIZE**, **KIND**, or **LEN** intrinsic functions, or as an argument to one of the numeric inquiry intrinsic functions, see "Intrinsic Procedures" on page 531.
  - A dummy argument cannot be an asterisk.
  - A dummy argument cannot be a dummy procedure.
- Elemental subprograms must follow all of the rules that apply to pure subprograms, defined in "Pure Procedures" on page 172.
- Elemental subprograms can have **ENTRY** statements, but the **ENTRY** statement cannot have the **ELEMENTAL** prefix. The procedure defined by the **ENTRY** statement is elemental if the **ELEMENTAL** prefix is specified in the **SUBROUTINE** or **FUNCTION** statement.
- Elemental procedures can be used as defined operators in elemental expressions, but they must follow the rules for elemental expressions as described in "Operators and Expressions" on page 92.

A reference to an elemental procedure is elemental only if:

- The reference is to an elemental function, one or more of the actual arguments is an array, and all array actual arguments have the same shape; or
- The reference is to an elemental subroutine, and all actual arguments that correspond to the **INTENT(OUT)** and **INTENT(INOUT)** dummy arguments are arrays that have the same shape. The remaining actual arguments are conformable with them.

A reference to an elemental subprogram is not elemental if all of its arguments are scalar.

The actual arguments in a reference to an elemental procedure can be either of the following:

- All scalar. For elemental functions, if the arguments are all scalar, the result is scalar.
- One or more array-valued. The following rules apply if one or more of the arguments is array-valued:
  - For elemental functions, the shape of the result is the same as the shape of the array actual argument with the greatest rank. If more than one argument appears then all actual arguments must be conformable.
  - For elemental subroutines, all actual arguments associated with **INTENT(OUT)** and **INTENT(INOUT)** dummy arguments must be arrays of the same shape, and the remaining actual arguments must be conformable with them.

For elemental references, the resulting values of the elements are the same as would be obtained if the subroutine or function had been applied separately in any order to the corresponding elements of each array actual argument.

If the intrinsic subroutine**MVBITS** is used, the arguments that correspond to the **TO** and **FROM** dummy arguments may be the same variable. Apart from this, the actual arguments in a reference to an elemental subroutine or elemental function must satisfy the restrictions described in "Argument Association" on page 161.

Special rules apply to generic procedures that have an elemental specific procedure, see "Resolving Procedure References to Generic Names" on page 171.

Examples

Example 1:

```
! Example of an elemental function
PROGRAM P
INTERFACE
  ELEMENTAL REAL FUNCTION LOGN(X,N)
     REAL, INTENT(IN) :: X
     INTEGER, INTENT(IN) :: N
  END FUNCTION LOGN
END INTERFACE

REAL RES(100), VAL(100,100)
  ...
DO I=1,100
   RES(I) = MAXVAL( LOGN(VAL(I,:),2) )
END DO
    ...
END PROGRAM P
```

Example 2:

```
! Elemental procedure declared with a generic interface
INTERFACE RAND
   ELEMENTAL FUNCTION SCALAR_RAND(x)
     REAL, INTENT(IN) :: X
   END FUNCTION SCALAR_RAND

   FUNCTION VECTOR_RANDOM(x)
     REAL X(:)
     REAL VECTOR_RANDOM(SIZE(x))
   END FUNCTION VECTOR_RANDOM
END INTERFACE RAND

REAL A(10,10), AA(10,10)

! The actual argument AA is a two-dimensional array. The procedure
! taking AA as an argument is not declared in the interface block.
! The specific procedure SCALAR_RAND is then called.

A = RAND(AA)


! The actual argument is a one-dimensional array section. The procedure
! taking a one-dimensional array as an argument is declared in the
! interface block. The specific procedure VECTOR_RANDOM is then called.
! This is a non-elemental reference since VECTOR_RANDOM is not elemental.

A(:,1) = RAND(AA(6:10,2))
END
```

End of Fortran 95

XL Fortran Input/Output

XL Fortran supports both synchronous and asynchronous input/output (I/O). Synchronous I/O halts an executing application until I/O operations complete. Asynchronous I/O allows an application to continue processing while I/O operations occur in the background. Both I/O types support the following file access methods:

- Sequential access
- Direct access
- ▸ F2003 Stream access F2003 ◂

Each method of access offers benefits and limitations based on the I/O concepts of, Records, Files and Units.

This section also provides explanations of the **IOSTAT=** specifier codes that can result when using XL Fortran I/O statements.

Records

A record contains a sequence of characters or values. XL Fortran supports three record types:

- formatted
- unformatted
- endfile

Formatted Records

A formatted record consists of a sequence of ASCII characters that can print in a readable format. Reading a formatted record converts the data values from readable characters into an internal representation. Writing a formatted record converts the data from the internal representation into characters.

IBM Extension

When printing file with formatted records using the AIX **asa** command, the first character of each record determines vertical spacing and does not print. See *Printing Output Files with Fortran ASA Carriage Controls (asa)* in the *User's Guide* for details. The remaining characters of the record begin printing at the left margin. You can specify vertical spacing in a format specification as literal data according to the folowing table:

First Character of Record	Vertical Spacing Before Printing
Blank	One line
0	Two lines
1	To first line of next page
+	No advance

An error occurs if you use any other character as the first character of the print record. If the print record contains no characters, spacing advances by one line and a blank line prints. Displaying records on a terminal also uses the first character of the record, but only the characters *blank*, *0*, and + produce the spacing shown. You must use the AIX **asa** to display these print codes on a terminal. See *Printing*

Output Files with Fortran ASA Carriage Controls (asa) in the *User's Guide* for details.)

End of IBM Extension

Unformatted Records

An unformatted record contains a sequence of values in an internal representation that can contain both character and noncharacter data. An unformatted record can also contain no data. Reading or writing an unformatted record does not convert any data the record contains from the internal representation.

Endfile Records

An endfile record occurs at the end of a file connected for sequential access and occupies no storage. You can write an endfile record using the **ENDFILE** statement. You can also use a **WRITE** statement that executes as the last data transfer statement and meets one of the following requirements:

- A **BACKSPACE** or **REWIND** statement occurs on the file or connecting unit.
- The file closes, meeting one of the conditions listed below.
  - A **CLOSE** statement.
  - An **OPEN** statement for the same unit, which implies a **CLOSE** statement for the previous file.
  - Program termination without an error condition.

Another file positioning statement must not occur between the **WRITE** statement and any of the previous requirements.

Files

A file is an internal or external sequence of records or file storage units. You determine the file access method when connecting a file to a unit. You can access an external file using three methods:

- Sequential access
- Direct access
- F2003 Stream access F2003

You can only access an internal file sequentially.

Definition of an External File

You must associate an external file with an I/O device such as a disk, or terminal. An external file exists for a program when a program creates that file, or the file is available to that program for reading and writing. Deleting an external file ends the existence of that file. An external file can exist and contain no records.

IBM Extension

To specify an external file by a file name, you must designate a valid operating system file name. Each file name can contain a maximum of 255 characters. If you specify a full path name, it can contain a maximum of 1023 characters.

End of IBM Extension

The preceding I/O statement determines the position of an external file. You can position an external file to:

- The initial point, which is the position immediately before the first record, or the first file storage unit.
- The terminal point, which is the position immediately after the last record, or the last file storage unit.
- The current record, when the file position is within a record. Otherwise, there is no current record.
- The preceding record, which is the record immediately before the current record. If there is no current record, the preceding record is the record immediately before the current file position. A preceding record does not exist when the file position is at its initial point or within the first record of the file.
- The next record, which is the record immediately after the current record. If there is no current record, the next record is the record immediately after the current position. The next record does not exist when the file position is at the terminal point or within the last record of the file.
- An indeterminate position after an error.

File Access Methods

Sequential Access

Using sequential access, records in a file are read or written based on the logical order of records in that file. Sequential access supports both internal and external files.

External Files: A file connected for sequential access contains records in the order they were written. The records must be either all formatted or all unformatted; the last record of the file must be an endfile record. The records must not be read or written by direct F2003 or stream access F2003 I/O statements during the time the file is connected for sequential access.

Internal Files: An internal file is a character variable that is not an array section with a vector subscript. You do not need to create internal files. They always exist, and are available to the application.

If an internal file is a scalar character variable, the file consists of one record with a length equal to that of the scalar variable. If an internal file is a character array, each element of the array is a record of the file, with each record having the same length.

An internal file must contain only formatted records. **READ** and **WRITE** are the only statements that can specify an internal file. If a **WRITE** statement writes less than an entire record, blanks fill the remainder of that record.

Direct Access

Using direct access, the records of an external file can be read or written in any order. The records must be either all formatted or all unformatted. The records must not be read or written using sequential or stream access, list-directed or namelist formatting, or a nonadvancing input/output statement. If the file was previously connected for sequential access, the last record of the file is an endfile record. The endfile record is not considered a part of the file connected for direct access.

Each record in a file connected for direct access has a record number that identifies its order in the file. The record number is an integer value that must be specified when the record is read or written. Records are numbered sequentially. The first record is number 1. Records need not be read or written in the order of their record numbers. For example, records 9, 5, and 11 can be written in that order without writing the intermediate records.

All records in a file connected for direct access must have the same length, which is specified in the **OPEN** statement when the file is connected.

Records in a file connected for direct access cannot be deleted, but they can be rewritten with a new value. A record cannot be read unless it has first been written.

Stream Access

Fortran 2003 Draft Standard

IBM Extension

You can connect external files for stream access as either formatted or unformatted. Both forms use external stream files composed of one byte file storage units. While a file connected for unformatted stream access has only a stream structure, files connected for formatted stream access have both a record and a stream structure. These dual structure files have the following characteristics:

- Some file storage units represent record markers.
- The record structure is inferred from the record markers stored in the file.
- There is no theoretical limit on record length.
- Writing an empty record without a record marker has no effect.
- If there is no record marker at the end of a file, the final record is incomplete but not empty.
- The endfile record in a file previously connected for sequential access is not considered part of the file when you connect that file for stream access.

The first file storage unit of a file connected for formatted stream access has a position of 1. The position of each subsequent storage unit is greater than the storage unit immediately before it. The positions of successive storage units are not always consecutive and positionable files need not be read or written to in order of position. To determine the position of a file storage unit connected for formatted stream access, use the **POS=** specifier of the **INQUIRE** statement. If the file can be positioned, you can use the value obtained using the **INQUIRE** statement to position that file. You read from the file while connected to the file, as long as the storage unit has been written to since file creation and that the connection permits a **READ** statement. File storage units of a file connected for formatted stream access can only be read or written by formatted stream access input/output statements.

The first file storage unit of a file connected for unformatted stream access has a position of 1. The position value of successive storage units is incrementally one greater than the storage unit it follows. Positionable files need not be read or written to in order of position. Any storage unit can be read from the file while connected to the file, if the storage unit has been written to since file creation and that the connection permits a **READ** statement. File storage units of a file connected for unformatted stream access can only be read or written by stream access input/output statements.

End of Fortran 2003 Draft Standard

Units

A unit is a means of referring to an external file. Programs refer to external files by the unit numbers indicated by unit specifiers in input/output statements. See **[UNIT=]** for the form of a unit specifier.

Connection of a Unit

A connection refers to the association between an external file and a unit. A connection must occur before the records of a file can be read or written.

There are three ways to connect a file to a unit:
- Preconnection
- IBM Implicit connection IBM
- Explicit connection, using the **OPEN** statement

Preconnection

Preconnection occurs when the program begins executing. You can specify preconnection in I/O statements without the prior execution of an **OPEN** statement.

IBM Extension

Using formatted sequential access always preconnects units *0*, *5* and *6* as unnamed files to the devices below:
- Unit *0* to the standard error device
- Unit *5* to the standard input device
- Unit *6* to the standard output device

The files retain default specifier values for the **OPEN** statement with the following exceptions:
- **STATUS='OLD'**
- **ACTION='READWRITE'**
- **FORM='FORMATTED'**

End of IBM Extension

Implicit Connection

IBM Extension

Implicit connection occurs when a sequential statement that is; **ENDFILE**, **PRINT**, **READ**, **REWIND**, or **WRITE** executes on a unit not already connected to an external file. The executing statement connects that unit to a file with a predetermined name. By default, this connection is unit *n* to file *fort.n*. You do not need to create the file before implicit connection. To implicitly connect to a different file name, see the **UNIT_VARS** run-time option under *Setting Run-Time Options* in the *User's Guide*.

You can not specify unit *0* for implicit connection.

You can only connect a preconnected unit implicitly if you terminate the connection between the unit and the external file. In the next example a preconnected unit closes before implicit connection takes place.

Sample Implicit Connection

```
      PROGRAM TRYME
      WRITE ( 6, 10 ) "Hello1"   ! "Hello1" written to standard output
      CLOSE ( 6 )
      WRITE ( 6, 10 ) "Hello2"   ! "Hello2" written to fort.6
10    FORMAT (A)
      END
```

A unit with an implicit connection uses the default specifier values of the **OPEN** statement, except for the **FORM=** and **ASYNCH=** specifiers. The first data transfer statement determines the values for **FORM=** and **ASYNCH=**.

If the first I/O statement uses-format directed, list-directed, or namelist formatting, the value of the **FORM=** specifier is set to **FORMATTED**. An unformatted I/O statement sets the specifier to **UNFORMATTED**.

If the first I/O statement is asynchronous, the value of the **ASYNCH=** specifier is set to **YES**. A synchronous I/O statement sets the specifier to **NO**.

End of IBM Extension

Disconnection

The **CLOSE** statement disconnects a file from a unit. You can connect the file again within the same program to the same unit or to a different unit. You can connect the unit again within the same program to the same file or a different file.

IBM Extension

- You can not close unit *0*
- You can not reconnect unit *5* to standard input after the unit closes
- You can not reconnect unit *6* to standard output after the unit closes

End of IBM Extension

Data Transfer Statements

The **READ** statement obtains data from an external or internal file and transfers the data to internal storage. If you specify an input list, values transfer from the file to the data items you specify.

The **WRITE** statement transfers data from internal storage into an external or internal file.

The **PRINT** statement transfers data from internal storage into an external file. Specifying the **–qport=typestmt** compiler option enables the **TYPE** statement which supports functionality identical to **PRINT**. If you specify an output list and format specification, values transfer to the file from the data items you specify. If you do not specify an output list, the **PRINT** statement transfers a blank record to the output device unless the **FORMAT** statement it refers to contains, as the first specification, a character string edit descriptor or a slash edit descriptor. In this case, the records these specifications indicate transfer to the output device.

Execution of a **WRITE** or **PRINT** statement for a file that does not exist creates that file, unless an error occurs.

Zero-sized arrays and implied-**DO** lists with iteration counts of zero are ignored when determining the next item to be processed. Zero-length scalar character items are not ignored.

If an input/output item is a pointer, data transfers between the file and the associated target.

During advancing input from a file with a **PAD=** specifier that has the value **NO**, the input list and format specification must not require more characters from the record than that record contains. If the **PAD=** specifier has the value **YES**, or if the input file is an internal file, blank characters are supplied if the input list and format specification require more characters from the record than the record contains.

IBM Extension

If you want to pad only external files connected for sequential access, specify the **-qxlf77=noblankpad** compiler option. This compiler option also sets the default value for the **PAD=** specifier to **NO** for direct and stream files and **YES** for sequential files.

End of IBM Extension

During nonadvancing input from a file with a **PAD=** specifier that has the value **NO**, an end-of-record condition occurs if the input list and format specification require more characters from the record than the record contains. If the **PAD=** specifier has the value **YES**, an end-of-record condition occurs and blank characters are supplied if an input item and its corresponding data edit descriptor require more characters from the record than the record contains. If the record is the last record of a stream file, an end-of-file condition occurs.

Asynchronous Input/Output

You can specify asynchronous **READ** and **WRITE** data transfer statements to initiate asynchronous data transfer. Execution continues after the asynchronous I/O statement, without waiting for the data transfer to complete. Executing a matching **WAIT** statement with the same **ID=** value that was returned to the **ID=** variable in the data transfer statement detects that the data transfer statement is complete, or waits for that data transfer statement to complete.

The data transfer of an I/O item in an asynchronous I/O statement can complete:
- During the execution of the asynchronous data transfer statement
- At any time before the execution of the matching **WAIT** statement
- During the matching **WAIT** statement

For information on situations where data transfer must complete during the asynchronous data transfer statement, see *Implementation Details of XL Fortran Input/Output* in the *User's Guide*.

If an error occurs during the execution of an asynchronous data transfer statement, the statement executes as if it were synchronous. The **ID=** specifier remains undefined and the accompanying **WAIT** statement does not execute. Instead of the **WAIT** statement, the **ERR=** specifier handles the error, and the **IOSTAT=** specifier indicates the status of the I/O operation.

You must not reference, define, or undefine variables or items associated with a variable appearing in an I/O list for an asynchronous data transfer statement, until the execution of the matching **WAIT** statement.

Any deallocation of allocatable objects and pointers and changing association status of pointers are disallowed between an asynchronous data transfer statement and the matching **WAIT** statement.

Multiple outstanding asynchronous data transfer operations on the same unit must all be **READ** or all be **WRITE**. You must not specify other I/O statements on the same unit until the matching **WAIT** statements for all outstanding asynchronous data transfer operations on the same unit execute. In the case of direct access, an asynchronous **WRITE** statement must not specify both the same unit and record number as any asynchronous **WRITE** statement for which the matching **WAIT** statement has not been executed. F2003 For stream access, an asynchronous **WRITE** statement must not specify either the same unit and location within a file as any asynchronous **WRITE** statement for which the matching **WAIT** statement has not been executed. F2003

In the portion of the program that executes between the asynchronous data transfer statement and the matching **WAIT** statement, the *integer_variable* in the **NUM=** specifier or any variable associated with it must not be referenced, become defined, or become undefined.

In the portion of the program that executes between the asynchronous data transfer statement and the matching **WAIT** statement, you must not reference, define, or undefine variables or items associated with the *integer_variable* in the **NUM=** specifier of a **READ** or **WRITE** statement.

Using Asynchronous I/O

```
SUBROUTINE COMPARE(ISTART, IEND, ISIZE, A)
INTEGER, DIMENSION(ISIZE) :: A
INTEGER I, ISTART, IEND, ISIZE
DO I = ISTART, IEND
  IF (A (I) /= I) THEN
    PRINT *, "Expected ", I, ", got ", A(I)
  END IF
END DO
END SUBROUTINE COMPARE

PROGRAM SAMPLE
INTEGER, PARAMETER :: ISIZE = 1000000
INTEGER, PARAMETER :: SECT1 = (ISIZE/2) - 1, SECT2 = ISIZE - 1
INTEGER, DIMENSION(ISIZE), STATIC :: A
INTEGER IDVAR

OPEN(10, STATUS="OLD", ACCESS="DIRECT", ASYNCH="YES", RECL=(ISIZE/2)*4)
A = 0

! Reads in the first part of the array.

READ(10, REC=1) A(1:SECT1)

! Starts asynchronous read of the second part of the array.
```

```
READ(10,ID=IDVAR, REC=2) A(SECT1+1:SECT2)

! While the second asynchronous read is being performed,
! do some processing here.

CALL COMPARE(1, SECT1, ISIZE, A)

WAIT(ID=IDVAR)

CALL COMPARE(SECT1+1, SECT2, ISIZE, A)
END
```

Advancing and Nonadvancing Input/Output

Advancing I/O positions a record file after the last record that is read or written, unless an error condition occurs.

Nonadvancing I/O can position the file at a character position within the current record, or a subsequent record. With nonadvancing I/O, you can **READ** or **WRITE** a record of the file by a sequence of I/O statements that each access a portion of the record. You can also read variable-length records and inquire about the length of the records.

Nonadvancing I/O

```
! Reads digits using nonadvancing input

    INTEGER COUNT
    CHARACTER(1) DIGIT
    OPEN (7)
    DO
     READ (7,FMT="(A1)",ADVANCE="NO",EOR=100) DIGIT
       COUNT = COUNT + 1
     IF ((ICHAR(DIGIT).LT.ICHAR('0')).OR.(ICHAR(DIGIT).GT.ICHAR('9'))) THEN
       PRINT *,"Invalid character ", DIGIT, " at record position ",COUNT
       STOP
     END IF
    END DO
100 PRINT *,"Number of digits in record = ", COUNT
    END

! When the contents of fort.7 is '1234\n', the output is:

!   Number of digits in record =  4
```

File Position Before and After Data Transfer

For an explicit connection using an **OPEN** statement for sequential or stream I/O that specifies the **POSITION=** specifier, you can position the file explicitly at the beginning, at the end, where the position is on opening.

If the **OPEN** statement does not specify the **POSITION=** specifier:

- If the **STATUS=** specifier has the value **NEW** or **SCRATCH**, the file position is at the beginning.

IBM Extension

- If you specify **STATUS='OLD'** with the **-qposition=appendold** compiler option, and the next operation that changes the file position is a **WRITE** statement, then the file position is at the end. If these conditions are not met, the file position is at the beginning.

- If you specify **STATUS='UNKNOWN'** with the **-qposition=appendunknown** compiler option, and the next operation is a **WRITE** statement, then the file position is at the end. If these conditions are not met, the file position is at the beginning.

After an implicit **OPEN**, the file position is at the beginning:
- If the first I/O operation on the file is **PRINT** or **READ**, the application reads the first record of the file.
- If the first I/O operation on the file is **WRITE**, the application deletes the contents of the file and writes at the first record.

End of IBM Extension

You can use a **REWIND** statement to position a file at the beginning. The preconnected units 0, 5 and 6 are positioned as they come from the parent process of the application.

The positioning of a file prior to data transfer depends on the method of access:
- Sequential access for an external file:
  - For advancing input, the file position is at the beginning of the next record. This record becomes the current record.
  - Advancing output creates a new record and becomes the last record of the file.
- Sequential access for an internal file:
  - File position is at the beginning of the first record of the file. This record becomes the current record.
- Direct access:
  - File position is at the beginning of the record that the record specifier indicates. This record becomes the current record.
- F2003 Stream access:
  - File position is immediately before the file storage unit the **POS=** specifier indicates. If there is no **POS=** specifier, the file position remains unchanged.

F2003

After advancing I/O data transfer, the file position is:
- Beyond the endfile record if an end-of-file condition exists as a result of reading an endfile record.
- Beyond the last record read or written if no error or end-of-file condition exists. That last record becomes the preceding record. A record written on a file connected for sequential or formatted stream access becomes the last record of the file.

After nonadvancing input the file position:
- If no error condition or end-of-file condition occurs, but an end-of-record condition occurs, the file position is immediately after the record read.
- If no error condition, end-of-file condition or end-of-record condition occurs in a nonadvancing input statement, the file position does not change.
- If no error condition occurs in a nonadvancing output statement, the file position does not change.
- In all other cases, the file position is immediately after the record read or written and that record becomes the preceding record.

If the file position is beyond the endfile record, a **READ**, **WRITE**, **PRINT**, or **ENDFILE** statement can not execute if the compiler option **-qxlf77=softeof** is not set. A **BACKSPACE** or **REWIND** statement can be used to reposition the file.

IBM Extension

Use the **-qxlf77=softeof** option to be able to read and write past the end-of-file.

End of IBM Extension

For formatted stream output with no errors, the terminal point of the file is set to the highest-numbered position to which data was transferred by the statement. For unformatted stream output with no errors, the file position is unchanged. If the file position exceeds the previous terminal point of the file, the terminal point is set to the file position. Use the **POS=** specifier with an empty output list to extend the terminal point of the file without writing data. After data transfer, if an error occurs, the file position is indeterminate.

Conditions and IOSTAT Values

An **IOSTAT=** specifier value assigns a value to a variable if an end-of-file condition, end-of-record condition or an error condition occurs during an input/output statement. The **IOSTAT=** specifier reports the following types of error conditions:

- Catastrophic
- Severe
- Recoverable
- Conversion
- Language

End-Of-Record Conditions

When an application encounters an end-of-record condition with the **IOSTAT=** specifier, it sets the value to -4 and branches to the **EOR=** label if that label is present. If the **IOSTAT=** and **EOR=** specifiers are not present on the I/O statement when an application encounters an end-of-record condition, the application stops.

Table 8. IOSTAT Values for End-Of-Record Conditions

IOSTAT Value	End-of-Record Condition Description
-4	End of record encountered on a nonadvancing, format-directed READ of an external file.

End-Of-File Conditions

An end-of-file condition can occur in the following instances:

- At the beginning of the execution of an input statement.
- During execution of a formatted input statement that requires more than one record through the interaction of the input list and the format.
- During execution of a stream input statement.
- When encountering an endfile record while reading of a file connected for sequential access.
- When attempting to read a record beyond the end of an internal file.

F2003 For stream access, an end-of-file condition occurs when you attempt to read beyond the end of a file. An end-of-file condition also occurs if you attempt to read beyond the last record of a stream file connected for formatted access. F2003

An end-of-file condition causes **IOSTAT=** to be set to one of the values defined below and branches to the the **END=** label if these specifiers are present on the input statement. If the **IOSTAT=** and **END=** specifiers are not present on the input statement when an end-of-file condition is encountered, the program stops.

Table 9. IOSTAT Values for End-Of-File Conditions

IOSTAT Value	End-of-File Condition Description
-1	End of file encountered on sequential or stream READ of an external file, or END= is specified on a direct access read and the record is nonexistent.
-1 1	End of file encountered on READ of an internal file.
-2	End of file encountered on READ of an internal file.

Notes:

1. Fortran 2003 Draft Standard. See the **IOSTAT_END** runtime option for more information.

Error Conditions

Catastrophic Errors

Catastrophic errors are system-level errors encountered within the run-time system that prevent further execution of the program. When a catastrophic error occurs, a short (non-translated) message is written to unit 0, followed by a call to the C library routine **abort()**. A core dump can result, depending on how you configure your execution environment.

Severe Errors

A severe error cannot be recovered from, even if the **ERR_RECOVERY** run-time option has been specified with the value **YES**. A severe error causes the **IOSTAT=** specifier to be set to one of the values defined below and the **ERR=** label to be branched to if these specifiers are present on the input/output statement. If the **IOSTAT=** and **ERR=** specifiers are not present on the input/output statement when a severe error condition is encountered, the program stops.

Table 10. IOSTAT Values for Severe Error Conditions

IOSTAT Value	Error Description
1	END= is not specified on a direct access READ and the record is nonexistent.
2	End of file encountered on WRITE of an internal file.
6	File cannot be found and STATUS='OLD' is specified on an OPEN statement.
10	Read error on direct file.
11	Write error on direct file.
12	Read error on sequential or stream file.
13	Write error on sequential or stream file.
14	Error opening file.

Table 10. IOSTAT Values for Severe Error Conditions (continued)

IOSTAT Value	Error Description
15	Permanent I/O error encountered on file.
37	Dynamic memory allocation failure - out of memory.
38	REWIND error.
39	ENDFILE error.
40	BACKSPACE error.
107	File exists and STATUS='NEW' was specified on an OPEN statement.
119	BACKSPACE statement attempted on unit connected to a tape device.
122	Incomplete record encountered during direct access READ.
130	ACTION='READWRITE' specified on an OPEN statement to connect a pipe.
135	The user program is making calls to an unsupported version of the XL Fortran run-time environment.
139	I/O operation not permitted on the unit because the file was not opened with an appropriate value for the ACTION= specifier.
142	CLOSE error.
144	INQUIRE error.
152	ACCESS='DIRECT' is specified on an OPEN statement for a file that can only be accessed sequentially.
153	POSITION='REWIND' or POSITION='APPEND' is specified on an OPEN statement and the file is a pipe.
156	Invalid value for RECL= specifier on an OPEN statement.
159	External file input could not be flushed because the associated device is not seekable.
165	The record number of the next record that can be read or written is out of the range of the variable specified with the NEXTREC= specifier of the INQUIRE statement.
169	The asynchronous I/O statement cannot be completed because the unit is connected for synchronous I/O only.
172	The connection failed because the file does not allow asynchronous I/O.
173	An asynchronous READ statement was executed while asynchronous WRITE statements were pending for the same unit, or an asynchronous WRITE statement was executed while asynchronous READ statements were pending for the same unit.
174	The synchronous I/O statement cannot be completed because an earlier asynchronous I/O statement has not been completed.
175	The WAIT statement cannot be completed because the value of the ID= specifier is invalid.
176	The WAIT statement cannot be completed because the corresponding asynchronous I/O statement is in a different scoping unit.
178	The asynchronous direct WRITE statement for a record is not permitted because an earlier asynchronous direct WRITE statement for the same record has not been completed.
179	The I/O operation cannot be performed on the unit because there are still incomplete asynchronous I/O operations on the unit.
181	A file cannot be connected to a unit because multiple connections are allowed for synchronous I/O only.

Table 10. IOSTAT Values for Severe Error Conditions (continued)

IOSTAT Value	Error Description
182	Invalid value for UWIDTH= option. It must be set to either 32 or 64.
183	The maximum record length for the unit is out of the range of the scalar variable specified with the RECL= specifier in the INQUIRE statement.
184	The number of bytes of data transmitted is out of the range of the scalar variable specified with the SIZE= or NUM= specifier in the I/O statement.
185	A file cannot be connected to two units with different UWIDTH values.
186	Unit numbers must be between 0 and 2,147,483,647.
192	The value of the file position is out of the range of the scalar variable specified with the POS= specifier in the INQUIRE statement.
193	The value of the file size is out of the range of the scalar variable specified with the SIZE= specifier in the INQUIRE statement.

Recoverable Errors

A recoverable error is an error that can be recovered from. A recoverable error causes the **IOSTAT=** specifier to be set to one of the values defined below and the **ERR=** label to be branched to if these specifiers are present on the input/output statement. If the **IOSTAT=** and **ERR=** specifiers are not present on the input/output statement and the **ERR_RECOVERY** run-time option is set to **YES**, recovery action occurs and the program continues. If the **IOSTAT=** and **ERR=** specifiers are not present on the input/output statement and the **ERR_RECOVERY** option is set to **NO**, the program stops.

Table 11. IOSTAT Values for Recoverable Error Conditions

IOSTAT Value	Error Description
16	Value of REC= specifier invalid on direct I/O.
17	I/O statement not allowed on direct file.
18	Direct I/O statement on an unconnected unit.
19	Unformatted I/O attempted on formatted file.
20	Formatted I/O attempted on unformatted file.
21	Sequential or stream I/O attempted on direct file.
22	Direct I/O attempted on sequential or stream file.
23	Attempt to connect a file that is already connected to another unit.
24	OPEN specifiers do not match the connected file's attributes.
25	RECL= specifier omitted on an OPEN statement for a direct file.
26	RECL= specifier on an OPEN statement is negative.
27	ACCESS= specifier on an OPEN statement is invalid.
28	FORM= specifier on an OPEN statement is invalid.
29	STATUS= specifier on an OPEN statement is invalid.
30	BLANK= specifier on an OPEN statement is invalid.
31	FILE= specifier on an OPEN or INQUIRE statement is invalid.
32	STATUS='SCRATCH' and FILE= specifier specified on same OPEN statement.
33	STATUS='KEEP' specified on CLOSE statement when file was opened with STATUS='SCRATCH'.

Table 11. IOSTAT Values for Recoverable Error Conditions (continued)

IOSTAT Value	Error Description
34	Value of STATUS= specifier on CLOSE statement is invalid.
36	Invalid unit number specified in an I/O statement.
47	A namelist input item was specified with one or more components of nonzero rank.
48	A namelist input item specified a zero-sized array.
58	Format specification error.
93	I/O statement not allowed on error unit (unit 0).
110	Illegal edit descriptor used with a data item in formatted I/O.
120	The NLWIDTH setting exceeds the length of a record.
125	BLANK= specifier given on an OPEN statement for an unformatted file.
127	POSITION= specifier given on an OPEN statement for a direct file.
128	POSITION= specifier value on an OPEN statement is invalid.
129	ACTION= specifier value on an OPEN statement is invalid.
131	DELIM= specifier given on an OPEN statement for an unformatted file.
132	DELIM= specifier value on an OPEN statement is invalid.
133	PAD= specifier given on an OPEN statement for an unformatted file.
134	PAD= specifier value on an OPEN statement is invalid.
136	ADVANCE= specifier value on a READ statement is invalid.
137	ADVANCE=’NO’ is not specified when SIZE= is specified on a READ statement.
138	ADVANCE=’NO’ is not specified when EOR= is specified on a READ statement.
145	READ or WRITE attempted when file is positioned after the endfile record.
163	Multiple connections to a file located on a non-random access device are not allowed.
164	Multiple connections with ACTION=’WRITE’ or ACTION=’READWRITE’ are not allowed.
170	ASYNCH= specifier value on an OPEN statement is invalid.
171	ASYNCH= specifier given on an OPEN statement is invalid because the FORM= specifier is set to FORMATTED.
177	The unit was closed while there were still incomplete asynchronous I/O operations.
191	The RECL= specifier is specified on an OPEN statement that has ACCESS=’STREAM’.
194	The BACKSPACE statement specifies a unit connected for unformatted stream I/O.
195	POS= specifier on an I/O statement is less than one.
196	F2003 The stream I/O statement cannot be performed on the unit because the unit is not connected for stream access. F2003
197	POS= specifier on an I/O statement for a unit connected to a non-seekable file.
198	Stream I/O statement on an unconnected unit.

Conversion Errors

A conversion error occurs as a result of invalid data or the incorrect length of data in a data transfer statement. A conversion error causes the **IOSTAT=** specifier to be set to one of the values defined below and the **ERR=** label to be branched to if these specifiers are present on the input/output statement and the **CNVERR** option is set to **YES**. If the **IOSTAT=** and **ERR=** specifiers are not present on the input/output statement, both the **CNVERR** option and the **ERR_RECOVERY** option are set to **YES**, recovery action is performed and the program continues. If the **IOSTAT=** and **ERR=** specifiers are not present on the input/output statement, the **CNVERR** option is set to **YES**, the **ERR_RECOVERY** option is set to **NO**, and the program stops. If **CNVERR** is set to **NO**, the **ERR=** label is never branched to but the **IOSTAT=** specifier may be set, as indicated below.

Table 12. IOSTAT Values for Conversion Error Conditions

IOSTAT Value	Error Description	IOSTAT set if CNVERR=NO
3	End of record encountered on an unformatted file.	no
4	End of record encountered on a formatted external file using advancing I/O.	no
5	End of record encountered on an internal file.	no
7	Incorrect format of list-directed input found in an external file.	yes
8	Incorrect format of list-directed input found in an internal file.	yes
9	List-directed or NAMELIST data item too long for the internal file.	yes
41	Valid logical input not found in external file.	no
42	Valid logical input not found in internal file.	no
43	Complex value expected using list-directed or NAMELIST input in external file but not found.	no
44	Complex value expected using list-directed or NAMELIST input in internal file but not found.	no
45	NAMELIST item name specified with unknown or invalid derived-type component name in NAMELIST input.	no
46	NAMELIST item name specified with an invalid substring range in NAMELIST input.	no
49	List-directed or namelist input contained an invalid delimited character string.	no
56	Invalid digit found in input for B, O or Z format edit descriptors.	no
84	NAMELIST group header not found in external file.	yes
85	NAMELIST group header not found in internal file.	yes
86	Invalid NAMELIST input value found in external file.	no
87	Invalid NAMELIST input value found in internal file.	no
88	Invalid name found in NAMELIST input.	no
90	Invalid character in NAMELIST group or item name in input.	no
91	Invalid NAMELIST input syntax.	no
92	Invalid subscript list for NAMELIST item in input.	no

Table 12. IOSTAT Values for Conversion Error Conditions (continued)

IOSTAT Value	Error Description	IOSTAT set if CNVERR=NO
94	Invalid repeat specifier for list-directed or NAMELIST input in external file.	no
95	Invalid repeat specifier for list-directed or NAMELIST input in internal file.	no
96	Integer overflow in input.	no
97	Invalid decimal digit found in input.	no
98	Input too long for B, O or Z format edit descriptors.	no
121	Output length of NAMELIST item name or NAMELIST group name is longer than the maximum record length or the output width specified by the NLWIDTH option.	yes

Fortran 90, 95 and 2003 Draft Standard Language Errors

A Fortran 90 language error results from the use of XL Fortran extensions to the Fortran 90 language that cannot be detected at compile time. A Fortran 90 language error is considered a severe error when the **LANGLVL** run-time option has been specified with the value **90STD** and the **ERR_RECOVERY** run-time option has either not been set or is set to **NO**. If both **LANGLVL=90STD** and **ERR_RECOVERY=YES** have been specified, the error is considered a recoverable error. If **LANGLVL= EXTENDED** is specified, the error condition is not considered an error.

A Fortran 95 language error results from the use of XL Fortran extensions to the Fortran 95 language that cannot be detected at compile time. A Fortran 95 language error is considered a severe error when the **LANGLVL** run-time option has been specified with the value **95STD** and the **ERR_RECOVERY** run-time option has either not been set or is set to **NO**. If both **LANGLVL=95STD** and **ERR_RECOVERY=YES** have been specified, the error is considered a recoverable error. If **LANGLVL=EXTENDED** is specified, the error condition is not considered an error.

A Fortran 2003 Draft Standard language error results from the use of XL Fortran extensions to the Fortran 2003 language draft standard that cannot be detected at compile time. A Fortran 2003 language error is considered a severe error when the **LANGLVL** run-time option has been specified with the value **2003STD** and the **ERR_RECOVERY** run-time option has either not been set or is set to **NO**. If both **LANGLVL=2003STD** and **ERR_RECOVERY=YES** have been specified, the error is considered a recoverable error. If **LANGLVL=EXTENDED** is specified, the error condition is not considered an error.

Table 13. IOSTAT Values for Fortran 90, 95, and 2003 Draft Standard Language Error Conditions

IOSTAT Value	Error Description
53	Mismatched edit descriptor and item type in formatted I/O.
58	Format specification error.
140	Unit is not connected when the I/O statement is attempted. Only for READ, WRITE, PRINT, REWIND, and ENDFILE.
141	Two ENDFILE statements without an intervening REWIND or BACKSPACE on the unit.

IBM Extension

Table 13. IOSTAT Values for Fortran 90, 95, and 2003 Draft Standard Language Error Conditions (continued)

IOSTAT Value	Error Description
151	The FILE= specifier is missing and the STATUS= specifier does not have a value of 'SCRATCH' on an OPEN statement.
187	NAMELIST comments are not allowed by the Fortran 90 standard.
199	STREAM is not a valid value for the ACCESS= specifier on an OPEN statement in Fortran 90 or Fortran 95.

Input/Output Formatting

Formatted **READ**, **WRITE** and **PRINT** data transfer statements use formatting information to direct the conversion between internal data representations and character representations in a formatted record. You can control the conversion process, called editing, by using a formatting type. The *Formatting and Access Types* table details the access types that support each formatting type.

Table 14. Formatting and Access Types

Formatting Type	**Access Types**
Format-directed	sequential, direct, and stream
List-directed	sequential and stream
Namelist	sequential and stream

Editing occurs on all fields in a record. A field is the part of a record that is read on input or written on output when format control processes a data or character string edit descriptor. The field width is the size of that field in characters.

Format-Directed Formatting

Format-directed formatting allows you to control editing using edit descriptors in a format specification. Specify a format specification use the **FORMAT** statement or as the value of a character array or character expression in a data transfer statement. Edit descriptors allow you to control editing in two ways. Data edit descriptors allow you to specify editing by data type. Control edit descriptors focus on the editing process.

Complex Editing

To edit complex values, you must specify complex editing by using a pair of edit descriptors. A complex value is a pair of separate real components. When specifying complex editing, the first edit descriptor applies to the real part of the number. The second edit descriptor applies to the imaginary part of the number.

You can specify different edit descriptors for a complex editing pair and use one or more control edit descriptors between the edit descriptors in that pair. You must not specify data edit descriptors between the edit descriptors in that pair.

Data Edit Descriptors

You can specify data edit descriptors to edit both character and numeric data. The *Data Edit Descriptors* table contains a complete list of all character, character string and numeric edit descriptors. Numeric data refers to integer, real, and complex values.

Table 15. Data Edit Descriptors

Forms	**Use**
A **A***w*	Edits character values
B*w* **B***w.m*	Edits binary values

Table 15. Data Edit Descriptors (continued)

Forms	Use
E*w.d* **E***w.d***E***e* **E***w.d***D***e* * **E***w.d***Q***e* * **D***w.d* **EN***w.d* **EN***w.d***E***e* **ES***w.d* **ES***w.d***E***e* **Q***w.d* *	Edits real and complex numbers with exponents
F*w.d*	Edits real and complex numbers without exponents
G*w.d* **G***w.d***E***e* **G***w.d***D***e* * **G***w.d***Q***e* *	Edits data fields of any intrinsic type, with the output format adapting to the type of the data and, if the data is of type real, the magnitude of the data
*n***H***str*	Outputs a character string (str)
I*w* **I***w.m*	Edits integer numbers
L*w*	Edits logical values
O*w* **O***w.m*	Edits octal values
Q *	Returns the count of characters remaining in an input record *
Z*w* **Z***w.m*	Edits hexadecimal values
'*str*' "*str*"	Outputs a character string (*str*)

where:

*	specifies an IBM extension.
d	Specifies the number of digits to the right of the decimal point.
e	Specifies the number of digits in the exponent field.
m	Specifies the number of digits to print.
n	Specifies the number of characters in a literal field. Blanks are included in character count.
w	Specifies the width of a field including all blanks as a positive value. F95 If you specify the **B**, **F**, **I**, **O**, or **Z**, edit descriptors on output, the value of *w* can be zero. F95

Rules for Data Edit Descriptor and Modifiers

You must not specify kind type parameters.

Edit descriptor modifiers must be unsigned integer literal constants.

IBM Extension

For the *w*, *m*, *d*, and *e* modifiers, you must enclose a scalar integer expression in angle brackets (< and >). See "Variable Format Expressions" on page 317 for details.

Note:

There are two types of **Q** data edit descriptor:

extended precision Q
is the **Q** edit descriptor with the**Q***w***.***d* syntax

character count Q
is the **Q** edit descriptor with the **Q** syntax

End of IBM Extension

Rules for Numeric Edit Descriptors on Input

Leading blanks are not significant. You can control the interpretation of other blanks using the **BLANK=** specifier in the **OPEN** statement and the **BN** and **BZ** edit descriptors. A field of all blanks is treated as zero.

Plus signs are optional, though you must not specify plus signs for the **B**, **O**, and **Z** edit descriptors.

In **F**, **E**, **EN**, **ES**, **D**, **G**, and extended precision **Q** editing, a decimal point appearing in the input field overrides the portion of an edit descriptor that specifies the decimal point location. The field can contain more digits than can be represented internally.

Rules for Numeric Data Edit Descriptors on Output

Characters are right-justified in the field.

When the number of characters in a field is less than the field width, leading blanks fill the remaining field space.

When the number of characters in a field is greater than the field width, or if an exponent exceeds its specified width, asterisks fill the entire field space.

A minus sign prefixes a negative value. A positive or zero value does not receive a plus sign prefix on output, unless you specify the **S**, **SP**, or **SS** edit descriptors.

Fortran 95

If you specify the **-qxlf90** compiler option the **E**, **D**, **Q(Extended Precision)**, **F**, **EN**, **ES** and **G(General Editing)** edit descriptors output a negative value differently depending on the **signedzero** suboption.

- If you specify the **signedzero** suboption, the output field contains a minus sign for a negative value, even if that value is negative zero. This behavior conforms to the Fortran 95 and Fortran 2003 Draft Standard.

IBM Extension

XL Fortran does not evaluate a **REAL(16)** internal value of zero as a negative zero.

End of IBM Extension

- The **nosignedzero** suboption does not write a minus sign to the output field for a value of zero, even if the internal value was negative.

The **EN** and **ES** edit descriptors output a minus sign when the value is negative for the **signedzero** and **nosignedzero** suboptions.

End of Fortran 95

IBM Extension

XL Fortran indicates, a `NaN` (not a number) by "`NaNQ`", "`+NaNQ`", "`-NaNQ`", "`NaNS`", "`+NaNS`", or "`-NaNS`". XL Fortran indicates infinity by "`INF`", "`+INF`", or "`-INF`".

End of IBM Extension

Control Edit Descriptors

Table 16. Control Edit Descriptors

Forms	Use
/ *r* /	Specifies the end of data transfer on the current record
:	Specifies the end of format control if there are no more items in the input/output list
$ *	Suppresses end-of-record in output *
BN	Ignores nonleading blanks in numeric input fields
BZ	Interprets nonleading blanks in numeric input fields as zeros
*k***P**	Specifies a scale factor for real and complex items
S **SS**	Specifies that plus signs are not to be written
SP	Specifies that plus signs are to be written
T*c*	Specifies the absolute position in a record from which, or to which, the next character is transferred
TL*c*	Specifies the relative position (backward from the current position in a record) from which, or to which, the next character is transferred
TR*c* *o***X**	Specifies the relative position (forward from the current position in a record) from which, or to which, the next character is transferred

where:

*	specifies an IBM extension.
r	is a repeat specifier. It is an unsigned, positive, integer literal constant.
k	specifies the scale factor to be used. It is an optionally signed, integer literal constant.

c specifies the character position in a record. It is an unsigned, nonzero, integer literal constant.

o is the relative character position in a record. It is an unsigned, nonzero, integer literal constant.

Rules for Control Edit Descriptors and Modifiers

You must not specify kind type parameters.

IBM Extension

r, *k*, *c*, and *o* can also be expressed as an arithmetic expression enclosed by angle brackets that evaluates into an integer value.

End of IBM Extension

Interaction of Input/Output Lists and Format Specifications

The beginning of format-directed formatting initiates format control. Each action of format control depends on the next edit descriptor in the format specification, and on the next item in the input/output list, if one exists.

If an input/output list specifies at least one item, at least one data edit descriptor must exist in the format specification. Note that an empty format specification (parentheses only) can be used only if there are no items in the input/output list or if each item is a zero-sized array. If this is the case and advancing input/output is in effect, one input record is skipped, or one output record containing no characters is written. For nonadvancing input/output, the file position is left unchanged.

A format specification is interpreted from left to right, except when a repeat specification (*r*) is present. A format item that is preceded by a repeat specification is processed as a list of *r* format specifications or edit descriptors identical to the format specification or edit descriptor without the repeat specification.

One item specified by the input/output list corresponds to each data edit descriptor. A list item of complex type requires the interpretation of two **F**, **E**, **EN**, **ES**, **D**, **G**, or extended precision **Q** edit descriptors. No item specified by the input/output list corresponds to a control edit descriptor or character string edit descriptor. Format control communicates information directly with the record.

Format control operates as follows:

1. If a data edit descriptor is encountered, format control processes an input/output list item, if there is one, or terminates the input/output command if the list is empty. If the list item processed is of type complex, any two edit descriptors are processed.
2. The colon edit descriptor terminates format control if no more items are in the input/output list. If more items are in the input/output list when the colon is encountered, it is ignored.
3. If the end of the format specification is reached, format control terminates if the entire input/output list has been processed, or control reverts to the beginning of the format item terminated by the last preceding right parenthesis. The following items apply when the latter occurs:
   - The reused portion of the format specification must contain at least one data edit descriptor.

- If reversion is to a parenthesis that is preceded by a repeat specification, the repeat specification is reused.
- Reversion, of itself, has no effect on the scale factor, on the **S**, **SP**, or **SS** edit descriptors, or on the **BN** or **BZ** edit descriptors.
- If format control reverts, the file is positioned in a manner identical to the way it is positioned when a slash edit descriptor is processed.

IBM Extension

During a read operation, any unprocessed characters of the record are skipped whenever the next record is read. A comma can be used as a value separator for noncharacter data in an input record processed under format-directed formatting. The comma will override the format width specifications when the comma appears before the end of the field width. For example, the format (`I10,F20.10,I4`) will read the following record correctly:

```
-345, .05E-3, 12
```

End of IBM Extension

It is important to consider the maximum size record allowed on the input/output medium when defining a Fortran record by a **FORMAT** statement. For example, if a Fortran record is to be printed, the record should not be longer than the printer's line length.

Data Edit Descriptors

In the examples of data edit descriptors, a lowercase `b` in the `Output` column indicates that a blank appears at that position.

A (Character) Editing

Purpose

The **A** edit descriptor directs the editing of character values. It can correspond to an input/output list item of type character or any other type. The kind type parameter of all characters transferred and converted is implied by the corresponding list item.

Syntax

- **A**
- **A***w*

Rules

On input, if *w* is greater than or equal to the length (call it *len*) of the input list item, the rightmost *len* characters are taken from the input field. If the specified field width is less than *len*, the *w* characters are left-justified, with (*len* - *w*) trailing blanks added.

On output, if *w* is greater than *len*, the output field consists of (*w* - *len*) blanks followed by the *len* characters from the internal representation. If *w* is less than or equal to *len*, the output field consists of the leftmost *w* characters from the internal representation.

If *w* is not specified, the width of the character field is the length of the corresponding input/output list item.

IBM Extension

F2003 During formatted stream access, character output is split across more than one record if it contains newline characters. F2003

End of IBM Extension

B (Binary) Editing

Purpose

The **B** edit descriptor directs editing between values of any type in internal form and their binary representation. (A binary digit is either 0 or 1.)

Syntax

- **B***w*
- **B***w***.***m*

Rules

On input, *w* binary digits are edited and form the internal representation for the value of the input list item. The binary digits in the input field correspond to the rightmost binary digits of the internal representation of the value assigned to the input list item. *m* has no effect on input.

On input, *w* must be greater than zero.

Fortran 95

On output, *w* can be zero. If *w* is zero, the output field consists of the least number of characters required to represent the output value.

End of Fortran 95

The output field for **B***w* consists of zero or more leading blanks followed by the internal value in a form identical to the binary digits without leading zeros. Note that a binary constant always consists of at least one digit.

The output field for **B***w.m* is the same as for **B***w*, except that the digit string consists of at least *m* digits. If necessary, the digit string is padded with leading zeros. The value of *m* must not exceed the value of *w* unless *w* is zero. If *m* is zero and the value of the internal data is zero, the output field consists of only blank characters, regardless of the sign control in effect.

If *m* is zero, *w* is positive and the value of the internal datum is zero, the output field consists of *w* blank characters. F95 If both *w* and *m* are zero, and the value of the internal datum is zero, the output field consists of only one blank character. F95

If the **nooldboz** suboption of the **-qxlf77** compiler option is specified (the default), asterisks are printed when the output field width is not sufficient to contain the entire output. On input, the **BN** and **BZ** edit descriptors affect the **B** edit descriptor.

IBM Extension

If the **oldboz** suboption of the **-qxlf77** compiler option is specified, the following occurs on output:

- **B***w* is treated as **B***w.m*, with *m* assuming the value that is the minimum of *w* and the number of digits required to represent the maximum possible value of the data item.
- The output consists of blanks followed by at least *m* digits. These are the rightmost digits of the number, zero-filled if necessary, until there are *m* digits. If the number is too large to fit into the output field, only the rightmost *m* digits are output.

If *w* is zero, the **oldboz** suboption will be ignored.

With the **oldboz** suboption, the **BN** and **BZ** edit descriptors do not affect the **B** edit descriptor.

End of IBM Extension

Examples

Examples of B Editing on Input:

```
Input      Format      Value
111        B3          7
110        B3          6
```

Examples of B Editing on Output:

```
Value      Format          Output                 Output
                   (with -qxlf77=oldboz)  (with -qxlf77=nooldboz)
 7          B3            111                    111
 6          B5            00110                  bb110
17          B6.5          b10001                 b10001
17          B4.2          0001                   ****
22          B6.5          b10110                 b10110
22          B4.2          0110                   ****
 0          B5.0          bbbbb                  bbbbb

 2          B0            10                     10
```

E, D, and Q (Extended Precision) Editing

Purpose

The **E**, **D**, and extended precision **Q** edit descriptors direct editing between real and complex numbers in internal form and their character representations with exponents. An **E**, **D**, or extended precision **Q** edit descriptor can correspond to an input/output list item of type real, to either part (real or imaginary) of an input/output list item of type complex, IBM or to any other type in XL Fortran, as long as the length is at least 4 bytes. IBM

Syntax

- **E***w.d*
- **E***w.d* **E***e*
- **D***w.d*
- IBM **E***w.d* **D***e* IBM

- IBM **E***w*.*d* **Q***e* IBM
- IBM **Q***w*.*d* IBM

Rules

The form of the input field is the same as for **F** editing. *e* has no effect on input.

The form of the output field for a scale factor of 0 is:

```
►►──┬─────┬──┬─────┬──.──digit_string──decimal_exponent──────────────────────►◄
    ├─ + ─┤  └─ 0 ─┘
    └─ - ─┘
```

digit_string
: is a digit string whose length is the *d* most significant digits of the value after rounding.

decimal_exponent
: is a decimal exponent of one of the following forms (*z* is a digit):

Edit Descriptor	Absolute Value of Exponent (with scale factor of 0)	Form of Exponent
E*w.d*	|decimal_exponent| ≤ 99	**E**$\pm z_1 z_2$
E*w.d*	99<|decimal_exponent| ≤ 309	$\pm z_1 z_2 z_3$
E*w.d***E***e*	|decimal_exponent| ≤ (10^e)-1	**E**$\pm z_1 z_2 \ldots z_e$
E*w.d***D***e* *	|decimal_exponent| ≤ (10^e)-1 *	**D**$\pm z_1 z_2 \ldots z_e$ *
E*w.d***Q***e* *	|decimal_exponent| ≤ (10^e)-1 *	**Q**$\pm z_1 z_2 \ldots z_e$ *
D*w.d*	|decimal_exponent| ≤ 99	**D**$\pm z_1 z_2$
D*w.d*	99<|decimal_exponent| ≤ 309	$\pm z_1 z_2 z_3$
Q*w.d* *	|decimal_exponent| ≤ 99 *	**Q**$\pm z_1 z_2$ *
Q*w.d* *	99<|decimal_exponent| ≤ 309 *	$\pm z_1 z_2 z_3$ *

Note: * IBM Extensions

The scale factor *k* (see "P (Scale Factor) Editing" on page 222) controls decimal normalization. If $-d<k\leq0$, the output field contains $|k|$ leading zeros and $d - |k|$ significant digits after the decimal point. If $0<k<d+2$, the output field contains *k* significant digits to the left of the decimal point and $d-k+1$ significant digits to the right of the decimal point. You cannot use other values of *k*.

See the general information about numeric editing see "Rules for Numeric Edit Descriptors on Input" on page 199.

IBM Extension

Note: If the value to be displayed using the real edit descriptor is outside of the range of representable numbers, XL Fortran supports the ANSI/IEEE floating-point format by displaying the following:

Table 17. Floating-Point Display

Display	Meaning
NaNQ +NaNQ	Positive Quiet NaN (not-a-number)
-NaNQ	Negative Quiet NaN
NaNS +NaNS	Positive Signaling NaN
-NaNS	Negative Signaling NaN
INF +INF	Positive Infinity
-INF	Negative Infinity

End of IBM Extension

Examples

Examples of E, D, and Extended Precision Q Editing on Input: (Assume **BN** editing is in effect for blank interpretation.)

```
Input      Format      Value
12.34      E8.4        12.34
 .1234E2    E8.4        12.34
2.E10      E12.6E1     2.E10
```

Examples of E, D, and Extended Precision Q Editing on Output:

```
Value      Format          Output                  Output
                   (with -qxlf77=noleadzero)  (with -qxlf77=leadzero)
1234.56    E10.3         bb.123E+04              b0.123E+04
1234.56    D10.3         bb.123D+04              b0.123D+04
```

Fortran 95

```
                   (with -qxlf90=signedzero)  (with -qxlf90=nosignedzero)
-0.001     E5.2          -0.00                   b0.00
```

End of Fortran 95

EN Editing

Purpose

The **EN** edit descriptor produces an output field in the form of a real number in engineering notation such that the decimal exponent is divisible by 3 and the absolute value of the significand is greater than or equal to 1 and less than 1000, except when the output value is zero. The scale factor has no effect on output.

The **EN** edit descriptor can correspond to an input/output list item of type real, to either part (real or imaginary) of an input/output list item of type complex, IBM or to any other type in XL Fortran, as long as the length is at least 4 bytes. IBM

Syntax

- **EN***w.d*
- **EN***w.d***E***e*

Rules

The form and interpretation of the input field is the same as for F editing.

The form of the output field is:

```
►►──┬─────┬──┬───────┬──.──digit_string──exp──────────────────────────────►◄
    ├─ + ─┤  └─ yyy ─┘
    └─ - ─┘
```

yyy are the 1 to 3 decimal digits representative of the most significant digits of the value of the datum after rounding (*yyy* is an integer such that 1 ≤ *yyy* < 1000 or, if the output value is zero, *yyy* = 0).

digit_string
are the *d* next most significant digits of the value of the datum after rounding.

exp is a decimal exponent, divisible by 3, of one of the following forms (z is a digit):

Edit Descriptor	Absolute Value of Exponent	Form of Exponent
EN*w.d*	|*exp*| ≤ 99	E±$z_1 z_2$
EN*w.d*	99 < |*exp*| ≤ 309	±$z_1 z_2 z_3$
EN*w.d*E*e*	|*exp*| ≤ 10^e–1	E±z_1 ... z_e

For additional information on numeric editing, see "Rules for Numeric Edit Descriptors on Input" on page 199.

Examples

```
Value          Format       Output
3.14159        EN12.5       b3.14159E+00
1.41425D+5     EN15.5E4     141.42500E+0003
3.14159D-12    EN15.5E1     ***************
```

Fortran 95

```
                          (with -qxlf90=signedzero)  (with -qxlf90=nosignedzero)
-0.001         EN9.2          -1.00E-03                       -1.00E-03
```

End of Fortran 95

ES Editing

Purpose

The **ES** edit descriptor produces an output field in the form of a real number in scientific notation such that the absolute value of the significand is greater than or equal to 1 and less than 10, except when the output value is zero. The scale factor has no effect on output.

The **ES** edit descriptor can correspond to an input/output list item of type real, to either part (real or imaginary) of an input/output list item of type complex,
IBM or to any other type in XL Fortran, as long as the length is at least 4 bytes.
IBM

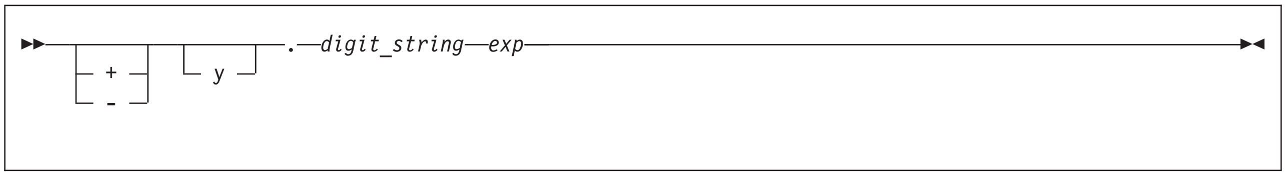
Syntax

- **ES***w.d*
- **ES***w.d***E***e*

Rules

The form and interpretation of the input field is the same as for F editing.

The form of the output field is:



y
: is a decimal digit representative of the most significant digit of the value of the datum after rounding.

digit_string
: are the *d* next most significant digits of the value of the datum after rounding.

exp
: is a decimal exponent having one of the following forms (z is a digit):

Edit Descriptor	**Absolute Value of Exponent**	**Form of Exponent**
ES*w.d*	$\|exp\| \le 99$	$E\pm z_1z_2$
ES*w.d*	$99 < \|exp\| \le 309$	$\pm z_1z_2z_3$
ES*w.d*E*e*	$\|exp\| \le 10^e-1$	$E\pm z_1 \ldots z_e$

For additional information on numeric editing, see “Rules for Numeric Edit Descriptors on Input” on page 199.

Examples

```
Value          Format      Output
31415.9        ES12.5      b3.14159E+04
14142.5D+3     ES15.5E4    bb1.41425E+0007
31415.9D-22    ES15.5E1    ***************
```

Fortran 95

```
                      (with -qxlf90=signedzero)  (with -qxlf90=nosignedzero)
-0.001         ES9.2       -1.00E-03                    -1.00E-03
```

End of Fortran 95

F (Real without Exponent) Editing

Purpose

The **F** edit descriptor directs editing between real and complex numbers in internal form and their character representations without exponents.

The **F** edit descriptor can correspond to an input/output list item of type real, to either part (real or imaginary) of an input/output list item of type complex, IBM or to any other type in XL Fortran, as long as the length is at least 4 bytes. IBM

Syntax

- **F***w*.*d*

Rules

The input field for the **F** edit descriptor consists of, in order:

1. An optional sign.
2. A string of digits optionally containing a decimal point. If the decimal point is present, it overrides the *d* specified in the edit descriptor. If the decimal point is omitted, the rightmost *d* digits of the string are interpreted as following the decimal point, and leading blanks are converted to zeros if necessary.
3. Optionally, an exponent, having one of the following forms:
   - A signed digit string
   - **E**, **D**, or **Q** followed by zero or more blanks and by an optionally signed digit string. **E**, **D**, and **Q** are processed identically.

The output field for the **F** edit descriptor consists of, in order:

1. Blanks, if necessary.
2. A minus sign if the internal value is negative, or an optional plus sign if the internal value is zero or positive.
3. A string of digits that contains a decimal point and represents the magnitude of the internal value, as modified by the scale factor in effect and rounded to *d* fractional digits. See "P (Scale Factor) Editing" on page 222 for more information.

See "Rules for Numeric Edit Descriptors on Input" on page 199 for additional information.

On input, *w* must be greater than zero.

Fortran 95

In Fortran 95 on output, *w* can be zero. If *w* is zero, the output field consists of the least number of characters required to represent the output value.

End of Fortran 95

Examples

Examples of F Editing on Input: (Assume **BN** editing is in effect for blank interpretation.)

```
Input      Format      Value
-100       F6.2        -1.0
2.9        F6.2        2.9
4.E+2      F6.2        400.0
```

Examples of F Editing on Output:

```
Value      Format         Output                    Output
                  (with -qxlf77=noleadzero)  (with -qxlf77=leadzero)
+1.2       F8.4          bb1.2000                  bb1.2000
 .12345     F8.3          bbbb.123                  bbbb0.123
-12.34     F6.2          -12.34                    -12.34
```

Fortran 95

```
-12.34     F0.2          -12.34                    -12.34

                  (with -qxlf90=signedzero)  (with -qxlf90=nosignedzero)
-0.001     F5.2          -0.00                      b0.00
```

End of Fortran 95

G (General) Editing

Purpose

The **G** edit descriptor can correspond to an input/output list item of any type. Editing of integer data follows the rules of the **I** edit descriptor; editing of real and complex data follows the rules of the **E** or **F** edit descriptors (depending on the magnitude of the value); editing of logical data follows the rules of the **L** edit descriptor; and editing of character data follows the rules of the **A** edit descriptor.

Syntax

- **G***w***.***d*
- **G***w***.***d***E***e*
- IBM **G***w***.***d***D***e* IBM
- IBM **G***w***.***d***Q***e* IBM

Rules

Generalized Real and Complex Editing: If the **nogedit77** suboption (the default) of the **-qxlf77** option is specified, the method of representation in the output field depends on the magnitude of the datum being edited. Let N be the magnitude of the internal datum. If $0 < N < 0.1{-}0.5\times10^{-d-1}$ or $N \geq 10^{d}{-}0.5$ or N is 0 and d is 0, **G***w.d* output editing is the same as *k***PE** *w.d* output editing and **G***w.d***E***e* output editing is the same as *k***PE***w.d***E***e* output editing, where *k***P** refers to the scale factor ("P (Scale Factor) Editing" on page 222) currently in effect. If $0.1{-}0.5\times10^{-d-1} \leq N < 10^{d}{-}0.5$ or N is identically 0 and d is not zero, the scale factor has no effect, and the value of N determines the editing as follows:

Magnitude of Datum	Equivalent Conversion
$N = 0$	F(*w*–*n*).(*d*–*1*),*n*('*b*') (d must not be 0)
$0.1{-}0.5\times10^{-d-1} \leq N < 1{-}0.5\times10^{-d}$	F(*w*–*n*).*d*,*n*('*b*')
$1{-}0.5\times10^{-d} \leq N < 10{-}0.5\times10^{-d+1}$	F(*w*–*n*).(*d*–*1*),*n*('*b*')
$10{-}0.5\times10^{-d+1}$ $\leq N < 100{-}0.5\times10^{-d+2}$	F(*w*–*n*).(*d*–*2*),*n*('*b*')
...	...
$10^{d-2}{-}0.5\times10^{-2} \leq N < 10^{d-1}{-}0.5\times10^{-1}$	F(*w*–*n*).1,*n*('*b*')
$10^{d-1}{-}0.5\times10^{-1} \leq N < 10^{d}{-}0.5$	F(*w*–*n*).0,*n*('*b*')

where *b* is a blank. *n* is 4 for **G***w.d* and *e*+2 for **G***w.d***E***e*. The value of *w-n* must also be positive.

Note that the scale factor has no effect unless the magnitude of the datum to be edited is outside the range that permits effective use of F editing.

IBM Extension

If $0 < N < 0.1-0.5\times10^{-d-1}$, $N \geq 10^{d}-0.5$, or *N* is 0 and d is 0, **G***w.d***D***e* output editing is the same as *k***PE***w.d***D***e* output editing and **G***w.d***Q***e* output editing is the same as *k***PE***w.d***Q***e* output editing.

End of IBM Extension

On output, if the **gedit77** suboption of the **-qxlf77** compiler option is specified, the number is converted using either **E** or **F** editing, depending on the number. The field is padded with blanks on the right as necessary. Letting *N* be the magnitude of the number, editing is as follows:

- If $N<0.1$ or $N\geq10^{d}$:
  - **G***w.d* editing is the same as **E***w.d* editing
  - **G***w.d***E***e* editing is the same as **E***w.d***E***e* editing.
- If $N\geq0.1$ and $N<10^{d}$:

Magnitude of Datum	Equivalent Conversion
$0.1 \leq N < 1$	F(*w-n*).d, *n*('*b*')
$1 \leq N < 10$	F(*w-n*).(d-1), *n*('*b*')
.	.
.	.
$10^{d-2} \leq N < 10^{d-1}$	F(*w-n*).1, *n*('*b*')
$10^{d-1} \leq N < 10^{d}$	F(*w-n*).0, *n*('*b*')

Note: While FORTRAN 77 does not address how rounding of values affects the output field form, Fortran 90 does. Therefore, using **-qxlf77=gedit77** may produce a different output form than **-qxlf77=nogedit77** for certain combinations of values and **G** edit descriptors.

See "Rules for Numeric Edit Descriptors on Input" on page 199 for additional information.

Examples

```
Value      Format         Output                  Output
                   (with -qxlf77=gedit77)    (with -qxlf77=nogedit77)
0.0        G10.2        bb0.00E+00                bbb0.0
0.0995     G10.2        bb0.10E+00                bb0.10
99.5       G10.2        bb100.                    bb0.10E+03
```

I (Integer) Editing

Purpose

The **I** edit descriptor directs editing between integers in internal form and character representations of integers. The corresponding input/output list item can be of type integer IBM or any other type in XL Fortran. IBM

Syntax

- **I***w*
- **I***w*.*m*

Rules

w includes the optional sign.

m must have a value that is less than or equal to *w*, F95 unless *w* is zero in Fortran 95. F95

The input field for the **I** edit descriptor must be an optionally signed digit string, unless it is all blanks. If it is all blanks, the input field is considered to be zeros.

m is useful on output only. It has no effect on input.

On input, *w* must be greater than zero.

Fortran 95

On output, *w* can be zero. If *w* is zero, the output field consists of the least number of characters required to represent the output value.

End of Fortran 95

The output field for the **I** edit descriptor consists of, in order:

1. Zero or more leading blanks
2. A minus sign, if the internal value is negative, or an optional plus sign, if the internal value is zero or positive
3. The magnitude in the form of:
   - A digit string without leading zeros if *m* is not specified
   - A digit string of at least *m* digits if *m* is specified and, if necessary, with leading zeros. If the internal value and *m* are both zero, blanks are written.

For additional information about numeric editing, see editing.

If *m* is zero, *w* is positive and the value of the internal datum is zero, the output field consists of *w* blank characters. If both *w* and *m* are zero and the value of the internal datum is zero, the output field consists of only one blank character.

Examples

Examples of I Editing on Input: (Assume **BN** editing is in effect for blank interpretation.)

```
Input      Format     Value
-123       I6         -123
123456     I7.5       123456
1234       I4         1234
```

Examples of I Editing on Output:

```
Value      Format     Output
-12        I7.6       -000012
12345      I5         12345
```

Fortran 95

```
0          I6.0       bbbbbb
0          I0.0       b
2          I0         2
```

End of Fortran 95

L (Logical) Editing

Purpose

The **L** edit descriptor directs editing between logical values in internal form and their character representations. The **L** edit descriptor can correspond to an input/output list item of type logical, IBM or any other type in XL Fortran. IBM

Syntax

- **L***w*

Rules

The input field consists of optional blanks, followed by an optional decimal point, followed by a T for true or an F for false. *w* includes blanks. Any characters following the T or F are accepted on input but are ignored; therefore, the strings .TRUE. and .FALSE. are acceptable input forms.

The output field consists of T or F preceded by (*w* - 1) blanks.

Examples

Examples of L Editing on Input:

```
Input      Format      Value
T          L4          true
 .FALSE.    L7          false
```

Examples of L Editing on Output:

```
Value      Format      Output
TRUE       L4          bbbT
FALSE      L1          F
```

O (Octal) Editing

Purpose

The **O** edit descriptor directs editing between values of any type in internal form and their octal representation. (An octal digit is one of 0-7.)

Syntax

- **O***w*
- **O***w*.*m*

Rules

w includes blanks.

On input, *w* octal digits are edited and form the internal representation for the value of the input list item. The octal digits in the input field correspond to the rightmost octal digits of the internal representation of the value assigned to the input list item. *m* has no effect on input.

On input, *w* must be greater than zero.

Fortran 95

On output, *w* can be zero. If *w* is zero, the output field consists of the least number of characters required to represent the output value.

End of Fortran 95

The output field for **O***w* consists of zero or more leading blanks followed by the internal value in a form identical to the octal digits without leading zeros. Note that an octal constant always consists of at least one digit.

The output field for **O***w.m* is the same as for **O***w*, except that the digit string consists of at least *m* digits. If necessary, the digit string is padded with leading zeros. The value of *m* must not exceed the value of *w*, unless *w* is zero. If *m* is zero and the value of the internal datum is zero, the output field consists of only blank characters, regardless of the sign control in effect.

If the **nooldboz** suboption of the **-qxlf77** compiler option is specified (the default), asterisks are printed when the output field width is not sufficient to contain the entire output. On input, the **BN** and **BZ** edit descriptors affect the **O** edit descriptor.

IBM Extension

If the **oldboz** suboption of the **-qxlf77** compiler option is specified, the following occurs on output:

- **O***w* is treated as **O***w.m*, with *m* assuming the value that is the minimum of *w* and the number of digits required to represent the maximum possible value of the data item.
- The output consists of blanks followed by at least *m* digits. These are the rightmost digits of the number, zero-filled if necessary, until there are *m* digits. If the number is too large to fit into the output field, only the rightmost *m* digits are output.

If *w* is zero, the **oldboz** suboption will be ignored.

With the **oldboz** suboption, the **BN** and **BZ** edit descriptors do not affect the **O** edit descriptor.

End of IBM Extension

If *m* is zero, *w* is positive and the value of the internal datum is zero, the output field consists of *w* blank characters. If both *w* and *m* are zero and the value of the internal datum is zero, the output field consists of only one blank character.

Examples

Examples of O Editing on Input:

```
Input     Format     Value
123       O3         83
120       O3         80
```

Examples of O Editing on Output:

```
Value      Format         Output                 Output
                    (with -qxlf77=oldboz)  (with -qxlf77=nooldboz)
80         O5             00120                  bb120
83         O2             23                     **
```

Fortran 95

```
0          O5.0           bbbbb                  bbbbb
0          O0.0           b                      b
80         O0             120                    120
```

End of Fortran 95

Q (Character Count) Editing

IBM Extension

Purpose

The character count **Q** edit descriptor returns the number of characters remaining in an input record. The result can be used to control the rest of the input.

Syntax

- **Q**

Rules

There also exists the extended precision **Q** edit descriptor. By default, XL Fortran only recognizes the extended precision **Q** edit descriptor described earlier. See "E, D, and Q (Extended Precision) Editing" on page 204 for more information. To enable both **Q** edit descriptors, you must specify the **-qqcount** compiler option.

When you specify the **-qqcount** compiler option, the compiler will distinguish between the two **Q** edit descriptors by the way the **Q** edit descriptor is used. If only a solitary **Q** is found, the compiler will interpret it as the character count **Q** edit descriptor. If **Q***w.* or **Q***w.d* is encountered, XL Fortran will interpret it as the extended precision **Q** edit descriptor. You should use correct format specifications with the proper separators to ensure that XL Fortran correctly interprets which **Q** edit descriptor you specified.

The value returned as a result of the character count **Q** edit descriptor depends on the length of the input record and on the current character position in that record. The value is returned into a scalar integer variable on the **READ** statement whose position corresponds to the position of the character count **Q** edit descriptor in the **FORMAT** statement.

The character count **Q** edit descriptor can read records of the following file types and access modes:

- Formatted sequential external files. A record of this file type is terminated by a new-line character. Records in the same file have different lengths.
- Formatted sequential internal nonarray files. The record length is the length of the scalar character variable.
- Formatted sequential internal array files. The record length is the length of an element in the character array.
- Formatted direct external files. The record length is the length specified by the **RECL=** specifier in the **OPEN** statement.

- Formatted stream external files. A record of this file type is terminated by a new-line character. Records in the same file have different lengths.

In an output operation, the character count **Q** edit descriptor is ignored. The corresponding output item is skipped.

Examples

```
@PROCESS QCOUNT
       CHARACTER(50) BUF
       INTEGER(4) NBYTES
       CHARACTER(60) STRING
       ...
       BUF = 'This string is 29 bytes long.'
       READ( BUF, FMT='(Q)' ) NBYTES
       WRITE( *,* ) NBYTES
! NBYTES equals 50 because the buffer BUF is 50 bytes long.
       READ(*,20) NBYTES, STRING
20     FORMAT(Q,A)
! NBYTES will equal the number of characters entered by the user.
       END
```

End of IBM Extension

Z (Hexadecimal) Editing

Purpose

The **Z** edit descriptor directs editing between values of any type in internal form and their hexadecimal representation. (A hexadecimal digit is one of 0-9, A-F, or a-f.)

Syntax

- **Z***w*
- **Z***w*.*m*

Rules

On input, *w* hexadecimal digits are edited and form the internal representation for the value of the input list item. The hexadecimal digits in the input field correspond to the rightmost hexadecimal digits of the internal representation of the value assigned to the input list item. *m* has no effect on input.

Fortran 95

On output, *w* can be zero. If *w* is zero, the output field consists of the least number of characters required to represent the output value.

End of Fortran 95

The output field for **Z***w* consists of zero or more leading blanks followed by the internal value in a form identical to the hexadecimal digits without leading zeros. Note that a hexadecimal constant always consists of at least one digit.

The output field for **Z***w.m* is the same as for **Z***w*, except that the digit string consists of at least *m* digits. If necessary, the digit string is padded with leading zeros. The value of *m* must not exceed the value of *w*, F95 unless *w* is zero. F95 If *m* is zero and the value of the internal datum is zero, the output field consists of only blank characters, regardless of the sign control in effect.

If *m* is zero, *w* is positive and the value of the internal datum is zero, the output field consists of *w* blank characters.

Fortran 95

If both *w* and *m* are zero and the value of the internal datum is zero, the output field consists of only one blank character.

End of Fortran 95

If the **nooldboz** suboption of the **-qxlf77** compiler option is specified (the default), asterisks are printed when the output field width is not sufficient to contain the entire output. On input, the **BN** and **BZ** edit descriptors affect the **Z** edit descriptor.

IBM Extension

If the **oldboz** suboption of the **-qxlf77** compiler option is specified, the following occurs on output:

- **Z***w* is treated as **Z***w.m*, with *m* assuming the value that is the minimum of *w* and the number of digits required to represent the maximum possible value of the data item.
- The output consists of blanks followed by at least *m* digits. These are the rightmost digits of the number, zero-filled if necessary, until there are *m* digits. If the number is too large to fit into the output field, only the rightmost *m* digits are output.

If *w* is zero, the **oldboz** suboption will be ignored.

With the **oldboz** suboption, the **BN** and **BZ** edit descriptors do not affect the **Z** edit descriptor.

End of IBM Extension

Examples

Examples of Z Editing on Input:

```
Input      Format     Value
0C         Z2         12
7FFF       Z4         32767
```

Examples of Z Editing on Output:

```
Value      Format        Output                 Output
                  (with -qxlf77=oldboz)  (with -qxlf77=nooldboz)
-1         Z2            FF                     **
12         Z4            000C                   bbbC
```

Fortran 95

```
12         Z0            C                      C
0          Z5.0          bbbbb                  bbbbb
0          Z0.0          b                      b
```

End of Fortran 95

Control Edit Descriptors

/ (Slash) Editing

Purpose

The slash edit descriptor indicates the end of data transfer on the current record. The repeat specifier (*r*) has a default value of 1.

Syntax

- `/`
- `r/`

Rules

When you connect a file for input using sequential access, each slash edit descriptor positions the file at the beginning of the next record.

When you connect a file for output using sequential access, each slash edit descriptor creates a new record and positions the file to write at the start of the new record.

When you connect a file for input or output using direct access, each slash edit descriptor increases the record number by one, and positions the file at the beginning of the record that has that record number.

Fortran 2003 Draft Standard

When you connect a file for input using stream access, each slash edit descriptor positions the file at the beginning of the next record, skipping the remaining portion of the current record. On output to a file connected for stream access, a newly created empty record follows the current record. The new record becomes both the current and last record of the file, with the file position coming at the beginning of the new record.

End of Fortran 2003 Draft Standard

Examples

```
500   FORMAT(F6.2 / 2F6.2)
100   FORMAT(3/)
```

: (Colon) Editing

Purpose

The colon edit descriptor terminates format control if no more items are in the input/output list. If more items are in the input/output list when the colon is encountered, it is ignored.

Syntax

- `:`

Rules

See "Interaction of Input/Output Lists and Format Specifications" on page 201 for more information.

Examples

```
10    FORMAT(3(:'Array Value',F10.5)/)
```

$ (Dollar) Editing

IBM Extension

Purpose

The dollar edit descriptor inhibits an end-of-record for a sequential or formatted stream **WRITE** statement.

Syntax

- `$`

Rules

Usually, when the end of a format specification is reached, data transmission of the current record ceases and the file is positioned so that the next input/output operation processes a new record. But, if a dollar sign occurs in the format specification, the automatic end-of-record action is suppressed. Subsequent input/output statements can continue writing to the same record.

Examples

A common use for dollar sign editing is to prompt for a response and read the answer from the same line.

```
      WRITE(*,FMT='($,A)')'Enter your age  '
      READ(*,FMT='(BN,I3)')IAGE
      WRITE(*,FMT=1000)
1000  FORMAT('Enter your height:  ',$)
      READ(*,FMT='(F6.2)')HEIGHT
```

End of IBM Extension

Apostrophe/Double Quotation Mark Editing (Character-String Edit Descriptor)

Purpose

The apostrophe/double quotation mark edit descriptor specifies a character literal constant in an output format specification.

Syntax

- '*character string*'
- "*character string*"

Rules

The width of the output field is the length of the character literal constant. See "Character" on page 27 for additional information on character literal constants.

IBM Extension

Notes:

1. A backslash is recognized, by default, as an escape sequence, and as a backslash character when the **-qnoescape** compiler option is specified. See escape sequences for more information.
2. XL Fortran provides support for multibyte characters within character constants, Hollerith constants, character-string edit descriptors, and comments. This support is provided through the **-qmbcs** option. Assignment of a constant containing multibyte characters to a variable that is not large enough to hold the entire string may result in truncation within a multibyte character.

3. Support is also provided for Unicode characters and filenames. If the environment variable **LANG** is set to **UNIVERSAL** and the **-qmbcs** compiler option is specified, the compiler can read and write Unicode characters and filenames.

End of IBM Extension

Examples

```
      ITIME=8
      WRITE(*,5) ITIME
5     FORMAT('The value is -- ',I2) ! The value is -- 8
      WRITE(*,10) ITIME
10    FORMAT(I2,'o''clock') ! 8o'clock
      WRITE(*,'(I2,7Ho''clock)') ITIME ! 8o'clock
      WRITE(*,15) ITIME
15    FORMAT("The value is -- ",I2) ! The value is -- 8
      WRITE(*,20) ITIME
20    FORMAT(I2,"o'clock") ! 8o'clock
      WRITE(*,'(I2,"o''clock")') ITIME ! 8o'clock
```

BN (Blank Null) and BZ (Blank Zero) Editing

Purpose

The **BN** and **BZ** edit descriptors control the interpretation of nonleading blanks by subsequently processed **I**, **F**, **E**, **EN**, **ES**, **D**, **G**, **B**, **O**, **Z**, and extended precision **Q** edit descriptors. **BN** and **BZ** have effect only on input.

Syntax

- **BN**
- **BZ**

Rules

BN specifies that blanks in numeric input fields are to be ignored, and remaining characters are to be interpreted as though they were right-justified. A field of all blanks has a value of zero.

BZ specifies that nonleading blanks in numeric input fields are to be interpreted as zeros.

The initial setting for blank interpretation is determined by the **BLANK=** specifier of the **OPEN** statement. (See “OPEN” on page 355.) The initial setting is determined as follows:

- If **BLANK=** is not specified, blank interpretation is the same as if **BN** editing were specified.
- If **BLANK=** is specified, blank interpretation is the same as if **BN** editing were specified when the specifier value is **NULL**, or the same as if **BZ** editing were specified when the specifier value is **ZERO**.

The initial setting for blank interpretation takes effect at the start of a formatted **READ** statement and stays in effect until a **BN** or **BZ** edit descriptor is encountered or until format control finishes. Whenever a **BN** or **BZ** edit descriptor is encountered, the new setting stays in effect until another **BN** or **BZ** edit descriptor is encountered, or until format control terminates.

IBM Extension

If you specify the **oldboz** suboption of the **–qxlf77** compiler option, the **BN** and **BZ** edit descriptors do not affect data input edited with the **B**, **O**, or **Z** edit descriptors. Blanks are interpreted as zeros.

End of IBM Extension

H Editing

Purpose

The **H** edit descriptor specifies a character string (*str*) and its length (*n*) in an output format specification. The string can consist of any of the characters allowed in a character literal constant.

Syntax

- *n***H** *str*

Rules

If an **H** edit descriptor occurs within a character literal constant, the constant delimiter character (for example, apostrophe) can be represented within *str* if two such characters are consecutive. Otherwise, another delimiter must be used.

The **H** edit descriptor must not be used on input.

Notes:

IBM Extension

1. A backslash is recognized,as an escape character by default, and as a backslash character when the **-qnoescape** compiler option is specified. See page 28 for more information on escape sequences.
2. XL Fortran provides support for multibyte characters within character constants, Hollerith constants, character-string edit descriptors, and comments. This support is provided through the **-qmbcs** option. Assignment of a constant containing multibyte characters to a variable that is not large enough to hold the entire string may result in truncation within a multibyte character.
3. Support is also provided for Unicode characters and filenames. If the environment variable **LANG** is set to **UNIVERSAL** and the **-qmbcs** compiler option is specified, the compiler can read and write Unicode characters and filenames.

End of IBM Extension

Fortran 95

4. Fortran 95 does not include the **H** edit descriptor, although it was part of both FORTRAN 77 and Fortran 90. See page “Deleted Features” on page 822 for more information.

End of Fortran 95

Examples

```
50    FORMAT(16HThe value is -- ,I2)
10    FORMAT(I2,7Ho'clock)
      WRITE(*,'(I2,7Ho''clock)') ITIME
```

P (Scale Factor) Editing

Purpose

The scale factor, *k*, applies to all subsequently processed **F**, **E**, **EN**, **ES**, **D**, **G**, and extended precision **Q** edit descriptors until another scale factor is encountered or until format control terminates. The value of *k* is zero at the beginning of each input/output statement. It is an optionally signed integer value representing a power of ten.

Syntax

- *k***P**

Rules

On input, when an input field using an **F**, **E**, **EN**, **ES**, **D**, **G**, or extended precision **Q** edit descriptor contains an exponent, the scale factor is ignored. Otherwise, the internal value equals the external value multiplied by $10^{(-k)}$.

On output:

- In **F** editing, the external value equals the internal value multiplied by 10^k.
- In **E**, **D**, and extended precision **Q** editing, the external decimal field is multiplied by 10^k. The exponent is then reduced by *k*.
- In **G** editing, fields are not affected by the scale factor unless they are outside the range that can use **F** editing. If the use of **E** editing is required, the scale factor has the same effect as with **E** output editing.
- In **EN** and **ES** editing, the scale factor has no effect.

Examples

Examples of P Editing on Input:

```
Input       Format      Value
98.765      3P,F8.6     .98765E-1
98.765      -3P,F8.6    98765.
.98765E+2   3P,F10.5    .98765E+2
```

Examples of P Editing on Output:

```
Value       Format           Output                      Output
                    (with -qxlf77=noleadzero)  (with -qxlf77=leadzero)
5.67        -3P,F7.2         bbbb.01                     bbb0.01
12.34       -2P,F6.4         b.1234                      0.1234
12.34       2P,E10.3         b12.34E+00                  b12.34E+00
```

S, SP, and SS (Sign Control) Editing

Purpose

The **S**, **SP**, and **SS** edit descriptors control the output of plus signs by all subsequently processed **I**, **F**, **E**, **EN**, **ES**, **D**, **G**, and extended precision **Q** edit descriptors until another **S**, **SP**, or **SS** edit descriptor is encountered or until format control terminates.

Syntax

- **S**
- **SP**
- **SS**

Rules

S and **SS** specify that plus signs are not to be written. (They produce identical results.) **SP** specifies that plus signs are to be written.

Examples

```
Value      Format     Output
12.3456    S,F8.4     b12.3456
12.3456    SS,F8.4    b12.3456
12.3456    SP,F8.4    +12.3456
```

T, TL, TR, and X (Positional) Editing

Purpose

The **T**, **TL**, **TR**, and **X** edit descriptors specify the position where the transfer of the next character to or from a record starts.

Syntax

- **T***c*
- **TL***c*
- **TR***c*
- *o***X**

Rules

The **T** and **TL** edit descriptors use the left tab limit for file positioning. Immediately before data transfer the definition of the left tab limit is the character position of the current record or the current position of the stream file. The **T**, **TL**, **TR**, and **X** specify the character position as follows:

- For **T***c*, the *c*th character position of the record, relative to the left tab limit.
- For **TL***c*, *c* characters backward from the current position unless *c* is greater than the difference between the current character position and the left tab limit. Then, transmission of the next character to or from the record occurs at the left tab limit.
- For **TR***c*, *c* characters forward from the current position.
- For *o***X**, *o* characters forward from the current position.

The **TR** and **X** edit descriptors give identical results.

On input, a **TR** or **X** edit descriptor can specify a position beyond the last character of the record if no characters are transferred from that position.

On output, a **T**, **TL**, **TR**, or **X** edit descriptor does not by itself cause characters to be transferred. If characters are transferred to positions at or after the position specified by the edit descriptor, positions skipped and previously unfilled are filled with blanks. The result is the same as if the entire record were initially filled with blanks.

On output, a **T**, **TL**, **TR**, or **X** edit descriptor can result in repositioning so that subsequent editing with other edit descriptors causes character replacement.

IBM Extension

The **X** edit descriptor can be specified without a character position. It is treated as `1X`. When the source file is compiled with **-qlanglvl=90std** or **-qlanglvl=95std**, this extension is disabled in all compile-time format specifications, and the form of *o***X** is enforced. To disable this extension in run-time formats, the following run-time option must be set:

```
XLFRTEOPTS="langlvl=90std" or "langlvl=95std" ; export XLFRTEOPTS
```

End of IBM Extension

Examples

Examples of T, TL, and X Editing on Input:

```
150   FORMAT(I4,T30,I4)
200   FORMAT(F6.2,5X,5(I4,TL4))
```

Examples of T, TL, TR, and X Editing on Output:

```
50    FORMAT('Column 1',5X,'Column 14',TR2,'Column 25')
100   FORMAT('aaaaa',TL2,'bbbbb',5X,'ccccc',T10,'ddddd')
```

List-Directed Formatting

List-directed formatting allows you to control the editing process using the lengths and types of data that is read or written. You can only use list-directed formatting with sequential or stream access.

Use the asterisk format identifier to specify list-directed formatting. For example:

```
      REAL TOTAL1, TOTAL2
      PRINT *, TOTAL1, TOTAL2
```

Value Separators

If you specify list-directed formatting for a formatted record, that record consists of a sequence of values and value separators.

where:

value is a constant or null.

value separator
is a comma, slash, or set of adjacent blanks that occur between values in a record. You can specify one or more blanks before and after a comma or slash.

null is one of the following:

- Two successive commas, with zero or more intervening blanks.
- A comma followed by a slash, with zero or more intervening blanks.
- An initial comma in the record, preceded by zero or more blanks.

A null value has no effect on the definition status of the corresponding input list item.

List-Directed Input

Input list items in a list-directed **READ** statement are defined by corresponding values in a formatted record. The syntax of each value must agree with the type of the corresponding input list item.

Table 18. List-Directed Input

Syntax	Type

Table 18. List-Directed Input (continued)

c	A literal constant of intrinsic type, or a non-delimited character constant.
r *	*r* is an unsigned, nonzero, integer literal constant. *r* * indicates *r* successive appearances of the null value.
r * *c*	Indicates *r* successive appearances of the constant.

Rules for List-Directed Input

You must not specify a kind type parameter for *c* or *r*.

List-directed formatting interprets two or more consecutive blanks as a single blank, unless the blanks are within a character value.

The constant *c* will have the same kind type parameter as the corresponding list item.

IBM Extension

Use the **-qintlog** compiler option to specify integer or logical values for input items of either integer or logical type.

End of IBM Extension

List-directed formatting interprets an object of derived type that occurs in an input list as if all structure components occur in the same order as in the derived type definition. The ultimate components of the derived type must not have the pointer F2003 or allocatable F2003 attribute.

A slash indicates the end of the input list and terminates list-directed formatting. Additional input list items after the slash evaluate as null values.

Continuing a Character Value

A character value that meets the following conditions can continue in as many records as necessary:

- The next item or ultimate component of a derived type is of type character.
- The character constant does not contain the value separators blank, comma, or slash
- The character constant does not cross a record boundary.
- The first non-blank character is not a quotation mark or apostrophe.
- The leading characters are non numeric and followed by an asterisk.
- The character constant contains at least one character.

Delimiting apostrophes or quotation marks are not necessary to continue a character value across multiple records. If you omit delimiting characters, the first blank, comma, slash, or end-of-record terminates the character constant.

If you do not specify delimiting apostrophes or quotation marks, apostrophes and double quotation marks in the character value are not doubled.

End-of-Record and List-Directed Input

In list-directed input an end-of-record has the same effect as a blank separator, unless the blank is within a character literal constant or complex literal constant. An end-of record does not insert a blank or any other character in a character value. An end-of-record must not occur between a doubled apostrophe in an apostrophe-delimited character sequence, or between a doubled quote in a quote-delimited character sequence

List-Directed Output

List-directed **PRINT** and **WRITE** statements output values in an order identical to the output list. Values are written in a form valid for the data type of each output list item.

Types of List-Directed Output

Table 19. List-Directed Output

Data Type	Form of Output
Arrays	Column-major order
Character	Depends on **DELIM=** specifier and file type, see Character Output.
Complex	Enclosed in parentheses with a comma separating the real and imaginary parts. Uses **E** or **F** editing.
Integer	Uses **I** editing.
Logical	`T` for a true value `F` for a false value
Real	Uses **E** or **F** editing.

List-Directed Character Output

The output of character constants can change depending on the **DELIM=** specifier on the **OPEN** statement.

Character constants output to an internal file, a file opened without a **DELIM=** specifier, or a file opened with a **DELIM=** specifier with a value of NONE, output as follows:

- Values are not delimited by apostrophes or quotation marks.
- Value separators do not occur between values.
- Each internal apostrophe or double quotation mark outputs as one apostrophe or double quotation mark.
- The processor inserts a blank character for carriage control at the beginning of any record that continues a character constant from the preceding record.

Note: Non-delimited character data can not always be read back correctly using list-directed input. Use with discretion.

Double quotation marks delimit character constants in a file opened with a **DELIM=** specifier with a value of QUOTE. A value separator follows the delimiter. Each internal quote outputs as two contiguous double quotation marks.

Apostrophes delimit character constants in a file opened with a **DELIM=** specifier with a value of APOSTROPHE A value separator follows the delimiter. Each internal apostrophe outputs as two contiguous apostrophes.

Rules for List-Directed Output

Each output record begins with a blank character that provides carriage control when that record outputs.

The end-of-record must not occur within a constant that is not character or complex.

In a complex constant, the end of a record can occur between the comma and the imaginary part of the constant only if the constant is as long or longer than a record. The only embedded blanks that can occur within a complex constant are one blank between the comma and the end of a record, and one blank at the beginning of the next record.

Blanks must not occur within a constant that is not character or complex.

List-directed formatting interprets a structure that occurs in an output list as if all structure components occur in the output list in the same order as in the definition of that derived type. The ultimate components of the derived type must not have the pointer ▶ F2003 or allocatable F2003 ◀ attribute.

Null values are not output.

Slashes you specify as value separators are not output.

IBM Extension

The *Width of a Written Field* table contains the width of the written field for any data type and length. The size of the record is the sum of the field widths plus one byte to separate each non-character field.

Table 20. Width of a Written Field

Data Type	Length (bytes)	Maximum Field Width (characters)	Fraction (decimal digits)	Precision/IEEE (decimal digits)
integer	1 2 4 8	4 6 11 20	n/a n/a n/a n/a	n/a n/a n/a n/a
real	4 8 16	17 26 43	10 18 35	7 15 31
complex	8 16 32	37 55 89	10 18 35	7 15 31
logical	1 2 4 8	1 1 1 1	n/a n/a n/a n/a	n/a n/a n/a n/a
character	n	n	n/a	n/a

End of IBM Extension

Namelist Formatting

Namelist formatting allows you to use the **NAME=** specifier as part of the **NAMELIST** statement to assign a name to a collection of variables. This name represents the entire collection of variables for input and output. You can also use namelist formatting to include namelist comments with input, making the data more user accessible.

- In Fortran 90 and Fortran 95, you can only use namelist formatting with sequential access. The Fortran 2003 Draft Standard allows you to use namelist formatting with sequential and stream access.

IBM Extension

- XL Fortran allows namelist formatting with internal files.
- XL Fortran allows namelist formatting with stream access.

End of IBM Extension

Namelist Input

The form of namelist input is:

1. Optional blanks.
2. The ampersand character, followed immediately by the namelist group name specified in the **NAMELIST** statement.
3. One or more blanks.
4. A sequence of zero or more name-value subsequences, separated by value separators.
5. A slash to terminate the namelist input.

Blanks at the beginning of an input record that continues a delimited character constant are considered part of the constant.

IBM Extension

If you specify the **NAMELIST=OLD** run-time option, the form of input for a **NAMELIST** statement is:

1. Optional blanks
2. An ampersand or dollar sign, followed immediately by the namelist group name specified in the **NAMELIST** statement.
3. One or more blanks.
4. A sequence of zero or more name-value subsequences separated by a single comma. You can insert a comma after the last name-value subsequence.
5. `&END` or `$END` to terminate the namelist input.

End of IBM Extension

The first character of each input record must be a blank, including those records that continue a delimited character constant.

Namelist Comments

Fortran 95

In Fortran 95 and higher, you can use comments in namelists.

IBM Extension

You must not specify comments in stream input.

End of IBM Extension

If you specify the **NAMELIST=NEW** run-time option:

- If you specify an exclamation point after a value separator that is not a slash, or in the first non-blank position of a namelist input record, you initiate a comment. You can not initiate comments for character literal constants.
- The comment extends to the end of the input record, and can contain any character in the XL Fortran character set.
- The comment is ignored.
- A slash within a namelist comment does not terminate execution of that namelist input statement.

IBM Extension

If you specify the **NAMELIST=OLD** run-time option:

- If you specify an exclamation point after a single comma or in the first non-blank position of a namelist input record that is not the first character of that record, you initiate a comment. You must not initiate a namelist comment within a character literal constant.
- The comment extends to the end of the input record, and can contain any character in the XL Fortran character set.
- The comment is ignored.
- An `&END` or `$END` within a namelist comment does not terminate execution of the namelist input statement.

End of IBM Extension

End of Fortran 95

Name-Value Subsequence

The form of a name-value subsequence in an input record is:

```
►►──name── = ──constant_list──────────────────────────────────────►◄
```

name is a variable

constant
has the following forms:

```
►►──┬───────┬──literal_constant───────────────────────────────────►◄
    └─r──*──┘
```

r is an unsigned, nonzero, scalar, integer literal constant specifying the number of times the *literal_constant* occurs. You must not specify a kind type parameter for *r*.

literal_constant
is a scalar literal constant of intrinsic type, or null value. You must not specify a kind type parameter for the constant. The constant evaluates with the same kind type parameter as the corresponding list item.

You must specify delimiting apostrophes or quotation marks if *literal_constant* is of type character.

You can specify `T` or `F` if *literal_constant* is of type logical.

Rules for Namelist Input

Any subscripts, strides, and substring range expressions that qualify *name* must be integer literal constants with no kind type parameter.

If *name* is not an array or an object of derived type, *constant_list* must contain a single constant.

Variable names you specify in the input file must appear in the *variable_name_list* of a **NAMELIST** statement. Variables can appear in any order.

If a name that you specify in an **EQUIVALENCE** statement shares storage with *name*, you must not substitute for that name in the *variable_name_list*.

You can use one or more optional blanks before or after *name*, but *name* must not contain embedded blanks.

In each name-value subsequence, the name must be the name of a namelist group item with an optional qualification. The name with the optional qualification must not be a:
- zero-sized array.
- zero-sized array section.
- zero-length character string.

If you specify the optional qualification, it must not contain a vector subscript.

If *name* is an array or array section without vector subscripts, *name* expands into a list of all the elements of the array in the order stored.

If *name* is a structure, *name* expands into a list of ultimate components of intrinsic type in the same order as the derived type definition. The ultimate components of the derived type must not have the pointer F2003 or allocatable F2003 attribute.

If *name* is an array or structure, the number of constants in *constant_list* must be less than or equal to the number of items specified by the expansion of *name*. If the number of constants is less than the number of items, the remaining items retain their former values.

You can specify a null value using:
- The *r** form that indicates *r* successive appearances of the null value.
- Blanks between two consecutive value separators following an equal sign.
- Zero or more blanks preceding the first value separator and following an equal sign.
- Two consecutive non-blank value separators.

A null value has no effect on the definition status of the corresponding input list item. If the namelist group object list item is defined, it retains its previous value; if it is undefined, it remains undefined.

You must not use a null value as the real or imaginary part of a complex constant. A single null value can represent an entire complex constant.

The end of a record following a value separator, with or without intervening blanks, does not specify a null value.

IBM Extension

When you set the **LANGLVL=EXTENDED** run-time option, XL Fortran allows you to specify multiple input values in conjunction with a single array element. XL Fortran assigns the values to successive elements of that array, in array element order. The array element must not specify subobject designators.

Consider the following example, which declares array A as follows:

```
      INTEGER A(100)
      NAMELIST /FOO/ A
      READ (5, FOO)
```

Unit 5 contains the following input:

```
 &FOO
 A(3) = 2, 10, 15, 16
 /
```

During execution of the **READ** statement, XL Fortran assigns the following values:

- 2 to A(3)
- 10 to A(4)
- 15 to A(5)
- 16 to A(6)

If you specify multiple values in conjunction with a single array element, any logical constant must be specified with a leading period, for example, .T.

If you use the **NAMELIST=OLD** option at run-time, the **BLANK=** specifier in the **OPEN** statement determines how XL Fortran interprets embedded and trailing blanks between non-character constants.

If you specify the **-qmixed** compiler option, the namelist group name and list item names are case-sensitive.

End of IBM Extension

A slash appearing as a value separator terminates the input statement after assignment of the previous value. Any additional items in the namelist group object receive null values

Example of Namelist Input Data

File NMLEXP contains the following data before execution of the **READ** statement.

Character position:

```
         1         2         3
1...+....0....+....0....+....0
```

File contents:

```
 &NAME1
 I=5,
 SMITH%P_AGE=27
 /
```

NMLEXP contains four data records. The program contains the following:

```
TYPE PERSON
  INTEGER P_AGE
  CHARACTER(20) P_NAME
END TYPE PERSON
TYPE(PERSON) SMITH
NAMELIST /NAME1/ I,J,K,SMITH
I=1
J=2
K=3
SMITH=PERSON(20,'John Smith')
OPEN(7,FILE='NMLEXP')
READ(7,NML=NAME1)
! Only the value of I and P_AGE in SMITH are
! altered (I = 5, SMITH%P_AGE = 40).
! J, K and P_NAME in SMITH remain the same.
END
```

Note: In the previous example, data items appear in separate data records. The next example is a file with the same data items in one data record:

Character position:

```
         1         2         3         4
1...+....0....+....0....+....0....+....0
```

File contents:

```
 &NAME1 I= 5, SMITH%P_AGE=40 /
```

Fortran 95

An example of a **NAMELIST** comment when you specify **NAMELIST=NEW**. The comment appears after the value separator space.

```
&TODAY I=12345         ! This is a comment. /
X(1)=12345, X(3:4)=2*1.5, I=6,
P="!ISN'T_BOB'S", Z=(123,0)/
```

End of Fortran 95

IBM Extension

An example of a **NAMELIST** comment when you specify **NAMELIST=OLD**. The comment appears after the value separator space.

```
&TODAY I=12345,        ! This is a comment.
X(1)=12345, X(3:4)=2*1.5, I=6,
P="!ISN'T_BOB'S", Z=(123,0) &END
```

End of IBM Extension

Namelist Output

The **WRITE** statement outputs data from the *variable_name_list* in a **NAMELIST** statement according to data type. This data can be read using namelist input except for non-delimited character data.

You must not specify a single long character variable for namelist output.

Each output record that is not continuing a delimited character constant from a previous record begins with a blank character that provides carriage control.

The output data fields become large enough to contain all significant digits, as shown in the *Width of a Written Field* table.

The values of a complete array output in column-major order.

If the length of an array element is not sufficient to hold the data, you must specify an array with more than three elements.

IBM Extension

A **WRITE** statement with a *variable_name_list* produces a minimum of three output records:
- One record containing the namelist name.
- One or more records containing the output data items.
- One record containing a slash to terminate output.

To output namelist data to an internal file, the file must be a character array containing at least three elements. If you use the **WRITE** statement to transfer data to an internal file, the character array can require more than three elements.

End of IBM Extension

You can delimit character data using the **DELIM=** specifier on the **OPEN** statement.

Namelist Character Output

The output of character constants can change depending on the **DELIM=** specifier on the **OPEN** statement.

For character constants in a file opened without a **DELIM=** specifier, or with a **DELIM=NONE**:
- Values are non-delimited by apostrophes or quotation marks.
- Value separators do not occur between values.
- Each internal apostrophe or double quotation mark outputs as one apostrophe or quotation mark.
- XL Fortran inserts a blank character for carriage control at the beginning of any record that continues a character constant from the preceding record.

Nondelimited character data that has been written must not be read as character data.

Double quotation marks delimit character constants in a file opened with **DELIM=QUOTE**, with a value separator preceding and following each constant. Each internal quote outputs as two contiguous quotation marks.

Apostrophes delimit character constants in a file opened with **DELIM=APOSTROPHE** with a value separator preceding and following each constant. Each internal apostrophe outputs as two contiguous apostrophes.

IBM Extension

For internal files, character constants output with a value of **APOSTROPHE** for the **DELIM** specifier.

End of IBM Extension

Rules for Namelist Output

You must not specify a single character variable to output namelist data to an internal file, even if it is large enough to hold all of the data.

If you do not specify the **NAMELIST** run-time option, or you specify **NAMELIST=NEW**, the namelist group name and namelist item names output in uppercase.

IBM Extension

If you specify **NAMELIST=OLD** at run-time:

- The namelist group name and namelist item names output in lower case.
- An `&END` terminates the output record.
-

If you specify **NAMELIST=OLD** at run-time and do not use the **DELIM=** specifier on an **OPEN** statement:

- Apostrophes delimit character data
- Apostrophes delimit non-delimited character strings. A comma separator occurs between each character string.
- If a record starts with the continuation of a character string from the previous record, blanks are not added to the beginning of that record.

If you use the **-qmixed** compiler option, the namelist group name is case sensitive, regardless of the value of the **NAMELIST** run-time option.

To restrict namelist output records to a given width, use the **RECL=** specifier on the **OPEN** statement, or the **NLWIDTH** run-time option.

By default all output items for external files appear in a single output record. To have the record output on separate lines, use the **RECL=** specifier on the **OPEN** statement, or the **NLWIDTH** run-time option.

End of IBM Extension

Example of Namelist Output Data

```
TYPE PERSON
  INTEGER P_AGE
  CHARACTER(20) P_NAME
END TYPE PERSON
TYPE(PERSON) SMITH
NAMELIST /NL1/ I,J,C,SMITH
CHARACTER(5) :: C='BACON'
INTEGER I,J
I=12046
J=12047
SMITH=PERSON(20,'John Smith')
WRITE(6,NL1)
END
```

After execution of the **WRITE** statement with **NAMELIST=NEW**, the output data is:

```
   1         2         3         4
1...+....0....+....0....+....0....+....0
 &NL1
 I=12046, J=12047, C=BACON, SMITH=20, John Smith
 /
```

IBM Extension

After execution of the **WRITE** statement with **NAMELIST=OLD**, the output data is:

```
   1         2         3         4
1...+....0....+....0....+....0....+....0
 &nl1
 i=12046, j=12047, c='BACON', smith=20, 'John Smith          '
 &end
```

End of IBM Extension

Statements and Attributes

This section provides an alphabetical reference to all XL Fortran statements. The section for each statement is organized to help you readily access the syntax and rules, and points to the structure and uses of the statement.

The following table lists the statements, and shows which ones are executable, which ones are *specification_part* statements, and which ones can be used as the terminal statement of a **DO** or **DO WHILE** construct.

Notes:

1. IBM Extension.
2. Fortran 95.
3. Fortran 2003 Draft Standard.

Table 21. Statements Table

Statement Name	**Executable Statement**	**Specification Statement**	**Terminal Statement**
ALLOCATABLE 3		X	
ALLOCATE	X		X
ASSIGN	X		X
ASSOCIATE 3	X		
AUTOMATIC 1		X	
BACKSPACE	X		X
BLOCK DATA			
BYTE 1		X	
CALL	X		X
CASE	X		
CHARACTER		X	
CLOSE	X		X
COMMON		X	
COMPLEX		X	
CONTAINS			
CONTINUE	X		X
CYCLE	X		
DATA		X	
DEALLOCATE	X		X
Derived Type			
DIMENSION		X	
DO	X		
DO WHILE	X		
DOUBLE COMPLEX 1		X	

Table 21. Statements Table (continued)

Statement Name	Executable Statement	Specification Statement	Terminal Statement
DOUBLE PRECISION		X	
ELSE	X		
ELSE IF	X		
ELSEWHERE	X		
END	X		
END BLOCK DATA			
END DO	X		X
END IF	X		
END FORALL 2	X		
END FUNCTION	X		
END INTERFACE		X	
END MAP 1		X	
END MODULE			
END PROGRAM	X		
END SELECT	X		
END SUBROUTINE	X		
END STRUCTURE 1		X	
END TYPE		X	
END UNION 1		X	
END WHERE	X		
ENDFILE	X		X
ENTRY		X	
EQUIVALENCE		X	
EXIT	X		
EXTERNAL		X	
FLUSH 3	X		
FORALL 2	X		X
FORMAT		X	
FUNCTION			
GO TO (Assigned)	X		
GO TO (Computed)	X		X
GO TO (Unconditional)	X		
IF (Block)	X		
IF (Arithmetic)	X		
IF (Logical)	X		X
IMPLICIT		X	
IMPORT 3		X	

Table 21. Statements Table (continued)

Statement Name	Executable Statement	Specification Statement	Terminal Statement
INQUIRE	X		X
INTEGER		X	
INTENT		X	
INTERFACE		X	
INTRINSIC		X	
LOGICAL		X	
MAP 1		X	
MODULE			
MODULE PROCEDURE		X	
NAMELIST		X	
NULLIFY	X		X
OPEN	X		X
OPTIONAL		X	
PARAMETER		X	
PAUSE	X		X
POINTER (Fortran 90)		X	
POINTER (integer) 1		X	
PRINT	X		X
PRIVATE		X	
PROCEDURE 3		X	
PROGRAM			
PROTECTED 3		X	
PUBLIC		X	
READ	X		X
REAL		X	
RECORD		X	
RETURN	X		
REWIND	X		X
SAVE		X	
SELECT CASE	X		
SEQUENCE		X	
Statement Function		X	
STATIC 1		X	
STOP	X		
SUBROUTINE			
STRUCTURE 1		X	
TARGET		X	

Table 21. Statements Table (continued)

Statement Name	Executable Statement	Specification Statement	Terminal Statement
TYPE		X	
Type Declaration		X	
UNION 1		X	
USE		X	
VALUE 1		X	
VIRTUAL 1		X	
VOLATILE 1		X	
WAIT 1	X		X
WHERE	X		X
WRITE	X		X

Assignment and pointer assignment statements are discussed in "Expressions and Assignment" on page 87. Both statements are executable and can serve as terminal statements.

Attributes

Each attribute has a corresponding attribute specification statement, and the syntax diagram provided for the attribute illustrates this form. An entity can also acquire this attribute from a type declaration statement or, in some cases, through a default setting. For example, entity *A*, said to have the **PRIVATE** attribute, could have acquired the attribute in any of the following ways:

```
REAL, PRIVATE :: A     ! Type declaration statement
PRIVATE :: A           ! Attribute specification statement

MODULE X
  PRIVATE              ! Default setting
  REAL :: A
END MODULE
```

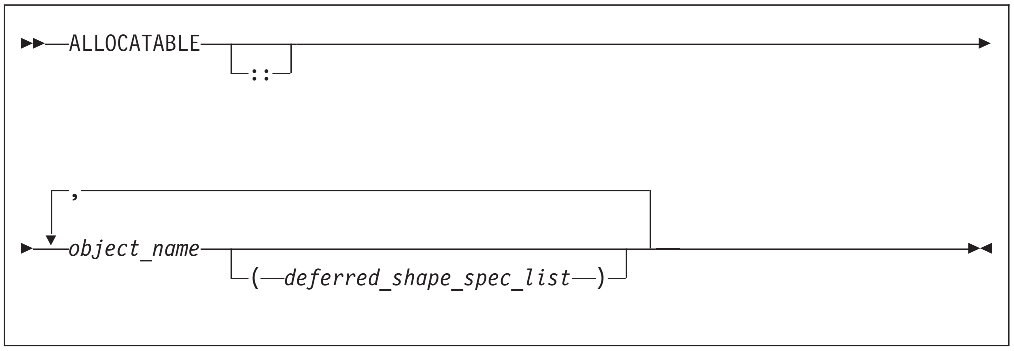
ALLOCATABLE

Fortran 2003 Draft Standard

Purpose

The **ALLOCATABLE** attribute declares allocatable objects— that is, objects whose space is dynamically allocated by execution of an **ALLOCATE** statement or by a derived-type assignment statement. If it is an array, it will be a deferred-shape array.

Syntax



object_name is the name of an allocatable object

deferred_shape_spec
is a colon(:), where each colon represents a dimension

Rules

The object cannot be a pointee. If the object is an array and it is specified elsewhere in the scoping unit with the **DIMENSION** attribute, the array specification must be a `deferred_shape_spec`.

Table 22. Attributes Compatible with the ALLOCATABLE Attribute

• AUTOMATIC	• PRIVATE	• STATIC
• DIMENSION	• PROTECTED	• TARGET
• INTENT	• PUBLIC	• VOLATILE
• OPTIONAL	• SAVE	

Examples

```
REAL, ALLOCATABLE :: A(:,:)  ! Two-dimensional array A declared
                             ! but no space yet allocated
READ (5,*) I,J
ALLOCATE (A(I,J))
END
```

Related Information

- "Allocatable Arrays" on page 73
- "ALLOCATED(ARRAY) or ALLOCATED(SCALAR)" on page 542
- "ALLOCATE" on page 242
- "DEALLOCATE" on page 278
- "Allocation Status" on page 63
- "Deferred-Shape Arrays" on page 72
- "Allocatable Objects as Dummy Arguments" on page 167
- "Allocatable Components" on page 40

End of Fortran 2003 Draft Standard

ALLOCATE

Purpose

The **ALLOCATE** statement dynamically provides storage for pointer targets and allocatable objects.

Syntax

```
►►──ALLOCATE──(──allocation_list──┬──────────────────────────┬──)──────────►◄
                                  └─,──STAT── = ──stat_variable─┘
```

stat_variable
: is a scalar integer variable

allocation

```
►►──allocate_object──┬──────────────────────────────────────────┬──────────►◄
                     │      ┌─,────────────────────────────┐    │
                     │      ▼                              │    │
                     └─(────┬────────────────┬─upper_bound─┴─)─┘
                            └─lower_bound──:─┘
```

allocate_object
: is a variable name or structure component. It must be a pointer or an allocatable object.

lower_bound, upper_bound
: are each scalar integer expressions

Rules

Execution of an **ALLOCATE** statement for a pointer causes the pointer to become associated with the target allocated. For an allocatable object, the object becomes definable.

The number of dimensions specified (i.e., the number of upper bounds in *allocation*) must be equal to the rank of *allocate_object*. When an **ALLOCATE** statement is executed for an array, the values of the bounds are determined at that time. Subsequent redefinition or undefinition of any entities in the bound expressions does not affect the array specification. Any lower bound, if omitted, is assigned a default value of 1. If any lower bound value exceeds the corresponding upper bound value, that dimension has an extent of 0 and *allocate_object* is zero-sized.

Any *allocate_object* or a specified bound of an *allocate_object* does not depend on the value of *stat_variable*, or on the value, bounds, allocation status, or association status of any *allocate_object* in the same **ALLOCATE** statement.

stat_variable shall not be allocated within the **ALLOCATE** statement in which it appears; nor shall it depend on the value, bounds, allocation status, or association status of any *allocate_object* in the same **ALLOCATE** statement.

If the **STAT=** specifier is not present and an error condition occurs during execution of the statement, the program terminates. If the **STAT=** specifier is present, the *stat_variable* is assigned one of the following values:

IBM Extension

Stat value	Error condition
0	No error
1	Error in system routine attempting to do allocation
2	An invalid data object has been specified for allocation
3	Both error conditions 1 and 2 have occurred

End of IBM Extension

Allocating an allocatable object that is already allocated causes an error condition in the **ALLOCATE** statement.

Pointer allocation creates an object that has the **TARGET** attribute. Additional pointers can be associated with this target (or a subobject of it) through pointer assignment. If you reallocate a pointer that is already associated with a target:
- A new target is created and the pointer becomes associated with this target
- Any previous association with the pointer is broken
- Any previous target that had been created by allocation and is not associated with any other pointers becomes inaccessible

When an object of derived type is created by an **ALLOCATE** statement, any allocatable ultimate components have an allocation status of not currently allocated.

Use the **ALLOCATED** intrinsic function to determine if an allocatable object is currently allocated. Use the **ASSOCIATED** intrinsic function to determine the association status of a pointer or whether a pointer is currently associated with a specified target.

Examples

```
CHARACTER, POINTER :: P(:,:)
CHARACTER, TARGET :: C(4,4)
INTEGER, ALLOCATABLE, DIMENSION(:) :: A
P => C
N = 2; M = N
ALLOCATE (P(N,M),STAT=I)         ! P is no longer associated with C
N = 3                            ! Target array for P maintains 2X2 shape
IF (.NOT.ALLOCATED(A)) ALLOCATE (A(N**2))
END
```

Related Information

- “ALLOCATABLE” on page 240
- “DEALLOCATE” on page 278
- “Allocation Status” on page 63

- "Pointer Association" on page 138
- "Deferred-Shape Arrays" on page 72
- "ALLOCATED(ARRAY) or ALLOCATED(SCALAR)" on page 542
- "ASSOCIATED(POINTER, TARGET)" on page 546
- "Allocatable Objects as Dummy Arguments" on page 167
- "Allocatable Components" on page 40

ASSIGN

Purpose

The **ASSIGN** statement assigns a statement label to an integer variable.

Syntax

```
►►──ASSIGN──stmt_label──TO──variable_name──────────────────────────────►◄
```

stmt_label
: specifies the statement label of an executable statement or a **FORMAT** statement in the scoping unit containing the **ASSIGN** statement

variable_name
: is the name of a scalar **INTEGER(4)** or **INTEGER(8)** variable

Rules

A statement containing the designated statement label must appear in the same scoping unit as the **ASSIGN** statement.

- If the statement containing the statement label is an executable statement, you can use the label name in an assigned **GO TO** statement that is in the same scoping unit.
- If the statement containing the statement label is a **FORMAT** statement, you can use the label name as the format specifier in a **READ**, **WRITE**, or **PRINT** statement that is in the same scoping unit.

You can redefine an integer variable defined with a statement label value with the same or different statement label value or an integer value. However, you must define the variable with a statement label value before you reference it in an assigned **GO TO** statement or as a format identifier in an input/output statement.

The value of *variable_name* is not the integer constant represented by the label itself, and you cannot use it as such.

Fortran 95

The **ASSIGN** statement has been deleted from Fortran 95.

End of Fortran 95

Examples

```
      ASSIGN 30 TO LABEL
      NUM = 40
      GO TO LABEL
      NUM = 50               ! This statement is not executed
30    ASSIGN 1000 TO IFMT
      PRINT IFMT, NUM        ! IFMT is the format specifier
1000  FORMAT(1X,I4)
      END
```

Related Information

- “Statement Labels” on page 9
- “GO TO (Assigned)” on page 321
- “Deleted Features” on page 822

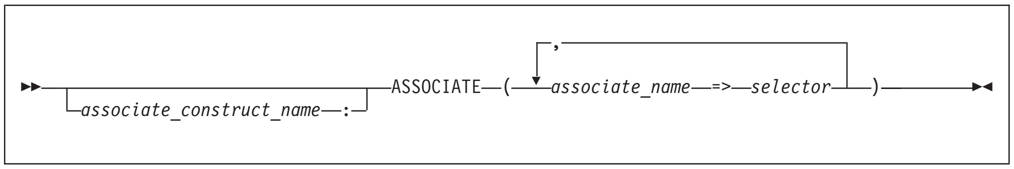
ASSOCIATE

Fortran 2003 Draft Standard

Purpose

An **ASSOCIATE** statement is the first statement of an **ASSOCIATE** construct. It establishes an association between each entity and a variable or the value of an expression.

Syntax



associate_construct_name
is a name that identifies the **ASSOCIATE** construct

associate_name
is the name of an entity

selector is a variable or expression.

Rules

If the *selector* is an expression or a variable with a vector subscript, the entity is assigned the value of the expression or variable. In this case, the associating entity must not become redefined or undefined.

If the *selector* is a variable without a vector subscript, the entity is associated with the specified variable. Whenever the value of the variable changes, the value of the associated entity changes with it.

If the *selector* has the **ALLOCATABLE** attribute, the associating entity does not have the **ALLOCATABLE** attribute. If the *selector* has the **POINTER** attribute, the entity is associated with the target of the pointer and does not have the **POINTER** attribute. If the *selector* has the **INTENT**, **TARGET**, or **VOLATILE** attribute, the associating entity has the same attributes if it is a variable.

If the *selector* has the **OPTIONAL** attribute, it must be present.

An associating entity has the same type, type parameters, and rank as the *selector*. If the *selector* is an array, the associating entity is an array with a lower bound for each dimension equal to the value of the intrinsic **LBOUND**(*selector*). The upper bound for each dimension is equal to the lower bound plus the extents minus 1.

An *associate_name* must be unique within its scoping unit.

If the *associate_construct_name* appears on an **ASSOCIATE** construct statement, it must also appear on the corresponding **END ASSOCIATE** statement.

An **ASSOCIATE** construct statement must not appear within the dynamic or lexical extent of a parallel region.

Examples

```
test_equiv: ASSOCIATE (a1 => 2, a2 => 40, a3 => 80)
  IF ((a1 * a2) .eq. a3) THEN
    PRINT *, "a3 = (a1 * a3)"
  END IF
END ASSOCIATE test_equiv

END
```

Related Information

The Scope of a Name

End of Fortran 2003 Draft Standard

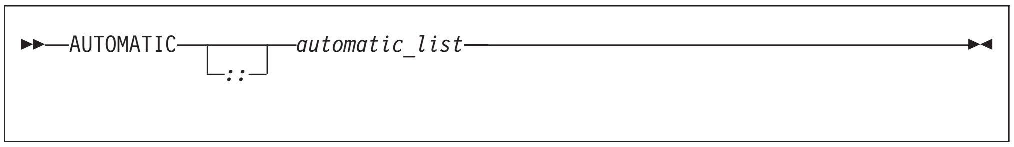
AUTOMATIC

IBM Extension

Purpose

The **AUTOMATIC** attribute specifies that a variable has a storage class of automatic; that is, the variable is not defined once the procedure ends.

Syntax



automatic
: is a variable name or an array declarator with an explicit-shape specification list or a deferred-shape specification list

Rules

If *automatic* is a function result it must not be of type character or of derived type.

Function results that are pointers or arrays, dummy arguments, statement functions, automatic objects, or pointees must not have the **AUTOMATIC** attribute. A variable with the **AUTOMATIC** attribute cannot be defined in the scoping unit of a module. A variable that is explicitly declared with the **AUTOMATIC** attribute cannot be a common block item.

A variable must not have the **AUTOMATIC** attribute specified more than once in the same scoping unit.

Any variable declared as **AUTOMATIC** within the scope of a thread's work will be local to that thread.

A variable with the **AUTOMATIC** attribute cannot be initialized by a **DATA** statement or a type declaration statement.

If *automatic* is a pointer, the **AUTOMATIC** attribute applies to the pointer itself, not to any target that is (or may become) associated with the pointer.

Note: An object with the **AUTOMATIC** attribute should not be confused with an automatic object. See "Automatic Objects" on page 20.

Attributes Compatible with the AUTOMATIC Attribute

• ALLOCATABLE	• POINTER	• VOLATILE
• DIMENSION	• TARGET	

Examples

```
CALL SUB
CONTAINS
  SUBROUTINE SUB
    INTEGER, AUTOMATIC :: VAR
    VAR = 12
  END SUBROUTINE                  ! VAR becomes undefined
END
```

Related Information

- "Storage Classes for Variables" on page 63
- **-qinitauto** Option in the *User's Guide*

End of IBM Extension

BACKSPACE

Purpose

The **BACKSPACE** statement positions an external file connected for sequential access F2003 or formatted stream access. F2003

Syntax

```
►►──BACKSPACE──┬─u───────────────────┬──────────────────────────────►◄
               └─(──position_list──)─┘
```

u
: is an external unit identifier. The value of *u* must not be an asterisk or a Hollerith constant.

position_list
: is a list that must contain one unit specifier (**[UNIT=]***u*) and can also contain one of each of the other valid specifiers:

[UNIT=] *u*
: is a unit specifier in which *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file that is represented by an integer expression, whose value is in the range 1 through 2147483647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *position_list*.

ERR= *stmt_label*
: is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

IOMSG= *iomsg_variable*
: is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:
  - If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
  - If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
: is an input/output status specifier that specifies the status of the input/output operation. *ios* is an variable. When the **BACKSPACE** statement finishes executing, *ios* is defined with:
  - A zero value if no error condition occurs
  - A positive value if an error occurs.

Rules

After the execution of a **BACKSPACE** statement, the file position is before the current record if a current record exists. If there is no current record, the file position is before the preceding record. If the file is at its initial point, file position remains unchanged.

You cannot backspace over records that were written using list-directed or namelist formatting.

For sequential access, if the preceding record is the endfile record, the file is positioned before the endfile record.

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered, transfer is made to the statement specified by the **ERR=** specifier and a positive integer value is assigned to *ios*.

IBM Extension

If **IOSTAT=** and **ERR=** are not specified,

- The program stops if a severe error is encountered.
- The program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.

End of IBM Extension

Examples

```
   BACKSPACE 15
   BACKSPACE (UNIT=15,ERR=99)
      ...
99 PRINT *, "Unable to backspace file."
   END
```

Related Information

- "Conditions and IOSTAT Values" on page 189
- "XL Fortran Input/Output" on page 179
- *Setting Run-time Options* in the *User's Guide*

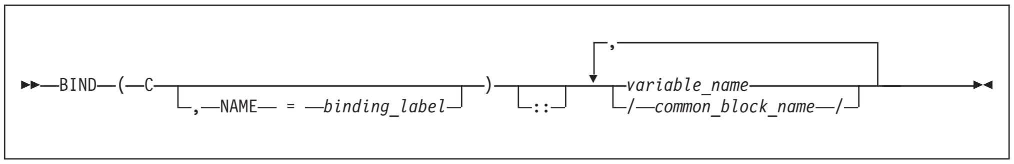
BIND

Fortran 2003 Draft Standard

Purpose

The **BIND** attribute declares that a Fortran variable or common block is interoperable with the C programming language.

Syntax



binding_label
: is a scalar character initialization expression

Rules

This attribute specifies that a Fortran variable or common block is interoperable with a C entity with external linkage. Refer to "Interoperability of Variables" on page 682 and "Interoperability of Common Blocks" on page 682 for details.

If the **NAME=** specifier appears in a **BIND** statement, then only one *variable-name* or / *common-block-name* / may appear.

If a **BIND** statement specifies a common block, then each variable of that common block must be of interoperable type and type parameters, and must not have the **POINTER** or **ALLOCATABLE** attribute.

Related Information

- “Language Interoperability Features” on page 681
- “Interoperability of Variables” on page 682
- “Interoperability of Common Blocks” on page 682
- “ENTRY” on page 301
- “FUNCTION” on page 318
- “SUBROUTINE” on page 399
- “Derived Type” on page 279

End of Fortran 2003 Draft Standard

BLOCK DATA

Purpose

A **BLOCK DATA** statement is the first statement in a block data program unit, which provides initial values for variables in named common blocks.

Syntax

```
►►──BLOCK DATA──┬─────────────────┬──────────────────────────────────►◄
                └─block_data_name─┘
```

block_data_name
: is the name of a block data program unit

Rules

You can have more than one block data program unit in an executable program, but only one can be unnamed.

The name of the block data program unit, if given, must not be the same as an external subprogram, entry, main program, module, or common block in the executable program. It also must not be the same as a local entity in this program unit.

Examples

```
BLOCK DATA ABC
  PARAMETER (I=10)
  DIMENSION Y(5)
  COMMON /L4/ Y
  DATA Y /5*I/
END BLOCK DATA ABC
```

Related Information

- “Block Data Program Unit” on page 154
- “END” on page 294 for details on the **END BLOCK DATA** statement

BYTE

IBM Extension

Purpose

The **BYTE** type declaration statement specifies the attributes of objects and functions of type byte. Each scalar object has a length of 1. Initial values can be assigned to objects.

Syntax

```
►►──BYTE──┬──────────────────────┬──entity_decl_list─────────────►◄
          ├─::───────────────────┤
          └─,──attr_spec_list──::┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

attr_spec
: For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

::
: is the double colon separator. Use the double colon separator when you specify attributes, =*initialization_expr*, or => **NULL()**.

array_spec
: is a list of dimension bounds

entity_decl

```
►►─a─┬───────────────────┬─┬────────────────────────────┬─────────────►◄
     └─(─array_spec─)─┘ ├─/─initial_value_list─/───┤
                          ├─=─initialization_expr────┤
                          └─ => ─NULL()───────────────┘
```

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

initial_value
: provides an initial value for the entity specified by the immediately preceding name

initialization_expr
: provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

=> **NULL()**
: provides the initial value for the pointer object

Rules

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit or if it appears in a named common block in a module.

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If *initialization_expr* F95 or **NULL()** F95 is specified, and the entity you are declaring:

- is a variable, the variable is initially defined.

Fortran 95

- is a derived type component, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit.

A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

If `T` or `F`, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

Examples

```
BYTE, DIMENSION(4) :: X=(/1,2,3,4/)
```

Related Information

- “BYTE” on page 30
- “Initialization Expressions” on page 89
- “How Type Is Determined” on page 56, for details on the implicit typing rules
- “Automatic Objects” on page 20
- “Storage Classes for Variables” on page 63
- “DATA” on page 274, for details on initial values

End of IBM Extension

CALL

Purpose

The **CALL** statement invokes a subroutine to be executed.

Syntax

```
►►──CALL──name──┬────────────────────────────────────┬──────────────►◄
                └─(──┬──────────────────────────┬──)─┘
                     └─actual_argument_spec_list─┘
```

name is the name of an internal, external, or module subroutine, an entry in an external or module subroutine, an intrinsic subroutine, or a generic name.

Rules

Executing a **CALL** statement results in the following order of events:

1. Actual arguments that are expressions are evaluated.
2. Actual arguments are associated with their corresponding dummy arguments.
3. Control transfers to the specified subroutine.
4. The subroutine is executed.
5. Control returns from the subroutine.

A subprogram can call itself recursively, directly or indirectly, if the subroutine statement specifies the **RECURSIVE** keyword.

IBM Extension

An external subprogram can also refer to itself directly or indirectly if the **-qrecur** compiler option is specified.

End of IBM Extension

If a **CALL** statement includes one or more alternate return specifiers among its arguments, control may be transferred to one of the statement labels indicated, depending on the action specified by the subroutine in the **RETURN** statement.

IBM Extension

The argument list built-in functions **%VAL** and **%REF** are supplied to aid interlanguage calls by allowing arguments to be passed by value and by reference, respectively. They can only be specified in non-Fortran procedure references.

The **VALUE** attribute also allows you to pass arguments by value.

End of IBM Extension

Examples

```
INTERFACE
  SUBROUTINE SUB3(D1,D2)
    REAL D1,D2
  END SUBROUTINE
END INTERFACE
ARG1=7 ; ARG2=8
CALL SUB3(D2=ARG2,D1=ARG1)    ! subroutine call with argument keywords
END

SUBROUTINE SUB3(F1,F2)
  REAL F1,F2,F3,F4
  F3 = F1/F2
  F4 = F1-F2
  PRINT *, F3, F4
END SUBROUTINE
```

Related Information

- “Recursion” on page 171
- “%VAL and %REF” on page 162
- “Actual Argument Specification” on page 158
- “Asterisks as Dummy Arguments” on page 169

CASE

Purpose

The **CASE** statement initiates a **CASE** statement block in a **CASE** construct, which has a concise syntax for selecting, at most, one of a number of statement blocks for execution.

Syntax

```
►►──CASE──case_selector──┬──────────────────────┬──────────────────►◄
                         └─case_construct_name─┘
```

case_selector

```
►►──┬─DEFAULT──────────────────────────────────────────┬───────────►◄
    │       ┌─,─────────────────────────────────┐      │
    │       ▼                                   │      │
    └─(─────┬─case_value────────────────────────┬┴──)─┘
            ├─low_case_value──:──high_case_value─┤
            ├─low_case_value──:──────────────────┤
            └─:──high_case_value─────────────────┘
```

case_construct_name
: Is a name that identifies the **CASE** construct.

case_value
: is a scalar initialization expression of type integer, character, or logical

low_case_value, high_case_value
: are each scalar initialization expressions of type integer, character, or logical

Rules

The case index, determined by the **SELECT CASE** statement, is compared to each *case_selector* in a **CASE** statement. When a match occurs, the *stmt_block* associated with that **CASE** statement is executed. If no match occurs, no *stmt_block* is executed. No two case value ranges can overlap.

A match is determined as follows:

case_value

DATA TYPE: integer, character or logical
MATCH for integer and character: *case index* = *case_value*
MATCH for logical: *case index* **.EQV.** *case_value* is true

low_case_value : high_case_value

DATA TYPE: integer or character
MATCH: *low_case_value* ≤ *case index* ≤ *high_case_value*

low_case_value :

DATA TYPE: integer or character
MATCH: *low_case_value* ≤ *case index*

: high_case_value

DATA TYPE: integer or character
MATCH: *case index* ≤ *high_case_value*

DEFAULT

DATA TYPE: not applicable
MATCH: if no other match occurs.

There must be only one match. If there is a match, the statement block associated with the matched *case_selector* is executed, completing execution of the case construct. If there is no match, execution of the case construct is complete.

If the *case_construct_name* is specified, it must match the name specified on the **SELECT CASE** and **END SELECT** statements.

DEFAULT is the default *case_selector.* Only one of the **CASE** statements may have **DEFAULT** as the *case_selector*.

Each case value must be of the same data type as the *case_expr*, as defined in the **SELECT CASE** statement. If any typeless constants or **BYTE** named constants are encountered in the *case_selectors*, they are converted to the data type of the *case_expr*.

When the *case_expr* and the case values are of type character, they can have different lengths. If you specify the **-qctyplss** compiler option, a character constant expression used as the *case_expr* remains as type character. The character constant expression will not be treated as a typeless constant.

Examples

```
ZERO: SELECT CASE(N)

  CASE DEFAULT ZERO          ! Default CASE statement for
                             ! CASE construct ZERO
       OTHER: SELECT CASE(N)
          CASE(:-1)          ! CASE statement for CASE
                             ! construct OTHER
             SIGNUM = -1
          CASE(1:) OTHER
              SIGNUM = 1
       END SELECT OTHER
  CASE (0)
    SIGNUM = 0

END SELECT ZERO
```

Related Information

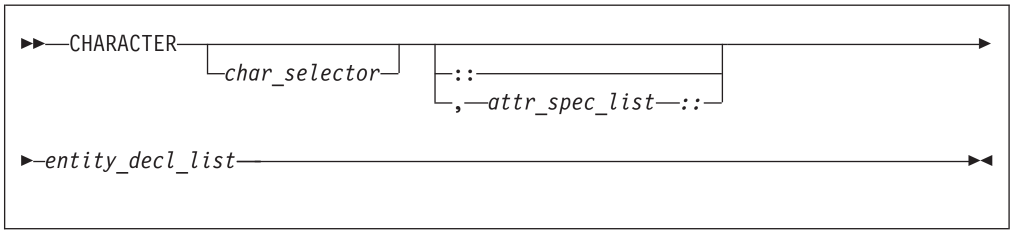
- "SELECT CASE Construct" on page 127
- "SELECT CASE" on page 393
- "END (Construct)" on page 295, for details on the **END SELECT** statement

CHARACTER

Purpose

A **CHARACTER** type declaration statement specifies the kind, length, and attributes of objects and functions of type character. Initial values can be assigned to objects.

Syntax



where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

char_selector

specifies the character length.

IBM Extension

This is the number of characters between 0 and 256 MB. Values exceeding 256 MB are set to 256 MB in 32 bit, while negative values result in a length of zero. If not specified, the default length is 1. The kind type parameter, if specified, must be 1, which specifies the ASCII character representation.

End of IBM Extension

```
►►──┬─(──┬─LEN──=──type_param_value──,──KIND──=──int_init_expr──────┬─)─┬──────────────────────────►◄
    │    ├─type_param_value──,──┬──────────┬─int_init_expr──────────┤   │
    │    │                      └─KIND──=──┘                         │   │
    │    ├─KIND──=──int_init_expr──┬──────────────────────────────┬─┤   │
    │    │                         └─,──LEN──=──type_param_value──┘ │   │
    │    └─┬─────────┬─type_param_value──────────────────────────────┘   │
    │      └─LEN──=──┘                                                   │
    └─*──char_length──┬───┬──────────────────────────────────────────────┘
                      └─,─┘
```

type_param_value
: is a specification expression or an asterisk (*)

int_init_expr
: is a scalar integer initialization expression that must evaluate to 1

char_length
: is either a scalar integer literal constant (which cannot specify a kind type parameter) or a *type_param_value* enclosed in parentheses

attr_spec
For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
is either **IN**, **OUT**, or **INOUT**

:: is the double colon separator. Use the double colon separator when you specify attributes, =*initialization_expr*, ▶ F95 or => **NULL()** F95 ◀ .

array_spec
is a list of dimension bounds.

entity_decl

```
►►──a──┬──────────────────────────────────────────┬────────────────────────────────►
       │ └─ * ──char_length─┘  └─(──array_spec──)─┘ │
       └─(──array_spec──)── * ──char_length─────────┘

►──┬──────────────────────────────────┬──────────────────────────────────────────►◄
   │                          (1)     │
   └─┬─/──initial_value_list──/───────┘
     ├─ = ──initialization_expr───┤
     │              (2)           │
     └─ => ──NULL()───────────────┘
```

Notes:

1 IBM Extension

2 Fortran 95

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

initial_value
provides an initial value for the entity specified by the immediately preceding name

End of IBM Extension

initialization_expr
provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides the initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:
- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object must not be initially defined in a type declaration statement if it is a dummy argument, an allocatable object, a pointer, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if:
- it appears in a named common block in a block data program unit.

IBM Extension

- if it appears in a named common block in a module.

End of IBM Extension

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

End of Fortran 95

The specification expression of a *type_param_value* or an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If *initialization_expr* F95 or **NULL()** F95 is specified, and the entity you are declaring:

- is a variable, the variable is initially defined.

Fortran 95

- is a derived type component, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit.

A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in an *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute. A *char_length* specified in an *entity_decl* takes precedence over any length specified in *char_selector*.

An array function result that does not have the **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If T or F, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

The optional comma after *char_length* in a **CHARACTER** type declaration statement is permitted only if no double colon separator (::) appears in the statement.

If the **CHARACTER** type declaration statement is in the scope of a module, block data program unit, or main program, and you specify the length of the entity as an inherited length, the entity must be the name of a named character constant. The character constant assumes the length of its corresponding expression defined by the **PARAMETER** attribute.

If the **CHARACTER** type declaration statement is in the scope of a procedure and the length of the entity is inherited, the entity name must be the name of a dummy argument or a named character constant. If the statement is in the scope of an external function, it can also be the function or entry name in a **FUNCTION** or

ENTRY statement in the same program unit. If the entity name is the name of a dummy argument, the dummy argument assumes the length of the associated actual argument for each reference to the procedure. If the entity name is the name of a character constant, the character constant assumes the length of its corresponding expression defined by the **PARAMETER** attribute. If the entity name is a function or entry name, the entity assumes the length specified in the calling scoping unit.

The length of a character function is either a specification expression (which must be a constant expression if the function type is not declared in an interface block) or it is an asterisk, indicating the length of a dummy procedure name. The length cannot be an asterisk if the function is an internal or module function, if it is recursive, or if it returns array or pointer values.

Examples

```
CHARACTER(KIND=1,LEN=6) APPLES /'APPLES'/
CHARACTER(7), TARGET :: ORANGES = 'ORANGES'
I=7
CALL TEST(APPLES,I)
CONTAINS
  SUBROUTINE  TEST(VARBL,I)
    CHARACTER*(*), OPTIONAL :: VARBL   ! VARBL inherits a length of 6
    CHARACTER(I) :: RUNTIME            ! Automatic object with length of 7
  END SUBROUTINE
END
```

Related Information

- “Character” on page 27
- “Initialization Expressions” on page 89
- “How Type Is Determined” on page 56 for details on the implicit typing rules
- “Array Declarators” on page 69
- “Automatic Objects” on page 20
- “Storage Classes for Variables” on page 63
- “DATA” on page 274, for details on initial values

CLOSE

Purpose

The **CLOSE** statement disconnects an external file from a unit.

Syntax

```
►►──CLOSE──(──close_list──)──────────────────────────────────────►◄
```

close_list
is a list that must contain one unit specifier (**UNIT=***u*) and can also contain one of each of the other valid specifiers. The valid specifiers are:

[UNIT=] *u*
is a unit specifier in which *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file

that is represented by an integer expression, whose value is in the range 1 through 2147483647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *close_list*.

ERR= *stmt_label*
is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

IOMSG= *iomsg_variable*
is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. When the input/output statement containing this specifier finishes executing, *ios* is defined with:

- A zero value if no error condition occurs
- A positive value if an error occurs.

STATUS= *char_expr*
specifies the status of the file after it is closed. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is either **KEEP** or **DELETE**.

- If **KEEP** is specified for a file that exists, the file will continue to exist after the **CLOSE** statement. If **KEEP** is specified for a file that does not exist, the file will not exist after the **CLOSE** statement. **KEEP** must not be specified for a file whose status prior to executing the **CLOSE** statement is **SCRATCH**.
- If **DELETE** is specified, the file will not exist after the **CLOSE** statement.

The default is **DELETE** if the file status is **SCRATCH**; otherwise, the default is **KEEP**.

Rules

A **CLOSE** statement that refers to a unit can occur in any program unit of an executable program and need not occur in the same scoping unit as the **OPEN** statement referring to that unit. You can specify a unit that does not exist or has no file connected; the **CLOSE** statement has no effect in this case.

IBM Unit 0 cannot be closed. IBM

When an executable program stops for reasons other than an error condition, all units that are connected are closed. Each unit is closed with the status **KEEP** unless the file status prior to completion was **SCRATCH**, in which case the unit is closed with the status **DELETE**. The effect is as though a **CLOSE** statement without a **STATUS=** specifier were executed on each connected unit.

If a preconnected unit is disconnected by a **CLOSE** statement, the rules of implicit opening apply if the unit is later specified in a **WRITE** statement (without having been explicitly opened).

Examples

```
CLOSE(15)
CLOSE(UNIT=16,STATUS='DELETE')
```

Related Information

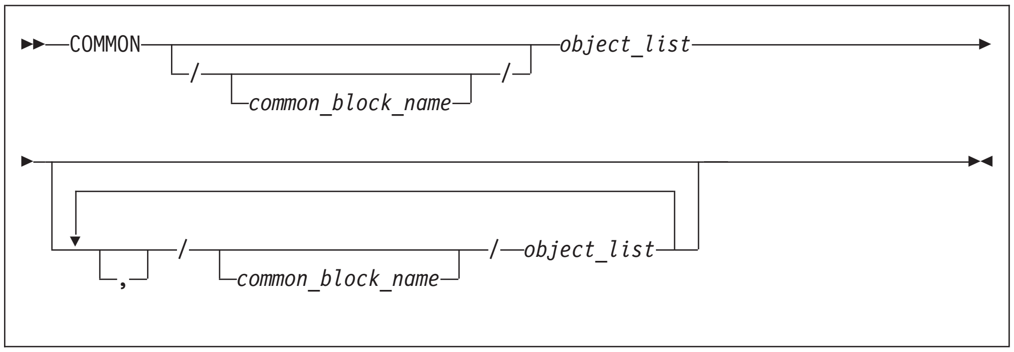
- "Units" on page 183
- "Conditions and IOSTAT Values" on page 189
- "OPEN" on page 355

COMMON

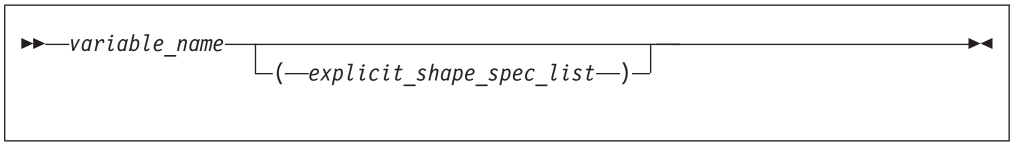
Purpose

The **COMMON** statement specifies common blocks and their contents. A common block is a storage area that two or more scoping units can share, allowing them to define and reference the same data and to share storage units.

Syntax



object



Rules

object cannot refer to a dummy argument, automatic object, allocatable object , an object of a derived type that has an allocatable ultimate component, pointee, function, function result, or entry to a procedure. *object* cannot have the **STATIC** or **AUTOMATIC** attributes.

If an *explicit_shape_spec_list* is present, *variable_name* must not have the **POINTER** attribute. Each dimension bound must be a constant specification expression. This form specifies that *variable_name* has the **DIMENSION** attribute.

If *object* is of derived type, it must be a sequence derived type. Given a sequenced structure where all the ultimate components are nonpointers, and are all of character type or all of type default integer, default real, default complex, default logical or double precision real, the structure is treated as if its components are enumerated directly in the common block.

A pointer object in a common block can only be storage associated with pointers of the same type, type parameters, and rank.

An object in a common block with **TARGET** attribute can be storage associated with another object. That object must have the **TARGET** attribute and have the same type and type parameters.

IBM Extension

Pointers of type **BYTE** can be storage associated with pointers of type **INTEGER(1)** and **LOGICAL(1)**. Integer and logical pointers of the same length can be storage associated if you specify the **-qintlog** compiler option.

End of IBM Extension

If you specify *common_block_name*, all variables specified in the *object_list* that follows are declared to be in that named common block. If you omit *common_block_name*, all variables that you specify in the *object_list* that follows are in the blank common block.

Within a scoping unit, a common block name can appear more than once in the same or in different **COMMON** statements. Each successive appearance of the same common block name continues the common block specified by that name. Common block names are global entities.

The variables in a common block can have different data types. You can mix character and noncharacter data types within the same common block. Variable names in common blocks can appear in only one **COMMON** statement in a scoping unit, and you cannot duplicate them within the same **COMMON** statement.

Fortran 2003 Draft Standard

If a common block has the **BIND** attribute, it must have the **BIND** attribute and the same binding label in each scoping unit in which it is declared. A C variable with external linkage interoperates with a common block with the **BIND** attribute if:
- The C variable is of a struct type and the variables that are members of the common block are interoperable with corresponding components of the struct type, or
- The common block contains a single variable, and the variable is interoperable with the C variable.

End of Fortran 2003 Draft Standard

IBM Extension

By default, common blocks are shared across threads, and so the use of the **COMMON** statement is thread-unsafe if any storage unit in the common block needs to be updated by more than one thread, or is updated by one thread and referenced by another. To ensure your application uses **COMMON** in a thread-safe manner, you must either serialize access to the data using locks, or make certain that the common blocks are local to each thread. The **Pthreads** library module provides mutexes to allow you to serialize access to the data using locks. See "Pthreads Library Module" on page 709 for more information. The *lock_name* attribute on the **CRITICAL** directive also provides the ability to serialize access to data. See "CRITICAL / END CRITICAL" on page 472 for more information. The **THREADLOCAL** and **THREADPRIVATE** directives ensure that common blocks are local to each thread. See "THREADLOCAL" on page 503 and "THREADPRIVATE" on page 506 for more information.

End of IBM Extension

Common Association

Within an executable program, all nonzero-sized named common blocks with the same name have the same first storage unit. There can be one blank common block, and all scoping units that refer to nonzero-sized blank common refer to the same first storage unit.

All zero-sized common blocks with the same name are storage-associated with one another. All zero-sized blank common blocks are associated with one another and with the first storage unit of any nonzero-sized blank common blocks. Use association or host association can cause these associated objects to be accessible in the same scoping unit.

Because association is by storage unit, variables in a common block can have different names and types in different scoping units.

Common Block Storage Sequence: Storage units for variables within a common block in a scoping unit are assigned in the order that their names appear within the **COMMON** statement.

You can extend a common block by using an **EQUIVALENCE** statement, but only by adding beyond the last entry, not before the first entry. For example, these statements specify `X`:

```
      COMMON /X/ A,B      ! common block named X
      REAL C(2)
      EQUIVALENCE (B,C)
```

The contents of common block `X` are as follows:

```
             |    |    |    |    |     |    |    |    |    |    |    |     |
Variable A:  |         A         |
Variable B:                      |          B         |
Array C:                         |        C(1)        |       C(2)         |
```

Only **COMMON** and **EQUIVALENCE** statements that appear in a scoping unit contribute to the common block storage sequences formed in that unit, not including variables in common made accessible by use association or host association.

An **EQUIVALENCE** statement cannot cause the storage sequences of two different common blocks to become associated. While a common block can be declared in the scoping unit of a module, it must not be declared in another scoping unit that accesses entities from the module through use association.

Use of **COMMON** can lead to misaligned data. Any use of misaligned data can adversely affect the performance of the program.

Size of a Common Block: The size of a common block is equal to the number of bytes of storage needed to hold all the variables in the common block, including any extensions resulting from equivalence association.

Differences Between Named and Blank Common Blocks:

- Within an executable program, there can be more than one named common block, but only one blank common block.
- In all scoping units of an executable program, named common blocks of the same name must have the same size, but blank common blocks can have different sizes. (If you specify blank common blocks with different sizes in different scoping units, the length of the longest block becomes the length of the blank common block in the executable program.)
- You can initially define objects in a named common block by using a **BLOCK DATA** program unit containing a **DATA** statement or a type declaration statement. You cannot initially define any elements of a common block in a blank common block.

  If a named common block, or any part of it, is initialized in more than one scoping unit, the initial value is undefined. To avoid this problem, use block data program units ▶ IBM or modules IBM ◀ to initialize named common blocks; each named common block should be initialized in only one block data program unit ▶ IBM or module IBM ◀.

Examples

```
INTEGER MONTH,DAY,YEAR
COMMON /DATE/ MONTH,DAY,YEAR
REAL          R4
REAL          R8
CHARACTER(1)  C1
COMMON /NOALIGN/ R8,C1,R4     ! R4 will not be aligned on a
                              ! full-word boundary
```

Related Information

- "Pthreads Library Module" on page 709
- "THREADLOCAL" on page 503
- "Block Data Program Unit" on page 154
- "Explicit-Shape Arrays" on page 70
- "The Scope of a Name" on page 132, for details on global entities
- "Storage Classes for Variables" on page 63

COMPLEX

Purpose

A **COMPLEX** type declaration statement specifies the length and attributes of objects and functions of type complex. Initial values can be assigned to objects.

Syntax

```
►►──COMPLEX──┬───────────────┬──┬─────────────────────────┬──entity_decl_list──►◄
             └─kind_selector─┘  ├─::──────────────────────┤
                                └─,──attr_spec_list──::───┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

kind_selector

```
►►──┬─(──┬──────────┬──int_initialization_expr──)──┬──────────────────►◄
    │    └─KIND── = ┘                               │
    │                                (1)            │
    └─ * ──int_literal_constant─────────────────────┘
```

Notes:

1 IBM Extension.

specifies the length of complex entities:

IBM Extension

- If *int_initialization_expr* is specified, the valid values are 4, 8 and 16. These values represent the precision and range of each part of the complex entity.
- If the **int_literal_constant* form is specified, the valid values are 8, 16 and 32. These values represent the length of the whole complex entity, and correspond to the values allowed for the alternative form. *int_literal_constant* cannot specify a kind type parameter.

End of IBM Extension

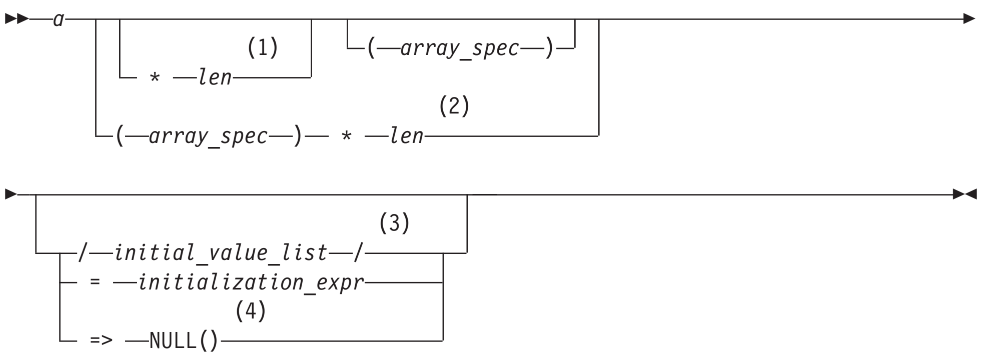
attr_spec
For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

:: is the double colon separator. Use the double colon separator when you specify attributes, *=initialization_expr*, F95 or => **NULL()** F95 .

array_spec
: is a list of dimension bounds.

entity_decl



Notes:

1 IBM Extension.

2 IBM Extension.

3 IBM Extension.

4 Fortran 95.

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

len overrides the length as specified in *kind_selector*, and cannot specify a kind type parameter. The entity length must be an integer literal constant that represents one of the permissible length specifications.

End of IBM Extension

IBM Extension

initial_value
: provides an initial value for the entity specified by the immediately preceding name

End of IBM Extension

initialization_expr
: provides an initial value, by means of an initialization expression,

for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides an initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a pointer, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if:

- it appears in a named common block in a block data program unit.

IBM Extension

- if it appears in a named common block in a module.

End of IBM Extension

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the

use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If *initialization_expr* F95 or **NULL()** F95 is specified, and the entity you are declaring:

- is a variable, the variable is initially defined.

Fortran 95

- is a derived type component, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit.

A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If T or F, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
COMPLEX, DIMENSION (2,3) :: ABC(3) ! ABC has 3 (not 6) array elements
```

Related Information

- “COMPLEX” on page 267
- “Initialization Expressions” on page 89
- “How Type Is Determined” on page 56, for details on the implicit typing rules
- “Array Declarators” on page 69
- “Automatic Objects” on page 20
- “Storage Classes for Variables” on page 63
- “DATA” on page 274, for details on initial values

CONTAINS

Purpose

The **CONTAINS** statement separates the body of a main program, external subprogram, or module subprogram from any internal subprograms that it may contain. Similarly, it separates the specification part of a module from any module subprograms.

Syntax

```
►►──CONTAINS──────────────────────────────────────────────────────►◄
```

Rules

When a **CONTAINS** statement exists, at least one subprogram must follow it.

The **CONTAINS** statement cannot appear in a block data program unit or in an internal subprogram.

Any label of a **CONTAINS** statement is considered part of the main program, subprogram, or module that contains the **CONTAINS** statement.

Examples

```
MODULE A
     ...
  CONTAINS              ! Module subprogram must follow
  SUBROUTINE B(X)
        ...
    CONTAINS            ! Internal subprogram must follow
    FUNCTION C(Y)
        ...
    END FUNCTION
  END SUBROUTINE
END MODULE
```

Related Information

- “Program Units, Procedures, and Subprograms” on page 139

CONTINUE

Purpose

The **CONTINUE** statement is an executable control statement that takes no action; it has no effect. This statement is often used as the terminal statement of a loop.

Syntax

```
►►──CONTINUE──────────────────────────────────────────────────────────►◄
```

Examples

```
     DO 100 I = 1,N
        X = X + N
100  CONTINUE
```

Related Information

- “Execution Control” on page 119

CYCLE

Purpose

The **CYCLE** statement terminates the current execution cycle of a **DO** or **DO WHILE** construct.

Syntax

```
►►──CYCLE──┬──────────────────┬───────────────────────────────────────►◄
           └─DO_construct_name─┘
```

DO_construct_name
: is the name of a **DO** or **DO WHILE** construct

Rules

The **CYCLE** statement is placed within a **DO** or **DO WHILE** construct and belongs to the particular **DO** or **DO WHILE** construct specified by *DO_construct_name* or, if not specified, to the **DO** or **DO WHILE** construct that immediately surrounds it. The statement terminates only the current cycle of the construct that it belongs to.

When the **CYCLE** statement is executed, the current execution cycle of the **DO** or **DO WHILE** construct is terminated. Any executable statements after the **CYCLE** statement, including any terminating labeled action statement, will not be executed. For **DO** constructs, program execution continues with incrementation processing, if any. For **DO WHILE** constructs, program execution continues with loop control processing.

A **CYCLE** statement can have a statement label. However, it cannot be used as a labeled action statement that terminates a **DO** construct.

Examples

```
LOOP1: DO I = 1, 20
   N = N + 1
   IF (N > NMAX) CYCLE LOOP1          ! cycle to LOOP1

   LOOP2: DO WHILE (K==1)
      IF (K > KMAX) CYCLE             ! cycle to LOOP2
      K = K + 1
   END DO LOOP2

   LOOP3:  DO J = 1, 10
      N = N + 1
      IF (N > NMAX) CYCLE LOOP1       ! cycle to LOOP1
      CYCLE LOOP3                     ! cycle to LOOP3
   END DO LOOP3

END DO LOOP1
END
```

Related Information

- “DO” on page 282
- “DO WHILE” on page 283

DATA

Purpose

The **DATA** statement provides initial values for variables.

Syntax

```
          ┌─────────────────────────────────────────────┐
          │   ┌─,─┐                                     │
          ▼   │   │                                     │
►►──DATA────data_object_list──/──initial_value_list──/──┴────────────────────►◄
```

data_object
: is a variable or an implied-**DO** list. Any subscript or substring expression must be an initialization expression.

*implied-**DO** list*

```
►►──(──do_object_list──,──do_variable── = ──integer_expr1──,──integer_expr2──┬──────────────────┬──)───►◄
                                                                              └─,──integer_expr3─┘
```

do_object
: is an array element, scalar structure component, substring, or implied-**DO** list

do_variable
: is a named scalar integer variable called the implied-**DO** variable. This variable is a statement entity.

integer_expr1, *integer_expr2*, and *integer_expr3*
: are each scalar integer expressions. The primaries of an expression can only contain constants or implied-**DO** variables of other implied-**DO** lists that have this implied-**DO** list within their ranges. Each operation must be intrinsic.

initial_value

```
►►─┬──────┬─data_value──────────────────────────────────────────────►◄
   └─r─ *─┘
```

r

is a nonnegative scalar integer constant. If *r* is a named constant, it must have been declared previously in the scoping unit or made accessible by use or host association.

Fortran 95

r is also a nonnegative scalar integer subobject of a constant. Similar to the above paragraph, if it is a subobject of a named constant, it must have been declared previously in the scoping unit or made accessible by use or host association.

End of Fortran 95

If *r* is a subobject of a constant, any subscript in it is an initialization expression. If *r* is omitted, the default value is 1. The form *r**data_value* is equivalent to *r* successive appearances of the data value.

data_value
: is a scalar constant, signed integer literal constant, signed real literal constant, structure constructor, ▸ F95 scalar subobject of a constant, or **NULL()**. F95 ◂

Rules

Specifying a nonpointer array object as a *data_object* is the same as specifying a list of all the elements in the array object in the order they are stored.

Fortran 95

An array with pointer attribute has only one corresponding initial value which is **NULL()**.

End of Fortran 95

Each *data_object_list* must specify the same number of items as its corresponding *initial_value_list*. There is a one-to-one correspondence between the items in these two lists. This correspondence establishes the initial value of each *data_object*.

Fortran 95

For pointer initialization, if the *data_value* is **NULL()** then the corresponding *data_object* must have pointer attribute. If the *data_object* has pointer attribute then the corresponding *data_value* must be **NULL()**.

End of Fortran 95

The definition of each *data_object* by its corresponding *initial_value* must follow the rules for intrinsic assignment, except as noted under "Using Typeless Constants" on page 53.

If *initial_value* is a structure constructor, each component must be an initialization expression. If *data_object* is a variable, any substring, subscript, or stride expressions must be initialization expressions.

If *data_value* is a named constant or a subobject of a named constant, the named constant must have been previously declared in the scoping unit, or made accessible by host or use association. If *data_value* is a structure constructor, the derived type must have been previously declared in the scoping unit, or made accessible by host or use association.

Zero-sized arrays, implied-**DO** lists with iteration counts of zero, and values with a repeat factor of zero contribute no variables to the expanded *initial_value_list*, although a zero-length scalar character variable contributes one variable to the list.

You can use an implied-**DO** list in a **DATA** statement to initialize array elements, scalar structure components and substrings. The implied-**DO** list is expanded into a sequence of scalar structure components, array elements, or substrings, under the control of the implied-**DO** variable. Array elements and scalar structure components must not have constant parents. Each scalar structure component must contain at least one component reference that specifies a subscript list.

The range of an implied-**DO** list is the *do_object_list*. The iteration count and the values of the implied-**DO** variable are established from *integer_expr1*, *integer_expr2*, and *integer_expr3*, the same as for a **DO** statement. When the implied-**DO** list is executed, it specifies the items in the *do_object_list* once for each iteration of the implied-**DO** list, with the appropriate substitution of values for any occurrence of the implied-**DO** variables. If the implied-**DO** variable has an iteration count of 0, no variables are added to the expanded sequence.

Each subscript expression in a *do_object* can only contain constants or implied-**DO** variables of implied-**DO** lists that have the subscript expression within their ranges. Each operation must be intrinsic.

IBM Extension

To initialize list items of type logical with logical constants, you can also use the abbreviated forms (`T` for `.TRUE.` and `F` for `.FALSE.`). If `T` or `F` is a constant name that was defined previously with the **PARAMETER** attribute, XL Fortran recognizes it as the named constant and assigns its value to the corresponding list item in the **DATA** statement.

End of IBM Extension

In a block data program unit, you can use a **DATA** statement or type declaration statement to provide an initial value for a variable in a named common block.

In an internal or module subprogram, if the *data_object* is the same name as an entity in the host, and the *data_object* is not declared in any other specification statement in the internal subprogram, the *data_object* must not be referenced or defined before the **DATA** statement.

A **DATA** statement cannot provide an initial value for:
- An automatic object.
- A dummy argument.
- IBM A pointee. IBM
- A variable in a blank common block.
- The result variable of a function.
- IBM A data object whose storage class is automatic. IBM
- F2003 A variable that has the **ALLOCATABLE** attribute. F2003

You must not initialize a variable more than once in an executable program. If you associate two or more variables, you can only initialize one of the data objects.

Examples

Example 1:

```
      INTEGER Z(100),EVEN_ODD(0:9)
      LOGICAL FIRST_TIME
      CHARACTER*10 CHARARR(1)
      DATA    FIRST_TIME / .TRUE. /
      DATA    Z  / 100* 0 /
! Implied-DO list
      DATA  (EVEN_ODD(J),J=0,8,2) / 5 * 0 /  &
    &      ,(EVEN_ODD(J),J=1,9,2) / 5 * 1 /
! Nested example
      DIMENSION TDARR(3,4)  ! Initializes a two-dimensional array
      DATA ((TDARR(I,J),J=1,4),I=1,3) /12 * 0/
! Character substring example
      DATA (CHARARR(J)(1:3),J=1,1) /'aaa'/
      DATA (CHARARR(J)(4:7),J=1,1) /'bbbb'/
      DATA (CHARARR(J)(8:10),J=1,1) /'ccc'/
! CHARARR(1) contains 'aaabbbbccc'
```

Example 2:

```
TYPE DT
      INTEGER :: COUNT(2)
END TYPE DT

TYPE(DT), PARAMETER, DIMENSION(3) :: SPARM = DT ( (/3,5/) )

INTEGER :: A(5)

DATA A /SPARM(2)%COUNT(2) * 10/
```

Related Information

- “Data Types and Data Objects” on page 19
- “Executing a DO Statement” on page 122
- “Statement and Construct Entities” on page 134

DEALLOCATE

Purpose

The **DEALLOCATE** statement dynamically deallocates allocatable objects and pointer targets. A specified pointer becomes disassociated, while any other pointers associated with the target become undefined.

Syntax

```
►►──DEALLOCATE──(──allocate_object_list──┬──────────────────────────┬──)──────►◄
                                         └─,──STAT── = ──stat_variable─┘
```

object is a pointer or an allocatable object

stat_variable
is a scalar integer variable

Rules

An allocatable object that appears in a **DEALLOCATE** statement must be currently allocated. An allocatable object with the **TARGET** attribute cannot be deallocated through an associated pointer. Deallocation of such an object causes the association status of any associated pointer to become undefined. An allocatable object that has an undefined allocation status cannot be subsequently referenced, defined, allocated, or deallocated. Successful execution of a **DEALLOCATE** statement causes the allocation status of an allocatable object to become not allocated.

▸ F2003 When a variable of derived type is deallocated, any allocated subobject with the **ALLOCATABLE** attribute is also deallocated. F2003 ◂

When an intrinsic assignment statement is executed, any allocated subobject of the variable is deallocated before the assignment takes place.

A pointer that appears in a **DEALLOCATE** statement must be associated with a whole target that was created with an **ALLOCATE** statement. Deallocation of a pointer target causes the association status of any other pointer associated with all or part of the target to become undefined.

Tips

Use the **DEALLOCATE** statement instead of the **NULLIFY** statement if no other pointer is associated with the allocated memory.

Deallocate memory that a pointer function has allocated.

If the **STAT=** specifier is not present and an error condition occurs during execution of the statement, the program terminates. If the **STAT=** specifier is present, *stat_variable* is assigned one of the following values:

IBM Extension

Stat value	Error condition
0	No error
1	Error in system routine attempting to do deallocation
2	An invalid data object has been specified for deallocation
3	Both error conditions 1 and 2 have occurred

End of IBM Extension

An *allocate_object* must not depend on the value, bounds, allocation status, or association status of another *allocate_object* in the same **DEALLOCATE** statement; nor does it depend on the value of the *stat_variable* in the same **DEALLOCATE** statement.

stat_variable must not be deallocated within the same **DEALLOCATE** statement. The variable must not depend on the value, bounds, allocation status, or association status of any *allocate_object* in the same **DEALLOCATE** statement.

Examples

```
INTEGER, ALLOCATABLE :: A(:,:)
INTEGER X,Y

   ⋮
ALLOCATE (A(X,Y))

   ⋮
DEALLOCATE (A,STAT=I)
END
```

Related Information

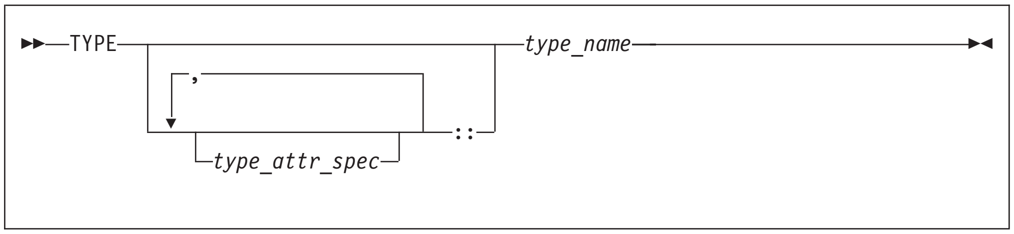
- “ALLOCATE” on page 242
- F2003 “ALLOCATABLE” on page 240 F2003
- “Allocation Status” on page 63
- “Pointer Association” on page 138
- “Deferred-Shape Arrays” on page 72
- “Allocatable Objects as Dummy Arguments” on page 167
- “Allocatable Components” on page 40

Derived Type

Purpose

The **Derived Type** statement is the first statement of a derived-type definition.

Syntax



type_attr_speclist
: is **PRIVATE**, **PUBLIC**, or **BIND(C)**

type_name
: is the name of the derived type

Rules

PRIVATE or **PUBLIC** can only be specified if the derived-type definition is within the specification part of a module. Only one of **PRIVATE** or **PUBLIC** may be specified.

BIND(C) explicitly defines the Fortran derived type as interoperable with a C type. The components must be of interoperable types. (See “Interoperability of Types” on page 681 for additional information.) A derived type with the **BIND** attribute cannot be a **SEQUENCE** type. A component of a derived type with the **BIND** attribute must have interoperable type and type parameters, and cannot have the **POINTER** or **ALLOCATABLE** attribute.

type_name cannot be the same as the name of any intrinsic type, except **BYTE** and **DOUBLECOMPLEX**, or the name of any other accessible derived type.

If a label is specified on the **Derived Type** statement, the label belongs to the scoping unit of the derived-type definition.

If the corresponding **END TYPE** statement specifies a name, it must be the same as *type_name*.

Examples

```
MODULE ABC
  TYPE, PRIVATE :: SYSTEM      ! Derived type SYSTEM can only be accessed
    SEQUENCE                   !   within module ABC
    REAL :: PRIMARY
    REAL :: SECONDARY
    CHARACTER(20), DIMENSION(5) :: STAFF
  END TYPE
END MODULE
```

Related Information

- “Derived Types” on page 30
- “Interoperability of Types” on page 681
- “END TYPE” on page 299
- “SEQUENCE” on page 394
- “PRIVATE” on page 369

DIMENSION

Purpose

The **DIMENSION** attribute specifies the name and dimensions of an array.

Syntax

```
►►──DIMENSION──┬────┬──array_declarator_list──────────────────────────►◄
               └─::─┘
```

Rules

According to Fortran 95, you can specify an array with up to seven dimensions.

IBM Extension

With XL Fortran, you can specify up to 20 dimensions.

End of IBM Extension

Only one dimension specification for an array name can appear in a scoping unit.

Attributes Compatible with the DIMENSION Attribute

- ALLOCATABLE
- AUTOMATIC
- INTENT
- OPTIONAL
- PARAMETER
- POINTER
- PRIVATE
- PROTECTED
- PUBLIC
- SAVE
- STATIC
- TARGET
- VOLATILE

Examples

```
CALL SUB(5,6)
CONTAINS
SUBROUTINE SUB(I,M)
  DIMENSION LIST1(I,M)                         ! automatic array
  INTEGER, ALLOCATABLE, DIMENSION(:,:) :: A    ! deferred-shape array
   ⋮
END SUBROUTINE
END
```

Related Information

- “Array Concepts” on page 67
- “VIRTUAL” on page 416

DO

Purpose

The **DO** statement controls the execution of the statements that follow it, up to and including a specified terminal statement. Together, these statements form a **DO** construct.

Syntax

```
►►──┬───────────────────────┬──DO──┬────────────┬──────────────────────►
    └─DO_construct_name──:──┘      └─stmt_label─┘

►──┬──────────────────────────────────────────────────┬────────────►◄
   └─┬───┬─var_name = a_expr1, a_expr2─┬─────────────┬─┘
     └─,─┘                             └─ , a_expr3──┘
```

DO_construct_name
: is a name that identifies the **DO** construct.

stmt_label
: is the statement label of an executable statement appearing after the **DO** statement in the same scoping unit. This statement denotes the end of the **DO** construct.

var_name
: is a scalar variable name of type integer or real, called the **DO** variable

a_expr1, *a_expr2*, and *a_expr3*
: are each scalar expressions of type integer or real

Rules

If you specify a *DO_construct_name* on the **DO** statement, you must terminate the construct with an **END DO** and the same *DO_construct_name*. Conversely, if you do not specify a *DO_construct_name* on the **DO** statement, and you terminate the **DO** construct with an **END DO** statement, you must not have a *DO_construct_name* on the **END DO** statement.

If you specify a statement label in the **DO** statement, you must terminate the **DO** construct with a statement that is labeled with that statement label. You can terminate a labeled **DO** statement with an **END DO** statement that is labeled with that statement label, but you cannot terminate it with an unlabeled **END DO** statement. If you do not specify a label in the **DO** statement, you must terminate the **DO** construct with an **END DO** statement.

If the control clause (the clause beginning with *var_name*) is absent, the statement is an infinite **DO**. The loop will iterate indefinitely until interrupted (for example, by the **EXIT** statement).

Examples

```
INTEGER :: SUM=0
OUTER: DO
  INNER: DO M=1,10
    READ (5,*) J
    IF (J.LE.I) THEN
      PRINT *, 'VALUE MUST BE GREATER THAN ', I
      CYCLE INNER
    END IF
    SUM=SUM+J
    IF (SUM.GT.500) EXIT OUTER
    IF (SUM.GT.100) EXIT INNER
  END DO INNER
  SUM=SUM+I
  I=I+10
END DO OUTER
PRINT *, 'SUM =',SUM
END
```

Related Information

- "DO Construct" on page 120
- "END (Construct)" on page 295, for details on the **END DO** statement
- "EXIT" on page 307
- "CYCLE" on page 273
- "INDEPENDENT" on page 440
- "ASSERT" on page 432
- "CNCALL" on page 436
- "PERMUTATION" on page 447
- "PARALLEL DO / END PARALLEL DO" on page 486

DO WHILE

Purpose

The **DO WHILE** statement is the first statement in the **DO WHILE** construct, which indicates that you want the following statement block, up to and including a specified terminal statement, to be repeatedly executed for as long as the logical expression specified in the statement continues to be true.

Syntax

```
►►──┬───────────────────────┬──DO──┬────────────┬──┬───┬──────────────────────►
    └─DO_construct_name──:─┘       └─stmt_label─┘  └─,─┘

►─WHILE──(──logical_expr──)───────────────────────────────────────────────────►◄
```

DO_construct_name
: is a name that identifies the **DO WHILE** construct

stmt_label
: is the statement label of an executable statement appearing after the **DO WHILE** statement in the same scoping unit. It denotes the end of the **DO WHILE** construct.

logical_expr
: is a scalar logical expression

Rules

If you specify a *DO_construct_name* on the **DO WHILE** statement, you must terminate the construct with an **END DO** and the same *DO_construct_name*. Conversely, if you do not specify a *DO_construct_name* on the **DO WHILE** statement, and you terminate the **DO WHILE** construct with an **END DO** statement, you must not have a *DO_construct_name* on the **END DO** statement.

If you specify a statement label in the **DO WHILE** statement, you must terminate the **DO WHILE** construct with a statement that is labeled with that statement label. You can terminate a labeled **DO WHILE** statement with an **END DO** statement that is labeled with that statement label, but you cannot terminate it with an unlabeled **END DO** statement. If you do not specify a label in the **DO WHILE** statement, you must terminate the **DO WHILE** construct with an **END DO** statement.

Examples

```
      MYDO: DO 10 WHILE (I .LE. 5)  ! MYDO is the construct name
         SUM = SUM + INC
         I = I + 1
10    END DO MYDO
      END

      SUBROUTINE EXAMPLE2
        REAL X(10)
        LOGICAL FLAG1
        DATA    FLAG1 /.TRUE./
        DO 20 WHILE (I .LE. 10)
           X(I) = A
           I = I + 1
20      IF (.NOT. FLAG1) STOP
      END SUBROUTINE EXAMPLE2
```

Related Information

- "DO WHILE Construct" on page 125
- "END (Construct)" on page 295, for details on the **END DO** statement
- "EXIT" on page 307
- "CYCLE" on page 273

DOUBLE COMPLEX

IBM Extension

Purpose

A **DOUBLE COMPLEX** type declaration statement specifies the attributes of objects and functions of type double complex. Initial values can be assigned to objects.

Syntax

```
►►──DOUBLE COMPLEX──┬───────────────────────┬──entity_decl_list──────────►◄
                    ├─::────────────────────┤
                    └─,──attr_spec_list──::─┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

attr_spec	For detailed information on rules about a particular attribute, refer to the statement of the same name.
intent_spec	is either **IN**, **OUT**, or **INOUT**
::	is the double colon separator. Use the double colon separator when you specify attributes, =*initialization_expr*, F95 or => **NULL()** F95 .
array_spec	is a list of dimension bounds
entity_decl	

```
►►──a──┬───────────────────┬──┬────────────────────────────┬──────────────────►◄
       └─(──array_spec──)──┘  ├─/──initial_value_list──/──┤
                              ├─=──initialization_expr────┤
                              └─ => ──NULL()──────────────┘
```

a	is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.
initial_value	provides an initial value for the entity specified by the immediately preceding name
initialization_expr	provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name
=> **NULL()**	provides the initial value for the pointer object

Rules

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit or if it appears in a named common block in a module.

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* or **NULL()** is specified, the variable is initially defined. If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization. *a* becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* or => **NULL()** implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

If `T` or `F`, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

Examples

```
SUBROUTINE SUB
  DOUBLE COMPLEX, STATIC, DIMENSION(1) :: B
END SUBROUTINE
```

Related Information

- "COMPLEX" on page 267
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

End of IBM Extension

DOUBLE PRECISION

Purpose

A **DOUBLE PRECISION** type declaration statement specifies the attributes of objects and functions of type double precision. Initial values can be assigned to objects.

Syntax

```
>>──DOUBLE PRECISION──┬───────────────────────┬──entity_decl_list──────────><
                      ├─::────────────────────┤
                      └─,──attr_spec_list──::─┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

attr_spec
: For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

::
: is the double colon separator. Use the double colon separator when you specify attributes, =*initialization_expr*, F95 or => **NULL()** F95 .

array_spec
: is a list of dimension bounds

entity_decl

```
►►─a─┬────────────────────┬─┬──────────────────────────────────────┬──────────►◄
     └─(──array_spec──)───┘ │                          (1)         │
                            ├─/──initial_value_list──────────/─────┘
                            ├─ = ──initialization_expr─────────┤
                            │                    (2)           │
                            └─ => ──NULL()─────────────────────┘
```

Notes:

1 IBM Extension.

2 Fortran 95.

a
: is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

initial_value
: provides an initial value for the entity specified by the immediately preceding name

End of IBM Extension

initialization_expr
provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides the initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:
- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit IBM or if it appears in a named common block in a module. IBM

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

Fortran 95

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* or **NULL()** is specified, the variable is initially defined. If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization. *a* becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* or => **NULL()** implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

End of Fortran 95

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If T or F, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
DOUBLE PRECISION, POINTER :: PTR
DOUBLE PRECISION, TARGET  :: TAR
```

Related Information

- "REAL" on page 382
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

ELSE

Purpose

The **ELSE** statement is the first statement of the optional **ELSE** block within an **IF** construct.

Syntax

```
►►──ELSE──┬───────────────────┬────────────────────────────────────────►◄
          └─IF_construct_name─┘
```

IF_construct_name
: is a name that identifies the **IF** construct

Syntax

Control branches to the **ELSE** block if every previous logical expression in the **IF** construct evaluates as false. The statement block of the **ELSE** block is executed and the **IF** construct is complete.

If you specify an *IF_construct_name*, it must be the same name that you specified in the block **IF** statement.

Examples

```
IF (A.GT.0) THEN
  B = B-A
ELSE            ! the next statement is executed if a<=0
  B = B+A
END IF
```

Related Information

- "IF Construct" on page 126
- "END (Construct)" on page 295, for details on the **END IF** statement
- "ELSE IF"

ELSE IF

Purpose

The **ELSE IF** statement is the first statement of an optional **ELSE IF** block within an **IF** construct.

Syntax

```
►►──ELSE IF──(──scalar_logical_expr──)──THEN──┬───────────────────┬──────►◄
                                              └─IF_construct_name─┘
```

IF_construct_name
is a name that identifies the **IF** construct

Rules

scalar_logical_expr is evaluated if no previous logical expressions in the **IF** construct are evaluated as true. If *scalar_logical_expr* is true, the statement block that follows is executed and the **IF** construct is complete.

If you specify an *IF_construct_name*, it must be the same name that you specified in the block **IF** statement.

Examples

```
IF (I.EQ.1) THEN
    J=J-1
ELSE IF (I.EQ.2) THEN
    J=J-2
ELSE IF (I.EQ.3) THEN
    J=J-3
ELSE
    J=J-4
END IF
```

Related Information

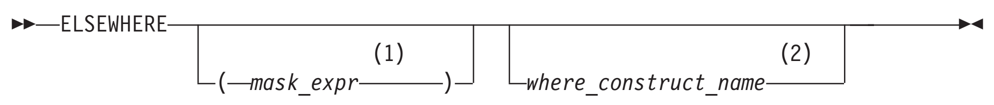
- "IF Construct" on page 126
- "END (Construct)" on page 295, for details on the **END IF** statement
- "ELSE" on page 291

ELSEWHERE

Purpose

The **ELSEWHERE** statement is the first statement of the optional **ELSEWHERE** or masked **ELSEWHERE** block within a **WHERE** construct.

Syntax



Notes:

1 Fortran 95.

2 Fortran 95.

Fortran 95

mask_expr is a logical array expression

End of Fortran 95

Fortran 95

where_construct_name
is a name that identifies a **WHERE** construct

End of Fortran 95

Rules

Fortran 95

A masked **ELSEWHERE** statement contains a *mask_expr*. See “Interpreting Masked Array Assignments” on page 108 for information on interpreting mask expressions. Each *mask_expr* in a **WHERE** construct must have the same shape.

If you specify a *where_construct_name*, it must be the same name that you specified on the **WHERE** construct statement.

End of Fortran 95

ELSEWHERE and masked **ELSEWHERE** statements must not be branch target statements.

Examples

The following example shows a program that uses a simple masked **ELSEWHERE** statement to change the data in an array:

```
INTEGER ARR1(3, 3), ARR2(3,3), FLAG(3, 3)

ARR1 = RESHAPE((/(I, I=1, 9)/), (/3, 3 /))
ARR2 = RESHAPE((/(I, I=9, 1, -1 /), (/3, 3 /))
FLAG = -99

! Data in arrays ARR1, ARR2, and FLAG at this point:
!
! ARR1 = |  1  4  7 |  ARR2 = |  9  6  3 |  FLAG = | -99 -99 -99 |
!        |  2  5  8 |         |  8  5  2 |         | -99 -99 -99 |
!        |  3  6  9 |         |  7  4  1 |         | -99 -99 -99 |

WHERE (ARR1 > ARR2)
  FLAG = 1
ELSEWHERE (ARR1 == ARR2)
  FLAG = 0
ELSEWHERE
  FLAG = -1
END WHERE

! Data in arrays ARR1, ARR2, and FLAG at this point:
!
! ARR1 = |  1  4  7 |  ARR2 = |  9  6  3 |  FLAG = | -1  -1   1 |
!        |  2  5  8 |         |  8  5  2 |         | -1   0   1 |
!        |  3  6  9 |         |  7  4  1 |         | -1   1   1 |
```

Related Information

- “WHERE Construct” on page 107
- “WHERE” on page 421
- “END (Construct)” on page 295, for details on the **END WHERE** statement

END

Purpose

An **END** statement indicates the end of a program unit or procedure.

Syntax

```
►►──END──┬──────────────────────────────────────┬───────────────────────────────►◄
         ├─BLOCK DATA──┬────────────────────┬──┤
         │             └─BLOCK_DATA_name────┘  │
         ├─FUNCTION──┬─────────────────┬───────┤
         │           └─FUNCTION_name───┘       │
         ├─MODULE──┬───────────────┬───────────┤
         │         └─MODULE_name───┘           │
         ├─PROGRAM──┬────────────────┬─────────┤
         │          └─PROGRAM_name───┘         │
         └─SUBROUTINE──┬────────────────────┬──┘
                       └─SUBROUTINE_name────┘
```

Rules

The **END** statement is the only required statement in a program unit.

For an internal subprogram or module subprogram, you must specify the **FUNCTION** or **SUBROUTINE** keyword on the **END** statement. For block data program units, external subprograms, the main program, modules and interface bodies, the corresponding keyword is optional.

The program name can be included in the **END PROGRAM** statement only if the optional **PROGRAM** statement is used and if the name is identical to the program name specified in the **PROGRAM** statement.

The block data name can be included in the **END BLOCK DATA** statement only if it is provided in the **BLOCK DATA** statement and if the name is identical to the block data name specified in the **BLOCK DATA** statement.

If a name is specified in an **END MODULE**, **END FUNCTION**, or **END SUBROUTINE** statement, it must be identical to the name specified in the corresponding **MODULE**, **FUNCTION**, or **SUBROUTINE** statement, respectively.

The **END**, **END FUNCTION**, **END PROGRAM**, and **END SUBROUTINE** statements are executable statements that can be branched to. In both fixed source form and Fortran 90 free source form formats, no other statement may follow the **END** statement on the same line. In fixed source form format, you cannot continue a program unit **END** statement, nor can a statement whose initial line appears to be a program unit **END** statement be continued.

The **END** statement of a main program terminates execution of the program. The **END** statement of a function or subroutine has the same effect as a **RETURN** statement. An inline comment can appear on the same line as an **END** statement. Any comment line appearing after an **END** statement belongs to the next program unit.

Examples

```
PROGRAM TEST
  CALL SUB()
  CONTAINS
    SUBROUTINE SUB
  ⋮
    END SUBROUTINE    ! Reference to subroutine name SUB is optional
END PROGRAM TEST
```

Related Information

- "Program Units and Procedures" on page 131

END (Construct)

Purpose

The **END (Construct)** statement terminates the execution of a construct. The *Construct Termination Statements* table lists the appropriate statement to end each construct.

Table 23. Construct Termination Statements

Consrtuct	Termination Statement
ASSOCIATE	**END ASSOCIATE**
DO **DO WHILE**	**END DO**
FORALL	**END FORALL**
IF	**END IF**
SELECT CASE	**END SELECT**
WHERE	**END WHERE**

Fortran 95

The **END FORALL** statement terminates **FORALL** constructs.

End of Fortran 95

Syntax

```
►►──┬─END ASSOCIATE──┬─────────────────────────────┬──┬──────────►◄
    │                │                          (1)│  │
    │                └─ASSOCIATE_construct_name────┘  │
    ├─END DO──┬──────────────────┬────────────────────┤
    │         └─DO_construct_name─┘                   │
    │                                    (2)          │
    ├─END FORALL──┬──────────────────────┬────────────┤
    │             └─FORALL_construct_name─┘           │
    ├─END IF──┬──────────────────┬────────────────────┤
    │         └─IF_construct_name─┘                   │
    ├─END SELECT──┬────────────────────┬──────────────┤
    │             └─CASE_construct_name─┘             │
    │                                  (3)            │
    └─END WHERE──┬─────────────────────┬──────────────┘
                 └─where_construct_name─┘
```

Notes:

1 Fortran 2003 Draft Standard

2 Fortran 95.

3 Fortran 95.

Fortran 2003 Draft Standard

ASSOCIATE_construct_name
is a name that identifies an **ASSOCIATE** construct

End of Fortran 2003 Draft Standard

DO_construct_name
is a name that identifies a **DO** or **DO WHILE** construct

Fortran 95

FORALL_construct_name
is a name that identifies a **FORALL** construct

End of Fortran 95

IF_construct_name
is a name that identifies an **IF** construct

CASE_construct_name
is a name that identifies a **SELECT CASE** construct

Fortran 95

where_construct_name
is a name that identifies a **WHERE** construct

End of Fortran 95

Rules

If you label the **END DO** statement, you can use it as the terminal statement of a labeled or unlabeled **DO** or **DO WHILE** construct. An **END DO** statement terminates the innermost **DO** or **DO WHILE** construct only. If a **DO** or **DO WHILE** statement does not specify a statement label, the terminal statement of the **DO** or **DO WHILE** construct must be an **END DO** statement.

You can branch to an **END DO**, **END IF**, or **END SELECT** statement from within the **DO** (or **DO WHILE**), **IF**, or **CASE** construct, respectively. An **END IF** statement can also be branched to from outside of the **IF** construct.

Fortran 95

In Fortran 95, an **END IF** statement cannot be branched to from outside of the **IF** construct.

End of Fortran 95

If you specify a construct name on the statement that begins the construct, the **END** statement that terminates the construct must have the same construct name. Conversely, if you do not specify a construct name on the statement that begins the construct, you must not specify a construct name on the **END** statement.

An **END WHERE** statement must not be a branch target statement.

Examples

```
INTEGER X(100,100)
DECR: DO WHILE (I.GT.0)

   ⋮
  IF (J.LT.K) THEN

   ⋮
  END IF                 ! Cannot reference a construct name
  I=I-1
END DO DECR              ! Reference to construct name DECR mandatory

END
```

The following example shows an invalid use of the *where_construct_name*:

```
BW: WHERE (A /= 0)
  B = B + 1
END WHERE EW      ! The where_construct_name on the END WHERE statement
                  ! does not match the where_construct_name on the WHERE
                  ! statement.
```

Related Information

- "Execution Control" on page 119
- "DO" on page 282
- "FORALL" on page 311
- "FORALL (Construct)" on page 314
- "IF (Block)" on page 325
- "SELECT CASE" on page 393
- "WHERE" on page 421
- "Deleted Features" on page 822

END INTERFACE

Purpose

The **END INTERFACE** statement terminates a procedure interface block.

Syntax

```
>>──END INTERFACE──┬─────────────────────┬──────────────────────────><
                   │                (1)  │
                   └─generic_spec────────┘
```

Notes:

1 Fortran 95.

Fortran 95

generic_spec

```
>>──┬─generic_name────────────────────────┬─────────────────────────><
    ├─OPERATOR──(──defined_operator──)────┤
    └─ASSIGNMENT──(── = ──)───────────────┘
```

End of Fortran 95

Fortran 95

defined_operator
is a defined unary operator, defined binary operator, or extended intrinsic operator

End of Fortran 95

Rules

Each **INTERFACE** statement must have a corresponding **END INTERFACE** statement.

An **END INTERFACE** statement without a *generic_spec* can match any **INTERFACE** statement, with or without a *generic_spec*.

Fortran 95

If the *generic_spec* in an **END INTERFACE** statement is a *generic_name*, the *generic_spec* of the corresponding **INTERFACE** statement must be the same *generic_name*.

If the *generic_spec* in an **END INTERFACE** statement is an **OPERATOR**(*defined_operator*), the *generic_spec* of the corresponding **INTERFACE** statement must be the same **OPERATOR**(*defined_operator*).

If the *generic_spec* in an **END INTERFACE** statement is an **ASSIGNMENT**(=), the *generic_spec* for the corresponding **INTERFACE** statement must be the same **ASSIGNMENT**(=).

End of Fortran 95

Examples

```
INTERFACE OPERATOR (.DETERMINANT.)
  FUNCTION DETERMINANT (X)
    INTENT(IN) X
    REAL X(50,50), DETERMINANT
  END FUNCTION
END INTERFACE
```

Fortran 95

```
INTERFACE OPERATOR(.INVERSE.)
  FUNCTION INVERSE(Y)
    INTENT(IN) Y
    REAL Y(50,50), INVERSE
  END FUNCTION
END INTERFACE OPERATOR(.INVERSE.)
```

End of Fortran 95

Related Information

- “INTERFACE” on page 343
- “Interface Concepts” on page 141

END TYPE

Purpose

The **END TYPE** statement indicates the completion of a derived-type definition.

Syntax

```
►►──END TYPE──┬───────────┬──────────────────────────────────────►◄
              └─type_name─┘
```

Rules

If *type_name* is specified, it must match the *type_name* in the corresponding **Derived Type** statement.

If a label is specified on the **END TYPE** statement, the label belongs to the scoping unit of the derived-type definition.

Examples

```
TYPE A
  INTEGER :: B
  REAL :: C
END TYPE A
```

Related Information

- "Derived Types" on page 30

ENDFILE

Purpose

The **ENDFILE** statement writes an endfile record as the next record of an external file connected for sequential access. This record becomes the last record in the file.

An **ENDFILE** statement for a file connected for stream access causes the terminal point to become the current file position. File storage units before the current position are considered written, and can be read. You can write additional data to the file by using subsequent stream output statements.

Syntax

```
►►──ENDFILE──┬─u─────────────────┬──────────────────────────────►◄
             └─(──position_list──)─┘
```

u
: is an external unit identifier. The value of *u* must not be an asterisk or a Hollerith constant.

position_list
: is a list that must contain one unit specifier ([**UNIT=**]*u*) and can also contain one of each of the other valid specifiers:

[UNIT=] *u*
: is a unit specifier in which *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file that is represented by a scalar integer expression, whose value is in the range 1 through 2147483647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *position_list*.

IOMSG= *iomsg_variable*
: is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:
  - If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
  - If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
: is an input/output status specifier that specifies the status of the input/output operation. *ios* is a scalar variable of type **INTEGER(4)** or default integer. When the **ENDFILE** statement finishes executing, *ios* is defined with:
  - A zero value if no error condition occurs
  - A positive value if an error occurs.

ERR= *stmt_label*
is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

Rules

IBM Extension

If the unit is not connected, an implicit **OPEN** specifying sequential access is performed to a default file named **fort.***n*, where *n* is the value of *u* with leading zeros removed.

If two **ENDFILE** statements are executed for the same file without an intervening **REWIND** or **BACKSPACE** statement, the second **ENDFILE** statement is ignored.

End of IBM Extension

After execution of an **ENDFILE** statement for a file connected for sequential access, a **BACKSPACE** or **REWIND** statement must be used to reposition the file prior to execution of any data transfer input/output statement.

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered, transfer is made to the statement specified by the **ERR=** specifier and a positive integer value is assigned to *ios*.

IBM Extension

If **IOSTAT=** and **ERR=** are not specified,
- The program stops if a severe error is encountered.
- The program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.

End of IBM Extension

Examples

```
ENDFILE 12
ENDFILE (IOSTAT=IOSS,UNIT=11)
```

Related Information

- "Conditions and IOSTAT Values" on page 189
- "XL Fortran Input/Output" on page 179
- *Setting Run-time Options* in the *User's Guide*

ENTRY

Purpose

A function subprogram or subroutine subprogram has a primary entry point that is established through the **SUBROUTINE** or **FUNCTION** statement. The **ENTRY** statement establishes an alternate entry point for an external subprogram or a module subprogram.

Syntax

```
►►──ENTRY──entry_name──┬──────────────────────────────┬──────────────────────────►
                       └─(──┬─────────────────────┬──)─┘
                            └─dummy_argument_list─┘


   ┌─────────────────────────────────────────────────────┐
   ▼                                                     │
►────┬──────────────────────────────────────────────┬────┴──────────────────────►◄
     ├─RESULT──(──result_name──)────────────────────┤
     └─BIND──(──C──┬──────────────────────────────┬──)─┘
                   └─,──NAME── = ──binding_label──┘
```

entry_name
: is the name of an entry point in a function subprogram or subroutine subprogram

Fortran 2003 Draft Standard

binding_label
: is a scalar character initialization expression

End of Fortran 2003 Draft Standard

Rules

The **ENTRY** statement cannot appear in a main program, block data program unit, internal subprogram, **IF** construct, **DO** construct, **CASE** construct, derived-type definition, or interface block.

IBM Extension

The **ENTRY** statement cannot appear in a **CRITICAL**, **MASTER**, **PARALLEL**, **PARALLEL SECTIONS**, **SECTIONS**, or **SINGLE** construct.

End of IBM Extension

An **ENTRY** statement can appear anywhere after the **FUNCTION** or **SUBROUTINE** statement (and after any **USE** statements) of an external or module subprogram, except in a statement block within a control construct, in a derived-type definition, or in an interface block. **ENTRY** statements are nonexecutable and do not affect control sequencing during the execution of a subprogram.

The result variable is *result_name*, if specified; otherwise, it is *entry_name*. If the characteristics of the **ENTRY** statement's result variable are the same as those of the **FUNCTION** statement's result variable, the result variables identify the same variable, even though they can have different names. Otherwise, they are storage-associated and must be all nonpointer, nonallocatable scalars of intrinsic (noncharacter) type. *result_name* can be the same as the result variable name specified for the **FUNCTION** statement or another **ENTRY** statement.

The result variable cannot be specified in a **COMMON**, **DATA**, integer **POINTER**, or **EQUIVALENCE** statement, nor can it have the **PARAMETER**, **INTENT**, **OPTIONAL**, **SAVE**, or **VOLATILE** attributes. The **STATIC** and **AUTOMATIC** attributes can be specified only when the result variable is not an allocatable object, an array or a pointer, and is not of character or derived type.

If the **RESULT** keyword is specified, the **ENTRY** statement must be within a function subprogram, *entry_name* must not appear in any specification statement in the scope of the function subprogram, and *result_name* cannot be the same as *entry_name*.

A result variable must not be initialized in a type declaration statement or **DATA** statement.

The entry name in an external subprogram is a global entity; an entry name in a module subprogram is not a global entity. An interface for an entry can appear in an interface block only when the entry name is used as the procedure name in an interface body.

At most one **RESULT** clause and at most one **BIND** clause may appear. They can appear in any order.

Fortran 2003 Draft Standard

The **BIND** keyword implicitly or explicitly defines a binding label which specifies the name by which an entity is accessed from the C programming language. The result variable, if there is a result, must be a scalar that is interoperable. A binding label cannot be specified for a dummy argument. A dummy argument cannot be zero-sized. A dummy argument for a procedure with the **BIND** attribute must have interoperable types and type parameters, and cannot have the **ALLOCATABLE**, **OPTIONAL**, or **POINTER** attribute. A dummy argument to a procedure that has the **BIND** attribute must have interoperable type and type parameters, and cannot have the **ALLOCATABLE**, **OPTIONAL**, or **POINTER** attribute.

End of Fortran 2003 Draft Standard

In a function subprogram, *entry_name* identifies a function and can be referenced as a function from the calling procedure. In a subroutine subprogram, *entry_name* identifies a subroutine and can be referenced as a subroutine from the calling procedure. When the reference is made, execution begins with the first executable statement following the **ENTRY** statement.

The result variable must be defined prior to exiting from the function, when the function is invoked through that entry.

A name in the *dummy_argument_list* must not appear in the following places:
- In an executable statement preceding the **ENTRY** statement unless it also appears in a **FUNCTION**, **SUBROUTINE**, or **ENTRY** statement that precedes the executable statement.
- In the expression of a statement function statement, unless the name is also a dummy argument of the statement function, appears in a **FUNCTION** or **SUBROUTINE** statement, or appears in an **ENTRY** statement that precedes the statement function statement.

The order, number, type, and kind type parameters of the dummy arguments can differ from those of the **FUNCTION** or **SUBROUTINE** statement, or other **ENTRY** statements.

If a dummy argument is used in a specification expression to specify an array bound or character length of an object, you can only specify the object in a statement that is executed during a procedure reference if the dummy argument is present and appears in the dummy argument list of the procedure name referenced.

Recursion

An **ENTRY** statement can reference itself directly only if the subprogram statement specifies **RECURSIVE** and the **ENTRY** statement specifies **RESULT**. The entry procedure then has an explicit interface within the subprogram. The **RESULT** clause is not required for an entry to reference itself indirectly.

Fortran 95

Elemental subprograms can have **ENTRY** statements, but the **ENTRY** statement cannot have the **ELEMENTAL** prefix. The procedure defined by the **ENTRY** statement is elemental if the **ELEMENTAL** prefix is specified in the **SUBROUTINE** or **FUNCTION** statement.

End of Fortran 95

If *entry_name* is of type character, its length cannot be an asterisk if the function is recursive.

IBM Extension

You can also call external procedures recursively when you specify the **-qrecur** compiler option, although XL Fortran disregards this option if a procedure specifies either the **RECURSIVE** or **RESULT** keyword.

End of IBM Extension

Examples

```
RECURSIVE FUNCTION FNC() RESULT (RES)
   ⋮
  ENTRY ENT () RESULT (RES)         ! The result variable name can be
                                    ! the same as for the function
   ⋮
END FUNCTION
```

Related Information

- “FUNCTION” on page 318
- “SUBROUTINE” on page 399
- “Recursion” on page 171
- “Dummy Arguments” on page 160
- **-qrecur** Option in the *User's Guide*

EQUIVALENCE

Purpose

The **EQUIVALENCE** statement specifies that two or more objects in a scoping unit are to share the same storage.

Syntax

```
                 ┌─,──────────────────────────────────────┐
                 ▼                                        │
►►──EQUIVALENCE────(──equiv_object──,──equiv_object_list──)─┴──────────────────────────►◄
```

equiv_object
: is a variable name, array element, or substring. Any subscript or substring expression must be an integer initialization expression.

Rules

equiv_object must not be a target, pointer, dummy argument, function name, pointee, entry name, result name, structure component, named constant, automatic data object, allocatable object, object of nonsequence derived type, object of sequence derived type that contains a pointer or allocatable component, or a subobject of any of these.

Fortran 2003 Draft Standard

Variables with the **BIND** attribute, or variables that are members of a common block with the **BIND** attribute must not be an object in an **EQUIVALENCE** statement.

End of Fortran 2003 Draft Standard

Because all items named within a pair of parentheses have the same first storage unit, they become associated. This is called *equivalence association*. It may cause the association of other items as well.

You can specify default initialization for a storage unit that is storage associated. However, the objects or subobjects supplying the default initialization must be of the same type. They must also be of the same type parameters and supply the same value for the storage unit.

If you specify an array element in an **EQUIVALENCE** statement, the number of subscript quantities cannot exceed the number of dimensions in the array. If you specify a multidimensional array using an array element with a single subscript *n*, the *n* element in the array's storage sequence is specified. In all other cases, XL Fortran replaces any missing subscript with the lower bound of the corresponding dimension of the array. A nonzero-sized array without a subscript refers to the first element of the array.

If *equiv_object* is of derived type, it must be of a sequence derived type.

IBM Extension

You can equivalence an object of sequence derived type with any other object of sequence derived type or intrinsic data type provided that the object is allowed in an **EQUIVALENCE** statement.

In XL Fortran, associated items can be of any intrinsic type or of sequence derived type. If they are, the **EQUIVALENCE** statement does not cause type conversion.

End of IBM Extension

The lengths of associated items do not have to be equal.

Any zero-sized items are storage-associated with one another and with the first storage unit of any nonzero-sized sequences.

An **EQUIVALENCE** statement cannot associate the storage sequences of two different common blocks. It must not specify that the same storage unit is to occur more than once in a storage sequence. An **EQUIVALENCE** statement must not contradict itself or any previously established associations caused by an **EQUIVALENCE** statement.

You can cause names not in common blocks to share storage with a name in a common block using the **EQUIVALENCE** statement.

F2003 If you specify that an object declared by an **EQUIVALENCE** group has the **PROTECTED** attribute, all objects specified in that **EQUIVALENCE** group must have the **PROTECTED** attribute. F2003

You can extend a common block by using an **EQUIVALENCE** statement, but only by adding beyond the last entry, not before the first entry. For example, if the variable that you associate to a variable in a common block, using the **EQUIVALENCE** statement, is an element of an array, the implicit association of the rest of the elements of the array can extend the size of the common block.

Examples

```
      DOUBLE PRECISION A(3)
      REAL B(5)
      EQUIVALENCE (A,B(3))
```

Association of storage units:

```
          |      |      |      |      |      |      |      |      |
Array A:                |   A(1)      |   A(2)      |   A(3)      |
Array B:  | B(1) | B(2) | B(3) | B(4) | B(5) |
```

This example shows how association of two items can result in further association.

```
      AUTOMATIC A
      CHARACTER A*4,B*4,C(2)*3
      EQUIVALENCE (A,C(1)),(B,C(2))
```

Association of storage units:

```
              |      |      |      |      |      |      |      |
Variable A:   |             A             |
Variable B:                        |             B             |
Array C:      |       C(1)         |        C(2)        |
```

Because XL Fortran associates both A and B with C, A and B become associated with each other, and they all have the automatic storage class.

```
INTEGER(4)
G(2,-1:2,-3:2)
REAL(4)      H(3,1:3,2:3)
EQUIVALENCE  (G(2),H(1,1))    ! G(2) is G(2,-1,-3)
                              ! H(1,1) is H(1,1,2)
```

Related Information

- “Storage Classes for Variables” on page 63
- “Definition Status of Variables” on page 56

EXIT

Purpose

The **EXIT** statement terminates execution of a **DO** construct or **DO WHILE** construct before the construct completes all of its iterations.

Syntax

```
►►──EXIT──┬───────────────────┬────────────────────────────────►◄
          └─DO_construct_name─┘
```

DO_construct_name
is the name of the **DO** or **DO WHILE** construct

Rules

The **EXIT** statement is placed within a **DO** or **DO WHILE** construct and belongs to the **DO** or **DO WHILE** construct specified by *DO_construct_name* or, if not specified, by the **DO** or **DO WHILE** construct that immediately surrounds it. When a *DO_construct_name* is specified, the **EXIT** statement must be in the range of that construct.

When the **EXIT** statement is executed, the **DO** or **DO WHILE** construct that the **EXIT** statement belongs to becomes inactive. If the **EXIT** statement is nested in any other **DO** or **DO WHILE** constructs, they also become inactive. Any **DO** variable present retains its last defined value. If the **DO** construct has no construct control, it will iterate infinitely unless it becomes inactive. The **EXIT** statement can be used to make the construct inactive.

An **EXIT** statement can have a statement label; it cannot be used as the labeled statement that terminates a **DO** or **DO WHILE** construct.

Examples

```
      LOOP1: DO I = 1, 20
         N = N + 1
10       IF (N > NMAX) EXIT LOOP1           ! EXIT from LOOP1

         LOOP2: DO WHILE (K==1)
            KMAX = KMAX - 1
20          IF (K > KMAX) EXIT              ! EXIT from LOOP2
         END DO LOOP2
         LOOP3:  DO J = 1, 10
             N = N + 1
30           IF (N > NMAX) EXIT LOOP1       ! EXIT from LOOP1
             EXIT LOOP3                     ! EXIT from LOOP3
         END DO LOOP3

      END DO LOOP1
```

Related Information

- “DO Construct” on page 120
- “DO WHILE Construct” on page 125

EXTERNAL

Purpose

The **EXTERNAL** attribute specifies that a name represents an external procedure, a dummy procedure, or a block data program unit. A procedure name with the **EXTERNAL** attribute can be used as an actual argument.

Syntax

```
►►──EXTERNAL──┬──────┬──name_list──────────────────────────────────►◄
              └─ :: ─┘
```

name is the name of an external procedure, dummy procedure, or **BLOCK DATA** program unit

Rules

If an external procedure name or dummy argument name is used as an actual argument, it must be declared with the **EXTERNAL** attribute or by an interface block in the scoping unit, but may not appear in both.

If an intrinsic procedure name is specified with the **EXTERNAL** attribute in a scoping unit, the name becomes the name of a user-defined external procedure. Therefore, you cannot invoke that intrinsic procedure by that name from that scoping unit.

You can specify a name to have the **EXTERNAL** attribute appear only once in a scoping unit.

A name in an **EXTERNAL** statement must not also be specified as a specific procedure name in an interface block in the scoping unit.

Attributes Compatible with the EXTERNAL Attribute

- OPTIONAL
- PRIVATE
- PUBLIC

Examples

```
PROGRAM MAIN
  EXTERNAL AAA
  CALL SUB(AAA)         ! Procedure AAA is passed to SUB
END

SUBROUTINE SUB(ARG)
  CALL ARG()            ! This results in a call to AAA
END SUBROUTINE
```

Related Information

- “Procedures as Dummy Arguments” on page 168
- Item 4 under Appendix A, “Compatibility Across Standards,” on page 819

FLUSH

Fortran 2003 Draft Standard

Purpose

The **FLUSH** statement allows you to make data from an external file available to other processes. In addition, you can use the **FLUSH** statement to make data written to an external file by a means other than Fortran available to a **READ** statement.

Syntax

```
>>──FLUSH──┬─u──────────┬──────────────────────────────────────────><
           └─flush_list─┘
```

u
is an integer scalar expression with a value in a range from 0 through 2,147,483,647. This unit references an external file. The value of must not be an asterisk or a Hollerith constant.

flush_list
a list of specifiers that must contain **UNIT=**, and can also contain one of each of the following specifiers:

- **[UNIT=]** specifies the external file as an integer scalar expression with a value in a range from 0 through 2,147,483,647. The value of must not be an asterisk or a Hollerith constant.
- **ERR=***stmt_label* is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Inclusion of the **ERR=** specifier

suppresses error messages. *stmt_label* must be the statement label of a branch target statement that appears in the same scoping unit as the **FLUSH** statement.

- **IOMSG=***iomsg_variable* is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:
  - If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
  - If no such condition occurs, the value of the variable is unchanged.
- **IOSTAT=***ios* specifies the status of the flush operation as a scalar variable of type **INTEGER**. When execution of the flush statement completes, **ios** is:
  - A zero value if no error condition occurs.
  - A positive value if an error occurs.
  - A negative value if the device cannot perform a flush operation, such as a tape or TTY device.

  Inclusion of the **IOSTAT** specifier suppresses error messages. If the program encounters a severe error, the value of *ios* is 200.

If you do not specify **ERR** or **IOSTAT**, the program terminates on encountering a severe error.

Rules

The **FLUSH** statement must not appear in a pure subprogram.

A **FLUSH** statement has no effect on file position.

The **buffering** run-time option does not affect the execution of the **FLUSH** statement.

Examples

Example 1: The following example includes a Fortran program and a C routine. The program includes a **FLUSH** statement to read the input correctly.

```
! The following Fortran program reads in data from standard input.
program main
  integer, parameter :: N=11
  integer :: rdat(N) /N * -1/
  read(5, *) rdat(1:5)
  FLUSH(5)                    ! Flush the input buffer
  call csub()
  read(5, *) rdat(6:10)
  print *, rdat
end program
/* The following C routine reads in data. */
#include <stdio.h>
void csub() {
  int  dat5;
  setbuf(stdin, NULL);        /* specifies no buffering for stdin */
  fscanf(stdin, "%d", &dat5);
  printf("csub: dat5=%d\n", dat5);
}
```

Sample input file:

```
1 2 3 4 5
6
7 8 9 10 11
```

Execution:

```
a.out < infile
```

Sample output:

```
csub: dat5=6
1 2 3 4 5 7 8 9 10 11 -1
```

Example 1: In the following example a data file written by a Fortran program is read by a C routine. The program specifies a **FLUSH** statement for the buffered I/O.

```
! The following Fortran program writes data to an external file.
subroutine process_data()
  integer data(10)
  external read_data

  data = (/(i,i=1,10)/)
  open(50, file="data_file")
  write(50, *) data             ! write data to an external file
  flush(50)                     ! since Fortran I/O is buffered, a FLUSH
                                ! statement is needed for the C routine to
                                ! to read the data
  call read_data(10)            ! call C routine to read the file
end subroutine

/* The following C routine reads data from the external file. */
void read_data(int *sz) {

#include < stdio.h>
#include < stdlib.h>
int *data, i;
  FILE  *fp;

  data = (int *) malloc((*sz)*sizeof(int));
  fp = fopen("data_file", "r");
  for (i=0; i<*sz-1; i++) {
    fscanf(fp, "%d", &dat5[i]);
  }
}
```

End of Fortran 2003 Draft Standard

FORALL

Fortran 95

Purpose

The **FORALL** statement performs assignment to groups of subobjects, especially array elements. Unlike the **WHERE** statement, assignment can be performed on an elemental level rather than on an array level. The **FORALL** statement also allows pointer assignment.

Syntax

```
►►──FORALL──forall_header──forall_assignment──────────────────────────────►◄
```

forall_header

```
►►──(──forall_triplet_spec_list──┬──────────────────────┬──)──────────────►◄
                                 └─,──scalar_mask_expr──┘
```

forall_triplet_spec

```
►►──index_name── = ──subscript── : ──subscript──┬──────────────┬──────────►◄
                                                └─ : ──stride──┘
```

forall_assignment
: is either *assignment_statement* or *pointer_assignment_statement*

scalar_mask_expr
: is a scalar logical expression

subscript, stride
: are each scalar integer expressions

Rules

Only pure procedures can be referenced in the mask expression of *forall_header* and in a *forall_assignment* (including one referenced by a defined operation or assignment).

index_name must be a scalar integer variable. It is also a statement entity; that is, it does not affect and is not affected by other entities in the scoping unit.

In *forall_triplet_spec_list*, neither a *subscript* nor a *stride* can contain a reference to any *index_name* in the *forall_triplet_spec_list*. Evaluation of any expression in *forall_header* must not affect evaluation of any other expression in *forall_header*.

Given the *forall_triplet_spec*

```
index1 = s1:s2:s3
```

the maximum number of index values is determined by:

```
max = INT((s2-s1+s3)/s3)
```

If the stride (*s3* above) is not specified, a value of 1 is assumed. If *max* ≤ 0 for any index, *forall_assignment* is not executed. For example,

```
index1 = 2:10:3    !  The index values are 2,5,8.
                      max = INT((10-2+3)/3) = 3.

index2 = 6:2:-1    !  The index values are 6,5,4,3,2.
index2 = 6:2       !  No index values.
```

If the mask expression is omitted, a value of `.TRUE.` is assumed.

No atomic object can be assigned to more than once. Assignment to a nonatomic object assigns to all subobjects or associates targets with all subobjects.

Interpreting the FORALL Statement

1. Evaluate the *subscript* and *stride* expressions for each *forall_triplet_spec* in any order. All possible pairings of *index_name* values form the set of combinations. For example, given the following statement:
   ```
   FORALL (I=1:3,J=4:5) A(I,J) = A(J,I)
   ```
   The set of combinations of I and J is:
   ```
   {(1,4),(1,5),(2,4),(2,5),(3,4),(3,5)}
   ```
   The **-1** and **-qnozerosize** compiler options do not affect this step.
2. Evaluate the *scalar_mask_expr* for the set of combinations, in any order, producing a set of active combinations (those for which *scalar_mask_expr* evaluated to .TRUE.). For example, if the mask (I+J.NE.6) is applied to the above set, the set of active combinations is:
   ```
   {(1,4),(2,5),(3,4),(3,5)}
   ```
3. For *assignment_statement*, evaluate, in any order, all values in the right-hand side *expression* and all subscripts, strides, and substring bounds in the left-hand side *variable* for all active combinations of *index_name* values.

   For *pointer_assignment*, determine, in any order, what will be the targets of the pointer assignment and evaluate all subscripts, strides, and substring bounds in the pointer for all active combinations of *index_name* values. Whether or not the target is a pointer, the determination of the target does not include evaluation of its value.
4. For *assignment_statement*, assign, in any order, the computed *expression* values to the corresponding *variable* entities for all active combinations of *index_name* values.

   For *pointer_assignment*, associate, in any order, all targets with the corresponding pointer entities for all active combinations of *index_name* values.

Loop Parallelization

The **FORALL** statement and **FORALL** construct are designed to allow for parallelization of assignment statements. When executing an assignment statement in a **FORALL**, the assignment of an object will not interfere with the assignment of another object. In the next example, the assignments to elements of A can be executed in any order without changing the results:

```
FORALL (I=1:3,J=1:3) A(I,J)=A(J,I)
```

IBM Extension

The **INDEPENDENT** directive asserts that each iteration of a **DO** loop or each operation in a **FORALL** statement or **FORALL** construct can be executed in any order without affecting the semantics of the program. The operations in a **FORALL** statement or **FORALL** construct are defined as:

- The evaluation of *mask*
- The evaluation of the right-hand side and/or left-hand side indexes
- The evaluation of assignments

Thus, the following loop,

```
        INTEGER, DIMENSION(2000) :: A,B,C
!IBM*  INDEPENDENT
        DO I = 1, 1999, 2
          A(I) = A(I+1)
        END DO
```

is semantically equivalent to the following array assignment:

```
        INTEGER, DIMENSION(2000) :: A,B,C
        A(1:1999:2) = A(2:2000:2)
```

Tip

If it is possible and beneficial to make a specific **FORALL** parallel, specify the **INDEPENDENT** directive before the **FORALL** statement. Because XL Fortran may not always be able to determine whether it is legal to parallelize a **FORALL**, the **INDEPENDENT** directive provides an assertion that it is legal.

End of IBM Extension

Examples

```
INTEGER A(1000,1000), B(200)
I=17
FORALL (I=1:1000,J=1:1000,I.NE.J) A(I,J)=A(J,I)
PRINT *, I    ! The value 17 is printed because the I
              ! in the FORALL has statement scope.
FORALL (N=1:200:2) B(N)=B(N+1)
END
```

Related Information

- "Intrinsic Assignment" on page 104
- "Pointer Assignment" on page 116
- "FORALL Construct" on page 113
- "INDEPENDENT" on page 440
- "Statement and Construct Entities" on page 134

End of Fortran 95

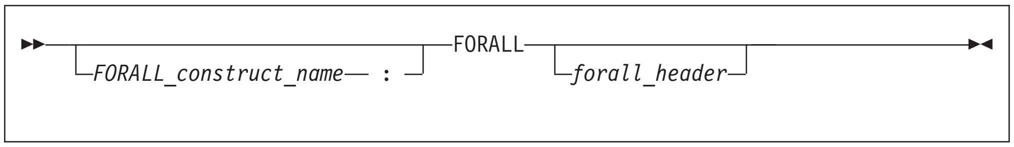
FORALL (Construct)

Fortran 95

Purpose

The **FORALL (Construct)** statement is the first statement of the **FORALL** construct.

Syntax



forall_header

```
►►──(──forall_triplet_spec_list──┬──────────────────────┬──)──────────────────────►◄
                                 └─,──scalar_mask_expr──┘
```

forall_triplet_spec

```
►►──index_name── = ──subscript── : ──subscript──┬───────────────┬─────────────────►◄
                                                └─ : ──stride───┘
```

scalar_mask_expr
is a scalar logical expression

subscript, stride
are both scalar integer expressions

Rules

Any procedures that are referenced in the mask expression of *forall_header* (including one referenced by a defined operation or assignment) must be pure.

The *index_name* must be a scalar integer variable. The scope of *index_name* is the whole **FORALL** construct.

In *forall_triplet_spec_list*, neither a *subscript* nor a *stride* can contain a reference to any *index_name* in the *forall_triplet_spec_list*. Evaluation of any expression in *forall_header* must not affect evaluation of any other expression in *forall_header*.

Given the following *forall_triplet_spec*:

```
index1 = s1:s2:s3
```

The maximum number of index values is determined by:

```
max = INT((s2-s1+s3)/s3)
```

If the stride (*s3* above) is not specified, a value of 1 is assumed. If *max* ≤ 0 for any index, *forall_assignment* is not executed. For example:

```
index1 = 2:10:3    !  The index values are 2,5,8.
                   !  max = floor(((10-2)/3)+1) = 3.

index2 = 6:2:-1    !  The index values are 6,5,4,3,2.
index2 = 6:2       !  No index values.
```

If the mask expression is omitted, a value of `.TRUE.` is assumed.

Examples

```
POSITIVE: FORALL (X=1:100,A(X)>0)
  I(X)=I(X)+J(X)
  J(X)=J(X)-I(X+1)
END FORALL POSITIVE
```

Related Information

- "END (Construct)" on page 295
- "FORALL Construct" on page 113
- "Statement and Construct Entities" on page 134

End of Fortran 95

FORMAT

Purpose

The **FORMAT** statement provides format specifications for input/output statements.

Syntax

```
►►──FORMAT──(──┬──────────────────┬──)────────────────────────────►◄
               └─format_item_list─┘
```

format_item

```
►►──┬─┬───┬──data_edit_desc─────────┬────────────────────────────────►◄
    │ └─r─┘                         │
    ├─control_edit_desc─────────────┤
    ├─┬───┬──(──format_item_list──)─┤
    │ └─r─┘                         │
    └─char_string_edit_desc─────────┘
```

r is an unsigned, positive, integer literal constant that cannot specify a kind type parameter, or it is a scalar integer expression enclosed by angle brackets (< and >). It is called a repeat specification. It specifies the number of times to repeat the *format_item_list* or the *data_edit_desc*. The default is 1.

data_edit_desc
: is a data edit descriptor

control_edit_desc
: is a control edit descriptor

char_string_edit_desc
: is a character string edit descriptor

Rules

When a format identifier in a formatted **READ**, **WRITE**, or **PRINT** statement is a statement label or a variable that is assigned a statement label, the statement label identifies a **FORMAT** statement.

The **FORMAT** statement must have a statement label. **FORMAT** statements cannot appear in block data program units, interface blocks, the scope of a module, or derived-type definitions.

Commas separate edit descriptors. You can omit the comma between a **P** edit descriptor and an **F**, **E**, **EN**, **ES**, **D**, **G**, or **Q** (both extended precision and character count) edit descriptor immediately following it, before a slash edit descriptor when the optional repeat specification is not present, after a slash edit descriptor, and before or after a colon edit descriptor.

FORMAT specifications can also be given as character expressions in input/output statements.

XL Fortran treats uppercase and lowercase characters in format specifications the same, except in character string edit descriptors.

Character Format Specification

When a format identifier (page 377) in a formatted **READ**, **WRITE**, or **PRINT** statement is a character array name or character expression, the value of the array or expression is a character format specification.

If the format identifier is a character array element name, the format specification must be completely contained within the array element. If the format identifier is a character array name, the format specification can continue beyond the first element into following consecutive elements.

Blanks can precede the format specification. Character data can follow the right parenthesis that ends the format specification without affecting the format specification.

Variable Format Expressions:

IBM Extension

Wherever an integer constant is required by an edit descriptor, you can specify an integer expression in a **FORMAT** statement. The integer expression must be enclosed by angle brackets (**<** and **>**). You cannot use a sign outside of a variable format expression. The following are valid format specifications:

```
      WRITE(6,20) INT1
20    FORMAT(I<MAX(20,5)>)

      WRITE(6,FMT=30) INT2, INT3
30    FORMAT(I<J+K>,I<2*M>)
```

The integer expression can be any valid Fortran expression, including function calls and references to dummy arguments, with the following restrictions:
- Expressions cannot be used with the **H** edit descriptor
- Expressions cannot contain graphical relational operators.

The value of the expression is reevaluated each time an input/output item is processed during the execution of the **READ**, **WRITE**, or **PRINT** statement.

End of IBM Extension

Examples

```
      CHARACTER*32 CHARVAR
      CHARVAR="('integer: ',I2,'  binary: ',B8)"  ! Character format
      M = 56                                      ! specification
      J = 1                                       !     OUTPUT:
      X = 2355.95843                              !
      WRITE (6,770) M,X                           !  56   2355.96
      WRITE (6,CHARVAR) M,M                       ! integer: 56
                                                  ! binary: 00111000
      WRITE (6,880) J,M                           !  1
                                                  ! 56
770   FORMAT(I3, 2F10.2)
880   FORMAT(I<J+1>)
      END
```

Related Information

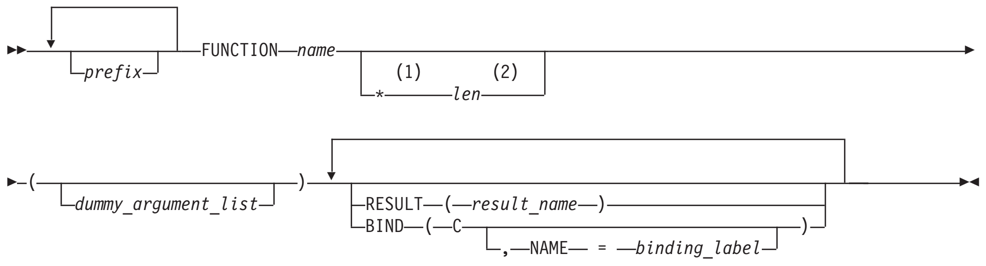
- “Input/Output Formatting” on page 197
- “PRINT” on page 367
- “READ” on page 376
- “WRITE” on page 423

FUNCTION

Purpose

The **FUNCTION** statement is the first statement of a function subprogram.

Syntax



Notes:

1 IBM Extension.

2 IBM Extension.

prefix is one of the following:
type_spec
RECURSIVE
F95 **PURE** F95
F95 **ELEMENTAL** F95

type_spec
specifies the type and type parameters of the function result. See “Type Declaration” on page 407 for details about *type_spec*.

name is the name of the function subprogram

IBM Extension

len is either an unsigned integer literal or a parenthesized scalar integer initialization expression. Its value specifies the length of the function’s result variable. It can be included only when the type is specified in the **FUNCTION** statement. The type cannot be **DOUBLE PRECISION**, **DOUBLE COMPLEX**, **BYTE**, or a derived type.

End of IBM Extension

Fortran 2003 Draft Standard

binding_label
: a scalar character initialization expression

End of Fortran 2003 Draft Standard

Rules

At most one of each kind of *prefix* can be specified.

At most one **RESULT** clause and at most one **BIND** clause may appear. They can appear in any order.

The type and type parameters of the function result can be specified by either *type_spec* or by declaring the result variable in the declaration part of the function subprogram, but not by both. If they are not specified at all, the implicit typing rules are in effect. A length specifier cannot be specified by both *type_spec* and *len*.

If **RESULT** is specified, *result_name* becomes the function result variable. *name* must not be declared in any specification statement in the subprogram, although it can be referenced. *result_name* must not be the same as *name*. If **RESULT** is not specified, *name* becomes the function result variable.

Fortran 2003 Draft Standard

The **BIND** keyword implicitly or explicitly defines a binding label by which a procedure is accessed from the C programming language. The result variable must be a scalar that is interoperable. A binding label cannot be specified for a dummy argument. A dummy argument cannot be zero-sized. A dummy argument for a procedure with the **BIND** attribute must have interoperable types and type parameters, and cannot have the **ALLOCATABLE**, **OPTIONAL**, or **POINTER** attribute.

The **BIND** attribute must not be specified for an internal procedure.

End of Fortran 2003 Draft Standard

If the result variable is an array or pointer, the **DIMENSION** or **POINTER** attributes, respectively, must be specified within the function body.

If the function result is a pointer, the shape of the result variable determines the shape of the value returned by the function. If the result variable is a pointer, the function must either associate a target with the pointer or define the association status of the pointer as disassociated.

If the result variable is not a pointer, the function must define its value.

If the name of an external function is of derived type, the derived type must be a sequence derived type if the type is not use-associated or host-associated.

The function result variable must not appear within a variable format expression, nor can it be specified in a **COMMON**, **DATA**, integer **POINTER**, or **EQUIVALENCE** statement, nor can it have the **PARAMETER**, **INTENT**, **OPTIONAL**, or **SAVE** attributes. The **STATIC** and **AUTOMATIC** attributes can be specified only when the result variable is not an allocatable object, an array or a pointer, and is not of character or derived type.

The function result variable is associated with any entry procedure result variables. This is called entry association. The definition of any of these result variables becomes the definition of all the associated variables having that same type, and is the value of the function regardless of the entry point.

If the function subprogram contains entry procedures, the result variables are not required to be of the same type unless the type is of character or derived type, or if the variables have the **ALLOCATABLE** or **POINTER** attribute, or if they are not scalars. The variable whose name is used to reference the function must be in a defined state when a **RETURN** or **END** statement is executed in the subprogram. An associated variable of a different type must not become defined during the execution of the function reference, unless an associated variable of the same type redefines it later during execution of the subprogram.

Recursion

The **RECURSIVE** keyword must be specified if, directly or indirectly:

- The function invokes itself
- The function invokes a function defined by an **ENTRY** statement in the same subprogram
- An entry procedure in the same subprogram invokes itself
- An entry procedure in the same subprogram invokes another entry procedure in the same subprogram
- An entry procedure in the same subprogram invokes the subprogram defined by the **FUNCTION** statement.

A function that directly invokes itself requires that both the **RECURSIVE** and **RESULT** keywords be specified. The presence of both keywords makes the procedure interface explicit within the subprogram.

If *name* is of type character, its length cannot be an asterisk if the function is recursive.

IBM Extension

If **RECURSIVE** is specified, the result variable has a default storage class of automatic.

You can also call external procedures recursively when you specify the **-qrecur** compiler option, although XL Fortran disregards this option if the **FUNCTION** statement specifies either **RECURSIVE** or **RESULT**.

End of IBM Extension

Elemental Procedures

Fortran 95

For elemental procedures, the keyword **ELEMENTAL** must be specified. If the **ELEMENTAL** keyword is specified, the **RECURSIVE** keyword cannot be specified.

End of Fortran 95

Examples

```
RECURSIVE FUNCTION FACTORIAL (N) RESULT (RES)
  INTEGER RES
  IF (N.EQ.0) THEN
    RES=1
  ELSE
    RES=N*FACTORIAL(N-1)
  END IF
END FUNCTION FACTORIAL
```

```
PROGRAM P
  INTERFACE OPERATOR (.PERMUTATION.)
    ELEMENTAL FUNCTION MYPERMUTATION(ARR1,ARR2)
      INTEGER :: MYPERMUTATION
      INTEGER, INTENT(IN) :: ARR1,ARR2
    END FUNCTION MYPERMUTATION
  END INTERFACE

  INTEGER PERMVEC(100,150),N(100,150),K(100,150)
  ...
  PERMVEC = N .PERMUTATION. K
  ...
END
```

Related Information

- “Function and Subroutine Subprograms” on page 155
- “ENTRY” on page 301
- “BIND” on page 249
- “Function Reference” on page 156
- “Dummy Arguments” on page 160
- “Statement Function” on page 395
- “Recursion” on page 171
- **-qrecur** Option in the *User's Guide*
- “Pure Procedures” on page 172
- “Elemental Procedures” on page 174

GO TO (Assigned)

Purpose

The assigned **GO TO** statement transfers program control to an executable statement, whose statement label is designated in an **ASSIGN** statement.

Syntax

```
►►──GO TO──variable_name──┬─────────────────────────────┬──────────►◄
                          └──┬───┬──(──stmt_label_list──)┘
                             └─,─┘
```

variable_name
: is a scalar variable name of type **INTEGER(4)** or **INTEGER(8)** that you have assigned a statement label to in an **ASSIGN** statement.

stmt_label
is the statement label of an executable statement in the same scoping unit as the assigned **GO TO**. The same statement label can appear more than once in *stmt_label_list*.

Rules

When the assigned **GO TO** statement is executed, the variable you specify by *variable_name* with the value of a statement label must be defined. You must establish this definition with an **ASSIGN** statement in the same scoping unit as the assigned **GO TO** statement. If the integer variable is a dummy argument in a subprogram, you must assign it a statement label in the subprogram in order to use it in an assigned **GO TO** in that subprogram. Execution of the assigned **GO TO** statement transfers control to the statement identified by that statement label.

If *stmt_label_list* is present, the statement label assigned to the variable specified by *variable_name* must be one of the statement labels in the list.

The assigned **GO TO** cannot be the terminal statement of a **DO** or **DO WHILE** construct.

Fortran 95

The assigned **GO TO** statement has been deleted in Fortran 95.

End of Fortran 95

Examples

```
      INTEGER RETURN_LABEL

   :
!  Simulate a call to a local procedure
      ASSIGN 100 TO RETURN_LABEL
      GOTO 9000
100   CONTINUE

   :
9000  CONTINUE
!  A "local" procedure

   :
      GOTO RETURN_LABEL
```

Related Information

- "Statement Labels" on page 9
- "Branching" on page 129
- "Deleted Features" on page 822

GO TO (Computed)

Purpose

The computed **GO TO** statement transfers program control to one of possibly several executable statements.

Syntax

```
►►──GO TO──(──stmt_label_list──)──┬───┬──arith_expr──────────────────────►◄
                                  └─,─┘
```

stmt_label
: is the statement label of an executable statement in the same scoping unit as the computed **GO TO**. The same statement label can appear more than once in *stmt_label_list*.

arith_expr
: is a scalar integer expression.

IBM Extension

It can also be real or complex. If the value of the expression is noninteger, XL Fortran converts it to **INTEGER(4)** before using it.

End of IBM Extension

Rules

When a computed **GO TO** statement is executed, the *arith_expr* is evaluated. The resulting value is used as an index into *stmt_label_list*. Control then transfers to the statement whose statement label you identify by the index. For example, if the value of *arith_expr* is 4, control transfers to the statement whose statement label is fourth in the *stmt_label_list*, provided there are at least four labels in the list.

If the value of *arith_expr* is less than 1 or greater than the number of statement labels in the list, the **GO TO** statement has no effect (like a **CONTINUE** statement), and the next statement is executed.

Examples

```
      INTEGER NEXT
   ⋮
      GO TO (100,200) NEXT
10    PRINT *,'Control transfers here if NEXT does not equal 1 or 2'
   ⋮
100   PRINT *,'Control transfers here if NEXT = 1'
   ⋮
200   PRINT *,'Control transfers here if NEXT = 2'
```

Related Information

- "Statement Labels" on page 9
- "Branching" on page 129

GO TO (Unconditional)

Purpose

The unconditional **GO TO** statement transfers program control to a specified executable statement.

Syntax

```
►►──GO TO──stmt_label──────────────────────────────────────────────────►◄
```

stmt_label
is the statement label of an executable statement in the same scoping unit as the unconditional **GO TO**

Rules

The unconditional **GO TO** statement transfers control to the statement identified by *stmt_label*.

The unconditional **GO TO** statement cannot be the terminal statement of a **DO** or **DO WHILE** construct.

Examples

```
   REAL(8) :: X,Y
   GO TO 10
   ⋮
10 PRINT *, X,Y
   END
```

Related Information

- "Statement Labels" on page 9
- "Branching" on page 129

IF (Arithmetic)

Purpose

The arithmetic **IF** statement transfers program control to one of three executable statements, depending on the evaluation of an arithmetic expression.

Syntax

```
►►──IF──(──arith_expr──)──stmt_label1──,──stmt_label2──,──stmt_label3──────────►◄
```

arith_expr
is a scalar arithmetic expression of type integer or real

stmt_label1, *stmt_label2*, and *stmt_label3*
: are statement labels of executable statements within the same scoping unit as the **IF** statement. The same statement label can appear more than once among the three statement labels.

Rules

The arithmetic **IF** statement evaluates *arith_expr* and transfers control to the statement identified by *stmt_label1*, *stmt_label2, or stmt_label3*, depending on whether the value of *arith_expr* is less than zero, zero, or greater than zero, respectively.

Examples

```
      IF (K-100) 10,20,30
10    PRINT *,'K is less than 100.'
      GO TO 40
20    PRINT *,'K equals 100.'
      GO TO 40
30    PRINT *,'K is greater than 100.'
40    CONTINUE
```

Related Information

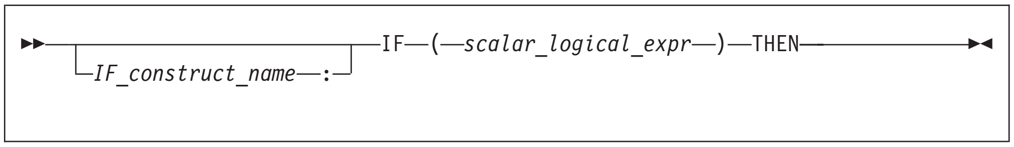
- “Branching” on page 129
- “Statement Labels” on page 9

IF (Block)

Purpose

The block **IF** statement is the first statement in an **IF** construct.

Syntax



IF_construct_name
: Is a name that identifies the **IF** construct.

Rules

The block **IF** statement evaluates a logical expression and executes at most one of the blocks contained within the **IF** construct.

If the *IF_construct_name* is specified, it must appear on the **END IF** statement, and optionally on any **ELSE IF** or **ELSE** statements in the **IF** construct.

Examples

```
WHICHC: IF (CMD .EQ. 'RETRY') THEN
     IF (LIMIT .GT. FIVE) THEN         ! Nested IF constructs
   ⋮
         CALL STOP
     ELSE
```

```
        CALL RETRY
    END IF
ELSE IF (CMD .EQ. 'STOP') THEN WHICHC
    CALL STOP
ELSE IF (CMD .EQ. 'ABORT') THEN
    CALL ABORT
ELSE WHICHC
    GO TO 100
END IF WHICHC
```

Related Information

- "IF Construct" on page 126
- "ELSE IF" on page 291
- "ELSE" on page 291
- "END (Construct)" on page 295, for details on the **END IF** statement

IF (Logical)

Purpose

The logical **IF** statement evaluates a logical expression and, if true, executes a specified statement.

Syntax

```
►►──IF──(──logical_expr──)──stmt───────────────────────────────────────────────►◄
```

logical_expr
is a scalar logical expression

stmt is an unlabeled executable statement

Rules

When a logical **IF** statement is executed, the *logical_expr* is evaluated. If the value of *logical_expr* is true, *stmt* is executed. If the value of *logical_expr* is false, *stmt* does not execute and the **IF** statement has no effect (like a **CONTINUE** statement).

Execution of a function reference in *logical_expr* can change the values of variables that appear in *stmt*.

stmt cannot be a **SELECT CASE, CASE, END SELECT, DO**, **DO WHILE**, **END DO**, block **IF**, **ELSE IF**, **ELSE**, **END IF**, **END FORALL**, another logical **IF**, **ELSEWHERE**, **END WHERE**, **END**, **END FUNCTION**, **END SUBROUTINE** statement, **FORALL** construct statement or **WHERE** construct statement.

Examples

```
IF (ERR.NE.0) CALL ERROR(ERR)
```

Related Information

"Execution Control" on page 119

IMPLICIT

Purpose

The **IMPLICIT** statement changes or confirms the default implicit typing or the default storage class for local entities or, with the form **IMPLICIT NONE** specified, voids the implicit type rules altogether.

Syntax

```
►►──IMPLICIT──┬─NONE──────────────────────────────────┬──────────────►◄
              │  ┌─,────────────────────────────────┐ │
              └──▼─┬─type_spec───────┬─(──range_list──)─┴─┘
                   │          (1)    │
                   ├─STATIC──────────┤
                   │             (2) │
                   ├─AUTOMATIC───────┤
                   │             (3) │
                   └─UNDEFINED───────┘
```

Notes:

1 IBM Extension.

2 IBM Extension.

3 IBM Extension.

type_spec
: specifies a data type. See “Type Declaration” on page 407.

range
: is either a single letter or range of letters. A range of letters has the form *letter*$_1$-*letter*$_2$, where *letter*$_1$ is the first letter in the range and *letter*$_2$, which follows *letter*$_1$ alphabetically, is the last letter in the range. Dollar sign ($) and underscore (_) are also permitted in a range. The underscore (_) follows the dollar sign ($), which follows the `Z`. Thus, the range `Y - _` is the same as `Y`, `Z`, `$`, `_`.

Rules

Letter ranges cannot overlap; that is, no more than one type can be specified for a given letter.

In a given scoping unit, if a character has not been specified in an **IMPLICIT** statement, the implicit type for entities in a program unit or interface body is default integer for entities that begin with the characters `I-N`, and default real otherwise. The default for an internal or module procedure is the same as the implicit type used by the host scoping unit.

For any data entity name that begins with the character specified by *range_list*, and for which you do not explicitly specify a type, the type specified by the immediately preceding *type_spec* is provided. Note that implicit typing can be to a derived type that is inaccessible in the local scope if the derived type is accessible to the host scope.

IBM Extension

A character or a range of characters that you specify as **STATIC** or **AUTOMATIC** can also appear in an **IMPLICIT** statement for any data type. A letter in a *range_list* cannot have both *type_spec* and **UNDEFINED** specified for it in the scoping unit. Neither can both **STATIC** and **AUTOMATIC** be specified for the same letter.

End of IBM Extension

If you specify the form **IMPLICIT NONE** in a scoping unit, you must use type declaration statements to specify data types for names local to that scoping unit. You cannot refer to a name that does not have an explicitly defined data type; this lets you control all names that are inadvertently referenced. When **IMPLICIT NONE** is specified, you cannot specify any other **IMPLICIT** statement in the same scoping unit, except ones that contain **STATIC** or **AUTOMATIC**. You can compile your program with the **-qundef** compiler option to achieve the same effect as an **IMPLICIT NONE** statement appearing in each scoping unit where an **IMPLICIT** statement is allowed.

IBM Extension

IMPLICIT UNDEFINED turns off the implicit data typing defaults for the character or range of characters specified. When you specify **IMPLICIT UNDEFINED**, you must declare the data types of all symbolic names in the scoping unit that start with a specified character. The compiler issues a diagnostic message for each symbolic name local to the scoping unit that does not have an explicitly defined data type.

End of IBM Extension

An **IMPLICIT** statement does not change the data type of an intrinsic function.

IBM Extension

Using the **-qsave**/**-qnosave** compiler option modifies the predefined conventions for storage class:

-qsave compiler option	makes the predefined convention	IMPLICIT STATIC(a - _)
-qnosave compiler option	makes the predefined convention	IMPLICIT AUTOMATIC(a - _)

Even if you specified the **-qmixed** compiler option, the range list items are not case sensitive. For example, with **-qmixed** specified, `IMPLICIT INTEGER(A)` affects the implicit typing of data objects that begin with `A` as well as those that begin with `a`.

End of IBM Extension

Examples

```
      IMPLICIT INTEGER (B), COMPLEX (D, K-M), REAL (R-Z,A)
!  This IMPLICIT statement establishes the following
!  implicit typing:
!
!       A: real
!       B: integer
!       C: real
!       D: complex
!   E to H: real
!     I, J: integer
!  K, L, M: complex
!       N: integer
!   O to Z: real
!       $: real
!       _: real
```

Related Information

- "How Type Is Determined" on page 56 for a discussion of the implicit rules
- "Storage Classes for Variables" on page 63
- **-qundef** Option in the *User's Guide*
- **-qsave** Option in the *User's Guide*

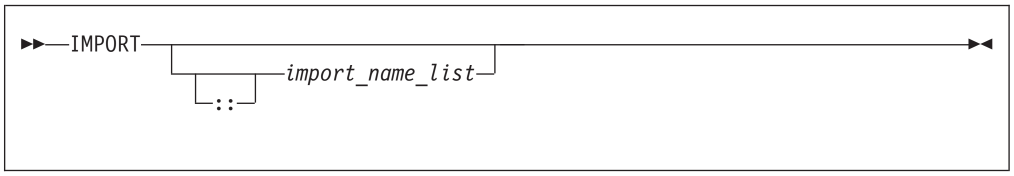
IMPORT

Fortran 2003 Draft Standard

Purpose

The **IMPORT** statement makes named entities from the host scoping unit accessible in the interface body by host association.

Syntax



import_name_list
is a list of named entities that are accessible in the host scoping unit

Rules

The IMPORT statement is allowed only in an interface body. Each of the specified names must be explicitly declared before the interface body.

The entities in the import name list are imported into the current scoping unit and are accessible by host association. If no names are specified, all of the accessible named entities in the host scoping unit are imported.

The imported entities must not appear in any context that would cause the host entity to be inaccessible.

Examples

```
use, intrinsic :: ISO_C_BINDING
interface
  subroutine process_buffer(buffer, n_bytes), bind(C,NAME="ProcessBuffer")
     IMPORT :: C_PTR, C_INT
     type (C_PTR), value :: buffer
```

```
    integer (C_INT), value :: n_bytes
  end subroutine process_buffer
end interface
......
```

End of Fortran 2003 Draft Standard

INQUIRE

Purpose

The **INQUIRE** statement obtains information about the properties of a named file or the connection to a particular unit.

There are three forms of the **INQUIRE** statement:

- Inquire by file, which requires the **FILE=** specifier.
- Inquire by output list, which requires the **IOLENGTH=** specifier
- Inquire by unit, which requires the **UNIT=** specifier.

Syntax

```
►►──INQUIRE──┬─(──inquiry_list──)──────────────────────────┬──────────────────►◄
             └─(──IOLENGTH──=──iol──)──output_item_list────┘
```

iol
: indicates the number of bytes of data that would result from the use of the output list in an unformatted output statement. *iol* is a scalar integer variable.

output_item
: See the **PRINT** or **WRITE** statement

inquiry_list
: is a list of inquiry specifiers for the inquire-by-file and inquire-by-unit forms of the **INQUIRE** statement. The inquire-by-file form cannot contain a unit specifier, and the inquire-by-unit form cannot contain a file specifier. No specifier can appear more than once in any **INQUIRE** statement. The inquiry specifiers are:

[UNIT=] *u*
: is a unit specifier. It specifies the unit about which the inquire-by-unit form of the statement is inquiring. *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file that is represented by an integer expression, whose value is in the range 0 through 2147483647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *inquiry_list*.

ACCESS= *char_var*
: indicates whether the file is connected for direct access, sequential access, ▶ F2003 or stream access. F2003 ◀ *char_var* is a scalar character variable that is assigned the value **SEQUENTIAL** if the file is connected for sequential access. The value assigned is **DIRECT** if the file is connected for

direct access. ▸ F2003 The value assigned is **STREAM** if the file is connected for stream access. F2003 ◂ If there is no connection, *char_var* is assigned the value **UNDEFINED**.

ACTION= *act*
: indicates if the file is connected for read and/or write access. *act* is a scalar character variable that is assigned the value **READ** if the file is connected for input only, **WRITE** if the file is connected for output only, **READWRITE** if the file is connected for both input and output, and **UNDEFINED** if there is no connection.

IBM Extension

ASYNCH= *char_variable*
: indicates whether the unit is connected for asynchronous access.

char_variable is a character variable that returns the value:

- **YES** if the unit is connected for both synchronous and asynchronous access;
- **NO** if the unit is connected for synchronous access only; or
- **UNDEFINED** if the unit is not connected.

End of IBM Extension

BLANK= *char_var*
: indicates the default treatment of blanks for a file connected for formatted input/output. *char_var* is a scalar character variable that is assigned the value **NULL** if all blanks in numeric input fields are ignored, or the value **ZERO** if all nonleading blanks are interpreted as zeros. If there is no connection, or if the connection is not for formatted input/output, *char_var* is assigned the value **UNDEFINED**.

DELIM= *del*
: indicates the form, if any, that is used to delimit character data that is written by list-directed or namelist formatting. *del* is a scalar character variable that is assigned the value **APOSTROPHE** if apostrophes are used to delimit data, **QUOTE** if quotation marks are used to delimit data, **NONE** if neither apostrophes nor quotation marks are used to delimit data, and **UNDEFINED** if there is no file connection or no connection to formatted data.

DIRECT= *dir*
: indicates if the file is connected for direct access. *dir* is a scalar character variable that is assigned the value **YES** if the file can be accessed directly, the value **NO** if the file cannot be accessed directly, or the value **UNKNOWN** if access cannot be determined.

ERR= *stmt_label*
: is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

EXIST= *ex*
: indicates if a file or unit exists. *ex* is an integer variable that is assigned the value `true` or `false`. For the inquire-by-file form of the statement, the value `true` is assigned if the file specified by the **FILE=** specifier exists. The value `false` is assigned if the file does not exist. For the inquire-by-unit form of

the statement, the value `true` is assigned if the unit specified by **UNIT=** exists. The value `false` is assigned if it is an invalid unit.

FILE= *char_expr*

is a file specifier. It specifies the name of the file about which the inquire-by-file form of the statement is inquiring. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is a valid AIX operating system file name. The named file does not have to exist, nor does it have to be associated with a unit.

IBM Extension

Note: A valid AIX operating system file name must have a full path name of total length ≤ 1023 characters, with each file name ≤ 255 characters long (though the full path name need not be specified).

End of IBM Extension

FORM= *char_var*
indicates whether the file is connected for formatted or unformatted input/output. *char_var* is a scalar default character variable that is assigned the value **FORMATTED** if the file is connected for formatted input/output. The value assigned is **UNFORMATTED** if the file is connected for unformatted input/output. If there is no connection, *char_var* is assigned the value **UNDEFINED**.

FORMATTED= *fmt*
indicates if the file can be connected for formatted input/output. *fmt* is a scalar character variable that is assigned the value **YES** if the file can be connected for formatted input/output, the value **NO** if the file cannot be connected for formatted input/output, or the value **UNKNOWN** if formatting cannot be determined.

IOMSG= *iomsg_variable*
is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. When the input/output statement containing this specifier is finished executing, *ios* is defined with:

- A zero value if no error condition occurs
- A positive value if an error occurs.

Coding the **IOSTAT=** specifier suppresses error messages.

NAME= *fn*
indicates the name of the file. *fn* is a scalar character variable that is assigned the name of the file to which the unit is connected.

NAMED= *nmd*
indicates if the file has a name. *nmd* is an integer variable that is assigned the value `true` if the file has a name. The value assigned is `false` if the file does not have a name.

NEXTREC= *nr*

indicates where the next record can be read or written on a file connected for direct access. *nr* is an integer variable that is assigned the value `n + 1`, where `n` is the record number of the last record read or written on the file connected for direct access. If the file is connected but no records were read or written since the connection, *nr* is assigned the value 1. If the file is not connected for direct access or if the position of the file cannot be determined because of a previous error, *nr* becomes undefined.

IBM Extension

Because record numbers can be greater than 2**31-1, you may choose to make the scalar variable specified with the **NEXTREC=** specifier of type **INTEGER(8)**. This could be accomplished in many ways, two examples include:
- Explicitly declaring *nr* as **INTEGER(8)**
- Changing the default kind of integers with the **-qintsize=8** compiler option.

End of IBM Extension

NUMBER= *num*
indicates the external unit identifier currently associated with the file. *num* is an integer variable that is assigned the value of the external unit identifier of the unit that is currently connected to the file. If there is no unit connected to the file, *num* is assigned the value `-1`.

OPENED= *od*
indicates if a file or unit is connected. *od* is an integer variable that is assigned the value `true` or `false`. For the inquire-by-file form of the statement, the value `true` is assigned if the file specified by **FILE=** *char_var* is connected to a unit. The value `false` is assigned if the file is not connected to a unit. For the inquire-by-unit form of the statement, the value `true` is assigned if the unit specified by **UNIT=** is connected to a file. The value `false` is assigned if the unit is not connected to a file. For preconnected files that have not been closed, the value is `true` both before and after the first input/output operation.

PAD= *pd*
indicates if the connection of the file had specified **PAD=NO**. *pd* is a scalar character variable that is assigned the value **NO** if the connection of the file had specified **PAD=NO**, and **YES** for all other cases.

POS=*integer_var*
F2003 *integer_var* is an integer variable that indicates the value of the file position for a file connected for stream access. *integer_var* is assigned the number of the file storage unit immediately following the current position of a file connected for stream access. If the file is positioned at its terminal position, *integer_var* is assigned a value one greater than the highest-numbered storage unit in the file. *integer_var* becomes undefined if the file is not connected for stream access or if the position of the file can not be determined because of previous error conditions. F2003

POSITION= *pos*
: indicates the position of the file. *pos* is a scalar character variable that is assigned the value **REWIND** if the file is connected by an **OPEN** statement for positioning at its initial point, **APPEND** if the file is connected for positioning before its endfile record or at its terminal point, **ASIS** if the file is connected without changing its position, or **UNDEFINED** if there is no connection or if the file is connected for direct access.

If the file has been repositioned to its initial point since it was opened, *pos* is assigned the value **REWIND**. If the file has been repositioned just before its endfile record since it was opened (or, if there is no endfile record, at its terminal point), *pos* is assigned the value **APPEND**. If both of the above are true and the file is empty, *pos* is assigned the value **APPEND**. If the file is positioned after the endfile record, *pos* is assigned the value **ASIS**.

READ= *rd*
: indicates if the file can be read. *rd* is a scalar character variable that is assigned the value **YES** if the file can be read, **NO** if the file cannot be read, and **UNKNOWN** if it cannot be determined if the file can be read.

READWRITE= *rw*
: indicates if the file can be both read from and written to. *rw* is a scalar character variable that is assigned the value **YES** if the file can be both read from and written to, **NO** if the file cannot be both read from and written to, and **UNKNOWN** if it cannot be determined if the file can be both read from and written to.

RECL= *rcl*

indicates the value of the record length of a file connected for direct access, or the value of the maximum record length of a file connected for sequential access.

rcl is an integer variable that is assigned the value of the record length.

If the file is connected for formatted input/output, the length is the number of characters for all records that contain character data. If the file is connected for unformatted input/output, the length is the number of bytes of data. If there is no connection, *rcl* becomes undefined.

▸ F2003 If the file is connected for stream access, *rcl* becomes undefined.
F2003 ◂

SEQUENTIAL= *seq*
: indicates if the file is connected for sequential access. *seq* is a scalar character variable that is assigned the value **YES** if the file can be accessed sequentially, the value **NO** if the file cannot be accessed sequentially, or the value **UNKNOWN** if access cannot be determined.

SIZE=*filesize*
: *filesize* is an integer variable that is assigned the file size in bytes.

STREAM=*strm*
: is a scalar default character variable that indicates whether the file is connected for ▸ F2003 stream access. F2003 ◂ *strm* is assigned the value **YES** if the file can be accessed using stream access, the value **NO** if the file cannot be accessed using stream access, or the value **UNKNOWN** if access cannot be determined.

IBM Extension

TRANSFER= *char_variable*
: is an asynchronous I/O specifier that indicates whether synchronous and/or asynchronous data transfer are permissible transfer methods for the file.

  char_variable is a scalar character variable. If *char_variable* is assigned the value **BOTH**, then both synchronous and asynchronous data transfer are permitted. If *char_variable* is assigned the value **SYNCH**, then only synchronous data transfer is permitted. If *char_variable* is assigned the value **UNKNOWN**, then the processor is unable to determine the permissible transfer methods for this file.

End of IBM Extension

UNFORMATTED= *unf*
: indicates if the file can be connected for unformatted input/output. *fmt* is a scalar character variable that is assigned the value **YES** if the file can be connected for unformatted input/output, the value **NO** if the file cannot be connected for unformatted input/output, or the value **UNKNOWN** if formatting cannot be determined.

WRITE= *wrt*
: indicates if the file can be written to. *wrt* is a scalar character variable that is assigned the value **YES** if the file can be written to, **NO** if the file cannot be written to, and **UNKNOWN** if it cannot be determined if the file can be written to.

Rules

An **INQUIRE** statement can be executed before, while, or after a file is associated with a unit. Any values assigned as the result of an **INQUIRE** statement are values that are current at the time the statement is executed.

IBM Extension

If the unit or file is connected, the values returned for the **ACCESS=**, **SEQUENTIAL=**, **STREAM=**, **DIRECT=**, **ACTION=**, **READ=**, **WRITE=**, **READWRITE=**, **FORM=**, **FORMATTED=**, **UNFORMATTED=**, **BLANK=**, **DELIM=**, **PAD=**, **RECL=**, **POSITION=**, **NEXTREC=**, **NUMBER=**, **NAME=** and **NAMED=** specifiers are properties of the connection, and not of that file. Note that the **EXIST=** and **OPENED=** specifiers return `true` in these situations.

If a unit or file is not connected or does not exist, the **ACCESS=**, **ACTION=**, **FORM=**, **BLANK=**, **DELIM=**, **POSITION=** specifiers return the value **UNDEFINED**, the **DIRECT=**, **SEQUENTIAL=**, **STREAM=**, **FORMATTED=**, **UNFORMATTED=**, **READ=**, **WRITE=** and **READWRITE=** specifiers return the value **UNKNOWN**, the **RECL=** and **NEXTREC=** specifier variables are not defined, the **PAD=** specifier returns the value **YES**, and the **OPENED** specifier returns the value `false`. The value returned by the **SIZE=** specifier is -1.

If a unit or file does not exist, the **EXIST=** and **NAMED=** specifiers return the value `false`, the **NUMBER=** specifier returns the value -1, and the **NAME=** specifier variable is not defined.

If a unit or file exists but is not connected, the **EXIST=** specifier returns the value `true`. For the inquire-by-unit form of the statement, the **NAMED=** specifier returns the value `false`, the **NUMBER=** specifier returns the unit number, and the **NAME=** specifier variable is undefined. For the inquire-by-file form of the statement, the **NAMED=** specifier returns the value `true`, the **NUMBER=** specifier returns -1, and the **NAME=** specifier returns the file name.

End of IBM Extension

The same variable name must not be specified for more than one specifier in the same **INQUIRE** statement, and must not be associated with any other variable in the list of specifiers.

Examples

```
SUBROUTINE SUB(N)
  CHARACTER(N) A(5)
  INQUIRE (IOLENGTH=IOL) A(1)  ! Inquire by output list
  OPEN (7,RECL=IOL)
    ⋮
END SUBROUTINE
```

Related Information

- "Conditions and IOSTAT Values" on page 189
- "XL Fortran Input/Output" on page 179

INTEGER

Purpose

An **INTEGER** type declaration statement specifies the length and attributes of objects and functions of type integer. Initial values can be assigned to objects.

Syntax

```
►►──INTEGER──┬───────────────┬──┬─────────────────────────┬──entity_decl_list──►◄
             └─kind_selector─┘  ├─::──────────────────────┤
                                └─,──attr_spec_list──::───┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

kind_selector

```
>>──┬─(──┬────────────┬──int_initialization_expr──)─┬──────────────><
    │    └─KIND── = ──┘                             │
    │                                  (1)          │
    └─ * ──int_literal_constant────────────────────┘
```

Notes:

1 IBM Extension.

IBM Extension

specifies the length of integer entities: 1, 2, 4 or 8. *int_literal_constant* cannot specify a kind type parameter.

End of IBM Extension

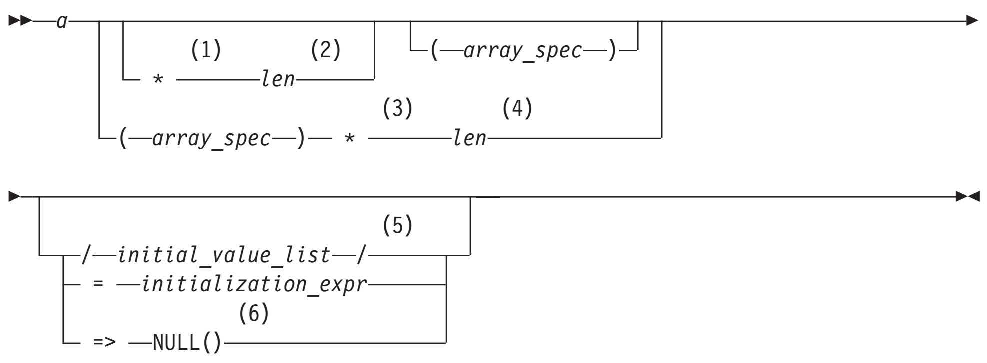
attr_spec
For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
is either **IN**, **OUT**, or **INOUT**

:: is the double colon separator. Use the double colon separator when you specify attributes, =*initialization_expr*, F95 or => **NULL()** F95 .

array_spec
is a list of dimension bounds

entity_decl



Notes:

1 IBM Extension.

2 IBM Extension.

3 IBM Extension.

4 IBM Extension.

5 IBM Extension.

6 Fortran 95.

a is an object name or function name. *array_spec* cannot be specified for a function name with an implicit interface.

IBM Extension

len overrides the length as specified in *kind_selector*, and cannot specify a kind type parameter. The entity length must be an integer literal constant that represents one of the permissible length specifications.

End of IBM Extension

IBM Extension

initial_value
provides an initial value for the entity specified by the immediately preceding name

End of IBM Extension

initialization_expr
provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides the initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:
- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a pointer, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit IBM or if it appears in a named common block in a module. IBM

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* F95 or **NULL()** F95 is specified, the variable is initially defined.

Fortran 95

If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If `T` or `F`, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
MODULE INT
  INTEGER, DIMENSION(3) :: A,B,C
  INTEGER :: X=234,Y=678
END MODULE INT
```

Related Information

- "INTEGER" on page 336
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

INTENT

Purpose

The **INTENT** attribute specifies the intended use of dummy arguments.

Syntax

```
►►──INTENT──(──┬─IN────┬──)──┬────┬──dummy_arg_name_list──────────────────►◄
               ├─OUT───┤     └─::─┘
               └─INOUT─┘
```

dummy_arg_name
is the name of a dummy argument, which cannot be a dummy procedure

Rules

If you specify a nonpointer, nonallocatable dummy argument, the **INTENT** attribute will have the following characteristics:

- **INTENT(IN)** specifies that the dummy argument must not be redefined or become undefined during the execution of the subprogram.
- **INTENT(OUT)** specifies that the dummy argument must be defined before it is referenced within the subprogram. Such a dummy argument might not become undefined on invocation of the subprogram.
- **INTENT(INOUT)** specifies that the dummy argument can both receive and return data to the invoking subprogram.

If you specify a pointer dummy argument, the **INTENT** attribute will have the following characteristics:

- **INTENT(IN)** specifies that during the execution of the procedure, the association status of the pointer dummy argument cannot be changed, except if the target of the pointer is deallocated. If the target of the pointer is deallocated, the association status of the pointer dummy argument becomes undefined.

  You cannot use an **INTENT(IN)** pointer dummy argument as a pointer object in a pointer assignment statement. You cannot allocate, deallocate, or nullify an **INTENT(IN)** pointer dummy argument

  You cannot specify an **INTENT(IN)** pointer dummy argument as an actual argument to a procedure if the associated dummy argument is a pointer with **INTENT(OUT)** or **INTENT(INOUT)** attribute.
- **INTENT(OUT)** specifies that at the execution of the procedure, the association status of the pointer dummy argument is undefined
- **INTENT(INOUT)** specifies that the dummy argument can both receive and return data to the invoking subprogram.

If you specify an allocatable dummy argument, the **INTENT** attribute will have the following characteristics:

- **INTENT(IN)** specifies that during the execution of the procedure, the allocation status of the dummy argument cannot be changed, and it must not be redefined or become undefined.
- **INTENT(OUT)** specifies that at the execution of the procedure, if the associated actual argument is currently allocated it will be deallocated.

- **INTENT(INOUT)** specifies that the dummy argument can both receive and return data to the invoking subprogram.

If you do not specify the **INTENT** attribute for a pointer or allocatable dummy argument, its use is subject to the limitations and restrictions of the associated actual argument.

An actual argument that becomes associated with a dummy argument with an intent of **OUT** or **INOUT** must be definable. Hence, a dummy argument with an intent of **IN**, or an actual argument that is a constant, a subobject of a constant, or an expression, cannot be passed as an actual argument to a subprogram expecting an argument with an intent of **OUT** or **INOUT**.

An actual argument that is an array section with a vector subscript cannot be associated with a dummy array that is defined or redefined (that is, with an intent of **OUT** or **INOUT**).

Attributes Compatible with the INTENT Attribute

- ALLOCATABLE
- DIMENSION
- OPTIONAL
- POINTER
- TARGET
- VALUE
- VOLATILE

The **VALUE** attribute can only be used for a dummy argument with an intent of **IN**.

IBM Extension

The **%VAL** built-in function, used for interlanguage calls, can only be used for an actual argument that corresponds to a dummy argument with an intent of **IN**, or has no intent specified. This constraint does not apply to the **%REF** built-in function.

End of IBM Extension

Examples

```
PROGRAM MAIN
  DATA R,S /12.34,56.78/
  CALL SUB(R+S,R,S)
END PROGRAM

SUBROUTINE SUB (A,B,C)
  INTENT(IN) A
  INTENT(OUT) B
  INTENT(INOUT) C
  C=C+A+ABS(A)            ! Valid references to A and C
                          ! Valid redefinition of C
  B=C**2                  ! Valid redefinition of B
END SUBROUTINE
```

Related Information

- "Intent of Dummy Arguments" on page 163
- "Argument Association" on page 161

- "%VAL and %REF" on page 162, for details on interlanguage calls
- "Dummy Arguments" on page 160

INTERFACE

Purpose

The **INTERFACE** statement is the first statement of an interface block, which can specify an explicit interface for an external or dummy procedure.

Syntax

```
►►──INTERFACE──┬──────────────┬──────────────────────────────────────►◄
               └─generic_spec─┘
```

generic_spec

```
►►──┬─generic_name──────────────────────┬──────────────────────────────────────►◄
    ├─OPERATOR──(──defined_operator──)──┤
    └─ASSIGNMENT──(── = ──)─────────────┘
```

defined_operator
: is a defined unary operator, defined binary operator, or extended intrinsic operator

Rules

If *generic_spec* is present, the interface block is generic. If *generic_spec* is absent, the interface block is nongeneric. *generic_name* specifies a single name to reference all procedures in the interface block. At most, one specific procedure is invoked each time there is a procedure reference with a generic name.

Fortran 95

If a *generic_spec* appears in an **INTERFACE** statement, it must match the *generic_spec* in the corresponding **END INTERFACE** statement.

If the *generic_spec* in an **INTERFACE** statement is a *generic_name*, the *generic_spec* of the corresponding **END INTERFACE** statement must be the same *generic_name*.

End of Fortran 95

An **INTERFACE** statement without a *generic_spec* can match any **END INTERFACE** statement, with or without a *generic_spec*.

A specific procedure must not have more than one explicit interface in a given scoping unit.

You can always reference a procedure through its specific interface, if accessible. If a generic interface exists for a procedure, the procedure can also be referenced through the generic interface.

If *generic_spec* is **OPERATOR**(*defined_operator*), the interface block can define a defined operator or extend an intrinsic operator.

If *generic_spec* is **ASSIGNMENT**(=), the interface block can extend intrinsic assignment.

Examples

```
INTERFACE                          ! Nongeneric interface block
  FUNCTION VOL(RDS,HGT)
    REAL VOL, RDS, HGT
  END FUNCTION VOL
  FUNCTION AREA (RDS)
    REAL AREA, RDS
  END FUNCTION AREA
END INTERFACE

INTERFACE OPERATOR (.DETERMINANT.)   ! Defined operator interface
  FUNCTION DETERMINANT(X)
    INTENT(IN) X
    REAL X(50,50), DETERMINANT
  END FUNCTION
END INTERFACE

INTERFACE ASSIGNMENT(=)            ! Defined assignment interface
  SUBROUTINE BIT_TO_NUMERIC (N,B)
    INTEGER, INTENT(OUT) :: N
    LOGICAL, INTENT(IN)  :: B(:)
  END SUBROUTINE
END INTERFACE
```

Related Information

- “Explicit Interface” on page 142
- “Extended Intrinsic and Defined Operations” on page 100
- “Defined Operators” on page 148
- “Defined Assignment” on page 149
- “FUNCTION” on page 318
- “SUBROUTINE” on page 399
- “MODULE PROCEDURE” on page 352
- “Procedure References” on page 156
- “Unambiguous Generic Procedure References” on page 146, for details about the rules on how any two procedures with the same generic name must differ

INTRINSIC

Purpose

The **INTRINSIC** attribute identifies a name as an intrinsic procedure and allows you to use specific names of intrinsic procedures as actual arguments.

Syntax

```
►►──INTRINSIC──┬──────┬──name_list─────────────────────────────────────────►◄
               └─ :: ─┘
```

name is the name of an intrinsic procedure

Rules

If you use a specific intrinsic procedure name as an actual argument in a scoping unit, it must have the **INTRINSIC** attribute. Generic names can have the **INTRINSIC** attribute, but you cannot pass them as arguments unless they are also specific names.

A generic or specific procedure that has the **INTRINSIC** attribute keeps its generic or specific properties.

A generic intrinsic procedure that has the **INTRINSIC** attribute can also be the name of a generic interface block. The generic interface block defines extensions to the generic intrinsic procedure.

Attributes Compatible with the INTRINSIC Attribute

- PRIVATE
- PUBLIC

Examples

```
PROGRAM MAIN
  INTRINSIC SIN, ABS
  INTERFACE ABS
    LOGICAL FUNCTION MYABS(ARG)
      LOGICAL ARG
    END FUNCTION
  END INTERFACE

  LOGICAL LANS,LVAR
  REAL(8) DANS,DVAR
  DANS = ABS(DVAR)            ! Calls the DABS intrinsic procedure
  LANS = ABS(LVAR)            ! Calls the MYABS external procedure

! Pass intrinsic procedure name to subroutine
  CALL DOIT(0.5,SIN,X)        ! Passes the SIN specific intrinsic
END PROGRAM

SUBROUTINE DOIT(RIN,OPER,RESULT)
  INTRINSIC :: MATMUL
  INTRINSIC    COS
  RESULT = OPER(RIN)
END SUBROUTINE
```

Related Information

- Generic and specific intrinsic procedures are listed in “Intrinsic Procedures” on page 531. See this section to find out if a specific intrinsic name can be used as an actual argument.
- “Generic Interface Blocks” on page 146

LOGICAL

Purpose

A **LOGICAL** type declaration statement specifies the length and attributes of objects and functions of type logical. Initial values can be assigned to objects.

Syntax

```
>>──LOGICAL──┬───────────────┬──┬─────────────────────────┬──entity_decl_list──><
             └─kind_selector─┘  ├─::──────────────────────┤
                                └─,──attr_spec_list──::───┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

kind_selector

```
►►──┬─(─┬─────────┬─int_initialization_expr─)─┬──────────────►◄
    │   └─KIND── =─┘                           │
    │                              (1)         │
    └─ * ─int_literal_constant─────────────────┘
```

Notes:

1 IBM Extension.

IBM Extension

specifies the length of logical entities: 1, 2, 4 or 8. *int_literal_constant* cannot specify a kind type parameter.

End of IBM Extension

attr_spec
: For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

::
: is the double colon separator. Use the double colon separator when you specify attributes, *=initialization_expr*, F95 or => **NULL()** F95 .

array_spec
: is a list of dimension bounds

entity_decl

```
►►──a──┬──────────────────────────┬─┬──────────────────┬──┬──────────────────────────►
       │                          │ └─(──array_spec──)─┘  │
       │     (1)        (2)       │                       │
       │  └─ * ──────────len──────┘                       │
       │                          (3)        (4)          │
       └─(──array_spec──)── * ──────────len───────────────┘

►──┬──────────────────────────────────────┬──────────────────────────────────────►◄
   │                          (5)         │
   └─┬─/──initial_value_list──/───────────┘
     ├─ = ──initialization_expr──────────┤
     │            (6)                    │
     └─ => ──NULL()──────────────────────┘
```

Notes:

1 IBM Extension.

2 IBM Extension.

3 IBM Extension.

4 IBM Extension.

5 IBM Extension.

6 Fortran 95.

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

len overrides the length as specified in *kind_selector*, and cannot specify a kind type parameter. The entity length must be an integer literal constant that represents one of the permissible length specifications.

End of IBM Extension

IBM Extension

initial_value
provides an initial value for the entity specified by the immediately preceding name

End of IBM Extension

initialization_expr
provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides the initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a pointer, a function result, an object in blank common, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit or if it appears in a named common block in a module.

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* F95 or **NULL()** F95 is specified, the variable is initially defined.

Fortran 95

If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If `T` or `F`, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
LOGICAL, ALLOCATABLE :: L(:,:)
LOGICAL :: Z=.TRUE.
```

Related Information

- "Logical" on page 26
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

MODULE

Purpose

The **MODULE** statement is the first statement of a module program unit, which contains specifications and definitions that can be made accessible to other program units.

Syntax

```
►►──MODULE──module_name──────────────────────────────────────────────►◄
```

Rules

The module name is a global entity that is referenced by the **USE** statement in other program units to access the public entities of the module. A user-defined module name must not have the same name as any other program unit, external procedure or common block in the program, nor can it be the same as any local name in the module.

If the **END** statement that completes the module specifies a module name, the name must be the same as that specified in the **MODULE** statement.

Examples

```
MODULE MM
   CONTAINS
     REAL FUNCTION SUM(CARG)
       COMPLEX CARG
       SUM_FNC(CARG) = IMAG(CARG) + REAL(CARG)
       SUM = SUM_FNC(CARG)
       RETURN
     ENTRY AVERAGE(CARG)
       AVERAGE = SUM_FNC(CARG) / 2.0
     END FUNCTION SUM
     SUBROUTINE SHOW_SUM(SARG)
       COMPLEX SARG
       REAL SUM_TMP
  10   FORMAT('SUM:',E10.3,' REAL:',E10.3,' IMAG',E10.3)
       SUM_TMP = SUM(CARG=SARG)
       WRITE(10,10) SUM_TMP, SARG
     END SUBROUTINE SHOW_SUM
END MODULE MM
```

Related Information

- “Modules” on page 151
- “USE” on page 412
- “Use Association” on page 137
- “END” on page 294, for details on the **END MODULE** statement
- “PRIVATE” on page 369
- ▸ F2003 “PROTECTED” on page 373 F2003 ◂
- “PUBLIC” on page 375

MODULE PROCEDURE

Purpose

The **MODULE PROCEDURE** statement lists those module procedures that have a generic interface.

Syntax

```
►►──MODULE PROCEDURE──procedure_name_list──────────────────────────►◄
```

Rules

Fortran 95

The **MODULE PROCEDURE** statement can appear anywhere among the interface bodies in an interface block that has a generic specification.

End of Fortran 95

MODULE PROCEDURE statements must be contained in a scoping unit where *procedure_name* can be accessed as a module procedure, and must be the name that is accesible in this scope.

procedure_name must not have been previously associated with the generic specification of the interface block in which it appears, either by a previous appearance in an interface block or by use or by host association.

The characteristics of module procedures are determined by module procedure definitions, not by interface bodies.

Examples

```
MODULE M
  CONTAINS
  SUBROUTINE S1(IARG)
    IARG=1
  END SUBROUTINE
  SUBROUTINE S2(RARG)
    RARG=1.1
  END SUBROUTINE
END MODULE

USE M
INTERFACE SS
  SUBROUTINE SS1(IARG,JARG)
  END SUBROUTINE
  MODULE PROCEDURE S1, S2
END INTERFACE
CALL SS(N)                   ! Calls subroutine S1 from M
CALL SS(I,J)                 ! Calls subroutine SS1
END
```

Related Information

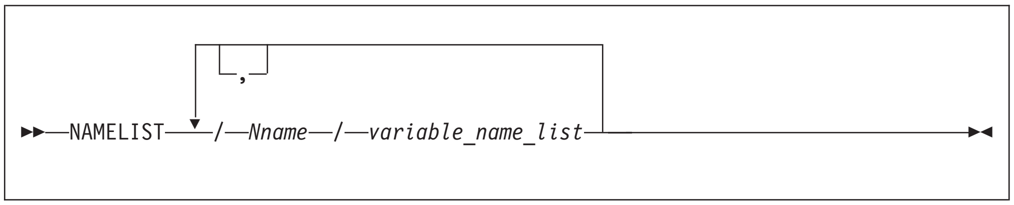
- “Interface Blocks” on page 143
- “INTERFACE” on page 343
- “Modules” on page 151

NAMELIST

Purpose

The **NAMELIST** statement specifies one or more lists of names for use in **READ**, **WRITE**, and **PRINT** statements.

Syntax



Nname is a namelist group name

variable_name
must not be an array dummy argument with a nonconstant bound, a variable with nonconstant character length, an automatic object, a pointer, a variable of a type that has an ultimate component that is a pointer, an allocatable object, or a pointee.

Rules

The list of names belonging to a namelist group name ends with the appearance of another namelist group name or the end of the **NAMELIST** statement.

variable_name must either be accessed via use or host association, or have its type and type parameters specified by previous specification statements in the same scoping unit or by the implicit typing rules. If typed implicitly, any appearance of the object in a subsequent type declaration statement must confirm the implied type and type parameters. A derived-type object must not appear as a list item if any component ultimately contained within the object is not accessible within the scoping unit containing the namelist input/output statement on which its containing namelist group name is specified.

variable_name can belong to one or more namelist lists. If the namelist group name has the **PUBLIC** attribute, no item in the list can have the **PRIVATE** attribute or private components.

Nname can be specified in more than one **NAMELIST** statement in the scoping unit, and more than once in each **NAMELIST** statement. The *variable_name_list* following each successive appearance of the same *Nname* in a scoping unit is treated as the continuation of the list for that *Nname*.

A namelist name can appear only in input/output statements. The rules for input/output conversion of namelist data are the same as the rules for data conversion.

Examples

```
DIMENSION X(5), Y(10)
NAMELIST /NAME1/ I,J,K
NAMELIST /NAME2/ A,B,C /NAME3/ X,Y
WRITE (10, NAME1)
PRINT NAME2
```

Related Information

- "Namelist Formatting" on page 227
- *Setting Run-time Options* in the *User's Guide*

NULLIFY

Purpose

The **NULLIFY** statement causes pointers to become disassociated.

Syntax

```
►►──NULLIFY──(──pointer_object_list──)──────────────────────────────►◄
```

pointer_object
is a pointer variable name or structure component

Rules

A *pointer_object* must have the **POINTER** attribute.

Tip

Always initialize a pointer with the **NULLIFY** statement, pointer assignment, ▸ F95 default initialization F95 ◂ or explicit initialization.

Examples

```
TYPE T
  INTEGER CELL
  TYPE(T), POINTER :: NEXT
ENDTYPE T
TYPE(T) HEAD, TAIL
TARGET :: TAIL
HEAD%NEXT => TAIL
NULLIFY (TAIL%NEXT)
END
```

Related Information

- "Pointer Assignment" on page 116
- "Pointer Association" on page 138

OPEN

Purpose

The **OPEN** statement can be used to connect an existing external file to a unit, create an external file that is preconnected, create an external file and connect it to a unit, or change certain specifiers of a connection between an external file and a unit.

Syntax

```
►►──OPEN──(──open_list──)──────────────────────────────────────────►◄
```

open_list
: is a list that must contain one unit specifier (**UNIT=***u*) and can also contain one of each of the other valid specifiers. The valid specifiers are:

[UNIT=] *u*
: is a unit specifier in which *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file that is represented by an integer expression, whose value is in the range 0 through 2,147,483,647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *open_list*.

ACCESS= *char_expr*
: specifies the access method for the connection of the file. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is either **SEQUENTIAL**, **DIRECT** or **STREAM**. **SEQUENTIAL** is the default. If **ACCESS=** is **DIRECT**, **RECL=** must be specified. If **ACCESS=** is **STREAM**, **RECL=** must not be specified.

ACTION= *char_expr*
: specifies the allowed input/output operations. *char_expr* is a scalar character expression whose value evaluates to **READ**, **WRITE** or **READWRITE**. If **READ** is specified, **WRITE** and **ENDFILE** statements cannot refer to this connection. If **WRITE** is specified, **READ** statements cannot refer to this connection. The value **READWRITE** permits any input/output statement to refer to this connection. If the **ACTION=** specifier is omitted, the default value depends on the actual file permissions:

- If the **STATUS=** specifier has the value **OLD** or **UNKNOWN** and the file already exists:
  - The file is opened with **READWRITE**
  - If the above is not possible, the file is opened with **READ**
  - If neither of the above is possible, the file is opened with **WRITE**.
- If the **STATUS=** specifier has the value **NEW**, **REPLACE**, **SCRATCH** or **UNKNOWN** and the file does not exist:
  - The file is opened with **READWRITE**
  - If the above is not possible, the file is opened with **WRITE**.

IBM Extension

ASYNCH= *char_expr*
is an asynchronous I/O specifier that indicates whether an explicitly connected unit is to be used for asynchronous I/O.

char_expr is a scalar character expression whose value is either **YES** or **NO**. **YES** specifies that asynchronous data transfer statements are permitted for this connection. **NO** specifies that asynchronous data transfer statements are not permitted for this connection. The value specified will be in the set of transfer methods permitted for the file. If this specifier is omitted, the default value is **NO**.

Preconnected units are connected with an **ASYNCH=** value of **NO**.

The **ASYNCH=** value of an implicitly connected unit is determined by the first data transfer statement performed on the unit. If the first statement performs an asynchronous data transfer and the file being implicitly connected permits asynchronous data transfers, the **ASYNCH=** value is **YES**. Otherwise, the **ASYNCH=** value is **NO**.

End of IBM Extension

BLANK= *char_expr*
controls the default interpretation of blanks when you are using a format specification. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is either **NULL** or **ZERO**. If **BLANK=** is specified, you must use **FORM='FORMATTED'**. If **BLANK=** is not specified and you specify **FORM='FORMATTED'**, **NULL** is the default.

DELIM= *char_expr*
specifies what delimiter, if any, is used to delimit character constants written with list-directed or namelist formatting. *char_expr* is a scalar character expression whose value must evaluate to **APOSTROPHE**, **QUOTE**, or **NONE**. If the value is **APOSTROPHE**, apostrophes delimit character constants and all apostrophes within character constants are doubled. If the value is **QUOTE**, double quotation marks delimit character constants and all double quotation marks within character constants are doubled. If the value is **NONE**, character constants are not delimited and no characters are doubled. The default value is **NONE**. The **DELIM=** specifier is permitted only for files being connected for formatted input/output, although it is ignored during input of a formatted record.

ERR= *stmt_label*
is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

FILE= *char_expr*

is a file specifier that specifies the name of the file to be connected to the specified unit.

IBM Extension

char_expr is a scalar character expression whose value, when any trailing blanks are removed, is a valid AIX operating system file name. If the file specifier is omitted and is required, the unit becomes implicitly connected (by default) to **fort.***u*, where *u* is the unit specified with any leading zeros removed. Use the **UNIT_VARS** run-time option to allow alternative files names to be used for files that are implicitly connected.

Note: A valid AIX operating system file name must have a full path name of total length ≤1023 characters, with each file name ≤255 characters long (although the full path name need not be specified).

End of IBM Extension

FORM= *char_expr*
specifies whether the file is connected for formatted or unformatted input/output. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is either **FORMATTED** or **UNFORMATTED**. If you connect the file for sequential access, **FORMATTED** is the default. If you connect the file for direct access F2003 or stream access F2003, **UNFORMATTED** is the default.

IOMSG= *iomsg_variable*
is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
is an input/output status specifier that specifies the status of the input/output operation. *ios* is a variable. When the input/output statement containing this specifier finishes execution, *ios* is defined with:

- A zero value if no error condition occurs
- A positive value if an error occurs.

PAD= *char_expr*
specifies if input records are padded with blanks. *char_expr* is a scalar character expression that must evaluate to **YES** or **NO**. If the value is **YES**, a formatted input record is padded with blanks if an input list is specified and the format specification requires more data from a record than the record contains. If **NO** is specified, the input list and format specification must not require more characters from a record than the record contains. The default value is **YES**. The **PAD=** specifier is permitted only for files being connected for formatted input/output, although it is ignored during output of a formatted record.

IBM Extension

If the **-qxlf77** compiler option specifies the **noblankpad** suboption and the file is being connected for formatted direct input/output, the default value is **NO** when the **PAD=** specifier is omitted.

End of IBM Extension

POSITION= *char_expr*
specifies the file position for a file connected for sequential or stream access. A file that did not exist previously is positioned at its initial point. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is either **ASIS**, **REWIND**, or **APPEND**. **REWIND** positions the file at its initial point. **APPEND** positions the file before the

endfile record or, if there is no endfile record, at the terminal point. **ASIS** leaves the position unchanged. The default value is **ASIS** except under the following conditions:

- The first input/output statement (other than the **INQUIRE** statement) referring to the unit after the **OPEN** statement is a **WRITE** statement, and either:
  - The **STATUS=** specifier is **UNKNOWN** and the **-qposition** compiler option specifies **appendunknown**, or
  - The **STATUS=** specifier is **OLD** and the **-qposition** compiler option specifies **appendold**.

In such cases, the default value for the **POSITION=** specifier is **APPEND** at the time the **WRITE** statement is executed.

RECL= *integer_expr*

specifies the length of each record in a file being connected for direct access or the maximum length of a record in a file being connected for sequential access. *integer_expr* is an integer expression whose value must be positive. This specifier must be present when a file is being connected for direct access. For formatted input/output, the length is the number of characters for all records that contain character data. For unformatted input/output, the length is the number of bytes required for the internal form of the data. The length of an unformatted sequential record does not count the four-byte fields surrounding the data.

IBM Extension

If **RECL=** is omitted when a file is being connected for sequential access in 32-bit, the length is 2**31–1, minus the record terminator. For a formatted sequential file in 32-bit, the default record length is 2**31-2. For an unformatted file that can be accessed in 32-bit, the default record length is 2**31-9.

For a file that cannot be accessed randomly in 32-bit, the default length is 2**15 (32,768).

If **RECL=** is omitted when a file is being connected for sequential access in 64-bit, the length is 2**63–1, minus the record terminator. For a formatted sequential file in 64-bit, the default record length is 2**63-2 For an unformatted file in 64-bit, the default record length is 2**63-17 when the **UWIDTH** run-time option is set to 64.

End of IBM Extension

STATUS= *char_expr*
specifies the status of the file when it is opened. *char_expr* is a scalar character expression whose value, when any trailing blanks are removed, is one of the following:

- **OLD**, to connect an existing file to a unit. If **OLD** is specified, the file must exist. If the file does not exist, an error condition will occur.
- **NEW**, to create a new file, connect it to a unit, and change the status to **OLD**. If **NEW** is specified, the file must not exist. If the file already exists, an error condition will occur.
- **SCRATCH**, to create and connect a new file that will be deleted when it is disconnected. **SCRATCH** must not be specified with a named file (that is, **FILE=***char_expr* must be omitted).

- **REPLACE**. If the file does not already exist, the file is created and the status is changed to **OLD**. If the file exists, the file is deleted, a new file is created with the same name, and the status is changed to **OLD**.
- **UNKNOWN**, to connect an existing file, or to create and connect a new file. If the file exists, it is connected as **OLD**. If the file does not exist, it is connected as **NEW**.

UNKNOWN is the default.

Rules

If a unit is connected to a file that exists, an **OPEN** statement for that unit can be performed. If the **FILE=** specifier is not included in the **OPEN** statement, the file to be connected to the unit is the same as the file to which the unit is connected.

If the file to be connected to the unit is not the same as the file to which the unit is connected, the effect is as if a **CLOSE** statement without a **STATUS=** specifier had been executed for the unit immediately prior to the execution of the **OPEN** statement.

If the file to be connected to the unit is the same as the file to which the unit is connected, only the **BLANK=**, **DELIM=**, **PAD=**, **ERR=**, and **IOSTAT=** specifiers can have a value different from the one currently in effect. Execution of the **OPEN** statement causes any new value for the **BLANK=**, **DELIM=** or **PAD=** specifiers to be in effect, but does not cause any change in any of the unspecified specifiers or the position of the file. Any **ERR=** and **IOSTAT=** specifiers from **OPEN** statements previously executed have no effect on the current **OPEN** statement. If you specify the **STATUS=** specifier it must have the value **OLD**. To specify the same file as the one currently connected to the unit, you can specify the same file name, omit the **FILE=** specifier, or specify a file symbolically linked to the same file.

If a file is connected to a unit, an **OPEN** statement on that file and a different unit cannot be performed.

IBM Extension

If the **STATUS=** specifier has the value **OLD**, **NEW** or **REPLACE**, the **FILE=** specifier is optional.

Unit 0 cannot be specified to connect to a file other than the preconnected file, the standard error device, although you can change the values for the **BLANK=**, **DELIM=** and **PAD=** specifiers.

End of IBM Extension

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered, transfer is made to the statement specified by the **ERR=** specifier and a positive integer value is assigned to *ios*.

IBM Extension

If **IOSTAT=** and **ERR=** are not specified,
- The program stops if a severe error is encountered
- The program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.

End of IBM Extension

Examples

```
!   Open a new file with name fname

CHARACTER*20 FNAME
FNAME = 'INPUT.DAT'
OPEN(UNIT=8,FILE=FNAME,STATUS='NEW',FORM='FORMATTED')

OPEN (4,FILE="myfile")
OPEN (4,FILE="myfile", PAD="NO")  ! Changing PAD= value to NO

!   Connects unit 2 to a tape device for unformatted, sequential
!   write-only access:

OPEN (2, FILE="/dev/rmt0",ACTION="WRITE",POSITION="REWIND", &
&   FORM="UNFORMATTED",ACCESS="SEQUENTIAL",RECL=32767)
```

Related Information

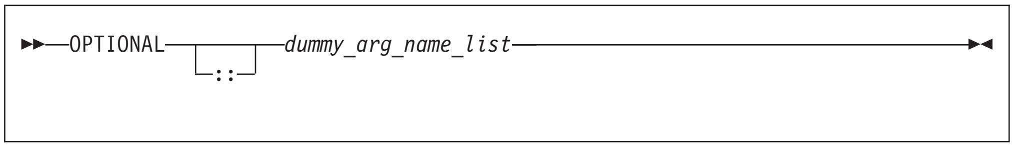
- "Units" on page 183
- Item 3 under Appendix A, "Compatibility Across Standards," on page 819
- "XL Fortran Input/Output" on page 179
- *Setting Run-time Options* in the *User's Guide*
- **-qposition** Option in the *User's Guide*
- **-qxlf77** Option in the *User's Guide*
- "CLOSE" on page 262
- "READ" on page 376
- "WRITE" on page 423

OPTIONAL

Purpose

The **OPTIONAL** attribute specifies that a dummy argument need not be associated with an actual argument in a reference to the procedure.

Syntax



Rules

A procedure that has an optional dummy argument must have an explicit interface in any scope in which the procedure is referenced.

Use the **PRESENT** intrinsic function to determine if an actual argument has been associated with an optional dummy argument. Avoid referencing an optional dummy argument without first verifying that the dummy argument is present.

A dummy argument is considered present in a subprogram if it is associated with an actual argument, which itself can also be a dummy argument that is present (an instance of propagation). A dummy argument that is not optional must be present; that is, it must be associated with an actual argument.

An optional dummy argument that is not present may be used as an actual argument corresponding to an optional dummy argument, which is then also considered not to be associated with an actual argument. An optional dummy argument that is not present is subject to the following restrictions:
- If it is a dummy data object or subobject, it cannot be defined or referenced.
- If it is a dummy procedure, it cannot be referenced.
- It cannot appear as an actual argument corresponding to a non-optional dummy argument, other than as the argument of the **PRESENT** intrinsic function.
- If it is an array, it must not be supplied as an actual argument to an elemental procedure unless an array of the same rank is supplied as an actual argument, which corresponds to a nonoptional argument of that elemental procedure.

The **OPTIONAL** attribute cannot be specified for dummy arguments in an interface body that specifies an explicit interface for a defined operator or defined assignment.

Attributes Compatible with the OPTIONAL Attribute

• ALLOCATABLE	• INTENT	• VALUE
• DIMENSION	• POINTER	• VOLATILE
• EXTERNAL	• TARGET	

Examples

```
SUBROUTINE SUB (X,Y)
  INTERFACE
    SUBROUTINE SUB2 (A,B)
      OPTIONAL :: B
    END SUBROUTINE
  END INTERFACE
  OPTIONAL :: Y
  IF (PRESENT(Y)) THEN          ! Reference to Y conditional
    X = X + Y                   ! on its presence
  ENDIF
  CALL SUB2(X,Y)
END SUBROUTINE

SUBROUTINE SUB2 (A,B)
  OPTIONAL :: B                 ! B and Y are argument associated,
  IF (PRESENT(B)) THEN          ! even if Y is not present, in
    B = B * A                   ! which case, B is also not present
    PRINT*, B
  ELSE
    A = A**2
    PRINT*, A
  ENDIF
END SUBROUTINE
```

Related Information

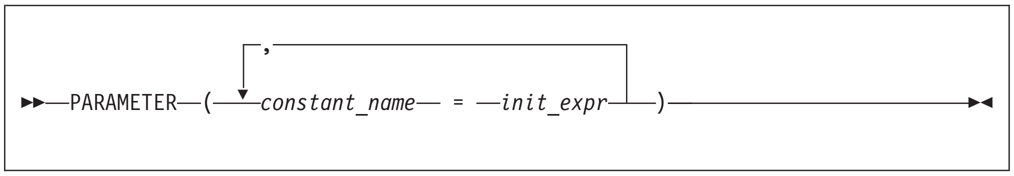
- "Optional Dummy Arguments" on page 164
- "Interface Concepts" on page 141
- "PRESENT(A)" on page 626
- "Dummy Arguments" on page 160

PARAMETER

Purpose

The **PARAMETER** attribute specifies names for constants.

Syntax



init_expr
is an initialization expression

Rules

A named constant must have its type, shape, and parameters specified in a previous specification statement in the same scoping unit or be declared implicitly. If a named constant is implicitly typed, its appearance in any subsequent type declaration statement or attribute specification statement must confirm the implied type and any parameter values.

You can define *constant_name* only once with a **PARAMETER** attribute in a scoping unit.

A named constant that is specified in the initialization expression must have been previously defined (possibly in the same **PARAMETER** or type declaration statement, if not in a previous statement) or made accessible through use or host association.

The initialization expression is assigned to the named constant using the rules for intrinsic assignment. If the named constant is of type character and it has inherited length, it takes on the length of the initialization expression.

Attributes Compatible with the PARAMETER Attribute

- DIMENSION
- PRIVATE
- PUBLIC

Examples

```
REAL, PARAMETER :: TWO=2.0
```

```
COMPLEX      XCONST
```

```
REAL         RPART,IPART
PARAMETER    (RPART=1.1,IPART=2.2)
PARAMETER    (XCONST = (RPART,IPART+3.3))

CHARACTER*2, PARAMETER :: BB='   '

   ⋮
END
```

Related Information

- “Initialization Expressions” on page 89
- “Data Objects” on page 19

PAUSE

Purpose

The **PAUSE** statement temporarily suspends the execution of a program and prints the keyword **PAUSE** and, if specified, a character constant or digit string to unit 0.

Syntax

```
►►──PAUSE──┬───────────────┬──────────────────────────────────────────►◄
           ├─char_constant─┤
           └─digit_string──┘
```

char_constant
  is a scalar character constant that is not a Hollerith constant

digit_string
  is a string of one to five digits

Rules

IBM Extension

After execution of a **PAUSE** statement, processing continues when you press the **Enter** key. If unit 5 is not connected to the terminal, the **PAUSE** statement does not suspend execution.

End of IBM Extension

Fortran 95

The **PAUSE** statement has been deleted in Fortran 95.

End of Fortran 95

Examples

```
PAUSE 'Ensure backup tape is in tape drive'
PAUSE 10            ! Output:  PAUSE 10
```

Related Information

- "Deleted Features" on page 822

POINTER (Fortran 90)

Purpose

The **POINTER** attribute designates objects as pointer variables.

The term *pointer* refers to objects with the Fortran 90 **POINTER** attribute. The integer **POINTER** statement provides details on what was documented in previous versions of XL Fortran as the **POINTER** statement; these pointers are now referred to as *integer pointers*.

Syntax

```
                     ┌─,──────────────────────────────────────────────────┐
                     ▼                                                    │
►►──POINTER──┬────┬───object_name──┬─────────────────────────────────┬──┴──────►◄
             └─::─┘                └─(──deferred_shape_spec_list──)─┘
```

deferred_shape_spec
is a colon (:), where each colon represents a dimension

Rules

object_name refers to a data object or function result. If *object_name* is declared elsewhere in the scoping unit with the **DIMENSION** attribute, the array specification must be a *deferred_shape_spec_list*.

object_name must not appear in an integer **POINTER**, **NAMELIST**, or **EQUIVALENCE** statement. If *object_name* is a component of a derived-type definition, any variables declared with that type cannot be specified in an **EQUIVALENCE** or **NAMELIST** statement.

Pointer variables can appear in common blocks and block data program units.

IBM Extension

To ensure that Fortran 90 pointers are thread-specific, do not specify either the **SAVE** or **STATIC** attribute for the pointer. These attributes are either specified explicitly by the user, or implicitly through the use of the **-qsave** compiler option. Note, however, that if a non-static pointer is used in a pointer assignment statement where the target is static, all references to the pointer are, in fact, references to the static, shared target.

End of IBM Extension

An object having a component with the **POINTER** attribute can itself have the **TARGET**, **INTENT**, or **ALLOCATABLE** attibutes, although it cannot appear in a data transfer statement.

Attributes Compatible with the POINTER Attribute

- AUTOMATIC
- DIMENSION
- INTENT
- OPTIONAL
- PRIVATE
- PROTECTED
- PUBLIC
- SAVE
- STATIC
- VOLATILE

These attributes apply only to the pointer itself, not to any associated targets, except for the **DIMENSION** attribute, which applies to associated targets.

Examples

Example1:

```
INTEGER, POINTER :: PTR(:)
INTEGER, TARGET :: TARG(5)
PTR => TARG                  ! PTR is associated with TARG and is
                             !   assigned an array specification of (5)

PTR(1) = 5                   ! TARG(1) has value of 5
PRINT *, FUNC()
CONTAINS
  REAL FUNCTION FUNC()
    POINTER :: FUNC          ! Function result is a pointer


   ⋮
  END FUNCTION
END
```

IBM Extension

Example 2: Fortran 90 pointers and threadsafing

```
FUNCTION MYFUNC(ARG)                ! MYPTR is thread-specific.
INTEGER, POINTER :: MYPTR           !  every thread that invokes
                                    !  'MYFUNC' will allocate a
ALLOCATE(MYPTR)                     !  new piece of storage that
MYPTR = ARG                         !  is only accessible within
   ⋮
                                    !  that thread.
ANYVAR = MYPTR
END FUNCTION
```

End of IBM Extension

Related Information

- "Pointer Assignment" on page 116
- "TARGET" on page 401
- "ALLOCATED(ARRAY) or ALLOCATED(SCALAR)" on page 542
- "DEALLOCATE" on page 278
- "Pointer Association" on page 138
- "Deferred-Shape Arrays" on page 72

POINTER (integer)

IBM Extension

Purpose

The integer **POINTER** statement specifies that the value of the variable *int_pointer* is to be used as the address for any reference to *pointee*.

The name of this statement has been changed from **POINTER** to integer **POINTER** to distinguish it from the Fortran 90 **POINTER** statement.

Syntax

```
              ┌─,──────────────────────────┐
              ▼                            │
►►──POINTER────(──int_pointer──,──pointee──)┴──────────────────────────►◄
```

int_pointer
is the name of an integer pointer variable

pointee is a variable name or array declarator

Rules

The compiler does not allocate storage for the pointee. Storage is associated with the pointee at execution time by the assignment of the address of a block of storage to the pointer. The pointee can become associated with either static or dynamic storage. A reference to a pointee requires that the associated pointer be defined.

An integer pointer is a scalar variable of type **INTEGER(4)** in 32-bit mode and type **INTEGER(8)** in 64-bit mode that cannot have a type explicitly assigned to it. You can use integer pointers in any expression or statement in which a variable of the same type as the integer pointer can be used. You can assign any data type to a pointee, but you cannot assign a storage class or initial value to a pointee.

An actual array that appears as a pointee in an integer **POINTER** statement is called a pointee array. You can dimension a pointee array in a type declaration statement, a **DIMENSION** statement, or in the integer **POINTER** statement itself.

If you specify the **-qddim** compiler option, a pointee array that appears in a main program can also have an adjustable array specification. In main programs and subprograms, the dimension size is evaluated when the pointee is referenced (dynamic dimensioning).

If you do not specify the **-qddim** compiler option, a pointee array that appears in a subprogram can have an adjustable array specification, and the dimension size is evaluated on entrance to the subprogram, not when the pointee is evaluated.

The following constraints apply to the definition and use of pointees and integer pointers:
- A pointee cannot be zero-sized.
- A pointee can be scalar, an assumed-sized array or an explicit-shape array.

- A pointee cannot appear in a **COMMON**, **DATA**, **NAMELIST**, or **EQUIVALENCE** statement.
- A pointee cannot have the following attributes: **EXTERNAL**, **ALLOCATABLE**, **POINTER**, **TARGET**, **INTRINSIC**, **INTENT**, **OPTIONAL**, **SAVE**, **STATIC**, **AUTOMATIC**, or **PARAMETER**.
- A pointee cannot be a dummy argument and therefore cannot appear in a **FUNCTION**, **SUBROUTINE**, or **ENTRY** statement.
- A pointee cannot be an automatic object, though a pointee can have nonconstant bounds or lengths.
- A pointee cannot be a generic interface block name.
- A pointee that is of derived type must be of sequence derived type.
- A function value cannot be a pointee.
- An integer pointer cannot be pointed to by another pointer. (A pointer cannot be a pointee.)
- An integer pointer cannot have the following attributes:
  - ▸ F2003 **ALLOCATABLE** F2003 ◂
  - **DIMENSION**
  - **EXTERNAL**
  - **INTRINSIC**
  - **PARAMETER**
  - **POINTER**
  - **TARGET**
- An integer pointer cannot appear as a **NAMELIST** group name.
- An integer pointer cannot be a procedure.

Examples

```
INTEGER A,B
POINTER (P,I)
IF (A<>0) THEN
  P=LOC(A)
ELSE
  P=LOC(B)
ENDIF
I=0         ! Assigns 0 to either A or B, depending on A's value
END
```

Related Information

- "Integer Pointer Association" on page 139
- "LOC(X)" on page 599
- **-qddim Option** in the *User's Guide*

End of IBM Extension

PRINT

Purpose

The **PRINT** statement is a data transfer output statement.

Syntax

```
►►──PRINT──┬─name──────────────────────────┬───────────────────────────►◄
           └─format──┬───────────────────┬─┘
                     └─,──output_item_list─┘
```

name is a namelist group name

output_item
is an output list item. An output list specifies the data to be transferred. An output list item can be:

- A variable. An array is treated as if all of its elements were specified in the order they are arranged in storage.

  A pointer must be associated with a target, and an allocatable object must be allocated. A derived-type object cannot have any ultimate component that is inaccessible to this statement. The evaluation of *output_item* cannot result in a derived-type object that contains a pointer. The structure components of a structure in a formatted statement are treated as if they appear in the order of the derived-type definition; in an unformatted statement, the structure components are treated as a single value in their internal representation (including padding).
- An expression.
- An implied-**DO** list, as described under "Implied-DO List" on page 369.

format is a format specifier that specifies the format to be used in the output operation. *format* is a format identifier that can be:
- The statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.
- The name of a scalar **INTEGER(4)** or **INTEGER(8)** variable that was assigned the statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.

Fortran 95

Fortran 95 does not permit assigning of a statement label.

End of Fortran 95

- A character constant. It cannot be a Hollerith constant. It must begin with a left parenthesis and end with a right parenthesis. Only the format codes described in the **FORMAT** statement can be used between the parentheses. Blank characters can precede the left parenthesis, or follow the right parenthesis.
- A character variable that contains character data whose leftmost character positions constitute a valid format. A valid format begins with a left parenthesis and ends with a right parenthesis. Only the format codes listed under "FORMAT" on page 316 can be used between the parentheses. Blank characters can precede the left parenthesis, or follow the right parenthesis.
- An array of noncharacter intrinsic type.
- Any character expression, except one involving concatenation of an operand that specifies inherited length, unless the operand is the name of a constant.
- An asterisk, specifying list-directed formatting.
- A namelist specifier that specifies a previously defined namelist.

Specifying the **–qport=typestmt** compiler option enables the **TYPE** statement which has identical functionality to the **PRINT** statement.

Implied-DO List

```
►►—(—do_object_list— , —do_variable = arith_expr1, arith_expr2————————►

►—┬—┬—┬——————————————┬—)————————————————————————————————————————►◄
  └,┘ └—arith_expr3—┘
```

do_object
: is an output list item

do_variable
: is a named scalar variable of type integer or real

arith_expr1, *arith_expr2*, and *arith_expr3*
: are scalar numeric expressions

The range of an implied-**DO** list is the list *do_object_list*. The iteration count and the values of the **DO** variable are established from *arith_expr1*, *arith_expr2*, and *arith_expr3*, the same as for a **DO** statement. When the implied-**DO** list is executed, the items in the *do_object_list* are specified once for each iteration of the implied-**DO** list, with the appropriate substitution of values for any occurrence of the **DO** variable.

Examples

```
   PRINT 10, A,B,C
10 FORMAT (E4.2,G3.2E1,B3)
```

Related Information

- "XL Fortran Input/Output" on page 179
- "Input/Output Formatting" on page 197
- See the *User's Guide* for more information on **-qport=typestmt**.
- "Deleted Features" on page 822

PRIVATE

Purpose

The **PRIVATE** attribute specifies that a module entity is not accessible outside the module through use association.

Syntax

```
►►—PRIVATE—┬————————————————————————┬——————————————————————————►◄
           └—┬————┬—access_id_list—┘
             └—::—┘
```

access_id
: is a generic specification or the name of a variable, procedure, derived type, constant, or namelist group

Rules

The **PRIVATE** attribute can appear only in the scope of a module.

Although multiple **PRIVATE** statements may appear in a module, only one statement that omits an *access_id_list* is permitted. A **PRIVATE** statement without an *access_id_list* sets the default accessibility to private for all potentially accessible entities in the module. If the module contains such a statement, it cannot also include a **PUBLIC** statement without an *access_id_list*. If the module does not contain such a statement, the default accessibility is public. Entities whose accessibility is not explicitly specified have default accessibility.

A procedure that has a generic identifier that is public is accessible through that identifier, even if its specific identifier is private. If a module procedure contains a private dummy argument or function result whose type has private accessibility, the module procedure must be declared to have private accessibility and must not have a generic identifier that has public accessibility. The accessibility of a derived type does not affect, and is not affected by, the accessibility of its components.

A namelist group must be private if it contains any object that is private or contains private components. A subprogram must be private if any of its arguments are of a derived type that is private. A function must be private if its result variable is of a derived type that is private.

Attributes Compatible with the PRIVATE Attribute

• ALLOCATABLE	• PARAMETER	• STATIC
• DIMENSION	• POINTER	• TARGET
• EXTERNAL	• PROTECTED	• VOLATILE
• INTRINSIC	• SAVE	

Examples

```
MODULE MC
   PUBLIC                    ! Default accessibility declared as public
   INTERFACE GEN
      MODULE PROCEDURE SUB1, SUB2
   END INTERFACE
   PRIVATE SUB1              ! SUB1 declared as private
   CONTAINS
      SUBROUTINE SUB1(I)
         INTEGER I
         I = I + 1
      END SUBROUTINE SUB1
      SUBROUTINE SUB2(I,J)
         I = I + J
      END SUBROUTINE
END MODULE MC

PROGRAM ABC
   USE MC
   K = 5
   CALL GEN(K)               ! SUB1 referenced because GEN has public
```

```
                              ! accessibility and appropriate argument
                              ! is passed
   CALL SUB2(K,4)
   PRINT *, K                 ! Value printed is 10
END PROGRAM
```

Related Information

- "Derived Types" on page 30
- "Modules" on page 151
- F2003 "PROTECTED" on page 373 F2003
- "PUBLIC" on page 375

PROCEDURE

Fortran 2003 Draft Standard

Purpose

A **PROCEDURE** statement declares a dummy procedure or external procedure.

Note: XL Fortran does not currently support using the PROCEDURE statement to declare procedure pointers.

Syntax

```
>>──PROCEDURE──(─────────────────────)──┬───────────────────────────────┬──────►
                └procedure_interface┘   ├─::────────────────────────────┤
                                        └─,──procedure_attribute_list──::┘

►─procedure_entity_list──────────────────────────────────────────────────────►◄
```

where:

procedure_interface
is an interface name or declaration type specifier.

procedure_attribute_list
is a list of attributes from the following list:
- **BIND**
- **OPTIONAL**
- **PRIVATE**
- **PUBLIC**

:: is the double colon separator. It is required if attributes are specified.

procedure_entity_list
is a list of the procedures that are being declared.

Rules

If *procedure_interface* is the name of a procedure that has an explicit interface, the declared procedures have this explicit interface. The referenced procedure must already be declared. If the referenced procedure is an intrinsic procedure, it must be an intrinsic procedure whose name can be passed as an argument. If the referenced procedure is an elemental procedure, the procedure entity list must consist of external procedures.

If *procedure_interface* is a declaration type specifier, the declared procedures are functions with an implicit interface and the specified result type. If these functions are external functions, the function definitions must specify the same result type and type parameters.

If there is no *procedure_interface*, the PROCEDURE statement does not specify whether the declared procedures are subroutines or functions.

If you specify procedure language binding using the **BIND** attribute, *procedure_interface* must be the name of a procedure that is declared with procedure language binding.

If procedure language binding with `NAME=` is specified, the procedure entity list must consist of one procedure name. This procedure must not be a dummy procedure.

If OPTIONAL is specified, the declared procedures must be dummy procedures.

If PUBLIC or PRIVATE is specified, the declared procedures must be external procedures.

Examples

```
contains
subroutine xxx(psi)
    PROCEDURE (real) :: psi
    real  y1
    y1 = psi()
end subroutine
end
```

Related Information

- "Intrinsic Procedures" on page 531
- "Hardware-Specific Intrinsic Procedures" on page 665
- "Program Units, Procedures, and Subprograms" on page 139
- "Intrinsic Procedures" on page 157
- "INTERFACE" on page 343

End of Fortran 2003 Draft Standard

PROGRAM

Purpose

The **PROGRAM** statement specifies that a program unit is a main program, the program unit that receives control from the system when the executable program is invoked at run time.

Syntax

```
►►──PROGRAM──name──────────────────────────────────────────────►◄
```

name is the name of the main program in which this statement appears

Rules

The **PROGRAM** statement is optional.

If specified, the **PROGRAM** statement must be the first statement of the main program.

If a program name is specified in the corresponding **END** statement, it must match *name*.

The program name is global to the executable program. This name must not be the same as the name of any common block, external procedure, or any other program unit in that executable program, or as any name that is local to the main program.

The name has no type, and it must not appear in any type declaration or specification statements. You cannot refer to a main program from a subprogram or from itself.

Examples

```
PROGRAM DISPLAY_NUMBER_2
   INTEGER A
   A = 2
   PRINT *, A
END PROGRAM DISPLAY_NUMBER_2
```

Related Information

- "Main Program" on page 150

PROTECTED

Fortran 2003 Draft Standard

Purpose

The **PROTECTED** attribute allows greater control over the modification of module entities. A module procedure can only modify a protected module entity or its subobjects if the same module defines both the procedure and the entity.

Syntax

The **PROTECTED** attribute must only appear in the specification part of the module.

```
►►──PROTECTED──┬────┬──entity_declaration_list─────────────────►◄
               └─::─┘
```

entity A named variable not in a common block.

Rules

If you specify that an object declared by an **EQUIVALENCE** statement has the **PROTECTED** attribute, all objects specified in that **EQUIVALENCE** statement must have the **PROTECTED** attribute.

A nonpointer object with the **PROTECTED** attribute accessed through use association, is not definable.

You must not specify the **PROTECTED** attribute for integer pointers.

A pointer object with the **PROTECTED** attribute accessed through use association, must not appear as any of the following:
- As a pointer object in a **NULLIFY** statement or **POINTER** assignment statement
- As an allocatable object in an **ALLOCATE** or **DEALLOCATE** statement.
- As an actual argument in reference to a procedure, if the associated dummy argument is a pointer with the **INTENT(INOUT)** or **INTENT(OUT)** attribute.

Attributes Compatible with the PROTECTED Attribute

• ALLOCATABLE	• OPTIONAL	• SAVE
• AUTOMATIC	• POINTER	• STATIC
• DIMENSION	• PRIVATE	• TARGET
• INTENT	• PUBLIC	• VOLATILE

Examples

In the following example, the values of both *age* and *val* can only be modified by subroutines in the module in which they are declared:

```
module mod1
    integer, protected :: val
    integer :: age
    protected :: age
    contains
        subroutine set_val(arg)
            integer arg
             val = arg
        end subroutine
         subroutine set_age(arg)
            integer arg
             age  = arg
        end subroutine
end module
program dt_init01
    use mod1
    implicit none
    integer :: value, his_age
    call set_val(88)
    call set_age(38)
    value = val
    his_age = age
    print *, value, his_age
end program
```

Related Information

"Modules" on page 151

"PRIVATE" on page 369

"PUBLIC"

End of Fortran 2003 Draft Standard

PUBLIC

Purpose

The **PUBLIC** attribute specifies that a module entity can be accessed by other program units through use association.

Syntax

```
►►──PUBLIC──┬─────────────────────┬──────────────────────────────►◄
            └─┬──────┬─access_id_list─┘
              └─::───┘
```

access_id
: is a generic specification or the name of a variable, procedure, derived type, constant, or namelist group

Rules

The **PUBLIC** attribute can appear only in the scope of a module.

Although multiple **PUBLIC** statements can appear in a module, only one statement that omits an *access_id_list* is permitted. A **PUBLIC** statement without an *access_id_list* sets the default accessibility to public for all potentially accessible entities in the module. If the module contains such a statement, it cannot also include a **PRIVATE** statement without an *access_id_list*. If the module does not contain a **PRIVATE** statement without an *access_id_list*, the default accessibility is public. Entities whose accessibility is not explicitly specified have default accessibility.

A procedure that has a generic identifier that is public is accessible through that identifier, even if its specific identifier is private. If a module procedure contains a private dummy argument or function result whose type has private accessibility, the module procedure must be declared to have private accessibility and must not have a generic identifier that has public accessibility.

IBM Extension

Although an entity with public accessibility cannot have the **STATIC** attribute, public entities in a module are unaffected by **IMPLICIT STATIC** statements in the module.

End of IBM Extension

Attributes Compatible with the PUBLIC Attribute

• ALLOCATABLE	• INTRINSIC	• SAVE
• DIMENSION	• PARAMETER	• TARGET
• EXTERNAL	• POINTER	• VOLATILE
	• PROTECTED	

Examples

```
MODULE MC
   PRIVATE                     ! Default accessibility declared as private
   PUBLIC GEN                  ! GEN declared as public
   INTERFACE GEN
      MODULE PROCEDURE SUB1
   END INTERFACE
   CONTAINS
      SUBROUTINE SUB1(I)
         INTEGER I
         I = I + 1
      END SUBROUTINE SUB1
END MODULE MC
PROGRAM ABC
   USE MC
   K = 5
   CALL GEN(K)                 ! SUB1 referenced because GEN has public
                               !   accessibility and appropriate argument
                               !   is passed
   PRINT *, K                  ! Value printed is 6
END PROGRAM
```

Related Information

- "PRIVATE" on page 369
- "Modules" on page 151

READ

Purpose

The **READ** statement is the data transfer input statement.

Syntax

```
>>──READ──┬─name──────────────────────────────────────┬──────────────><
          ├─format─┬───────────────────────┬──────────┤
          │        └─,──input_item_list─┘          │
          └─(──io_control_list──)─┬─────────────────┬─┘
                                  └─input_item_list─┘
```

format is a format identifier, described below under **FMT=***format*. In addition, it cannot be a Hollerith constant.

name is a namelist group name

input_item
is an input list item. An input list specifies the data to be transferred. An input list item can be:

- A variable name, but not for an assumed-size array. An array is treated as if all of its elements were specified in the order they are arranged in storage.

  A pointer must be associated with a definable target, and an allocatable object must be allocated. A derived-type object cannot have any ultimate component that is outside the scoping unit of this statement. The evaluation of *input_item* cannot result in a derived-type object that contains a pointer. The structure components of a structure in a formatted statement are treated as if they appear in the order of the derived-type definition; in an unformatted statement, the structure components are treated as a single value in their internal representation (including padding).
- An implied-**DO** list, as described under "Implied-DO List" on page 381.

io_control
is a list that must contain one unit specifier (**UNIT=**) and can also contain one of each of the other valid specifiers described below.

[UNIT=] *u*
is a unit specifier that specifies the unit to be used in the input operation. *u* is an external unit identifier or internal file identifier.

IBM Extension

An external unit identifier refers to an external file. It is one of the following:

- An integer expression whose value is in the range 0 through 2,147,483,647.
- An asterisk, which identifies external unit 5 and is preconnected to standard input.

End of IBM Extension

An internal file identifier refers to an internal file. It is the name of a character variable that cannot be an array section with a vector subscript.

If the optional characters **UNIT=** are omitted, *u* must be the first item in *io_control_list*. If the optional characters **UNIT=** are specified, either the optional characters **FMT=** or the optional characters **NML=** must also be present.

[FMT=] *format*
is a format specifier that specifies the format to be used in the input operation. *format* is a format identifier that can be:

- The statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.
- The name of a scalar **INTEGER(4)** or **INTEGER(8)** variable that was assigned the statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.

Fortran 95

Fortran 95 does not permit assigning of a statement label.

End of Fortran 95

- A character constant. It must begin with a left parenthesis and end with a right parenthesis. Only the format codes described in the **FORMAT** statement can be used between the parentheses. Blank characters can precede the left parenthesis, or follow the right parenthesis.
- A character variable that contains character data whose leftmost character positions constitute a valid format. A valid format begins with a left parenthesis and ends with a right parenthesis. Only the format codes listed under "FORMAT" on page 316 can be used between the parentheses. Blank characters can precede the left parenthesis or follow the right parenthesis. If *format* is an array element, the format identifier must not exceed the length of the array element.
- An array of noncharacter intrinsic type. The data must be a valid format identifier as described under character array.
- Any character expression, except one involving concatenation of an operand that specifies inherited length, unless the operand is the name of a constant.
- An asterisk, specifying list-directed formatting.
- A namelist specifier that specifies the name of a namelist list that you have previously defined.

If the optional characters **FMT=** are omitted, *format* must be the second item in *io_control_list* and the first item must be the unit specifier with the optional characters **UNIT=** omitted. Both **NML=** and **FMT=** cannot be specified in the same input statement.

ADVANCE= *char_expr*
is an advance specifier that determines whether nonadvancing input occurs for this statement. *char_expr* is a scalar character expression that must evaluate to **YES** or **NO**. If **NO** is specified, nonadvancing input occurs. If **YES** is specified, advancing, formatted sequential or stream input occurs. The default value is **YES**. **ADVANCE=** can be specified only in a formatted sequential or formatted stream **READ** statement with an explicit format specification that does not specify an internal file unit specifier.

END= *stmt_label*
is an end-of-file specifier that specifies a statement label at which the program is to continue if an endfile record is encountered and no error occurs. An external file is positioned after the endfile record; the **IOSTAT=** specifier, if present, is assigned a negative value; and the **NUM=** specifier, if present, is assigned an integer value. If an error occurs and the statement contains the **SIZE=** specifier, the specified variable becomes defined with an integer value. Coding the **END=** specifier suppresses the error message for end-of-file. This specifier can be specified for a unit connected for either sequential or direct access.

EOR= *stmt_label*
is an end-of-record specifier. If the specifier is present, an end-of-record condition occurs, and no error condition occurs during execution of the statement. If **PAD=** exists, the following also occur:

1. If the **PAD=** specifier has the value **YES**, the record is padded with blanks to satisfy the input list item and the corresponding data edit descriptor that requires more characters than the record contains.
2. Execution of the **READ** statement terminates.
3. The file specified in the **READ** statement is positioned after the current record.
4. If the **IOSTAT=** specifier is present, the specified variable becomes defined with a negative value different from an end-of-file value.
5. If the **SIZE=** specifier is present, the specified variable becomes defined with an integer value.
6. Execution continues with the statement containing the statement label specified by the **EOR=** specifier.
7. End-of-record messages are suppressed.

ERR= *stmt_label*
is an error specifier that specifies the statement label of an executable statement to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

IBM Extension

ID= *integer_variable*
indicates that the data transfer is to be done asynchronously. The *integer_variable* is an integer variable. If no error is encountered, the *integer_variable* is defined with a value after executing the asynchronous data transfer statement. This value must be used in the matching **WAIT** statement.

Asynchronous data transfer must either be direct unformatted, sequential unformatted or stream unformatted. Asynchronous I/O to internal files is prohibited. Asynchronous I/O to raw character devices (for example, to tapes or raw logical volumes) is prohibited. The *integer_variable* must not be associated with any entity in the data transfer I/O list, or with a *do_variable* of an *io_implied_do* in the data transfer I/O list. If the *integer_variable* is an array element reference, its subscript values must not be affected by the data transfer, the *io_implied_do* processing, or the definition or evaluation of any other specifier in the *io_control_spec*.

End of IBM Extension

IOMSG= *iomsg_variable*
is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. Coding the **IOSTAT=** specifier suppresses error messages. When the statement finishes execution, *ios* is defined with:

- A zero value if no error condition, end-of-file condition, or end-of-record condition occurs.
- A positive value if an error occurs.
- A negative value if an end-of-file condition is encountered and no error occurs.
- A negative value that is different from the end-of-file value if an end-of-record condition occurs and no error condition or end-of-file condition occurs.

[NML=] *name*
is a namelist specifier that specifies the name of a namelist list that you have previously defined. If the optional characters **NML=**are not specified, the namelist name must appear as the second parameter in the list and the first item must be the unit specifier with **UNIT=** omitted. If both **NML=**and **UNIT=**are specified, all the parameters can appear in any order. The **NML=** specifier is an alternative to **FMT=**; both **NML=** and **FMT=** cannot be specified in the same input statement.

IBM Extension

NUM= *integer_variable*
is a number specifier that specifies the number of bytes of data transmitted between the I/O list and the file. *integer_variable* is an integer variable. The **NUM=** specifier is only permitted for unformatted output. Coding the **NUM** parameter suppresses the indication of an error that would occur if the number of bytes represented by the output list is greater than the number of bytes that can be written into the record. In this case, *integer_variable* is set to a value that is the maximum length record that can be written. Data from remaining output list items is not written into subsequent records.

End of IBM Extension

POS=*integer_expr*
F2003 *integer_expr* is an integer expression greater than 0. **POS=** specifies the file position of the file storage unit to be read in a file connected for stream access. You must not use **POS=** for a file that cannot be positioned. F2003

REC= *integer_expr*
is a record specifier that specifies the number of the record to be read in a file connected for direct access. The **REC=** specifier is only permitted for direct input. *integer_expr* is an integer expression whose value is positive. A record specifier is not valid if list-directed or namelist formatting is used and if the unit specifier specifies an internal file. The **END=** specifier can appear concurrently. The record specifier represents the relative position of a record within a file. The relative position number of the first record is 1. You must not specify **REC=** in data transfer statements that specify a unit connected for stream access, or use the **POS=** specifier.

SIZE= *count*
is a character count specifier that determines how many characters are transferred by data edit descriptors during execution of the current input statement. *count* is an integer variable. Blanks that are inserted as padding are not included in the count.

Implied-DO List

```
►►──(──do_object_list── , ──do_variable = arith_expr1, arith_expr2──────────►

►──┬───┬──┬─────────────────┬──)───────────────────────────────────────────►◄
   └─,─┘  └─arith_expr3─────┘
```

do_object
: is an output list item

do_variable
: is a named scalar variable of type integer or real

arith_expr1, *arith_expr2*, and *arith_expr3*
: are scalar numeric expressions

The range of an implied-**DO** list is the list *do_object_list*. The iteration count and the values of the **DO** variable are established from *arith_expr1*, *arith_expr2*, and *arith_expr3*, the same as for a **DO** statement. When the implied-**DO** list is executed, the items in the *do_object_list* are specified once for each iteration of the implied-**DO** list, with the appropriate substitution of values for any occurrence of the **DO** variable.

The **DO** variable or an associated data item must not appear as an input list item in the *do_object_list*, but can be read in the same **READ** statement outside of the implied-**DO** list.

Rules

Any statement label specified by the **ERR=**, **EOR=** and **END=** specifiers must refer to a branch target statement that appears in the same scoping unit as the **READ** statement.

If either the **EOR=** specifier or the **SIZE=** specifier is present, the **ADVANCE=** specifier must also be present and must have the value **NO**.

IBM Extension

If a **NUM=** specifier is present, neither a format specifier nor a namelist specifier can be present.

End of IBM Extension

Variables specified for the **IOSTAT=**, **SIZE=** and **NUM=** specifiers must not be associated with any input list item, namelist list item, or the **DO** variable of an implied-**DO** list. If such a specifier variable is an array element, its subscript values must not be affected by the data transfer, any implied-**DO** processing, or the definition or evaluation of any other specifier.

A **READ** statement without *io_control_list* specified specifies the same unit as a **READ** statement with *io_control_list* specified in which the external unit identifier is an asterisk.

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered during a synchronous data transfer, transfer is made to the statement specified by the **ERR=**

specifier and a positive integer value is assigned to *ios*.

IBM Extension

If the **ERR=** or **IOSTAT=** specifiers are set and an error is encountered during an asynchronous data transfer, execution of the matching **WAIT** statement is not required.

If the **END=** or **IOSTAT=** specifiers are set and an end-of-file condition is encountered during an asynchronous data transfer, execution of the matching **WAIT** statement is not required.

If a conversion error is encountered and the **CNVERR** run-time option is set to **NO**, **ERR=** is not branched to, although **IOSTAT=** may be set.

If **IOSTAT=** and **ERR=** are not specified,
- The program stops if a severe error is encountered.
- The program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.
- The program continues to the next statement when a conversion error is encountered if the **ERR_RECOVERY** run-time option is set to **YES**. If the **CNVERR** run-time option is set to **YES**, conversion errors are treated as recoverable errors; if **CNVERR=NO**, they are treated as conversion errors.

End of IBM Extension

Examples

```
INTEGER A(100)
CHARACTER*4 B
READ *, A(LBOUND(A,1):UBOUND(A,1))
READ (7,FMT='(A3)',ADVANCE='NO',EOR=100) B

   ⋮
100 PRINT *, 'end of record reached'
END
```

Related Information

- "Asynchronous Input/Output" on page 185
- *Implementation Details of XL Fortran Input/Output* in the *User's Guide*
- "Conditions and IOSTAT Values" on page 189
- "WRITE" on page 423
- "WAIT" on page 419
- "XL Fortran Input/Output" on page 179
- *Setting Run-time Options* in the *User's Guide*
- "Deleted Features" on page 822

REAL

Purpose

A **REAL** type declaration statement specifies the length and attributes of objects and functions of type real. Initial values can be assigned to objects.

Syntax

```
►►──REAL──┬───────────────┬──┬──────────────────────────┬──entity_decl_list──────►◄
          └─kind_selector─┘  ├─::───────────────────────┤
                             └─,──attr_spec_list──::────┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

kind_selector

```
►►──┬─(──┬──────────┬──int_initialization_expr──)─┬──────────────────────►◄
    │    └─KIND── = ┘                              │
    │                             (1)              │
    └─ * ──int_literal_constant────────────────────┘
```

Notes:

1 IBM Extension.

IBM Extension

specifies the length of real entities: 4, 8 or 16. *int_literal_constant* cannot specify a kind type parameter.

End of IBM Extension

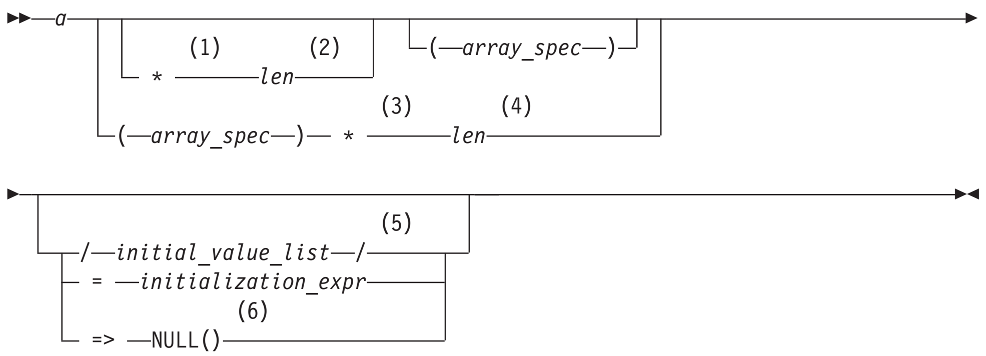
attr_spec
: For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

::
: is the double colon separator. Use the double colon separator when you specify attributes, *=initialization_expr*, ▸ F95 or => **NULL()** F95 ◂ .

array_spec
: is a list of dimension bounds

entity_decl



Notes:

1 IBM Extension.

2 IBM Extension.

3 IBM Extension.

4 IBM Extension.

5 IBM Extension.

6 Fortran 95.

a is an object name or function name. *array_spec* cannot be specified for a function name with an implicit interface.

IBM Extension

len overrides the length as specified in *kind_selector*, and cannot specify a kind type parameter. The entity length must be an integer literal constant that represents one of the permissible length specifications.

End of IBM Extension

IBM Extension

initial_value
: provides an initial value for the entity specified by the immediately preceding name.

End of IBM Extension

initialization_expr
: provides an initial value, by means of an initialization expression,

for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
provides the initial value for the pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, an allocatable object, a function result, an object in a blank common block, an integer pointer, an external name, an intrinsic name, or an automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit.

IBM Extension

The object also may be initialized if it appears in a named common block in a module.

End of IBM Extension

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the

use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* F95 or **NULL()** F95 is specified, the variable is initially defined.

Fortran 95

If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If T or F, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
REAL(8), POINTER :: RPTR
REAL(8), TARGET  :: RTAR
```

Related Information

- "REAL" on page 382
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

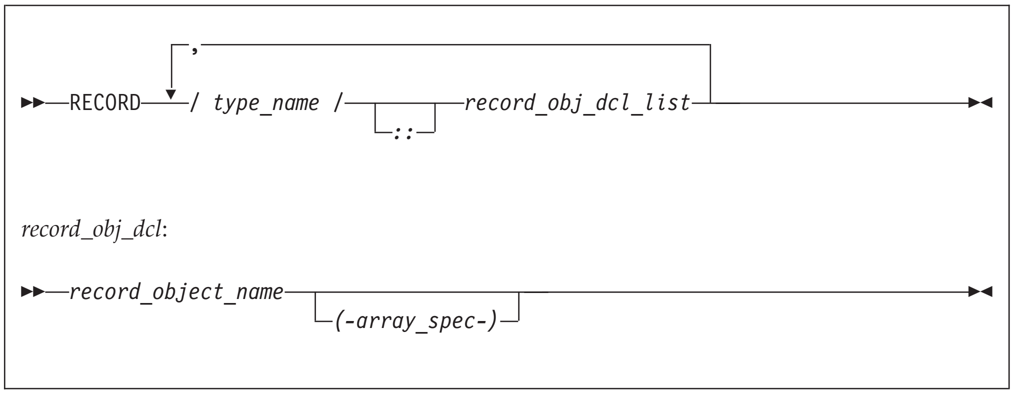
RECORD

IBM Extension

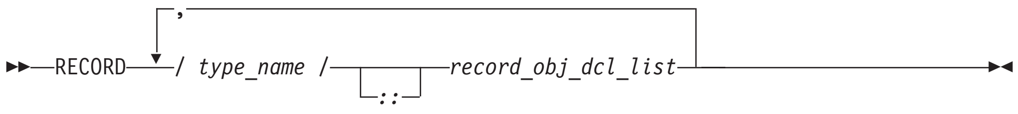
Purpose

The **RECORD** statement is a special form of type declaration statement. Unlike other type declaration statements, attributes for entities declared on the **RECORD** statement cannot be specified on the statement itself.

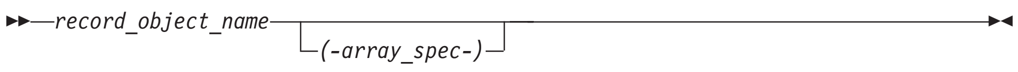
Syntax



record_stmt:



record_obj_dcl:



where *type_name* must be the name of a derived type that is accessible in the scoping unit.

Rules

Entities can not be initialized in a **RECORD** statement.

A *record_stmt* declares an entity to be of the derived type, specified by the *type_name* that most immediately precedes it.

The *RECORD* keyword must not appear as the *type_spec* of an **IMPLICIT** or **FUNCTION** statement.

Fortran 2003 Draft Standard

A derived type with the **BIND** attribute must not be specified in a **RECORD** statement.

End of Fortran 2003 Draft Standard

Examples

In the following example, a **RECORD** statement is used to declare a derived type variable.

```
STRUCTURE /S/
  INTEGER I
END STRUCTURE
STRUCTURE /DT/
  INTEGER I
END STRUCTURE
RECORD/DT/REC1,REC2,/S/REC3,REC4
```

Related Information

- For further information on record structures and derived types, see "Derived Types" on page 30

End of IBM Extension

RETURN

Purpose

The **RETURN** statement:

- In a function subprogram, ends the execution of the subprogram and returns control to the referencing statement. The value of the function is available to the referencing procedure.
- In a subroutine subprogram, ends the subprogram and transfers control to the first executable statement after the procedure reference or to an alternate return point, if one is specified.

IBM Extension

- In the main program, ends execution of the executable program.

End of IBM Extension

Syntax

```
►►──RETURN──┬──────────────┬──────────────────────────────────────────►◄
            │         (1)  │
            └─arith_expr───┘
```

Notes:

1 Real or complex expressions are an IBM Extension.

arith_expr
: is a scalar integer, real, or complex expression. If the value of the expression is noninteger, it is converted to **INTEGER(4)** before use. *arith_expr* cannot be a Hollerith constant.

Rules

arith_expr can be specified in a subroutine subprogram only, and it specifies an alternate return point. Letting *m* be the value of *arith_expr*, if $1 \le m \le$ the number of asterisks in the **SUBROUTINE** or **ENTRY** statement, the *m*th asterisk in the dummy argument list is selected. Control then returns to the invoking procedure at the statement whose statement label is specified as the *m*th alternate return specifier in the **CALL** statement. For example, if the value of *m* is 5, control returns to the statement whose statement label is specified as the fifth alternate return specifier in the **CALL** statement.

If *arith_expr* is omitted or if its value (*m*) is not in the range 1 through the number of asterisks in the **SUBROUTINE** or **ENTRY** statement, a normal return is executed. Control returns to the invoking procedure at the statement following the **CALL** statement.

Executing a **RETURN** statement terminates the association between the dummy arguments of the subprogram and the actual arguments supplied to that instance of the subprogram. All entities local to the subprogram become undefined, except as noted under "Events Causing Undefinition" on page 60.

A subprogram can contain more than one **RETURN** statement, but it does not require one. An **END** statement in a function or subroutine subprogram has the same effect as a **RETURN** statement.

Examples

```
CALL SUB(A,B)
CONTAINS
  SUBROUTINE SUB(A,B)
    INTEGER :: A,B
    IF (A.LT.B)
      RETURN            ! Control returns to the calling procedure
    ELSE
   ⋮
    END IF
  END SUBROUTINE
END
```

Related Information

- "Asterisks as Dummy Arguments" on page 169
- "Actual Argument Specification" on page 158 for a description of alternate return points

- "Events Causing Undefinition" on page 60

REWIND

Purpose

The **REWIND** statement positions an external file connected for sequential access at the beginning of the first record of the file. F2003 For stream access, the **REWIND** statement positions a file at its initial point. F2003

Syntax

```
►►──REWIND──┬─u──────────────────┬──────────────────────────►◄
            └─(──position_list──)─┘
```

u is an external unit identifier. The value of *u* must not be an asterisk or a Hollerith constant.

position_list
is a list that must contain one unit specifier ([**UNIT=**]*u*) and can also contain one of each of the other valid specifiers. The valid specifiers are:

[UNIT=] *u*
is a unit specifier in which *u* must be an external unit identifier whose value is not an asterisk. An external unit identifier refers to an external file that is represented by an integer expression, whose value is in the range 1 through 2,147,483,647. If the optional characters **UNIT=** are omitted, *u* must be the first item in *position_list*.

ERR= *stmt_label*
is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

IOMSG= *iomsg_variable*
is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. When the **REWIND** statement finishes executing, *ios* is defined with:
- A zero value if no error condition occurs
- A positive value if an error occurs.

Rules

If the unit is not connected, an implicit **OPEN** specifying sequential access is performed to a default file named **fort.***n*, where *n* is the value of *u* with leading zeros removed. If the external file connected to the specified unit does not exist, the **REWIND** statement has no effect. If it exists, an end-of-file marker is created, if necessary, and the file is positioned at the beginning of the first record. If the file is already positioned at its initial point, the **REWIND** statement has no effect. The **REWIND** statement causes a subsequent **READ** or **WRITE** statement referring to *u* to read data from or write data to the first record of the external file associated with *u*.

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered, transfer is made to the statement specified by the **ERR=** specifier and a positive integer value is assigned to *ios*.

IBM Extension

If **IOSTAT=** and **ERR=** are not specified,
- the program stops if a severe error is encountered.
- the program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.

End of IBM Extension

Examples

```
REWIND (9, IOSTAT=IOSS)
```

Related Information

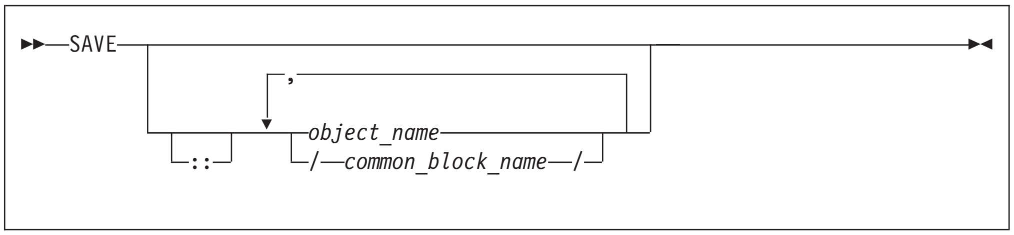
- “Conditions and IOSTAT Values” on page 189
- “XL Fortran Input/Output” on page 179
- *Setting Run-time Options* in the *User’s Guide*

SAVE

Purpose

The **SAVE** attribute specifies the names of objects and named common blocks whose definition status you want to retain after control returns from the subprogram where you define the variables and named common blocks.

Syntax



Rules

A **SAVE** statement without a list is treated as though it contains the names of all common items and local variables in the scoping unit. A common block name having the **SAVE** attribute has the effect of specifying all the entities in that named common block.

Within a function or subroutine subprogram, a variable whose name you specify with the **SAVE** attribute does not become undefined as a result of a **RETURN** or **END** statement in the subprogram.

object_name cannot be the name of a dummy argument, pointee, procedure, automatic object, or common block entity.

If a local entity specified with the **SAVE** attribute (and not in a common block) is in a defined state at the time that a **RETURN** or **END** statement is encountered in a subprogram, that entity is defined with the same value at the next reference of that subprogram. Saved objects are shared by all instances of the subprogram.

IBM Extension

XL Fortran permits function results to have the **SAVE** attribute. To indicate that a function result is to have the **SAVE** attribute, the function result name must be explicitly specified with the **SAVE** attribute. That is, a **SAVE** statement without a list does not provide the **SAVE** attribute for the function result.

Variables declared as **SAVE** are shared amongst threads. To thread-safe an application that contains shared variables, you must either serialize access to the static data using locks, or make the data thread-specific. One method of making the data thread-specific is to move the static data into a named **COMMON** block that has been declared **THREADLOCAL**. The **Pthreads** library module provides mutexes to allow you to serialize access to the data using locks. See “Pthreads Library Module” on page 709 for more information. The *lock_name* attribute on the **CRITICAL** directive also provides the ability to serialize access to data. See “CRITICAL / END CRITICAL” on page 472 for more information. The **THREADLOCAL** directive ensures that common blocks are local to each thread. See “THREADLOCAL” on page 503 for more information.

End of IBM Extension

Attributes Compatible with the SAVE Attribute

- ALLOCATABLE
- DIMENSION
- POINTER
- PRIVATE
- PROTECTED
- PUBLIC
- STATIC
- TARGET
- VOLATILE

Examples

```
LOGICAL :: CALLED=.FALSE.
CALL SUB(CALLED)
CALLED=.TRUE.
CALL SUB(CALLED)
CONTAINS
  SUBROUTINE SUB(CALLED)
    INTEGER, SAVE :: J
    LOGICAL :: CALLED
    IF (CALLED.EQV..FALSE.) THEN
      J=2
    ELSE
      J=J+1
    ENDIF
    PRINT *, J                ! Output on first call is 2
                              ! Output on second call is 3
  END SUBROUTINE
END
```

Related Information

- “COMMON” on page 264
- “THREADLOCAL” on page 503
- “Definition Status of Variables” on page 56
- “Storage Classes for Variables” on page 63
- Item 2 under Appendix A, “Compatibility Across Standards,” on page 819

SELECT CASE

Purpose

The **SELECT CASE** statement is the first statement of a **CASE** construct. It provides a concise syntax for selecting, at most, one of a number of statement blocks for execution.

Syntax

```
>>─┬─────────────────────────┬─SELECT CASE──(──case_expr──)──────────────><
   └─case_construct_name──:──┘
```

case_construct_name
is a name that identifies the **CASE** construct

case_expr
is a scalar expression of type integer, character or logical

Rules

When a **SELECT CASE** statement is executed, the *case_expr* is evaluated. The resulting value is called the case index, which is used for evaluating control flow within the case construct.

If the *case_construct_name* is specified, it must appear on the **END CASE** statement and optionally on any **CASE** statements within the construct.

IBM Extension

The *case_expr* must not be a typeless constant or a **BYTE** data object.

End of IBM Extension

Examples

```
ZERO: SELECT CASE(N)        ! start of CASE construct ZERO

  CASE DEFAULT ZERO
       OTHER: SELECT CASE(N) ! start of CASE construct OTHER
          CASE(:-1)
             SIGNUM = -1
          CASE(1:) OTHER
              SIGNUM = 1
       END SELECT OTHER
  CASE (0)
    SIGNUM = 0

END SELECT ZERO
```

Related Information

- "SELECT CASE Construct" on page 127
- "CASE" on page 255
- "END (Construct)" on page 295, for details on the **END SELECT** statement

SEQUENCE

Purpose

The **SEQUENCE** statement specifies that the order of the components in a derived-type definition establishes the storage sequence for objects of that type. Such a type becomes a *sequence derived type*.

Syntax

```
►►──SEQUENCE─────────────────────────────────────────────────────►◄
```

Rules

The **SEQUENCE** statement can be specified only once in a derived-type definition.

If a component of a sequence derived type is of derived type, that derived type must also be a sequence derived type.

IBM Extension

The size of a sequence derived type is equal to the number of bytes of storage needed to hold all of the components of that derived type.

End of IBM Extension

Use of sequence derived types can lead to misaligned data, which can adversely affect the performance of a program.

Examples

```
TYPE PERSON
  SEQUENCE
  CHARACTER*1 GENDER     ! Offset 0
  INTEGER(4) AGE         ! Offset 1
  CHARACTER(30) NAME     ! Offset 5
END TYPE PERSON
```

Related Information

- “Derived Types” on page 30
- “Derived Type” on page 279
- “END TYPE” on page 299

Statement Function

Purpose

A statement function defines a function in a single statement.

Syntax

```
►►──name──(─────────────────────────)── = ──scalar_expression──────────────►◄
            └─dummy_argument_list─┘
```

name is the name of the statement function. It must not be supplied as a procedure argument.

dummy_argument
can only appear once in the dummy argument list of any statement function. The dummy arguments have the scope of the statement function statement, and the same types and type parameters as the entities of the same names in the scoping unit containing the statement function.

Rules

A statement function is local to the scoping unit in which it is defined. It must not be defined in the scope of a module.

name determines the data type of the value returned from the statement function. If the data type of *name* does not match that of the scalar expression, the value of the scalar expression is converted to the type of *name* in accordance with the rules for assignment statements.

The names of the function and all the dummy arguments must be specified, explicitly or implicitly, to be scalar data objects.

The scalar expression can be composed of constants, references to variables, references to functions and function dummy procedures, and intrinsic operations. If the expression contains a reference to a function or function dummy procedure, the reference must not require an explicit interface, the function must not require an explicit interface or be a transformational intrinsic, and the result must be scalar. If an argument to a function or function dummy procedure is array-valued, it must be an array name.

IBM Extension

With XL Fortran, the scalar expression can also reference a structure constructor.

End of IBM Extension

The scalar expression can reference another statement function that is either:
- Declared previously in the same scoping unit, or
- Declared in the host scoping unit.

Named constants and arrays whose elements are referenced in the expression must be declared earlier in the scoping unit or be made accessible by use or host association.

Variables that are referenced in the expression must be either:
- Dummy arguments of the statement function, or
- Accessible in the scoping unit

If an entity in the expression is typed by the implicit typing rules, its type must agree with the type and type parameters given in any subsequent type declaration statement.

An external function reference in the scalar expression must not cause any dummy arguments of the statement function to become undefined or redefined.

If the statement function is defined in an internal subprogram and if it has the same name as an accessible entity from the host, precede the statement function definition with an explicit declaration of the statement function name. For example, use a type declaration statement.

The length specification for a statement function of type character or a statement function dummy argument of type character must be a constant specification expression.

Examples

```
PARAMETER (PI = 3.14159)
REAL AREA,CIRCUM,R,RADIUS
AREA(R) = PI * (R**2)            ! Define statement functions
CIRCUM(R) = 2 * PI * R           !   AREA and CIRCUM

! Reference the statement functions
PRINT *,'The area is: ',AREA(RADIUS)
PRINT *,'The circumference is: ',CIRCUM(RADIUS)
```

Related Information

- “Dummy Arguments” on page 160
- “Function Reference” on page 156
- “How Type Is Determined” on page 56, for information on how the type of the statement function is determined

STATIC

IBM Extension

Purpose

The **STATIC** attribute specifies that a variable has a storage class of static; that is, the variable remains in memory for the duration of the program and its value is retained between calls to the procedure.

Syntax

```
              ┌,─────────────────────────────────────────────┐
              ▼                                              │
►►──STATIC──┬────┬──stat_variable──┬─────────────────────────┬┴──────────►◄
            └─::─┘                 └─/──initial_value_list──/─┘
```

stat_variable
: is a variable name or an array declarator that can specify an *explicit_shape_spec_list* or a *deferred_shape_spec_list*.

initial_value
: provides an initial value for the variable specified by the immediately preceding name. Initialization occurs as described in “DATA” on page 274.

Rules

If *stat_variable* is a result variable, it must not be of type character or of derived type. Dummy arguments, automatic objects and pointees must not have the **STATIC** attribute. A variable that is explicitly declared with the **STATIC** attribute cannot be a common block item.

A variable must not have the **STATIC** attribute specified more than once in the same scoping unit.

Local variables have a default storage class of automatic. See the **-qsave** Option in the *User's Guide* for details on the default settings with regard to the invocation commands.

Variables declared as **STATIC** are shared amongst threads. To thread-safe an application that contains shared variables, you must either serialize access to the static data using locks, or make the data thread-specific. One method of making the data thread-specific is to move the static data into a **COMMON** block that has been declared **THREADLOCAL**. The **Pthreads** library module provides mutexes to allow you to serialize access to the data using locks. See “Pthreads Library Module” on page 709 for more information. The *lock_name* attribute on the **CRITICAL** directive also provides the ability to serialize access to data. See

"CRITICAL / END CRITICAL" on page 472 for more information. The **THREADLOCAL** directive ensures that common blocks are local to each thread. See "THREADLOCAL" on page 503 for more information.

Attributes Compatible with the STATIC Attribute

- ALLOCATABLE
- DIMENSION
- POINTER
- PRIVATE
- PROTECTED
- SAVE
- TARGET
- VOLATILE

Examples

```
LOGICAL :: CALLED=.FALSE.
CALL SUB(CALLED)
CALLED=.TRUE.
CALL SUB(CALLED)
CONTAINS
  SUBROUTINE SUB(CALLED)
    INTEGER, STATIC :: J
    LOGICAL :: CALLED
    IF (CALLED.EQV..FALSE.) THEN
      J=2
    ELSE
      J=J+1
    ENDIF
    PRINT *, J                  ! Output on first call is 2
                                ! Output on second call is 3
  END SUBROUTINE
END
```

Related Information

- "Storage Classes for Variables" on page 63
- "COMMON" on page 264
- "THREADLOCAL" on page 503

End of IBM Extension

STOP

Purpose

When the **STOP** statement is executed, the program stops executing and, if a character constant or digit string is specified, prints the keyword **STOP** followed by the constant or digit string to unit 0.

Syntax

```
►►─STOP──┬───────────────┬──────────────────────────────────────────►◄
         ├─char_constant─┤
         └─digit_string──┘
```

char_constant
: is a scalar character constant that is not a Hollerith constant

digit_string
: is a string of one through five digits

Rules

IBM Extension

If neither *char_constant* nor *digit_string* are specified, nothing is printed to standard error (unit 0).

End of IBM Extension

A **STOP** statement cannot terminate the range of a **DO** or **DO WHILE** construct.

IBM Extension

If you specify *digit_string*, XL Fortran sets the system return code to **MOD** (*digit_string*,256). The system return code is available in the Korn shell command variable *$?*.

End of IBM Extension

Examples

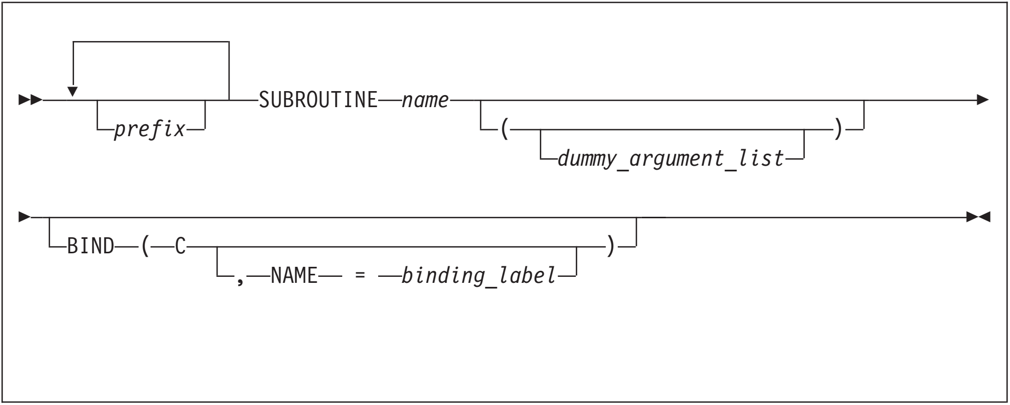
```
STOP 'Abnormal Termination'    ! Output:  STOP Abnormal Termination
END

STOP                           ! No output
END
```

SUBROUTINE

Purpose

The **SUBROUTINE** statement is the first statement of a subroutine subprogram.

Syntax



prefix is one of the following:

- F95 **ELEMENTAL** F95
- F95 **PURE** F95
- **RECURSIVE**

  Note: *type_spec* is not permitted as a prefix in a subroutine.

name is the name of the subroutine subprogram

Fortran 2003 Draft Standard

binding_label
a scalar character initialization expression

End of Fortran 2003 Draft Standard

Rules

At most one of each kind of *prefix* can be specified.

The subroutine name cannot appear in any other statement in the scope of the subroutine, unless recursion has been specified.

The **RECURSIVE** keyword must be specified if, directly or indirectly,
- The subroutine invokes itself.
- The subroutine invokes a procedure defined by an **ENTRY** statement in the same subprogram.
- An entry procedure in the same subprogram invokes itself.
- An entry procedure in the same subprogram invokes another entry procedure in the same subprogram.
- An entry procedure in the same subprogram invokes the subprogram defined by the **SUBROUTINE** statement.

If the **RECURSIVE** keyword is specified, the procedure interface is explicit within the subprogram.

Fortran 95

Using the **PURE** or **ELEMENTAL** prefix indicates that the subroutine may be invoked by the compiler in any order as it is free of side effects.For elemental procedures, the keyword **ELEMENTAL** must be specified. If the **ELEMENTAL** keyword is specified, the **RECURSIVE** keyword cannot be specified.

End of Fortran 95

IBM Extension

You can also call external procedures recursively when you specify the **-qrecur** compiler option, although XL Fortran disregards this option if the **SUBROUTINE** statement specifies the **RECURSIVE** keyword.

Fortran 2003 Draft Standard

The **BIND** keyword implicitly or explicitly defines a binding label by which a procedure is accessed from the C programming language. A binding label cannot be specified for a dummy argument. A dummy argument cannot be zero-sized. A dummy argument for a procedure with the **BIND** attribute must have interoperable type and type parameters and cannot have the **ALLOCATABLE**, **OPTIONAL**, or **POINTER** attribute.

The **BIND** attribute must not be specified for an internal procedure.

End of Fortran 2003 Draft Standard

Examples

```
RECURSIVE SUBROUTINE SUB(X,Y)
  INTEGER X,Y
  IF (X.LT.Y) THEN
    RETURN
  ELSE
    CALL SUB(X,Y+1)
  END IF
END SUBROUTINE SUB
```

Related Information

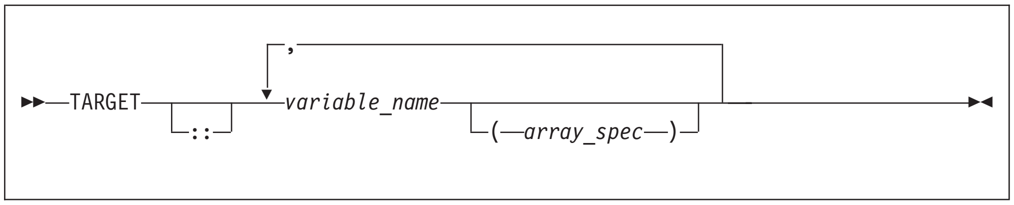
- “Function and Subroutine Subprograms” on page 155
- “Dummy Arguments” on page 160
- “Recursion” on page 171
- “CALL” on page 254
- “ENTRY” on page 301
- “Statement Function” on page 395
- “BIND” on page 249
- “RETURN” on page 388
- “Definition Status of Variables” on page 56
- “Pure Procedures” on page 172
- **-qrecur** Option in the *User's Guide*

TARGET

Purpose

Data objects with the **TARGET** attribute can be associated with pointers.

Syntax



Rules

If a data object has the **TARGET** attribute, then all of the data object's nonpointer subobjects will also have the **TARGET** attribute.

A data object that does not have the **TARGET** attribute cannot be associated with an accessible pointer.

A target cannot appear in an **EQUIVALENCE** statement.

IBM Extension

A target cannot be an integer pointer or a pointee.

End of IBM Extension

Attributes Compatible with the TARGET Attribute

• ALLOCATABLE	• OPTIONAL	• SAVE
• AUTOMATIC	• PRIVATE	• STATIC
• DIMENSION	• PROTECTED	• VALUE
• INTENT	• PUBLIC	• VOLATILE

Examples

```
REAL, POINTER :: A,B
REAL, TARGET  :: C = 3.14
B => C
A => B       ! A points to C
```

Related Information

- "POINTER (Fortran 90)" on page 364
- "ALLOCATED(ARRAY) or ALLOCATED(SCALAR)" on page 542
- "DEALLOCATE" on page 278
- "Pointer Assignment" on page 116
- "Pointer Association" on page 138

TYPE

Purpose

A **TYPE** type declaration statement specifies the type and attributes of objects and functions of derived type. Initial values can be assigned to objects.

Syntax

```
►►──TYPE──(──type_name──)──┬──────────────────────┬──entity_decl_list──────►◄
                           ├──::──────────────────┤
                           └──,──attr_spec_list──::─┘
```

where:

attr_spec
ALLOCATABLE
AUTOMATIC
BIND
DIMENSION (*array_spec*)
EXTERNAL
INTENT (*intent_spec*)
INTRINSIC
OPTIONAL
PARAMETER
POINTER
PRIVATE
PUBLIC
SAVE
STATIC
TARGET
VOLATILE

type_name
: is the name of a derived type

attr_spec
: For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
: is either **IN**, **OUT**, or **INOUT**

::
: is the double colon separator. It is required if attributes are specified, = *initialization_expr* is used, F95 or =>**NULL()** F95 appears as part of any *entity_decl*.

array_spec
: is a list of dimension bounds

entity_decl

```
►►──a──┬────────────────┬──┬──────────────────────────────────────┬──────────►◄
       └─(──array_spec──)─┘  │                            (1)       │
                           └─┬─/──initial_value_list──/──────────┬─┘
                             ├─ = ──initialization_expr──────────┤
                             │                  (2)               │
                             └─ => ──NULL()───────────────────────┘
```

Notes:

1 IBM Extension.

2 Fortran 95.

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

initial_value
: provides an initial value for the entity specified by the immediately preceding name. Initialization occurs as described in "DATA" on page 274.

End of IBM Extension

initialization_expr
: provides an initial value, by means of an initialization expression, for the entity specified by the immediately preceding name

Fortran 95

=> **NULL()**
: provides the initial value for a pointer object

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

Once a derived type has been defined, you can use it to define your data items using the **TYPE** type declaration statement. When an entity is explicitly declared to be of a derived type, that derived type must have been previously defined in the scoping unit or is accessible by use or host association.

The data object becomes an *object of derived type* or a *structure*. Each *structure component* is a subobject of the object of derived type.

If you specify the **DIMENSION** attribute, you are creating an array whose elements have a data type of that derived type.

Other than in specification statements, you can use objects of derived type as actual and dummy arguments, and they can also appear as items in input/output lists (unless the object has a component with the **POINTER** attribute), assignment statements, structure constructors, and the right side of a statement function definition. If a structure component is not accessible, a derived-type object cannot be used in an input/output list or as a structure constructor.

Objects of nonsequence derived type cannot be used as data items in **EQUIVALENCE** and **COMMON** statements. Objects of nonsequence data types cannot be integer pointees.

A nonsequence derived-type dummy argument must specify a derived type that is accessible through use or host association to ensure that the same derived-type definition defines both the actual and dummy arguments.

The type declaration statement overrides the implicit type rules in effect.

An object cannot be initialized in a type declaration statement if it is a dummy argument, allocatable object, function result, object in a blank common block, integer pointer, external name, intrinsic name, or automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit IBM or if it appears in a named common block in a module. IBM

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the use of **=> NULL()**.

End of Fortran 95

The specification expression of an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* F95 or **NULL()** F95 is specified, the variable is initially defined.

Fortran 95

If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in the *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the **ALLOCTABLE** or **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function. The derived type can be specified on the **FUNCTION** statement, provided the derived type is defined within the body of the function or is accessible via host or use association.

IBM Extension

If T or F, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

Examples

```
TYPE PEOPLE                       ! Defining derived type PEOPLE
  INTEGER AGE
  CHARACTER*20 NAME
END TYPE PEOPLE
TYPE(PEOPLE) :: SMITH = PEOPLE(25,'John Smith')
END
```

Related Information

- “Derived Types” on page 30
- “Derived Type” on page 279
- “Initialization Expressions” on page 89
- “How Type Is Determined” on page 56, for details on the implicit typing rules
- “Array Declarators” on page 69
- “Automatic Objects” on page 20

- "Storage Classes for Variables" on page 63

Type Declaration

Purpose

A type declaration statement specifies the type, length, and attributes of objects and functions. Initial values can be assigned to objects.

Syntax

```
►►──type_spec──┬──────────────────────┬──entity_decl_list─────────────►◄
               ├─::───────────────────┤
               └─,──attr_spec_list──::┘
```

where:

type_spec	*attr_spec*
• **BYTE** [1]	• **ALLOCATABLE**
• **CHARACTER** [*char_selector*]	• **AUTOMATIC**
• **COMPLEX** [*kind_selector*]	• **BIND**=(C[, *binding_label*])
• **DOUBLE COMPLEX** [1]	• **DIMENSION** (*array_spec*)
• **DOUBLE PRECISION**	• **EXTERNAL**
• **INTEGER** [*kind_selector*]	• **INTENT** (*intent_spec*)
• **LOGICAL** [*kind_selector*]	• **INTRINSIC**
• **REAL** [*kind_selector*]	• **OPTIONAL**
• **TYPE** (*type_name*)	• **PARAMETER**
	• **POINTER**
	• **PRIVATE**
	• **PROTECTED**
	• **PUBLIC**
	• **SAVE**
	• **STATIC**
	• **TARGET**
	• **VALUE**
	• **VOLATILE**

Notes:

1. IBM Extension.

type_name
: is the name of a derived type

kind_selector

```
►►──┬─(─┬──────────┬─int_initialization_expr─)─┬──────────────────►◄
    │   └─KIND── = ┘                           │
    │                               (1)        │
    └─ * ─int_literal_constant─────────────────┘
```

Notes:

1 IBM Extension.

represents one of the permissible length specifications for its associated type.

IBM Extension

int_literal_constant cannot specify a kind type parameter.

End of IBM Extension

char_selector

specifies the character length

IBM Extension

In XL Fortran, this is the number of characters between 0 and 256 MB. Values exceeding 256 MB are set to 256 MB, while negative values result in a length of zero. If not specified, the default length is 1. The kind type parameter, if specified, must be 1, which specifies the ASCII character representation.

End of IBM Extension

```
►►──┬─(─┬─LEN─=─type_param_value─,─KIND─=─int_init_expr──────┬─)─┬──────────►◄
    │   ├─type_param_value─,─┬─────────┬─int_init_expr───────┤   │
    │   │                    └─KIND─=─┘                      │   │
    │   ├─KIND─=─int_init_expr─┬────────────────────────────┬┤   │
    │   │                      └─,─LEN─=─type_param_value─┘ │   │
    │   └─┬────────┬─type_param_value───────────────────────┘   │
    │     └─LEN─=─┘                                              │
    └─*─char_length─┬───┬────────────────────────────────────────┘
                    └─,─┘
```

type_param_value
is a specification expression or an asterisk (*)

int_init_expr
is a scalar integer initialization expression that must evaluate to 1

char_length
is either a scalar integer literal constant (which cannot specify a kind type parameter) or a *type_param_value* enclosed in parentheses

attr_spec
For detailed information on rules about a particular attribute, refer to the statement of the same name.

intent_spec
is either **IN**, **OUT**, or **INOUT**

:: is the double colon separator. Use the double colon separator when you specify attributes, *=initialization_expr*, ▶ F95 or => **NULL()** F95 ◀ .

array_spec
is a list of dimension bounds.

entity_decl

```
►►──a──┬──────────────────────────────────────────┬────────────────────────────────►
       │ ┌──────────────────┐ ┌──────────────────┐│
       │ └─ * ──char_length─┘ └─(──array_spec──)─┘│
       └─(──array_spec──)── * ──char_length────────┘

►──┬───────────────────────────────┬──────────────────────────────────────────────►◄
   │                        (1)    │
   └┬─/──initial_value_list──/─────┘
    ├─ = ──initialization_expr───┤
    │             (2)            │
    └─ => ──NULL()───────────────┘
```

Notes:

1 IBM Extension

2 Fortran 95

a is an object name or function name. *array_spec* cannot be specified for a function with an implicit interface.

IBM Extension

char_length
overrides the length as specified in *kind_selector* and *char_selector*, and is only permitted in statements where the length can be specified with the initial keyword. A character entity can specify *char_length*, as defined above. A noncharacter entity can only specify an integer literal constant that represents one of the permissible length specifications for its associated type.

End of IBM Extension

IBM Extension

initial_value
provides an initial value for the entity specified by the immediately

preceding name.

End of IBM Extension

initialization_expr
: provides an initial value, by mean of an initialization expression, for the entity specified by the immediately preceding name.

Fortran 95

=> **NULL()**
: provides the initial value for the pointer object.

End of Fortran 95

Rules

Fortran 95

Within the context of a derived type definition:

- If => appears in a component initialization, the **POINTER** attribute must appear in the *attr_spec_list*.
- If = appears in a component initialization, the **POINTER** attribute cannot appear in the component *attr_spec_list*.
- The compiler will evaluate *initialization_expr* within the scoping unit of the type definition.

If => appears for a variable, the object must have the **POINTER** attribute.

End of Fortran 95

If *initialization_expr* appears for a variable, the object cannot have the **POINTER** attribute.

Entities in type declaration statements are constrained by the rules of any attributes specified for the entities, as detailed in the corresponding attribute statements.

The type declaration statement overrides the implicit type rules in effect. You can use a type declaration statement that confirms the type of an intrinsic function. The appearance of a generic or specific intrinsic function name in a type declaration statement does not cause the name to lose its intrinsic property.

An object cannot be initialized in a type declaration statement if it is a dummy argument, allocatable object, function result, object in a blank common block, integer pointer, external name, intrinsic name, or automatic object. Nor can an object be initialized if it has the **AUTOMATIC** attribute. The object may be initialized if it appears in a named common block in a block data program unit IBM or if it appears in a named common block in a module. IBM

Fortran 95

In Fortran 95, a pointer can be initialized. Pointers can only be initialized by the

use of **=> NULL()**.

End of Fortran 95

The specification expression of a *type_param_value* or an *array_spec* can be a nonconstant expression if the specification expression appears in an interface body or in the specification part of a subprogram. Any object being declared that uses this nonconstant expression and is not a dummy argument or a pointee is called an *automatic object*.

An attribute cannot be repeated in a given type declaration statement, nor can an entity be explicitly given the same attribute more than once in a scoping unit.

initialization_expr must be specified if the statement contains the **PARAMETER** attribute. If the entity you are declaring is a variable, and *initialization_expr* F95 or **NULL()** F95 is specified, the variable is initially defined.

Fortran 95

If the entity you are declaring is a derived type component, and *initialization_expr* or **NULL()** is specified, the derived type has default initialization.

End of Fortran 95

a becomes defined with the value determined by *initialization_expr*, in accordance with the rules for intrinsic assignment. If the entity is an array, its shape must be specified either in the type declaration statement or in a previous specification statement in the same scoping unit. A variable or variable subobject cannot be initialized more than once. If *a* is a variable, the presence of *initialization_expr* F95 or **NULL()** F95 implies that *a* is a saved object, except for an object in a named common block. The initialization of an object could affect the fundamental storage class of an object.

An *array_spec* specified in an *entity_decl* takes precedence over the *array_spec* in the **DIMENSION** attribute.

An array function result that does not have the F2003 **ALLOCATABLE** or F2003 **POINTER** attribute must have an explicit-shape array specification.

If the entity declared is a function, it must not have an accessible explicit interface unless it is an intrinsic function.

IBM Extension

If `T` or `F`, defined previously as the name of a constant, appears in a type declaration statement, it is no longer an abbreviated logical constant but the name of the named constant.

End of IBM Extension

The optional comma after *char_length* in a **CHARACTER** type declaration statement is permitted only if no double colon separator (::) appears in the statement.

If the **CHARACTER** type declaration statement is in the scope of a module, block data program unit, or main program, and you specify the length of the entity as an inherited length, the entity must be the name of a named character constant. The character constant assumes the length of its corresponding expression defined by the **PARAMETER** attribute.

If the **CHARACTER** type declaration statement is in the scope of a procedure and the length of the entity is inherited, the entity name must be the name of a dummy argument or a named character constant. If the statement is in the scope of an external function, it can also be the function or entry name in a **FUNCTION** or **ENTRY** statement in the same program unit. If the entity name is the name of a dummy argument, the dummy argument assumes the length of the associated actual argument for each reference to the procedure. If the entity name is the name of a character constant, the character constant assumes the length of its corresponding expression defined by the **PARAMETER** attribute. If the entity name is a function or entry name, the entity assumes the length specified in the calling scoping unit.

The length of a character function is either a specification expression (which must be a constant expression if the function type is not declared in an interface block) or it is an asterisk, indicating the length of a dummy procedure name. The length cannot be an asterisk if the function is an internal or module function, if it is recursive, or if it returns array or pointer values.

Examples

```
CHARACTER(KIND=1,LEN=6) APPLES /'APPLES'/
CHARACTER*7, TARGET :: ORANGES = 'ORANGES'
CALL TEST(APPLES)
END

SUBROUTINE  TEST(VARBL)
  CHARACTER*(*), OPTIONAL :: VARBL   ! VARBL inherits a length of 6

  COMPLEX, DIMENSION (2,3) :: ABC(3) ! ABC has 3 (not 6) array elements
  REAL, POINTER :: XCONST

  TYPE PEOPLE                        ! Defining derived type PEOPLE
    INTEGER AGE
    CHARACTER*20 NAME
  END TYPE PEOPLE
  TYPE(PEOPLE) :: SMITH = PEOPLE(25,'John Smith')
END
```

Related Information

- "Data Types and Data Objects" on page 19
- "Initialization Expressions" on page 89
- "How Type Is Determined" on page 56, for details on the implicit typing rules
- "Array Declarators" on page 69
- "Automatic Objects" on page 20
- "Storage Classes for Variables" on page 63
- "DATA" on page 274, for details on initial values

USE

Purpose

The **USE** statement is a module reference that provides local access to the public entities of a module.

Syntax

```
►►──USE──┬─────────────────────────────────────┬──module_name──┬──────────────────────────┬──────────►◄
         │                             (1)     │               ├─,──rename_list───────────┤
         └─┬────────────────────────┬──::──────┘               └─,──ONLY──:──┬───────────┬┘
           └─,──┬─INTRINSIC─────┬───┘                                        └─only_list─┘
                └─NON_INTRINSIC─┘
```

Notes:

1 Fortran 2003 Draft Standard

rename is the assignment of a local name to an accessible data entity: `local_name => use_name`

only is a *rename*, a generic specification, or the name of a variable, procedure, derived type, named constant, or namelist group

Rules

The **USE** statement can only appear prior to all other statements in *specification_part*. Multiple **USE** statements may appear within a scoping unit.

IBM Extension

At the time the file containing the **USE** statement is being compiled, the specified module must precede the **USE** statement in the file or the module must have been already compiled in another file. Each referenced entity must be the name of a public entity in the module.

End of IBM Extension

Entities in the scoping unit become *use-associated* with the module entities, and the local entities have the attributes of the corresponding module entities.

Fortran 2003 Draft Standard

By default, either an intrinsic module or a non-intrinsic module with the specified name is accessed. If both an intrinsic module and a non-intrinsic module have this name, the non-intrinsic module is accessed. If you specify **INTRINSIC** or **NON_INTRINSIC**, only an intrinsic module or only a non-intrinsic module can be accessed.

End of Fortran 2003 Draft Standard

In addition to the **PRIVATE** attribute, the **ONLY** clause of the **USE** statement provides further constraint on which module entities can be accessed. If the **ONLY** clause is specified, only entities named in the *only_list* are accessible. If no list follows the keyword, no module entities are accessible. If the **ONLY** clause is absent, all public entities are accessible.

If a scoping unit contains multiple **USE** statements, all specifying the same module, and one of the statements does not include the **ONLY** clause, all public entities are accessible. If each **USE** statement includes the **ONLY** clause, only those entities named in one or more of the *only_lists* are accessible.

You can rename an accessible entity for local use. A module entity can be accessed by more than one local name. If no renaming is specified, the name of the use-associated entity becomes the local name. The local name of a use-associated entity cannot be redeclared. However, if the **USE** statement appears in the scoping unit of a module, the local name can appear in a **PUBLIC** or **PRIVATE** statement.

If multiple generic interfaces that are accessible to a scoping unit have the same local name, operator, or assignment, they are treated as a single generic interface. In such a case, one of the generic interfaces can contain an interface body to an accessible procedure with the same name. Otherwise, any two different use-associated entities can only have the same name if the name is not used to refer to an entity in the scoping unit. If a use-associated entity and host entity share the same name, the host entity becomes inaccessible through host association by that name.

A module must not reference itself, either directly or indirectly. For example, module X cannot reference module Y if module Y references module X.

Consider the situation where a module (for example, module B) has access through use association to the public entities of another module (for example, module A). The accessibility of module B's local entities (which includes those entities that are use-associated with entities from module A) to other program units is determined by the **PRIVATE** and **PUBLIC** attributes, or, if absent, through the default accessibility of module B. Of course, other program units can access the public entities of module A directly.

Examples

```
MODULE A
  REAL :: X=5.0
END MODULE A
MODULE B
  USE A
  PRIVATE :: X               !  X cannot be accessed through module B
  REAL :: C=80, D=50
END MODULE B
PROGRAM TEST
  INTEGER :: TX=7
  CALL SUB
  CONTAINS

  SUBROUTINE SUB
  USE B, ONLY : C
  USE B, T1 => C
  USE B, TX => C             !  C is given another local name
  USE A
  PRINT *, TX                !  Value written is 80 because use-associated
                             !  entity overrides host entity
  END SUBROUTINE
END
```

Fortran 2003 Draft Standard

The following example is invalid:

```
Module mod1
    use, intrinsic :: ieee_exceptions
end Module

Module mod2
   use, non_intrinsic :: ieee_exceptions
end Module
```

```
Program invalid_example
   use mod1
   use mod2
! ERROR: a scoping unit must not access an
! intrinsic module and a non-intrinsic module
! with the same name.

end program
```

End of Fortran 2003 Draft Standard

Related Information

- "Modules" on page 151
- "PRIVATE" on page 369
- "PUBLIC" on page 375
- "Order of Statements and Execution Sequence" on page 18

VALUE

IBM Extension

Purpose

The **VALUE** attribute specifies an argument association between a dummy and an actual argument. This association allows you to pass the dummy argument with the value of the actual argument. This pass by value implementation from the Fortran 2003 Draft Standard provides a standard conforming option to the **%VAL** built-in function.

An actual argument and the associated dummy argument can change independently. Changes to the value or definition status of the dummy argument do not affect the actual argument. A dummy argument with the **VALUE** attribute becomes associated with a temporary variable with an initial value identical to the value of the actual argument.

Syntax

```
►►──VALUE──┬────┬──dummy_argument_name_list──────────────────────►◄
           └─::─┘
```

Rules

You must specify the **VALUE** attribute for dummy arguments only.

You must not use the **%VAL** or **%REF** built-in functions to reference a dummy argument with the **VALUE** attribute, or the associated actual argument.

A referenced procedure that has a dummy argument with the **VALUE** attribute must have an explicit interface.

A dummy argument with the **VALUE** attribute can be of character type if you omit the length parameter or specify it using an intitalization expression with a value of 1.

You must not specify the **VALUE** attribute with the following:
- Arrays
- Derived types with **ALLOCATABLE** components
- Dummy procedures

Attributes Compatible with the VALUE Attribute

- INTENT(IN)
- OPTIONAL
- TARGET

If a dummy argument has both the **VALUE** and **TARGET** attributes, any pointers associated with that dummy argument become undefined after the execution of the procedure.

Examples

```
Program validexm1
  integer :: x = 10, y = 20
  print *, 'before calling: ', x, y
  call intersub(x, y)
  print *, 'after calling: ', x, y

  contains
  subroutine intersub(x,y)
    integer, value ::  x
    integer y
    x = x + y
    y = x*y
    print *, 'in subroutine after changing: ', x, y
  end subroutine
end program validexm1
```

Expected output:

```
before calling: 10 20
in subroutine after changing: 30 600
after calling: 10 600
```

Related Information

For more information, see the **%VAL** built-in function.

End of IBM Extension

VIRTUAL

IBM Extension

Purpose

The **VIRTUAL** statement specifies the name and dimensions of an array. It is an alternative form of the **DIMENSION** statement, although there is no **VIRTUAL** attribute.

Syntax

```
►►──VIRTUAL──array_declarator_list─────────────────────────────────────►◄
```

Rules

IBM Extension

You can specify arrays with a maximum of 20 dimensions

End of IBM Extension

Only one array specification for an array name can appear in a scoping unit.

Examples

```
VIRTUAL A(10), ARRAY(5,5,5), LIST(10,100)
VIRTUAL ARRAY2(1:5,1:5,1:5), LIST2(I,M)  ! adjustable array
VIRTUAL B(0:24), C(-4:2), DATA(0:9,-5:4,10)
VIRTUAL ARRAY (M*N*J,*)                      ! assumed-size array
```

Related Information

- "Array Concepts" on page 67
- "DIMENSION" on page 281

End of IBM Extension

VOLATILE

IBM Extension

Purpose

The **VOLATILE** attribute is used to designate a data object as being mapped to memory that can be accessed by independent input/output processes and independent, asynchronously interrupting processes. Code that manipulates volatile data objects is not optimized.

Syntax

```
                        ┌─,──────────────────────────┐
                        ▼                            │
►►──VOLATILE──┬────┬────┬─variable_name────────────┬─┴──────────────►◄
              └─::─┘    ├─/──common_block_name──/──┤
                        └─derived_type_name────────┘
```

Rules

If an array name is declared volatile, each element of the array is considered volatile. If a common block is declared volatile, each variable in the common block is considered volatile. An element of a common block can be declared volatile without affecting the status of the other elements in the common block.

If a common block is declared in multiple scopes, and if it (or one or more of its elements) is declared volatile in one of those scopes, you must specify the **VOLATILE** attribute in each scope where you require the common block (or one or more of its elements) to be considered volatile.

If a derived type name is declared volatile, all variables declared with that type are considered volatile. If an object of derived type is declared volatile, all of its components are considered volatile. If a component of a derived type is itself derived, the component does not inherit the volatile attribute from its type. A derived type name that is declared volatile must have had the **VOLATILE** attribute prior to any use of the type name in a type declaration statement.

If a pointer is declared volatile, the storage of the pointer itself is considered volatile. The **VOLATILE** attribute has no effect on any associated pointer targets.

If you declare an object to be volatile and then use it in an **EQUIVALENCE** statement, all of the objects that are associated with the volatile object through equivalence association are considered volatile.

Any data object that is shared across threads and is stored and read by multiple threads must be declared as **VOLATILE**. If, however, your program only uses the automatic or directive-based parallelization facilities of the compiler, variables that have the **SHARED** attribute need not be declared **VOLATILE**.

If the actual argument associated with a dummy argument is a variable that is declared volatile, you must declare the dummy argument volatile if you require the dummy argument to be considered volatile. If a dummy argument is declared volatile, and you require the associated actual argument to be considered volatile, you must declare the actual argument as volatile.

Declaring a statement function as volatile has no effect on the statement function.

Within a function subprogram, the function result variable can be declared volatile. Any entry result variables will be considered volatile. An **ENTRY** name must not be specified with the **VOLATILE** attribute.

Attributes Compatible with the VOLATILE Attribute

• ALLOCATABLE	• OPTIONAL	• PUBLIC
• AUTOMATIC	• POINTER	• SAVE
• DIMENSION	• PRIVATE	• STATIC
• INTENT	• PROTECTED	• TARGET

Examples

```
      FUNCTION TEST ()
        REAL ONE, TWO, THREE
        COMMON /BLOCK1/A, B, C
        ...
        VOLATILE /BLOCK1/, ONE, TEST
! Common block elements A, B and C are considered volatile
! since common block BLOCK1 is declared volatile.
        ...
      EQUIVALENCE (ONE, TWO), (TWO, THREE)
! Variables TWO and THREE are volatile as they are equivalenced
! with variable ONE which is declared volatile.
     END FUNCTION
```

Related Information

- "Direct Access" on page 181

End of IBM Extension

WAIT

IBM Extension

Purpose

The **WAIT** statement may be used to wait for an asynchronous data transfer to complete or it may be used to detect the completion status of an asynchronous data transfer statement.

Syntax

```
►►──WAIT──(──wait_list──)──────────────────────────────────────►◄
```

wait_list
: is a list that must contain one **ID=** specifier and at most one of each of the other valid specifiers. The valid specifiers are:

DONE= *logical_variable*
: specifies whether or not the asynchronous I/O statement is complete. If the **DONE=** specifier is present, the *logical_variable* is set to true if the asynchronous I/O is complete and is set to false if it is not complete. If the returned value is false, then one or more **WAIT** statements must be executed until either the **DONE=** specifier is not present, or its returned value is true. A **WAIT** statement without the **DONE=** specifier, or a **WAIT** statement that sets the *logical_variable* value to true, is the matching **WAIT** statement to the data transfer statement identified by the same **ID=** value.

END= *stmt_label*
: is an end-of-file specifier that specifies a statement label at which the program is to continue if an endfile record is encountered and no error occurs. If an external file is positioned after the endfile record, the **IOSTAT=** specifier, if present, is assigned a negative value, and the **NUM=** specifier, if present, is assigned an integer value. Coding the **END=** specifier suppresses the error message for end-of-file. This specifier can be specified for a unit connected for either sequential or direct access.

  The *stmt_label* defined for the **END=** specifier of the asynchronous data transfer statement need not be identical to the *stmt_label* defined for the **END=** specifier of the matching **WAIT** statement.

ERR= *stmt_label*
: is an error specifier that specifies the statement label of an executable

statement in the same scoping unit to which control is to transfer in case of an error. Coding the **ERR=** specifier suppresses error messages.

The *stmt_label* defined for the **ERR=** specifier of the asynchronous data transfer statement need not be identical to the *stmt_label* defined for the **ERR=** specifier of the matching **WAIT** statement.

ID= *integer_expr*
: indicates the data transfer with which this **WAIT** statement is identified. The *integer_expr* is an integer expression of type **INTEGER(4)** or default integer. To initiate an asynchronous data transfer, the **ID=** specifier is used on a **READ** or **WRITE** statement.

IOMSG= *iomsg_variable*
: is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
: is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. When the input/output statement containing this specifier finishes execution, *ios* is defined with:

- A zero value if no error condition occurs.
- A positive value if an error occurs.
- A negative value if an end-of-file condition is encountered and no error occurs.

The *ios* defined for the **IOSTAT=** specifier of the asynchronous data transfer statement is not required to be identical to the *ios* defined for the **IOSTAT=** specifier of the matching **WAIT** statement.

Rules

The matching **WAIT** statement must be in the same scoping unit as the corresponding asynchronous data transfer statement. Within the instance of that scoping unit, the program must not execute a **RETURN**, **END**, or **STOP** statement before the matching **WAIT** statement is executed.

Related Information

- "Asynchronous Input/Output" on page 185
- *Implementation Details of XL Fortran Input/Output* in the *User's Guide*

End of IBM Extension

WHERE

Purpose

The **WHERE** statement masks the evaluation of expressions and assignments of values in array assignment statements. It does this according to the value of a logical array expression. The **WHERE** statement can be the initial statement of the **WHERE** construct.

Syntax

```
                               (1)
►►──┬───────────────────────────┬──────WHERE──(──mask_expr──)──┬────────────────────────────┬──────►◄
    └─where_construct_name──:──┘                              └─where_assignment_statement─┘
```

Notes:

1 Fortran 95 *(where_construct_name)*.

mask_expr
is a logical array expression

Fortran 95

where_construct_name
is a name that identifies the **WHERE** construct

End of Fortran 95

Rules

If a *where_assignment_statement* is present, the **WHERE** statement is not the first statement of a **WHERE** construct. If a *where_assignment_statement* is absent, the **WHERE** statement is the first statement of the **WHERE** construct, and is referred to as a **WHERE** construct statement. An **END WHERE** statement must follow. See "WHERE Construct" on page 107 for more information.

If the **WHERE** statement is not the first statement of a **WHERE** construct, you can use it as the terminal statement of a **DO** or **DO WHILE** construct.

Fortran 95

You can nest **WHERE** statements within a **WHERE** construct. A *where_assignment_statement* that is a defined assignment must be an elemental defined assignment.

End of Fortran 95

In each *where_assignment_statement*, the *mask_expr* and the *variable* being defined must be arrays of the same shape. Each *mask_expr* in a **WHERE** construct must have the same shape.

Fortran 95

A **WHERE** statement that is part of a *where_body_construct* must not be a branch target statement.

End of Fortran 95

The execution of a function reference in the *mask_expr* of a **WHERE** statement can affect entities in the *where_assignment_statement*.

See "Interpreting Masked Array Assignments" on page 108 for information on interpreting mask expressions.

Fortran 95

If a *where_construct_name* appears on a **WHERE** construct statement, it must also appear on the corresponding **END WHERE** statement. A construct name is optional on any masked **ELSEWHERE** and **ELSEWHERE** statements in the **WHERE** construct.

A *where_construct_name* can only appear on a **WHERE** construct statement.

End of Fortran 95

Examples

```
REAL, DIMENSION(10) :: A,B,C

!   In the following WHERE statement, the LOG of an element of A
!   is assigned to the corresponding element of B only if that
!   element of A is a positive value.

WHERE (A>0.0) B = LOG(A)

   ⋮
END
```

Fortran 95

The following example shows an elemental defined assignment in a **WHERE** statement:

```
INTERFACE ASSIGNMENT(=)
  ELEMENTAL SUBROUTINE MY_ASSIGNMENT(X, Y)
    LOGICAL, INTENT(OUT) :: X
    REAL, INTENT(IN) :: Y
  END SUBROUTINE MY_ASSIGNMENT
END INTERFACE

INTEGER A(10)
REAL C(10)
LOGICAL L_ARR(10)

C = (/ -10., 15.2, 25.5, -37.8, 274.8, 1.1, -37.8, -36.2, 140.1, 127.4 /)
A = (/ 1, 2, 7, 8, 3, 4, 9, 10, 5, 6 /)
L_ARR = .FALSE.

WHERE (A < 5) L_ARR = C

! DATA IN ARRAY L_ARR AT THIS POINT:
!
! L_ARR = F, T, F, F, T, T, F, F, F, F

END
```

```
ELEMENTAL SUBROUTINE MY_ASSIGNMENT(X, Y)
  LOGICAL, INTENT(OUT) :: X
  REAL, INTENT(IN) :: Y

  IF (Y < 0.0) THEN
    X = .FALSE.
  ELSE
    X = .TRUE.
  ENDIF
END SUBROUTINE MY_ASSIGNMENT
```

End of Fortran 95

Related Information

- “WHERE Construct” on page 107
- “ELSEWHERE” on page 292
- “END (Construct)” on page 295, for details on the **END WHERE** statement

WRITE

Purpose

The **WRITE** statement is a data transfer output statement.

Syntax

```
>>—WRITE—(—io_control_list—)——————————————————————————————————><
                              └output_item_list┘
```

output_item
: is an output list item. An output list specifies the data to be transferred. An output list item can be:

  - A variable name. An array is treated as if all of its elements were specified in the order in which they are arranged in storage.

    A pointer must be associated with a target, and an allocatable object must be allocated. A derived-type object cannot have any ultimate component that is outside the scoping unit of this statement. The evaluation of *output_item* cannot result in a derived-type object that contains a pointer. The structure components of a structure in a formatted statement are treated as if they appear in the order of the derived-type definition; in an unformatted statement, the structure components are treated as a single value in their internal representation (including padding).
  - An expression
  - An implied-**DO** list, as described under “Implied-DO List” on page 426

io_control
: is a list that must contain one unit specifier (**UNIT=**), and can also contain one of each of the other valid specifiers:

[UNIT=] *u*
: is a unit specifier that specifies the unit to be used in the output operation. *u* is an external unit identifier or internal file identifier.

IBM Extension

An external unit identifier refers to an external file. It is one of the following:

- An integer expression whose value is in the range 0 through 2,147,483,647.
- An asterisk, which identifies external unit 6 and is preconnected to standard output.

End of IBM Extension

An internal file identifier refers to an internal file. It is the name of a character variable, which cannot be an array section with a vector subscript.

If the optional characters **UNIT=** are omitted, *u* must be the first item in *io_control_list*. If **UNIT=** is specified, **FMT=** must also be specified.

[FMT=] *format*
is a format specifier that specifies the format to be used in the output operation. *format* is a format identifier that can be:

- The statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.
- The name of a scalar **INTEGER(4)** or **INTEGER(8)** variable that was assigned the statement label of a **FORMAT** statement. The **FORMAT** statement must be in the same scoping unit.

Fortran 95

Fortran 95 does not permit assigning of a statement label.

End of Fortran 95

- A character constant enclosed in parentheses. Only the format codes listed under "FORMAT" on page 316 can be used between the parentheses. Blank characters can precede the left parenthesis or follow the right parenthesis.
- A character variable that contains character data whose leftmost character positions constitute a valid format. A valid format begins with a left parenthesis and ends with a right parenthesis. Only the format codes described in the **FORMAT** statement can be used between the parentheses. Blank characters can precede the left parenthesis or follow the right parenthesis. If *format* is an array element, the format identifier must not exceed the length of the array element.
- An array of noncharacter intrinsic type. The data must be a valid format identifier as described under character array.
- Any character expression, except one involving concatenation of an operand that specifies inherited length, unless the operand is the name of a constant.
- An asterisk, specifying list-directed formatting.
- A namelist specifier that specifies the name of a namelist list that you have previously defined.

If the optional characters **FMT=** are omitted, *format* must be the second item in *io_control_list*, and the first item must be the unit specifier with **UNIT=** omitted. **NML=** and **FMT=** cannot both be specified in the same output statement.

POS=*integer_expr*
: F2003 *integer_expr* is an integer expression greater than 0. **POS=** specifies the file position of the file storage unit to be written in a file connected for stream access. You must not use **POS=** for a file that cannot be positioned.

F2003

REC= *integer_expr*
: is a record specifier that specifies the number of the record to be written in a file connected for direct access. The **REC=** specifier is only permitted for direct output. *integer_expr* is an integer expression whose value is positive. A record specifier is not valid if formatting is list-directed or if the unit specifier specifies an internal file. The record specifier represents the relative position of a record within a file. The relative position number of the first record is 1. You must not specify **REC=** in data transfer statements that specify a unit connected for stream access, or use the **POS=** specifier.

IOMSG= *iomsg_variable*
: is an input/output status specifier that specifies the message returned by the input/output operation. *iomsg_variable* is a scalar default character variable. It must not be a use-associated nonpointer protected variable. When the input/output statement containing this specifier finishes execution, *iomsg_variable* is defined as follows:

- If an error, end-of-file, or end-of-record condition occurs, the variable is assigned an explanatory message as if by assignment.
- If no such condition occurs, the value of the variable is unchanged.

IOSTAT= *ios*
: is an input/output status specifier that specifies the status of the input/output operation. *ios* is an integer variable. Coding the **IOSTAT=** specifier suppresses error messages. When the statement finishes execution, *ios* is defined with:

- A zero value if no error condition occurs
- A positive value if an error occurs.

IBM Extension

ID= *integer_variable*
: indicates that the data transfer is to be done asynchronously. The *integer_variable* is an integer variable. If no error is encountered, the *integer_variable* is defined with a value after executing the asynchronous data transfer statement. This value must be used in the matching **WAIT** statement.

Asynchronous data transfer must either be direct unformatted, sequential unformatted, or stream unformatted. Asynchronous I/O to internal files is prohibited. Asynchronous I/O to raw character devices (for example, tapes or raw logical volumes) is prohibited. The *integer_variable* must not be associated with any entity in the data transfer I/O list, or with a *do_variable* of an *io_implied_do* in the data transfer I/O list. If the *integer_variable* is an array element reference, its subscript values must not be affected by the data transfer, the *io_implied_do* processing, or the definition or evaluation of any other specifier in the *io_control_spec*.

End of IBM Extension

ERR= *stmt_label*
: is an error specifier that specifies the statement label of an executable statement in the same scoping unit to which control is to transfer in the case of an error. Coding the **ERR=** specifier suppresses error messages.

IBM Extension

NUM= *integer_variable*
: is a number specifier that specifies the number of bytes of data transmitted between the I/O list and the file. *integer_variable* is an integer variable. The **NUM=** specifier is only permitted for unformatted output. Coding the **NUM** parameter suppresses the indication of an error that would occur if the number of bytes represented by the output list is greater than the number of bytes that can be written into the record. In this case, *integer_variable* is set to a value that is the maximum length record that can be written. Data from remaining output list items is not written into subsequent records. In the portion of the program that executes between the asynchronous data transfer statement and the matching **WAIT** statement, the *integer_variable* in the **NUM=** specifier or any variable associated with it must not be referenced, become defined, or become undefined.

End of IBM Extension

[NML=] *name*
: is a namelist specifier that specifies the name of a namelist list that you have previously defined. If the optional characters **NML=** are not specified, the namelist name must appear as the second parameter in the list, and the first item must be the unit specifier with **UNIT=** omitted. If both **NML=** and **UNIT=** are specified, all the parameters can appear in any order. The **NML=** specifier is an alternative to **FMT=**. Both **NML=** and **FMT=** cannot be specified in the same output statement.

ADVANCE= *char_expr*
: is an advance specifier that determines whether nonadvancing output occurs for this statement. *char_expr* is a character expression that must evaluate to **YES** or **NO**. If **NO** is specified, nonadvancing output occurs. If **YES** is specified, advancing, formatted sequential or formatted stream output occurs. The default value is **YES**. **ADVANCE=** can be specified only in a formatted sequential **WRITE** statement with an explicit format specification that does not specify an internal file unit specifier.

Implied-DO List

```
►►──(──do_object_list── , ──do_variable = arith_expr1, arith_expr2──────────►

►──┬───┬──┬──────────────┬──)────────────────────────────────────────────────►◄
   └─,─┘  └─arith_expr3──┘
```

do_object
: is an output list item

do_variable
is a named scalar variable of type integer or real

arith_expr1, *arith_expr2*, and *arith_expr3*
are scalar numeric expressions

The range of an implied-**DO** list is the list *do_object_list*. The iteration count and values of the **DO** variable are established from *arith_expr1*, *arith_expr2*, and *arith_expr3*, the same as for a **DO** statement. When the implied-**DO** list is executed, the items in the *do_object_list* are specified once for each iteration of the implied-**DO** list, with the appropriate substitution of values for any occurrence of the **DO** variable.

Rules

IBM Extension

If a **NUM=** specifier is present, neither a format specifier nor a namelist specifier can be present.

End of IBM Extension

Variables specified for the **IOSTAT=** and **NUM=** specifiers must not be associated with any output list item, namelist list item, or **DO** variable of an implied-**DO** list. If such a specifier variable is an array element, its subscript values must not be affected by the data transfer, any implied-**DO** processing, or the definition or evaluation of any other specifier.

If the **ERR=** and **IOSTAT=** specifiers are set and an error is encountered during a synchronous data transfer, transfer is made to the statement specified by the **ERR=** specifier and a positive integer value is assigned to *ios*.

IBM Extension

If the **ERR=** or **IOSTAT=** specifiers are set and an error is encountered during an asynchronous data transfer, execution of the matching **WAIT** statement is not required.

If a conversion error is encountered and the **CNVERR** run-time option is set to **NO**, **ERR=** is not branched to, although **IOSTAT=** may be set.

If **IOSTAT=** and **ERR=** are not specified,
- The program stops if a severe error is encountered.
- The program continues to the next statement if a recoverable error is encountered and the **ERR_RECOVERY** run-time option is set to **YES**. If the option is set to **NO**, the program stops.
- The program continues to the next statement when a conversion error is encountered if the **ERR_RECOVERY** run-time option is set to **YES**. If the **CNVERR** run-time option is set to **YES**, conversion errors are treated as recoverable errors; when **CNVERR=NO**, they are treated as conversion errors.

End of IBM Extension

`PRINT format` has the same effect as `WRITE(*,format)`.

Examples

```
WRITE (6,FMT='(10F8.2)') (LOG(A(I)),I=1,N+9,K),G
```

Related Information

- “Asynchronous Input/Output” on page 185
- *Implementation Details of XL Fortran Input/Output* in the *User's Guide*
- “Conditions and IOSTAT Values” on page 189
- “XL Fortran Input/Output” on page 179
- “READ” on page 376
- “WAIT” on page 419
- *Setting Run-time Options for Input/Output* in the *User's Guide*
- “Deleted Features” on page 822

Directives

IBM Extension

This section provides an alphabetical reference to non SMP directives that apply to all platforms. For a complete listing and description of SMP and thread-safe directives, see "SMP Directives" on page 467. For a detailed description of directives exclusive to the PowerPC® platform, see "Hardware-Specific Directives" on page 459. This section contains the following:

Comment and Noncomment Form Directives

XL Fortran directives belong to one of two groups: comment form directives and noncomment form directives.

Comment Form Directives

This section provides a detailed description of the following comment form directives:

COLLAPSE	**SNAPSHOT**
SOURCEFORM	**SUBSCRIPTORDER**

Additional comment form directives included in this section can be found in "Directives and Optimization" on page 432.

Format

```
►►──trigger_head──trigger_constant──directive──────────────────────────►◄
```

trigger_head
: is one of **!**, *****, **C**, or **c** for fixed source form and **!** for free source form.

trigger_constant
: is **IBM*** by default. If you specify the **-qsmp** compiler option, **IBM***, **IBMT**, **SMP$**, **$OMP**, and **IBMP** are recognized by default. Specifying the **-qdirective** compiler option will allow you to define other trigger constants.

Rules

The default value for the *trigger_constant* is **IBM***.

By default if you use the **-qsmp** compiler option in conjunction with one of these invocation commands, the option **-qdirective=IBM*:SMP$:$OMP:IBMP:IBMT** will be on. If you specify the **-qsmp=omp** option this will be as if you set the option **-qdirective=$OMP** on by default. You can specify an alternate or additional *trigger_constant* with the **-qdirective** compiler option. See the **-qdirective** compiler option in the *User's Guide* for more details.

The compiler treats all comment form directives, with the exception of those using the default *trigger_constant* as comments, unless you define the appropriate *trigger_constant* using the **-qdirective** compiler option. As a result, code containing these directives is portable to non-SMP environments.

XL Fortran supports the OpenMP specification, as understood and interpreted by IBM®. To ensure the greatest portability of code, we recommend that you use these directives whenever possible. You should use them with the OpenMP *trigger_constant*, **$OMP**; but you should not use this *trigger_constant* with any other directive.

XL Fortran also includes the *trigger_constant*s **IBMP** and **IBMT**. The compiler recognizes **IBMP** if you compile using the **-qsmp** compiler option. You should use **IBMP** with the **SCHEDULE** directive, and IBM extensions to OpenMP directives. The compiler recognizes **IBMT** if you compile using the **-qthreaded** compiler option. **IBMT** is the default for the **xlf_r**, **xlf_r7**, **xlf90_r**, **xlf90_r7**, **xlf95_r** or **xlf95_r7** invocation commands; we recommend its use with the **THREADLOCAL** directive.

XLF directives include directives that are common to other vendors. If you use these directives in your code, you can enable whichever *trigger_constant* that vendor has selected. Specifying the trigger constant by using the **-qdirective** compiler option will enable the *trigger_constant* the vendor has selected. Refer to the **-qdirective** compiler option in the *User's Guide* for details on specifying alternative *trigger_constant*s.

The *trigger_head* follows the rules of comment lines either in Fortran 90 free source form or fixed source form. If the *trigger_head* is **!**, it does not have to be in column 1. There must be no blanks between the *trigger_head* and the *trigger_constant*.

You can specify the *directive_trigger* (defined as the *trigger_head* combined with the *trigger_constant*, **!IBM*** for example) and any directive keywords in uppercase, lowercase, or mixed case.

You can specify inline comments on directive lines.

```
!IBM* INDEPENDENT,
NEW(i)    !This is a comment
```

A directive cannot follow another statement or another directive on the same line.

All comment form directives can be continued. You cannot embed a directive within a continued statement, nor can you embed a statement within a continued directive.

You must specify the *directive_trigger* on all continuation lines. However, the *directive_trigger* on a continuation line need not be identical to the *directive_trigger* that is used in the continued line. For example:

```
!IBM* INDEPENDENT &
!TRIGGER&  , REDUCTION (X)                  &
!IBM*&  , NEW (I)
```

The above is equivalent to:

```
!IBM* INDEPENDENT,
REDUCTION (X), NEW (I)
```

provided both **IBM*** and **TRIGGER** are active *trigger_constant*s.

For more information, see “Lines and Source Formats” on page 9.

You can specify a directive as a free source form or fixed source form comment, depending on the current source form.

Fixed Source Form Rules: If the *trigger_head* is one of **C**, **c**, or *, it must be in column 1.

The maximum length of the *trigger_constant* in fixed source form is 4 for directives that are continued on one or more lines. This rule applies to the continued lines only, not to the initial line. Otherwise, the maximum length of the *trigger_constant* is 15. We recommend that initial line triggers have a maximum length of 4. The maximum allowable length of 15 is permitted for the purposes of backwards compatibility.

If the *trigger_constant* has a length of 4 or less, the first line of a comment directive must have either white space or a zero in column 6. Otherwise, the character in column 6 is part of the *trigger_constant*.

The *directive_trigger* of a continuation line of a comment directive must appear in columns 1-5. Column 6 of a continuation line must have a character that is neither white space nor a zero.

For more information, see “Fixed Source Form” on page 10.

Free Source Form Rules: The maximum length of the *trigger_constant* is 15.

An ampersand (&) at the end of a line indicates that the directive will continue. When you continue a directive line, a *directive_trigger* must appear at the beginning of all continuation lines. If you are beginning a continuation line with an ampersand, the *directive_trigger* must precede the ampersand. For example:

```
!IBM* INDEPENDENT &
!IBM*&  , REDUCTION (X)          &
!IBM*&  , NEW (I)
```

For more information, see “Free Source Form” on page 13.

Noncomment Form Directives

This section provides a detailed description of the following noncomment form directives:

EJECT	**INCLUDE**
#LINE	**@PROCESS**

Format

```
▶▶──directive──────────────────────────────────────────▶◀
```

Rules

The compiler always recognizes noncomment form directives.

Noncomment form directives cannot be continued.

Additional statements cannot be included on the same line as a directive.

Source format rules concerning white space apply to directive lines.

Directives and Optimization

The following are comment form directives useful for optimizing source code. See the *User's Guide* for information on optimizing XL Fortran programs and the compiler options that affect performance.

Assertive Directives

Assertive directives gather information about source code that is otherwise unavailable to the compiler. Providing this information can increase performance.

ASSERT	**CNCALL**
INDEPENDENT	**PERMUTATION**

Directives for Loop Optimization

The following directives provide different methods of loop unrolling to optimize the effectiveness of the DO construct in source code:

BLOCK_LOOP	**LOOPID**
STREAM_UNROLL	**UNROLL**
UNROLL_AND_FUSE	

Detailed Directive Descriptions

ASSERT

Purpose

The **ASSERT** directive provides the compiler with characteristics of **DO** loops that can assist in optimizing source code.

The **ASSERT** directive takes effect when you specify the **-qhot** or **-qsmp** compiler options.

Syntax

```
►►—ASSERT—(—assertion_list—)——————————————————————————————►◄
```

assertion
is **ITERCNT***(n)* or **NODEPS**. **ITERCNT***(n)* and **NODEPS** are not mutually exclusive, and you can specify both for the same **DO** loop. You can use at most one of each argument for the same **DO** loop.

ITERCNT*(n)*
where *n* specifies the number of iterations for a given **DO** loop. *n* must be a positive, scalar, integer initialization expression.

NODEPS
specifies that no loop-carried dependencies exist within a given **DO** loop.

Rules

The first noncomment line (not including other directives) following the **ASSERT** directive must be a **DO** loop. This line cannot be an infinite **DO** or **DO WHILE** loop. The **ASSERT** directive applies only to the **DO** loop immediately following the directive, and not to any nested **DO** loops.

ITERCNT provides an estimate to the compiler about roughly how many iterations the **DO** loop will typically run. There is no requirement that the value be accurate; **ITERCNT** will only affect performance, never correctness.

When **NODEPS** is specified, the user is explicitly declaring to the compiler that no loop-carried dependencies exist within the **DO** loop or any procedures invoked from within the **DO** loop. A loop-carried dependency involves two iterations within a **DO** loop interfering with one another. Interference occurs in the following situations:

- Two operations that define, undefine, or redefine the same atomic object (data that has no subobjects) interfere.
- Definition, undefinition, or redefinition of an atomic object interferes with any use of the value of the object.
- Any operation that causes the association status of a pointer to become defined or undefined interferes with any reference to the pointer or any other operation that causes the association status to become defined or undefined.
- Transfer of control outside the **DO** loop or execution of an **EXIT**, **STOP**, or **PAUSE** statement interferes with all other iterations.
- If any two input/output (I/O) operations associated with the same file or external unit interfere with each other. The exceptions to this rule are:
  - If the two I/O operations are two **INQUIRE** statements; or
  - F2003 If the two I/O operations are accessing distinct areas of a stream access file; or F2003
  - If the two I/O operations are accessing distinct records of a direct access file.
- A change in the allocation status of an allocatable object between iterations causes interference.

It is possible for two complementary **ASSERT** directives to apply to any given **DO** loop. However, an **ASSERT** directive cannot be followed by a contradicting **ASSERT** directive for a given **DO** loop:

```
!IBM* ASSERT (ITERCNT(10))
!IBM* INDEPENDENT, REDUCTION (A)
!IBM* ASSERT (ITERCNT(20))     ! invalid
      DO I = 1, N
          A(I) = A(I) * I
      END DO
```

In the example above, the **ASSERT(ITERCNT(20))** directive contradicts the **ASSERT(ITERCNT(10))** directive and is invalid.

The **ASSERT** directive overrides the **-qassert** compiler option for the **DO** loop on which the **ASSERT** directive is specified.

Examples

Example 1:

```
! An example of the
ASSERT directive with NODEPS.
         PROGRAM EX1
           INTEGER A(100)
  !IBM*    ASSERT (NODEPS)
           DO I = 1, 100
             A(I) = A(I) * FNC1(I)
           END DO
         END PROGRAM EX1

         FUNCTION FNC1(I)
           FNC1 = I * I
         END FUNCTION FNC1
```

Example 2:

```
! An example of the ASSERT directive with NODEPS and
ITERCNT.
         SUBROUTINE SUB2 (N)
           INTEGER A(N)
    !IBM*  ASSERT (NODEPS,ITERCNT(100))
           DO I = 1, N
             A(I) = A(I) * FNC2(I)
           END DO
         END SUBROUTINE SUB2

         FUNCTION FNC2 (I)
           FNC2 = I * I
         END FUNCTION FNC2
```

Related Information

- **-qassert** Option in the *User's Guide*
- **-qdirective** in the *User's Guide*
- "Loop Parallelization" on page 313

BLOCK_LOOP

Purpose

The **BLOCK_LOOP** directive allows you to exert greater control over optimizations on a specific **DO** loop inside a loop nest. Using a technique called blocking, the **BLOCK_LOOP** directive separates large iteration count **DO** loops into smaller iteration groups. Execution of these smaller groups can increase the efficiency of cache space use and augment performance.

Applying **BLOCK_LOOP** to a loop with dependencies, or a loop with alternate entry or exit points will produce unexpected results.

Syntax

```
►►──BLOCK_LOOP──(──n──┬──────────────┬──)──────────────────────────►◄
                      └─,──name_list─┘
```

n is a positive integer expression the size of the iteration group.

name a unique identifier in the same scoping unit as **BLOCKLOOP**, that you can create using the **LOOPID** directive.

If you do not specify *name*, blocking occurs on the first **DO** loop immediately following the **BLOCK_LOOP** directive.

Rules

For loop blocking to occur, a **BLOCK_LOOP** directive must precede a **DO** loop.

You must not specify the **BLOCK_LOOP** directive more than once, or combine the directive with **NOUNROLL_AND_FUSE**, **NOUNROLL**, **UNROLL**, **UNROLL_AND_FUSE**or **STREAM_UNROLL** directives for the same **DO** construct.

You must not specify the **BLOCK_LOOP** directive for a **DO WHILE** loop or an infinite **DO** loop.

Examples

```
! Loop Tiling for Multi-level Memory Heirarchy


      INTEGER :: M, N, i, j, k
      M = 1000
      N = 1000

!IBM* BLOCK_LOOP(L3_cache_size, L3_cache_block)
      do i = 1, N

!IBM* LOOPID(L3_cache_block)
!IBM* BLOCK_LOOP(L2_cache_size, L2_cache_block)
         do j = 1, N

!IBM* LOOPID(L2_cache_block)
            do k = 1, M
               do l = 1, M
                 .
                 .
                 .
               end do
            end do
         end do
      end do

      end

The compiler generated code would be equivalent to:

    do index1 = 1, M, L3_cache_size
       do i = 1, N
          do index2 = index1, min(index1 + L3_cache_size, M), L2_cache_size
             do j = 1, N
                do k = index2, min(index2 + L2_cache_size, M)
                   do l = 1, M
                     .
                     .
                     .
                   end do
                end do
             end do
          end do
       end do
    end do
```

Related Information

- For additional methods of optimizing loops, see the **STREAM UNROLL** and the **UNROLL** and **UNROLL_AND_FUSE**directives.

CNCALL

Purpose

When the **CNCALL** directive is placed before a **DO** loop, you are explicitly declaring to the compiler that no loop-carried dependencies exist within any procedure called from the **DO** loop.

This directive only takes effect if you specify either the **-qsmp** or **-qhot** compiler option.

Syntax

```
►►──CNCALL────────────────────────────────────────────────────────────►◄
```

Rules

The first noncomment line (not including other directives) that is following the **CNCALL** directive must be a **DO** loop. This line cannot be an infinite **DO** or **DO WHILE** loop. The **CNCALL** directive applies only to the **DO** loop that is immediately following the directive and not to any nested **DO** loops.

When specifying the **CNCALL** directive, you are explicitly declaring to the compiler that no procedures invoked within the **DO** loop have any loop-carried dependencies. If the **DO** loop invokes a procedure, separate iterations of the loop must be able to concurrently call that procedure. The **CNCALL** directive does not assert that other operations in the loop do not have dependencies, it is only an assertion about procedure references.

A loop-carried dependency occurs when two iterations within a **DO** loop interfere with one another. See the **ASSERT** directive for the definition of interference.

Examples

```
! An example of CNCALL where the procedure invoked has
! no loop-carried dependency but the code within the
! DO loop itself has a loop-carried dependency.
         PROGRAM EX3
           INTEGER A(100)
    !IBM*  CNCALL
           DO I = 1, N
             A(I) = A(I) * FNC3(I)
             A(I) = A(I) + A(I-1)    ! This has loop-carried dependency
           END DO
         END PROGRAM EX3

         FUNCTION FNC3 (I)
           FNC3 = I * I
         END FUNCTION FNC3
```

Related Information

- "INDEPENDENT" on page 440
- **-qdirective** in the *User's Guide*
- **-qhot** Option in the *User's Guide*
- **-qsmp** Option in the *User's Guide*
- "DO" on page 282
- "Loop Parallelization" on page 313

COLLAPSE

Purpose

The **COLLAPSE** directive reduces an entire array dimension to a single element by specifying that only the element in the lower bound of an array dimension is accessible. If you do not specify a lower bound, the default lower bound is one.

Used with discretion, the **COLLAPSE** directive can facilitate an increase in performance by reducing repetitive memory access associated with multiple-dimension arrays.

Syntax

```
►►──COLLAPSE──(──collapse_array_list──)─────────────────────────────►◄
```

where *collapse_array* is:

```
►►──array_name──(──expression_list──)───────────────────────────────►◄
```

where *expression_list* is a comma separated list of *expression*.

array name
: is the array name.

expression
: is a constant scalar integer expression. You may only specify positive integer values.

Rules

The **COLLAPSE** directive must contain at least one array.

The **COLLAPSE** directive applies only to the scoping unit in which it is specified. The declarations of arrays contained in a **COLLAPSE** directive must appear in the same scoping unit as the directive. An array that is accessible in a scoping unit by use or host association must not specified in a **COLLAPSE** directive in that scoping unit.

The lowest value you can specify in *expression_list* is one. The highest value must not be greater than the number of dimensions in the corresponding array.

A single scoping unit can contain multiple **COLLAPSE** declarations, though you can only specify an array once for a particular scoping unit.

You can not specify an array in both a **COLLAPSE** directive and an **EQUIVALENCE** statement.

You can not use the **COLLAPSE** directive with arrays that are components of derived types.

If you apply both the **COLLAPSE** and **SUBSCRIPTORDER** directives to an array, you must specify the **SUBSCRIPTORDER** directive first.

The **COLLAPSE** directive applies to:

- Assumed-shape arrays in which all lower bounds must be constant expressions.
- Explicit-shape arrays in which all lower bounds must be constant expressions.

Examples

Example 1: In the following example, the **COLLAPSE** directive is applied to the explicit-shape arrays *A* and *B*. Referencing *A(m,2:100,2:100)* and *B(m,2:100,2:100)* in the inner loops, become *A(m,1,1)* and *B(m,1,1)*.

```
!IBM* COLLAPSE(A(2,3),B(2,3))
      REAL*8 A(5,100,100), B(5,100,100), c(5,100,100)

      DO I=1,100
       DO J=1,100
        DO M=1,5
           A(M,J,I) = SIN(C(M,J,I))
           B(M,J,I) = COS(C(M,J,I))
        END DO
        DO M=1,5
         DO N=1,M
            C(M,J,I) = C(M,J,I) + A(N,J,I)*B(6-N,J,I)
         END DO
        END DO
       END DO
      END DO
      END
```

Related Information

For more information on the **SUBSCRIPTORDER** directive, see“SUBSCRIPTORDER” on page 452

EJECT

Purpose

EJECT directs the compiler to start a new full page of the source listing. If there has been no source listing requested, the compiler will ignore this directive.

Syntax

```
►►──EJECT─────────────────────────────────────────────────────────────►◄
```

Rules

The **EJECT** compiler directive can have an inline comment and a label. However, if you specify a statement label, the compiler discards it. Therefore, you must not reference any label on an **EJECT** directive. An example of using the directive would be placing it before a **DO** loop that you do not want split across pages in the listing. If you send the source listing to a printer, the **EJECT** directive provides a page break.

INCLUDE

Purpose

The **INCLUDE** compiler directive inserts a specified statement or a group of statements into a program unit.

Syntax

```
►►──INCLUDE──┬─char_literal_constant─┬──┬───┬──────────────────────────────►◄
             └─(──name──)────────────┘  └─n─┘
```

name, char_literal_constant (delimiters are optional)
specifies *filename*, the name of an include file

You are not required to specify the full path of the desired file, but must specify the file extension if one exists.

name must contain only characters allowable in the XL Fortran character set. See "Characters" on page 7 for the character set supported by XL Fortran.

char_literal_constant is a character literal constant.

n is the value the compiler uses to decide whether to include the file during compilation. It can be any number from 1 through 255, and cannot specify a kind type parameter. If you specify *n*, the compiler includes the file only if the number appears as a suboption in the **-qci** (conditional include) compiler option. If you do not specify *n*, the compiler always includes the file.

A feature called conditional **INCLUDE** provides a means for selectively activating **INCLUDE** compiler directives within the Fortran source during compilation. You specify the included files by means of the **-qci** compiler option.

In fixed source form, the **INCLUDE** compiler directive must start after column 6, and can have a label.

You can add an inline comment to the **INCLUDE** line.

Rules

An included file can contain any complete Fortran source statements and compiler directives, including other **INCLUDE** compiler directives. Recursive **INCLUDE** compiler directives are not allowed. An **END** statement can be part of the included group. The first and last included lines must not be continuation lines. The statements in the include file are processed with the source form of the including file.

If the **SOURCEFORM** directive appears in an include file, the source form reverts to that of the including file once processing of the include file is complete. After the inclusion of all groups, the resulting Fortran program must follow all of the Fortran rules for statement order.

For an **INCLUDE** compiler directive with the left and right parentheses syntax, XL Fortran translates the file name to lowercase unless the **-qmixed** compiler option is on.

The file system locates the specified *filename* as follows:

- If the first nonblank character of *filename* is /, *filename* specifies an absolute file name.
- If the first nonblank character is not /, the operating system searches directories in order of decreasing priority:

– If you specify any **-I** compiler option, *filename* is searched for in the directories specified.
– If the operating system cannot find *filename* then it searches:
  - the current directory for file *filename*.
  - the resident directory of the compiling source file for file *filename*.
  - directory `/xlf/9.1/include` for file *filename*.

Examples

```
INCLUDE '/u/userid/dc101'     ! full absolute file name specified
INCLUDE '/u/userid/dc102.inc' ! INCLUDE file name has an extension
INCLUDE 'userid/dc103'        ! relative path name specified

INCLUDE (ABCdef)              ! includes file abcdef

INCLUDE '../Abc'              ! includes file Abc from parent directory
                              ! of directory being searched
```

Related Information

-qci Option in the *User's Guide*

INDEPENDENT

Purpose

The **INDEPENDENT** directive, if used, must precede a **DO** loop, **FORALL** statement, or **FORALL** construct. It specifies that each operation in the **FORALL** statement or **FORALL** construct, can be executed in any order without affecting the semantics of the program. It also specifies each iteration of the **DO** loop, can be executed without affecting the semantics of the program.

Type

This directive only takes effect if you specify either the **-qsmp** or **-qhot** compiler option.

Syntax

```
                   ┌──────────────────────────────────────────┐
                   ▼                                          │
►►──INDEPENDENT────┬────────────────────────────────────────┬─┴───────────►◄
                   ├─,──NEW──(──named_variable_list──)──────┤
                   └─,──REDUCTION──(──named_variable_list──)┘
```

Rules

The first noncomment line (not including other directives) following the **INDEPENDENT** directive must be a **DO** loop, **FORALL** statement, or the first statement of a **FORALL** construct. This line cannot be an infinite **DO** or **DO WHILE** loop. The **INDEPENDENT** directive applies only to the **DO** loop that is immediately following the directive and not to any nested **DO** loops.

An **INDEPENDENT** directive can have at most one **NEW** clause and at most one **REDUCTION** clause.

If the directive applies to a **DO** loop, no iteration of the loop can interfere with any other iteration. Interference occurs in the following situations:

- Two operations that define, undefine, or redefine the same atomic object (data that has no subobjects) interfere, unless the parent object appears in the **NEW** clause or **REDUCTION** clause. You must define nested **DO** loop index variables in the **NEW** clause.
- Definition, undefinition, or redefinition of an atomic object interferes with any use of the value of the object. The exception is if the parent object appeared in the **NEW** clause or **REDUCTION** clause.
- Any operation that causes the association status of a pointer to become defined or undefined interferes with any reference to the pointer or any other operation that causes the association status to become defined or undefined.
- Transfer of control outside the **DO** loop or execution of an **EXIT**, **STOP**, or **PAUSE** statement interferes with all other iterations.
- If any two I/O operations associated with the same file or external unit interfere with each other. The exceptions to this rule are:
  - If the two I/O operations are two **INQUIRE** statements; or
  - F2003 If the two I/O operations are accessing distinct areas of a stream access file; or F2003
  - If the two I/O operations are accessing distinct records of a direct access file.
- A change in the allocation status of an allocatable object between iterations causes interference.

If the **NEW** clause is specified, the directive must apply to a **DO** loop. The **NEW** clause modifies the directive and any surrounding **INDEPENDENT** directives by accepting any assertions made by such directive(s) as true. It does this *even if* the variables specified in the **NEW** clause are modified by each iteration of the loop. Variables specified in the **NEW** clause behave as if they are private to the body of the **DO** loop. That is, the program is unaffected if these variables (and any variables associated with them) were to become undefined both before and after each iteration of the loop.

Any variable you specify in the **NEW** clause or **REDUCTION** clause must not:
- Be a dummy argument
- Be a pointee
- Be use-associated or host-associated
- Be a common block variable
- Have either the **SAVE** or **STATIC** attribute
- Have either the **POINTER** or **TARGET** attribute
- Appear in an **EQUIVALENCE** statement

For **FORALL**, no combination of index values affected by the **INDEPENDENT** directive assigns to an atomic storage unit that is required by another combination. If a **DO** loop, **FORALL** statement, or **FORALL** construct all have the same body and each is preceded by an **INDEPENDENT** directive, they behave the same way.

The **REDUCTION** clause asserts that updates to named variables will occur within **REDUCTION** statements in the **INDEPENDENT** loop. Furthermore, the intermediate values of the **REDUCTION** variables are not used within the parallel section, other than in the updates themselves. Thus, the value of the **REDUCTION** variable after the construct is the result of a reduction tree.

If you specify the **REDUCTION** clause, the directive must apply to a **DO** loop. The only reference to a **REDUCTION** variable in an **INDEPENDENT DO** loop must be within a reduction statement.

A **REDUCTION** variable must be of intrinsic type, but must not be of type character. A **REDUCTION** variable must not be an allocatable array.

A **REDUCTION** variable must not occur in:
- A **NEW** clause in the same **INDEPENDENT** directive
- A **NEW** or **REDUCTION** clause in an **INDEPENDENT** directive in the body of the following **DO** loop
- A **FIRSTPRIVATE**, **PRIVATE** or **LASTPRIVATE** clause in a **PARALLEL DO** directive in the body of the following **DO** loop
- A **PRIVATE** clause in a **PARALLEL SECTIONS** directive in the body of the following **DO** loop

A **REDUCTION** statement can have one of the following forms:

```
►►──reduction_var_ref──=──expr──reduction_op──reduction_var_ref──────────────►◄

►►──reduction_var_ref──=──reduction_var_ref──reduction_op──expr──────────────►◄

►►──reduction_var_ref =──reduction_function──(expr,──reduction_var_ref)──────►◄

►►──reduction_var_ref =──reduction_function──(reduction_var_ref,──expr)──────►◄
```

where:

reduction_var_ref
: is a variable or subobject of a variable that appears in a **REDUCTION** clause

reduction_op
: is one of: **+**, **–**, *****, **.AND.**, **.OR.**, **.EQV.**, **.NEQV.**, or **.XOR.**

reduction_function
: is one of: **MAX**, **MIN**, **IAND**, **IOR**, or **IEOR**

The following rules apply to **REDUCTION** statements:
1. A reduction statement is an assignment statement that occurs in the range of an **INDEPENDENT DO** loop. A variable in the **REDUCTION** clause must only occur in a **REDUCTION** statement within the **INDEPENDENT DO** loop.
2. The two *reduction_var_ref*s that appear in a **REDUCTION** statement must be lexically identical.
3. The syntax of the **INDEPENDENT** directive does not allow you to designate an array element or array section as a **REDUCTION** variable in the **REDUCTION** clause. Although such a subobject may occur in a **REDUCTION** statement, it is the entire array that is treated as a **REDUCTION** variable.

4. You cannot use the following form of the **REDUCTION** statement:

```
►►──reduction_var_ref── = ──expr── - ──reduction_var_ref──────────────────────►◄
```

Examples

Example 1:

```
       INTEGER A(10),B(10,12),F
!IBM*  INDEPENDENT                      ! The NEW clause cannot be
       FORALL (I=1:9:2) A(I)=A(I+1)     ! specified before a FORALL
!IBM*  INDEPENDENT, NEW(J)
       DO M=1,10
         J=F(M)                         ! 'J' is used as a scratch
         A(M)=J*J                       ! variable in the loop
!IBM*    INDEPENDENT, NEW(N)
         DO N=1,12                      ! The first executable statement
           B(M,N)=M+N*N                 ! following the INDEPENDENT must
         END DO                         ! be either a DO or FORALL
       END DO
       END
```

Example 2:

```
       X=0
!IBM*  INDEPENDENT, REDUCTION(X)
       DO J = 1, M
         X = X + J**2
       END DO
```

Example 3:

```
       INTEGER A(100), B(100, 100)
!IBM*  INDEPENDENT, REDUCTION(A), NEW(J)   ! Example showing an array used
       DO I=1,100                          ! for a reduction variable
         DO J=1, 100
           A(I)=A(I)+B(J, I)
         END DO
       END DO
```

Related Information

- "Loop Parallelization" on page 313
- "DO Construct" on page 120
- "FORALL" on page 311
- **-qdirective** in the *User's Guide*
- **-qhot** Option in the *User's Guide*
- **-qsmp** Option in the *User's Guide*

#LINE

Purpose

The **#line** directive associates code that is created by cpp or any other Fortran source code generator with input code created by the programmer. Because the preprocessor may cause lines of code to be inserted or deleted, the **#line** directive can be useful in error reporting and debugging because it identifies which lines in the original source caused the preprocessor to generate the corresponding lines in the intermediate file.

Syntax

```
►►──#line──line_number──┬──────────┬──────────────────────────────►◄
                        └─filename─┘
```

The **#line** directive is a noncomment directive and follows the syntax rules for this type of directive.

line_number
: is a positive, unsigned integer literal constant without a **KIND** parameter. You must specify *line_number*.

filename
: is a character literal constant, with no kind type parameter. The *filename* may specify a full or relative path. The *filename* as specified will be recorded for use later. If you specify a relative path, when you debug the program the debugger will use its directory search list to resolve the *filename*.

Rules

The **#line** directive follows the same rules as other noncomment directives, with the following exceptions:

- You cannot have Inline comments on the same line as the **#line** directive.
- White space is optional between the **#** character and **line** in free source form.
- White space may not be embedded between the characters of the word **line** in fixed or free source forms.
- The **#line** directive can start anywhere on the line in fixed source form.

The **#line** directive indicates the origin of all code following the directive in the current file. Another **#line** directive will override a previous one.

If you supply a *filename*, the subsequent code in the current file will be as if it originated from that *filename*. If you omit the *filename*, and no previous **#line** directive with a specified *filename* exists in the current file, the code in the current file is treated as if it originated from the current file at the line number specified. If a previous **#line** directive with a specified *filename* does exist in the current file, the *filename* from the previous directive is used.

line_number indicates the position, in the appropriate file, of the line of code following the directive. Subsequent lines in that file are assumed to have a one to one correspondence with subsequent lines in the source file until another **#line** directive is specified or the file ends.

When XL Fortran invokes cpp for a file, the preprocessor will emit **#line** directives unless you also specify the **-d** option.

Examples

The file test.F contains:

```
!  File test.F, Line 1
#include "test.h"
PRINT*, "test.F Line 3"
...
```

```
PRINT*, "test.F Line 6"
#include "test.h"
PRINT*, "test.F Line 8"
END
```

The file test.h contains:

```
!  File test.h line 1
RRINT*,1            ! Syntax Error
PRINT*,2
```

After the C preprocessor (**/lib/cpp**) processes the file test.F with the default options:

```
#line 1 "test.F"
! File test.F, Line 1
#line 1 "test.h"
! File test.h Line 1
RRINT*,1           ! Syntax Error
PRINT*,2
#line 3 "test.F"
PRINT*, "test.F Line 3"
...
#line 6
PRINT*, "test.F Line 6"
#line 1 "test.h"
!  File test.h Line 1
RRINT*,1           ! Syntax Error
PRINT*,2
#line 8 "test.F"
PRINT*, "test.F Line 8"
END
```

The compiler displays the following messages after it processes the file that is created by the C preprocessor:

```
2       2 |RRINT*,1
!Syntax error
            ......a................
a - "test.h", line 2.6: 1515-019 (S) Syntax is incorrect.

4       2 |RRINT*,1           !Syntax error
            ......a................
a - "test.h", line 2.6: 1515-019 (S) Syntax is incorrect.
```

Related Information

- **-d** Option in the *User's Guide*
- *Passing Fortran Files through the C Preprocessor* in the *User's Guide*

LOOPID

Purpose

The **LOOPID** directive allows you to assign a unique identifier to loop within a scoping unit. You can use the identifier to direct loop transformations. The **–qreport** compiler option can use the identifier you create to provide reports on loop transformations.

Syntax

```
►►──LOOPID──(──name──)─────────────────────────────────────────►◄
```

name is an identifier that must be unique within the scoping unit.

Rules

The **LOOPID** directive must immediately precede a **BLOCK_LOOP** directive or **DO** construct.

You must not specify a **LOOPID** directive more than once for a given loop.

You must not specify a **LOOPID** directive for **DO** constructs without control statements, **DO WHILE** constructs, or an infinite **DO**.

Related Information

- For additional methods of optimizing loops, see the **BLOCK_LOOP**, **STREAM UNROLL**, **UNROLL** and the **UNROLL_AND_FUSE** directives.

NOVECTOR

Purpose

The **NOVECTOR** directive prohibits the compiler from auto-vectorizing the loop immediately following the directive, or in the **FORALL** statement. .
Auto-vectorization refers to converting certain operations performed in a loop and on successive array elements, into a call to a routine that computes several results simultaneously.

Syntax

```
►►──NOVECTOR─────────────────────────────────────────────────────────►◄
```

Rules

The first noncomment line (not including other directives) following the **NOVECTOR** directive must be a **DO** loop, **FORALL** statement, or the first statement of a **FORALL** construct. This line cannot be an infinite **DO** or **DO WHILE** loop. The **NOVECTOR** directive applies only to the **DO** loop that is immediately following the directive and does not apply to any nested **DO** loops.

You can use the **NOVECTOR** directive together with loop optimization and SMP directives.

Examples

```
SUBROUTINE VEC (A, B)
  REAL*8 A(200), B(200)
  !IBM*  NOVECTOR
  DO N = 1, 200
    B(N) = B(N) / A(N)
  END DO
END SUBROUTINE
```

Related Information

Please refer to the **-qhot=vector** compiler option for information on controlling auto-vectorization for an entire application.

PERMUTATION

Purpose

The **PERMUTATION** directive specifies that the elements of each array that is listed in the *integer_array_name_list* have no repeated values. This directive is useful when you use array elements as subscripts for other array references.

The **PERMUTATION** directive only takes effect if you specify either the **-qsmp** or **-qhot** compiler option.

Syntax

```
►►──PERMUTATION──(──integer_array_name_list──)─────────────────────────►◄
```

integer_array_name
    is an integer array with no repeated values.

Rules

The first noncomment line (not including other directives) that is following the **PERMUTATION** directive must be a **DO** loop. This line cannot be an infinite **DO** or **DO WHILE** loop. The **PERMUTATION** directive applies only to the **DO** loop that is immediately following the directive, and not to any nested **DO** loops.

Examples

```
PROGRAM EX3
  INTEGER A(100), B(100)
  !IBM*  PERMUTATION (A)
  DO I = 1, 100
    A(I) = I
    B(A(I)) = B(A(I)) + A(I)
  END DO
END PROGRAM EX3
```

Related Information

- **-qhot** Option in the *User's Guide*
- **-qsmp** Option in the *User's Guide*
- "DO" on page 282

@PROCESS

Purpose

You can specify compiler options to affect an individual compilation unit by putting the **@PROCESS** compiler directive in the source file. It can override options that are specified in the configuration file, in the default settings, or on the command line.

Syntax

```
             ┌─,──────────────────────────┐
             ▼                            │
►►──@PROCESS────option──┬──────────────────────┬┴──────────────────►◄
                        └─(──suboption_list──)─┘
```

option is the name of a compiler option, without the **-q**

suboption
is a suboption of a compiler option

Rules

In fixed source form, **@PROCESS** can start in column 1 or after column 6. In free source form, the **@PROCESS** compiler directive can start in any column.

You cannot place a statement label or inline comment on the same line as an **@PROCESS** compiler directive.

By default, any option settings you designate with the **@PROCESS** compiler directive are effective only for the compilation unit in which the statement appears. If the file has more than one compilation unit, the option setting is reset to its original state before the next unit is compiled. Trigger constants specified by the **DIRECTIVE** option are in effect until the end of the file (or until **NODIRECTIVE** is processed).

The **@PROCESS** compiler directive must usually appear before the first statement of a compilation unit. The only exceptions are for **SOURCE** and **NOSOURCE**, which you can put in **@PROCESS** directives anywhere in the compilation unit.

Related Information

See *Compiler Option Details* in the *User's Guide* for details on compiler options.

SNAPSHOT

Purpose

You can use the **SNAPSHOT** directive to specify a safe location where a breakpoint can be set with a debug program, and provide a set of variables that must remain visible to the debug program. The **SNAPSHOT** directive provides support for the **-qsmp** compiler option, though you can use it in a non-multi-threaded program.

There may be a slight performance hit at the point where the **SNAPSHOT** directive is set, because the variables must be kept in memory for the debug program to access. Variables made visible by the **SNAPSHOT** directive are read-only. Undefined behavior will occur if these variables are modified through the debugger. Use with discretion.

Syntax

```
►►──SNAPSHOT──(──named_variable_list──)────────────────────────────►◄
```

named_variable
is a named variable that must be accessible in the current scope.

Rules

To use the **SNAPSHOT** directive, you must specify the **-qdbg** compiler option at compilation.

Examples

Example 1: In the following example, the **SNAPSHOT** directive is used to monitor the value of private variables.

```
     INTEGER :: IDX
     INTEGER :: OMP_GET_NUM_THREADS, OMP_GET_THREAD_NUM
     INTEGER, ALLOCATABLE :: ARR(:)
!     ...

!$OMP PARALLEL, PRIVATE(IDX)
!$OMP MASTER
     ALLOCATE(ARR(OMP_GET_NUM_THREADS()))
!$OMP END MASTER
!$OMP BARRIER

    IDX = OMP_GET_THREAD_NUM() + 1

!IBM* SNAPSHOT(IDX)                 ! The PRIVATE variable IDX is made visible
                                    ! to the debugger.
    ARR(IDX) = 2*IDX + 1

!$OMP END PARALLEL
```

Example 2: In the following example, the **SNAPSHOT** directive is used to monitor the intermediate values in debugging the program.

```
      SUBROUTINE SHUFFLE(NTH, XDAT)
        INTEGER, INTENT(IN) :: NTH
        REAL, INTENT(INOUT) :: XDAT(:)
        INTEGER :: I_TH, IDX, PART(1), I, J, LB, UB
        INTEGER :: OMP_GET_THREAD_NUM
        INTEGER(8) :: Y=1
        REAL :: TEMP

        CALL OMP_SET_NUM_THREADS(NTH)
        PART = UBOUND(XDAT)/NTH

!$OMP   PARALLEL, PRIVATE(NUM_TH, I, J, LB, UB, IDX, TEMP), SHARED(XDAT)
          NUM_TH = OMP_GET_THREAD_NUM() + 1
          LB = (NUM_TH - 1)*PART(1) + 1
          UB = NUM_TH*PART(1)

          DO I=LB, UB
!$OMP       CRITICAL
              Y = MOD(65539_8*y, 2_8**31)
              IDX = INT(REAL(Y)/REAL(2_8**31)*(UB - LB) + LB)

!SMP$         SNAPSHOT(i, y, idx, num_th, lb, ub)

!$OMP       END CRITICAL
            TEMP = XDAT(I)
            XDAT(I) = XDAT(IDX)
            XDAT(IDX) = TEMP
         ENDDO

!SMP$    SNAPSHOT(TEMP)                   ! The user can examine the value
```

```
                                             ! of the TEMP variable

!$OMP  END PARALLEL
     END
```

Related Information

See the *User's Guide* for details on the **-qdbg** compiler option.

SOURCEFORM

Purpose

The **SOURCEFORM** compiler directive indicates that all subsequent lines are to be processed in the specified source form until the end of the file is reached or until an **@PROCESS** directive or another **SOURCEFORM** directive specifies a different source form.

Syntax

```
►►──SOURCEFORM──(──source──)─────────────────────────────────────►◄
```

source is one of the following: **FIXED**, **FIXED**(*right_margin*), **FREE(F90)**, **FREE(IBM)**, or **FREE**. **FREE** defaults to **FREE(F90)**.

right_margin
is an unsigned integer specifying the column position of the right margin. The default is 72. The maximum is 132.

Rules

The **SOURCEFORM** directive can appear anywhere within a file. An include file is compiled with the source form of the including file. If the **SOURCEFORM** directive appears in an include file, the source form reverts to that of the including file once processing of the include file is complete.

The **SOURCEFORM** directive cannot specify a label.

Tip

To modify your existing files to Fortran 90 free source form where include files exist:

1. Convert your include files to Fortran 90 free source form: add a **SOURCEFORM** directive to the top of each include file. For example:

   ```
   !CONVERT*SOURCEFORM (FREE(F90))
   ```

   Define your own *trigger_constant* for this conversion process.
2. Once all the include files are converted, convert the .f files. Add the same **SOURCEFORM** directive to the top of each file, or ensure that the .f file is compiled with **-qfree=f90**.
3. Once all files have been converted, you can disable the processing of the directives with the **-qnodirective** compiler option. Ensure that **-qfree=f90** is used at compile time. You may also delete any unnecessary **SOURCEFORM** directives.

Examples

```
@PROCESS DIRECTIVE(CONVERT*)
      PROGRAM MAIN         ! Main program not yet converted
      A=1; B=2
      INCLUDE 'freeform.f'
      PRINT *, RESULT      ! Reverts to fixed form
      END
```

where file freeform.f contains:

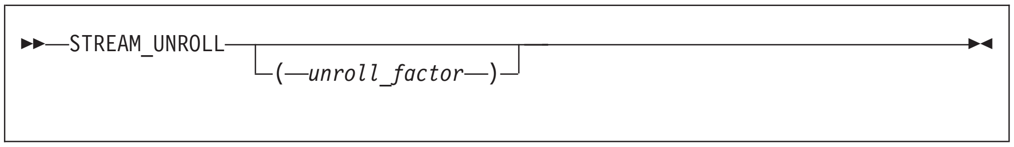
```
!CONVERT* SOURCEFORM(FREE(F90))
RESULT = A + B
```

STREAM_UNROLL

Purpose

The **STREAM_UNROLL** directive instructs the compiler to apply the combined functionality of software prefetch and loop unrolling to **DO** loops with a large iteration count. Stream unrolling functionality is available only on POWER4™ platforms or higher, and optimizes **DO** loops to use multiple streams. You can specify **STREAM_UNROLL** for both inner and outer **DO** loops, and the compiler will use an optimal number of streams to perform stream unrolling where applicable. Applying **STREAM_UNROLL** to a loop with dependencies will produce unexpected results.

Syntax



unroll_factor
: The *unroll_factor* must be a positive scalar integer initialization expression. An *unroll_factor* of 1 disables loop unrolling. If you do not specify an *unroll_factor*, stream unrolling compiler determined.

Rules

You must specify **-qhot**, **–qipa=level=2**, or **-qsmp** compiler option to enable stream unrolling. An optimization level of **–O4** or higher also allows the compiler to perform stream unrolling.

For stream unrolling to occur, a **STREAM_UNROLL** directive must precede a **DO** loop.

You must not specify the **STREAM_UNROLL** directive more than once, or combine the directive with **BLOCK_LOOP**, **UNROLL**, **NOUNROLL**, **UNROLL_AND_FUSE**, or **NOUNROLL_AND_FUSE** directives for the same **DO** construct.

You must not specify the **STREAM_UNROLL** directive for a **DO WHILE** loop or an infinite **DO** loop.

Examples

The following is an example of how **STREAM_UNROLL** can increase performance.

```
     integer, dimension(1000) :: a, b, c
     integer i, m, n

!IBM* stream_unroll(4)
      do i =1, n
        a(i) = b(i) + c(i)
      enddo
     end
```

An *unroll factor* reduces the number of iterations from n to n/4, as follows:

```
m = n/4
do  i =1, n/4
    a(i) = b(i) + c(i)
    a(i+m) = b(i+m) + c(i+m)
    a(i+2*m) = b(i+2*m) + c(i+2*m)
    a(i+3*m) = b(i+3*m) + c(i+3*m)
enddo
```

The increased number of read and store operations are distributed among a number of streams determined by the compiler, reducing computation time and boosting performance.

Related Information

- For further information on using prefetch techniques in XL Fortran see the **PREFETCH** directive set.
- For additional methods on optimizing loops, see the **BLOCK_LOOP**, **LOOPID**, **UNROLL** and the **UNROLL_AND FUSE** directives.

SUBSCRIPTORDER

Purpose

The **SUBSCRIPTORDER** directive rearranges the subscripts of an array. This results in a new array shape, since the directive changes the order of array dimensions in the declaration. All references to the array are correspondingly rearranged to match the new array shape.

Used with discretion, the **SUBSCRIPTORDER** directive may improve performance by increasing the number of cache hits and the amount of data prefetching. You may have to experiment with this directive until you find the arrangement that yields the most performance benefits. You may find **SUBSCRIPTORDER** especially useful when porting code originally intended for a non-cached hardware architecture.

In a cached hardware architecture, such as the PowerPC, an entire cache line of data is often loaded into the processor in order to access each data element. Changing the storage arrangement can be used to ensure that consecutively accessed elements are stored adjacently. This may result in a performance improvement, as there are more element accesses for each cache line referenced. Additionally, adjacently storing array elements which are consecutively accessed may help to better exploit the processor’s prefetching facility.

Syntax

```
                          ┌─,──────────────────────┐
                          ▼                        │
►►──SUBSCRIPTORDER──(────subscriptorder_array──┴──)──────────────────────►◄
```

where *subscriptorder_array* is:

```
                    ┌─,────────────────────────┐
                    ▼                          │
►►──array_name──(────subscriptorder_number──┴──)──────────────────────►◄
```

array name
: is the name of an array.

subscriptorder_number
: is an integer constant.

Rules

The **SUBSCRIPTORDER** directive must appear in a scoping unit preceding all declarations and references to the arrays in the subscriptorder_array list. The directive only applies to that scoping unit and must contain at least one array. If multiple scoping units share an array, then you must apply the **SUBSCRIPTORDER** directive to each of the applicable scoping units with identical subscript arrangements. Examples of methods of array sharing between scoping units include **COMMON** statements, **USE** statements, and subroutine arguments.

The lowest subscript number in a *subscriptorder_number* list must be 1. The highest number must be equal to the number of dimensions in the corresponding array. Every integer number between these two limits, including the limits, signifies a subscript number prior to rearrangement and must be included exactly once in the list.

You must not apply a **SUBSCRIPTORDER** directive multiple times to a particular array in a scoping unit.

You must maintain array shape conformance in passing arrays as actual arguments to elemental procedures, if one of the arrays appears in a **SUBSCRIPTORDER** directive. You must also adjust the actual arguments of the **SHAPE**, **SIZE**, **LBOUND**, and **UBOUND** inquiry intrinsic procedures and of most transformational intrinsic procedures.

You must manually modify data in input data files and in explicit initializations for arrays that appear in the **SUBSCRIPTORDER** directive.

On arrays to which the **COLLAPSE** directive is also applied, the **COLLAPSE** directive always refers to the pre-subscriptorder dimension numbers.

You must not rearrange the last dimension of an assumed-size array.

Examples

Example 1: In the following example, the **SUBSCRIPTORDER** directive is applied to an explicit-shape array and swaps the subscripts in every reference to the array, without affecting the program output.

```
!IBM* SUBSCRIPTORDER(A(2,1))
      INTEGER COUNT/1/, A(3,2)

      DO J = 1, 3
       DO K = 1, 2
    ! Inefficient coding: innermost index is accessing rightmost
    ! dimension.  The subscriptorder directive compensates by
    ! swapping the subscripts in the array's declaration and
    ! access statements.
    !
         A(J,K) = COUNT
         PRINT*, J, K, A(J,K)

         COUNT = COUNT + 1
      END DO
    END DO
```

Without the directive above, the array shape is (3,2) and the array elements would be stored in the following order:

```
A(1,1) A(2,1) A(3,1) A(1,2) A(2,2) A(3,2)
```

With the directive, the array shape is (2,3) and the array elements are stored in the following order:

```
A(1,1) A(2,1) A(1,2) A(2,2) A(1,3) A(2,3)
```

Related Information

For more information on the **COLLAPSE** directive, see “COLLAPSE” on page 437

UNROLL

Purpose

The **UNROLL** directive instructs the compiler to attempt loop unrolling where applicable. Loop unrolling replicates the body of the **DO** loop to reduce the number of iterations required to complete the loop.

You can control loop unrolling for an entire file using the **-qunroll** compiler option. Specifying the directive for a particular **DO** loop always overrides the compiler option.

Syntax

```
►►──┬─UNROLL──┬───────────────────────┬─┬──────────────────────────►◄
    │         └─(──unroll_factor──)───┘ │
    └─NOUNROLL──────────────────────────┘
```

unroll_factor

The *unroll_factor* must be a positive scalar integer initialization expression. An *unroll_factor* of 1 disables loop unrolling. If you do not specify an *unroll_factor*, loop unrolling is compiler determined.

Rules

For loop unrolling to occur, an **UNROLL** directive must precede a **DO** loop.

You must not specify the **UNROLL** directive more than once, or combine the directive with **BLOCK_LOOP**, **NOUNROLL**, **STREAM_UNROLL**, **UNROLL_AND_FUSE**, or **NOUNROLL_AND_FUSE** directives for the same **DO** construct.

You must not specify the **UNROLL** directive for a **DO WHILE** loop or an infinite **DO** loop.

Examples

Example 1: In this example, the **UNROLL(2)** directive is used to tell the compiler that the body of the loop can be replicated so that the work of two iterations is performed in a single iteration. Instead of performing 1000 iterations, if the compiler unrolls the loop, it will only perform 500 iterations.

```
!IBM* UNROLL(2)
      DO I = 1, 1000
         A(I) = I
      END DO
```

If the compiler chooses to unroll the previous loop, the compiler translates the loop so that it is essentially equivalent to the following:

```
     DO I = 1, 1000, 2
        A(I) = I
        A(I+1) = I + 1
     END DO
```

Example 2: In the first **DO** loop, **UNROLL(3)** is used. If unrolling is performed, the compiler will unroll the loop so that the work of three iterations is done in a single iteration. In the second **DO** loop, the compiler determines how to unroll the loop for maximum performance.

```
      PROGRAM GOODUNROLL

      INTEGER I, X(1000)
      REAL A, B, C, TEMP, Y(1000)

!IBM* UNROLL(3)
      DO I = 1, 1000
         X(I) = X(I) + 1
      END DO

!IBM* UNROLL
      DO I = 1, 1000
         A = -I
         B = I + 1
         C = I + 2
         TEMP = SQRT(B*B - 4*A*C)
         Y(I) = (-B + TEMP) / (2*A)
      END DO
      END PROGRAM GOODUNROLL
```

Related Information

- For additional methods of optimizing loops, see the **BLOCK_LOOP**, **LOOPID**, **STREAM UNROLL** and the **UNROLL_AND_FUSE** directives.

UNROLL_AND_FUSE

Purpose

The **UNROLL_AND_FUSE** directive instructs the compiler to attempt a loop unroll and fuse where applicable. Loop unrolling replicates the body of multiple **DO** loops and combines the necessary iterations into a single unrolled loop. Using a fused loop can minimize the required number of loop iterations, while reducing the frequency of cache misses. Applying **UNROLL_AND_FUSE** to a loop with dependencies will produce unexpected results.

Syntax

```
►►──┬─UNROLL_AND_FUSE──┬──────────────────────┬─┬──────────────────────────►◄
    │                  └─(──unroll_factor──)─┘ │
    └─NOUNROLL_AND_FUSE────────────────────────┘
```

unroll_factor
: The *unroll_factor* must be a positive scalar integer initialization expression. An *unroll_factor* of 1 disables loop unrolling. If you do not specify an *unroll_factor*, loop unrolling is compiler determined.

Rules

For loop unrolling to occur, an **UNROLL_AND_FUSE** directive must precede a **DO** loop.

You must not specify the **UNROLL_AND_FUSE** directive for the innermost **DO** loop.

You must not specify the **UNROLL_AND_FUSE** directive more than once, or combine the directive with **BLOCK_LOOP**, **NOUNROLL_AND_FUSE**, **NOUNROLL**, **UNROLL**, or **STREAM_UNROLL** directives for the same **DO** construct.

You must not specify the **UNROLL_AND_FUSE** directive for a **DO WHILE** loop or an infinite **DO** loop.

Examples

Example 1: In the following example, the **UNROLL_AND_FUSE** directive replicates and fuses the body of the loop. This reduces the number of cache misses for Array *B*.

```
      INTEGER, DIMENSION(1000, 1000) :: A, B, C
!IBM* UNROLL_AND_FUSE(2)
      DO I = 1, 1000
         DO J = 1, 1000
            A(J,I) = B(I,J) * C(J,I)
         END DO
      END DO
      END
```

The **DO** loop below shows a possible result of applying the **UNROLL_AND_FUSE** directive.

```
      DO I = 1, 1000, 2
         DO J = 1, 1000
            A(J,I) = B(I,J) * C(J,I)
            A(J,I+1) = B(I+1, J) * C(J, I+1)
         END DO
      END DO
```

Example 2: The following example uses multiple **UNROLL_AND_FUSE** directives:

```
      INTEGER, DIMENSION(1000, 1000) :: A, B, C, D, H
!IBM* UNROLL_AND_FUSE(4)
      DO I = 1, 1000
!IBM* UNROLL_AND_FUSE(2)
         DO J = 1, 1000
            DO k = 1, 1000
               A(J,I) = B(I,J) * C(J,I) + D(J,K)*H(I,K)
            END DO
         END DO
      END DO
      END
```

Related Information

- For additional methods of optimizing loops, see the **BLOCK_LOOP**, **LOOPID**, **STREAM UNROLL** and the **UNROLL** directives.

End of IBM Extension

Hardware-Specific Directives

This section provides an alphabetical reference to hardware-specific compiler directives. Unless otherwise noted, a directive will function on any supported hardware. This section contains the following directives:

"CACHE_ZERO"	"LIGHT_SYNC" on page 460
"ISYNC" on page 460	"PREFETCH" on page 460
"PROTECTED STREAM" on page 463	

CACHE_ZERO

Purpose

The **CACHE_ZERO** directive invokes the machine instruction, data cache block set to zero (dcbz). This instruction sets the data cache block corresponding to the variables you specify to zero. Use this directive with discretion.

Syntax

```
►►──CACHE_ZERO──(──cv_var_list──)────────────────────────────────────►◄
```

cv_var is a variable associated with the cache block that is set to zero. The variable must be a data object with a determinable storage address. The variable cannot be a procedure name, subroutine name, module name, function name, constant, label, zero-sized string, or an array with vector subscripts.

Examples

In the following example, assume that array *ARRA* has already been loaded into a cache block that you want to set to zero. The data in the cache block is then set to zero.

```
   real(4) :: arrA(2**5)
 ! ....
 !IBM* CACHE_ZERO(arrA(1))           ! set data in cache block to zero
```

EIEIO

Purpose

Enforce In-order Execution of Input/Output (**EIEIO**).

The **EIEIO** directive allows you to specify that all I/O storage access instructions preceding the directive complete before any I/O access instruction subsequent to the directive can begin. Use **EIEIO** when managing shared data instruction where the execution order of load/store access is significant.

EIEIO can provide the necessary functionality for controlling I/O stores without the cost to performance that can occur with other synchronization instructions.

Syntax

```
►►──EIEIO──────────────────────────────────────────────────────────►◄
```

ISYNC

Purpose

The **ISYNC** directive enables you to discard any prefetched instructions after all preceding instructions complete. Subsequent instructions are fetched or refetched from storage and execute in the context of previous instructions. The directive only affects the processor that executes **ISYNC**.

Syntax

```
►►──ISYNC──────────────────────────────────────────────────────────►◄
```

LIGHT_SYNC

Purpose

The **LIGHT_SYNC** directive ensures that all stores prior to **LIGHT_SYNC** complete before any new instructions can be executed on the processor that executed the **LIGHT_SYNC** directive. This allows you to synchronize between multiple processors with minimal performance impact, as **LIGHT_SYNC** does not wait for confirmation from each processor.

Syntax

```
►►──LIGHT_SYNC─────────────────────────────────────────────────────►◄
```

PREFETCH

Purpose

XL Fortran provides five directives for compiler-assisted software prefetching, as follows:

- The **PREFETCH_BY_STREAM** prefetch technique uses the prefetch engine to recognize sequential access to adjacent cache lines and then requests anticipated lines from deeper levels of the memory hierarchy. This technique establishes a path or stream as repeated references to main memory are made, increasing the depth of the prefetch until enough lines are loaded into the cache. To fetch data from decremental memory addresses, use the **PREFETCH_BY_STREAM_BACKWARD** directive. To fetch data from incremental memory addresses, use the **PREFETCH_BY_STREAM_FORWARD**

directive. The use of this streamed prefetch to load data from main memory into the cache can reduce or eliminate load latency.
- The **PREFETCH_FOR_LOAD** directive prefetches data into the cache for reading by way of a cache prefetch instruction.
- The **PREFETCH_FOR_STORE** directive prefetches data into the cache for writing by way of a cache prefetch instruction.

Syntax

The **PREFETCH** directive can take the following forms:

```
►►──PREFETCH_BY_LOAD──(──prefetch_variable_list──)──────────────────────►◄
```

```
►►──PREFETCH_FOR_LOAD──(──prefetch_variable_list──)─────────────────────►◄
```

```
►►──PREFETCH_FOR_STORE──(──prefetch_variable_list──)────────────────────►◄
```

Note: Valid for any PowerPC architecture.

```
►►──PREFETCH_BY_STREAM_BACKWARD──(──prefetch_variable──)────────────────►◄
```

Note: Valid for any PowerPC architecture.

```
►►──PREFETCH_BY_STREAM_FORWARD──(──prefetch_variable──)─────────────────►◄
```

Note: Valid for any PowerPC architecture.

prefetch_variable
: is a variable to be prefetched. The variable must be a data object with a determinable storage address. The variable can be of any data type, including intrinsic and derived data types. The variable cannot be a procedure name, subroutine name, module name, function name, constant, label, zero-sized string, or an array with a vector subscript.

Rules

To use the **PREFETCH_BY_STREAM_BACKWARD**, **PREFETCH_BY_STREAM_FORWARD**, **PREFETCH_FOR_LOAD** and **PREFETCH_FOR_STORE** directives, you must compile for PowerPC hardware.

When you prefetch a variable, the memory block that includes the variable address is loaded into the cache. A memory block is equal to the size of a cache line. Since the variable you are loading into the cache may appear anywhere within the memory block, you may not be able to prefetch all the elements of an array.

These directives may appear anywhere in your source code where executable constructs may appear.

These directives can add run-time overhead to your program. Therefore you should use the directives only where necessary.

To maximize the effectiveness of the prefetch directives, it is recommended that you specify the **LIGHT_SYNC** directive after a single prefetch or at the end of a series of prefetches.

Examples

Example 1: This example shows valid uses of the **PREFETCH_BY_LOAD**, **PREFETCH_FOR_LOAD**, and **PREFETCH_FOR_STORE** directives.

For this example, assume that the size of the cache line is 64 bytes and that none of the declared data items exist in the cache at the beginning of the program. The rationale for using the directives is as follows:

- All elements of array *ARRA* will be assigned; therefore, you can use the **PREFETCH_FOR_STORE** directive to bring the first 16 and second 16 elements of the array into the cache before they are referenced.
- Since all elements of array *ARRC* will be read, you can use the **PREFETCH_FOR_LOAD** directive to bring the first 16 and second 16 elements of the array into the cache before they are referenced. (Assume that the elements have been initialized first.)
- Each iteration of the loop will use variables *A*, *B*, *C*, *TEMP*, *I*, *K* and array element *ARRB(I*32)*; you can use the **PREFETCH_BY_LOAD** directive to load the variables and the array into the cache. (Because of the size of the cache line, you will fetch 16 elements of *ARRB*, starting at element *ARRB(I*32)*).

```
      PROGRAM GOODPREFETCH

      REAL*4 A, B, C, TEMP
      REAL*4 ARRA(2**5), ARRB(2**10), ARRC(2**5)
      INTEGER(4) I, K

! Bring ARRA into cache for writing.
!IBM* PREFETCH_FOR_STORE (ARRA(1), ARRA(2**4+1))

! Bring ARRC into cache for reading.
!IBM* PREFETCH_FOR_LOAD (ARRC(1), ARRC(2**4+1))

! Bring all variables into the cache.
!IBM* PREFETCH_BY_LOAD (A, B, C, TEMP, I , K)

! A subroutine is called to allow clock cycles to pass so that the
! data is loaded into the cache before the data is referenced.
      CALL FOO()
      K = 32
      DO I = 1, 2 ** 5

! Bring ARRB(I*K) into the cache
!IBM* PREFETCH_BY_LOAD (ARRB(I*K))
        A = -I
        B = I + 1
        C = I + 2
        TEMP = SQRT(B*B - 4*A*C)
        ARRA(I) = ARRC(I) + (-B + TEMP) / (2*A)
        ARRB(I*K) = (-B - TEMP) / (2*A)
      END DO
      END PROGRAM GOODPREFETCH
```

Example 2: In this example, assume that the total cache line's size is 256 bytes, and that none of the declared data items are initially stored in the cache or register. All elements of array *ARRA* and *ARRC* will then be read into the cache.

```
     PROGRAM PREFETCH_STREAM

     REAL*4 A, B, C, TEMP
     REAL*4 ARRA(2**5), ARRC(2**5), ARRB(2**10)
     INTEGER*4 I, K

! All elements of ARRA and ARRC are read into the cache.
!IBM* PREFETCH_BY_STREAM_FORWARD(ARRA(1))
! You can substitute PREFETCH_BY_STREAM_BACKWARD (ARRC(2**5)) to read all
! elements of ARRA and ARRC into the cache.
     K = 32
     DO I = 1, 2**5
        A = -i
        B = i + 1
        C = i + 2
        TEMP = SQRT(B*B -4*A*C)
        ARRA(I) = ARRC(I) + (-B + TEMP) / (2*A)
        ARRB(I*K) = (-B -TEMP) / (2*A)
     END DO
     END PROGRAM PREFETCH_STREAM
```

Related Information

For information on applying prefetch techniques to loops with a large iteration count, see the **STREAM_UNROLL** directive.

PROTECTED STREAM

Purpose

The **PROTECTED STREAM** directives allow you to manage protected streams. These streams are protected from being replaced by any hardware-detected streams.

XL Fortran provides the following 8 protected stream directives:

- The **PROTECTED_UNLIMITED_STREAM_SET_GO_FORWARD** directive establishes an unlimited-length protected stream that begins with the cache line at the specified prefetch variable and fetches from increasing memory addresses. The **PROTECTED_UNLIMITED_STREAM_SET_GO_BACKWARD** directive fetches from decreasing memory addresses.
- The **PROTECTED_STREAM_SET_GO_FORWARD** directive establishes a limited-length protected stream that begins with the cache line at the specified prefetch variable and fetches from increasing memory addresses. The **PROTECTED_STREAM_SET_GO_BACKWARD** directive fetches from decreasing memory addresses.
- The **PROTECTED_STREAM_COUNT** directive sets the number of cache lines for the specified limited-length stream.
- The **PROTECTED_STREAM_GO** directive starts to prefetch all limited-length streams.
- The **PROTECTED_STREAM_STOP** directive stops prefetching the specified protected stream.

- The **PROTECTED_STREAM_STOP_ALL** directive stops prefetching all protected streams.

Syntax

The **PROTECTED** directive can take the following forms:

```
►►──PROTECTED_UNLIMITED_STREAM_SET_GO_FORWARD──(──prefetch_variable──,──stream_ID──)──────────►◄
```

Note: Valid for PowerPC 970 and POWER5™.

```
►►──PROTECTED_UNLIMITED_STREAM_SET_GO_BACKWARD──(──prefetch_variable──,──stream_ID──)─────────►◄
```

Note: Valid for PowerPC 970 and POWER5.

```
►►──PROTECTED_STREAM_SET_GO_FORWARD──(──prefetch_variable──,──stream_ID──)──────────►◄
```

Note: Valid for POWER5 only.

```
►►──PROTECTED_STREAM_SET_GO_BACKWARD──(──prefetch_variable──,──stream_ID──)─────────►◄
```

Note: Valid for POWER5 only.

```
►►──PROTECTED_STREAM_COUNT──(──unit_count──)────────────────────────────────────────►◄
```

Note: Valid for POWER5 only.

```
►►──PROTECTED_STREAM_GO─────────────────────────────────────────────────────────────►◄
```

Note: Valid for POWER5 only.

```
►►──PROTECTED_STREAM_STOP──(──stream_ID──)──────────────────────────────────────────►◄
```

Note: Valid for POWER5 only.

```
►►──PROTECTED_STREAM_STOP_ALL──────────────────────────────────────────►◄
```

Note: Valid for POWER5 only.

prefetch_variable
: is a variable to be prefetched. The variable must be a data object with a determinable storage address. The variable can be of any data type, including intrinsic and derived data types. The variable cannot be a procedure name, subroutine name, module name, function name, literal constant, label, zero-sized string, zero-length array, or array with a vector subscript.

stream_ID
: is the ID for the prefetched stream. It must be scalar and of type integer. It can be any number from 0 to 7.

unit_count
: is the number of cache lines for the limited-length protected stream. It must be scalar and of type integer. It can be any number from 0 to 1023. For a stream that is larger than 1024 cache lines, use the **PROTECTED_UNLIMITED_STREAM** directives instead of the **PROTECTED_STREAM** directives.

Related Information

For information on applying prefetch techniques to loops with a large iteration count, see the **STREAM_UNROLL** directive.

SMP Directives

IBM Extension

The Symmetric Multiprocessing (SMP) Directives section contains the following :

-
-
-

An Introduction to SMP Directives

The SMP directives described in this section allow you to exert control over parallelization. For example, the **PARALLEL DO** directive specifies that the loop immediately following the directive should be run in parallel. All SMP directives are comment form directives. For more information on rules and syntax for comment form directives, see "Comment Form Directives" on page 429.

- To ensure that the compiler will recognize SMP directives, compile code using either the **xlf_r**, **xlf_r7**, **xlf90_r**, **xlf90_r7**, or **xlf95_r**, or **xlf95_r7** invocation commands, specifying the **-qsmp** compiler option. See the directive descriptions found in this section for more details.
- To ensure that the compiler will link threadsafe libraries, compile code using either the **xlf_r**, **xlf_r7**, **xlf90_r**, **xlf90_r7**, **xlf95_r**, or **xlf95_r7** invocation commands.
- XL Fortran supports the OpenMP specification, as understood and interpreted by IBM. To ensure the greatest portability of code, we recommend that you use these directives whenever possible. You should use them with the OpenMP *trigger_constant*, **$OMP**; but you should not use this *trigger_constant* with any other directive.

XL Fortran supports the following SMP directives, divided as follows:

Parallel Region Construct

Parallel constructs form the foundation of OpenMP based parallel execution in XL Fortran. The **PARALLEL/END PARALLEL** directive pair forms a basic parallel construct. Each time an executing thread enters a parallel region, it creates a team of threads and becomes master of that team. This allows parallel execution to take place within that construct by the threads in that team. The following directives are necessary for a parallel region:

PARALLEL	**END PARALLEL**

Work-sharing Constructs

Work-sharing constructs divide the execution of code enclosed by the construct between threads in a team. For work-sharing to take place, the construct must be enclosed within the dynamic extent of a parallel region. For further information on work-sharing constructs, see the following directives:

DO	**END DO**
SECTIONS	**END SECTIONS**

WORKSHARE	**END WORKSHARE**

Combined Parallel Work-sharing Constructs

A combined parallel work-sharing construct allows you to specify a parallel region that already contains a single work-sharing construct. These combined constructs are semantically identical to specifying a parallel construct enclosing a single work-sharing construct. For more information on implementing combined constructs, see the following directives:

PARALLEL DO	**END PARALLEL DO**
PARALLEL SECTIONS	**END PARALLEL SECTIONS**
PARALLEL WORKSHARE	**END PARALLEL WORKSHARE**

Synchronization Constructs

The following directives allow you to synchronize the execution of a parallel region by multiple threads in a team:

ATOMIC	
BARRIER	
CRITICAL	**END CRITICAL**
FLUSH	
ORDERED	**END ORDERED**

Other OpenMP Directives

The following OpenMP directives provide additional SMP functionality:

MASTER	**END MASTER**
SINGLE	**END SINGLE**
THREADPRIVATE	

Non-OpenMP SMP Directives

The following directives provide additional SMP functionality:

DO SERIAL	
SCHEDULE	
THREADLOCAL	

Detailed Descriptions of SMP Directives

The following section contains an alphabetical list of all SMP directives supported by XL Fortran. For information on directive clauses, see “OpenMP Directive Clauses” on page 513..

ATOMIC

Purpose

You can use the **ATOMIC** directive to update a specific memory location safely within a parallel region. When you use **ATOMIC**, you ensure that only one thread is writing to the memory location at a time, avoiding errors which might occur from simultaneous writes to the same memory location.

Normally, you would protect a shared variable within a **CRITICAL** construct if it is being updated by more than one thread at a time. However, certain platforms support atomic operations for updating variables. For example, some platforms might support a hardware instruction that reads from a memory location, calculates something and writes back to the location all in one atomic action. The **ATOMIC** directive instructs the compiler to use an atomic operation whenever possible. Otherwise, the compiler will use some other mechanism to perform an atomic update.

The **ATOMIC** directive only takes effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──ATOMIC──────────────────────────────────────────────────────────►◄


►►──atomic_statement────────────────────────────────────────────────►◄
```

where *atomic_statement* is:

```
►►──┬─update_variable──=──update_variable──operator──expression──────────┬──────►◄
    ├─update_variable──=──expression──operator──update_variable──────────┤
    ├─update_variable──=──intrinsic──(──update_variable──,──expression──)─┤
    └─update_variable──=──intrinsic──(──expression──,──update_variable──)─┘
```

update_variable
: is a scalar variable of intrinsic type.

intrinsic
: is one of **max**, **min**, **iand**, **ior** or **ieor**.

operator
: is one of **+**, **–**, *****, **/**, **.AND.**, **.OR.**, **.EQV.**, **.NEQV.** or **.XOR.**

expression
: is a scalar expression that does not reference *update_variable*.

Rules

The **ATOMIC** directive applies only to the statement which immediately follows it.

The *expression* in an *atomic_statement* is not evaluated atomically. You must ensure that no race conditions exist in the calculation.

All references made using the **ATOMIC** directive to the storage location of an *update_variable* within the entire program must have the same type and type parameters.

The function *intrinsic*, the operator *operator*, and the assignment must be the intrinsic function, operator and assignment and not a redefined intrinsic function, defined operator or defined assignment.

Examples

Example 1: In the following example, multiple threads are updating a counter. **ATOMIC** is used to ensure that no updates are lost.

```
      PROGRAM P
        R = 0.0
!$OMP   PARALLEL DO SHARED(R)
        DO I=1, 10
!$OMP     ATOMIC
          R = R + 1.0
        END DO
        PRINT *,R
      END PROGRAM P
```

Expected output:

```
10.0
```

Example 2: In the following example, an **ATOMIC** directive is required, because it is uncertain which element of array *Y* will be updated in each iteration.

```
      PROGRAM P
        INTEGER, DIMENSION(10) :: Y, INDEX
        INTEGER B
        Y = 5
        READ(*,*) INDEX, B
!$OMP   PARALLEL DO SHARED(Y)
        DO I = 1, 10
!$OMP     ATOMIC
          Y(INDEX(I)) = MIN(Y(INDEX(I)),B)
        END DO
        PRINT *, Y
      END PROGRAM P
```

Input data:

```
10 10 8 8 6 6 4 4 2 2   4
```

Expected output:

```
5 4 5 4 5 4 5 4 5 4
```

Example 3: The following example is invalid, because you cannot use an **ATOMIC** operation to reference an array.

```
       PROGRAM P
       REAL ARRAY(10)
         ARRAY = 0.0
!$OMP  PARALLEL DO SHARED(ARRAY)
           DO I = 1, 10
!$OMP       ATOMIC
              ARRAY = ARRAY + 1.0
           END DO
        PRINT *, ARRAY
      END PROGRAM P
```

Example 4: The following example is invalid. The *expression* must not reference the *update_variable*.

```
   PROGRAM P
         R = 0.0
!$OMP  PARALLEL DO SHARED(R)
           DO I = 1, 10
!$OMP      ATOMIC
              R = R + R
           END DO
        PRINT *, R
      END PROGRAM P
```

Related Information

- “CRITICAL / END CRITICAL” on page 472
- “PARALLEL / END PARALLEL” on page 484
- **-qsmp** Option in the *User’s Guide*

BARRIER

Purpose

The **BARRIER** directive enables you to synchronize all threads in a team. When a thread encounters a **BARRIER** directive, it will wait until all other threads in the team reach the same point.

Type

The **BARRIER** directive only takes effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──BARRIER──────────────────────────────────────────────────────────►◄
```

Rules

A **BARRIER** directive binds to the closest dynamically enclosing **PARALLEL** directive, if one exists.

A **BARRIER** directive cannot appear within the dynamic extent of the **CRITICAL**, **DO** (work-sharing), **MASTER**, **PARALLEL DO** , **PARALLEL SECTIONS**, **SECTIONS**, **SINGLE** and **WORKSHARE** directives.

All threads in the team must encounter the **BARRIER** directive if any thread encounters it.

All **BARRIER** directives and work-sharing constructs must be encountered in the same order by all threads in the team.

In addition to synchronizing the threads in a team, the **BARRIER** directive implies the **FLUSH** directive.

Examples

Example 1: An example of the **BARRIER** directive binding to the **PARALLEL** directive. Note: To calculate *C*, we need to ensure that *A* and *B* have been completely assigned to, so threads need to wait.

```
      SUBROUTINE SUB1
      INTEGER A(1000), B(1000), C(1000)
!$OMP PARALLEL
!$OMP DO
```

```
      DO I = 1, 1000
        A(I) = SIN(I*2.5)
      END DO
!$OMP END DO NOWAIT
!$OMP DO
      DO J = 1, 10000
        B(J) = X + COS(J*5.5)
      END DO
!$OMP END DO NOWAIT
         ...
!$OMP BARRIER
      C = A + B
!$OMP END PARALLEL
      END
```

Example 2: An example of a **BARRIER** directive that incorrectly appears inside a **CRITICAL** section. This can result in a deadlock because only one thread can enter a **CRITICAL** section at a time.

```
!$OMP PARALLEL DEFAULT(SHARED)

!$OMP CRITICAL
      DO I = 1, 10
        X= X + 1
!$OMP   BARRIER
        Y= Y + I*I
      END DO
!$OMP END CRITICAL
!$OMP END PARALLEL
```

Related Information

- “FLUSH” on page 478
- **-qsmp** Option in the *User's Guide*
- “PARALLEL / END PARALLEL” on page 484

CRITICAL / END CRITICAL

Purpose

The **CRITICAL** construct allows you to define independent blocks of code that are to be run by at most one thread at a time. It includes a **CRITICAL** directive that is followed by a block of code and ends with an **END CRITICAL** directive.

Type

The **CRITICAL** and **END CRITICAL** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──CRITICAL──┬──────────────────┬──────────────────────────────────►◄
              └─(──lock_name──)─┘

►►──block───────────────────────────────────────────────────────────►◄

►►──END CRITICAL──┬──────────────────┬──────────────────────────────►◄
                  └─(──lock_name──)─┘
```

lock_name
: provides a way of distinguishing different **CRITICAL** constructs of code.

block
: represents the block of code to be executed by at most one thread at a time.

Rules

The optional *lock_name* is a name with global scope. You must not use the *lock_name* to identify any other global entity in the same executable program.

If you specify the *lock_name* on the **CRITICAL** directive, you must specify the same *lock_name* on the corresponding **END CRITICAL** directive.

If you specify the same *lock_name* for more than one **CRITICAL** construct, the compiler will allow only one thread to execute any one of these **CRITICAL** constructs at any one time. **CRITICAL** constructs that have different *lock_names* may be run in parallel.

The same lock protects all **CRITICAL** constructs that do not have an explicit *lock_name*. In other words, the compiler will assign the same *lock_name*, thereby ensuring that only one thread enters any unnamed **CRITICAL** construct at a time.

The *lock_name* must not share the same name as any local entity of Class 1.

It is illegal to branch into or out of a **CRITICAL** construct.

The **CRITICAL** construct may appear anywhere in a program.

Although it is possible to nest a **CRITICAL** construct within a **CRITICAL** construct, a deadlock situation may result. The **-qsmp=rec_locks** compiler option can be used to prevent deadlocks. See the *User's Guide* for more information.

The **CRITICAL** and **END CRITICAL** directives imply the **FLUSH** directive.

Examples

Example 1: Note that in this example the **CRITICAL** construct appears within a **DO** loop that has been marked with the **PARALLEL DO** directive.

```
      EXPR=0
!OMP$ PARALLEL DO PRIVATE (I)
      DO I = 1, 100
```

```
!OMP$   CRITICAL
          EXPR = EXPR + A(I) * I
!OMP$   END CRITICAL
      END DO
```

Example 2: An example specifying a *lock_name* on the **CRITICAL** construct.

```
!SMP$ PARALLEL DO PRIVATE(T)
      DO I = 1, 100
        T = B(I) * B(I-1)
!SMP$   CRITICAL (LOCK)
          SUM = SUM + T
!SMP$   END CRITICAL (LOCK)
      END DO
```

Related Information

- "FLUSH" on page 478
- "Local Entity" on page 133
- "PARALLEL / END PARALLEL" on page 484
- **-qsmp** Option in the *User's Guide*

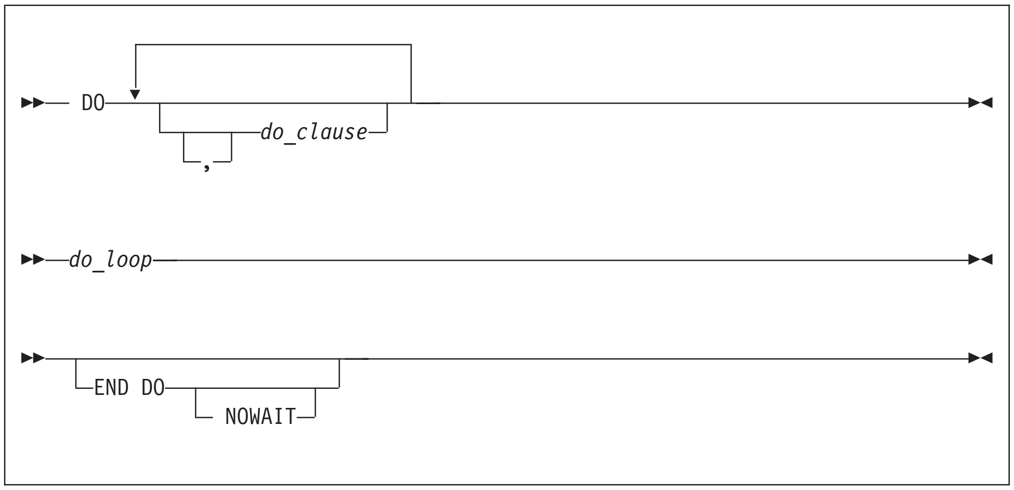
DO / END DO

Purpose

The **DO** (work-sharing) construct enables you to divide the execution of the loop among the members of the team that encounter it. The **END DO** directive enables you to indicate the end of a **DO** loop that is specified by the **DO** (work-sharing) directive.

The **DO** (work-sharing) and **END DO** directives only take effect when you specify the **-qsmp** compiler option.

Syntax



where *do_clause* is:

```
►►──┬─firstprivate_clause─┬──────────────────────────────────────────►◄
    ├─lastprivate_clause──┤
    ├─ordered_clause──────┤
    ├─private_clause──────┤
    ├─reduction_clause────┤
    └─schedule_clause─────┘
```

firstprivate_clause
    See — "FIRSTPRIVATE" on page 519.

lastprivate_clause
    See — "LASTPRIVATE" on page 520.

ordered_clause
    See — "ORDERED" on page 522

private_clause
    See — "PRIVATE" on page 523.

reduction_clause
    See — "REDUCTION" on page 524

schedule_clause
    See — "SCHEDULE" on page 527

Rules

The first noncomment line (not including other directives) that follows the **DO** (work-sharing) directive must be a **DO** loop. This line cannot be an infinite **DO** or **DO WHILE** loop. The **DO** (work-sharing) directive applies only to the **DO** loop that is immediately following the directive, and not to any nested **DO** loops.

The **END DO** directive is optional. If you use the **END DO** directive, it must immediately follow the end of the **DO** loop.

You may have a **DO** construct that contains several **DO** statements. If the **DO** statements share the same **DO** termination statement, and an **END DO** directive follows the construct, you can only specify a work-sharing **DO** directive for the outermost **DO** statement of the construct.

If you specify **NOWAIT** on the **END DO** directive, a thread that completes its iterations of the loop early will proceed to the instructions following the loop. The thread will not wait for the other threads of the team to complete the **DO** loop. If you do not specify **NOWAIT** on the **END DO** directive, each thread will wait for all other threads within the same team at the end of the **DO** loop.

If you do not specify the **NOWAIT** clause, the **END DO** directive implies the **FLUSH** directive.

All threads in the team must encounter the **DO** (work-sharing) directive if any thread encounters it. A **DO** loop must have the same loop boundary and step value for each thread in the team. All work-sharing constructs and **BARRIER** directives that are encountered must be encountered in the same order by all threads in the team.

A **DO** (work-sharing) directive must not appear within the dynamic extent of a **CRITICAL** or **MASTER** construct. In addition, it must not appear within the dynamic extent of a **PARALLEL SECTIONS** construct, work-sharing construct, or **PARALLEL DO** loop, unless it is within the dynamic extent of a **PARALLEL** construct.

You cannot follow a **DO** (work-sharing) directive by another **DO** (work-sharing) directive. You can only specify one **DO** (work-sharing) directive for a given **DO** loop.

The **DO** (work-sharing) directive cannot appear with either an **INDEPENDENT** or **DO SERIAL** directive for a given **DO** loop.

Examples

Example 1: An example of several independent **DO** loops within a **PARALLEL** construct. No synchronization is performed after the first work-sharing **DO** loop, because **NOWAIT** is specified on the **END DO** directive.

```
!$OMP PARALLEL
!$OMP DO
      DO I = 2, N
        B(I)= (A(I) + A(I-1)) / 2.0
      END DO
!$OMP END DO NOWAIT
!$OMP DO
      DO J = 2, N
         C(J) = SQRT(REAL(J*J))
      END DO
!$OMP END DO
      C(5) = C(5) + 10
!$OMP END PARALLEL
      END
```

Example 2: An example of **SHARED**, and **SCHEDULE** clauses.

```
!$OMP PARALLEL SHARED(A)
!$OMP DO SCHEDULE(STATIC,10)
      DO I = 1, 1000
         A(I) = 1 * 4
      END DO
!$OMP END DO
!$OMP END PARALLEL
```

Example 3: An example of both a **MASTER** and a **DO** (work-sharing) directive that bind to the closest enclosing **PARALLEL** directive.

```
!$OMP PARALLEL DEFAULT(PRIVATE)
      Y = 100
!$OMP MASTER
      PRINT *, Y
!$OMP END MASTER
!$OMP DO
      DO I = 1, 10
         X(I) = I
         X(I) = X(I) + Y
      END DO
!$OMP END PARALLEL
      END
```

Example 4: An example of both the **FIRSTPRIVATE** and the **LASTPRIVATE** clauses on **DO** (work-sharing) directives.

```
      X = 100

!$OMP PARALLEL PRIVATE(I), SHARED(X,Y)
!$OMP DO FIRSTPRIVATE(X), LASTPRIVATE(X)
      DO I = 1, 80
```

```
         Y(I) = X + I
         X = I
      END DO
!$OMP END PARALLEL
      END
```

Example 6: A valid example of a work-sharing **DO** directive applied to nested **DO** statements with a common **DO** termination statement.

```
!$OMP DO             ! A work-sharing DO directive can ONLY
                     ! precede the outermost DO statement.
      DO 100 I= 1,10

! !$OMP DO **Error**  ! Placing the OMP DO directive here is
                     ! invalid

        DO 100 J= 1,10

!         ...

100   CONTINUE
!$OMP END DO
```

Related Information

- “DO” on page 282
- “DO SERIAL”
- “FLUSH” on page 478
- “INDEPENDENT” on page 440
- “Loop Parallelization” on page 313
- “ORDERED / END ORDERED” on page 482
- “PARALLEL / END PARALLEL” on page 484
- “PARALLEL DO / END PARALLEL DO” on page 486
- “PARALLEL SECTIONS / END PARALLEL SECTIONS” on page 490
- “SCHEDULE” on page 493
- **-qdirective** in the *User’s Guide*
- **-qsmp** Option in the *User’s Guide*

DO SERIAL

Purpose

The **DO SERIAL** directive indicates to the compiler that the **DO** loop that is immediately following the directive must not be parallelized. This directive is useful in blocking automatic parallelization for a particular **DO** loop. The **DO SERIAL** directive only takes effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──DO SERIAL──────────────────────────────────────────────►◄
```

Rules

The first noncomment line (not including other directives) that is following the **DO SERIAL** directive must be a **DO** loop. The **DO SERIAL** directive applies only to the **DO** loop that immediately follows the directive and not to any loops that are nested within that loop.

You can only specify one **DO SERIAL** directive for a given **DO** loop. The **DO SERIAL** directive must not appear with the **DO**, or **PARALLEL DO** directive on the same **DO** loop.

White space is optional between **DO** and **SERIAL.**

You should not use the OpenMP trigger constant with this directive.

Examples

Example 1: An example with nested DO loops where the inner loop (the J loop) is not parallelized.

```
!$OMP PARALLEL DO PRIVATE(S,I), SHARED(A)
      DO I=1, 500
        S=0
        !SMP$ DOSERIAL
        DO J=1, 500
          S=S+1
        ENDDO
        A(I)=S+I
      ENDDO
```

Example 2: An example with the **DOSERIAL** directive applied in nested loops. In this case, if automatic parallelization is enabled the I or K loop may be parallelized.

```
      DO I=1, 100
!SMP$ DOSERIAL
        DO J=1, 100
          DO K=1, 100
            ARR(I,J,K)=I+J+K
          ENDDO
        ENDDO
      ENDDO
```

Related Information

- "DO / END DO" on page 474
- "DO" on page 282
- "Loop Parallelization" on page 313
- "PARALLEL DO / END PARALLEL DO" on page 486
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*

FLUSH

Purpose

The **FLUSH** directive ensures that each thread has access to data generated by other threads. This directive is required because the compiler may keep values in processor registers if a program is optimized. The **FLUSH** directive ensures that the memory images that each thread views are consistent.

The **FLUSH** directive only takes effect if you specify the **-qsmp** compiler option.

You might be able to improve the performance of your program by using the **FLUSH** directive instead of the **VOLATILE** attribute. The **VOLATILE** attribute causes variables to be flushed after every update and before every use, while **FLUSH** causes variables to be written to or read from memory only when specified.

Syntax

```
►►──FLUSH──┬─────────────────────────┬─────────────────────────────────►◄
           └─(──variable_name_list──)─┘
```

Rules

You can specify this directive anywhere in your code; however, if you specify it outside of the dynamic extent of a parallel region, it is ignored.

If you specify a *variable_name_list*, only the variables in that list are written to or read from memory (assuming that they have not been written or read already). All variables in the *variable_name_list* must be at the current scope and must be thread visible. Thread visible variables can be any of the following:

- Globally visible variables (common blocks and module data)
- Local and host-associated variables with the **SAVE** attribute
- Local variables without the **SAVE** attribute that are specified in a **SHARED** clause in a parallel region within the subprogram
- Local variables without the **SAVE** attribute that have had their addresses taken
- All pointer dereferences
- Dummy arguments

If you do not specify a *variable_name_list*, all thread visible variables are written to or read from memory.

When a thread encounters the **FLUSH** directive, it writes into memory the modifications to the affected variables. The thread also reads the latest copies of the variables from memory if it has local copies of those variables: for example, if it has copies of the variables in registers.

It is not mandatory for all threads in a team to use the **FLUSH** directive. However, to guarantee that all thread visible variables are current, any thread that modifies a thread visible variable should use the **FLUSH** directive to update the value of that variable in memory. If you do not use **FLUSH** or one of the directives that implies **FLUSH** (see below), the value of the variable might not be the most recent one.

Note that **FLUSH** is not atomic. You must **FLUSH** shared variables that are controlled by a shared lock variable with one directive and then **FLUSH** the lock variable with another. This guarantees that the shared variables are written before the lock variable.

The following directives imply a **FLUSH** directive unless you specify a **NOWAIT** clause for those directives to which it applies:

- **BARRIER**
- **CRITICAL/END CRITICAL**
- **DO/END DO**
- **END SECTIONS**
- **END SINGLE**
- **PARALLEL/END PARALLEL**
- **PARALLEL DO/END PARALLEL DO**

- **PARALLEL SECTIONS/END PARALLEL SECTIONS**
- **PARALLEL WORKSHARE/END PARALLEL WORKSHARE**
- **ORDERED/END ORDERED**

Examples

Example 1: In the following example, two threads perform calculations in parallel and are synchronized when the calculations are complete:

```
      PROGRAM P
      INTEGER INSYNC(0:1), IAM

!$OMP PARALLEL DEFAULT(PRIVATE) SHARED(INSYNC)
      IAM = OMP_GET_THREAD_NUM()
      INSYNC(IAM) = 0
!$OMP BARRIER
      CALL WORK
!$OMP FLUSH(INSYNC)
      INSYNC(IAM) = 1                        ! Each thread sets a flag
                                             ! once it has
!$OMP FLUSH(INSYNC)                          ! completed its work.
      DO WHILE (INSYNC(1-IAM) .eq. 0)        ! One thread waits for
                                             ! another to complete
!$OMP   FLUSH(INSYNC)                        ! its work.
      END DO

!$OMP END PARALLEL

      END PROGRAM P

      SUBROUTINE WORK                        ! Each thread does indep-
                                             ! endent calculations.
!       ...
!$OMP FLUSH                                  ! flush work variables
                                             ! before INSYNC
                                             ! is flushed.
      END SUBROUTINE WORK
```

Example 2: The following example is not valid, because it attempts to use **FLUSH** with a variable that is not thread visible:

```
      FUNCTION F()
      INTEGER, AUTOMATIC :: i
!$OMP FLUSH(I)
      END FUNCTION F
```

MASTER / END MASTER

Purpose

The **MASTER** construct enables you to define a block of code that will be run by only the master thread of the team. It includes a **MASTER** directive that precedes a block of code and ends with an **END MASTER** directive.

Type

The **MASTER** and **END MASTER** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──MASTER──────────────────────────────────────────────────────►◄

►►──block──────────────────────────────────────────────────────►◄

►►──END MASTER──────────────────────────────────────────────────►◄
```

block represents the block of code that will be run by the master thread of the team.

Rules

It is illegal to branch into or out of a **MASTER** construct.

A **MASTER** directive binds to the closest dynamically enclosing **PARALLEL** directive, if one exists.

A **MASTER** directive cannot appear within the dynamic extent of a work-sharing construct or within the dynamic extent of the **PARALLEL DO**, **PARALLEL SECTIONS**, and **PARALLEL WORKSHARE** directives.

No implied barrier exists on entry to, or exit from, the **MASTER** construct.

Examples

Example 1: An example of the **MASTER** directive binding to the **PARALLEL** directive.

```
!$OMP PARALLEL DEFAULT(SHARED)
!$OMP MASTER
         Y = 10.0
         X =  0.0
         DO I = 1, 4
             X = X + COS(Y) + I
         END DO
!$OMP END MASTER
!$OMP BARRIER
!$OMP DO PRIVATE(J)
         DO J = 1, 10000
              A(J) = X + SIN(J*2.5)
         END DO
!$OMP END DO
!$OMP END PARALLEL
         END
```

Related Information

- "Loop Parallelization" on page 313
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*
- "PARALLEL DO / END PARALLEL DO" on page 486
- "PARALLEL SECTIONS / END PARALLEL SECTIONS" on page 490

ORDERED / END ORDERED

Purpose

The **ORDERED / END ORDERED** directives cause the iterations of a block of code within a parallel loop to be executed in the order that the loop would execute in if it was run sequentially. You can force the code inside the **ORDERED** construct to run in a predictable order while code outside of the construct runs in parallel.

The **ORDERED** and **END ORDERED** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──ORDERED─────────────────────────────────────────────────────────►◄

►►──block───────────────────────────────────────────────────────────►◄

►►──END ORDERED─────────────────────────────────────────────────────►◄
```

block represents the block of code that will be executed in sequence.

Rules

The **ORDERED** directive can only appear in the dynamic extent of a **DO** or **PARALLEL DO** directive. It is illegal to branch into or out of an **ORDERED** construct.

The **ORDERED** directive binds to the nearest dynamically enclosing **DO** or **PARALLEL DO** directive. You must specify the **ORDERED** clause on the **DO** or **PARALLEL DO** directive to which the **ORDERED** construct binds.

ORDERED constructs that bind to different **DO** directives are independent of each other.

Only one thread can execute an **ORDERED** construct at a time. Threads enter the **ORDERED** construct in the order of the loop iterations. A thread will enter the **ORDERED** construct if all of the previous iterations have either executed the construct or will never execute the construct.

Each iteration of a parallel loop with an **ORDERED** construct can only execute that **ORDERED** construct once. Each iteration of a parallel loop can execute at most one **ORDERED** directive. An **ORDERED** construct cannot appear within the dynamic extent of a **CRITICAL** construct.

Examples

Example 1: In this example, an **ORDERED** parallel loop counts down.

```
      PROGRAM P
!$OMP PARALLEL DO ORDERED
      DO I = 3, 1, -1
!$OMP ORDERED
```

```
      PRINT *,I
!$OMP END ORDERED
      END DO
      END PROGRAM P
```

The expected output of this program is:

```
3
2
1
```

Example 2: This example shows a program with two **ORDERED** constructs in a parallel loop. Each iteration can only execute a single section.

```
      PROGRAM P
!$OMP PARALLEL DO ORDERED
      DO I = 1, 3
        IF (MOD(I,2) == 0) THEN
!$OMP     ORDERED
            PRINT *, I*10
!$OMP     END ORDERED
        ELSE
!$OMP     ORDERED
            PRINT *, I
!$OMP     END ORDERED
        END IF
      END DO
      END PROGRAM P
```

The expected output of this program is:

```
1
20
3
```

Example 3: In this example, the program computes the sum of all elements of an array that are greater than a threshold. **ORDERED** is used to ensure that the results are always reproducible: roundoff will take place in the same order every time the program is executed, so the program will always produce the same results.

```
      PROGRAM P
        REAL :: A(1000)
        REAL :: THRESHOLD = 999.9
        REAL :: SUM = 0.0

!$OMP   PARALLEL DO ORDERED
        DO I = 1, 1000
          IF (A(I) > THRESHOLD) THEN
!$OMP       ORDERED
              SUM = SUM + A(I)
!$OMP       END ORDERED
          END IF
        END DO
      END PROGRAM P
```

Note: To avoid bottleneck situations when using the **ORDERED** clause, you can try using **DYNAMIC** scheduling or **STATIC** scheduling with a small chunk size. See “SCHEDULE” on page 493 for more information.

Related Information

- “Loop Parallelization” on page 313
- **-qsmp** Option in the *User’s Guide*
- “PARALLEL DO / END PARALLEL DO” on page 486
- “DO / END DO” on page 474

- "CRITICAL / END CRITICAL" on page 472
- "SCHEDULE" on page 493

PARALLEL / END PARALLEL

Purpose

The **PARALLEL** construct enables you to define a block of code that can be executed by a team of threads concurrently. The **PARALLEL** construct includes a **PARALLEL** directive that is followed by one or more blocks of code, and ends with an **END PARALLEL** directive.

The **PARALLEL** and **END PARALLEL** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
                 ┌─────────────────────────────┐
                 ▼                             │
>>──PARALLEL─────┬─────────────────────────────┬┴──────────────────────────><
                 └──┬───┬──parallel_clause──┘
                    └─,─┘

>>──block──────────────────────────────────────────────────────────────────><

>>──END PARALLEL───────────────────────────────────────────────────────────><
```

where *parallel_clause* is:

```
>>──┬─copyin_clause──────────────────┬───────────────────────────────────────><
    ├─default_clause─────────────────┤
    ├─firstprivate_clause────────────┤
    ├─IF──(──scalar_logical_expr──)──┤
    ├─num_threads_clause─────────────┤
    ├─private_clause─────────────────┤
    ├─reduction_clause───────────────┤
    └─shared_clause──────────────────┘
```

copyin_clause
  See — "COPYIN" on page 515

default_clause
  See — "DEFAULT" on page 517

if_clause
  See — "IF" on page 518

firstprivate_clause
  See — "FIRSTPRIVATE" on page 519.

num_threads_clause
  See — "NUM_THREADS" on page 522.

private_clause
See — "PRIVATE" on page 523.

reduction_clause
See — "REDUCTION" on page 524

shared_clause
See — "SHARED" on page 529

Rules

It is illegal to branch into or out of a **PARALLEL** construct.

The **IF** and **DEFAULT** clauses can appear at most once in a **PARALLEL** directive.

You should be careful when you perform input/output operations in a parallel region. If multiple threads execute a Fortran I/O statement on the same unit, you should make sure that the threads are synchronized. If you do not, the behavior is undefined. Also note that although in the XL Fortran implementation each thread has exclusive access to the I/O unit, the OpenMP specification does not require exclusive access.

Directives that bind to a parallel region will bind to that parallel region even if it is serialized.

The **END PARALLEL** directive implies the **FLUSH** directive.

Examples

Example 1: An example of an inner **PARALLEL** directive with the **PRIVATE** clause enclosing the **PARALLEL** construct. Note: The **SHARED** clause is present on the inner **PARALLEL** construct.

```
!$OMP PARALLEL PRIVATE(X)
!$OMP DO
         DO I = 1, 10
           X(I) = I
!$OMP PARALLEL SHARED (X,Y)
!$OMP DO
      DO K = 1, 10
         Y(K,I)= K * X(I)
      END DO
!$OMP END DO
!$OMP END PARALLEL
      END DO
!$OMP END DO
!$OMP END PARALLEL
```

Example 2: An example showing that a variable cannot appear in both a **PRIVATE**, and **SHARED** clause.

```
!$OMP PARALLEL PRIVATE(A), SHARED(A)
!$OMP DO
      DO I = 1, 1000
         A(I) = I * I
      END DO
!$OMP END DO
!$OMP END PARALLEL
```

Example 3: This example demonstrates the use of the **COPYIN** clause. Each thread created by the **PARALLEL** directive has its own copy of the common block **BLOCK**. The **COPYIN** clause causes the initial value of *FCTR* to be copied into the threads that execute iterations of the **DO** loop.

```
      PROGRAM TT
      COMMON /BLOCK/ FCTR
      INTEGER :: I, FCTR
!$OMP THREADPRIVATE(/BLOCK/)
      INTEGER :: A(100)

      FCTR = -1
      A = 0

!$OMP PARALLEL COPYIN(FCTR)
!$OMP DO
      DO I=1, 100
         FCTR = FCTR + I
         CALL SUB(A(I), I)
      ENDDO
!$OMP END PARALLEL

      PRINT *, A
      END PROGRAM

      SUBROUTINE SUB(AA, J)
      INTEGER :: FCTR, AA, J
      COMMON /BLOCK/ FCTR
!$OMP THREADPRIVATE(/BLOCK/)    ! EACH THREAD GETS ITS OWN COPY
                                ! OF BLOCK.
      AA = FCTR
      FCTR = FCTR - J
      END SUBROUTINE SUB
```

The expected output is:

```
0 1 2 3 ... 96 97 98 99
```

Related Information

- “FLUSH” on page 478
- “PARALLEL DO / END PARALLEL DO”
- “INDEPENDENT” on page 440
- “THREADPRIVATE” on page 506
- “DO / END DO” on page 474
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*

PARALLEL DO / END PARALLEL DO

Purpose

The **PARALLEL DO** directive enables you to specify which loops the compiler should parallelize. This is semantically equivalent to:

```
!$OMP PARALLEL
!$OMP DO
 ...
!$OMP ENDDO
!$OMP END PARALLEL
```

and is a convenient way of parallelizing loops. The **END PARALLEL DO** directive allows you to indicate the end of a **DO** loop that is specified by the **PARALLEL DO** directive.

Type

The **PARALLEL DO** and **END PARALLEL DO** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
                     ┌─────────────────────────────┐
                     ▼                             │
►►──PARALLEL DO──────┬─────────────────────────────┬────────────────────►◄
                     └──┬─────┬──parallel_do_clause─┘
                        └─,───┘

►►──parallel_do_loop────────────────────────────────────────────────────►◄

►►──┬───────────────────┬───────────────────────────────────────────────►◄
    └──END PARALLEL DO──┘
```

where *parallel_do_clause* is:

```
►►──┬──copyin_clause────────────────────────────┬───────────────────────►◄
    ├──default_clause───────────────────────────┤
    ├──firstprivate_clause──────────────────────┤
    ├──IF──(──scalar_logical_expr──)────────────┤
    ├──lastprivate_clause───────────────────────┤
    ├──num_threads_clause───────────────────────┤
    ├──ordered_clause───────────────────────────┤
    ├──private_clause───────────────────────────┤
    ├──reduction_clause─────────────────────────┤
    ├──SCHEDULE──(──sched_type──┬──────┬──)─────┤
    │                           └─,n───┘        │
    └──shared_clause────────────────────────────┘
```

copyin_clause
: See — "COPYIN" on page 515

default_clause
: See — "DEFAULT" on page 517

if_clause
: See — "IF" on page 518.

firstprivate_clause
: See — "FIRSTPRIVATE" on page 519.

lastprivate_clause
: See — "LASTPRIVATE" on page 520.

num_threads_clause
: See — "NUM_THREADS" on page 522.

ordered_clause
: See — "ORDERED" on page 522

private_clause
: See — "PRIVATE" on page 523

reduction_clause
: See — "REDUCTION" on page 524

schedule_clause
See — "SCHEDULE" on page 527

shared_clause
See — "SHARED" on page 529

Rules

The first noncomment line (not including other directives) that is following the **PARALLEL DO** directive must be a **DO** loop. This line cannot be an infinite **DO** or **DO WHILE** loop. The **PARALLEL DO** directive applies only to the **DO** loop that is immediately following the directive, and not to any nested **DO** loops.

If you specify a **DO** loop by a **PARALLEL DO** directive, the **END PARALLEL DO** directive is optional. If you use the **END PARALLEL DO** directive, it must immediately follow the end of the **DO** loop.

You may have a **DO** construct that contains several **DO** statements. If the **DO** statements share the same **DO** termination statement, and an **END PARALLEL DO** directive follows the construct, you can only specify a **PARALLEL DO** directive for the outermost **DO** statement of the construct.

You must not follow the **PARALLEL DO** directive by a **DO** (work-sharing) or **DO SERIAL** directive. You can specify only one **PARALLEL DO** directive for a given **DO** loop.

All work-sharing constructs and **BARRIER** directives that are encountered must be encountered in the same order by all threads in the team.

The **PARALLEL DO** directive must not appear with the **INDEPENDENT** directive for a given **DO** loop.

Note: The **INDEPENDENT** directive allows you to keep your code common with **HPF** implementations. You should use the **PARALLEL DO** directive for maximum portability across multiple vendors. The **PARALLEL DO** directive is a prescriptive directive, while the **INDEPENDENT** directive is an assertion about the characteristics of the loop. For more information on the **INDEPENDENT** directive, see page 440.

The **IF** clause may appear at most once in a **PARALLEL DO** directive.

An **IF** expression is evaluated outside of the context of the parallel construct. Any function reference in the **IF** expression must not have side effects.

By default, a nested parallel loop is serialized, regardless of the setting of the **IF** clause. You can change this default by using the **-qsmp=nested_par** compiler option.

If the **REDUCTION** variable of an inner **DO** loop appears in the **PRIVATE** or **LASTPRIVATE** clause of an enclosing **DO** loop or **PARALLEL SECTIONS** construct, the variable must be initialized before the inner **DO** loop.

A variable that appears in the **REDUCTION** clause of an **INDEPENDENT** directive of an enclosing **DO** loop must not also appear in the *data_scope_entity_list* of the **PRIVATE** or **LASTPRIVATE** clause.

You should be careful when you perform input/output operations in a parallel region. If multiple threads execute a Fortran I/O statement on the same unit, you should make sure that the threads are synchronized. If you do not, the behavior is undefined. Also note that although in the XL Fortran implementation each thread has exclusive access to the I/O unit, the OpenMP specification does not require exclusive access.

Directives that bind to a parallel region will bind to that parallel region even if it is serialized.

Examples

Example 1: A valid example with the **LASTPRIVATE** clause.

```
!$OMP PARALLEL DO PRIVATE(I), LASTPRIVATE (X)
      DO I = 1,10
        X = I * I
        A(I) = X * B(I)
      END DO
      PRINT *, X                    ! X has the value 100
```

Example 2: A valid example with the **REDUCTION** clause.

```
!$OMP PARALLEL DO PRIVATE(I), REDUCTION(+:MYSUM)
      DO I = 1, 10
        MYSUM = MYSUM + IARR(I)
      END DO
```

Example 3: A valid example where more than one thread accesses a variable that is marked as **SHARED**, but the variable is used only in a **CRITICAL** construct.

```
!$OMP  PARALLEL DO SHARED (X)
     DO I = 1, 10
            A(I) = A(I) * I
!$OMP       CRITICAL
              X = X + A(I)
!$OMP       END CRITICAL
          END DO
```

Example 4: A valid example of the **END PARALLEL DO** directive.

```
         REAL A(100), B(2:100), C(100)
!$OMP PARALLEL DO
         DO I = 2, 100
             B(I) = (A(I) + A(I-1))/2.0
         END DO
!$OMP END PARALLEL DO
!$OMP PARALLEL DO
         DO  J = 1, 100
            C(J) = X + COS(J*5.5)
         END DO
!$OMP END PARALLEL DO
         END
```

Related Information

- “Loop Parallelization” on page 313
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*
- “DO” on page 282
- “DO / END DO” on page 474
- “INDEPENDENT” on page 440
- “Loop Parallelization” on page 313
- “ORDERED / END ORDERED” on page 482
- “PARALLEL / END PARALLEL” on page 484

- “PARALLEL SECTIONS / END PARALLEL SECTIONS”
- “SCHEDULE” on page 493
- “THREADPRIVATE” on page 506

PARALLEL SECTIONS / END PARALLEL SECTIONS

Purpose

The **PARALLEL SECTIONS** construct enables you to define independent blocks of code that the compiler can execute concurrently. The **PARALLEL SECTIONS** construct includes a **PARALLEL SECTIONS** directive followed by one or more blocks of code delimited by the **SECTION** directive, and ends with an **END PARALLEL SECTIONS** directive.

The **PARALLEL SECTIONS**, **SECTION** and **END PARALLEL SECTIONS** directives only take effect if you specify the **-qsmp** compiler option.

Syntax

```
                          ┌─────────────────────────────────────┐
                          ▼                                     │
►►──PARALLEL SECTIONS──────┬───────────────────────────────────┬┴──────────────►◄
                           └─┬───┬─parallel_sections_clause─┘
                             └─,─┘


                         ┌──────────────────────┐
                         ▼                      │
►►──┬─────────┬──block─────┬──────────────────┬─┴──────────────────────────────►◄
    └─SECTION─┘            └─SECTION──block───┘


►►──END PARALLEL SECTIONS──────────────────────────────────────────────────────►◄
```

where *parallel_sections_clause* is:

```
►►──┬─copyin_clause──────────────────┬──────────────────────────────────────────►◄
    ├─default_clause─────────────────┤
    ├─firstprivate_clause────────────┤
    ├─IF──(──scalar_logical_expr──)──┤
    ├─lastprivate_clause─────────────┤
    ├─num_threads_clause─────────────┤
    ├─private_clause─────────────────┤
    ├─reduction_clause───────────────┤
    └─shared_clause──────────────────┘
```

copyin_clause
: See — “COPYIN” on page 515

default_clause
: See — “DEFAULT” on page 517

firstprivate_clause
: See — “FIRSTPRIVATE” on page 519.

if_clause
: See — "IF" on page 518

lastprivate_clause
: See — "LASTPRIVATE" on page 520.

num_threads_clause
: See — "NUM_THREADS" on page 522.

private_clause
: See — "PRIVATE" on page 523.

reduction_clause
: See — "REDUCTION" on page 524

shared_clause
: See — "SHARED" on page 529

Rules

The **PARALLEL SECTIONS** construct includes the delimiting directives, and the blocks of code they enclose. The rules below also refer to *sections*. You define a section as the block of code within the delimiting directives.

The **SECTION** directive marks the beginning of a block of code. At least one **SECTION** and its block of code must appear within the **PARALLEL SECTIONS** construct. Note, however, that you do not have to specify the **SECTION** directive for the first section. The end of a block is delimited by either another **SECTION** directive or by the **END PARALLEL SECTIONS** directive.

You can use the **PARALLEL SECTIONS** construct to specify parallel execution of the identified sections of code. There is no assumption as to the order in which sections are executed. Each section must not interfere with any other section in the construct unless the interference occurs within a **CRITICAL** construct.

It is illegal to branch into or out of any block of code that is defined by the **PARALLEL SECTIONS** construct.

The compiler determines how to divide the work among the threads based on a number of factors, such as the number of threads and the number of sections to be executed in parallel. Therefore, a single thread may execute more than one **SECTION**, or a thread may not execute any **SECTION**.

All work-sharing constructs and **BARRIER** directives that are encountered must be encountered in the same order by all threads in the team.

Within a **PARALLEL SECTIONS** construct, variables that are not appearing in the **PRIVATE** clause are assumed to be **SHARED** by default.

In a **PARALLEL SECTIONS** construct, a variable that appears in the **REDUCTION** clause of an **INDEPENDENT** directive or the **PARALLEL DO** directive of an enclosing **DO** loop must not also appear in the *data_scope_entity_list* of the **PRIVATE** clause.

If the **REDUCTION** variable of the inner **PARALLEL SECTIONS** construct appears in the **PRIVATE** clause of an enclosing **DO** loop or **PARALLEL SECTIONS** construct, the variable must be initialized before the inner **PARALLEL SECTIONS** construct.

The **PARALLEL SECTIONS** construct must not appear within a **CRITICAL** construct.

You should be careful when you perform input/output operations in a parallel region. If multiple threads execute a Fortran I/O statement on the same unit, you should make sure that the threads are synchronized. If you do not, the behavior is undefined. Also note that although in the XL Fortran implementation each thread has exclusive access to the I/O unit, the OpenMP specification does not require exclusive access.

Directives that bind to a parallel region will bind to that parallel region even if it is serialized.

The **END PARALLEL SECTIONS** directive implies the **FLUSH** directive.

Examples

Example 1:

```
!$OMP PARALLEL SECTIONS
!$OMP   SECTION
          DO I = 1, 10
            C(I) = MAX(A(I),A(I+1))
          END DO
!$OMP   SECTION
          W = U + V
          Z = X + Y
!$OMP END PARALLEL SECTIONS
```

Example 2: In this example, the index variable I is declared as **PRIVATE**. Note also that the first optional **SECTION** directive has been omitted.

```
!$OMP PARALLEL SECTIONS PRIVATE(I)
          DO I = 1, 100
            A(I) = A(I) * I
          END DO
!$OMP   SECTION
          CALL NORMALIZE (B)
          DO I = 1, 100
            B(I) = B(I) + 1.0
          END DO
!$OMP   SECTION
          DO I = 1, 100
            C(I) = C(I) * C(I)
          END DO
!$OMP END PARALLEL SECTIONS
```

Example 3: This example is invalid because there is a data dependency for the variable C across sections.

```
!$OMP PARALLEL SECTIONS
!$OMP   SECTION
          DO I = 1, 10
            C(I) = C(I) * I
          END DO
!$OMP   SECTION
          DO K = 1, 10
            D(K) = C(K) + K
          END DO
!$OMP END PARALLEL SECTIONS
```

Related Information

- "PARALLEL / END PARALLEL" on page 484
- "PARALLEL DO / END PARALLEL DO" on page 486

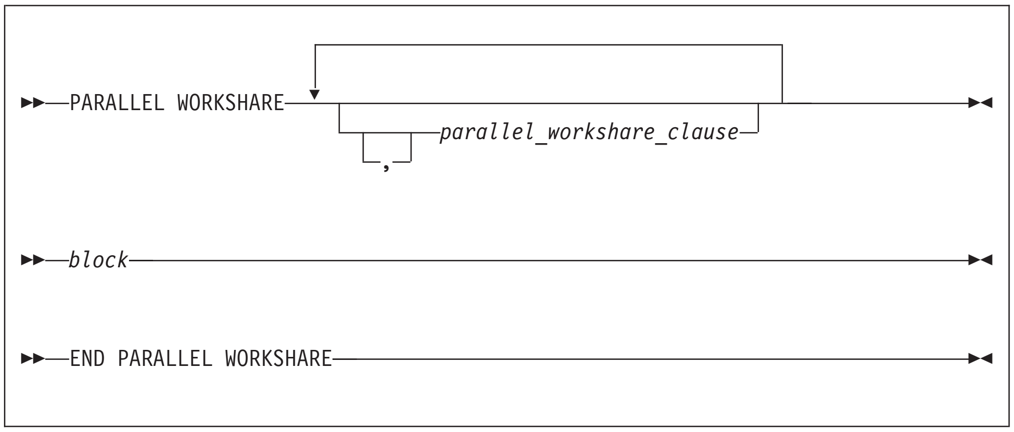
- "INDEPENDENT" on page 440
- "THREADPRIVATE" on page 506
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*

PARALLEL WORKSHARE / END PARALLEL WORKSHARE

Purpose

The **PARALLEL WORKSHARE** construct provides a short form method for including a **WORKSHARE** directive inside a **PARALLEL** construct.

Syntax



where *parallel_workshare_clause* is any of the directives accepted by either the **PARALLEL** or **WORKSHARE** directives.

Related Information

- "PARALLEL / END PARALLEL" on page 484
- "WORKSHARE" on page 510

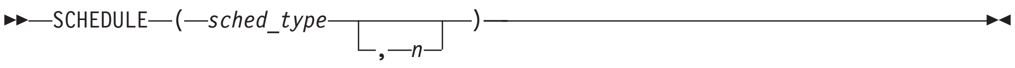
SCHEDULE

Purpose

The **SCHEDULE** directive allows the user to specify the chunking method for parallelization. Work is assigned to threads in different manners depending on the scheduling type or chunk size used.

The **SCHEDULE** directive only takes effect if you specify the **-qsmp** Option compiler option.

Syntax



n — *n* must be a positive, specification expression.You must not specify *n* for the *sched_type* **RUNTIME**.

sched_type
: is **AFFINITY**, **DYNAMIC**, **GUIDED**, **RUNTIME**, or **STATIC**

For more information on *sched_type* parameters, see the **SCHEDULE** clause.

number_of_iterations
: is the number of iterations in the loop to be parallelized.

number_of_threads
: is the number of threads used by the program.

Rules

The **SCHEDULE** directive must appear in the specification part of a scoping unit.

Only one **SCHEDULE** directive may appear in the specification part of a scoping unit.

The **SCHEDULE** directive applies to one of the following:
- All loops in the scoping unit that do not already have explicit scheduling types specified. Individual loops can have scheduling types specified using the **SCHEDULE** clause of the **PARALLEL DO** directive.
- Loops that the compiler generates and have been chosen to be parallelized by automatic parallelization. For example, the **SCHEDULE** directive applies to loops generated for **FORALL**, **WHERE**, I/O implied-**DO**, and array constructor implied-**DO**.

Any dummy arguments appearing or referenced in the specification expression for the chunk size *n* must also appear in the **SUBROUTINE** or **FUNCTION** statement and in all **ENTRY** statements appearing in the given subprogram.

If the specified chunk size *n* is greater than the number of iterations, the loop will not be parallelized and will execute on a single thread.

If you specify more than one method of determining the chunking algorithm, the compiler will follow, in order of precedence:
1. **SCHEDULE** clause to the **PARALLEL DO** directive.
2. **SCHEDULE** directive
3. **schedule** suboption to the **-qsmp** compiler option. See **-qsmp** Option in the *User's Guide*
4. **XLSMPOPTS** run-time option. See **XLSMPOPTS** in the *User's Guide*
5. run-time default (that is, **STATIC**)

Examples

Example 1. Given the following information:

```
number of iterations = 1000
number of threads = 4
```

and using the **GUIDED** scheduling type, the chunk sizes would be as follows:

```
250 188 141 106 79 59 45 33 25 19 14 11 8 6 4 3 3 2 1 1 1 1
```

The iterations would then be divided into the following chunks:

```
chunk  1 = iterations    1 to  250
chunk  2 = iterations  251 to  438
chunk  3 = iterations  439 to  579
chunk  4 = iterations  580 to  685
chunk  5 = iterations  686 to  764
chunk  6 = iterations  765 to  823
chunk  7 = iterations  824 to  868
chunk  8 = iterations  869 to  901
chunk  9 = iterations  902 to  926
chunk 10 = iterations  927 to  945
chunk 11 = iterations  946 to  959
chunk 12 = iterations  960 to  970
chunk 13 = iterations  971 to  978
chunk 14 = iterations  979 to  984
chunk 15 = iterations  985 to  988
chunk 16 = iterations  989 to  991
chunk 17 = iterations  992 to  994
chunk 18 = iterations  995 to  996
chunk 19 = iterations  997 to  997
chunk 20 = iterations  998 to  998
chunk 21 = iterations  999 to  999
chunk 22 = iterations 1000 to 1000
```

A possible scenario for the division of work could be:

```
thread 1 executes chunks 1 5 10 13 18 20
thread 2 executes chunks 2 7  9 14 16 22
thread 3 executes chunks 3 6 12 15 19
thread 4 executes chunks 4 8 11 17 21
```

Example 2. Given the following information:

```
number of iterations = 100
number of threads = 4
```

and using the **AFFINITY** scheduling type, the iterations would be divided into the following partitions:

```
partition 1 = iterations  1 to 25
partition 2 = iterations 26 to  50
partition 3 = iterations 51 to  75
partition 4 = iterations 76 to 100
```

The partitions would be divided into the following chunks:

```
chunk 1a = iterations   1 to  13
chunk 1b = iterations  14 to  19
chunk 1c = iterations  20 to  22
chunk 1d = iterations  23 to  24
chunk 1e = iterations  25 to  25

chunk 2a = iterations  26 to  38
chunk 2b = iterations  39 to  44
chunk 2c = iterations  45 to  47
chunk 2d = iterations  48 to  49
chunk 2e = iterations  50 to  50

chunk 3a = iterations  51 to  63
chunk 3b = iterations  64 to  69
chunk 3c = iterations  70 to  72
chunk 3d = iterations  73 to  74
chunk 3e = iterations  75 to  75

chunk 4a = iterations  76 to  88
chunk 4b = iterations  89 to  94
chunk 4c = iterations  95 to  97
chunk 4d = iterations  98 to  99
chunk 4e = iterations 100 to 100
```

A possible scenario for the division of work could be:

```
thread 1 executes chunks 1a 1b 1c 1d 1e 4d
thread 2 executes chunks 2a 2b 2c 2d
thread 3 executes chunks 3a 3b 3c 3d 3e 2e
thread 4 executes chunks 4a 4b 4c 4e
```

In this scenario, thread 1 finished executing all the chunks in its partition and then grabbed an available chunk from the partition of thread 4. Similarly, thread 3 finished executing all the chunks in its partition and then grabbed an available chunk from the partition of thread 2.

Example 3. Given the following information:

```
number of iterations = 1000
number of threads = 4
```

and using the **DYNAMIC** scheduling type and chunk size of 100, the chunk sizes would be as follows:

```
100 100 100 100 100 100 100 100 100 100
```

The iterations would be divided into the following chunks:

```
chunk  1 = iterations   1 to  100
chunk  2 = iterations 101 to  200
chunk  3 = iterations 201 to  300
chunk  4 = iterations 301 to  400
chunk  5 = iterations 401 to  500
chunk  6 = iterations 501 to  600
chunk  7 = iterations 601 to  700
chunk  8 = iterations 701 to  800
chunk  9 = iterations 801 to  900
chunk 10 = iterations 901 to 1000
```

A possible scenario for the division of work could be:

```
thread 1 executes chunks 1  5  9
thread 2 executes chunks 2  8
thread 3 executes chunks 3  6  10
thread 4 executes chunks 4  7
```

Example 4. Given the following information:

```
number of iterations = 100
number of threads = 4
```

and using the **STATIC** scheduling type, the iterations would be divided into the following chunks:

```
chunk 1 = iterations  1 to  25
chunk 2 = iterations 26 to  50
chunk 3 = iterations 51 to  75
chunk 4 = iterations 76 to 100
```

A possible scenario for the division of work could be:

```
thread 1 executes chunks 1
thread 2 executes chunks 2
thread 3 executes chunks 3
thread 4 executes chunks 4
```

Related Information

- "DO" on page 282

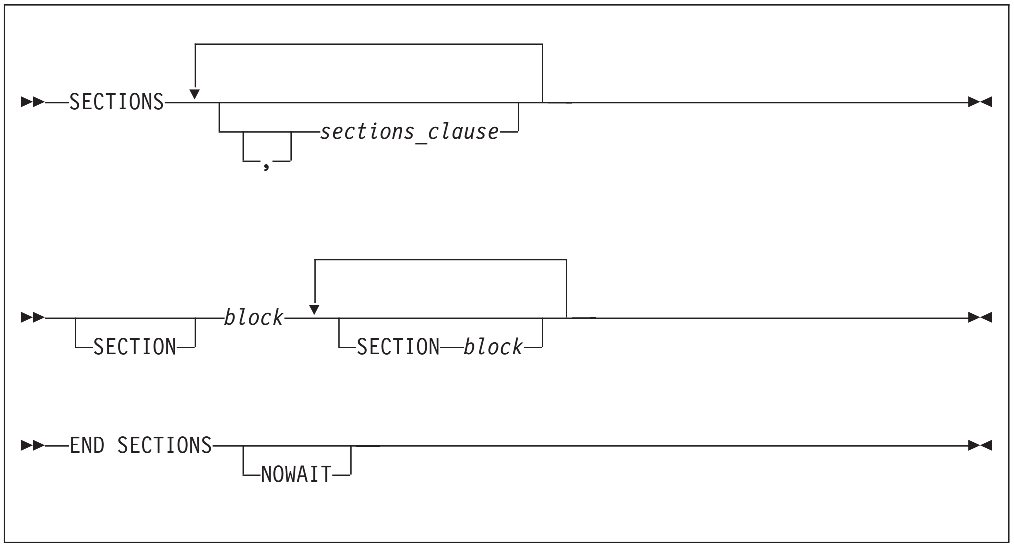
SECTIONS / END SECTIONS

Purpose

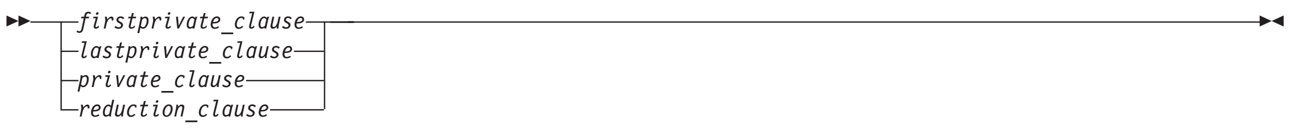
The **SECTIONS** construct defines distinct blocks of code to be executed in parallel by threads in the team.

The **SECTIONS** and **END SECTIONS** directives only take effect if you specify the **-qsmp** compiler option.

Syntax



where *sections_clause* is:



firstprivate_clause
: See — "FIRSTPRIVATE" on page 519.

lastprivate_clause
: See — "LASTPRIVATE" on page 520.

private_clause
: See — "PRIVATE" on page 523.

reduction_clause
: See — "REDUCTION" on page 524

Rules

The **SECTIONS** construct must be encountered by all threads in a team or by none of the threads in a team. All work-sharing constructs and **BARRIER** directives that are encountered must be encountered in the same order by all threads in the team.

The **SECTIONS** construct includes the delimiting directives, and the blocks of code they enclose. At least one block of code must appear in the construct.

You must specify the **SECTION** directive at the beginning of each block of code except for the first. The end of a block is delimited by either another **SECTION** directive or by the **END SECTIONS** directive.

It is illegal to branch into or out of any block of code that is enclosed in the **SECTIONS** construct. All **SECTION** directives must appear within the lexical extent of the **SECTIONS/END SECTIONS** directive pair.

The compiler determines how to divide the work among the threads based on a number of factors, such as the number of threads in the team and the number of sections to be executed in parallel. Therefore, a single thread might execute more than one **SECTION**. It is also possible that a thread in the team might not execute any **SECTION**.

In order for the directive to execute in parallel, you must place the **SECTIONS/END SECTIONS** pair within the dynamic extent of a parallel region. Otherwise, the blocks will be executed serially.

If you specify **NOWAIT** on the **SECTIONS** directive, a thread that completes its sections early will proceed to the instructions following the **SECTIONS** construct. If you do not specify the **NOWAIT** clause, each thread will wait for all of the other threads in the same team to reach the **END SECTIONS** directive. However, there is no implied **BARRIER** at the start of the **SECTIONS** construct.

You cannot specify a **SECTIONS** directive within the dynamic extent of a **CRITICAL** or **MASTER** directive.

You cannot nest **SECTIONS**, **DO** or **SINGLE** directives that bind to the same **PARALLEL** directive.

BARRIER and **MASTER** directives are not permitted in the dynamic extent of a **SECTIONS** directive.

The **END SECTIONS** directive implies the **FLUSH** directive.

Examples

Example 1: This example shows a valid use of the **SECTIONS** construct within a **PARALLEL** region.

```
      INTEGER :: I, B(500), S, SUM
! ...
      S = 0
      SUM = 0
!$OMP PARALLEL SHARED(SUM), FIRSTPRIVATE(S)
!$OMP SECTIONS REDUCTION(+: SUM), LASTPRIVATE(I)
!$OMP SECTION
        S = FCT1(B(1::2))  ! Array B is not altered in FCT1.
        SUM = SUM + S
! ...
!$OMP SECTION
        S = FCT2(B(2::2))  ! Array B is not altered in FCT2.
        SUM = SUM + S
! ...
!$OMP SECTION
        DO I = 1, 500      ! The local copy of S is initialized
          S = S + B(I)     ! to zero.
        END DO
        SUM = SUM + S
! ...
!$OMP END SECTIONS
```

```
! ...
!$OMP DO REDUCTION(-: SUM)
      DO J=I-1, 1, -1    ! The loop starts at 500 -- the last
                         ! value from the previous loop.
        SUM = SUM - B(J)
      END DO

!$OMP MASTER
      SUM = SUM - FCT1(B(1::2)) - FCT2(B(2::2))
!$OMP END MASTER
!$OMP END PARALLEL
! ...
                    ! Upon termination of the PARALLEL
                    ! region, the value of SUM remains zero.
```

Example 2: This example shows a valid use of nested **SECTIONS**.

```
!$OMP PARALLEL
!$OMP MASTER
      CALL RANDOM_NUMBER(CX)
      CALL RANDOM_NUMBER(CY)
      CALL RANDOM_NUMBER(CZ)
!$OMP END MASTER

!$OMP SECTIONS
!$OMP SECTION
!$OMP   PARALLEL
!$OMP   SECTIONS PRIVATE(I)
!$OMP   SECTION
          DO I=1, 5000
            X(I) = X(I) + CX
          END DO
!$OMP   SECTION
          DO I=1, 5000
            Y(I) = Y(I) + CY
          END DO
!$OMP   END SECTIONS
!$OMP   END PARALLEL

!$OMP SECTION
!$OMP   PARALLEL SHARED(CZ,Z)
!$OMP   DO
        DO I=1, 5000
          Z(I) = Z(I) + CZ
        END DO
!$OMP   END DO
!$OMP   END PARALLEL
!$OMP END SECTIONS NOWAIT

! The following computations do not
! depend on the results from the
! previous section.

!$OMP DO
      DO I=1, 5000
        T(I) = T(I) * CT
      END DO
!$OMP END DO
!$OMP END PARALLEL
```

Related Information

- "PARALLEL / END PARALLEL" on page 484
- "BARRIER" on page 471
- "PARALLEL DO / END PARALLEL DO" on page 486
- "INDEPENDENT" on page 440

- "THREADPRIVATE" on page 506
- **-qdirective** in the *User's Guide*
- **-qsmp** Option in the *User's Guide*

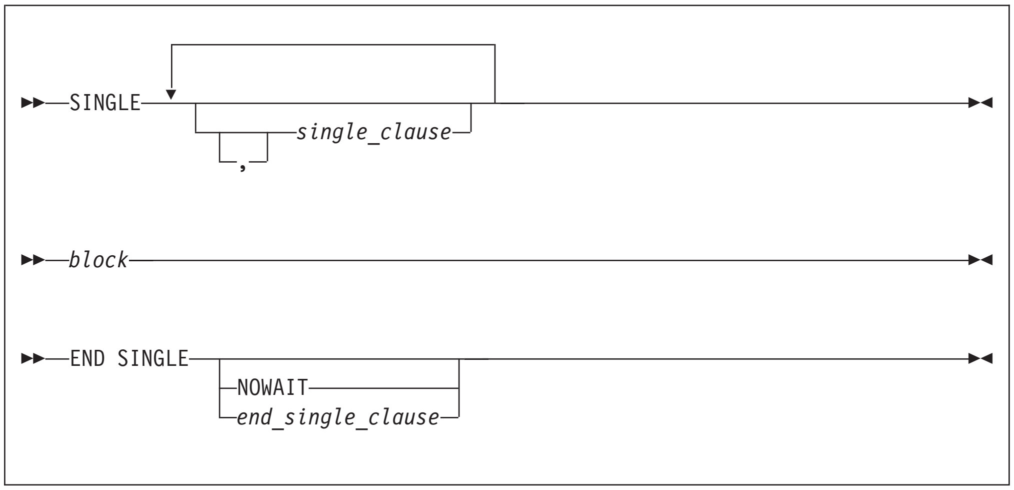
SINGLE / END SINGLE

Purpose

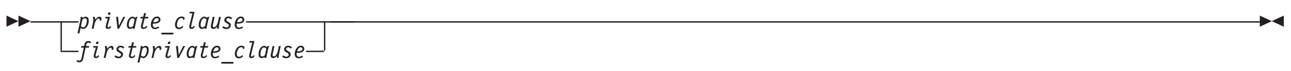
You can use the **SINGLE / END SINGLE** directive construct to specify that the enclosed code should only be executed by one thread in the team.

The **SINGLE** directive only takes effect if you specify the **–qsmp** compiler option.

Syntax



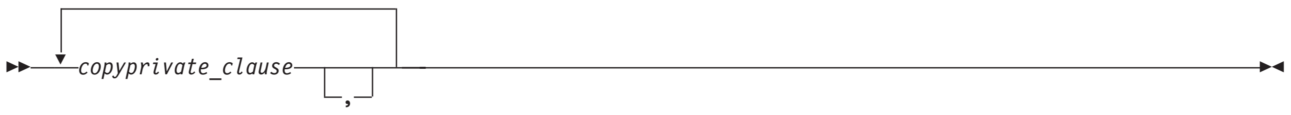
where *single_clause* is:



private_clause
See — "PRIVATE" on page 523.

firstprivate_clause
See — "FIRSTPRIVATE" on page 519.

where *end_single_clause* is:



NOWAIT

copyprivate_clause
.

Rules

It is illegal to branch into or out of a block that is enclosed within the **SINGLE** construct.

The **SINGLE** construct must be encountered by all threads in a team or by none of the threads in a team. All work-sharing constructs and **BARRIER** directives that are encountered must be encountered in the same order by all threads in the team.

If you specify **NOWAIT** on the **END SINGLE** directive, the threads that are not executing the **SINGLE** construct will proceed to the instructions following the **SINGLE** construct. If you do not specify the **NOWAIT** clause, each thread will wait at the **END SINGLE** directive until the thread executing the construct reaches the **END SINGLE** directive. You may not specify **NOWAIT** and **COPYPRIVATE** as part of the same **END SINGLE** directive.

There is no implied **BARRIER** at the start of the **SINGLE** construct. If you do not specify the **NOWAIT** clause, the **BARRIER** directive is implied at the **END SINGLE** directive.

You cannot nest **SECTIONS**, **DO** and **SINGLE** directives inside one another if they bind to the same **PARALLEL** directive.

SINGLE directives are not permitted within the dynamic extent of **CRITICAL** and **MASTER** directives. **BARRIER** and **MASTER** directives are not permitted within the dynamic extent of **SINGLE** directives.

If you have specified a variable as **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE** or **REDUCTION** in the **PARALLEL** construct which encloses your **SINGLE** construct, you cannot specify the same variable in the **PRIVATE** or **FIRSTPRIVATE** clause of the **SINGLE** construct.

The **SINGLE** directive binds to the closest dynamically enclosing **PARALLEL** directive, if one exists.

Examples

Example 1: In this example, the **BARRIER** directive is used to ensure that all threads finish their work before entering the **SINGLE** construct.

```
      REAL :: X(100), Y(50)
!     ...
!$OMP PARALLEL DEFAULT(SHARED)
      CALL WORK(X)

!$OMP BARRIER
!$OMP SINGLE
      CALL OUTPUT(X)
      CALL INPUT(Y)
!$OMP END SINGLE

      CALL WORK(Y)
!$OMP END PARALLEL
```

Example 2: In this example, the **SINGLE** construct ensures that only one thread is executing a block of code. In this case, array *B* is initialized in the **DO** (work-sharing) construct. After the initialization, a single thread is employed to perform the summation.

```
      INTEGER :: I, J
      REAL :: B(500,500), SM
!     ...
```

```
      J = ...
      SM = 0.0
!$OMP PARALLEL
!$OMP DO PRIVATE(I)
      DO I=1, 500
        CALL INITARR(B(I,:), I)       ! initialize the array B
      ENDDO
!$OMP END DO

!$OMP SINGLE                          ! employ only one thread
      DO I=1, 500
        SM = SM + SUM(B(J:J+1,I))
      ENDDO
!$OMP END SINGLE

!$OMP DO PRIVATE(I)
      DO I=500, 1, -1
        CALL INITARR(B(I,:), 501-I)   ! re-initialize the array B
      ENDDO
!$OMP END PARALLEL
```

Example 3: This example shows a valid use of the **PRIVATE** clause. Array *X* is **PRIVATE** to the **SINGLE** construct. If you were to reference array *X* immediately following the construct, it would be undefined.

```
      REAL :: X(2000), A(1000), B(1000)

!$OMP PARALLEL
!     ...
!$OMP SINGLE PRIVATE(X)
      CALL READ_IN_DATA(X)
      A = X(1::2)
      B = X(2::2)
!$OMP END SINGLE
!     ...
!$OMP END PARALLEL
```

Example 4: In this example, the **LASTPRIVATE** variable *I* is used in allocating *TMP*, the **PRIVATE** variable in the **SINGLE** construct.

```
      SUBROUTINE ADD(A, UPPERBOUND)
        INTEGER :: A(UPPERBOUND), I, UPPERBOUND
        INTEGER, ALLOCATABLE :: TMP(:)
!  ...
!$OMP   PARALLEL
!$OMP   DO LASTPRIVATE(I)
        DO I=1, UPPERBOUND
          A(I) = I + 1
        ENDDO
!$OMP   END DO

!$OMP   SINGLE FIRSTPRIVATE(I), PRIVATE(TMP)
        ALLOCATE(TMP(0:I-1))
        TMP = (/ (A(J),J=I,1,-1) /)
!  ...
        DEALLOCATE(TMP)
!$OMP   END SINGLE
!$OMP   END PARALLEL
!  ...
      END SUBROUTINE ADD
```

Example 5: In this example, a value for the variable *I* is entered by the user. This value is then copied into the corresponding variable *I* for all other threads in the team using a **COPYPRIVATE** clause on an **END SINGLE** directive.

```
      INTEGER I
!$OMP PARALLEL PRIVATE (I)
!     ...
!$OMP SINGLE
      READ (*, *) I
!$OMP END SINGLE COPYPRIVATE (I)   ! In all threads in the team, I
                                   ! is equal to the value
!     ...                          ! that you entered.
!$OMP END PARALLEL
```

Example 6: In this example, variable *J* with a **POINTER** attribute is specified in a **COPYPRIVATE** clause on an **END SINGLE** directive. The value of *J*, not the value of the object that it points to, is copied into the corresponding variable *J* for all other threads in the team. The object itself is shared among all the threads in the team.

```
      INTEGER, POINTER :: J
!$OMP PARALLEL PRIVATE (J)
! ...
!$OMP SINGLE
      ALLOCATE (J)
      READ (*, *) J
!$OMP END SINGLE COPYPRIVATE (J)
!$OMP ATOMIC
      J = J + OMP_GET_THREAD_NUM()
!$OMP BARRIER
!$OMP SINGLE
      WRITE (*, *) 'J = ', J   ! The result is the sum of all values added to
                               ! J. This result shows that the pointer object
                               ! is shared by all threads in the team.
      DEALLOCATE (J)
!$OMP END SINGLE
!$OMP END PARALLEL
```

Related Information

- "BARRIER" on page 471
- "CRITICAL / END CRITICAL" on page 472
- "FLUSH" on page 478
- "MASTER / END MASTER" on page 480
- "PARALLEL / END PARALLEL" on page 484

THREADLOCAL

Purpose

You can use the **THREADLOCAL** directive to declare thread-specific common data. It is a possible method of ensuring that access to data that is contained within **COMMON** blocks is serialized.

In order to make use of this directive it is not necessary to specify the **-qsmp** compiler option, but the invocation command must be **xlf_r**, **xlf_r7**, **xlf90_r**, **xlf90_r7**, **xlf95_r** , or **xlf95_r7** to link the necessary libraries.

Syntax

```
                       ┌─,──────────────────────┐
                       ▼                        │
►►──THREADLOCAL──┬────┬──/──common_block_name──/─┴──────────────────►◄
                 └─::─┘
```

Rules

You can only declare named blocks as **THREADLOCAL**. All rules and constraints that normally apply to named common blocks apply to common blocks that are declared as **THREADLOCAL**. See "COMMON" on page 264 for more information on the rules and constraints that apply to named common blocks.

The **THREADLOCAL** directive must appear in the *specification_part* of the scoping unit. If a common block appears in a **THREADLOCAL** directive, it must also be declared within a **COMMON** statement in the same scoping unit. The **THREADLOCAL** directive may occur before or after the **COMMON** statement. See "Main Program" on page 150 for more information on the *specification_part* of the scoping unit.

A common block cannot be given the **THREADLOCAL** attribute if it is declared within a **PURE** subprogram.

Members of a **THREADLOCAL** common block must not appear in **NAMELIST** statements.

A common block that is use-associated must not be declared as **THREADLOCAL** in the scoping unit that contains the **USE** statement.

Any pointers declared in a **THREADLOCAL** common block are not affected by the **-qinit=f90ptr** compiler option.

Objects within **THREADLOCAL** common blocks may be used in parallel loops and parallel sections. However, these objects are implicitly shared across the iterations of the loop, and across code blocks within parallel sections. In other words, within a scoping unit, all accessible common blocks, whether declared as **THREADLOCAL** or not, have the **SHARED** attribute within parallel loops and sections in that scoping unit.

If a common block is declared as **THREADLOCAL** within a scoping unit, any subprogram that declares or references the common block, and that is directly or indirectly referenced by the scoping unit, must be executed by the same thread executing the scoping unit. If two procedures that declare common blocks are executed by different threads, then they would obtain different copies of the common block, provided that the common block had been declared **THREADLOCAL**. Threads can be created in one of the following ways:

- Explicitly, via *pthreads* library calls
- Implicitly by the compiler for parallel loop execution
- Implicitly by the compiler for parallel section execution.

If a common block is declared to be **THREADLOCAL** in one scoping unit, it must be declared to be **THREADLOCAL** in every scoping unit that declares the common block.

If a **THREADLOCAL** common block that does not have the **SAVE** attribute is declared within a subprogram, the members of the block become undefined at subprogram RETURN or END, unless there is at least one other scoping unit in which the common block is accessible that is making a direct or indirect reference to the subprogram.

You cannot specify the same *common_block_name* for both a **THREADLOCAL** directive and a **THREADPRIVATE** directive.

Example 1: The following procedure ″FORT_SUB″ is invoked by two threads:

```
SUBROUTINE FORT_SUB(IARG)
  INTEGER IARG

  CALL LIBRARY_ROUTINE1()
  CALL LIBRARY_ROUTINE2()
  ...
END SUBROUTINE FORT_SUB
SUBROUTINE LIBRARY_ROUTINE1()
  COMMON /BLOCK/ R                ! The SAVE attribute is required for the
  SAVE /BLOCK/                    ! common block because the program requires
                                  ! that the block remain defined after
  !IBM* THREADLOCAL /BLOCK/       ! library_routine1 is invoked.
    R = 1.0
    ...
END SUBROUTINE LIBRARY_ROUTINE1
SUBROUTINE LIBRARY_ROUTINE2()
  COMMON /BLOCK/ R
  SAVE /BLOCK/
  !IBM* THREADLOCAL /BLOCK/

  ... = R
  ...
END SUBROUTINE LIBRARY_ROUTINE2
```

Example 2: ″FORT_SUB″ is invoked by multiple threads. This is an invalid example because ″FORT_SUB″ and ″ANOTHER_SUB″ both declare /BLOCK/ to be THREADLOCAL. They intend to share the common block, but they are executed by different threads.

```
SUBROUTINE FORT_SUB()
  COMMON /BLOCK/ J
  INTEGER :: J
  !IBM* THREADLOCAL /BLOCK/         ! Each thread executing FORT_SUB
                                    ! obtains its own copy of /BLOCK/
  INTEGER A(10)

  ...
  !IBM* INDEPENDENT
  DO INDEX = 1,10
    CALL ANOTHER_SUB(A(I))
  END DO
  ...

END SUBROUTINE FORT_SUB
SUBROUTINE ANOTHER_SUB(AA)          ! Multiple threads
are used to execute ANOTHER_SUB
  INTEGER AA
  COMMON /BLOCK/ J                  ! Each thread obtains a new copy of the
  INTEGER :: J                      !  common block /BLOCK/
  !IBM* THREADLOCAL /BLOCK/
  ...
  AA = J                            ! The value of 'J' is undefined.
END SUBROUTINE ANOTHER_SUB
```

Related Information

- **-qdirective** in the *User's Guide*
- **-qinit**" in the *User's Guide*
- "COMMON" on page 264
- "Main Program" on page 150
- One or more sample programs under the directory **/usr/lpp/xlf/samples/modules/threadlocal** illustrate how to use threadlocal and create threads in C.

THREADPRIVATE

Purpose

The **THREADPRIVATE** directive allows you to specify named common blocks and named variables as private to a thread but global within that thread. Once you declare a common block or variable **THREADPRIVATE**, each thread in the team maintains a separate copy of that common block or variable. Data written to a **THREADPRIVATE** common block or variable remains private to that thread and is not visible to other threads in the team.

In the serial and **MASTER** sections of a program, only the master thread's copy of the named common block and variable is accessible.

Use the **COPYIN** clause on the **PARALLEL**, **PARALLEL DO**, **PARALLEL SECTIONS** or **PARALLEL WORKSHARE** directives to specify that upon entry into a parallel region, data in the master thread's copy of a named common block or named variable is copied to each thread's private copy of that common block or variable.

The **THREADPRIVATE** directive only takes effect if you specify the **-qsmp** compiler option.

Syntax

```
►►──THREADPRIVATE──(──threadprivate_entity_list──)──────────────────────────►◄
```

where *threadprivate_entity_list* is:

```
►►──┬─variable_name─────────┬───────────────────────────────────────────────►◄
    └─/ common_block_name /─┘
```

common_block_name
: is the name of a common block to be made private to a thread.

variable_name
: is the name of a variable to be made private to a thread.

Rules

You cannot specify a **THREADPRIVATE** variable, common block, or the variables that comprise that common block in a **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE**, **SHARED**, or **REDUCTION** clause.

A **THREADPRIVATE** variable must have the **SAVE** attribute. For variables or common blocks declared in the scope of a module, the **SAVE** attribute is implied. If you declare the variable outside of the scope of the module, the **SAVE** attribute must be specified.

In **THREADPRIVATE** directives, you can only specify named variables and named common blocks.

A variable can only appear in a **THREADPRIVATE** directive in the scope in which it is declared, and a **THREADPRIVATE** variable or common block may only appear once in a given scope. The variable must not be an element of a common block, or be declared in an **EQUIVALENCE** statement.

You cannot specify the same *common_block_name* for both a **THREADPRIVATE** directive and a **THREADLOCAL** directive.

All rules and constraints that apply to named common blocks also apply to common blocks declared as **THREADPRIVATE**. See "COMMON" on page 264.

If you declare a common block as **THREADPRIVATE** in one scoping unit, you must declare it as **THREADPRIVATE** in all other scoping units in which it is declared.

On entry into any parallel region, a **THREADPRIVATE** variable, or a variable in a **THREADPRIVATE** common block is subject to the following criteria when declared in a **COPYIN** clause:
- If the variable has the **POINTER** attribute and the master thread's copy of the variable is associated with a target, then each copy of that variable is associated with the same target. If the master thread's pointer is disassociated, then each copy of that variable is disassociated. If the master thread's copy of the variable has an undefined association status, then each copy of that variable has an undefined association status.
- Each copy of a variable without the **POINTER** attribute is assigned the same value as the master thread's copy of that variable.

On entry into the first parallel region of the program, **THREADPRIVATE** variables or variables within a **THREADPRIVATE** common block not specified in a **COPYIN** clause are subject to the following criteria:
- F2003 If the variable has the **ALLOCATABLE** attribute, the initial allocation status of each copy of that variable is not currently allocated. F2003
- If the variable has the **POINTER** attribute, and that pointer is disassociated through either explicit or default initialization, the association status of each copy of that variable is disassociated. Otherwise, the association status of the pointer is undefined.
- If the variable has neither the **ALLOCATABLE** nor the **POINTER** attribute and is defined through either explicit or default initialization, then each copy of that variable is defined. If the variable is undefined, then each copy of that variable is undefined.

On entry into subsequent parallel regions of the program, **THREADPRIVATE** variables, or variables within a **THREADPRIVATE** common block not specified in a **COPYIN** clause, are subject to the following criteria:

- If you are using the **OMP_DYNAMIC** environment variable, or the **omp_set_dynamic** subroutine to enable dynamic threads, the definition and association status of a thread's copy of that variable is undefined, and the allocation status is undefined.
- If dynamic threads are disabled, the definition, association, or allocation status and definition, if the thread's copy of the variable was defined, is retained.

You cannot access the name of a common block by use association or host association. Thus, a named common block can only appear on a **THREADPRIVATE** directive if the common block is declared in the scoping unit that contains the **THREADPRIVATE** directive. However, you can access the variables in the common block by use association or host association. For more information, see "Host Association" on page 136 and "Use Association" on page 137.

The **-qinit=f90ptr** compiler option does not affect pointers that you have declared in a **THREADPRIVATE** common block.

The **DEFAULT** clause does not affect variables in **THREADPRIVATE** common blocks.

Examples

Example 1: In this example, the **PARALLEL DO** directive invokes multiple threads that call **SUB1**. The common block **BLK** in **SUB1** shares the data that is specific to the thread with subroutine **SUB2**, which is called by **SUB1**.

```
      PROGRAM TT
        INTEGER :: I, B(50)

!$OMP   PARALLEL DO SCHEDULE(STATIC, 10)
        DO I=1, 50
          CALL SUB1(I, B(I))       ! Multiple threads call SUB1.
        ENDDO
      END PROGRAM TT

      SUBROUTINE SUB1(J, X)
        INTEGER :: J, X, A(100)
        COMMON /BLK/ A
!$OMP   THREADPRIVATE(/BLK/)   ! Array a is private to each thread.
!  ...
        CALL SUB2(J)
        X = A(J) + A(J + 50)
!  ...
      END SUBROUTINE SUB1

      SUBROUTINE SUB2(K)
        INTEGER :: C(100)
        COMMON /BLK/ C
!$OMP   THREADPRIVATE(/BLK/)
!  ...
        C = K
!  ...                       ! Since each thread has its own copy of
                             ! common block BLK, the assignment of
                             ! array C has no effect on the copies of
                             ! that block owned by other threads.
END SUBROUTINE SUB2
```

Example 2: In this example, each thread has its own copy of the common block **ARR** in the parallel section. If one thread initializes the common block variable **TEMP**, the initial value is not visible to other threads.

```
      PROGRAM ABC
        INTEGER :: I, TEMP(100), ARR1(50), ARR2(50)
        COMMON /ARR/ TEMP
!$OMP   THREADPRIVATE(/ARR/)
        INTERFACE
          SUBROUTINE SUBS(X)
            INTEGER :: X(:)
          END SUBROUTINE
        END INTERFACE
! ...
!$OMP   PARALLEL SECTIONS
!$OMP   SECTION                   ! The thread has its own copy of the
! ...                             ! common block ARR.
          TEMP(1:100:2) = -1
          TEMP(2:100:2) = 2
          CALL SUBS(ARR1)
! ...
!$OMP   SECTION                   ! The thread has its own copy of the
! ...                             ! common block ARR.
          TEMP(1:100:2) = 1
          TEMP(2:100:2) = -2
          CALL SUBS(ARR2)
! ...
!$OMP    END PARALLEL SECTIONS
! ...
        PRINT *, SUM(ARR1), SUM(ARR2)
      END PROGRAM ABC

      SUBROUTINE SUBS(X)
        INTEGER :: K, X(:), TEMP(100)
        COMMON /ARR/ TEMP
!$OMP   THREADPRIVATE(/ARR/)
!  ...
        DO K = 1, UBOUND(X, 1)
          X(K) = TEMP(K) + TEMP(K + 1)    ! The thread is accessing its
                                          ! own copy of
                                          ! the common block.
        ENDDO
! ...
      END SUBROUTINE SUBS
```

The expected output for this program is:

```
50 -50
```

Example 3: In the following example, local variables outside of a common block are declared **THREADPRIVATE**.

```
      MODULE MDL
        INTEGER          :: A(2)
        INTEGER, POINTER :: P
        INTEGER, TARGET  :: T
!$OMP THREADPRIVATE(A, P)
      END MODULE MDL


      PROGRAM MVAR
      USE MDL

      INTEGER :: I
      INTEGER OMP_GET_THREAD_NUM

      CALL OMP_SET_NUM_THREADS(2)
      A = (/1, 2/)
      T = 4
      P => T
```

```
!$OMP PARALLEL PRIVATE(I) COPYIN(A, P)
      I = OMP_GET_THREAD_NUM()
      IF (I .EQ. 0) THEN
        A(1) = 100
        T = 5
      ELSE IF (I .EQ. 1) THEN
        A(2) = 200
      END IF
!$OMP END PARALLEL

!$OMP PARALLEL PRIVATE(I)
      I = OMP_GET_THREAD_NUM()
      IF (I .EQ. 0) THEN
        PRINT *, 'A(2) = ', A(2)
      ELSE IF (I .EQ. 1) THEN
        PRINT *, 'A(1) = ', A(1)
        PRINT *, 'P => ', P
      END IF
!$OMP END PARALLEL

      END PROGRAM MVAR
```

If dynamic threads mechanism is disabled, the expected output is:

```
A(2) = 2
A(1) = 1
P => 5
or
A(1) = 1
P => 5
A(2) = 2
```

Related Information

- “COMMON” on page 264
- **OMP_DYNAMIC** environment variable in the *User's Guide*.
- “omp_set_dynamic(enable_expr)” on page 702
- “PARALLEL / END PARALLEL” on page 484
- “PARALLEL DO / END PARALLEL DO” on page 486
- “PARALLEL SECTIONS / END PARALLEL SECTIONS” on page 490

WORKSHARE

Purpose

The **WORKSHARE** directive allows you to parallelize the execution of array operations. A **WORKSHARE** directive divides the tasks associated with an enclosed block of code into *units of work*. When a team of threads encounters a **WORKSHARE** directive, the threads in the team share the tasks, so that each *unit of work* executes exactly once.

The **WORKSHARE** directive only takes effect if you specify the **-qsmp** compiler option.

Syntax

```
>>--WORKSHARE----------------------------------------------------><

>>--block--------------------------------------------------------><

>>--END WORKSHARE--+--------+------------------------------------><
                   '-NOWAIT-'
```

block is a structured block of statements that allows work sharing within the lexical extent of the **WORKSHARE** construct. The execution of statements are synchronized so that statements whose result is a dependent on another statement are evaluated before that result is required. The *block* can contain any of the following:

- Array assignment statements
- **ATOMIC** directives
- **CRITICAL** constructs
- **FORALL** constructs
- **FORALL** statements
- **PARALLEL** construct
- **PARALLEL DO** construct
- **PARALLEL SECTION** construct
- **PARALLEL WORKSHARE** construct
- Scalar assignment statements
- **WHERE** constructs
- **WHERE** statements

The transformational intrinsic functions you can use as part of an array operation are:

- **ALL**
- **ANY**
- **COUNT**
- **CSHIFT**
- **DOT_PRODUCT**
- **EOSHIFT**
- **MATMUL**
- **MAXLOC**
- **MAXVAL**
- **MINLOC**
- **MINVAL**
- **PACK**
- **PRODUCT**
- **RESHAPE**
- **SPREAD**
- **SUM**
- **TRANSPOSE**
- **UNPACK**

The *block* can also contain statements bound to lexically enclosed **PARALLEL** constructs. These statements are not restricted.

Any user–defined function calls within the *block* must be elemental.

Statements enclosed in a **WORKSHARE** directive are divided into *units of work*. The definition of a *unit of work* varies according to the statement evaluated. A *unit of work* is defined as follows:

- **Array expressions:** Evaluation of each element of an array expression is a *unit of work*. Any of the transformational intrinsic functions listed above may be divided into any number of *units of work*.

- **Assignment statements:** In an array assignment statement, the assignment of each element in the array is a *unit of work*. For scalar assignment statements, the assignment operation is a *unit of work*.
- **Constructs:** Evaluation of each **CRITICAL** construct is a *unit of work*. Each **PARALLEL** construct contained within a **WORKSHARE** construct is a single *unit of work*. New teams of threads execute the statements contained within the lexical extent of the enclosed **PARALLEL** constructs. In **FORALL** constructs or statements, the evaluation of the mask expression, expressions occurring in the specification of the iteration space, and the masked assignments are *units of work*. In **WHERE** constructs or statements, the evaluation of the mask expression and the masked assignments are *units of work*.
- **Directives:** The update of each scalar variable for an **ATOMIC** directive and its assignments is a *unit of work*.
- **ELEMENTAL functions:** If the argument to an **ELEMENTAL** function is an array, then the application of the function to each element of an array is a *unit of work*.

If none of the above definitions apply to a statement within the *block*, then that statement is a *unit of work*.

Rules

In order to ensure that the statements within a **WORKSHARE** construct execute in parallel, the construct must be enclosed within the dynamic extent of a parallel region. Threads encountering a **WORKSHARE** construct outside the dynamic extent of a parallel region will evaluate the statements within the construct serially.

A **WORKSHARE** directive binds to the closest dynamically enclosing **PARALLEL** directive if one exists.

You must not nest **DO**, **SECTIONS**, **SINGLE** and **WORKSHARE** directives that bind to the same **PARALLEL** directive

You must not specify a **WORKSHARE** directive within the dynamic extent of **CRITICAL**, **MASTER**, or **ORDERED** directives.

You must not specify **BARRIER**, **MASTER**, or **ORDERED** directives within the dynamic extent of a **WORKSHARE** construct.

If an array assignment, scalar assignment, a masked array assignment or a **FORALL** assignment assigns to a private variable in the *block*, the result is undefined.

If an array expression in the *block* references the value, association status or allocation status of private variables, the value of the expression is undefined unless each thread computes the same value.

If you do not specify a **NO WAIT** clause at the end of a **WORKSHARE** construct, a **BARRIER** directive is implied.

A **WORKSHARE** construct must be encountered by all threads in the team or by none at all.

Examples

Example 1: In the following example, the **WORKSHARE** directive evaluates the masked expressions in parallel.

```
!$OMP WORKSHARE
      FORALL (I = 1 : N, AA(1, I) == 0) AA(1, I) = I
      BB = TRANSPOSE(AA)
      CC = MATMUL(AA, BB)
!$OMP ATOMIC
      S = S + SUM(CC)
!$OMP END WORKSHARE
```

Example 2: The following example includes a user defined **ELEMENTAL** as part of a **WORKSHARE** construct.

```
!$OMP WORKSHARE
      WHERE (AA(1, :) /= 0.0) AA(1, :) = 1 / AA(1, :)
      DD = TRANS(AA(1, :))
!$OMP END WORKSHARE

      ELEMENTAL REAL FUNCTION TRANS(ELM) RESULT(RES)
      REAL, INTENT(IN) :: ELM
      RES = ELM * ELM + 4
      END FUNCTION
```

Related Information

- "ATOMIC" on page 469
- "BARRIER" on page 471
- "CRITICAL / END CRITICAL" on page 472
- "PARALLEL WORKSHARE / END PARALLEL WORKSHARE" on page 493
- **-qsmp** Option in the *User's Guide*

OpenMP Directive Clauses

The following OpenMP directive clauses allow you to specify the scope attributes of variables within a parallel construct. The **IF**, **NUM_THREADS**, **ORDERED**, and **SCHEDULE** clauses, also in this section, allow you to control the parallel environment of a parallel region. See the detailed directive descriptions for more information.

COPYIN	**FIRSTPRIVATE**	**PRIVATE**
COPYPRIVATE	**LASTPRIVATE**	**REDUCTION**
DEFAULT	**NUM_THREADS**	**SCHEDULE**
IF	**ORDERED**	**SHARED**

Global Rules for Directive Clauses

You must not specify a variable or common block name more than once in a clause.

A variable, common block name, or variable name that is a member of a common block must not appear in more than one clause on the same directive, with the following exceptions:

- You can define a named common block or named variable as **FIRSTPRIVATE** and **LASTPRIVATE** for the same directive.
- A variable appearing in a **NUM_THREADS** clause can appear in another clause for the same directive.
- A variable appearing in a **IF** clause can appear in another clause for the same directive.

If you do not specify a clause that changes the scope of a variable, the default scope for variables affected by a directive is **SHARED**.

A local variable with the **SAVE** or **STATIC** attribute declared in a procedure referenced within the dynamic extent of a parallel region has an implicit **SHARED** attribute. A local variable without the **SAVE** or **STATIC** attribute declared in a procedure referenced within the dynamic extent of a parallel region has an implicit **PRIVATE** attribute.

Members of common blocks and variables of modules declared in procedure referenced within the dynamic extent of a parallel region have an implicit **SHARED** attribute, unless they are **THREADLOCAL** or **THREADPRIVATE** common blocks and module variables.

While a parallel or work-sharing construct is running, a variable or variable subobject used in a **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE** or **REDUCTION** clause of the directive must not be referenced, become defined, become undefined, have its association status or allocation status changed, or appear as an actual argument:

- In a scoping unit other than the one in which the directive construct appears
- In a variable format expression

You can declare a variable as **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE**, or **REDUCTION**, even if that variable is already storage associated with other variables. Storage association may exist for variables declared in **EQUIVALENCE** statements or in **COMMON** blocks. If a variable is storage associated with a **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE**, or **REDUCTION** variable, then:

- The contents, allocation status and association status of the variable that is storage associated with the **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE** or **REDUCTION** variable are undefined on entry to the parallel construct.
- The allocation status, association status and the contents of the associated variable become undefined if you define the **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE** or **REDUCTION** variable or if you define that variable's allocation or association status.
- The allocation status, association status and the contents of the **PRIVATE**, **FIRSTPRIVATE**, **LASTPRIVATE** or **REDUCTION** variable become undefined if you define the associated variable or if you define the associated variable's allocation or association status.

Pointers and OpenMP Fortran API Version 2.0

OpenMP Fortran API Version 2.0 allows a variable or variable subobject of a **PRIVATE** clause to have the **POINTER** or **ALLOCATABLE** attribute. The association status of the pointer is undefined at thread creation and when the thread is destroyed. The allocatable array must have an allocation status of not currently allocated at thread creation.

IBM Extension

XL Fortran provides an extension which allows a variable or variable subobject of a **FIRSTPRIVATE** or **LASTPRIVATE** clause to have the **POINTER** attribute. For **FIRSTPRIVATE** pointers at thread creation, each copy of the pointer receives the same association status as the original. If the pointer is used in a **LASTPRIVATE** clause, the pointer retains its association status at the end of the last iteration or **SECTION**.

End of IBM Extension

To maintain full compliance with the OpenMP Fortran API Version 2.0 standard, ensure that a **POINTER** variable applies only to a **PRIVATE** clause.

COPYIN

Purpose

If you specify the **COPYIN** clause, the master thread's copy of each variable, or common block declared in the *copyin_entity_list* is duplicated at the beginning of a parallel region. Each thread in the team that will execute within that parallel region receives a private copy of all entities in the *copyin_entity_list*. All variables declared in the *copyin_entity_list* must be **THREADPRIVATE** or members of a common block that appears in a **THREADPRIVATE** directive.

Syntax

```
►►──COPYIN──(──copyin_entity_list──)─────────────────────────────────►◄
```

copyin_entity

```
►►──┬─variable_name──────────┬───────────────────────────────────────►◄
    └─/──common_block_name──/─┘
```

variable
: is a **THREADPRIVATE** variable, or **THREADPRIVATE** variable in a common block

common_block_name
: is a **THREADPRIVATE** common block name

Rules

If you specify a **COPYIN** clause, you cannot:

- specify the same entity name more than once in a *copyin_entity_list*.
- specify the same entity name in separate **COPYIN** clauses on the same directive.
- specify both a common block name and any variable within that same named common block in a *copyin_entity_list*.
- specify both a common block name and any variable within that same named common block in different **COPYIN** clauses on the same directive.
- ▸ F2003 specify a variable with the **ALLOCATABLE** attribute. F2003 ◂

When the master thread of a team of threads reaches a directive containing the **COPYIN** clause, thread's private copy of a variable or common block specified in the **COPYIN** clause will have the same value as the master thread's copy.

The **COPYIN** clause applies to:

- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**

- **PARALLEL WORKSHARE**

COPYPRIVATE

Purpose

If you specify the **COPYPRIVATE** clause, the value of a private variable or pointer to a shared object from one thread in a team is copied into the corresponding variables of all other threads in that team. If the variable in *copyprivate_entity_list* is not a pointer, then the corresponding variables of all threads within that team are defined with the value of that variable. If the variable is a pointer, then the corresponding variables of all threads within that team are defined with the association status of the pointer. Integer pointers and assumed-size arrays must not appear in *copyprivate_entity_list*.

Syntax

```
>>—COPYPRIVATE—(—copyprivate_entity_list—)——————————————————————><
```

copyprivate_entity

```
>>—┬—variable—————————————————┬—————————————————————————————————————————————————><
   └—/—common_block_name—/————┘
```

variable
: is a private variable within the enclosing parallel region

common_block_name
: is a **THREADPRIVATE** common block name

Rules

If a common block is part of the *copyprivate_entity_list*, then it must appear in a **THREADPRIVATE** directive. Furthermore, the **COPYPRIVATE** clause treats a common block as if all variables within its *object_list* were specified in the *copyprivate_entity_list*.

A **COPYPRIVATE** clause must occur on an **END SINGLE** directive at the end of a **SINGLE** construct. The compiler evaluates a **COPYPRIVATE** clause before any threads have passed the implied **BARRIER** directive at the end of that construct. The variables you specify in *copyprivate_entity_list* must not appear in a **PRIVATE** or **FIRSTPRIVATE** clause for the **SINGLE** construct. If the **END SINGLE** directive occurs within the dynamic extent of a parallel region, the variables you specify in *copyprivate_entity_list* must be private within that parallel region.

A **COPYPRIVATE** clause must not appear on the same **END SINGLE** directive as a **NOWAIT** clause.

A **THREADLOCAL** common block, or members of that common block, are not permitted as part of a **COPYPRIVATE** clause.

A **COPYPRIVATE** clause applies to the following directives:

- **END SINGLE**

DEFAULT

Purpose

If you specify the **DEFAULT** clause, all variables in the lexical extent of the parallel construct will have a scope attribute of *default_scope_attr*.

If you specify **DEFAULT(NONE)**, there is no default scope attribute. Therefore, you must explicitly list each variable you use in the lexical extent of the parallel construct in a data scope attribute clause on the parallel construct, unless the variable is:

- **THREADPRIVATE**
- A member of a **THREADPRIVATE** common block.
- A pointee
- A loop iteration variable used only as a loop iteration variable for:
  - Sequential loops in the lexical extent of the parallel region, or,
  - Parallel do loops that bind to the parallel region
- A variable that is only used in work-sharing constructs that bind to the parallel region, and is specified in a data scope attribute clause for each of the work-sharing constructs.

The **DEFAULT** clause specifies that all variables in the parallel construct share the same default scope attribute of either **PRIVATE**, **SHARED**, or no default scope attribute.

Syntax

```
►►──DEFAULT──(──default_scope_attr──)──────────────────────────────►◄
```

default_scope_attr
: is one of **PRIVATE**, **SHARED**, or **NONE**

Rules

If you specify **DEFAULT(NONE)** on a directive you must specify all named variables and all the leftmost names of referenced array sections, array elements, structure components, or substrings in the lexical extent of the directive construct in a **FIRSTPRIVATE**, **LASTPRIVATE**, **PRIVATE**, **REDUCTION**, or **SHARED** clause.

If you specify **DEFAULT(PRIVATE)** on a directive, all named variables and all leftmost names of referenced array sections, array elements, structure components, or substrings in the lexical extent of the directive construct, including common block and use associated variables, but excluding **POINTEE**s and **THREADLOCAL** common blocks, have a **PRIVATE** attribute to a thread as if they were listed explicitly in a **PRIVATE** clause.

If you specify **DEFAULT(SHARED)** on a directive, all named variables and all leftmost names of referenced array sections, array elements, structure components, or substrings in the lexical extent of the directive construct, excluding **POINTEE**s have a **SHARED** attribute to a thread as if they were listed explicitly in a **SHARED** clause.

The default behavior will be **DEFAULT(SHARED)** if you do not explicitly indicate a **DEFAULT** clause on a directive.

The **DEFAULT** clause applies to:

- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**

Examples

The following example demonstrates the use of **DEFAULT(NONE)**, and some of the rules for specifying the data scope attributes of variables in the parallel region.

```
      PROGRAM MAIN
        COMMON /COMBLK/ ABC(10), DEF

          ! THE LOOP ITERATION VARIABLE, I, IS NOT
          ! REQUIRED TO BE IN DATA SCOPE ATTRIBUTE CLAUSE

!$OMP   PARALLEL DEFAULT(NONE) SHARED(ABC)

          ! DEF IS SPECIFIED ON THE WORK-SHARING DO AND IS NOT
          ! REQUIRED TO BE SPECIFIED IN A DATA SCOPE ATTRIBUTE
          ! CLAUSE ON THE PARALLEL REGION.

!$OMP   DO FIRSTPRIVATE(DEF)
        DO I=1,10
          ABC(I) = DEF
        END DO
!$OMP   END PARALLEL
      END
```

IF

Purpose

If you specify the **IF** clause, the run-time environment performs a test to determine whether to run the block in serial or parallel. If *scalar_logical_expression* is true, then the block is run in parallel; if not, then the block is run in serial.

Syntax

```
►►──IF──(──scalar_logical_expression──)─────────────────────────────────►◄
```

Rules

Within a **PARALLEL SECTIONS** construct, variables that are not appearing in the **PRIVATE** clause are assumed to be **SHARED** by default.

The **IF** clause may appear at most once in the a any directive.

By default, a nested parallel loop is serialized, regardless of the setting of the **IF** clause. You can change this default by using the **-qsmp=nested_par** compiler option.

An **IF** expression is evaluated outside of the context of the parallel construct. Any function reference in the **IF** expression must not have side effects.

The **IF** clause applies to the following directives:
- "PARALLEL / END PARALLEL" on page 484
- "PARALLEL DO / END PARALLEL DO" on page 486
- "PARALLEL SECTIONS / END PARALLEL SECTIONS" on page 490
- "PARALLEL WORKSHARE / END PARALLEL WORKSHARE" on page 493

FIRSTPRIVATE

Purpose

If you use the **FIRSTPRIVATE** clause, each thread has its own initialized local copy of the variables and common blocks in *data_scope_entity_list*.

The **FIRSTPRIVATE** clause can be specified for the same variables as the **PRIVATE** clause, and functions in a manner similar to the **PRIVATE** clause. The exception is the status of the variable upon entry into the directive construct; the **FIRSTPRIVATE** variable exists and is initialized for each thread entering the directive construct.

Syntax

```
►►──FIRSTPRIVATE──(──data_scope_entity_list──)──────────────────────────►◄
```

Rules

A variable in a **FIRSTPRIVATE** clause must not be any of the following elements:
- A pointee
- An assumed-size array
- A **THREADLOCAL** common block
- A **THREADPRIVATE** common block or its members
- A **THREADPRIVATE** variable
- An allocatable object

You cannot specify a variable in a **FIRSTPRIVATE** clause of a parallel construct if:
- the variable appears in a namelist statement, variable format expression or in an expression for a statement function definition, and,
- you reference the statement function, the variable format expression through formatted I/O, or the namelist through namelist I/O, within the parallel construct.

If one of the entities involved in an asynchronous I/O operation is a **FIRSTPRIVATE** variable, a subobject of a **FIRSTPRIVATE** variable, or a pointer that is associated with a **FIRSTPRIVATE** variable, the matching implied wait or **WAIT** statement must be executed before the end of the thread.

When individual members of a common block are privatized, the storage of the specified variable is no longer associated with the storage of the common block.

Any variable that is storage associated with a **FIRSTPRIVATE** variable is undefined on entrance into the parallel construct.

If a directive construct contains a **FIRSTPRIVATE** argument to a Message Passing Interface (MPI) routine performing non-blocking communication, the MPI communication must complete before the end of the construct.

The **FIRSTPRIVATE** clause applies to the following directives:
- **DO**
- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**
- **SECTIONS**
- **SINGLE**

LASTPRIVATE

Purpose

If you use the **LASTPRIVATE** clause, each variable and common block in *data_scope_entity_list* is **PRIVATE**, and the last value of each variable in *data_scope_entity_list* can be referred to outside of the construct of the directive. If you use the **LASTPRIVATE** clause with **DO** or **PARALLEL DO**, the last value is the value of the variable after the last sequential iteration of the loop. If you use the **LASTPRIVATE** clause with **SECTIONS** or **PARALLEL SECTIONS**, the last value is the value of the variable after the last **SECTION** of the construct. If the last iteration of the loop or last section of the construct does not define a **LASTPRIVATE** variable, the variable is undefined after the loop or construct.

The **LASTPRIVATE** clause functions in a manner similar to the **PRIVATE** clause and you should specify it for variables that match the same criteria. The exception is in the status of the variable on exit from the directive construct. The compiler determines the last value of the variable, and takes a copy of that value which it saves in the named variable for use after the construct. A **LASTPRIVATE** variable is undefined on entry to the construct if it is not a **FIRSTPRIVATE** variable.

Syntax

```
►►──LASTPRIVATE──(──data_scope_entity_list──)──────────────────────────►◄
```

Rules

A variable in a **LASTPRIVATE** clause must not be any of the following elements:
- A pointee
- An allocatable object
- An assumed-size array
- A **THREADLOCAL** common block
- A **THREADPRIVATE** common block or its members
- A **THREADPRIVATE** variable

You cannot specify a variable in a **LASTPRIVATE** clause of a parallel construct if:
- the variable appears in a namelist statement, variable format expression or in an expression for a statement function definition, and,

- you reference the statement function, the variable format expression through formatted I/O, or the namelist through namelist I/O, within the parallel construct.

If one of the entities involved in an asynchronous I/O operation is a **LASTPRIVATE**, a subobject of a **LASTPRIVATE** variable, or a pointer that is associated with a **LASTPRIVATE** variable, the matching implied wait or **WAIT** statement must be executed before the end of the thread.

When individual members of a common block are privatized, the storage of the specified variable is no longer associated with the storage of the common block.

Any variable that is storage associated with a **LASTPRIVATE** variable is undefined on entrance into the parallel construct.

If a directive construct contains a **LASTPRIVATE** argument to a Message Passing Interface (MPI) routine performing non-blocking communication, the MPI communication must complete before the end of that construct.

If you specify a variable as **LASTPRIVATE** on a work-sharing directive, and you have specified a **NOWAIT** clause on that directive, you cannot use that variable between the end of the work-sharing construct and a **BARRIER**.

Variables that you specify as **LASTPRIVATE** to a parallel construct become defined at the end of the construct. If you have concurrent definitions or uses of **LASTPRIVATE** variables on multiple threads, you must ensure that the threads are synchronized at the end of the construct when the variables become defined. For example, if multiple threads encounter a **PARALLEL** construct with a **LASTPRIVATE** variable, you must synchronize the threads when they reach the **END PARALLEL** directive, because the **LASTPRIVATE** variable becomes defined at **END PARALLEL**. Therefore the whole **PARALLEL** construct must be enclosed within a synchronization construct.

The **LASTPRIVATE** clause applies to the following directives:
- **DO**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **SECTIONS**

Examples

The following example shows the proper use of a **LASTPRIVATE** variable after a **NOWAIT** clause.

```
!$OMP PARALLEL
!$OMP   DO LASTPRIVATE(K)

        DO I=1,10
            K=I+1
        END DO

!$OMP   END DO NOWAIT

! PRINT *, K **ERROR** ! The reference to K must occur after a
                       ! barrier.
!$OMP BARRIER
      PRINT *, K       ! This reference to K is legal.
!$OMP END PARALLEL
      END
```

NUM_THREADS

Purpose

The **NUM_THREADS** clause allows you to specify the number of threads used in a parallel region. Subsequent parallel regions are not affected. The **NUM_THREADS** clause takes precedence over the number of threads specified using the **omp_set_num_threads** library routine or the environment variable **OMP_NUM_THREADS**.

Syntax

```
►►──NUM_THREADS──(──scalar_integer_expression──)──────────────────────────►◄
```

Rules

The value of *scalar_integer_expression* must be a positive. Evaluation of the expression occurs outside the context of the parallel region. Any function calls that appear in the expression and change the value of a variable referenced in the expression will have unspecified results.

If you are using the environment variable **OMP_DYNAMIC** to enable dynamic threads, *scalar_integer_expression* defines the maximum number of threads available in the parallel region.

You must specify the **omp_set_nested** library routine or set the **OMP_NESTED** environment variable when including the **NUM_THREADS** clause as part of a nested parallel regions otherwise, the execution of that parallel region is serialized.

The **NUM_THREADS** clause applies to the following work–sharing constructs:
- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**

ORDERED

Purpose

Specifying the **ORDERED** clause on a work–sharing construct allows you to specify the **ORDERED** directive within the dynamic extent of a parallel loop.

Syntax

```
►►──ORDERED───────────────────────────────────────────────────────────────►◄
```

Rules

The **ORDERED** clause applies to the following directives:
- "DO / END DO" on page 474
- "PARALLEL DO / END PARALLEL DO" on page 486

PRIVATE

Purpose

If you specify the **PRIVATE** clause on one of the directives listed below, each thread in a team has its own uninitialized local copy of the variables and common blocks in *data_scope_entity_list*.

You should specify a variable with the **PRIVATE** attribute if its value is calculated by a single thread and that value is not dependent on any other thread, if it is defined before it is used in the construct, and if its value is not used after the construct ends. Copies of the **PRIVATE** variable exist, locally, on each thread. Each thread receives its own uninitialized copy of the **PRIVATE** variable. A **PRIVATE** variable has an undefined value or association status on entry to, and exit from, the directive construct. All thread variables within the lexical extent of the directive construct have the **PRIVATE** attribute by default.

Syntax

```
►►──PRIVATE──(──data_scope_entity_list──)──────────────────────────────►◄
```

Rules

A variable in the **PRIVATE** clause must not be any of the following elements:
- A pointee
- An assumed-size array
- A **THREADLOCAL** common block
- A **THREADPRIVATE** common block or its members
- A **THREADPRIVATE** variable

You cannot specify a variable in a **PRIVATE** clause of a parallel construct if:
- the variable appears in a namelist statement, variable format expression or in an expression for a statement function definition, and,
- you reference the statement function, the variable format expression through formatted I/O, or the namelist through namelist I/O, within the parallel construct.

If one of the entities involved in an asynchronous I/O operation is a **PRIVATE** variable, a subobject of a **PRIVATE** variable, or a pointer that is associated with a **PRIVATE** variable, the matching implied wait or **WAIT** statement must be executed before the end of the thread.

When individual members of a common block are privatized, the storage of the specified variable is no longer associated with the storage of the common block.

Any variable that is storage associated with a **PRIVATE** variable is undefined on entrance into the parallel construct.

If a directive construct contains a **PRIVATE** argument to a Message Passing Interface (MPI) routine performing non-blocking communication, the MPI communication must complete before the end of that construct.

A variable name in the *data_scope_entity_list* of the **PRIVATE** clause can be an allocatable object. It must not be allocated on initial entry to the directive construct, and you must allocate and deallocate the object for every thread that executes the construct.

Local variables without the **SAVE** or **STATIC** attributes in referenced subprograms in the dynamic extent of a directive construct have an implicit **PRIVATE** attribute.

The **PRIVATE** clause applies to the following directives:
- **DO**
- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **SECTIONS**
- **SINGLE**
- **PARALLEL WORKSHARE**

Examples

The following example demonstrates the proper use of a **PRIVATE** variable that is used to define a statement function. A commented line shows the invalid use. Since *J* appears in a statement function, the statement function cannot be referenced within the parallel construct for which *J* is **PRIVATE**.

```
      INTEGER :: ARR(10), J = 17
      ISTFNC() = J

!$OMP PARALLEL DO PRIVATE(J)
      DO I = 1, 10
         J=I
         ARR(I) = J
      !  ARR(I) = ISTFNC() **ERROR**   A reference to ISTFNC would
                                       ! make the PRIVATE(J) clause
                                       ! invalid.
      END DO
      PRINT *, ARR
      END
```

REDUCTION

Purpose

The **REDUCTION** clause updates named variables declared on the clause within the directive construct. Intermediate values of **REDUCTION** variables are not used within the parallel construct, other than in the updates themselves.

Syntax

```
>>──REDUCTION──(──┬──────────────┬──variable_name_list──)──────────────><
                  └──op_fnc──:───┘
```

op_fnc is a *reduction_op* or a *reduction_function* that appears in all **REDUCTION** statements involving this variable. You must not specify more than one **REDUCTION** operator or function for a variable in the directive construct. To maintain OpenMP Fortran API Version 2.0 compliance, you must specify *op_fnc* for the **REDUCTION** clause.

A **REDUCTION** statement can have one of the following forms:

```
►►—reduction_var_ref—=—expr—reduction_op—reduction_var_ref—————————————————————►◄
```

```
►►—reduction_var_ref—=—reduction_var_ref—reduction_op—expr—————————————————————►◄
```

```
►►—reduction_var_ref =—reduction_function—(expr,—reduction_var_ref)————————————►◄
```

```
►►—reduction_var_ref =—reduction_function—(reduction_var_ref,—expr)————————————►◄
```

where:

reduction_var_ref
: is a variable or subobject of a variable that appears in a **REDUCTION** clause

reduction_op
: is one of the intrinsic operators: **+**, **–**, *****, **.AND.**, **.OR.**, **.EQV.**, **.NEQV.**, or **.XOR.**

reduction_function
: is one of the intrinsic procedures: **MAX**, **MIN**, **IAND**, **IOR**, or **IEOR**.

The canonical initialization value of each of the operators and intrinsics are shown in the following table. The actual initialization value will be consistent with the data type of your corresponding **REDUCTION** variable.

Intrinsic Operator	**Initialization**
+	0
*	1
-	0
.AND.	.TRUE.
.OR.	.FALSE.
.EQV.	.TRUE.
.NEQV.	.FALSE.
.XOR.	.FALSE.
Intrinsic Procedure	**Initialization**
MAX	Smallest representable number
MIN	Largest representable number
IAND	All bits on
IOR	0
IEOR	0

Rules

The following rules apply to **REDUCTION** statements:

- A variable in the **REDUCTION** clause must only occur in a **REDUCTION** statement within the directive construct on which the **REDUCTION** clause appears.

- The two *reduction_var_ref*s that appear in a **REDUCTION** statement must be lexically identical.
- You cannot use the following form of the **REDUCTION** statement:
  reduction_var_ref = expr operator reduction_var_ref

When you specify individual members of a common block in a **REDUCTION** clause, the storage of the specified variable is no longer associated with the storage of the common block.

Any variable you specify in a **REDUCTION** clause of a work-sharing construct must be shared in the enclosing **PARALLEL** construct.

If you use a **REDUCTION** clause on a construct that has a **NOWAIT** clause, the **REDUCTION** variable remains undefined until a barrier synchronization has been performed to ensure that all threads have completed the **REDUCTION** clause.

A **REDUCTION** variable must not appear in a **FIRSTPRIVATE**, **PRIVATE** or **LASTPRIVATE** clause of another construct within the dynamic extent of the construct in which it appeared as a **REDUCTION** variable.

If you specify *op_fnc* for the **REDUCTION** clause, each variable in the *variable_name_list* must be of intrinsic type. The variablecan only appear in a **REDUCTION** statement within the lexical extent of the directive construct. You must specify *op_fnc* if the directive uses the *trigger_constant* **$OMP**.

The **REDUCTION** clause specifies named variables that appear in reduction operations. The compiler will maintain local copies of such variables, but will combine them upon exit from the construct. The intermediate values of the **REDUCTION** variables are combined in random order, dependent on which threads finish their calculations first. Therefore, there is no guarantee that bit-identical results will be obtained from one parallel run to another. This is true even if the parallel runs use the same number of threads, scheduling type, and chunk size.

Variables that you specify as **REDUCTION** or **LASTPRIVATE** to a parallel construct become defined at the end of the construct. If you have concurrent definitions or uses of **REDUCTION** or **LASTPRIVATE** variables on multiple threads, you must ensure that the threads are synchronized at the end of the construct when the variables become defined. For example, if multiple threads encounter a **PARALLEL** construct with a **REDUCTION** variable, you must synchronize the threads when they reach the **END PARALLEL** directive, because the **REDUCTION** variable becomes defined at **END PARALLEL**. Therefore the whole **PARALLEL** construct must be enclosed within a synchronization construct.

A variable in the **REDUCTION** clause must be of intrinsic type. A variable in the **REDUCTION** clause, or any element thereof, must not be any of the following:

- A pointee
- An assumed-size array
- A **THREADLOCAL** common block
- A **THREADPRIVATE** common block or its members
- A **THREADPRIVATE** variable
- An Allocatable object
- A Fortran 90 pointer

These rules describe the use of **REDUCTION** on OpenMP directives. If you are using the **REDUCTION** clause on the **INDEPENDENT** directive, see the **INDEPENDENT** directive.

The OpenMP implementation of the **REDUCTION** clause applies to:
- **DO**
- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**
- **SECTIONS**

SCHEDULE

Purpose

The **SCHEDULE** clause allows you to specify the chunking method for parallelization. Work is assigned to threads in different manners depending on the scheduling type or chunk size used.

Syntax

```
►►──SCHEDULE──(──sched_type──┬──────┬──)─────────────────────────────────►◄
                             └─,n───┘
```

sched_type
    is one of **AFFINITY**, **DYNAMIC**, **GUIDED**, **RUNTIME**, or **STATIC**

n   must be a positive scalar integer expression; it must not be specified for the **RUNTIME** *sched_type*. If you are using the *trigger_constant* **$OMP**, do not specify the scheduling type **AFFINITY**.

AFFINITY
    The iterations of a loop are initially divided into *number_of_threads* partitions, containing

```
CEILING(number_of_iterations / number_of_threads)
```

iterations. Each partition is initially assigned to a thread, and is then further subdivided into chunks containing *n* iterations, if *n* has been specified. If *n* has not been specified, then the chunks consist of

```
CEILING(number_of_iterations_remaining_in_partition / 2)
```

loop iterations.

When a thread becomes free, it takes the next chunk from its initially assigned partition. If there are no more chunks in that partition, then the thread takes the next available chunk from a partition that is initially assigned to another thread.

Threads that are active will complete the work in a partition that is initially assigned to a sleeping thread.

DYNAMIC

If *n* has been specified, the iterations of a loop are divided into chunks containing *n* iterations each. If *n* has not been specified, then the default chunk size is 1 iteration.

Threads are assigned these chunks on a ″first-come, first-do″ basis. Chunks of the remaining work are assigned to available threads, until all work has been assigned.

If a thread is asleep, its assigned work will be taken over by an active thread, once that other thread becomes available.

GUIDED

If you specify a value for *n*, the iterations of a loop are divided into chunks such that the size of each successive chunk is exponentially decreasing. *n* specifies the size of the smallest chunk, except possibly the last. If you do not specify a value for *n*, the default value is 1.

The size of the initial chunk is

```
CEILING(number_of_iterations / number_of_threads)
```

iterations. Subsequent chunks consist of

```
CEILING(number_of_iterations_remaining / number_of_threads)
```

iterations. As each thread finishes a chunk, it dynamically obtains the next available chunk.

You can use guided scheduling in a situation in which multiple threads in a team might arrive at a **DO** work-sharing construct at varying times, and each iteration requires roughly the same amount of work. For example, if you have a **DO** loop preceded by one or more work-sharing **SECTIONS** or **DO** constructs with **NOWAIT** clauses, you can guarantee that no thread waits at the barrier longer than it takes another thread to execute its final iteration, or final k iterations if a chunk size of k is specified. The **GUIDED** schedule requires the fewest synchronizations of all the scheduling methods.

An *n* expression is evaluated outside of the context of the **DO** construct. Any function reference in the *n* expression must not have side effects.

The value of the *n* parameter on the **SCHEDULE** clause must be the same for all of the threads in the team.

RUNTIME

Determine the scheduling type at run time.

At run time, the scheduling type can be specified using the environment variable **XLSMPOPTS**. If no scheduling type is specified using that variable, then the default scheduling type used is **STATIC**.

STATIC

If *n* has been specified, the iterations of a loop are divided into chunks that contain *n* iterations. Each thread is assigned chunks in a ″round robin″ fashion. This is known as block cyclic scheduling. If the value of *n* is 1, then the scheduling type is specifically referred to as cyclic scheduling.

If *n* has not been specified, the chunks will contain

```
CEILING(number_of_iterations / number_of_threads)
```

iterations. Each thread is assigned one of these chunks. This is known as block cyclic scheduling.

If a thread is asleep and it has been assigned work, it will be awakened so that it may complete its work.

STATIC is the default scheduling type if the user has not specified any scheduling type at compile-time or run time.

Rules

You must not specify the **SCHEDULE** clause more than once for a particlaur **DO** directive.

The **SCHEDULE** clause applies to the following directives:
- "DO / END DO" on page 474
- "PARALLEL DO / END PARALLEL DO" on page 486

SHARED

Purpose

All sections use the same copy of the variables and common blocks you specify in *data_scope_entity_list*.

The **SHARED** clause specifies variables that must be available to all threads. If you specify a variable as **SHARED**, you are stating that all threads can safely share a single copy of the variable.

Syntax

```
►►──SHARED──(──data_scope_entity_list──)──────────────────────────►◄
```

data_scope_entity

```
►►──┬─named_variable───────────┬──────────────────────────────────►◄
    └─/──common_block_name──/──┘
```

named_variable
: is a named variable that is accessible in the directive construct

common_block_name
: is a common block name that is accessible in the directive construct

Rules

A variable in the **SHARED** clause must not be either:
- A pointee
- A **THREADLOCAL** common block.
- A **THREADPRIVATE** common block or its members.
- A **THREADPRIVATE** variable.

If a **SHARED** variable, a subobject of a **SHARED** variable, or an object associated with a **SHARED** variable or subobject of a **SHARED** variable appears as an actual argument in a reference to a non-intrinsic procedure and:

- The actual argument is an array section with a vector subscript; or
- The actual argument is
  - An array section,
  - An assumed-shape array, or,
  - A pointer array

  and the associated dummy argument is an explicit-shape or assumed-size array;

then any references to or definitions of the shared storage that is associated with the dummy argument by any other thread must be synchronized with the procedure reference. You can do this, for example, by placing the procedure reference after a **BARRIER**.

The **SHARED** clause applies to:

- **PARALLEL**
- **PARALLEL DO**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**

Examples

In the following example, the procedure reference with an array section actual argument is required to be synchronized with references to the dummy argument by placing the procedure reference in a critical section, because the associated dummy argument is an explicit-shape array.

```
      INTEGER:: ABC(10)
      I=2; J=5
!$OMP PARALLEL DEFAULT(NONE), SHARED(ABC,I,J)
!$OMP   CRITICAL
          CALL SUB1(ABC(I:J))     ! ACTUAL ARGUMENT IS AN ARRAY
                                  ! SECTION; THE PROCEDURE
                 ! REFERENCE MUST BE IN A CRITICAL SECTION.

!$OMP   END CRITICAL
!$OMP END PARALLEL
      CONTAINS
        SUBROUTINE SUB1(ARR)
          INTEGER:: ARR(1:4)
          DO I=1, 4
            ARR(I) = I
          END DO
        END SUBROUTINE
      END
```

End of IBM Extension

Intrinsic Procedures

Fortran defines a number of procedures, called intrinsic procedures, that are available to any program. This section provides an alphabetical reference to these procedures.

Related Information:

1. "Intrinsic Procedures" on page 157 provides background information that you may need to be familiar with before proceeding with this section.
2. "INTRINSIC" on page 344 is a related statement.

Classes of Intrinsic Procedures

There are five classes of intrinsic procedures: inquiry functions, elemental procedures, system inquiry functions, transformational functions, and subroutines.

Inquiry Intrinsic Functions

The result of an *inquiry function* depends on the properties of its principal argument, not on the value of the argument. The value of the argument does not have to be defined.

- ALLOCATED
- ASSOCIATED
- BIT_SIZE
- COMMAND_ARGUMENT_COUNT 2
- DIGITS
- EPSILON
- HUGE
- KIND
- LBOUND
- LEN
- LOC 1
- MAXEXPONENT
- MINEXPONENT
- NEW_LINE 2
- NUM_PARTHDS 1
- NUM_USRTHDS 1
- PRECISION
- PRESENT
- RADIX
- RANGE
- SHAPE
- SIZE
- SIZEOF 1
- TINY
- UBOUND

Notes:

1. IBM Extension.
2. Fortran 2003 Draft Standard.

Elemental Intrinsic Procedures

Some intrinsic functions and one intrinsic subroutine (**MVBITS**) are *elemental*. That is, they can be specified for scalar arguments, but also accept arguments that are arrays.

If all arguments are scalar, the result is a scalar.

If any argument is an array, all **INTENT(OUT)** and **INTENT(INOUT)** arguments must be arrays of the same shape, and the remaining arguments must be conformable with them.

The shape of the result is the shape of the argument with the greatest rank. The elements of the result are the same as if the function was applied individually to the corresponding elements of each argument.

ABS
ACHAR
ACOS
ACOSD [1]
ADJUSTL
ADJUSTR
AIMAG
AINT
ANINT
ASIN
ASIND [1]
ATAN
ATAND [1]
ATAN2
ATAN2D [1]
BTEST
CEILING
CHAR
CMPLX
CONJG
COS
COSD [1]
COSH
CVMGx [1]
DBLE
DCMPLX [1]
DIM
DPROD
ERF [1]
ERFC [1]
EXP
EXPONENT
FLOOR
FRACTION
GAMMA [1]
HFIX [1]
IACHAR
IAND
IBCLR
IBITS
IBSET
ICHAR
IEOR
ILEN [1]
INDEX
INT
INT2 [1]
IOR
ISHFT
ISHFTC
LEADZ [1]
LEN_TRIM
LGAMMA [1]
LGE
LGT
LLE
LLT
LOG
LOG10
LOGICAL
LSHIFT [1]
MAX
MERGE
MIN
MOD
MODULO
MVBITS
NEAREST
NINT
NOT
POPCNT [2]
POPCNTB [2]
POPPAR [2]
QCMPLX [1]
QEXT [1]
REAL
RRSPACING
RSHIFT
SCALE
SCAN
SET_EXPONENT
SIGN
SIN
SIND [1]
SINH
SPACING
SQRT
TAN
TAND [1]
TANH
VERIFY

Notes:
1. IBM Extension.
2. Fortran 2003 Draft Standard.

System Inquiry Intrinsic Functions

IBM Extension

The *system inquiry functions* may be used in restricted expressions. They cannot be used in initialization expressions, nor can they be passed as actual arguments.
- NUMBER_OF_PROCESSORS
- PROCESSORS_SHAPE

End of IBM Extension

Transformational Intrinsic Functions

All other intrinsic functions are classified as *transformational functions*. They generally accept array arguments and return array results that depend on the values of elements in the argument arrays.

- ALL
- ANY
- COUNT
- CSHIFT
- DOT_PRODUCT
- EOSHIFT
- MATMUL
- MAXLOC
- MAXVAL
- MINLOC
- MINVAL
- NULL 1
- PACK
- PRODUCT
- REPEAT
- RESHAPE
- SELECTED_INT_KIND
- SELECTED_REAL_KIND
- SPREAD
- SUM
- TRANSFER
- TRANSPOSE
- TRIM
- UNPACK

Notes:
1. Fortran 95.

For background information on arrays, see "Array Concepts" on page 67.

Intrinsic Subroutines

Some intrinsic procedures are subroutines. They perform a variety of tasks.

- ABORT 1
- CPU_TIME 2
- DATE_AND_TIME
- GETENV 1
- GET_COMMAND 3
- GET_COMMAND_ARGUMENT 3
- GET_ENVIRONMENT_VARIABLE 3
- MVBITS
- RANDOM_NUMBER
- RANDOM_SEED
- SIGNAL 1
- SRAND 1
- SYSTEM 1
- SYSTEM_CLOCK

Notes:
1. IBM Extension.
2. Fortran 95.
3. Fortran 2003 Draft Standard.

Data Representation Models

Integer Bit Model

The following model shows how the processor represents each bit of a nonnegative scalar integer object:

$$j = \sum_{k=0}^{s-1} w_k \times 2^k$$

j	is the integer value
s	is the number of bits
w_k	is binary digit w located at position k

IBM Extension

XL Fortran implements the following s parameters for the XL Fortran integer kind type parameters:

Integer Kind Parameter	***s* Parameter**
1	8
2	16
4	32
8	64

End of IBM Extension

The following intrinsic functions use this model:

BTEST	IBSET	ISHFTC
IAND	IEOR	MVBITS
IBCLR	IOR	NOT
IBITS	ISHFT	

Integer Data Model

$$i = s \times \sum_{k=1}^{q} w_k \times r^{k-1}$$

i	is the integer value
s	is the sign (±1)
q	is the number of digits (positive integer)
w_k	is a nonnegative digit $< r$
r	is the radix

IBM Extension

XL Fortran implements this model with the following *r* and *q* parameters:

Integer Kind Parameter	***r* Parameter**	***q* Parameter**
1	2	7
2	2	15
4	2	31
8	2	63

End of IBM Extension

The following intrinsic functions use this model:

DIGITS	RADIX	RANGE
HUGE		

Real Data Model

$$x = \begin{cases} 0 & \text{or} \\ s \times b^{e} \times \sum_{k=1}^{p} f_k \times b^{-k} \end{cases}$$

x	is the real value
s	is the sign (±1)
b	is an integer > 1
e	is an integer, where $e_{\min} \leq e \leq e_{\max}$
p	is an integer > 1
f_k	is a nonnegative integer < *b* ($f_1 \neq 0$)

Note: If x=0, then e=0 and all f_k=0.

IBM Extension

XL Fortran implements this model with the following parameters:

Real Kind parameter	*b* Parameter	*p* Parameter	$e_{\min}$ Parameter	$e_{\max}$ Parameter
4	2	24	-125	128
8	2	53	-1021	1024
16	2	106	-1021	1024

End of IBM Extension

The following intrinsic functions use this model:

DIGITS	MINEXPONENT	RRSPACING
EPSILON	NEAREST	SCALE
EXPONENT	PRECISION	SET_EXPONENT
FRACTION	RADIX	SPACING
HUGE	RANGE	TINY
MAXEXPONENT		

Detailed Descriptions of Intrinsic Procedures

The following is an alphabetical list of all generic names for intrinsic procedures.

For each procedure, several items of information are listed.

Notes:

1. The argument names listed in the title can be used as the names for keyword arguments when calling the procedure.

2. For those procedures with specific names, a table lists each specific name along with information about the specific function:
   - When a function return type or argument type is shown in lowercase, that indicates that the type is specified as shown, but the compiler may actually substitute a call to a different specific name depending on the settings of the **-qintsize**, **-qrealsize**, and **-qautodbl** options.

     For example, references to **SINH** are replaced by references to **DSINH** when **-qrealsize=8** is in effect, and references to **DSINH** are replaced by references to **QSINH**.
   - The column labeled "Pass as Arg?" indicates whether or not you can pass that specific name as an actual argument to a procedure. Only the specific name of an intrinsic procedure may be passed as an actual argument, and only for some specific names. A specific name passed this way may only be referenced with scalar arguments.
3. The index contains entries for each specific name, if you know the specific name but not the generic one.

ABORT()

IBM Extension

Purpose

Terminates the program. It truncates all open output files to the current position of the file pointer, closes all open files, and sends the SIGIOT signal to the current process.

If the SIGIOT is neither caught nor ignored, and if the current directory is writable, the system produces a core file in the current directory.

Class

Subroutine

Examples

The following is an example of a statement using the **ABORT** subroutine.

```
IF (ERROR_CONDITION) CALL ABORT
```

End of IBM Extension

ABS(A)

Purpose

Absolute value.

Class

Elemental function

Argument Type and Attributes

A must be of type integer, real, or complex.

Result Type and Attributes

The same as A, except that if A is complex, the result is real.

Result Value

- If A is of type integer or real, the result is |A|.
- If A is of type complex with value (x,y), the result approximates

$$\sqrt{x^2 + y^2}$$

Examples

ABS ((3.0, 4.0)) has the value 5.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
IABS	any integer [2]	same as argument	yes
ABS	default real	default real	yes
DABS	double precision real	double precision real	yes
QABS [1]	REAL(16)	REAL(16)	yes
CABS	default complex	default real	yes
CDABS [1]	double complex	double precision real	yes
ZABS [1]	double complex	double precision real	yes
CQABS [1]	COMPLEX(16)	REAL(16)	yes

Notes:

1. IBM Extension.
2. IBM Extension: the ability to specify a nondefault integer argument.

ACHAR(I)

Purpose

Returns the character in a specified position of the ASCII collating sequence. It is the inverse of the IACHAR function.

Class

Elemental function

Argument Type and Attributes

I must be of type integer.

Result Type and Attributes

Character of length one with the same kind type parameter as **KIND** ('A').

Result Value

- If I has a value in the range $0 \leq I \leq 127$, the result is the character in position I of the ASCII collating sequence, provided that the character corresponding to I is representable.
- If I is outside the allowed value range, the result is undefined.

Examples

ACHAR (88) has the value 'X'.

ACOS(X)

Purpose

Arccosine (inverse cosine) function.

Class

Elemental function

Argument Type and Attributes

X must be of type real with a value that satisfies the inequality $|X| \leq 1$.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in radians, and approximates arccos(X).
- It is in the range $0 \leq \text{ACOS}(X) \leq \pi$.

Examples

ACOS (1.0) has the value 0.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
ACOS	default real	default real	yes
DACOS	double precision real	double precision real	yes
QACOS 1	REAL(16)	REAL(16)	yes
QARCOS 1	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension.

ACOSD(X)

IBM Extension

Purpose

Arccosine (inverse cosine) function. Result in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real. Its value must satisfy the inequality $|X| \leq 1$.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in degrees and approximates arccos(X).
- It is in the range 0° ≤ ACOSD(X) ≤ 180°.

Examples

ACOSD (0.5) has the value 60.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
ACOSD	default real	default real	yes
DACOSD	double precision real	double precision real	yes
QACOSD	REAL(16)	REAL(16)	yes

End of IBM Extension

ADJUSTL(STRING)

Purpose

Adjust to the left, removing leading blanks and inserting trailing blanks.

Class

Elemental function

Argument Type and Attributes

STRING must be of type character.

Result Type and Attributes

Character of the same length and kind type parameter as STRING.

Result Value

The value of the result is the same as STRING except that any leading blanks have been deleted and the same number of trailing blanks have been inserted.

Examples

ADJUSTL ('ƀWORD') has the value 'WORDƀ'.

ADJUSTR(STRING)

Purpose

Adjust to the right, removing trailing blanks and inserting leading blanks.

Class

Elemental function

Argument Type and Attributes

STRING	must be of type character.

Result Type and Attributes

Character of the same length and kind type parameter as STRING.

Result Value

The value of the result is the same as STRING except that any trailing blanks have been deleted and the same number of leading blanks have been inserted.

Examples

ADJUSTR ('WORDȸ') has the value 'ȸWORD'.

AIMAG(Z), IMAG(Z)

Purpose

Imaginary part of a complex number.

Class

Elemental function

Argument Type and Attributes

Z	must be of type complex.

Result Type and Attributes

Real with the same kind type parameter as Z.

Result Value

If Z has the value (x,y), the result has the value y.

Examples

AIMAG ((2.0, 3.0)) has the value 3.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
AIMAG	default complex	default real	yes
DIMAG 1	double complex	double precision real	yes
QIMAG 1	COMPLEX(16)	REAL(16)	yes

Notes:

1. IBM Extension.

AINT(A, KIND)

Purpose

Truncates to a whole number.

Class

Elemental function

Argument Type and Attributes

A
must be of type real.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- The result type is real.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of A.

Result Value

- If |A| < 1, the result is zero.
- If |A| ≥ 1, the result has a value equal to the integer whose magnitude is the largest integer that does not exceed the magnitude of A and whose sign is the same as the sign of A.

Examples

```
AINT(3.555) = 3.0
AINT(-3.555) = -3.0
```

Specific Name	Argument Type	Result Type	Pass As Arg?
AINT	default real	default real	yes
DINT	double precision real	double precision real	yes
QINT 1	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension.

ALL(MASK, DIM)

Purpose

Determines if all values in an entire array, or in each vector along a single dimension, are true.

Class

Transformational function

Argument Type and Attributes

MASK
is a logical array.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(MASK). The corresponding actual argument must not be an optional dummy argument.

Result Value

The result is a logical array with the same type and type parameters as **MASK**, and rank rank(**MASK**)-1. If the **DIM** is missing, or **MASK** has a rank of one, the result is a scalar of type logical.

The shape of the result is (s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n), where n is the rank of MASK.

Each element in the result array is .TRUE. only if all the elements given by **MASK**(m_1, m_2, ..., $m_{(DIM-1)}$, :, $m_{(DIM+1)}$, ..., m_n), are true. When the result is a scalar, either because **DIM** is not specified or because MASK is of rank one, it is **.TRUE.** only if all elements of MASK are true, or **MASK** has size zero.

Examples

```
! A is the array | 4 3 6 |, and B is the array | 3 5 2 |
!                | 2 4 1 |                     | 7 8 4 |

! Is every element in A less than the
! corresponding one in B?
      RES = ALL(A .LT. B)          ! result RES is false

! Are all elements in each column of A less than the
! corresponding column of B?
      RES = ALL(A .LT. B, DIM = 1) ! result RES is (f,t,f)

! Same question, but for each row of A and B.
      RES = ALL(A .LT. B, DIM = 2) ! result RES is (f,t)
```

ALLOCATED(ARRAY) or ALLOCATED(SCALAR)

Purpose

Indicate whether or not an allocatable object is currently allocated.

Class

Inquiry function

Argument Type and Attributes

ARRAY	is an allocatable array whose allocation status you want to know.
SCALAR	is an allocatable scalar whose allocation status you want to know.

Result Type and Attributes

Default logical scalar.

Result Value

The result corresponds to the allocation status of ARRAY or SCALAR: .TRUE. if it is currently allocated, .FALSE. if it is not currently allocated, or undefined if its allocation status is undefined. If you are compiling with the **-qxlf90=autodealloc** compiler option there is no undefined allocation status.

Examples

```
INTEGER, ALLOCATABLE, DIMENSION(:) :: A
PRINT *, ALLOCATED(A)      ! A is not allocated yet.
ALLOCATE (A(1000))
PRINT *, ALLOCATED(A)      ! A is now allocated.
END
```

Related Information

"Allocatable Arrays" on page 73, "ALLOCATE" on page 242, "Allocation Status" on page 63.

ANINT(A, KIND)

Purpose

Nearest whole number.

Class

Elemental function

Argument Type and Attributes

A must be of type real.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- The result type is real.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of A.

Result Value

- If A > 0, ANINT(A) = AINT(A + 0.5)
- If A ≤ 0, ANINT(A) = AINT(A - 0.5)

Note: The addition and subtraction of 0.5 are done in round-to-zero mode.

Examples

```
ANINT(3.555) = 4.0
ANINT(-3.555) = -4.0
```

Specific Name	Argument Type	Result Type	Pass As Arg?
ANINT	default real	default real	yes
DNINT	double precision real	double precision real	yes
QNINT 1	REAL(16)	REAL(16)	yes

Notes:
1. IBM Extension.

ANY(MASK, DIM)

Purpose

Determines if any of the values in an entire array, or in each vector along a single dimension, are true.

Class

Transformational function

Argument Type and Attributes

MASK is a logical array.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(MASK). The corresponding actual argument must not be an optional dummy argument.

Result Value

The result is a logical array of the same type and type parameters as **MASK**, and rank of rank(**MASK**)-1. If the **DIM** is missing, or **MASK** has a rank of one, the result is a scalar of type logical.

The shape of the result is (s_1, s_2, ..., $s_{(DIM\ -1)}$, $s_{(DIM+1)}$, ..., s_n), where n is the rank of MASK.

Each element in the result array is .TRUE. if any of the elements given by MASK(m_1, m_2, ..., $m_{(DIM-1)}$, :, $m_{(DIM+1)}$, ..., m_n) are true. When the result is a scalar, either because DIM is not specified or because MASK is of rank one, it is .TRUE. if any of the elements of MASK are true.

Examples

```
! A is the array | 9 -6 7 |, and B is the array | 2 7 8 |
!                | 3 -1 5 |                     | 5 6 9 |

! Is any element in A greater than or equal to the
! corresponding element in B?
      RES = ANY(A .GE. B)          ! result RES is true

! For each column in A, is there any element in the column
! greater than or equal to the corresponding element in B?
      RES = ANY(A .GE. B, DIM = 1) ! result RES is (t,f,f)

! Same question, but for each row of A and B.
      RES = ANY(A .GE. B, DIM = 2) ! result RES is (t,f)
```

ASIN(X)

Purpose

Arcsine (inverse sine) function.

Class

Elemental function

Argument Type and Attributes

X must be of type real. Its value must satisfy the inequality $|X| \leq 1$.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in radians, and approximates arcsin(X).
- It is in the range $-\pi/2 \leq$ ASIN(X) $\leq \pi/2$.

Examples

ASIN (1.0) approximates $\pi/2$.

Specific Name	Argument Type	Result Type	Pass As Arg?
ASIN	default real	default real	yes
DASIN	double precision real	double precision real	yes
QASIN [1]	REAL(16)	REAL(16)	yes
QARSIN [1]	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension.

ASIND(X)

IBM Extension

Purpose

Arcsine (inverse sine) function. Result in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real. Its value must satisfy the inequality $|X| \leq 1$.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in degrees, and approximates arcsin(X).
- It is in the range $-90° \leq$ ASIND(X) $\leq 90°$

Examples

ASIND (0.5) has the value 30.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
ASIND	default real	default real	yes
DASIND	double precision real	double precision real	yes

Specific Name	Argument Type	Result Type	Pass As Arg?
QASIND	REAL(16)	REAL(16)	yes

End of IBM Extension

ASSOCIATED(POINTER, TARGET)

Purpose

Returns the association status of its pointer argument, or indicates whether the pointer is associated with the target.

Class

Inquiry function

Argument Type and Attributes

POINTER
A pointer whose association status you want to test. It can be of any type. Its association status must not be undefined.

TARGET (optional)
A pointer or target that might or might not be associated with POINTER. Its association status must not be undefined.

Result Type and Attributes

Default logical scalar.

Result Value

If only the **POINTER** argument is specified, the result is .TRUE. if it is associated with any target and .FALSE. otherwise. If **TARGET** is also specified, the procedure tests whether **POINTER** is associated with **TARGET**, or with the same object that **TARGET** is associated with (if **TARGET** is also pointer).

If **TARGET** is present, then the result is .FALSE. if one of the following occurs:
- **POINTER** is associated with a zero-sized array.
- **TARGET** is associated with a zero-sized array.
- **TARGET** is a zero-sized array.

Objects with different types or shapes cannot be associated with each other.

Arrays with the same type and shape but different bounds can be associated with each other.

Examples

```
REAL, POINTER, DIMENSION(:,:) :: A
REAL, TARGET, DIMENSION(5,10) :: B, C

NULLIFY (A)
PRINT *, ASSOCIATED (A)   ! False, not associated yet

A => B
PRINT *, ASSOCIATED (A)   ! True, because A is
                          ! associated with B
```

```
PRINT *, ASSOCIATED (A,C) ! False, A is not
                          ! associated with C
END
```

ATAN(X)

Purpose

Arctangent (inverse tangent) function.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in radians and approximates arctan(X).
- It is in the range $-\pi/2 \le \text{ATAN}(X) \le \pi/2$.

Examples

ATAN (1.0) approximates $\pi/4$.

Specific Name	Argument Type	Result Type	Pass As Arg?
ATAN	default real	default real	yes
DATAN	double precision real	double precision real	yes
QATAN [1]	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension.

ATAND(X)

IBM Extension

Purpose

Arctangent (inverse tangent) function. Result in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in degrees and approximates arctan(X).
- It is in the range $-90° \le \text{ATAND}(X) \le 90°$.

Examples

ATAND (1.0) has the value 45.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
ATAND	default real	default real	yes
DATAND	double precision real	double precision real	yes
QATAND	REAL(16)	REAL(16)	yes

End of IBM Extension

ATAN2(Y, X)

Purpose

Arctangent (inverse tangent) function. The result is the principal value of the nonzero complex number (X, Y) formed by the real arguments Y and X.

Class

Elemental function

Argument Type and Attributes

Y	must be of type real.
X	must be of the same type and kind type parameter as Y. If Y has the value zero, X must not have the value zero.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in radians and has a value equal to the principal value of the argument of the complex number (X, Y).
- It is in the range $-\pi < \text{ATAN2}(Y, X) \le \pi$.
- If $X \ne 0$, the result approximates arctan(Y/X).
- If $Y > 0$, the result is positive.
- If $Y < 0$, the result is negative.
- If $Y = 0$ and $X > 0$, the result is zero.
- If $Y = 0$ and $X < 0$, the result is π.
- If $X = 0$, the absolute value of the result is $\pi/2$.

Examples

ATAN2 (1.5574077, 1.0) has the value 1.0.

Given that:

```
Y = |  1   1 |        X = | -1  1 |
    | -1  -1 |            | -1  1 |
```

the value of ATAN2(Y,X) is approximately:

```
ATAN2 (Y, X) = |  3π/4   π/4 |
               | -3π/4  -π/4 |
```

Specific Name	Argument Type	Result Type	Pass As Arg?
ATAN2	default real	default real	yes
DATAN2	double precision real	double precision real	yes
QATAN2 [1]	REAL(16)	REAL(16)	yes

Notes:
1. IBM Extension.

ATAN2D(Y, X)

IBM Extension

Purpose

Arctangent (inverse tangent) function. The result is the principal value of the nonzero complex number (X, Y) formed by the real arguments Y and X.

Class

Elemental function

Argument Type and Attributes

Y	must be of type real.
X	must be of the same type and kind type parameter as Y. If Y has the value zero, X must not have the value zero.

Result Type and Attributes

Same as X.

Result Value

- It is expressed in degrees and has a value equal to the principal value of the argument of the complex number (X, Y).
- It is in the range -180° < ATAN2D(Y,X) ≤ 180°.
- If X≠0, the result approximates arctan(Y/X).
- If Y>0, the result is positive.
- If Y<0, the result is negative.
- If Y=0 and X>0, the result is zero.
- If Y=0 and X<0, the result is 180°.
- If X=0, the absolute value of the result is 90°.

Examples

ATAN2D (1.5574077, 1.0) has the value 57.295780181 (approximately).

Given that:

```
Y = |  1.0   1.0 |   X = | -1.0   1.0 |
    | -1.0  -1.0 |       | -1.0   1.0 |
```

then the value of ATAN2D(Y,X) is:

```
ATAN2D(Y,X) =  |  135.0000000   45.00000000 |
               | -135.0000000  -45.00000000 |
```

Specific Name	Argument Type	Result Type	Pass As Arg?
ATAN2D	default real	default real	yes
DATAN2D	double precision real	double precision real	yes
QATAN2D	REAL(16)	REAL(16)	yes

End of IBM Extension

BIT_SIZE(I)

Purpose

Returns the number of bits in an integer type. Because only the type of the argument is examined, the argument need not be defined.

Class

Inquiry function

Argument Type and Attributes

I must be of type integer.

Result Type and Attributes

Scalar integer with the same kind type parameter as I.

Result Value

The result is the number of bits in the integer data type of the argument:

IBM Extension

```
    type                 bits
-----------              ------
 integer(1)                 08
 integer(2)                 16
 integer(4)                 32
 integer(8)                 64
```

End of IBM Extension

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

BIT_SIZE (1_4) has the value 32, because the integer type with kind 4 (that is, a four-byte integer) contains 32 bits.

BTEST(I, POS)

Purpose

Tests a bit of an integer value.

Class

Elemental function

Argument Type and Attributes

I must be of type integer.

POS must be of type integer. It must be nonnegative and be less than BIT_SIZE(I).

Result Type and Attributes

The result is of type default logical.

Result Value

The result has the value .TRUE. if bit POS of I has the value 1 and the value .FALSE. if bit POS of I has the value 0.

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

BTEST (8, 3) has the value **.TRUE.**.

```
If A has the value
   | 1 2 |
   | 3 4 |
the value of BTEST (A, 2) is
   | false false |
   | false true  |
and the value of BTEST (2, A) is
   | true  false |
   | false false |
```

See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
BTEST [1]	any integer	default logical	yes

Notes:
1. IBM Extension.

CEILING(A, KIND)

Purpose

Returns the least integer greater than or equal to its argument.

Class

Elemental function

Argument Type and Attributes

A must be of type real.

Fortran 95

KIND (optional)
must be a scalar integer initialization expression.

End of Fortran 95

Result Type and Attributes

- It is of type integer.

Fortran 95

- If KIND is present, the kind type parameter is that specified by KIND; otherwise, the **KIND** type parameter is that of the default integer type.

End of Fortran 95

Result Value

The result has a value equal to the least integer greater than or equal to A.

Fortran 95

The result is undefined if the result cannot be represented as an integer of the specified KIND.

End of Fortran 95

Examples

```
CEILING(-3.7) has the value -3.
CEILING(3.7) has the value 4.
```

Fortran 95

```
CEILING(1000.1, KIND=2) has the value 1 001, with a kind
type parameter of two.
```

End of Fortran 95

CHAR(I, KIND)

Purpose

Returns the character in the given position of the collating sequence associated with the specified kind type parameter. It is the inverse of the function **ICHAR**.

Class

Elemental function

Argument Type and Attributes

I must be of type integer with a value in the range IBM 0 ≤ I ≤ 127. IBM

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- Character of length one.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of the default character type.

Result Value

- The result is the character in position I of the collating sequence associated with the specified kind type parameter.
- **ICHAR (CHAR (I, KIND (C)))** must have the value I for $0 \le I \le 127$ and CHAR (ICHAR (C), **KIND** (C)) must have the value C for any representable character.

Examples

IBM Extension

CHAR (88) has the value 'X'.

Specific Name	Argument Type	Result Type	Pass As Arg?
CHAR	any integer	default character	yes 1

Notes:

1. IBM Extension: the ability to specify a nondefault integer argument.
2. XL Fortran supports only the ASCII collating sequence.

End of IBM Extension

CMPLX(X, Y, KIND)

Purpose

Convert to complex type.

Class

Elemental function

Argument Type and Attributes

X
: must be of type integer, real, or complex.

Y (optional)
: must be of type integer or real. It must not be present if X is of type complex.

KIND (optional)
: must be a scalar integer initialization expression.

Result Type and Attributes

- It is of type complex.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of the default real type.

Result Value

- If Y is absent and X is not complex, it is as if Y were present with the value zero.
- If Y is absent and X is complex, it is as if Y were present with the value AIMAG(X).
- CMPLX(X, Y, KIND) has the complex value whose real part is REAL(X, KIND) and whose imaginary part is REAL(Y, KIND).

Examples

CMPLX (-3) has the value (-3.0, 0.0).

Specific Name	Argument Type	Result Type	Pass As Arg?
CMPLX 1	default real	default complex	no

Notes:

1. IBM Extension.

Related Information

"DCMPLX(X, Y)" on page 565, "QCMPLX(X, Y)" on page 629.

COMMAND_ARGUMENT_COUNT()

Fortran 2003 Draft Standard

Purpose

Returns the number of command line arguments for the command that invoked the program.

Class

Inquiry function

Result Type and Attributes

Default integer scalar

Result Value

The result value is the number of command arguments, not counting the command name. If there are no command arguments, the result value is 0.

Examples

```
integer cmd_count
cmd_count = COMMAND_ARGUMENT_COUNT()
print*, cmd_count
end
```

The following is sample output generated by the above program:

```
$ a.out
0
$ a.out aa
1
$ a.out aa bb
2
```

End of Fortran 2003 Draft Standard

CONJG(Z)

Purpose

Conjugate of a complex number.

Class

Elemental function

Argument Type and Attributes

Z must be of type complex.

Result Type and Attributes

Same as Z.

Result Value

Given Z has the value (x, y), the result has the value (x, -y).

Examples

CONJG ((2.0, 3.0)) has the value (2.0, -3.0).

Specific Name	Argument Type	Result Type	Pass As Arg?
CONJG	default complex	default complex	yes
DCONJG 1	double complex	double complex	yes
QCONJG 1	COMPLEX(16)	COMPLEX(16)	yes

Notes:

1. IBM Extension.

COS(X)

Purpose

Cosine function.

Class

Elemental function

Argument Type and Attributes

X must be of type real or complex.

Result Type and Attributes

Same as X.

Result Value

- It has a value that approximates cos(X).
- If X is of type real, X is regarded as a value in radians.
- If X is of type complex, the real and imaginary parts of X are regarded as values in radians.

Examples

COS (1.0) has the value 0.54030231 (approximately).

Specific Name	**Argument Type**	**Result Type**	**Pass As Arg?**
COS	default real	default real	yes
DCOS	double precision real	double precision real	yes
QCOS 1	REAL(16)	REAL(16)	yes
CCOS 2a	default complex	default complex	yes
CDCOS 1 2b	double complex	double complex	yes
ZCOS 1 2b	double complex	double complex	yes
CQCOS 1 2b	COMPLEX(16)	COMPLEX(16)	yes

Notes:

1. IBM Extension.
2. Given that X is a complex number in the form a + bi, where i = $(-1)^{\frac{1}{2}}$:
   a. abs(b) must be less than or equal to 88.7228; a is any real value.
   b. abs(b) must be less than or equal to 709.7827; a is any real value.

COSD(X)

IBM Extension

Purpose

Cosine function. Argument in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- It approximates cos(X), where X has a value in degrees.

Examples

COSD (45.0) has the value 0.7071067691.

Specific Name	Argument Type	Result Type	Pass As Arg?
COSD	default real	default real	yes
DCOSD	double precision real	double precision real	yes
QCOSD	REAL(16)	REAL(16)	yes

End of IBM Extension

COSH(X)

Purpose

Hyperbolic cosine function.

Class

Elemental function

Argument Type and Attributes

X	must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result value approximates cosh(X).

Examples

COSH (1.0) has the value 1.5430806 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
COSH 1a	default real	default real	yes
DCOSH 1b	double precision real	double precision real	yes
QCOSH 1b 2	REAL(16)	REAL(16)	yes

Notes:

1. Given that X is a complex number in the form a + bi, where i = $(-1)^{½}$:
   a. abs(b) must be less than or equal to 88.7228; a is any real value.
   b. abs(b) must be less than or equal to 709.7827; a is any real value.
2. IBM Extension.

COUNT(MASK, DIM)

Purpose

Counts the number of true array elements in an entire logical array, or in each vector along a single dimension. Typically, the logical array is one that is used as a mask in another intrinsic.

Class

Transformational function

Argument Type and Attributes

MASK
: is a logical array.

DIM (optional)
: is an integer scalar in the range 1 ≤ **DIM** ≤ rank(**MASK**). The corresponding actual argument must not be an optional dummy argument.

Result Value

If **DIM** is present, the result is an integer array of rank rank(**MASK**)-1. If **DIM** is missing, or if **MASK** has a rank of one, the result is a scalar of type integer.

Each element of the resulting array (R(s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n)) equals the number of elements that are true in **MASK** along the corresponding dimension (s_1, s_2, ..., $s_{(DIM-1)}$, :, $s_{(DIM+1)}$, ..., s_n).

If **MASK** is a zero-sized array, the result equals zero.

Examples

```
! A is the array | T F F |, and B is the array | F F T |
!                | F T T |                     | T T T |

! How many corresponding elements in A and B
! are equivalent?
    RES = COUNT(A .EQV. B)        ! result RES is 3

! How many corresponding elements are equivalent
! in each column?
    RES = COUNT(A .EQV. B, DIM=1) ! result RES is (0,2,1)

! Same question, but for each row.
    RES = COUNT(A .EQV. B, DIM=2) ! result RES is (1,2)
```

CPU_TIME(TIME)

Fortran 95

Purpose

Returns the CPU time, in seconds, taken by the current process and, possibly, all the child processes in all of the threads. A call to **CPU_TIME** will give the processor time taken by the process from the start of the program. The time measured only accounts for the amount of time that the program is actually running, and not the time that a program is suspended or waiting.

Class

Subroutine

Argument Type and Attributes

TIME
: Is a scalar of type real. It is an **INTENT(OUT)** argument that is assigned an approximation to the processor time. The time is measured in seconds. The time returned by **CPU_TIME** is dependent upon the setting of the **XLFRTEOPTS** environment variable run-time option **cpu_time_type**. The valid settings for **cpu_time_type** are:

usertime	The user time for the current process. For a definition of user time, see the *AIX Performance and Tuning Guide*.
systime	The system time for the current process. For a definition of system time, see the *AIX Performance and Tuning Guide*.
alltime	The sum of the user and system time for the current process
total_usertime	The total user time for the current process. The total user time is the sum of the user time for the current process and the total user times for its child processes, if any.
total_systime	The total system time for the current process. The total system time is the sum of the system time for the current process and the total system times for its child processes, if any.
total_alltime	The total user and system time for the current process. The total user and system time is the sum of the user and system time for the current process and the total user and system times for their child processes, if any. This is the default measure of time for **CPU_TIME** if you have not set the **cpu_time_type** run-time option.

You can set the **cpu_time_type** run-time option using the **setrteopts** procedure. Each change to the **cpu_time_type** setting will affect all subsequent calls to **CPU_TIME**.

Examples

Example 1:

```
! The default value for cpu_time_type is used
REAL T1, T2
...        ! First chunk of code to be timed
CALL CPU_TIME(T1)
...        ! Second chunk of code to be timed
CALL CPU_TIME(T2)
print *, 'Time taken for first chunk of code: ', T1, 'seconds.'
print *, 'Time taken for both chunks of code: ', T2, 'seconds.'
print *, 'Time for second chunk of code was ', T2-T1, 'seconds.'
```

If you want to set the **cpu_time_type** run-time option to **usertime**, you would type the following command from a ksh or bsh command line:

```
export XLFRTEOPTS=cpu_time_type=usertime
```

Example 2:

```
! Use setrteopts to set the cpu_time_type run-time option as many times
! as you need to
CALL setrteopts ('cpu_time_type=alltime')
CALL stallingloop
CALL CPU_TIME(T1)
print *, 'The sum of the user and system time is', T1, 'seconds'.
CALL setrteopts ('cpu_time_type=usertime')
CALL stallingloop
CALL CPU_TIME(T2)
print *, 'The total user time from the start of the program is', T2, 'seconds'.
```

Related Information

- See the description of the **XLFRTEOPTS** environment variable in the *User's Guide* for more information.

End of Fortran 95

CSHIFT(ARRAY, SHIFT, DIM)

Purpose

Shifts the elements of all vectors along a given dimension of an array. The shift is circular; that is, elements shifted off one end are inserted again at the other end.

Class

Transformational function

Argument Type and Attributes

ARRAY
is an array of any type.

SHIFT
must be a scalar integer if **ARRAY** has a rank of one; otherwise, it is a scalar integer or an integer expression of rank rank(**ARRAY**)-1.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(**ARRAY**). If absent, it defaults to 1.

Result Value

The result is an array with the same shape and the same data type as **ARRAY**.

If **SHIFT** is a scalar, the same shift is applied to each vector. Otherwise, each vector **ARRAY** (s_1, s_2, ..., $s_{(DIM-1)}$, :, $s_{(DIM+1)}$, ..., s_n) is shifted according to the corresponding value in **SHIFT** (s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n)

The absolute value of **SHIFT** determines the amount of shift. The sign of **SHIFT** determines the direction of the shift:

Positive SHIFT
moves each element of the vector toward the beginning of the vector.

Negative SHIFT
moves each element of the vector toward the end of the vector.

Zero SHIFT
does no shifting. The value of the vector remains unchanged.

Examples

```
! A is the array | A D G |
!                | B E H |
!                | C F I |

! Shift the first column down one, the second column
! up one, and leave the third column unchanged.
```

```
      RES = CSHIFT (A, SHIFT = (/-1,1,0/), DIM = 1)
! The result is | C E G |
!               | A F H |
!               | B D I |

! Do the same shifts as before, but on the rows
! instead of the columns.
      RES = CSHIFT (A, SHIFT = (/-1,1,0/), DIM = 2)
! The result is | G A D |
!               | E H B |
!               | C F I |
```

CVMGx(TSOURCE, FSOURCE, MASK)

IBM Extension

Purpose

The conditional vector merge functions (**CVMGM**, **CVMGN**, **CVMGP**, **CVMGT**, and **CVMGZ**) enable you to port existing code that contains these functions.

Calling them is very similar to calling

```
MERGE ( TSOURCE, FSOURCE, arith_expr .op. 0 )
or
MERGE ( TSOURCE, FSOURCE, logical_expr .op. .TRUE. )
```

Because the **MERGE** intrinsic is part of the Fortran 90 language, we recommend that you use it instead of these functions for any new programs.

Class

Elemental function

Argument Type and Attributes

TSOURCE	is a scalar or array expression of type **LOGICAL**, **INTEGER**, or **REAL** and any kind except 1.
FSOURCE	is a scalar or array expression with the same type and type parameters as **TSOURCE**.
MASK	is a scalar or array expression of type **INTEGER** or **REAL** (for **CVMGM**, **CVMGN**, **CVMGP**, and **CVMGZ**) or **LOGICAL** (for **CVMGT**), and any kind except 1. If it is an array, it must conform in shape to **TSOURCE** and **FSOURCE**.

If only one of **TSOURCE** and **FSOURCE** is typeless, the typeless argument acquires the type of the other argument. If both **TSOURCE** and **FSOURCE** are typeless, both arguments acquire the type of **MASK**. If **MASK** is also typeless, both **TSOURCE** and **FSOURCE** are treated as default integers. If **MASK** is typeless, it is treated as a default logical for the **CVMGT** function and as a default integer for the other **CVMGx** functions.

Result Type and Attributes

Same as **TSOURCE** and **FSOURCE**.

Result Value

The function result is the value of either the first argument or second argument, depending on the result of the test performed on the third argument. If the arguments are arrays, the test is performed for each element of the **MASK** array, and the result may contain some elements from **TSOURCE** and some elements from **FSOURCE**.

Table 24. Result Values for CVMGx Intrinsic Procedures

Explanation	Function Return Value	Generic Name
Test for positive or zero	**TSOURCE** if **MASK**≥0 **FSOURCE** if **MASK**<0	CVMGP
Test for negative	**TSOURCE** if **MASK**<0 **FSOURCE** if **MASK**≥0	CVMGM
Test for zero	**TSOURCE** if **MASK**=0 **FSOURCE** if **MASK**≠0	CVMGZ
Test for nonzero	**TSOURCE** if **MASK**≠0 **FSOURCE** if **MASK**=0	CVMGN
Test for true	**TSOURCE** if **MASK**= **.true.** **FSOURCE** if MASK= **.false.**	CVMGT

End of IBM Extension

DATE_AND_TIME(DATE, TIME, ZONE, VALUES)

Purpose

Returns data from the real-time clock and the date in a form compatible with the representations defined in ISO 8601:1988.

Class

Subroutine

Argument Type and Attributes

DATE (optional)
must be scalar and of type default character, and must have a length of at least eight to contain the complete value. It is an **INTENT(OUT)** argument. Its leftmost eight characters are set to a value of the form **CCYYMMDD**, where **CC** is the century, **YY** is the year within the century, **MM** is the month within the year, and **DD** is the day within the month. If no date is available, these characters are set to blank.

TIME (optional)
must be scalar and of type default character, and must have a length of at least ten in order to contain the complete value. It is an **INTENT(OUT)** argument. Its leftmost ten characters are set to a value of the form hhmmss.sss, where hh is the hour of the day, mm is the minutes of the hour, and ss.sss is the seconds and milliseconds of the minute. If no clock is available, they are set to blank.

ZONE (optional)

must be scalar and of type default character, and must have a length at least five in order to contain the complete value. It is an

INTENT(OUT) argument. Its leftmost five characters are set to a value of the form ±hhmm, where hh and mm are the time difference with respect to Coordinated Universal Time (UTC) in hours and the parts of an hour expressed in minutes, respectively. If no clock is available, they are set to blank.

IBM Extension

The value of **ZONE** may be incorrect if you have not set up the machine through the **smit chtz** fastpath, or if you are in a timezone not configurable through **smit**. You can manually set the **TZ** environment variable or use the **chtz** command to ensure the time zone is correctly set up. The format of the **TZ** variable is documented under the **/etc/environment** file in the *AIX Files Reference*.

End of IBM Extension

VALUES (optional)
must be of type default integer and of rank one. It is an **INTENT(OUT)** argument. Its size must be at least eight. The values returned in VALUES are as follows:

VALUES(1)
is the year (for example, 1998), or -HUGE (0) if no date is available.

VALUES(2)
is the month of the year, or -HUGE (0) if no date is available.

VALUES(3)
is the day of the month, or -HUGE (0) if no date is available.

VALUES(4)
is the time difference with respect to Coordinated Universal Time (UTC) in minutes, or -HUGE (0) if this information is not available.

VALUES(5)
is the hour of the day, in the range 0 to 23, or -HUGE (0) if there is no clock.

VALUES(6)
is the minutes of the hour, in the range 0 to 59, or -HUGE (0) if there is no clock.

VALUES(7)
is the seconds of the minute, in the range 0 to 60, or -HUGE (0) if there is no clock.

VALUES (8)
is the milliseconds of the second, in the range 0 to 999, or -HUGE (0) if there is no clock.

Examples

The following program:

```
INTEGER DATE_TIME (8)
CHARACTER (LEN = 10) BIG_BEN (3)
CALL DATE_AND_TIME (BIG_BEN (1), BIG_BEN (2), &
                    BIG_BEN (3), DATE_TIME)
```

if executed in Geneva, Switzerland on 1985 April 12 at 15:27:35.5, would have assigned the value 19850412 to **BIG_BEN**(1), the value 152735.500 to **BIG_BEN**(2), the value +0100 to **BIG_BEN**(3), and the following values to **DATE_TIME**: 1985, 4, 12, 60, 15, 27, 35, 500.

Note that UTC is defined by CCIR Recommendation 460-2 (also known as Greenwich Mean Time).

DBLE(A)

Purpose

Convert to double precision real type.

Class

Elemental function

Argument Type and Attributes

A must be of type integer, real, or complex.

Result Type and Attributes

Double precision real.

Result Value

- If A is of type double precision real, DBLE(A) = A.
- If A is of type integer or real, the result has as much precision of the significant part of A as a double precision real datum can contain.
- If A is of type complex, the result has as much precision of the significant part of the real part of A as a double precision real datum can contain.

Examples

DBLE (-3) has the value -3.0D0.

IBM Extension

Specific Name	Argument Type	Result Type	Pass As Arg?
DFLOAT	any integer	double precision real	no
DBLE	default real	double precision real	no
DBLEQ	REAL(16)	REAL(8)	no

End of IBM Extension

DCMPLX(X, Y)

IBM Extension

Purpose

Convert to double complex type.

Class

Elemental function

Argument Type and Attributes

X	must be of type integer, real, or complex.
Y (optional)	must be of type integer or real. It must not be present if X is of type complex.

Result Type and Attributes

It is of type double complex.

Result Value

- If Y is absent and X is not complex, it is as if Y were present with the value of zero.
- If Y is absent and X is complex, it is as if Y were present with the value AIMAG(X).
- DCMPLX(X, Y) has the complex value whose real part is REAL(X, KIND=8) and whose imaginary part is REAL(Y, KIND=8).

Examples

DCMPLX (-3) has the value (-3.0D0, 0.0D0).

Specific Name	Argument Type	Result Type	Pass As Arg?
DCMPLX	double precision real	double complex	no

Related Information

"CMPLX(X, Y, KIND)" on page 553, "QCMPLX(X, Y)" on page 629.

End of IBM Extension

DIGITS(X)

Purpose

Returns the number of significant digits for numbers whose type and kind type parameter are the same as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type integer or real. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

IBM Extension

- If X is of type integer, the number of the significant digits of X is:

```
    type                bits
-----------            ------
 integer(1)              07
 integer(2)              15
 integer(4)              31
 integer(8)              63
```

- If X is of type real, the number of significant bits of X is:

```
   type                 bits
----------             ------
real(4)                  24
real(8)                  53
real(16)                106
```

End of IBM Extension

Examples

IBM Extension

DIGITS (X) = 63, where X is of type integer(8) (see "Data Representation Models" on page 533).

End of IBM Extension

DIM(X, Y)

Purpose

The difference X-Y if it is positive; otherwise zero.

Class

Elemental function

Argument Type and Attributes

X must be of type integer or real.

Y must be of the same type and kind type parameter as X.

Result Type and Attributes

Same as X.

Result Value

- If X > Y, the value of the result is X - Y.
- If X ≤ Y, the value of the result is zero.

Examples

DIM (-3.0, 2.0) has the value 0.0. **DIM** (-3.0, -4.0) has the value 1.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
IDIM	any integer 1	same as argument	yes
DIM	default real	default real	yes
DDIM	double precision real	double precision real	yes
QDIM 2	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension: the ability to specify a nondefault integer argument.
2. IBM Extension.

DOT_PRODUCT(VECTOR_A, VECTOR_B)

Purpose

Computes the dot product on two vectors.

Class

Transformational function

Argument Type and Attributes

VECTOR_A	is a vector with a numeric or logical data type.
VECTOR_B	must be of numeric type if **VECTOR_A** is of numeric type and of logical type if **VECTOR_A** is of logical type. It must be the same size as **VECTOR_A**.

Result Value

The result is a scalar whose data type depends on the data type of the two vectors, according to the rules in Table 5 on page 94 and Table 6 on page 99.

If either vector is a zero-sized array, the result equals zero when it has a numeric data type, and false when it is of type logical.

If **VECTOR_A** is of type integer or real, the result value equals SUM(**VECTOR_A** * **VECTOR_B**).

If **VECTOR_A** is of type complex, the result equals SUM(CONJG(**VECTOR_A**) * **VECTOR_A**).

If **VECTOR_A** is of type logical, the result equals ANY(**VECTOR_A** .AND. **VECTOR_B**).

Examples

```
! A is (/ 3, 1, -5 /), and B is (/ 6, 2, 7 /).
      RES = DOT_PRODUCT (A, B)
! calculated as
!   ( (3*6) + (1*2) + (-5*7) )
! = (   18  +    2  +  (-35) )
! =  -15
```

DPROD(X, Y)

Purpose

Double precision real product.

Class

Elemental function

Argument Type and Attributes

X	must be of type default real.
Y	must be of type default real.

Result Type and Attributes

Double precision real.

Result Value

The result has a value equal to the product of X and Y.

Examples

DPROD (-3.0, 2.0) has the value -6.0D0.

Specific Name	Argument Type	Result Type	Pass As Arg?
DPROD	default real	double precision real	yes
QPROD [1]	double precision real	REAL(16)	yes

Notes:

1. IBM Extension.

EOSHIFT(ARRAY, SHIFT, BOUNDARY, DIM)

Purpose

Shifts the elements of all vectors along a given dimension of an array. The shift is end-off; that is, elements shifted off one end are lost, and copies of boundary elements are shifted in at the other end.

Class

Transformational function

Argument Type and Attributes

ARRAY	is an array of any type.

SHIFT	is a scalar of type integer if **ARRAY** has a rank of 1; otherwise, it is a scalar integer or an integer expression of rank rank(**ARRAY**)-1.
BOUNDARY (optional)	is of the same type and type parameters as **ARRAY**. If **ARRAY** has a rank of 1, **BOUNDARY** must be scalar; otherwise, it is a scalar or an expression of rank rank(**ARRAY**)-1.
DIM (optional)	is an integer scalar in the range $1 \le$ **DIM** $\le$ rank(**ARRAY**).

Result Value

The result is an array with the same shape and data type as **ARRAY**.

The absolute value of **SHIFT** determines the amount of shift. The sign of **SHIFT** determines the direction of the shift:

Positive SHIFT	moves each element of the vector toward the beginning of the vector. If an element is taken off the beginning of a vector, its value is replaced by the corresponding value from **BOUNDARY** at the end of the vector.
Negative SHIFT	moves each element of the vector toward the end of the vector. If an element is taken off the end of a vector, its value is replaced by the corresponding value from **boundary** at the beginning of the vector.
Zero SHIFT	does no shifting. The value of the vector remains unchanged.

Result Value

If **BOUNDARY** is a scalar value, this value is used in all shifts.

If **BOUNDARY** is an array of values, the values of the array elements of **BOUNDARY** with subscripts (s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n) are used for that dimension.

If **BOUNDARY** is not specified, the following default values are used, depending on the data type of **ARRAY**:

character	'ƀ' (one blank)
logical	false
integer	0
real	0.0
complex	(0.0, 0.0)

Examples

```
! A is | 1.1 4.4 7.7 |, SHIFT is
S=(/0, -1, 1/),
!      | 2.2 5.5 8.8 |
!      | 3.3 6.6 9.9 |
! and BOUNDARY is the array B=(/-0.1, -0.2, -0.3/).
! Leave the first column alone, shift the second
! column down one, and shift the third column up one.
RES = EOSHIFT (A, SHIFT = S, BOUNDARY = B, DIM = 1)
! The result is | 1.1 -0.2  8.8 |
!               | 2.2  4.4  9.9 |
!               | 3.3  5.5 -0.3 |

! Do the same shifts as before, but on the
! rows instead of the columns.
RES = EOSHIFT (A, SHIFT = S, BOUNDARY = B, DIM = 2)
! The result is |  1.1  4.4  7.7 |
!               | -0.2  2.2  5.5 |
!               |  6.6  9.9 -0.3 |
```

EPSILON(X)

Purpose

Returns a positive model number that is almost negligible compared to unity in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type real. It may be scalar or array valued.

Result Type and Attributes

Scalar of the same type and kind type parameter as X.

Result Value

The result is

$2.0\mathit{ei}0^{1\ -\ \mathrm{DIGITS(X)}}$

where *ei* is the exponent indicator (E, D, or Q) depending on the type of X:

IBM Extension

```
type                    EPSILON(X)
----                    ----------
real(4)                 02E0 ** (-23)
real(8)                 02D0 ** (-52)
real(16)                02Q0 ** (-105)
```

End of IBM Extension

Examples

IBM Extension

EPSILON (X) = 1.1920929E-07 for X of type real(4). See “Real Data Model” on page 535.

End of IBM Extension

ERF(X)

IBM Extension

Purpose

Error function.

$$\operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$$

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- The result value approximates erf(X).
- The result is in the range -1 ≤ ERF(X) ≤ 1

Examples

ERF (1.0) has the value 0.8427007794 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
ERF	default real	default real	yes
DERF	double precision real	double precision real	yes
QERF	REAL(16)	REAL(16)	yes

End of IBM Extension

ERFC(X)

IBM Extension

Purpose

Complementary error function.

$$\operatorname{erfc}(x) = 1 - \operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_x^{\infty} e^{-t^2} dt$$

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- The result has a value equal to 1-ERF(X).
- The result is in the range 0 ≤ ERFC(X) ≤ 2

Examples

ERFC (1.0) has the value 0.1572992057 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
ERFC	default real	default real	yes
DERFC	double precision real	double precision real	yes
QERFC	REAL(16)	REAL(16)	yes

End of IBM Extension

EXP(X)

Purpose

Exponential.

Class

Elemental function

Argument Type and Attributes

X must be of type real or complex.

Result Type and Attributes

Same as X.

Result Value

- The result approximates e^X.
- If X is of type complex, its real and imaginary parts are regarded as values in radians.

Examples

EXP (1.0) has the value 2.7182818 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
EXP 1	default real	default real	yes

Specific Name	Argument Type	Result Type	Pass As Arg?
DEXP 2	double precision real	double precision real	yes
QEXP 2 3	REAL(16)	REAL(16)	yes
CEXP 4a	default complex	default complex	yes
CDEXP 4b 3	double complex	double complex	yes
ZEXP 4b 3	double complex	double complex	yes
CQEXP 4b 3	COMPLEX(16)	COMPLEX(16)	yes

Notes:

1. X must be less than or equal to 88.7228.
2. X must be less than or equal to 709.7827.
3. IBM Extension.
4. When X is a complex number in the form a + bi, where i = $(-1)^{½}$:
   a. a must be less than or equal to 88.7228; b is any real value.
   b. a must be less than or equal to 709.7827; b is any real value.

EXPONENT(X)

Purpose

Returns the exponent part of the argument when represented as a model number.

Class

Elemental function

Argument Type and Attributes

X	must be of type real.

Result Type and Attributes

Default integer.

Result Value

- If X ≠ 0, the result is the exponent of X (which is always within the range of a default integer).
- If X = 0, the exponent of X is zero.

Examples

IBM Extension

EXPONENT (10.2) = 4. See "Real Data Model" on page 535

End of IBM Extension

FLOOR(A, KIND)

Purpose

Returns the greatest integer less than or equal to its argument.

Class

Elemental function

Argument Type and Attributes

A must be of type real.

Fortran 95

KIND (optional)
must be a scalar integer initialization expression.

End of Fortran 95

Result Type and Attributes

- It is of type integer.

Fortran 95

- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the **KIND** type parameter is that of the default integer type.

End of Fortran 95

Result Value

The result has a value equal to the least integer greater than or equal to **A**.

Fortran 95

The result is undefined if the result cannot be represented as an integer of the specified **KIND**.

End of Fortran 95

Examples

```
FLOOR(-3.7) has the value -4.
FLOOR(3.7) has the value 3.
```

Fortran 95

```
FLOOR(1000.1, KIND=2) has the value 1000, with a kind type parameter of two.
```

End of Fortran 95

FRACTION(X)

Purpose

Returns the fractional part of the model representation of the argument value.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

IBM Extension

The result is:

```
X * (2.0^-EXPONENT(X))
```

End of IBM Extension

Examples

IBM Extension

```
FRACTION(10.2) =2^-4 * 10.2 approximately equal to 0.6375
```

End of IBM Extension

GAMMA(X)

IBM Extension

Purpose

Gamma function.

$$\Gamma(x) = \int_0^\infty u^{x-1}e^{-u}du$$

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result has a value that approximates Γ(X).

Examples

GAMMA (1.0) has the value 1.0.

GAMMA (10.0) has the value 362880.0 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
GAMMA 1	default real	default real	yes
DGAMMA 2	double precision real	double precision real	yes
QGAMMA 3	REAL(16)	REAL(16)	yes

X must satisfy the inequality:

1. -2.0**23 < X ≤ 35.0401, except for nonpositive integral values
2. -2.0**52 < X ≤ 171.6243, except for nonpositive integral values
3. -2.0**105 < X ≤ 171.6243, except for nonpositive integral values

End of IBM Extension

GETENV(NAME, VALUE)

IBM Extension

Purpose

Returns the value of the specified environment variable.

Note: This is an IBM extension. It is reccommended that you use the GET_ENVIRONMENT_VARIABLE intrinsic procedure for portability.

Class

Subroutine

Argument Type and Attributes

NAME	is a character string that identifies the name of the operating-system environment variable. The string is case-significant. It is an **INTENT(IN)** argument that must be scalar of type default character.
VALUE	holds the value of the environment variable when the subroutine returns. It is an **INTENT(OUT)** argument that must be scalar of type default character.

Result Value

The result is returned in the VALUE argument, not as a function result variable.

If the environment variable specified in the NAME argument does not exist, the VALUE argument contains blanks.

Examples

```
      CHARACTER (LEN=16)   ENVDATA
      CALL GETENV('HOME', VALUE=ENVDATA)
! Print the value.
```

```
      PRINT *, ENVDATA
! Show how it is blank-padded on the right.
      WRITE(*, '(Z32)') ENVDATA
      END
```

The following is sample output generated by the above program:

```
 /home/mark
2F686F6D652F6D61726B202020202020
```

Related Information

See the **getenv** subroutine in the *AIX Technical Reference: Base Operating System and Extensions Volume 1* for details about the operating-system-level implementation.

End of IBM Extension

GET_COMMAND(COMMAND, LENGTH, STATUS)

Fortran 2003 Draft Standard

Purpose

Returns the command that invoked the program.

Class

Subroutine

Argument Type and Attributes

COMMAND (optional)
is the command that invoked the program, or a string of blanks if the command is unknown. **COMMAND** is an **INTENT(OUT)** argument that must be scalar of type default character.

LENGTH (optional)
is the significant length of the command that invoked the program, or 0 if the length of the command is unknown. This length includes significant trailing blanks of each argument. It does not include any truncation or padding that occurs when the command is assigned to the **COMMAND** argument. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

STATUS (optional)
is a status value. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

STATUS has one of the following values:

- 1 if the command retrieval fails
- -1 if the **COMMAND** argument is present and has a value less than the significant length of the command
- 0 otherwise

Examples

```
integer len, status
character(7) :: cmd
call    GET_COMMAND(cmd, len, status)
```

```
print*, cmd
print*, len
print*, status
end
```

The following is sample output the above program generates:

```
$ a.out
a.out      (followed by two spaces)
5
0
$ a.out aa
a.out a
8
-1
```

End of Fortran 2003 Draft Standard

GET_COMMAND_ARGUMENT(NUMBER, VALUE, LENGTH, STATUS)

Fortran 2003 Draft Standard

Purpose

Returns a command line argument of the command that invoked the program.

Class

Subroutine

Argument Type and Attributes

NUMBER is an integer that identifies the argument number. 0 represents the command name. The numbers from 1 to the argument count represent the command's arguments. It is an **INTENT(IN)** argument that must be scalar of type default integer.

VALUE (optional)
is assigned the value of the argument, or a string of blanks if the value is unknown. It is an **INTENT(OUT)** argument that must be scalar of type default character.

LENGTH (optional)
is assigned the significant length of the argument, or 0 if the length of the argument is unknown. This length includes significant trailing blanks. It does not include any truncation or padding that occurs when the argument is assigned to the VALUE argument. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

STATUS (optional)
is assigned a status value. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

It has one of the following values:

- 1 if the argument retrieval fails
- -1 if the VALUE argument is present and has a value less than the significant length of the command argument
- 0 otherwise

Examples

```
integer num, len, status
character*7 value
num = 0
call GET_COMMAND_ARGUMENT(num, value, len, status)
print*, value
print*, len
print*, status
```

The following is sample output generated by the above program:

```
$ a.out aa bb
a.out      (followed by two spaces)
5
0
```

End of Fortran 2003 Draft Standard

GET_ENVIRONMENT_VARIABLE(NAME, VALUE, LENGTH, STATUS, TRIM_NAME)

Fortran 2003 Draft Standard

Purpose

Returns the value of the specified environment variable.

Class

Subroutine

Argument Type and Attributes

NAME is a character string that identifies the name of the operating-system environment variable. The string is case-significant. It is an **INTENT(IN)** argument that must be scalar of type default character.

VALUE (optional)
is the value of the environment variable, or a string of blanks if the environment variable has no value or does not exist. It is an **INTENT(OUT)** argument that must be scalar of type default character.

LENGTH (optional)
is the significant length of the value, or 0 if the environment variable has no value or does not exist. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

STATUS (optional)
is a status value. It is an **INTENT(OUT)** argument that must be scalar of type default integer.

STATUS has one of the following values:

- 0, if either the environment variable exists and its value is succesfully assigned to **VALUE** or the environment variable exists but has no value
- 1, if the environment variable does not exist

- -1, if the **VALUE** argument less than the significant length of value of the environment variable.
- 3, if other error conditions occur

TRIM_NAME (optional)
is a logical value that specifies whether to trim trailing blanks in **NAME**. By default, trailing blanks in **NAME** are trimmed. If **TRIM_NAME** exists and has the value .FALSE., trailing blanks in **NAME** are considered significant. **TRIM_NAME** is an **INTENT(IN)** argument that must be scalar of type logical.

Examples

```
integer num, len, status
character*15 value
call GET_ENVIRONMENT_VARIABLE('HOME', value, len, status)
print*, value
print*, len
print*, status
```

The following is sample output generated by the above program:

```
$ a.out
/home/xlfuser      (followed by two spaces)
13
0
```

End of Fortran 2003 Draft Standard

HFIX(A)

IBM Extension

Purpose

Convert from **REAL(4)** to **INTEGER(2)**.

This procedure is a specific function, not a generic function.

Class

Elemental function

Argument Type and Attributes

A must be of type **REAL(4)**.

Result Type and Attributes

An **INTEGER(2)** scalar or array.

Result Value

- If $|A| < 1$, INT (A) has the value 0.
- If $|A| \geq 1$, INT (A) is the integer whose magnitude is the largest integer that does not exceed the magnitude of A and whose sign is the same as the sign of A.
- The result is undefined if the result cannot be represented in an **INTEGER(2)**.

Examples

HFIX (-3.7) has the value -3.

Specific Name	Argument Type	Result Type	Pass As Arg?
HFIX	REAL(4)	INTEGER(2)	no

End of IBM Extension

HUGE(X)

Purpose

Returns the largest number in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X	must be of type integer or real. It may be scalar or array valued.

Result Type and Attributes

Scalar of the same type and kind type parameter as X.

Result Value

- If X is of any integer type, the result is:

  $2^{\mathtt{DIGITS(X)}} - 1$

- If X is of any real type, the result is:

  $(1.0 - 2.0^{-\mathtt{DIGITS(X)}}) *$
  $(2.0^{\mathtt{MAXEXPONENT(X)}})$

Examples

IBM Extension

HUGE (X) = (1D0 - 2D0**-53) * (2D0**1024) for X of type real(8).

HUGE (X) = (2**63) - 1 for X of type integer(8).

See “Data Representation Models” on page 533.

End of IBM Extension

IACHAR(C)

Purpose

Returns the position of a character in the ASCII collating sequence.

Class

Elemental function

Argument Type and Attributes

C	must be of type default character and of length one.

Result Type and Attributes

Default integer.

Result Value

- If C is in the collating sequence defined by the codes specified in ISO 646:1983 (International Reference Version), the result is the position of C in that sequence and satisfies the inequality (0 ≤ IACHAR (C) ≤ 127). An undefined value is returned if C is not in the ASCII collating sequence.
- The results are consistent with the LGE, LGT, LLE, and LLT lexical comparison functions. For example, LLE (C, D) is true, so IACHAR (C) .LE. IACHAR (D) is true too.

Examples

IACHAR ('X') has the value 88.

IAND(I, J)

Purpose

Performs a logical AND.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
J	must be of type integer with the same kind type parameter as I.

Result Type and Attributes

Same as I.

Result Value

The result has the value obtained by combining I and J bit-by-bit according to the following table:

```
I   J   IAND (I,J)
------------------
1   1      1
1   0      0
0   1      0
0   0      0
```

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

IAND (1, 3) has the value 1. See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IAND [1]	any integer	same as argument	yes
AND [1]	any integer	same as argument	yes

Notes:

1. IBM Extension.

IBCLR(I, POS)

Purpose

Clears one bit to zero.

Class

Elemental function

Argument Type and Attributes

I must be of type integer.

POS must be of type integer. It must be nonnegative and less than BIT_SIZE (I).

Result Type and Attributes

Same as I.

Result Value

The result has the value of the sequence of bits of I, except that bit POS of I is set to zero.

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

IBCLR (14, 1) has the result 12.

If V has the value (/1, 2, 3, 4/), the value of IBCLR (POS = V, I = 31) is (/29, 27, 23, 15/).

See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IBCLR [1]	any integer	same as argument	yes

Notes:

1. IBM Extension.

IBITS(I, POS, LEN)

Purpose

Extracts a sequence of bits.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
POS	must be of type integer. It must be nonnegative and POS + LEN must be less than or equal to BIT_SIZE (I).
LEN	must be of type integer and nonnegative.

Result Type and Attributes

Same as I.

Result Value

The result has the value of the sequence of LEN bits in I beginning at bit POS, right-adjusted and with all other bits zero.

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

IBITS (14, 1, 3) has the value 7. See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IBITS 1	any integer	same as argument	yes

Notes:

1. IBM Extension.

IBSET(I, POS)

Purpose

Sets one bit to one.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
POS	must be of type integer. It must be nonnegative and less than BIT_SIZE (I).

Result Type and Attributes

Same as I.

Result Value

The result has the value of the sequence of bits of I, except that bit POS of I is set to one.

The bits are numbered from 0 to BIT_SIZE(I)-1, from right to left.

Examples

IBSET (12, 1) has the value 14.

If V has the value (/1, 2, 3, 4/), the value of IBSET (POS = V, I = 0) is (/2, 4, 8, 16/).

See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IBSET 1	any integer	same as I	yes

Notes:

1. IBM Extension.

ICHAR(C)

Purpose

Returns the position of a character in the collating sequence associated with the kind type parameter of the character.

Class

Elemental function

Argument Type and Attributes

C must be of type character and of length one. Its value must be that of a representable character.

Result Type and Attributes

Default integer.

Result Value

- The result is the position of C in the collating sequence associated with the kind type parameter of C and is in the range $0 \le$ ICHAR (C) ≤ 127.
- For any representable characters C and D, C .LE. D is true if and only if ICHAR (C) .LE. ICHAR (D) is true and C .EQ. D is true if and only if ICHAR (C) .EQ. ICHAR (D) is true.

Examples

IBM Extension

ICHAR ('X') has the value 88 in the ASCII collating sequence.

Specific Name	Argument Type	Result Type	Pass As Arg?
ICHAR	default character	default integer	yes 1

Notes:

1. The extension is the ability to pass the name as an argument.
2. XL Fortran supports only the ASCII collating sequence.

End of IBM Extension

IEOR(I, J)

Purpose

Performs an exclusive OR.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
J	must be of type integer with the same kind type parameter as I.

Result Type and Attributes

Same as I.

Result Value

The result has the value obtained by combining I and J bit-by-bit according to the following truth table:

```
I   J  IEOR (I,J)
-----------------
1   1      0
1   0      1
0   1      1
0   0      0
```

The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

IEOR (1, 3) has the value 2. See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IEOR [1]	any integer	same as argument	yes
XOR [1]	any integer	same as argument	yes

Notes:

1. IBM Extension.

ILEN(I)

IBM Extension

Purpose

Returns one less than the length, in bits, of the twos complement representation of an integer.

Class

Elemental function

Argument Type and Attributes

I is of type integer

Result Type and Attributes

Same as I.

Result Value

- If I is negative, ILEN(I)=CEILING(LOG2(-I))
- If I is nonnegative, ILEN(I)=CEILING(LOG2(I+1))

Examples

```
I=ILEN(4)  ! 3
J=ILEN(-4) ! 2
```

End of IBM Extension

IMAG(Z)

IBM Extension

Purpose

Identical to **AIMAG**.

Related Information

"AIMAG(Z), IMAG(Z)" on page 540.

End of IBM Extension

INDEX(STRING, SUBSTRING, BACK)

Purpose

Returns the starting position of a substring within a string.

Class

Elemental function

Argument Type and Attributes

STRING	must be of type character.
SUBSTRING	must be of type character with the same kind type parameter as STRING.
BACK (optional)	must be of type logical.

Result Type and Attributes

Default integer.

Result Value

- Case (i): If BACK is absent or present with the value .FALSE., the result is the minimum positive value of I such that STRING (I : I + LEN (SUBSTRING) - 1) = SUBSTRING or zero if there is no such value. Zero is returned if LEN (STRING) < LEN (SUBSTRING). One is returned if LEN (SUBSTRING) = 0.
- Case (ii): If BACK is present with the value .TRUE., the result is the maximum value of I less than or equal to LEN (STRING) - LEN (SUBSTRING) + 1, such that STRING (I : I + LEN (SUBSTRING) - 1) = SUBSTRING or zero if there is no such value. Zero is returned if LEN (STRING) < LEN (SUBSTRING) and LEN (STRING) + 1 is returned if LEN (SUBSTRING) = 0.

Examples

INDEX ('FORTRAN', 'R') has the value 3.

INDEX ('FORTRAN', 'R', BACK = .TRUE.) has the value 5.

Specific Name	Argument Type	Result Type	Pass As Arg?
INDEX	default character	default integer	yes 1

Notes:

1. When this specific name is passed as an argument, the procedure can only be referenced without the **BACK** optional argument.

INT(A, KIND)

Purpose

Convert to integer type.

Class

Elemental function

Argument Type and Attributes

A must be of type integer, real, or complex.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- Integer.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of the default integer type.

Result Value

- Case (i): If A is of type integer, INT (A) = A.
- Case (ii): If A is of type real, there are two cases: if $|A| < 1$, INT (A) has the value 0; if $|A| \geq 1$, INT (A) is the integer whose magnitude is the largest integer that does not exceed the magnitude of A and whose sign is the same as the sign of A.
- Case (iii): If A is of type complex, INT (A) is the value obtained by applying the case (ii) rule to the real part of A.

- The result is undefined if it cannot be represented in the specified integer type.

Examples

INT (-3.7) has the value -3.

Specific Name	Argument Type	Result Type	Pass As Arg?
INT	default real	default integer	no
IDINT	double precision real	default integer	no
IFIX	default real	default integer	no
IQINT [1]	REAL(16)	default integer	no

Notes:

1. IBM Extension.

Related Information

For information on alternative behavior for **INT** when porting programs to XL Fortran, see the **-qport** compiler option in the *User's Guide*.

INT2(A)

IBM Extension

Purpose

Converts a real or integer value into a two byte integer.

Class

Elemental function

Argument Type and Attributes

A	must be a scalar of integer or real type.

INT2 cannot be passed as an actual argument of another function call.

Result Type and Attributes

INTEGER(2) scalar

Result Value

If *A* is of type integer, INT2(A) = A.

If *A* is of type real, there are two possibilities:

- If |A| < 1, INT2(A) has the value 0
- If |A| >= 1, INT2(A) is the integer whose magnitude is the largest integer that does not exceed the magnitude of *A*, and whose sign is the same as the sign of *A*.

In both cases, truncation may occur.

Examples

The following is an example of the **INT2** function.

```
REAL*4 :: R4
REAL*8 :: R8
INTEGER*4 :: I4
INTEGER*8 :: I8

R4 = 8.8; R8 = 18.9
I4 = 4; I8 = 8
PRINT *, INT2(R4), INT2(R8), INT2(I4), INT2(I8)
PRINT *, INT2(2.3), INT2(6)
PRINT *, INT2(65535.78), INT2(65536.89)
END
```

The following is sample output generated by the program above:

```
8 18 4 8
2 6
-1 0     ! The results indicate that truncation has occurred, since
         ! only the last two bytes were saved.
```

End of IBM Extension

IOR(I, J)

Purpose

Performs an inclusive OR.

Class

Elemental function

Argument Type and Attributes

I must be of type integer.

J must be of type integer with the same kind type parameter as I.

Result Type and Attributes

Same as I.

Result Value

The result has the value obtained by combining I and J bit-by-bit according to the following truth table:

```
I   J   IOR (I,J)
-----------------
1   1      1
1   0      1
0   1      1
0   0      0
```

The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

IOR (1, 3) has the value 3. See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
IOR 1	any integer	same as argument	yes
OR 1	any integer	same as argument	yes

Notes:

1. IBM Extension.

ISHFT(I, SHIFT)

Purpose

Performs a logical shift.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
SHIFT	must be of type integer. The absolute value of SHIFT must be less than or equal to BIT_SIZE (I).

Result Type and Attributes

Same as I.

Result Value

- The result has the value obtained by shifting the bits of I by SHIFT positions.
- If SHIFT is positive, the shift is to the left; if SHIFT is negative, the shift is to the right; and, if SHIFT is zero, no shift is performed.
- Bits shifted out from the left or from the right, as appropriate, are lost.
- Vacated bits are filled with zeros.
- The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

ISHFT (3, 1) has the result 6. See “Integer Bit Model” on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
ISHFT 1	any integer	same as argument	yes

Notes:

1. IBM Extension.

ISHFTC(I, SHIFT, SIZE)

Purpose

Performs a circular shift of the rightmost bits; that is, bits shifted off one end are inserted again at the other end.

Class

Elemental function

Argument Type and Attributes

I must be of type integer.

SHIFT must be of type integer. The absolute value of SHIFT must be less than or equal to SIZE.

SIZE (optional)
must be of type integer. The value of SIZE must be positive and must not exceed BIT_SIZE (I). If SIZE is absent, it is as if it were present with the value of BIT_SIZE (I).

Result Type and Attributes

Same as I.

Result Value

The result has the value obtained by shifting the SIZE rightmost bits of I circularly by SHIFT positions. If SHIFT is positive, the shift is to the left; if SHIFT is negative, the shift is to the right; and, if SHIFT is zero, no shift is performed. No bits are lost. The unshifted bits are unaltered.

The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

ISHFTC (3, 2, 3) has the value 5. See "Integer Bit Model" on page 533.

IBM Extension

Specific Name	Argument Type	Result Type	Pass As Arg?
ISHFTC	any integer	same as argument	yes [1]

Notes:

1. When this specific name is passed as an argument, the procedure can only be referenced with all three arguments.

End of IBM Extension

KIND(X)

Purpose

Returns the value of the kind type parameter of X.

Class

Inquiry function

Argument Type and Attributes

X may be of any intrinsic type.

Result Type and Attributes

Default integer scalar.

Result Value

The result has a value equal to the kind type parameter value of X.

Kind type parameters supported by XL Fortran are defined in "Intrinsic Types" on page 20.

Examples

KIND (0.0) has the kind type parameter value of the default real type.

LBOUND(ARRAY, DIM)

Purpose

Returns the lower bound of each dimension in an array, or the lower bound of a specified dimension.

Class

Inquiry function

Argument Type and Attributes

ARRAY
: is the array whose lower bounds you want to determine. Its bounds must be defined; that is, it must not be a disassociated pointer or an allocatable array that is not allocated.

DIM (optional)
: is an integer scalar in the range 1 ≤ **DIM** ≤ rank(ARRAY). The corresponding actual argument must not be an optional dummy argument.

Result Type and Attributes

Default integer.

If **DIM** is present, the result is a scalar. If **DIM** is not present, the result is a one-dimensional array with one element for each dimension in **ARRAY**.

Result Value

Each element in the result corresponds to a dimension of **array**.

- If **ARRAY** is a whole array or array structure component, LBOUND(**ARRAY**, **DIM**) is equal to the lower bound for subscript **DIM** of **ARRAY**.

  The only exception is for a dimension that is zero-sized and **ARRAY** is not an assumed-size array of rank **DIM**, In such a case, the corresponding element in the result is one regardless of the value declared for the lower bound.
- If **ARRAY** is an array section or expression that is not a whole array or array structure component, each element has the value one.

Examples

```
       REAL A(1:10, -4:5, 4:-5)

       RES=LBOUND( A )
! The result is (/ 1, -4, 1 /).

       RES=LBOUND( A(:,:,:) )
```

```
        RES=LBOUND( A(4:10,-4:1,:) )
! The result in both cases is (/ 1, 1, 1 /)
! because the arguments are array sections.
```

LEADZ(I)

IBM Extension

Purpose

Returns the number of leading zero-bits in the binary representation of an integer.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.

Result Type and Attributes

Same as I.

Result Value

The result is the count of zero-bits to the left of the leftmost one-bit for an integer.

Examples

```
 I = LEADZ(0_4)  ! I=32
 J = LEADZ(4_4)  ! J=29
 K = LEADZ(-1_4) ! K=0
```

End of IBM Extension

LEN(STRING)

Purpose

Returns the length of a character entity. The argument to this function need not be defined.

Class

Inquiry function

Argument Type and Attributes

STRING	must be of type character. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

The result has a value equal to the number of characters in STRING if it is scalar or in an element of STRING if it is array valued.

Examples

If C is declared by the statement

```
CHARACTER (11) C(100)
```

LEN (C) has the value 11.

Specific Name	Argument Type	Result Type	Pass As Arg?
LEN	default character	default integer	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LEN_TRIM(STRING)

Purpose

Returns the length of the character argument without counting trailing blank characters.

Class

Elemental function

Argument Type and Attributes

STRING must be of type character.

Result Type and Attributes

Default integer.

Result Value

The result has a value equal to the number of characters remaining after any trailing blanks in STRING are removed. If the argument contains no nonblank characters, the result is zero.

Examples

LEN_TRIM ('ƀAƀBƀ') has the value 4. **LEN_TRIM** ('ƀƀ') has the value 0.

LGAMMA(X)

IBM Extension

Purpose

Log of gamma function.

$$\log_e \Gamma(x) = \log_e \int_0^\infty u^{x-1} e^{-u} du$$

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result has a value equal to $\log_e \Gamma(X)$.

Examples

LGAMMA (1.0) has the value 0.0.

LGAMMA (10.0) has the value 12.80182743 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
LGAMMA	default real	default real	yes
LGAMMA	double precision real	double precision real	yes
ALGAMA 1	default real	default real	yes
DLGAMA 2	double precision real	double precision real	yes
QLGAMA 3	REAL(16)	REAL(16)	yes

X must satisfy the inequality:

1. $0 < X \le 4.0850E36$.
2. $2.3561D\text{-}304 \le X \le 2^{1014}$.
3. $2.3561Q\text{-}304 \le X \le 2^{1014}$.

End of IBM Extension

LGE(STRING_A, STRING_B)

Purpose

Test whether a string is lexically greater than or equal to another string, based on the ASCII collating sequence.

Class

Elemental function

Argument Type and Attributes

STRING_A must be of type default character.

STRING_B must be of type default character.

Result Type and Attributes

Default logical.

Result Value

- If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks to the length of the longer string.

- If either string contains a character not in the ASCII character set, the result is undefined.
- The result is true if the strings are equal or if STRING_A follows STRING_B in the ASCII collating sequence; otherwise, the result is false. Note that the result is true if both STRING_A and STRING_B are of zero length.

Examples

LGE ('ONE', 'TWO') has the value **.FALSE.**.

Specific Name	Argument Type	Result Type	Pass As Arg?
LGE	default character	default logical	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LGT(STRING_A, STRING_B)

Purpose

Test whether a string is lexically greater than another string, based on the ASCII collating sequence.

Class

Elemental function

Argument Type and Attributes

STRING_A	must be of type default character.
STRING_B	must be of type default character.

Result Type and Attributes

Default logical.

Result Value

- If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks to the length of the longer string.
- If either string contains a character not in the ASCII character set, the result is undefined.
- The result is true if STRING_A follows STRING_B in the ASCII collating sequence; otherwise, the result is false. Note that the result is false if both STRING_A and STRING_B are of zero length.

Examples

LGT ('ONE', 'TWO') has the value **.FALSE.**.

Specific Name	Argument Type	Result Type	Pass As Arg?
LGT	default character	default logical	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LLE(STRING_A, STRING_B)

Purpose

Test whether a string is lexically less than or equal to another string, based on the ASCII collating sequence.

Class

Elemental function

Argument Type and Attributes

STRING_A	must be of type default character.
STRING_B	must be of type default character.

Result Type and Attributes

Default logical.

Result Value

- If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks to the length of the longer string.
- If either string contains a character not in the ASCII character set, the result is undefined.
- The result is true if the strings are equal or if STRING_A precedes STRING_B in the ASCII collating sequence; otherwise, the result is false. Note that the result is true if both STRING_A and STRING_B are of zero length.

Examples

LLE ('ONE', 'TWO') has the value **.TRUE.**.

Specific Name	Argument Type	Result Type	Pass As Arg?
LLE	default character	default logical	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LLT(STRING_A, STRING_B)

Purpose

Test whether a string is lexically less than another string, based on the ASCII collating sequence.

Class

Elemental function

Argument Type and Attributes

STRING_A	must be of type default character.
STRING_B	must be of type default character.

Result Type and Attributes

Default logical.

Result Value

- If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks to the length of the longer string.
- If either string contains a character not in the ASCII character set, the result is undefined.
- The result is true if STRING_A precedes STRING_B in the ASCII collating sequence; otherwise, the result is false. Note that the result is false if both STRING_A and STRING_B are of zero length.

Examples

LLT ('ONE', 'TWO') has the value **.TRUE.**.

Specific Name	Argument Type	Result Type	Pass As Arg?
LLT	default character	default logical	yes [1]

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LOC(X)

IBM Extension

Purpose

Returns the address of X that can then be used to define an integer **POINTER**.

Class

Inquiry function

Argument Type and Attributes

X	is the data object whose address you want to find. It must not be an undefined or disassociated pointer or a parameter. If it is a zero-sized array, it must be storage associated with a non-zero-sized storage sequence. If it is an array section, the storage of the array section must be contiguous.

Result Type and Attributes

The result is of type INTEGER(4) in 32-bit mode and of type INTEGER(8) in 64-bit mode.

Result Value

The result is the address of the data object, or, if X is a pointer, the address of the associated target. The result is undefined if the argument is not valid.

Examples

```
INTEGER A,B
POINTER (P,I)

P=LOC(A)
P=LOC(B)
END
```

End of IBM Extension

LOG(X)

Purpose

Natural logarithm.

Class

Elemental function

Argument Type and Attributes

X must be of type real or complex.
- If X is real, its value must be greater than zero.
- If X is complex, its value must not be zero.

Result Type and Attributes

Same as X.

Result Value

- It has a value approximating $\log_e X$.
- For complex arguments, LOG ((a,b)) approximates LOG (ABS((a,b))) + ATAN2((b,a)).

  If the argument type is complex, the result is the principal value of the imaginary part ω in the range $-\pi < \omega \leq \pi$. If the real part of the argument is less than zero and its imaginary part is zero, the imaginary part of the result approximates π.

Examples

LOG (10.0) has the value 2.3025851 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
ALOG	default real	default real	yes
DLOG	double precision real	double precision real	yes
QLOG	REAL(16)	REAL(16)	yes 1
CLOG	default complex	default complex	yes
CDLOG	double complex	double complex	yes 1
ZLOG	double complex	double complex	yes 1
CQLOG	COMPLEX(16)	COMPLEX(16)	yes 1

Notes:
1. IBM Extension: the ability to pass the name as an argument.

LOG10(X)

Purpose

Common logarithm.

Class

Elemental function

Argument Type and Attributes

X must be of type real. The value of X must be greater than zero.

Result Type and Attributes

Same as X.

Result Value

The result has a value equal to $\log_{10}X$.

Examples

LOG10 (10.0) has the value 1.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
ALOG10	default real	default real	yes
DLOG10	double precision real	double precision real	yes
QLOG10	REAL(16)	REAL(16)	yes [1]

Notes:

1. IBM Extension: the ability to pass the name as an argument.

LOGICAL(L, KIND)

Purpose

Converts between objects of type logical with different kind type parameter values.

Class

Elemental function

Argument Type and Attributes

L must be of type logical.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- Logical.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of the default logical type.

Result Value

The value is that of L.

Examples

LOGICAL (L .OR. .NOT. L) has the value **.TRUE.** and is of type default logical, regardless of the kind type parameter of the logical variable L.

LSHIFT(I, SHIFT)

IBM Extension

Purpose

Performs a logical shift to the left.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
SHIFT	must be of type integer. It must be non-negative and less than or equal to BIT_SIZE(I).

Result Type and Attributes

Same as I.

Result Value

- The result has the value obtained by shifting the bits of I by SHIFT positions to the left.
- Vacated bits are filled with zeros.
- The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

LSHIFT (3, 1) has the result 6.

LSHIFT (3, 2) has the result 12.

Specific Name	Argument Type	Result Type	Pass As Arg?
LSHIFT	any integer	same as argument	yes

End of IBM Extension

MATMUL(MATRIX_A, MATRIX_B, MINDIM)

Purpose

Performs a matrix multiplication.

Class

Transformational function

Argument Type and Attributes

MATRIX_A
is an array with a rank of one or two and a numeric or logical data type.

MATRIX_B
is an array with a rank of one or two and a numeric or logical data type. It can be a different numeric type than **MATRIX_A**, but you cannot use one numeric matrix and one logical matrix.

IBM Extension

MINDIM (optional)
is an integer that determines whether to do the matrix multiplication using the Winograd variation of the Strassen algorithm, which may be faster for large matrices. The algorithm recursively splits the operand matrices into four roughly equal parts, until any submatrix extent is less than **MINDIM**.

Note: Strassen's method is not stable for certain row or column scalings of the input matrices. Therefore, for **MATRIX_A** and **MATRIX_B** with divergent exponent values, Strassen's method may give inaccurate results.

The significance of the value of MINDIM is:

<=0
does not use the Strassen algorithm at all. This is the default.

1
is reserved for future use.

>1
recursively applies the Strassen algorithm as long as the smallest extent of all dimensions in the argument arrays is greater than or equal to this value. To achieve optimal performance you should experiment with the value of **MINDIM** as the optimal value depends on your machine configuration, available memory, and the size, type, and kind type of the arrays.

By default, **MATMUL** employs the conventional O(N**3) method of matrix multiplication.

If you link the **libpthreads.a** library, the Winograd variation of the O(N**2.81) Strassen method is employed under these conditions:
1. **MATRIX_A** and **MATRIX_B** are both integer, real, or complex and have the same kind.
2. The program can allocate the needed temporary storage, enough to hold approximately (2/3)*(N**2) elements for square matrices of extent N.
3. The **MINDIM** argument is less than or equal to the smallest of all extents of **MATRIX_A** and **MATRIX_B**.

End of IBM Extension

At least one of the arguments must be of rank two. The size of the first or only dimension of **MATRIX_B** must be equal to the last or only dimension of **MATRIX_A**.

Result Value

The result is an array. If one of the arguments is of rank one, the result has a rank of one. If both arguments are of rank two, the result has a rank of two.

The data type of the result depends on the data type of the arguments, according to the rules in Table 5 on page 94 and Table 6 on page 99.

If **MATRIX_A** and **MATRIX_B** have a numeric data type, the array elements of the result are:

- Value of Element (i,j) = SUM((row i of **MATRIX_A**) * (column j of **MATRIX_B**))

If **MATRIX_A** and **MATRIX_B** are of type logical, the array elements of the result are:

- Value of Element (i,j) = ANY((row i of **MATRIX_A**) .AND. (column j of **MATRIX_B**))

Examples

```
! A is the array  | 1 2 3 |, B is the array | 7 10 |
!                 | 4 5 6 |                 | 8 11 |
!                                           | 9 12 |
   RES = MATMUL(A, B)
! The result is |  50   68 |
!               | 122  167 |
```

IBM Extension

```
! HUGE_ARRAY and GIGANTIC_ARRAY in this example are
! large arrays of real or complex type, so the operation
! might be faster with the Strassen algorithm.

   RES = MATMUL(HUGE_ARRAY, GIGANTIC_ARRAY, MINDIM=196)
```

End of IBM Extension

Related Information

IBM Extension

The compiler will try to use the ESSL library instead of the Fortran run-time library if the **-qessl** compiler option is used. See *User's Guide* for more information.

The numerical stability of Strassen's method for matrix multiplication is discussed in:

- "Exploiting Fast Matrix Multiplication Within the Level 3 BLAS", Nicholas J. Higham, *ACM Transactions on Mathematical Software*, Vol. 16, No. 4, December 1990.
- "GEMMW: A portable level 3 BLAS Winograd variant of Strassen's matrix-matrix multiply algorithm", Douglas, C. C., Heroux, M., Slishman, G., and Smith, R. M., *Journal of Computational Physics*, Vol. 110, No. 1, January 1994, pages 1-10.

End of IBM Extension

MAX(A1, A2, A3, ...)

Purpose

Maximum value.

Class

Elemental function

Argument Type and Attributes

- **A3, ...** are optional arguments. Any array that is itself an optional dummy argument must not be passed as an optional argument to this function unless it is present in the calling procedure.
- All the arguments must have the same type, either integer or real, and they all must have the same kind type parameter.

Result Type and Attributes

Same as the arguments. (Some specific functions return results of a particular type.)

Result Value

The value of the result is that of the largest argument.

Examples

MAX (-9.0, 7.0, 2.0) has the value 7.0.

If you evaluate MAX (10, 3, A), where A is an optional array argument in the calling procedure, PRESENT(A) must be true in the calling procedure.

Specific Name	Argument Type	Result Type	Pass As Arg?
AMAX0	any integer 1	default real	no
AMAX1	default real	default real	no
DMAX1	double precision real	double precision real	no
QMAX1	REAL(16)	REAL(16)	no
MAX0	any integer 1	same as argument	no
MAX1	any real 2	default integer	no

Notes:

1. IBM Extension: the ability to specify a nondefault integer argument.
2. IBM Extension: the ability to specify a nondefault real argument.

MAXEXPONENT(X)

Purpose

Returns the maximum exponent in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type real. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

IBM Extension

The result is the following:

```
   type            MAXEXPONENT
----------         -----------
  real(4)              128
  real(8)             1024
  real(16)            1024
```

End of IBM Extension

Examples

IBM Extension

`MAXEXPONENT(X) = 128 for X of type real(4).`

See "Real Data Model" on page 535.

End of IBM Extension

MAXLOC(ARRAY, DIM, MASK) or MAXLOC(ARRAY, MASK)

Purpose

Locates the first element of an array along a dimension that has the maximum value of all elements corresponding to the true values of the mask. MAXLOC will return the index referable to the position of the element using a positive integer.

Class

Transformational function

Argument Type and Attributes

ARRAY is an array of type integer or real.

Fortran 95

DIM (optional)
is a scalar integer in the range 1≤DIM≤rank(**ARRAY**).

End of Fortran 95

MASK (optional)

is of type logical and conforms to **ARRAY** in shape. If it is absent, the default mask evaluation is `.TRUE.`; that is, the entire array is evaluated.

Result Type and Attributes

If **DIM** is absent, the result is an integer array of rank one with a size equal to the rank of **ARRAY**. If **DIM** is present, the result is an integer array of rank rank(**ARRAY**)-1, and the shape is (s_1, ..., s_{DIM-1}, s_{DIM+1}, ..., s_n), where n is the rank of **ARRAY**.

If there is no maximum value, perhaps because the array is zero-sized or the mask array has all `.FALSE.` values or there is no **DIM** argument, the return value is a zero-sized one-dimensional entity. If **DIM** is present, the result shape depends on the rank of **ARRAY**.

Result Value

The result indicates the subscript of the location of the maximum masked element of **ARRAY**. If more than one element is equal to this maximum value, the function finds the location of the first (in array element order). If **DIM** is specified, the result indicates the location of the maximum masked element along each vector of the dimension.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:

- **MASK** if it is an array of type integer, logical, byte or typeless
- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar of type logical

The addition of the **DIM** argument modifies the behavior from XL Fortran Version 3.

End of Fortran 95

Examples

```
! A is the array  |  4  9  8 -8 |
!                 |  2  1 -1  5 |
!                 |  9  4 -1  9 |
!                 | -7  5  7 -3 |

! Where is the largest element of A?
       RES = MAXLOC(A)
! The result is | 3 1 | because 9 is located at A(3,1).
! Although there are other 9s, A(3,1) is the first in
! column-major order.

! Where is the largest element in each column of A
! that is less than 7?
       RES = MAXLOC(A, DIM = 1, MASK = A .LT. 7)
! The result is | 1 4 2 2 | because these are the corresponding
! row locations of the largest value in each column
! that are less than 7 (the values being 4,5,-1,5).
```

Regardless of the defined upper and lower bounds of the array, MAXLOC will determine the lower bound index as ’1’. Both MAXLOC and MINLOC index using positive integers. To find the actual index:

```
      INTEGER B(-100:100)
! Maxloc views the bounds as (1:201)
! If the largest element is located at index ’-49’
      I = MAXLOC(B)
! Will return the index ’52’
! To return the exact index for the largest element, insert:
      INDEX = LBOUND(B) - 1 + I
! Which is:  INDEX = (-100) - 1 + 52 = (-49)
      PRINT*, B(INDEX)
```

MAXVAL(ARRAY, DIM, MASK) or MAXVAL(ARRAY, MASK)

Purpose

Returns the maximum value of the elements in the array along a dimension corresponding to the true elements of MASK.

Class

Transformational function

Argument Type and Attributes

ARRAY is an array of type integer or real.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(ARRAY).

MASK (optional)
is an array or scalar of type logical that conforms to **ARRAY** in shape. If it is absent, the entire array is evaluated.

Result Value

The result is an array of rank rank(**ARRAY**)-1, with the same data type as **ARRAY**. If **DIM** is missing or if **ARRAY** is of rank one, the result is a scalar.

If **DIM** is specified, each element of the result value contains the maximum value of all the elements that satisfy the condition specified by **MASK** along each vector of the dimension **DIM**. The array element subscripts in the result are (s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n), where n is the rank of **ARRAY** and DIM is the dimension specified by DIM.

If **DIM** is not specified, the function returns the maximum value of all applicable elements.

If ARRAY is zero-sized or the mask array has all .FALSE. values, the result value is the negative number of the largest magnitude, of the same type and kind type as **ARRAY**.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:

- **MASK** if it is an array of type integer, logical, byte or typeless

- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar of type logical

End of Fortran 95

Examples

```
! A is the array  | -41  33 25 |
!                 |  12 -61 11 |

! What is the largest value in the entire array?
      RES = MAXVAL(A)
! The result is 33

! What is the largest value in each column?
      RES = MAXVAL(A, DIM=1)
! The result is | 12 33 25 |

! What is the largest value in each row?
      RES = MAXVAL(A, DIM=2)
! The result is | 33 12 |

! What is the largest value in each row, considering only
! elements that are less than 30?
      RES = MAXVAL(A, DIM=2, MASK = A .LT. 30)
! The result is | 25 12 |
```

MERGE(TSOURCE, FSOURCE, MASK)

Purpose

Selects between two values, or corresponding elements in two arrays. A logical mask determines whether to take each result element from the first or second argument.

Class

Elemental function

Argument Type and Attributes

TSOURCE	is the source array to use when the corresponding element in the mask is true. It is an expression of any data type.
FSOURCE	is the source array to use when the corresponding element in the mask is false. It must have the same data type and type parameters as tsource. It must conform in shape to tsource.
MASK	is a logical expression that conforms to **TSOURCE** and **FSOURCE** in shape.

Result Value

The result has the same shape and data type as **TSOURCE** and **FSOURCE**.

For each element in the result, the value of the corresponding element in **MASK** determines whether the value is taken from **TSOURCE** (if true) or FSOURCE (if false).

Examples

```
! TSOURCE is | A D G |, FSOURCE is | a d g |,
!            | B E H |             | b e h |
!            | C F I |             | c f i |
!
! and MASK is the array | T T T |
!                       | F F F |
!                       | F F F |

! Take the top row of TSOURCE, and the remaining elements
! from FSOURCE.
       RES = MERGE(TSOURCE, FSOURCE, MASK)
! The result is  | A D G |
!                | b e h |
!                | c f i |

! Evaluate IF (X .GT. Y) THEN
!              RES=6
!           ELSE
!              RES=12
!           END IF
! in a more concise form.
       RES = MERGE(6, 12, X .GT. Y)
```

MIN(A1, A2, A3, ...)

Purpose

Minimum value.

Class

Elemental function

Argument Type and Attributes

- **A3, ...** are optional arguments. Any array that is itself an optional dummy argument must not be passed as an optional argument to this function unless it is present in the calling procedure.
- All the arguments must have the same type, either integer or real, and they all must have the same kind type parameter.

Result Type and Attributes

Same as the arguments. (Some specific functions return results of a particular type.)

Result Value

The value of the result is that of the smallest argument.

Examples

MIN (-9.0, 7.0, 2.0) has the value -9.0.

If you evaluate MIN (10, 3, A), where A is an optional array argument in the calling procedure, PRESENT(A) must be true in the calling procedure.

Specific Name	Argument Type	Result Type	Pass As Arg?
AMIN0	any integer	default real	no
AMIN1	default real	default real	no

Specific Name	Argument Type	Result Type	Pass As Arg?
DMIN1	double precision real	double precision real	no
QMIN1	REAL(16)	REAL(16)	no
MIN0	any integer	same as argument	no
MIN1	any real	default integer	no

MINEXPONENT(X)

Purpose

Returns the minimum (most negative) exponent in the model representing the numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type real. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

IBM Extension

The result is the following:

```
   type             MINEXPONENT
----------          -----------
  real(4)              - 125
  real(8)              -1021
  real(16)              -968
```

End of IBM Extension

Examples

IBM Extension

`MINEXPONENT(X) = -125 for X of type real(4).`

See “Real Data Model” on page 535.

End of IBM Extension

MINLOC(ARRAY, DIM, MASK) or MINLOC(ARRAY, MASK)

Purpose

Locates the first element of an array along a dimension that has the minimum value of all elements corresponding to the true values of the mask. MINLOC will return the index referable to the position of the element using a positive integer.

Class

Transformational function

Argument Type and Attributes

ARRAY
is an array of type integer or real.

Fortran 95

DIM (optional)
is a scalar integer in the range $1 \le \text{DIM} \le n$, where *n* is the rank of **ARRAY**.

End of Fortran 95

MASK (optional)
is of type logical and conforms to **ARRAY** in shape. If it is absent, the default mask evaluation is `.TRUE.`; that is, the entire array is evaluated.

Result Type and Attributes

If **DIM** is absent, the result is an integer array of rank one with a size equal to the rank of **ARRAY**. If **DIM** is present, the result is an integer array of rank rank(**ARRAY**)-1, and the shape is (s_1, ..., s_{DIM-1}, s_{DIM+1}, ..., s_n), where n is the rank of **ARRAY**.

If there is no minimum value, perhaps because the array is zero-sized or the mask array has all `.FALSE.` values or there is no **DIM** argument, the return value is a zero-sized one-dimensional entity. If **DIM** is present, the result shape depends on the rank of **ARRAY**.

Result Value

The result indicates the subscript of the location of the minimum masked element of **ARRAY**. If more than one element is equal to this minimum value, the function finds the location of the first (in array element order). If **DIM** is specified, the result indicates the location of the minimum masked element along each vector of the dimension.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:

- **MASK** if it is an array of type integer, logical, byte or typeless
- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar or type logical

The addition of the **DIM** argument modifies the behavior from XL Fortran Version 3.

End of Fortran 95

Examples

```
! A is the array  |  4  9  8 -8 |
!                 |  2  1 -1  5 |
!                 |  9  4 -1  9 |
!                 | -7  5  7 -3 |

! Where is the smallest element of A?
       RES = MINLOC(A)
! The result is | 1 4 | because -8 is located at A(1,4).

! Where is the smallest element in each row of A that
! is not equal to -7?
       RES = MINLOC(A, DIM = 2, MASK = A .NE. -7)
! The result is | 4 3 3 4 | because these are the
! corresponding column locations of the smallest value
! in each row not equal ! to -7 (the values being
! -8,-1,-1,-3).
```

Regardless of the defined upper and lower bounds of the array, MINLOC will determine the lower bound index as '1'. Both MAXLOC and MINLOC index using positive integers. To find an actual index:

```
       INTEGER B(-100:100)
! Minloc views the bounds as (1:201)
! If the smallest element is located at index '-49'
       I = MINLOC(B)
! Will return the index '52'
! To return the exact index for the smallest element, insert:
       INDEX = LBOUND(B) - 1 + I
! Which is:  INDEX = (-100) - 1 + 52 = (-49)
       PRINT*, B(INDEX)
```

MINVAL(ARRAY, DIM, MASK) or MINVAL(ARRAY, MASK)

Purpose

Returns the minimum value of the elements in the array along a dimension corresponding to the true elements of MASK.

Class

Transformational function

Argument Type and Attributes

ARRAY is an array of type integer or real.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(ARRAY).

MASK (optional)
is an array or scalar of type logical that conforms to **ARRAY** in shape. If it is absent, the entire array is evaluated.

Result Value

The result is an array of rank rank(**ARRAY**)-1, with the same data type as **ARRAY**. If **DIM** is missing or if **ARRAY** is of rank one, the result is a scalar.

If **DIM** is specified, each element of the result value contains the minimum value of all the elements that satisfy the condition specified by **MASK** along each vector of the dimension **DIM**. The array element subscripts in the result are (s_1, s_2, ..., $s_{(DIM-1)}$, $s_{(DIM+1)}$, ..., s_n), where n is the rank of **ARRAY** and DIM is the dimension specified by DIM.

If **DIM** is not specified, the function returns the minimum value of all applicable elements.

If ARRAY is zero-sized or the mask array has all .FALSE. values, the result value is the positive number of the largest magnitude, of the same type and kind type as **ARRAY**.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:

- **MASK** if it is an array of type integer, logical, byte or typeless
- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar of type logical

End of Fortran 95

Examples

```
! A is the array  │ -41  33 25 │
!                 │  12 -61 11 │

! What is the smallest element in A?
       RES = MINVAL(A)
! The result is -61

! What is the smallest element in each column of A?
       RES = MINVAL(A, DIM=1)
! The result is │ -41 -61 11 │

! What is the smallest element in each row of A?
       RES = MINVAL(A, DIM=2)
! The result is │ -41 -61 │

! What is the smallest element in each row of A,
! considering only those elements that are
! greater than zero?
       RES = MINVAL(A, DIM=2, MASK = A .GT.0)
! The result is │ 25 11 │
```

MOD(A, P)

Purpose

Remainder function.

Class

Elemental function

Argument Type and Attributes

A must be of type integer or real.

P

must be of the same type and kind type parameter as A.

IBM Extension

The kind type parameters can be different if the compiler option `–qport=mod` is specified.

End of IBM Extension

Result Type and Attributes

Same as A.

Result Value

- If P ≠ 0, the value of the result is A - INT(A/P) * P.
- If P = 0, the result is undefined.

Examples

MOD (3.0, 2.0) has the value 1.0.
MOD (8, 5) has the value 3.
MOD (-8, 5) has the value -3.
MOD (8, -5) has the value 3.
MOD (-8, -5) has the value -3.

Specific Name	Argument Type	Result Type	Pass As Arg?
MOD	any integer	same as argument	yes
AMOD	default real	default real	yes
DMOD	double precision real	double precision real	yes
QMOD	REAL(16)	REAL(16)	yes

Notes:

1. IBM Extension: the ability to pass the name as an argument.

Related Information

For information on alternative behavior for **MOD** when porting programs to XL Fortran, see the **-qport** compiler option in the *User's Guide*.

MODULO(A, P)

Purpose

Modulo function.

Class

Elemental function

Argument Type and Attributes

A must be of type integer or real.

P must be of the same type and kind type parameter as A.

Result Type and Attributes

Same as A.

Result Value

- Case (i): A is of type integer. If P ≠ 0, MODULO (A, P) has the value R such that A = Q * P + R, where Q is an integer.

  If P > 0, the inequalities 0 ≤ R < P hold.

  If P < 0, P < R ≤ 0 hold.

  If P = 0, the result is undefined.
- Case (ii): A is of type real. If P ≠ 0, the value of the result is A - FLOOR (A / P) * P.

  If P = 0, the result is undefined.

Examples

MODULO (8, 5) has the value 3.
MODULO (-8, 5) has the value 2.
MODULO (8, -5) has the value -2.
MODULO (-8, -5) has the value -3.

MVBITS(FROM, FROMPOS, LEN, TO, TOPOS)

Purpose

Copies a sequence of bits from one data object to another.

Class

Elemental subroutine

Argument Type and Attributes

FROM	must be of type integer. It is an **INTENT(IN)** argument.
FROMPOS	must be of type integer and nonnegative. It is an **INTENT(IN)** argument. FROMPOS + LEN must be less than or equal to BIT_SIZE (FROM).
LEN	must be of type integer and nonnegative. It is an **INTENT(IN)** argument.
TO	must be a variable of type integer with the same kind type parameter value as FROM and may be the same variable as FROM. It is an INTENT(INOUT) argument. TO is set by copying the sequence of bits of length LEN, starting at position FROMPOS of FROM to position TOPOS of TO. No other bits of TO are altered. On return, the LEN bits of TO starting at TOPOS are equal to the value that the LEN bits of FROM starting at FROMPOS had on entry. The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.
TOPOS	must be of type integer and nonnegative. It is an **INTENT(IN)** argument. TOPOS + LEN must be less than or equal to BIT_SIZE (TO).

Examples

If TO has the initial value 6, the value of TO is 5 after the statement

```
CALL MVBITS (7, 2, 2, TO, 0)
```

See "Integer Bit Model" on page 533.

NEAREST(X,S)

Purpose

Returns the nearest different processor-representable number in the direction indicated by the sign of S (toward positive or negative infinity).

Class

Elemental function

Argument Type and Attributes

X must be of type real.

S must be of type real and not equal to zero.

Result Type and Attributes

Same as X.

Result Value

The result is the machine number different from and nearest to X in the direction of the infinity with the same sign as S.

Examples

IBM Extension

NEAREST (3.0, 2.0) = 3.0 + $2.0^{(-22)}$. See "Real Data Model" on page 535.

End of IBM Extension

NEW_LINE(A)

Fortran 2003 Draft Standard

Purpose

The **NEW_LINE** intrinsic returns a new line character.

Class

Inquiry function

Argument Type and Attributes

A must be a scalar or an array of type character.

Result Type and Attributes

Character scalar of length one.

Result Value

The result is the same as ACHAR(10).

Examples

The following example uses the **NEW_LINE** intrinsic in list-directed output:

```
character(1) c
print *, 'The first sentence.', NEW_LINE(c), 'The second sentence.'
```

Expected Output:

```
The first sentence.
The second sentence.
```

The following example passes a character literal constant to the **NEW_LINE** intrinsic:

```
character(100)  line
line = 'IBM' // NEW_LINE('Fortran') // 'XL Fortran Compiler'
```

Expected Output:

```
IBM
XL Fortran Compiler
```

End of Fortran 2003 Draft Standard

NINT(A, KIND)

Purpose

Nearest integer.

Class

Elemental function

Argument Type and Attributes

A must be of type real.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- Integer.
- If **KIND** is present, the kind type parameter is that specified by **KIND**; otherwise, the kind type parameter is that of the default integer type.

Result Value

- If A > 0, NINT (A) has the value INT (A + 0.5).
- If A ≤ 0, NINT (A) has the value INT (A - 0.5).
- The result is undefined if its value cannot be represented in the specified integer type.

Examples

NINT (2.789) has the value 3. **NINT** (2.123) has the value 2.

Specific Name	Argument Type	Result Type	Pass As Arg?
NINT	default real	default integer	yes
IDNINT	double precision real	default integer	yes
IQNINT	REAL(16)	default integer	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.

NOT(I)

Purpose

Performs a logical complement.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.

Result Type and Attributes

Same as I.

Result Value

The result has the value obtained by complementing I bit-by-bit according to the following table:

```
I NOT (I)
---------
1    0
0    1
```

The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

If I is represented by the string of bits `01010101`, NOT (I) has the string of bits `10101010`. See "Integer Bit Model" on page 533.

Specific Name	Argument Type	Result Type	Pass As Arg?
NOT	any integer	same as argument	yes 1

Notes:

1. IBM Extension.

NULL(MOLD)

Fortran 95

Purpose

This function returns a pointer or designates an unallocated allocatable component of a structure constructor. The association status of the pointer is disassociated.

You must use the function without the **MOLD** argument in any of the following:

- initialization of an object in a declaration
- default initialization of a component
- in a **DATA** statement
- in a **STATIC** statement

You can use the function with or without the **MOLD** argument in any of the following:

- in the **PARAMETER** attribute
- on the right side of a pointer assignment
- in a structure constructor
- as an actual argument

Class

Transformational function.

Argument Type and Attributes

MOLD (optional)
must be a pointer and can be of any type. The association status of the pointer can be undefined, disassociated, or associated. If the **MOLD** argument has an association status of associated, the target may be undefined.

Result Type and Attributes

If **MOLD** is present, the pointer's type, type parameter, and rank are the same as **MOLD**. If **MOLD** is not present, the entity's type, type parameter and rank are determined as follows:

- same as the pointer that appears on the left hand side, for a pointer assignment
- same as the object, when initializing an object in a declaration
- same as the component, in a default initialization for a component
- same as the corresponding component, in a structure constructor
- same as the corresponding dummy argument, as an actual argument
- same as the corresponding pointer object, in a **DATA** statement
- same as the corresponding pointer object, in a **STATIC** statement

Result Value

The result is a pointer with disassociated association status or an unallocated allocatable entity.

Examples

```
! Using NULL() as an actual argument.
INTERFACE
   SUBROUTINE FOO(I, PR)
      INTEGER I
      REAL, POINTER:: PR
   END SUBROUTINE FOO
END INTERFACE

CALL FOO(5, NULL())
```

End of Fortran 95

NUM_PARTHDS()

IBM Extension

Purpose

Returns the number of parallel Fortran threads the run time should create during execution of a program. This value is set by using the **PARTHDS** run-time option. If the user does not set the **PARTHDS** run-time option, the run time will set a default value for **PARTHDS**. In doing so, the run time may consider the following when setting the option:

- The number of processors on the machine
- The value specified in the run-time option **USRTHDS**.

Class

Inquiry function

Result Value

Default scalar integer

If the compiler option **-qsmp** has not been specified, then **NUM_PARTHDS** will always return a value of 1.

Examples

```
I = NUM_PARTHDS()
IF (I == 1) THEN
   CALL SINGLE_THREAD_ROUTINE()
ELSE
   CALL MULTI_THREAD_ROUTINE()
```

Specific Name	Argument Type	Result Type	Pass As Arg?
NUM_PARTHDS	default scalar integer	default scalar integer	no

Related Information

See the **parthds** run-time option and the **XLSMPOPTS** run-time option in the *User's Guide*.

End of IBM Extension

NUMBER_OF_PROCESSORS(DIM)

IBM Extension

Purpose

Returns a scalar of type default integer whose value is always 1 for a non-HPF program. This value refers to the number of distributed memory nodes available to the program and is always 1 to ensure backward compatibility between programs written for HPF and non-HPF environments.

Class

System inquiry function

Argument Type and Attributes

DIM (optional)
must be a scalar integer and have a value of 1 (the rank of the processor array).

Result Type and Attributes

Default scalar integer which always has a value of 1 for a non-HPF program.

Examples

```
I = NUMBER_OF_PROCESSORS()       ! 1
J = NUMBER_OF_PROCESSORS(DIM=1)  ! 1
```

End of IBM Extension

NUM_USRTHDS()

IBM Extension

Purpose

Returns the number of threads that will be explicitly created by the user during execution of the program. This value is set by using the **USRTHDS** run-time option.

Class

Inquiry function

Result Value

Default scalar integer

If the value has not been explicitly set using the **USRTHDS** run-time option, the default value is 0.

Specific Name	Argument Type	Result Type	Pass As Arg?
NUM_USRTHDS	default scalar integer	default scalar integer	no

Related Information

See the **usrthds** run-time option and the **XLSMPOPTS** run-time option in the *User's Guide*.

End of IBM Extension

PACK(ARRAY, MASK, VECTOR)

Purpose

Takes some or all elements from an array and packs them into a one-dimensional array, under the control of a mask.

Class

Transformational function

Argument Type and Attributes

ARRAY
is the source array, whose elements become part of the result. It can have any data type.

MASK
must be of type logical and must be conformable with **ARRAY**. It determines which elements are taken from the source array. If it is a scalar, its value applies to all elements in **ARRAY**.

VECTOR (optional)
is a padding array whose elements are used to fill out the result if there are not enough elements selected by the mask. It is a one-dimensional array that has the same data type and type parameter as **ARRAY** and at least as many elements as there are true values in **MASK**. If **MASK** is a scalar with a value of .TRUE., **VECTOR** must have at least as many elements as there are array elements in **ARRAY**.

Result Value

The result is always a one-dimensional array with the same data type as ARRAY.

The size of the result depends on the optional arguments:

- If VECTOR is specified, the size of the resultant array equals the size of VECTOR.
- Otherwise, it equals the number of true array elements in MASK, or the number of elements in ARRAY if MASK is a scalar with a value of .TRUE..

The array elements in ARRAY are taken in array element order to form the result. If the corresponding array element in MASK is .TRUE., the element from ARRAY is placed at the end of the result.

If any elements remain empty in the result (because VECTOR is present, and has more elements than there are .TRUE. values in mask), the remaining elements in the result are set to the corresponding values from VECTOR.

Examples

```
! A is the array  |  0  7  0 |
!                 |  1  0  3 |
!                 |  4  0  0 |

! Take only the non-zero elements of this sparse array.
! If there are less than six, fill in -1 for the rest.
RES = PACK(A, MASK= A .NE. 0, VECTOR=(/-1,-1,-1,-1,-1,-1/)
! The result is (/ 1, 4, 7, 3, -1, -1 /).

! Elements 1, 4, 7, and 3 are taken in order from A
! because the value of MASK is true only for these
! elements. The -1s are added to the result from VECTOR
! because the length (6) of VECTOR exceeds the number
! of .TRUE. values (4) in MASK.
```

POPCNT(I)

IBM Extension

Purpose

Population count.

Counts the number of set bits in a data object.

Class

Elemental function.

Argument Type and Attributes

I An **INTENT(IN)** argument of type **BYTE**, **INTEGER**, **LOGICAL**, or **REAL**. If the argument is of type **REAL**, it must not be **REAL(16)**.

Result Type and Attributes

Default integer.

Result Value

The number of bits set to ON or 1.

Examples

INTEGER	BIT REPRESENTATION	POPCNT
0	0000	0
1	0001	1
2	0010	1
3	0011	2
4	0100	1

Related Information

Data Representation Models

End of IBM Extension

POPPAR(I)

IBM Extension

Purpose

Population parity.

Determines the parity for a data object.

Class

Elemental function.

Argument Type and Attributes

I An **INTENT(IN)** argument of type **BYTE**, **INTEGER**, **LOGICAL**, or **REAL**. If the argument is of type **REAL**, it must not be **REAL(16)**.

Result Type and Attributes

Default integer.

Result Value

Returns 1 if there are an odd number of bits set.

Returns 0 if there are an even number of bits set.

Examples

INTEGER	BIT REPRESENTATION	POPPAR
0	0000	0
1	0001	1
2	0010	1
3	0011	0
4	0100	1

Related Information

Data Representation Models

End of IBM Extension

PRECISION(X)

Purpose

Returns the decimal precision in the model representing real numbers with the same kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type real or complex. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

The result is:

```
INT( (DIGITS(X) - 1) * LOG10(2) )
```

IBM Extension

Therefore,

```
       Type               Precision
--------------------      ---------
 real(4) , complex(4)         6
 real(8) , complex(8)        15
real(16) , complex(16)       31
```

End of IBM Extension

Examples

IBM Extension

PRECISION (X) = INT((24 - 1) * LOG10(2.)) = INT(6.92 ...) = 6 for X of type real(4). See "Real Data Model" on page 535.

End of IBM Extension

PRESENT(A)

Purpose

Determine whether an optional argument is present. If it is not present, you may only pass it as an optional argument to another procedure or pass it as an argument to PRESENT.

Class

Inquiry function

Argument Type and Attributes

A is the name of an optional dummy argument that is accessible in the procedure in which the **PRESENT** function reference appears.

Result Type and Attributes

Default logical scalar.

Result Value

The result is .TRUE. if the actual argument is present (that is, if it was passed to the current procedure in the specified dummy argument), and .FALSE. otherwise.

Examples

```
      SUBROUTINE SUB (X, Y)
        REAL, OPTIONAL :: Y
        IF (PRESENT (Y)) THEN
! In this section, we can use y like any other variable.
           X = X + Y
           PRINT *, SQRT(Y)
        ELSE
! In this section, we cannot define or reference y.
           X = X + 5
! We can pass it to another procedure, but only if
! sub2 declares the corresponding argument as optional.
           CALL SUB2 (Z, Y)
        ENDIF
      END SUBROUTINE SUB
```

Related Information

"OPTIONAL" on page 360

PROCESSORS_SHAPE()

IBM Extension

Purpose

Returns a zero-sized array.

Class

System inquiry function

Result Type and Attributes

Default integer array of rank one, whose size is equal to the rank of the processor array. In a uniprocessor environment, the result is a zero-sized vector.

Result Value

The value of the result is the shape of the processor array.

Examples

```
I=PROCESSORS_SHAPE()
! Zero-sized vector of type default integer
```

End of IBM Extension

PRODUCT(ARRAY, DIM, MASK) or PRODUCT(ARRAY, MASK)

Purpose

Multiplies together all elements in an entire array, or selected elements from all vectors along a dimension.

Class

Transformational function

Argument Type and Attributes

ARRAY
is an array with a numeric data type.

DIM (optional)
is an integer scalar in the range 1 ≤ DIM ≤ rank(ARRAY).

MASK (optional)
is a logical expression that conforms with ARRAY in shape. If MASK is a scalar, the scalar value applies to all elements in ARRAY.

Result Value

If **DIM** is present, the result is an array of rank rank(ARRAY)-1 and the same data type as ARRAY. If DIM is missing, or if MASK has a rank of one, the result is a scalar.

The result is calculated by one of the following methods:

Method 1:
If only ARRAY is specified, the result is the product of all its array elements. If ARRAY is a zero-sized array, the result is equal to one.

Method 2:
If ARRAY and MASK are both specified, the result is the product of those array elements of ARRAY that have a corresponding true array element in MASK. If MASK has no elements with a value of .TRUE., the result is equal to one.

Method 3:
If DIM is also specified and ARRAY has a rank of one, the result is a scalar equal to the product of all elements of ARRAY that have a corresponding .TRUE. array element in MASK.

If DIM is also specified and ARRAY has rank greater than one, the result is a new array in which dimension DIM has been eliminated. Each new array element is the product of elements from a corresponding vector within ARRAY. The index values of that vector, in all dimensions except DIM, match those of the output element. The output element is the product of those vector elements that have a corresponding .TRUE. array element in MASK.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:

- **MASK** if it is an array of type integer, logical, byte or typeless
- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar of type logical

End of Fortran 95

Examples

- Method 1:

```
! Multiply all elements in an array.
      RES = PRODUCT( (/2, 3, 4/) )
! The result is 24 because (2 * 3 * 4) = 24.

! Do the same for a two-dimensional array A, where
! A is the array | 2  3  4 |
!                | 4  5  6 |
      RES = PRODUCT(A)
! The result is 2880.  All elements are multiplied.
```

- Method 2:

```
! A is the array (/ -3, -7, -5, 2, 3 /)
! Multiply all elements of the array that are > -5.
      RES = PRODUCT(A, MASK = A .GT. -5)
! The result is -18 because (-3 * 2 * 3) = -18.
```

- Method 3:

```
! A is the array | -2  5  7 |
!                |  3 -4  3 |
! Find the product of each column in A.
      RES = PRODUCT(A, DIM = 1)
! The result is | -6 -20 21 | because (-2 * 3) =  -6
!                                     ( 5 * -4 ) = -20
!                                     ( 7 *  3 ) = 21

! Find the product of each row in A.
      RES = PRODUCT(A, DIM = 2)
! The result is | -70 -36 |
! because (-2 *  5 * 7) = -70
!         (3 * -4 * 3) = -36

! Find the product of each row in A, considering
! only those elements greater than zero.
      RES = PRODUCT(A, DIM = 2, MASK = A .GT. 0)
! The result is | 35 9 | because ( 5 * 7) = 35
!                                (3 * 3) =  9
```

QCMPLX(X, Y)

IBM Extension

Purpose

Convert to extended complex type.

Class

Elemental function

Argument Type and Attributes

X	must be of type integer, real, or complex.
Y (optional)	must be of type integer or real. It must not be present if X is of type complex.

Result Type and Attributes

It is of type extended complex.

Result Value

- If Y is absent and X is not complex, it is as if Y were present with the value of zero.

- If Y is absent and X is complex, it is as if Y were present with the value AIMAG(X) and X were present with the value REAL(X).
- QCMPLX(X, Y) has the complex value whose real part is REAL(X, KIND=16) and whose imaginary part is REAL(Y, KIND=16).

Examples

QCMPLX (-3) has the value (-3.0Q0, 0.0Q0).

Specific Name	Argument Type	Result Type	Pass As Arg?
QCMPLX	REAL(16)	COMPLEX(16)	no

Related Information

"CMPLX(X, Y, KIND)" on page 553, "DCMPLX(X, Y)" on page 565.

End of IBM Extension

QEXT(A)

IBM Extension

Purpose

Convert to extended precision real type.

Class

Elemental function

Argument Type and Attributes

A must be of type integer, or real.

Result Type and Attributes

Extended precision real.

Result Value

- If A is of type extended precision real, QEXT(A) = A.
- If A is of type integer or real, the result is the exact extended precision representation of A.

Examples

QEXT (-3) has the value -3.0Q0.

Specific Name	Argument Type	Result Type	Pass As Arg?
QFLOAT	any integer	REAL(16)	no
QEXT	default real	REAL(16)	no
QEXTD	double precision real	REAL(16)	no

End of IBM Extension

RADIX(X)

Purpose

Returns the base of the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type integer or real. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

The result is the base of the model representing numbers of the same kind and type as X. IBM The result is always 2. IBM See the models under "Data Representation Models" on page 533.

RAND()

IBM Extension

Purpose

Not recommended. Generates uniform random numbers, positive real numbers greater than or equal to 0.0 and less than 1.0. Instead, use the standards conforming **RANDOM_NUMBER(HARVEST)** intrinsic subroutine.

Class

None (does not correspond to any of the defined categories).

Result Type and Attributes

real(4) scalar.

Related Information

"SRAND(SEED)" on page 652 can be used to specify a seed value for the random number sequence.

If the function result is assigned to an array, all array elements receive the same value.

Examples

The following is an example of a program using the **RAND** function.

```
DO I = 1, 5
   R = RAND()
   PRINT *, R
ENDDO
END
```

The following is sample output generated by the above program:

```
0.2251586914
0.8285522461
0.6456298828
0.2496948242
0.2215576172
```

This function only has a specific name.

End of IBM Extension

RANDOM_NUMBER(HARVEST)

Purpose

Returns one pseudo-random number or an array of pseudo-random numbers from the uniform distribution over the range $0 \le x < 1$.

If you link the **libpthreads.a** library, a parallel implementation of random number generation is employed which improves performance on SMP machines. The number of threads used can be controlled by the **intrinheads**=*num* run-time option.

Class

Subroutine

Argument Type and Attributes

HARVEST must be of type real. It is an **INTENT(OUT)** argument. It may be a scalar or array variable. It is set to pseudo-random numbers from the uniform distribution in the interval $0 \le x < 1$.

Examples

```
REAL X, Y (10, 10)
! Initialize X with a pseudo-random number
CALL RANDOM_NUMBER (HARVEST = X)
CALL RANDOM_NUMBER (Y)
! X and Y contain uniformly distributed random numbers
```

RANDOM_SEED(SIZE, PUT, GET, GENERATOR)

Purpose

Restarts or queries the pseudo-random number generator used by RANDOM_NUMBER.

Class

Subroutine

Argument Type and Attributes

There must either be exactly one or no arguments present.

SIZE (optional)
must be scalar and of type default integer. It is an **INTENT(OUT)** argument. It is set to the number of default type integers (N) that are needed to hold the value of the seed, which is an 8-byte variable.

PUT (optional)
must be a default integer array of rank one and size ≥ N. It is an **INTENT(IN)** argument. The seed for the current generator is transferred from it.

GET (optional)
must be a default integer array of rank one and size ≥ N. It is an **INTENT(OUT)** argument. The seed for the current generator is transferred to it.

IBM Extension

GENERATOR (optional)
must be a scalar and of type default integer. It is an **INTENT(IN)** argument. Its value determines the random number generator to be used subsequently. The value must be either 1 or 2.

End of IBM Extension

IBM Extension

Random_seed allows the user to toggle between two random number generators. Generator 1 is the default. Each generator maintains a private seed and normally resumes its cycle after the last number it generated. A valid seed must be a whole number between 1.0 and 2147483647.0 (2.0**31-1) for Generator 1 and between 1.0 and 281474976710656.0 (2.0**48) for Generator 2.

Generator 1 uses the multiplicative congruential method, with

```
S(I+1) = ( 16807.0 * S(I) ) mod (2.0**31-1)
```

and

```
X(I+1) = S(I+1) / (2.0**31-1)
```

Generator 1 cycles after 2**31-2 random numbers.

Generator 2 also uses the multiplicative congruential method, with

```
S(I+1) = ( 44,485,709,377,909.0 * S(I) )
              mod (2.0**48)
```

and

```
X(I+1) = S(I+1) / (2.0**48)
```

Generator 2 cycles after (2**46) random numbers. Although generator 1 is the default (for reasons of backwards compatibility) the use of generator 2 is recommended for new programs since it typically runs faster than generator 1 and has a longer period.

If no argument is present, the seed of the current generator is set to the default value 1d0.

End of IBM Extension

Examples

```
CALL RANDOM_SEED
   ! Current generator sets its seed to 1d0
CALL RANDOM_SEED (SIZE = K)
```

```
   ! Sets K = 64 / BIT_SIZE( 0 )
CALL RANDOM_SEED (PUT = SEED (1 : K))
   ! Transfer seed to current generator
CALL RANDOM_SEED (GET = OLD (1 : K))
   ! Transfer seed from current generator
```

RANGE(X)

Purpose

Returns the decimal exponent range in the model representing integer or real numbers with the same kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type integer, real, or complex. It may be scalar or array valued.

Result Type and Attributes

Default integer scalar.

Result Value

1. For an integer argument, the result is:
   `INT( LOG10( HUGE(X) ) )`
2. For a real or complex argument, the result is:
   `INT( MIN( LOG10( HUGE(X) ), -LOG10( TINY(X) ) ) )`

IBM Extension

Thus:

```
Type                    RANGE
------------------------------
integer(1)                  2
integer(2)                  4
integer(4)                  9
integer(8)                 18
real(4) , complex(4)       37
real(8) , complex(8)      307
real(16) , complex(16)    291
```

End of IBM Extension

Examples

IBM Extension

X is of type real(4):
   HUGE(X) = 0.34E+39
   TINY(X) = 0.11E-37
   RANGE(X) = 37

End of IBM Extension

See “Data Representation Models” on page 533.

REAL(A, KIND)

Purpose

Convert to real type.

Class

Elemental function

Argument Type and Attributes

A must be of type integer, real, or complex.

KIND (optional)
must be a scalar integer initialization expression.

Result Type and Attributes

- Real.
- Case (i): If A is of type integer or real and **KIND** is present, the kind type parameter is that specified by **KIND**. If A is of type integer or real and **KIND** is not present, the kind type parameter is the kind type parameter of the default real type.
- Case (ii): If A is of type complex and **KIND** is present, the kind type parameter is that specified by **KIND**. If A is of type complex and **KIND** is not present, the kind type parameter is the kind type parameter of A.

Result Value

- Case (i): If A is of type integer or real, the result is equal to a kind-dependent approximation to A.
- Case (ii): If A is of type complex, the result is equal to a kind-dependent approximation to the real part of A.

Examples

REAL (-3) has the value -3.0. **REAL** ((3.2, 2.1)) has the value 3.2.

Specific Name	**Argument Type**	**Result Type**	**Pass As Arg?**
REAL	default integer	default real	no
FLOAT	any integer 1	default real	no
SNGL	double precision real	default real	no
SNGLQ	REAL(16)	default real	no 2
DREAL	double complex	double precision real	no 2
QREAL	COMPLEX(16)	REAL(16)	no 2

Notes:

1. IBM Extension: the ability to specify a nondefault integer argument.
2. IBM Extension: the inability to pass the name as an argument.

REPEAT(STRING, NCOPIES)

Purpose

Concatenate several copies of a string.

Class

Transformational function

Argument Type and Attributes

STRING
must be scalar and of type character.

NCOPIES
must be scalar and of type integer. Its value must not be negative.

Result Type and Attributes

Character scalar with a length equal to NCOPIES * LENGTH(STRING), with the same kind type parameter as STRING.

Result Value

The value of the result is the concatenation of NCOPIES copies of STRING.

Examples

REPEAT ('H', 2) has the value 'HH'. **REPEAT** ('XYZ', 0) has the value of a zero-length string.

RESHAPE(SOURCE, SHAPE, PAD, ORDER)

Purpose

Constructs an array of a specified shape from the elements of a given array.

Class

Transformational function

Argument Type and Attributes

SOURCE
is an array of any type, which supplies the elements for the result array.

SHAPE
defines the shape of the result array. It is an integer array of up to 20 elements, with rank one and of a constant size. All elements are either positive integers or zero.

PAD (optional)
is used to fill in extra values if SOURCE is reshaped into a larger array. It is an array of the same data type as SOURCE. If it is absent or is a zero-sized array, you can only make SOURCE into another array of the same size or smaller.

ORDER (optional)
is an integer array of rank one with a constant size. Its elements must be a

permutation of (1, 2, ..., SIZE(**SHAPE**)). You can use it to insert elements in the result in an order of dimensions other than the normal (1, 2, ..., rank(RESULT)).

Result Value

The result is an array with shape SHAPE. It has the same data type as SOURCE.

The array elements of SOURCE are placed into the result in the order of dimensions as specified by ORDER, or in the usual order for array elements if ORDER is not specified.

The array elements of SOURCE are followed by the array elements of PAD in array element order, and followed by additional copies of PAD until all of the elements of the result are set.

Examples

```
! Turn a rank-1 array into a 3x4 array of the
! same size.
RES= RESHAPE( (/A,B,C,D,E,F,G,H,I,J,K,L/), (/3,4/)
! The result is | A D G J |
!               | B E H K |
!               | C F I L |

! Turn a rank-1 array into a larger 3x5 array.
! Keep repeating -1 and -2 values for any
! elements not filled by the source array.
! Fill the rows first, then the columns.
RES= RESHAPE( (/1,2,3,4,5,6/), (/3,5/), &
  (/-1,-2/), (/2,1/) )
! The result is | 1  2  3  4  5  |
!               |  6 -1 -2 -1 -2 |
!               | -1 -2 -1 -2 -1 |
```

Related Information

"SHAPE(SOURCE)" on page 642.

RRSPACING(X)

Purpose

Returns the reciprocal of the relative spacing of the model numbers near the argument value.

Class

Elemental function

Argument Type and Attributes

X	must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result is:

```
ABS(FRACTION(X)) * FLOAT(RADIX(X))^DIGITS(X)
```

Examples

IBM Extension

RRSPACING (-3.0) = 0.75 * 2^{24}. See "Real Data Model" on page 535.

End of IBM Extension

RSHIFT(I, SHIFT)

IBM Extension

Purpose

Performs a logical shift to the right.

Class

Elemental function

Argument Type and Attributes

I	must be of type integer.
SHIFT	must be of type integer. It must be non-negative and less than or equal to BIT_SIZE(I).

Result Type and Attributes

Same as I.

Result Value

- The result has the value obtained by shifting the bits of I by SHIFT positions to the right.
- Vacated bits are filled with the sign bit.
- The bits are numbered 0 to BIT_SIZE(I)-1, from right to left.

Examples

RSHIFT (3, 1) has the result 1.

RSHIFT (3, 2) has the result 0.

Specific Name	Argument Type	Result Type	Pass As Arg?
RSHIFT	any integer	same as argument	yes

End of IBM Extension

SCALE(X,I)

Purpose

Returns the scaled value: `X * 2.0`^{I}

Class

Elemental function

Argument Type and Attributes

X	must be of type real.
I	must be of type integer.

Result Type and Attributes

Same as X.

Result Value

IBM Extension

The result is determined from the following:

`X * 2.0`^{I}

SCALE (X, I) = X * (2.0^{I})

End of IBM Extension

Examples

IBM Extension

SCALE (4.0, 3) = 4.0 * (2^{3}) = 32.0. See "Real Data Model" on page 535.

End of IBM Extension

SCAN(STRING, SET, BACK)

Purpose

Scan a string for any one of the characters in a set of characters.

Class

Elemental function

Argument Type and Attributes

STRING
must be of type character.

SET must be of type character with the same kind type parameter as STRING.

BACK (optional)
must be of type logical.

Result Type and Attributes

Default integer.

Result Value

- Case (i): If BACK is absent or is present with the value .FALSE. and if STRING contains at least one character that is in SET, the value of the result is the position of the leftmost character of STRING that is in SET.
- Case (ii): If BACK is present with the value .TRUE. and if STRING contains at least one character that is in SET, the value of the result is the position of the rightmost character of STRING that is in SET.
- Case (iii): The value of the result is zero if no character of STRING is in SET or if the length of STRING or SET is zero.

Examples

- Case (i): SCAN ('FORTRAN', 'TR') has the value 3.
- Case (ii): SCAN ('FORTRAN', 'TR', BACK = .TRUE.) has the value 5.
- Case (iii): SCAN ('FORTRAN', 'BCD') has the value 0.

SELECTED_INT_KIND(R)

Purpose

Returns a value of the kind type parameter of an integer data type that represents all integer values n with $-10^R < n < 10^R$.

Class

Transformational function

Argument Type and Attributes

R must be a scalar of type integer.

Result Type and Attributes

Default integer scalar.

Result Value

- The result has a value equal to the value of the kind type parameter of an integer data type that represents all values n in the range values n with $-10^R < n < 10^R$, or if no such kind type parameter is available, the result is -1.
- If more than one kind type parameter meets the criteria, the value returned is the one with the smallest decimal exponent range.

Examples

IBM Extension

SELECTED_INT_KIND (9) has the value 4, signifying that an INTEGER with kind type 4 can represent all values from 10^{-9} to 10^{9}.

End of IBM Extension

Related Information

Kind type parameters supported by XL Fortran are defined in "Type Parameters and Specifiers" on page 19.

SELECTED_REAL_KIND(P, R)

Purpose

Returns a value of the kind type parameter of a real data type with decimal precision of at least P digits and a decimal exponent range of at least R.

Class

Transformational function

Argument Type and Attributes

P (optional)
must be scalar and of type integer.

R (optional)
must be scalar and of type integer.

Result Type and Attributes

Default integer scalar.

Result Value

- The result has a value equal to a value of the kind type parameter of a real data type with decimal precision, as returned by the function PRECISION, of at least P digits and a decimal exponent range, as returned by the function RANGE, of at least R, or if no such kind type parameter is available,
  - If the precision is not available, the result is -1.
  - If the exponent range is not available, the result is -2.
  - If neither is available, the result is -3.
- If more than one kind type parameter value meets the criteria, the value returned is the one with the smallest decimal precision, unless there are several such values, in which case the smallest of these kind values is returned.

Examples

IBM Extension

SELECTED_REAL_KIND (6, 70) has the value 8.

End of IBM Extension

Related Information

Kind type parameters supported by XL Fortran are defined in "Type Parameters and Specifiers" on page 19.

SET_EXPONENT(X,I)

Purpose

Returns the number whose fractional part is the fractional part of the model representation of X, and whose exponent part is I.

Class

Elemental function

Argument Type and Attributes

X	must be of type real.
I	must be of type integer.

Result Type and Attributes

Same as X.

Result Value

IBM Extension

- If X = 0 the result is zero.
- Otherwise, the result is:

  `FRACTION(X) * 2.0`^{I}

End of IBM Extension

Examples

IBM Extension

SET_EXPONENT (10.5, 1) = 0.65625 * 2.0^1 = 1.3125

See "Real Data Model" on page 535.

End of IBM Extension

SHAPE(SOURCE)

Purpose

Returns the shape of an array or scalar.

Class

Inquiry function

Argument Type and Attributes

SOURCE	is an array or scalar of any data type. It must not be a disassociated pointer, allocatable object that is not allocated, or assumed-size array.

Result Value

The result is a one-dimensional default integer array whose elements define the shape of SOURCES. The extent of each dimension in SOURCES is returned in the corresponding element in the result array.

Related Information

"RESHAPE(SOURCE, SHAPE, PAD, ORDER)" on page 636.

Examples

```
! A is the array  | 7 6 3 1 |
!                 | 2 4 0 9 |
!                 | 5 7 6 8 |
!
       RES = SHAPE( A )
! The result is | 3  4 | because A is a rank-2 array
! with 3 elements in each column and 4 elements in
! each row.
```

SIGN(A, B)

Purpose

Returns the absolute value of A times the sign of B. If A is non-zero, you can use the result to determine whether B is negative or non-negative, as the sign of the result is the same as the sign of B.

Note that if you have declared B as **REAL(4)** or **REAL(8)**, and B has a negative zero value, the sign of the result depends on whether you have specified the **-qxlf90=signedzero** compiler option.

Class

Elemental function

Argument Type and Attributes

A	must be of type integer or real.
B	must be of the same type and kind type parameter as A.

Result Type and Attributes

Same as A.

Result Value

The result is *sgn**|A|, where:

- *sgn* = -1, if either of the following is true:
  - B < 0

IBM Extension

  - B is a **REAL(4)** or **REAL(8)** number with a value of negative 0, and you have specified the **-qxlf90=signedzero** option

End of IBM Extension

- *sgn* = 1, otherwise.

Fortran 95

Fortran 95 allows a processor to distinguish between a positive and a negative real zero, whereas Fortran 90 did not. Using the **-qxlf90=signedzero** option allows you to specify the Fortran 95 behavior (except in the case of **REAL(16)** numbers), which is consistent with the IEEE standard for binary floating-point arithmetic. **-qxlf90=signedzero** is the default for the **xlf95** ,**xlf95_r**, **xlf95_r7** and **f95** invocation commands.

End of Fortran 95

Examples

SIGN (-3.0, 2.0) has the value 3.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
SIGN	default real	default real	yes
ISIGN	any integer 1	same as argument	yes
DSIGN	double precision real	double precision real	yes
QSIGN	REAL(16)	REAL(16)	yes 2

Notes:

1. IBM Extension: the ability to specify a nondefault integer argument.
2. IBM Extension: the ability to pass the name as an argument.

Related Information

See the **-qxlf90** Option in the *User's Guide*.

SIGNAL(I, PROC)

IBM Extension

Purpose

The SIGNAL procedure allows a program to specify a procedure to be invoked upon receipt of a specific operating-system signal.

Class

Subroutine

Argument Type and Attributes

I	is an integer that specifies the value of the signal to be acted upon. It is an **INTENT(IN)** argument. Available signal values are defined in the C include file **signal.h**; a subset of signal values is defined in the Fortran include file **fexcp.h**.
PROC	specifies the user-defined procedure to be invoked when the process receives the specified signal specified by argument I. It is an **INTENT(IN)** argument.

Examples

```
      INCLUDE 'fexcp.h'
      INTEGER   SIGUSR1
      EXTERNAL  USRINT
```

```
! Set exception handler to produce the traceback code.
! The SIGTRAP is defined in the include file fexcp.h.
! xl__trce is a procedure in the XL Fortran
! run-time library.  It generates the traceback code.
      CALL SIGNAL(SIGTRAP, XL__TRCE)
      ...
! Use user-defined procedure USRINT to handle the signal
! SIGUSR1.
      CALL SIGNAL(SIGUSR1, USRINT)
      ...
```

Related Information

See the **signal** subroutine in the *AIX Technical Reference: Base Operating System and Extensions Volume 2* for details about the underlying implementation.

The **-qsigtrap** Option in the *User's Guide* allows you to set a handler for **SIGTRAP** signals through a compiler option.

End of IBM Extension

SIN(X)

Purpose

Sine function.

Class

Elemental function

Argument Type and Attributes

X must be of type real or complex. If X is real, it is regarded as a value in radians. If X is complex, its real and imaginary parts are regarded as values in radians.

Result Type and Attributes

Same as X.

Result Value

It approximates sin(X).

Examples

SIN (1.0) has the value 0.84147098 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
SIN	default real	default real	yes
DSIN	double precision real	double precision real	yes
QSIN	REAL(16)	REAL(16)	yes 1
CSIN 2a	default complex	default complex	yes
CDSIN 2b	double complex	double complex	yes 1
ZSIN 2b	double complex	double complex	yes 1
CQSIN 2b	COMPLEX(16)	COMPLEX(16)	yes 1

Notes:

1. IBM Extension: the ability to pass the name as an argument.
2. Given that X is a complex number in the form a + bi, where i = $(-1)^{½}$:
   a. abs(b) must be less than or equal to 88.7228; a is any real value.
   b. abs(b) must be less than or equal to 709.7827; a is any real value.

SIND(X)

IBM Extension

Purpose

Sine function. Argument in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

- It approximates sin(X), where X has a value in degrees.

Examples

SIND (90.0) has the value 1.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
SIND	default real	default real	yes
DSIND	double precision real	double precision real	yes
QSIND	REAL(16)	REAL(16)	yes

End of IBM Extension

SINH(X)

Purpose

Hyperbolic sine function.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result has a value equal to sinh(x).

Examples

SINH (1.0) has the value 1.1752012 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
SINH 1	default real	default real	yes
DSINH 2	double precision real	double precision real	yes
QSINH 2 3	REAL(16)	REAL(16)	yes

Notes:

1. abs(X) must be less than or equal to 89.4159.
2. abs(X) must be less than or equal to 709.7827.
3. IBM Extension.

SIZE(ARRAY, DIM)

Purpose

Returns the extent of an array along a specified dimension or the total number of elements in the array.

Class

Inquiry function

Argument Type and Attributes

ARRAY
is an array of any data type. It must not be a scalar, disassociated pointer, or allocatable array that is not allocated. It can be an assumed-size array if DIM is present and has a value that is less than the rank of ARRAY.

DIM (optional)
is an integer scalar in the range 1 ≤ DIM ≤ rank(ARRAY).

Result Type and Attributes

Default integer scalar.

Result Value

The result equals the extent of ARRAY along dimension DIM; or, if DIM is not specified, it is the total number of array elements in ARRAY.

Examples

```
! A is the array  | 1 -4  7 -10 |
!                 | 2  5 -8  11 |
!                 | 3  6  9 -12 |

       RES = SIZE( A )
! The result is 12 because there are 12 elements in A.
```

```
      RES = SIZE( A, DIM = 1)
! The result is 3 because there are 3 rows in A.

      RES = SIZE( A, DIM = 2)
! The result is 4 because there are 4 columns in A.
```

SIZEOF(A)

IBM Extension

Purpose

Returns the size of an argument in bytes.

Class

Inquiry function

Argument Type and Attributes

A is a data object that cannot be any of the following:

- A Fortran 90 pointer
- An automatic object
- An allocatable object
- A derived object or record structure that has an allocatable or a Fortran 90 pointer component
- An array section
- An array constructor
- An assumed-shape array
- A whole assumed-size array
- A zero-sized array
- A derived object or record structure containing components not accessible within the scoping unit

SIZEOF must not be passed as an argument to a subprogram.

Result Type and Attributes

Default integer scalar.

Result Value

The size of the argument in bytes.

Examples

The following example assumes that **–qintsize**=4.

```
INTEGER ARRAY(10)
INTEGER*8, PARAMETER :: p = 8
STRUCTURE /STR/
  INTEGER I
  COMPLEX C
END STRUCTURE
RECORD /STR/ R
CHARACTER*10 C
TYPE DTYPE
  INTEGER ARRAY(10)
```

```
END TYPE
TYPE (DTYPE) DOBJ
PRINT *, SIZEOF(ARRAY), SIZEOF (ARRAY(3)), SIZEOF(P) ! Array, array
                                                     ! element ref,
                                                     ! named constant

PRINT *, SIZEOF (R), SIZEOF(R.C)                     ! record structure
                                                     ! entity, record
                                                     ! structure
                                                     ! component

PRINT *, SIZEOF (C(2:5)), SIZEOF(C)                  ! character
                                                     ! substring,
                                                     ! character
                                                     ! variable

PRINT *, SIZEOF (DOBJ), SIZEOF(DOBJ%ARRAY)           ! derived type
                                                     ! object, structure
                                                     ! component
```

The following is sample output generated by the program above:

```
40   4   8
16   8
 4  10
40  40
```

Related Information

See the *User's Guide* for details about the **-qintsize** compiler option.

End of IBM Extension

SPACING(X)

Purpose

Returns the absolute spacing of the model numbers near the argument value.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

If X is not 0, the result is:

$2.0^{\text{EXPONENT(X) - DIGITS(X)}}$

If X is 0, the result is the same as that of TINY(X).

Examples

IBM Extension

SPACING (3.0) = $2.0^{2 - 24} = 2.0^{(-22)}$ See "Real Data Model" on page 535.

End of IBM Extension

SPREAD(SOURCE, DIM, NCOPIES)

Purpose

Replicates an array in an additional dimension by making copies of existing elements along that dimension.

Class

Transformational function

Argument Type and Attributes

SOURCE
can be an array or scalar. It can have any data type. The rank of SOURCE has a maximum value of 19.

DIM is an integer scalar in the range 1 ≤ DIM ≤ rank(SOURCE)+1. Unlike most other array intrinsic functions, **SPREAD** requires the DIM argument.

NCOPIES
is an integer scalar. It becomes the extent of the extra dimension added to the result.

Result Type and Attributes

The result is an array of rank rank(SOURCE)+1 and with the same type and type parameters as source.

Result Value

If SOURCE is a scalar, the result is a one-dimensional array with NCOPIES elements, each with value SOURCE.

If SOURCE is an array, the result is an array of rank rank(SOURCE) + 1. Along dimension DIM, each array element of the result is equal to the corresponding array element in SOURCE.

If NCOPIES is less than or equal to zero, the result is a zero-sized array.

Examples

```
! A is the array (/ -4.7, 6.1, 0.3 /)

      RES = SPREAD( A, DIM = 1, NCOPIES = 3 )
! The result is   | -4.7 6.1 0.3 |
!                 | -4.7 6.1 0.3 |
!                 | -4.7 6.1 0.3 |
! DIM=1 extends each column.  Each element in RES(:,1)
! becomes a copy of A(1), each element in RES(:,2) becomes
! a copy of A(2), and so on.
```

```
      RES = SPREAD( A, DIM = 2, NCOPIES = 3 )
! The result is   | -4.7 -4.7 -4.7 |
!                 |  6.1  6.1  6.1 |
!                 |  0.3  0.3  0.3 |
! DIM=2 extends each row.  Each element in RES(1,:)
! becomes a copy of A(1), each element in RES(2,:)
! becomes a copy of A(2), and so on.

      RES = SPREAD( A, DIM = 2, NCOPIES = 0 )
! The result is (/ /) (a zero-sized array).
```

SQRT(X)

Purpose

Square root.

Class

Elemental function

Argument Type and Attributes

X must be of type real or complex. Unless X is complex, its value must be greater than or equal to zero.

Result Type and Attributes

Same as X.

Result Value

- It has a value equal to the square root of X.
- If the result type is complex, its value is the principal value with the real part greater than or equal to zero. If the real part is zero, the imaginary part is greater than or equal to zero.

Examples

SQRT (4.0) has the value 2.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
SQRT	default real	default real	yes
DSQRT	double precision real	double precision real	yes
QSQRT	REAL(16)	REAL(16)	yes [1]
CSQRT [2]	default complex	default complex	yes
CDSQRT [2]	double complex	double complex	yes [1]
ZSQRT [2]	COMPLEX(8)	COMPLEX(8)	yes [1]
CQSQRT [2]	COMPLEX(16)	COMPLEX(16)	yes [1]

Notes:

1. IBM Extension: the ability to pass the name as an argument.
2. Given that X is a complex number in the form a + bi, where $i = (-1)^{\frac{1}{2}}$, abs(X) + abs(a) must be less than or equal to $1.797693 * 10^{308}$.

SRAND(SEED)

IBM Extension

Purpose

Provides the seed value used by the random number generator function **RAND**. This intrinsic subroutine is not recommended. Use the standards conforming **RANDOM_NUMBER(HARVEST)** intrinsic subroutine.

Class

Subroutine

Argument Type and Attributes

SEED must be scalar. It must be of type **REAL(4)** when used to provide a seed value for the **RAND** function, or of type **INTEGER(4)** when used to provide a seed value for the **IRAND** service and utility function. It is an **INTENT(IN)** argument.

Examples

The following is an example of a program using the **SRAND** subroutine.

```
CALL SRAND(0.5)
DO I = 1, 5
   R = RAND()
   PRINT *,R
ENDDO
END
```

The following is sample output generated by the above program:

```
0.3984375000
0.4048461914
0.1644897461
0.1281738281E-01
0.2313232422E-01
```

End of IBM Extension

SUM(ARRAY, DIM, MASK) or SUM(ARRAY, MASK)

Purpose

Calculates the sum of selected elements in an array.

Class

Transformational function

Argument Type and Attributes

ARRAY is an array of numeric type, whose elements you want to sum.

DIM (optional)
is an integer scalar in the range $1 \leq \text{DIM} \leq \text{rank(ARRAY)}$.

MASK (optional)
is a logical expression. If it is an array, it must conform with ARRAY in shape. If MASK is a scalar, the scalar value applies to all elements in ARRAY.

Result Value

If DIM is present, the result is an array of rank rank(ARRAY)-1, with the same data type as ARRAY. If DIM is missing, or if MASK has a rank of one, the result is a scalar.

The result is calculated by one of the following methods:

Method 1:
If only ARRAY is specified, the result equals the sum of all the array elements of ARRAY. If ARRAY is a zero-sized array, the result equals zero.

Method 2:
If ARRAY and MASK are both specified, the result equals the sum of the array elements of ARRAY that have a corresponding array element in MASK with a value of .TRUE.. If MASK has no elements with a value of .TRUE., the result is equal to zero.

Method 3:
If DIM is also specified, the result value equals the sum of the array elements of ARRAY along dimension DIM that have a corresponding true array element in MASK.

Fortran 95

Because both **DIM** and **MASK** are optional, various combinations of arguments are possible. When the **-qintlog** option is specified with two arguments, the second argument refers to one of the following:
- **MASK** if it is an array of type integer, logical, byte or typeless
- **DIM** if it is a scalar of type integer, byte or typeless
- **MASK** if it is a scalar of type logical

End of Fortran 95

Examples

Method 1:

```
! Sum all the elements in an array.
       RES = SUM( (/2, 3, 4 /) )
! The result is 9 because (2+3+4) = 9
```

Method 2:

```
! A is the array (/ -3, -7, -5, 2, 3 /)
! Sum all elements that are greater than -5.
       RES = SUM( A, MASK = A .GT. -5 )
! The result is 2 because (-3 + 2 + 3) = 2
```

Method 3:

```
! B is the array | 4 2 3 |
!                | 7 8 5 |

! Sum the elements in each column.
       RES = SUM(B, DIM = 1)
```

```
! The result is | 11 10 8 | because (4 + 7) = 11
!                                   (2 + 8) = 10
!                                   (3 + 5) =  8

! Sum the elements in each row.
      RES = SUM(B, DIM = 2)
! The result is | 9 20 | because (4 + 2 + 3) =  9
!                                (7 + 8 + 5) = 20

! Sum the elements in each row, considering only
! those elements greater than two.
      RES = SUM(B, DIM = 2, MASK = B .GT. 2)
! The result is | 7 20 | because (4 + 3) =  7
!                                (7 + 8 + 5) = 20
```

SYSTEM(CMD, RESULT)

IBM Extension

Purpose

Passes a command to the operating system for execution. The current process pauses until the command is completed and control is returned from the operating system. An added, optional argument to the subroutine will allow recovery of any return code information from the operating system.

Class

Subroutine

Argument Type and Attributes

CMD	must be scalar and of type character, specifying the command to execute and any command-line arguments. It is an **INTENT(IN)** argument.
RESULT	must be a scalar variable of type **INTEGER(4)**. If the argument is not an **INTEGER(4)** variable, the compiler will generate an **(S)** level error message. It is an optional **INTENT(OUT)** argument. The format of the information returned in **RESULT** is the same as the format returned from the **WAIT** system call.

Examples

```
      INTEGER       ULIMIT
      CHARACTER(32)  CMD
      ...
! Check the system ulimit.
      CMD = 'ulimit > ./fort.99'
      CALL SYSTEM(CMD)
      READ(99, *) ULIMIT
      IF (ULIMIT .LT. 2097151) THEN
         ...
     INTEGER RC
     RC=99
     CALL SYSTEM("/bin/test 1 -EQ 2",RC)
     IF (IAND(RC,'ff'z) .EQ. 0) then
       RC = IAND( ISHFT(RC,-8), 'ff'z )
     ELSE
       RC = -1
     ENDIF
```

Related Information

See the **system** subroutine in the *AIX Technical Reference: Base Operating System and Extensions Volume 2* for details about the underlying implementation.

End of IBM Extension

SYSTEM_CLOCK(COUNT, COUNT_RATE, COUNT_MAX)

Purpose

Returns integer data from a real-time clock.

Class

Subroutine

Argument Type and Attributes

COUNT (optional)	is an **INTENT(OUT)** argument that must be scalar and of type default integer. The initial value of COUNT depends on the current value of the processor clock in a range from 0 to COUNT_MAX. COUNT increments by one for each clock count until it reaches the value of COUNT_MAX. At the next clock count after COUNT_MAX, the value of COUNT resets to zero.
COUNT_RATE (optional)	is an **INTENT(OUT)** argument that must be scalar and of type default integer. When using the default centisecond resolution, COUNT_RATE refers to the number of processor clock counts per second or to zero if there is no clock. If you specify a microsecond resolution using **–qsclk=micro**, the value of COUNT_RATE is 1 000 000 clock counts per second.
COUNT_MAX (optional)	is an **INTENT(OUT)** argument that must be scalar and of type default integer. When using the default centisecond resolution, COUNT_MAX is the maximum number of clock counts for a given processor clock. If you specify a microsecond resolution using **-qsclk=micro** and a default of **INTEGER(4)**, the value of COUNT_MAX is 1 799 999 999 clock counts, or about 30 minutes. If you specify a microsecond resolution using **-qsclk=micro** and a default of **INTEGER(8)**, the value of COUNT_MAX is 8 639 999 999 clock counts, or about 24 hours.

Examples

IBM Extension

In the following example, the clock is a 24-hour clock. After the call to

SYSTEM_CLOCK, the COUNT contains the day time expressed in clock ticks per second. The number of ticks per second is available in the COUNT_RATE. The COUNT_RATE value is implementation dependent.

```
INTEGER, DIMENSION(8) :: IV
TIME_SYNC: DO
CALL DATE_AND_TIME(VALUES=IV)
IHR  = IV(5)
IMIN = IV(6)
ISEC = IV(7)
CALL SYSTEM_CLOCK(COUNT=IC, COUNT_RATE=IR, COUNT_MAX=IM)
CALL DATE_AND_TIME(VALUES=IV)

IF ((IHR == IV(5)) .AND. (IMIN == IV(6)) .AND. &
  (ISEC == IV(7))) EXIT TIME_SYNC

END DO TIME_SYNC

IDAY_SEC = 3600*IHR + IMIN*60 + ISEC
IDAY_TICKS = IDAY_SEC * IR

IF (IDAY_TICKS /= IC) THEN
  STOP 'clock error'
ENDIF
END
```

End of IBM Extension

Related Information

See the **-qsclk** compiler option in the *User's Guide* for more information on specifying system clock resolution.

TAN(X)

Purpose

Tangent function.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result approximates tan(X), where X has a value in radians.

Examples

TAN (1.0) has the value 1.5574077 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
TAN	default real	default real	yes

Specific Name	Argument Type	Result Type	Pass As Arg?
DTAN	double precision real	double precision real	yes
QTAN	REAL(16)	REAL(16)	yes [1]

Notes:

1. IBM Extension: the ability to pass the name as an argument.

TAND(X)

IBM Extension

Purpose

Tangent function. Argument in degrees.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result approximates tan(X), where X has a value in degrees.

Examples

TAND (45.0) has the value 1.0.

Specific Name	Argument Type	Result Type	Pass As Arg?
TAND	default real	default real	yes
DTAND	double precision real	double precision real	yes
QTAND	REAL(16)	REAL(16)	yes

End of IBM Extension

TANH(X)

Purpose

Hyperbolic tangent function.

Class

Elemental function

Argument Type and Attributes

X must be of type real.

Result Type and Attributes

Same as X.

Result Value

The result has a value equal to tanh(X).

Examples

TANH (1.0) has the value 0.76159416 (approximately).

Specific Name	Argument Type	Result Type	Pass As Arg?
TANH	default real	default real	yes
DTANH	double precision real	double precision real	yes
QTANH	REAL(16)	REAL(16)	yes [1]

Notes:

1. IBM Extension: the ability to pass the name as an argument.

TINY(X)

Purpose

Returns the smallest positive number in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function

Argument Type and Attributes

X must be of type real. It may be scalar or array valued.

Result Type and Attributes

Scalar with the same type as X.

Result Value

IBM Extension

The result is:

$2.0^{(\mathtt{MINEXPONENT(X)-1})}$ `for real X`

End of IBM Extension

Examples

IBM Extension

TINY (X) = float(2)$^{(-126)}$ = 1.17549351e-38. See "Real Data Model" on page 535.

End of IBM Extension

TRANSFER(SOURCE, MOLD, SIZE)

Purpose

Returns a result with a physical representation identical to that of SOURCE but interpreted with the type and type parameters of MOLD.

It performs a low-level conversion between types without any sign extension, rounding, blank padding, or other alteration that may occur using other methods of conversion.

Class

Transformational function

Argument Type and Attributes

SOURCE
: is the data entity whose bitwise value you want to transfer to a different type. It may be of any type, and may be scalar or array valued.

MOLD
: is a data entity that has the type characteristics you want for the result. If **MOLD** is a variable, the value does not need to be defined. It may be of any type, and may be scalar or array valued. Its value is not used, only its type characteristics.

SIZE (optional)
: is the number of elements for the output result. It must be a scalar integer. The corresponding actual argument must not be an optional dummy argument.

Result Type and Attributes

The same type and type parameters as MOLD.

If MOLD is a scalar and SIZE is absent, the result is a scalar.

If MOLD is array valued and SIZE is absent, the result is array valued and of rank one, with the smallest size that is physically large enough to hold SOURCE.

If SIZE is present, the result is array valued of rank one and size SIZE.

Result Value

The physical representation of the result is the same as SOURCE, truncated if the result is smaller or with an undefined trailing portion if the result is larger.

Because the physical representation is unchanged, it is possible to undo the results of TRANSFER as long as the result is not truncated:

```
      REAL(4) X /3.141/
      DOUBLE PRECISION I, J(6) /1,2,3,4,5,6/

! Because x is transferred to a larger representation
! and then back, its value is unchanged.
      X = TRANSFER( TRANSFER( X, I ), X )

! j is transferred into a real(4) array large enough to
! hold all its elements, then back into an array of
! its original size, so its value is unchanged too.
      J = TRANSFER( TRANSFER( J, X ), J, SIZE=SIZE(J) )
```

Examples

IBM **TRANSFER** (1082130432, 0.0) is 4.0. IBM

TRANSFER ((/1.1,2.2,3.3/), (/(0.0,0.0)/)) is a complex rank-one array of length two whose first element has the value (1.1, 2.2) and whose second element has a real part with the value 3.3. The imaginary part of the second element is undefined.

TRANSFER ((/1.1,2.2,3.3/), (/(0.0,0.0)/), 1) has the value (/(1.1,2.2)/).

TRANSPOSE(MATRIX)

Purpose

Transposes a two-dimensional array, turning each column into a row and each row into a column.

Class

Transformational function

Argument Type and Attributes

MATRIX	is an array of any data type, with a rank of two.

Result Value

The result is a two-dimensional array of the same data type as MATRIX.

The shape of the result is (n,m) where the shape of MATRIX is (m,n). For example, if the shape of MATRIX is (2,3), the shape of the result is (3,2).

Each element (i,j) in the result has the value MATRIX (j,i) for i in the range 1-n and j in the range 1-m.

Examples

```
! A is the array  | 0 -5  8 -7 |
!                 | 2  4 -1  1 |
!                 | 7  5  6 -6 |
! Transpose the columns and rows of A.
       RES = TRANSPOSE( A )
! The result is   |  0  2  7 |
!                 | -5  4  5 |
!                 |  8 -1  6 |
!                 | -7  1 -6 |
```

TRIM(STRING)

Purpose

Returns the argument with trailing blank characters removed.

Class

Transformational function

Argument Type and Attributes

STRING must be of type character and must be a scalar.

Result Type and Attributes

Character with the same kind type parameter value as STRING and with a length that is the length of STRING less the number of trailing blanks in STRING.

Result Value

- The value of the result is the same as STRING, except trailing blanks are removed.
- If STRING contains no nonblank characters, the result has zero length.

Examples

TRIM ('ƀAƀBƀƀ') has the value 'ƀAƀB'.

UBOUND(ARRAY, DIM)

Purpose

Returns the upper bounds of each dimension in an array, or the upper bound of a specified dimension.

Class

Inquiry function

Argument Type and Attributes

ARRAY is the array whose upper bounds you want to determine. Its bounds must be defined: that is, it must not be a disassociated pointer or an allocatable array that is not allocated, and if its size is assumed, you can only examine one dimension.

DIM (optional)
is an integer scalar in the range 1 ≤ **DIM** ≤ rank(**ARRAY**). The corresponding actual argument must not be an optional dummy argument.

Result Type and Attributes

Default integer.

If **DIM** is present, the result is a scalar. If it is not present, the result is a one-dimensional array with one element for each dimension in ARRAY.

Result Value

Each element in the result corresponds to a dimension of ARRAY. If ARRAY is a whole array or array structure component, these values are equal to the upper bounds. If ARRAY is an array section or expression that is not a whole array or array structure component, the values represent the number of elements in each dimension, which may be different than the declared upper bounds of the original array. If a dimension is zero-sized, the corresponding element in the result is zero, regardless of the value of the upper bound.

Examples

```
! This array illustrates the way UBOUND works with
! different ranges for dimensions.
       REAL A(1:10, -4:5, 4:-5)

       RES=UBOUND( A )
! The result is (/ 10, 5, 0 /).

       RES=UBOUND( A(:,:,:) )
! The result is (/ 10, 10, 0 /) because the argument
! is an array section.

       RES=UBOUND( A(4:10,-4:1,:) )
! The result is (/ 7, 6, 0 /), because for an array section,
! it is the number of elements that is significant.
```

UNPACK(VECTOR, MASK, FIELD)

Purpose

Takes some or all elements from a one-dimensional array and rearranges them into another, possibly larger, array.

Class

Transformational function

Argument Type and Attributes

VECTOR	is a one-dimensional array of any data type. There must be at least as many elements in VECTOR as there are .TRUE. values in MASK.
MASK	is a logical array that determines where the elements of VECTOR are placed when they are unpacked.
FIELD	must have the same shape as the mask argument, and the same data type as VECTOR. Its elements are inserted into the result array wherever the corresponding MASK element has the value .FALSE..

Result Value

The result is an array with the same shape as MASK and the same data type as VECTOR.

The elements of the result are filled in array-element order: if the corresponding element in MASK is .TRUE., the result element is filled by the next element of VECTOR; otherwise, it is filled by the corresponding element of FIELD.

Examples

```
! VECTOR is the array (/ 5, 6, 7, 8 /),
! MASK is | F T T |, FIELD is | -1 -4 -7 |
!         | T F F |           | -2 -5 -8 |
!         | F F T |           | -3 -6 -9 |

! Turn the one-dimensional vector into a two-dimensional
! array.  The elements of VECTOR are placed into the .TRUE.
! positions in MASK, and the remaining elements are
! made up of negative values from FIELD.
      RES = UNPACK( VECTOR, MASK, FIELD )
```

```
! The result is | -1  6  7 |
!               |  5 -5 -8 |
!               | -3 -6  8 |

! Do the same transformation, but using all zeros for the
! replacement values of FIELD.
        RES = UNPACK( VECTOR, MASK, FIELD = 0 )
! The result is | 0 6 7 |
!               | 5 0 0 |
!               | 0 0 8 |
```

VERIFY(STRING, SET, BACK)

Purpose

Verify that a set of characters contains all the characters in a string by identifying the position of the first character in a string of characters that does not appear in a given set of characters.

Class

Elemental function

Argument Type and Attributes

STRING	must be of type character.
SET	must be of type character with the same kind type parameter as STRING.
BACK (optional)	must be of type logical.

Result Type and Attributes

Default integer.

Result Value

- Case (i): If BACK is absent or present with the value .FALSE. and if STRING contains at least one character that is not in SET, the value of the result is the position of the leftmost character of STRING that is not in SET.
- Case (ii): If BACK is present with the value .TRUE. and if STRING contains at least one character that is not in SET, the value of the result is the position of the rightmost character of STRING that is not in SET.
- Case (iii): The value of the result is zero if each character in STRING is in SET or if STRING has zero length.

Examples

- Case (i): VERIFY ('ABBA', 'A') has the value 2.
- Case (ii): VERIFY ('ABBA', 'A', BACK = .TRUE.) has the value 3.
- Case (iii): VERIFY ('ABBA', 'AB') has the value 0.

Hardware-Specific Intrinsic Procedures

IBM Extension

This section provides an alphabetical reference to the hardware-specific intrinsic functions.

ALIGNX(K,M)

Purpose

The **ALIGNX** built-in subroutine enables you to assert the alignment of a variable at a certain point in the program flow. Specifically, at the call point to **ALIGNX**, you can assert that the remainder from dividing the address of the second argument by the value of the first argument is zero. In case the second argument is a Fortran 90 pointer, the assertion refers to the address of the target. In case the second argument is an integer pointer, the assertion refers to the address of the pointee. Should you give the compiler incorrect alignment, the resulting program may not run correctly.

Class

Subroutine

Argument Type and Attributes

K	is an **INTEGER(4)** positive constant expression whose value is a power of two.
M	is a variable of any type. When **M** is a Fortran 90 pointer, the pointer must be associated.

Examples

```
INTEGER*4 B(200)
  DO N=1, 200
     CALL ALIGNX(4, B(N))     !ASSERTS THAT AT THIS POINT B(N)
   B(N) = N                 !IS A 4-BYTE ALIGNED
  END DO
END


SUBROUTINE VEC(A, B, C)
  INTEGER A(200), B(200), C(200)
  CALL ALIGNX(16, A(1))
  CALL ALIGNX(16, B(1))
  CALL ALIGNX(16, C(1))
  DO N = 1, 200
    C(N) = A(N) + B(N)
  END DO
END SUBROUTINE
```

FCFI(I)

Purpose

Floating-point Conversion from Integer

Converts an integer value in a floating-point variable into a floating-point value.

This intrinsic is valid on a 64-bit PowerPC architecture using 64-bit mode.

Class

Function

Argument Type and Attributes

I	must be of type **REAL(8)**.

Result Type and Attributes

Same as *I*.

Result Value

The double-precision floating-point value of *I*.

Examples

```
...
REAL*8 :: R8, RES
INTEGER*8 :: I8
EQUIVALENCE(R8, I8)

I8 = 89
RES = FCFI(R8) ! RES = 89.0
...
```

FCTID(X)

Purpose

Floating-point Convert to Integer

Converts a floating–point operand into a 64–bit, signed fixed–point integer using the current rounding mode.

This intrinsic is valid on any PowerPC architecture using 64-bit mode.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a fixed-point integer, inside a floating point register.

FCTIDZ(X)

Purpose

Floating-point Convert to Integer Round to Zero

Converts a floating-point operand into a 64–bit signed fixed–point integer and rounds to zero.

This intrinsic is valid on a 64-bit PowerPC architecture using 64 or 32–bit mode.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a fixed-point integer, inside a floating-point variable, rounded to zero.

FCTIW(X)

Purpose

Floating-point Convert to Integer

Converts a floating–point operand into a 32–bit, signed fixed–point integer using the current rounding mode.

This intrinsic is valid on any PowerPC or a POWER2 architecture.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a fixed-point integer, inside a floating point variable.

FCTIWZ(X)

Purpose

Floating-point Convert to Integer Round to Zero

Converts a floating-point operand into a 32–bit signed fixed–point integer and rounds to zero.

This intrinsic is valid on any PowerPC or a POWER2 architecture.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a fixed-point integer, inside a floating point variable, rounded to zero.

FMADD(A, X, Y)

Purpose

Floating-point Multiply and Add

Returns the result of a floating-point multiply–add.

Class

Function

Argument Type and Attributes

A	must be of type **REAL(8)**. If compiled with **–qarch**, *A* may alternatively be of type **REAL(4)**.
X	must be of the same type and kind type parameter as *A*.
Y	must be of the same type and kind type parameter as *A*.

Result Type and Attributes

Same as *A*, *X*, and *Y*.

Result Value

The result has a value equal to *A**X + Y*.

Examples

The following example is only valid if compiled with the **–qarch** option because *A*, *B*, *C* and *RES1* are single precision reals.

```
REAL(4) :: A, B, C, RES1
REAL(8) :: D, E, F, RES2

RES1 = FMADD(A, B, C)
RES2 = FMADD(D, E, F)
END
```

FMSUB(A, X, Y)

Purpose

Floating-point Multiply and Subtract

Returns the result of a floating-point multiply–subtract.

Class

Function

Argument Type and Attributes

A	must be of type **REAL(8)**. If compiled with **–qarch** set *A* may alternatively be of type **REAL(4)**.
X	must be of the same type and kind type parameter as *A*.
Y	must be of the same type and kind type parameter as *A*.

Result Type and Attributes

Same as *A*, *X*, and *Y*.

Result Value

The result has a value equal to $A*X - Y$.

FNABS(X)

Purpose

Returns the negative floating-point value $-|X|$.

Class

Function

Argument Type and Attributes

X	must be of type **REAL**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a negative floating-point value of *X*, $-|X|$.

Examples

In the following example, the absolute content of a floating-point variable is negated.

```
REAL(4) :: A, RES1
REAL(8) :: D, RES2

RES1 = FNABS(A)
RES2 = FNABS(D)
```

FNMADD(A, X, Y)

Purpose

Floating-point Negative Multiply and Add

Returns the result of a floating-point negative multiply-add.

Class

Function

Argument Type and Attributes

A	must be of type **REAL(8)**. If compiled with **–qarch**, *A* may alternatively be of type **REAL(4)**.
X	must be of the same type and kind type parameter as *A*.
Y	must be of the same type and kind type parameter as *A*.

Result Type and Attributes

Same as *X*.

Result Value

The result has a value equal to $-(A*X + Y)$.

FNMSUB(A, X, Y)

Purpose

Floating-point Negative Multiply and Subtract

Returns the result of a floating-point negative multiply–subtract.

Class

Function

Argument Type and Attributes

A	must be of type **REAL(8)**. If compiled with **–qarch** set *A* may alternatively be of type **REAL(4)**.
X	must be of the same type and kind type parameter as *A*.
Y	must be of the same type and kind type parameter as *A*.

Result Type and Attributes

Same as *A*, *X*, and *Y*.

Result Value

The result has a value equal to –(*A***X* – *Y*).

Examples

In the following example, the result of **FNMSUB** is of type **REAL(4)**. It is converted to **REAL(8)** and then assigned to *RES*.

```
REAL(4) :: A, B, C
REAL(8) :: RES

RES = FNMSUB(A, B, C)
END
```

FRE(X)

Purpose

Floating-point Reciprocal Estimate

Returns an estimate of a floating-point reciprocal operation.

Valid on a POWER5 architecture.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a double precision estimate of 1/*X*.

FRES(X)

Purpose

Floating-point Reciprocal Estimate Single

Returns an estimate of a floating-point reciprocal operation.

Valid on any PowerPC with extended graphics opcodes.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(4)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a single precision estimate of 1/*X*.

FRSQRTE(X)

Purpose

Floating-point Square Root Reciprocal Estimate

Returns the result of a reciprocal square root operation.

Valid on any PowerPC with extended graphics opcodes.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(8)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a double precision estimate of the reciprocal of the square root of *X*.

FRSQRTES(X)

Purpose

Floating-point Square Root Reciprocal Estimate Single

Returns the result of a reciprocal square root operation.

Valid on a POWER5 architecture.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(4)**.

Result Type and Attributes

Same as *X*.

Result Value

The result is a single precision estimate of the reciprocal of the square root of *X*.

FSEL(X,Y,Z)

Purpose

Floating-point Selection

Returns the result of a floating-point selection operation. This result is determined by comparing the value of X with zero.

Valid on any PowerPC with extended graphics opcodes.

Class

Function

Argument Type and Attributes

X	must be of type **REAL(4)** or **REAL(8)**.

Result Type and Attributes

Same as *X*, *Y* and *Z*.

Result Value

- If the value of *X* is greater than or equal to zero, then the value of *Y* is returned.
- If the value of *X* is smaller than zero or is a NaN, then the value of *Z* is returned.

A zero value is considered unsigned. That is, both +0 and -0 are equal to zero.

MTFSF(MASK, R)

Purpose

Move to floating-point status and control register (**FPSCR**) fields

The contents of *R* are placed into the **FPSCR** under control of the field mask specified in *MASK*.

Class

Subroutine

Argument Type and Attributes

MASK
must be a literal value of type **INTEGER(4)**. The lower eight bits are used.

R must be of type **REAL(8)**.

MTFSFI(BF, I)

Purpose

Move to **FPSCR** Fields Immediate

The value of *I* is placed into **FPSCR** field specified in *BF*.

Class

Subroutine

Argument Type and Attributes

BF	must be a literal value from 0 to 7, of type **INTEGER(4)**.
I	must be a literal value from 0 to 15, of type **INTEGER(4)**.

MULHY(RA, RB)

Purpose

Returns the high-order 32 or 64–bits of the 64 or 128–bit products of the operands *RA* and *RB*.

Valid on any PowerPC for 32–bit integers.

Valid on a PowerPC with a 64–bit architecture, in 64–bit mode for 64–bit integers.

Class

Function

Argument Type and Attributes

RA	must be of type integer.
RB	must be of type integer.

Result Type and Attributes

Same as *RA*, *RB*.

Result Value

A 32 or 64–bit product of the operands *RA* and *RB*

POPCNTB(I)

IBM Extension

Purpose

Population count.

Counts the number of set bits of each byte in a register.

Valid only on POWER5.

Class

Elemental function.

Argument Type and Attributes

I An **INTENT(IN)** argument of type **INTEGER(4)** in 32–bit mode.

An **INTENT(IN)** argument of type **INTEGER(4)** or **INTEGER(8)** in 64–bit mode

Result Type and Attributes

Returns an **INTEGER(4)** in 32–bit mode.

Returns an **INTEGER(8)** in 64–bit mode.

Result Value

The number of bits set to on in that byte, in the position of the byte.

Examples

```
INTEGER I
I = x'010300ff'
WRITE(*, '(z8.8)') POPCNTB(I)
END
```

Expected output:

```
01020008
```

Related Information

Data Representation Models

End of IBM Extension

ROTATELI(RS, IS, SHIFT, MASK)

Purpose

Rotate Left Immediate then MASK Insert

Rotates the value of *RS* left by the number of bits specified in *SHIFT*. The function then inserts *RS* into *IS* under bit mask, *MASK*.

8–byte integers are valid only on a 64–bit architecture.

Class

Function

Argument Type and Attributes

RS must be of type integer.

IS must be of type integer.

SHIFT
must be of type **INTEGER(4)**.

MASK
must be a literal value of type integer.

Result Type and Attributes

Same as *RS*.

Result Value

Rotates *RS* left the number of bits specified by *SHIFT*, and inserts the result into *IS* under the bit mask, *MASK*.

ROTATELM(RS, SHIFT, MASK)

Purpose

Rotate Left AND with Mask

Rotates the value of *RS* left by the number of bits specified in *SHIFT*. The rotated data is ANDed with the *MASK* and then returned as a result.

Class

Function

Argument Type and Attributes

RS must be of type integer. Must be an an integer of less than 8–bytes.

SHIFT
must be of type **INTEGER(4)**.

MASK
must be a literal value of type integer.

Result Type and Attributes

Same as *RS*.

Result Value

The rotated data ANDed with *MASK*.

SETFSB0(BT)

Purpose

Move 0 to FPSCR bit.

Bit *BT* of FPSCR is set to 0. This subroutine returns no value.

Valid on any PowerPC.

Class

Subroutine

Argument Type and Attributes

BT must be of type **INTEGER(4)**.

SETFSB1(BT)

Purpose

Move 1 to FPSCR bit.

Bit *BT* of FPSCR is set to 1. This subroutine returns no value.

Valid on any PowerPC.

Class

Subroutine

Argument Type and Attributes

BT	must be of type **INTEGER(4)**.

SFTI(M, Y)

Purpose

Store Floating–point to Integer

The contents of the low order 32–bits of *Y* are stored without conversion into the word of *M*.

Valid on any PowerPC.

Class

Subroutine

Argument Type and Attributes

M	must be of type **INTEGER(4)**.
Y	must be of type **REAL(8)**.

Examples

```
...
integer*4 :: m
real*8 :: x

x = z"00000000abcd0001"
call sfti(m, x) ! m = z"abcd0001"
..
```

SWDIV(X,Y)

Purpose

Provides software floating-point division algorithms when used on POWER5 processors.

You must specify **–qarch=pwr5** for software division to take effect.

Returns the result of a floating-point division.

Class

Elemental function

Argument Type and Attributes

X	can be of type **REAL(4)** or **REAL(8)**.
Y	must be of the same type and kind type parameter as *X*.

Result Type and Attributes

Same as *X* and *Y*.

Result Value

The result has a value equal to *X*/*Y*.

Examples

The following example will use software division algorithms if compiled with the **-qarch=pwr5** option and run on a POWER5 processor.

```
REAL(4) :: A, B DIVRES1
REAL(8) :: E, F DIVRES2

DIVRES1 = SWDIV(A, B)
DIVRES2 = SWDIV(E, F)
END
```

SWDIV_NOCHK(X,Y)

Purpose

Provides software floating-point division algorithms when used on POWER5 processors. Checking for invalid arguments is not performed.

You must specify **–qarch=pwr5** for software division to take effect.

Returns the result of a floating-point division.

Class

Elemental function

Argument Type and Attributes

X	can be of type **REAL(4)** or **REAL(8)**.
Y	must be of the same type and kind type parameter as *X*.

Result Type and Attributes

Same as *X* and *Y*.

Result Value

The result has a value equal to *X*/*Y*.

IBM Extension

TRAP(A, B, TO)

Purpose

Operand *A* is compared with operand *B*. This comparison results in five conditions which are ANDed with *TO*. If the result is not 0, the system trap handler is invoked.

8–byte integers are valid only on a 64–bit architecture.

Class

Subroutine

Argument Type and Attributes

A	must be of type integer.
B	must be of type integer.
TO	must be a literal value from 1 to 31, of type **INTEGER(4)**.

End of IBM Extension

IBM Extension

Language Interoperability Features

Fortran 2003 Draft Standard

XL Fortran provides a standardized mechanism for interoperating with C based on the Fortran 2003 Draft Standard. An entity is said to be interoperable if equivalent declarations of it can be made in the two languages. XL Fortran enforces interoperability for types, variables, and procedures. Interoperability with the C programming language allows portable access to many libraries and the low-level facilities provided by C and allows the portable use of Fortran libraries by programs written in C. The details of this implementation are discussed in this section.

Interoperability of Types

Intrinsic Types

XL Fortran provides the **ISO_C_BINDING** intrinsic module that contains named constants holding kind type parameter values for intrinsic types. Their names are shown together with the corresponding C types in Table 25 on page 684. Only those intrinsic types listed in the table are interoperable; other intrinsic types are not.

Derived Types

A Fortran derived type is interoperable if the Fortran derived-type definition is given the **BIND** attribute explicitly. For example:

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

Note that the derived type **C_PTR** is interoperable with any C data pointer and **C_FUNPTR** is interoperable with any C function pointer type. A Fortran derived type is interoperable with a C struct type if they have the same number of components, and the components of the Fortran derived type have types and type parameters that are interoperable with the types of the corresponding components of the C struct type. A component of a Fortran derived type and a component of a C struct type correspond if they are declared in the same relative position in their respective type definitions.

For example, the C type *myctype*, declared below, is interoperable with the Fortran type *myftype*, declared below.

```
typedef struct {
  int m, n;
  float r;
} myctype;
```

```
USE, INTRINSIC :: ISO_C_BINDING
TYPE, BIND(C) :: MYFTYPE
  INTEGER(C_INT) :: I, J
  REAL(C_FLOAT) :: S
END TYPE MYFTYPE
```

The names of the corresponding components of the derived type and the C struct type need not be the same.

There is no Fortran type that is interoperable with a C struct type that contains a bit field or that contains a flexible array member. There is no Fortran type that is interoperable with a C union type.

Notes:
1. A derived type with the **BIND** attribute cannot be a **SEQUENCE** type.
2. A component of a derived type with the **BIND** attribute must have interoperable type and type parameters, and cannot have the **POINTER** or **ALLOCATABLE** attribute.

Interoperability of Variables

A Fortran module variable that has the **BIND** attribute may interoperate with a C variable with external linkage.

There need not be an associated C entity for a module variable with the **BIND** attribute.

A scalar Fortran variable is interoperable, if its type and type parameters are interoperable and it has neither the **POINTER** nor the **ALLOCATABLE** attributes. An interoperable scalar Fortran variable is interoperable with a scalar C variable, if its type and type parameters are interoperable with the type of the C variable.

A Fortran array variable is interoperable, if its type and type parameters are interoperable, it is of explicit shape or assumed size, it is not zero-sized, and it does not have the **POINTER** or **ALLOCATABLE** attributes.

A Fortran array is interoperable with a C array, if its size is nonzero and
- Its rank is equal to one and an element of the array is interoperable with an element of the C array
- Its rank is greater than one and the base types of the two arrays are equivalent and each of the dimensions correspond.

Because C uses row-major arrays and Fortran uses column-major arrays, a C array's dimensions must be the reverse of a Fortran array's dimensions.

Interoperability of Common Blocks

A C variable with external linkage can interoperate with a common block that has the **BIND** attribute.

If a common block has the **BIND** attribute, it must have the **BIND** attribute and the same binding label in each scoping unit in which it is declared. A C variable with external linkage interoperates with a common block with the **BIND** attribute if:
- The C variable is of a struct type and the variables that are members of the common block are interoperable with corresponding components of the struct type, or
- The common block contains a single variable, and the variable is interoperable with the C variable.

There need not be an associated C entity for a common block with the **BIND** attribute.

Interoperability of Procedures

A Fortran procedure is interoperable if its interface is interoperable. A Fortran procedure interface is interoperable if it has the **BIND** attribute. A Fortran procedure interface is interoperable with a C function prototype if:

- The interface has the **BIND** attribute.
- The interface describes a function whose result variable is a scalar that is interoperable with the result of the prototype, or the interface describes a subroutine, and the prototype has a result type of void.
- The number of dummy arguments of the interface is equal to the number of formal parameters of the prototype.
- Any dummy argument with the **VALUE** attribute is interoperable with the corresponding formal parameter of the prototype.
- Any dummy argument without the **VALUE** attribute corresponds to a formal parameter of the prototype that is of a pointer type, and the dummy argument is interoperable with an entity of the referenced type of the formal parameter.
- The prototype does not have variable arguments.

In the following example, the Fortran procedure interface:

```
INTERFACE

   FUNCTION FUNC(I, J, K, L, M), BIND(C)
     USE, INTRINSIC :: ISO_C_BINDING
     INTEGER(C_SHORT) :: FUNC
     INTEGER(C_INT), VALUE :: I
     REAL(C_DOUBLE) :: J
     INTEGER(C_INT) :: K, L(10)
     TYPE(C_PTR), VALUE :: M
   END FUNCTION FUNC

END INTERFACE
```

is interoperable with the C function prototype:

```
short func(int i, double *j, int *k, int l[10], void *m);
```

A C data pointer may correspond to a Fortran dummy argument of type C_PTR or to a Fortran scalar that does not have the **VALUE** attribute. In the example, the C pointers ***j*** and ***k*** correspond to the Fortran scalars **J** and **K**, respectively. The C pointer **m** corresponds to the Fortran dummy argument **M** of type **C_ PTR**.

The ISO_C_BINDING Module

The **ISO_C_BINDING** module provides access to named constants that represent kind type parameters of data representations compatible with C types, the derived type **C_PTR** corresponding to any C data pointer type, the derived type **C_FUNPTR** corresponding to any C function pointer type, and four procedures.

Constants for use as Kind Type Parameters

Table 25 on page 684 shows the interoperability between Fortran intrinsic types and C types. A Fortran intrinsic type with particular kind type parameter values is interoperable with a C type if the type and kind type parameter value are listed in the same row as that C type; if the type is character, interoperability also requires that the length type parameter be omitted or be specified by an initialization expression whose value is one. A combination of Fortran type and type parameters that is interoperable with a C type listed in the table is also interoperable with any unqualified C type that is compatible with the listed C type.

Table 25. Interoperable Fortran and C Types

Fortran Type	Named Constant (kind type parameter)	Value	C Type
INTEGER	C_SIGNED_CHAR	1	signed char
	C_SHORT	2	short
	C_INT	4	int
	C_LONG	4 (with -q32) 8 (with -q64)	long
	C_LONG_LONG	8	long long
	C_SIZE_T	4 (with -q32) 8 (with -q64)	size_t
	C_INTPTR_T	4 (with -q32) 8 (with -q64)	intptr_t
	C_INTMAX_T	8	intmax_t
	C_INT8_T	1	int8_t
	C_INT16_T	2	int16_t
	C_INT32_T	4	int32_t
	C_INT64_T	8	int64_t
	C_INT_LEAST8_T	1	int_least8_t
	C_INT_LEAST16_T	2	int_least16_t
	C_INT_LEAST32_T	4	int_least32_t
	C_INT_LEAST64_T	8	int_least64_t
	C_INT_FAST8_T	1	int_fast8_t
	C_INT_FAST16_T	4	int_fast16_t
	C_INT_FAST32_T	4	int_fast32_t
	C_INT_FAST64_T	8	int_fast64_t
REAL	C_FLOAT	4	float
	C_DOUBLE	8	double
	C_LONG_DOUBLE	8	long double
	C_FLOAT_COMPLEX	4	float _Complex
	C_DOUBLE_COMPLEX	8	double _Complex
	C_LONG_DOUBLE_COMPLEX	8	long double _Complex
LOGICAL	C_BOOL	1	_Bool
CHARACTER	C_CHAR	1	char

For example, the type integer with a kind type parameter of C_SHORT is interoperable with the C type short or any C type derived (via typedef) from short.

Notes:

1. The named constants in the ISO_C_BINDING module are of type INTEGER(4).
2. In order for any Fortran COMPLEX entity to be interoperable with a corresponding C _Complex entity appearing in C code compiled with gcc, the Fortran code must be compiled with **-qfloat=complexgcc**.
3. Fortran **REAL(C_LONG_DOUBLE)** and **COMPLEX(C_LONG_DOUBLE_COMPLEX)** entities are only interoperable with the corresponding C types when the C code is compiled without **-qlongdouble**. REAL(16) and COMPLEX(16) are interoperable with the C long double and long double _Complex types when the C code is compiled with **-qlongdouble**.

4. Fortran integer entities with kind type parameter values of C_LONG_LONG, C_INT64_T, C_INT_LEAST64_T, C_INT_FAST64_T, and C_INTMAX_T are not interoperable with the corresponding C types when the C code is compiled with **-qnolonglong**.

Character Constants

The following character constants are provided for compatibility with some commonly used C characters that are represented using escape sequences:

Table 26. Fortran Named Constants and C Characters

Fortran Named Constant	Definition	C Character
C_NULL_CHAR	null character	'\0'
C_ALERT	alert	'\a'
C_BACKSPACE	backspace	'\b'
C_FORM_FEED	form feed	'\f'
C_NEW_LINE	new line	'\n'
C_CARRIAGE_RETURN	carriage return	'\r'
C_HORIZONTAL_TAB	horizontal tab	'\t'
C_VERTICAL_TAB	vertical tab	'\v'

Other Constants

The constant **C_NULL_PTR** is of type **C_PTR**; it has the value of a C null data pointer. The constant **C_NULL_FUNPTR** is of type **C_FUNPTR**; it has the value of a C null function pointer.

Types

The type **C_PTR** is interoperable with any C data pointer type. The type **C_FUNPTR** is interoperable with any C function pointer type. They are both derived types with private components.

Procedures

A C procedure argument is often defined in terms of a C address. The **ISO_C_BINDING** module provides the following procedures. The C_ASSOCIATED function is provided so that Fortran programs can compare C addresses. The C_F_POINTER subroutine provides a means of associating a Fortran pointer with the target of a C pointer. The C_FUNLOC and C_LOC functions are provided so that Fortran applications can determine the appropriate value to use with C facilities.

C_ASSOCIATED(C_PTR_1[, C_PTR_2])

Purpose: Indicates the association status of **C_PTR_1**, or whether **C_PTR_1** and **C_ PTR_2** are associated with the same entity.

Class: Inquiry function

Argument Type and Attributes:

C_PTR_1
Required; scalar of type **C_PTR** or **C_FUNPTR**.

C_PTR_2
Optional; scalar of the same type as **C_PTR_1**.

Result Type and Attributes: Default logical

Result Value:
- If **C_PTR_2** is absent, then the result is false if **C_PTR_1** is a C null pointer; otherwise, it has a value of true.
- If **C_PTR_2** is present, then the result is false if **C_PTR_1** is a C null pointer. Otherwise, the result is true if **C_PTR_1** compares equal to **C_PTR_2**, and false otherwise.

C_F_POINTER(CPTR, FPTR [, SHAPE])

Purpose: Associates a data pointer with the target of a C pointer and specifies its shape.

Class: Subroutine

Argument Type and Attributes:

CPTR An **INTENT(IN)** argument; a scalar and of type **C_PTR**.

FPTR An **INTENT(OUT)** argument that is a pointer.

SHAPE
An optional **INTENT(IN)** argument of type integer and rank one. If present, its size equals the rank of **FPTR**. **SHAPE** must be present if and only if **FPTR** is an array.

Rules: If the value of **CPTR** is the C address of an interoperable data entity, then:
- **FPTR** has type and type parameters that are interoperable with the type of the entity.
- **FPTR** becomes pointer associated with the target of **CPTR**.
- If **FPTR** is an array, its shape is specified by **SHAPE**, and each lower bound is 1.

Otherwise, the value of **CPTR** will be the result of a reference to **C_LOC** with a noninteroperable argument ***X***. ***X*** (or its target) cannot have been deallocated or have become undefined due to the execution of a **RETURN** or **END** statement since the reference to **C_LOC**. **FPTR** is a nonpolymorphic, scalar pointer with the same type and type parameters as ***X***. It becomes pointer-associated with ***X*** (or its target if ***X*** is a pointer).

C_FUNLOC(X)

Purpose: Returns the C address of a function pointer.

Class: Inquiry function

Argument Type and Attributes:

X required interoperable procedure

Result Type and Attributes: Scalar of type C_FUNPTR

Result Value: A value of type C_FUNPTR that represents the C address of the argument.

C_LOC(X)

Purpose: Returns the C address of the argument.

Class: Inquiry function

Argument Type and Attributes:

X required and can be one of the following:

- an interoperable, nonpointer, nonallocatable data variable with the **TARGET** attribute.
- an allocated allocatable data variable with the **TARGET** attribute and interoperable type and type parameters and not a zero-sized array.
- an associated scalar pointer with interoperable type and type parameters.
- a nonallocatable, nonpointer, scalar variable that has the **TARGET** attribute and no nonkind type parameters.
- an allocated, nonpolymorphic, allocatable scalar pointer that has the **TARGET** attribute and no nonkind type parameters.
- an associated, nonpolymorphic, scalar pointer that has no nonkind type parameters.

Result Type and Attributes: Scalar of type **C_PTR**

Result Value: A value of type **C_PTR** that represents the C address of the argument.

Binding Labels

A binding label is a value of type default character that specifies the name by which a variable, common block, or a procedure is known to the C compiler.

If a variable, common block, or non-dummy procedure has the **BIND** attribute specified with a **NAME=** specifier, the binding label is the value of the expression specified for the **NAME=** specifier. The case of letters in the binding label is significant, but leading and trailing blanks are ignored. If the entity has the **BIND** attribute specified without a **NAME=** specifier, the binding label is the same as the name of the entity using lower case letters.

The binding label of a C entity with external linkage is the same as the name of the C entity. A Fortran entity with the **BIND** attribute that has the same binding label as a C entity with external linkage is associated with that entity.

A binding label cannot be the same as another binding label or a name used to identify any global entity of the Fortran program, ignoring differences in case when **-qmixed** is specified.

End of Fortran 2003 Draft Standard

The ISO_FORTRAN_ENV Intrinsic Module

Fortran 2003 Draft Standard

The intrinsic module **ISO_FORTRAN_ENV** provides public entities relating to the Fortran environment as follows:

- CHARACTER_STORAGE_SIZE
- ERROR_UNIT
- FILE_STORAGE_SIZE
- INPUT_UNIT
- IOSTAT_END
- IOSTAT_EOR
- NUMERIC_STORAGE_SIZE
- OUTPUT_UNIT

CHARACTER_STORAGE_SIZE

Purpose

The size, expressed in bits, of the character storage unit.

Type

Default integer scalar.

Value

8

ERROR_UNIT

Purpose

Identifies the preconnected external unit used for error reporting.

Type

Default integer scalar.

Value

0

FILE_STORAGE_SIZE

Purpose

The size, expressed in bits, of the file storage unit.

Type

Default integer scalar.

IBM Extension

Value

8

INPUT_UNIT

Purpose

Identifies the preconnected external unit used for input.

Type

Default integer scalar.

Value

5

IOSTAT_END

Purpose

Assigned to the variable specified in an **IOSTAT=** specifier if an end-of-file condition occurs during execution of a **READ** statement.

Type

Default integer scalar.

Value

-1

IOSTAT_EOR

Purpose

Assigned to the variable specified in an **IOSTAT=** specifier if an end-of-record condition occurs during execution of a **READ** statement.

Type

Default integer scalar.

Value

-4

NUMERIC_STORAGE_SIZE

Purpose

The size, expressed in bits, of the numeric storage unit.

Type

Default integer scalar.

Value

32

OUTPUT_UNIT

Purpose

Identifies the preconnected external unit used for output.

Type

Default integer scalar.

Value

6

End of Fortran 2003 Draft Standard

OpenMP Execution Environment and Lock Routines

IBM Extension

The OpenMP specification provides a number of routines which allow you to control and query the parallel execution environment.

Parallel threads created by the run-time environment through the OpenMP interface are considered independent of the threads you create and control using calls to the **Fortran Pthreads library module**. References within the following descriptions to "serial portions of the program" refer to portions of the program that are executed by only one of the threads that have been created by the run-time environment. For example, you can create multiple threads by using **f_pthread_create**. However, if you then call **omp_get_num_threads** from outside of an OpenMP parallel block, or from within a serialized nested parallel region, the function will return **1**, regardless of the number of threads that are currently executing.

Table 27. OpenMP execution environment routines

omp_get_dynamic	**omp_get_thread_num**
omp_get_max_threads	**omp_in_parallel**
omp_get_nested	**omp_set_dynamic**
omp_get_num_procs	**omp_set_nested**
omp_get_num_threads	**omp_set_num_threads**

Included in the OpenMP run-time library are two routines that support a portable wall-clock timer.

Table 28. OpenMP timing routines

omp_get_wtick	**omp_get_wtime**

The OpenMP run-time library also supports a set of simple and nestable lock routines. You must only lock variables through these routines. Simple locks may not be locked if they are already in a locked state. Simple lock variables are associated with simple locks and may only be passed to simple lock routines. Nestable locks may be locked multiple times by the same thread. Nestable lock variables are associated with nestable locks and may only be passed to nestable lock routines.

For all the routines listed below, the lock variable is an integer whose **KIND** type parameter is denoted either by the symbolic constant **omp_lock_kind**, or by **omp_nest_lock_kind**.

This variable is sized according to the compilation mode. It is set either to ’4’ for 32-bit applications or ’8’ for 64-bit.

Table 29. OpenMP simple lock routines

omp_destroy_lock	**omp_test_lock**
omp_init_lock	**omp_unset_lock**
omp_set_lock	

Table 30. OpenMP nestable lock routines

omp_destroy_nest_lock	**omp_test_nest_lock**
omp_init_nest_lock	**omp_unset_nest_lock**
omp_set_nest_lock	

Note: You can define and implement your own versions of the OpenMP routines. However, by default, the compiler will substitute the XL Fortran versions of the OpenMP routines regardless of the existence of other implementations, unless you specify the **-qnoswapomp** compiler option. For more information, see *User's Guide*.

omp_destroy_lock(svar)

Purpose

This subroutine disassociates a given lock variable from all locks. You must use **omp_init_lock** to reinitialize a lock variable that was destroyed with a call to **omp_destroy_lock** before using it again as a lock variable.

If you call **omp_destroy_lock** with an uninitialized lock variable, the result of the call is undefined.

Class

Subroutine.

Argument Type and Attributes

svar	Type integer with kind **omp_lock_kind**.

Result Type and Attributes

Result Value

Examples

In the following example, one at a time, the threads gain ownership of the lock associated with the lock variable LCK, print the thread ID, and then release ownership of the lock.

```
      USE omp_lib
      INTEGER(kind=omp_lock_kind) LCK
      INTEGER ID
      CALL omp_init_lock(LCK)
!$OMP PARALLEL SHARED(LCK), PRIVATE(ID)
      ID = omp_get_thread_num()
      CALL omp_set_lock(LCK)
      PRINT *,'MY THREAD ID IS', ID
      CALL omp_unset_lock(LCK)
!$OMP END PARALLEL
      CALL omp_destroy_lock(LCK)
      END
```

omp_destroy_nest_lock(nvar)

Purpose

This subroutine initializes a nestable lock variable, causing the lock variable to become undefined. The variable *nvar* must be an unlocked and initialized nestable lock variable.

If you call **omp_destroy_nest_lock** using an uninitialized variable, the result is undefined.

Class

Subroutine.

Argument Type and Attributes

svar	Type integer with kind **omp_nest_lock_kind**.

Result Type and Attributes

Result Value

omp_get_dynamic()

Purpose

The **omp_get_dynamic** function returns **.TRUE.** if dynamic thread adjustment by the run-time environment is enabled. The **omp_get_dynamic** function returns **.FALSE.**

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default logical.

Result Value

omp_get_max_threads()

Purpose

This function returns the maximum number of threads that can execute concurrently in a single parallel region. The return value is equal to the maximum value that can be returned by the **omp_get_num_threads** function. If you use **omp_set_num_threads** to change the number of threads, subsequent calls to **omp_get_max_threads** will return the new value.

The function has global scope, which means that the maximum value it returns applies to all functions, subroutines, and compilation units in the program. It returns the same value whether executing from a serial or parallel region.

You can use **omp_get_max_threads** to allocate maximum-sized data structures for each thread when you have enabled dynamic thread adjustment by passing **omp_set_dynamic** an argument which evaluates to **.TRUE.**

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default integer.

Result Value

The maximum number of threads that can execute concurrently in a single parallel region.

omp_get_nested()

Purpose

The **omp_get_nested** function returns **.TRUE.** if nested parallelism is enabled and **.FALSE.** if nested parallelism is disabled.

Class

Function

Argument Type and Attributes

None.

Result Type and Attributes

Default logical.

Result Value

omp_get_num_procs()

Purpose

The **omp_get_num_procs** function returns the number of online processors on the machine.

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default integer.

Result Value

The number of online processors on the machine.

omp_get_num_threads()

Purpose

The **omp_get_num_threads** function returns the number of threads in the team currently executing the parallel region from which it is called. The function binds to the closest enclosing **PARALLEL** directive.

The **omp_set_num_threads** subroutine and the **OMP_NUM_THREADS** environment variable control the number of threads in a team. If you do not explicitly set the number of threads, the run-time environment will use the number of online processors on the machine by default.

If you call **omp_get_num_threads** from a serial portion of your program or from a nested parallel region that is serialized, the function returns 1.

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default integer.

Result Value

The number of threads in the team currently executing the parallel region from which the function is called.

Examples

```
      USE omp_lib
      INTEGER N1, N2

      N1 = omp_get_num_threads()
      PRINT *, N1
!$OMP PARALLEL PRIVATE(N2)
      N2 = omp_get_num_threads()
      PRINT *, N2
!$OMP END PARALLEL
```

The **omp_get_num_threads** call returns 1 in the serial section of the code, so N1 is assigned the value 1. N2 is assigned the number of threads in the team executing the parallel region, so the output of the second print statement will be an arbitrary number less than or equal to the value returned by **omp_get_max_threads**.

omp_get_thread_num()

Purpose

This function returns the number of the currently executing thread within the team. The number returned will always be between 0 and *NUM_PARTHDS* - 1. *NUM_PARTHDS* is the number of currently executing threads within the team.The master thread of the team returns a value of 0.

If you call **omp_get_thread_num** from within a serial region, from within a serialized nested parallel region, or from outside the dynamic extent of any parallel region, this function will return a value of 0.

This function binds to the closest parallel region.

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default integer.

Result Value

The value of the currently executing thread within the team between 0 and *NUM_PARTHDS* - 1. *NUM_PARTHDS* is the number of currently executing threads within the team. A call to **omp_get_thread_num** from a serialized nested parallel region, or from outside the dynamic extent of any parallel region returns 0.

Examples

```
      USE omp_lib
      INTEGER NP

!$OMP PARALLEL PRIVATE(NP)
      NP = omp_get_thread_num()
      CALL WORK(NP)
!$OMP MASTER
      NP = omp_get_thread_num()
      CALL WORK(NP)
!$OMP END MASTER
!$OMP END PARALLEL
      END

      SUBROUTINE WORK(THD_NUM)
      INTEGER THD_NUM
      PRINT *, THD_NUM
      END
```

omp_get_wtick()

Purpose

The **omp_get_wtick** function returns a double precision value equal to the number of seconds between consecutive clock ticks.

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Double precision real.

Result Value

The number of seconds between consecutive ticks of the operating system real-time clock.

Examples

```
      USE omp_lib
      DOUBLE PRECISION WTICKS
      WTICKS = omp_get_wtick()
      PRINT *, 'The clock ticks ', 10 / WTICKS, &
      ' times in 10 seconds.'
```

omp_get_wtime()

Purpose

The **omp_get_wtime** function returns a double precision value equal to the number of seconds since the initial value of the operating system real-time clock. This value is guaranteed not to change during execution of the program.

The value returned by the **omp_get_wtime** function is not consistent across all threads in the team.

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Double precision real.

Result Value

The number of seconds since the initial value of the operating system real-time clock.

Examples

```
      USE omp_lib
      DOUBLE PRECISION START, END
      START = omp_get_wtime()
!     Work to be timed
      END = omp_get_wtime()
      PRINT *, 'Stuff took ', END - START, ' seconds.'
```

omp_in_parallel()

Purpose

The **omp_in_parallel** function returns **.TRUE.** if you call it from the dynamic extent of a region executing in parallel and returns **.FALSE.** otherwise. If you call **omp_in_parallel** from a region that is serialized but nested within the dynamic extent of a region executing in parallel, the function will still return **.TRUE.**. (Nested parallel regions are serialized by default. See "omp_set_nested(enable_expr)" on page 704 and the environment variable **OMP_NESTED** in the *User's Guide* for more information.)

Class

Function.

Argument Type and Attributes

None.

Result Type and Attributes

Default logical.

Result Value

.TRUE. if called from the dynamic extent of a region executing in parallel. **.FALSE.** otherwise.

Examples

```
      USE omp_lib
      INTEGER N, M
      N = 4
      M = 3
      PRINT*, omp_in_parallel()
!$OMP PARALLEL DO
      DO I = 1,N
!$OMP   PARALLEL DO
        DO J=1, M
          PRINT *, omp_in_parallel()
        END DO
!$OMP   END PARALLEL DO
      END DO
!$OMP END PARALLEL DO
```

The first call to **omp_in_parallel** returns **.FALSE.** because the call is outside the dynamic extent of any parallel region. The second call returns **.TRUE.**, even if the nested **PARALLEL DO** loop is serialized, because the call is still inside the dynamic extent of the outer **PARALLEL DO** loop.

omp_init_lock(svar)

Purpose

The **omp_init_lock** subroutine initializes a lock and associates it with the lock variable passed in as a parameter. After the call to **omp_init_lock**, the initial state of the lock variable is unlocked.

If you call this routine with a lock variable that you have already initialized, the result of the call is undefined.

Class

Subroutine.

Argument Type and Attributes

svar Integer of kind **omp_lock_kind**.

Result Type and Attributes

Result Value

Examples

```
      USE omp_lib
      INTEGER(kind=omp_lock_kind) LCK
      INTEGER ID
      CALL omp_init_lock(LCK)
!$OMP PARALLEL SHARED(LCK), PRIVATE(ID)
      ID = omp_get_thread_num()
      CALL omp_set_lock(LCK)
      PRINT *,'MY THREAD ID IS', ID
      CALL omp_unset_lock(LCK)
!$OMP END PARALLEL
      CALL omp_destroy_lock(LCK)
```

In the above example, one at a time, the threads gain ownership of the lock associated with the lock variable LCK, print the thread ID, and release ownership of the lock.

omp_init_nest_lock(nvar)

Purpose

The **omp_init_nest_lock** subroutine allows you to initialize a nestable lock and associate it with the lock variable you specify. The initial state of the lock variable is unlocked, and the initial nesting count is zero. The value of *nvar* must be an unitialized nestable lock variable.

If you call **omp_init_nest_lock** using a variable that is already initialized, the result is undefined.

Class

Subroutine.

Argument Type and Attributes

nvar Integer of kind **omp_nest_lock_kind**.

Result Type and Attributes

Result Value

Examples

```
USE omp_lib
INTEGER P
INTEGER A
INTEGER B
INTEGER ( kind=omp_nest_lock_kind ) LCK

CALL omp_init_nest_lock ( LCK )

!$OMP PARALLEL SECTIONS
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + A
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
CALL omp_unset_nest_lock ( LCK )
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
!$OMP END PARALLEL SECTIONS

CALL omp_destroy_nest_lock ( LCK )
END
```

omp_set_dynamic(enable_expr)

Purpose

The **omp_set_dynamic** subroutine enables or disables dynamic adjustment, by the run-time environment, of the number of threads available to execute parallel regions.

If you call **omp_set_dynamic** with a *scalar_logical_expression* that evaluates to **.TRUE.**, the run-time environment can automatically adjust the number of threads that are used to execute subsequent parallel regions to obtain the best use of system resources. The number of threads you specify using **omp_set_num_threads** becomes the maximum, not exact, thread count.

If you call the subroutine with a *scalar_logical_expression* which evaluates to **.FALSE.**, dynamic adjustment of the number of threads is disabled. The run-time environment cannot automatically adjust the number of threads used to execute subsequent parallel regions. The value you pass to **omp_set_num_threads** becomes the exact thread count.

By default, dynamic thread adjustment is enabled. If your code depends on a specific number of threads for correct execution, you should explicitly disable dynamic threads.

This subroutine has precedence over the **OMP_DYNAMIC** environment variable.

Class

Subroutine.

Argument Type and Attributes

enable_expr
Logical.

Result Type and Attributes

None.

Result Value

None.

omp_set_lock(svar)

Purpose

The **omp_set_lock** subroutine forces the calling thread to wait until the specified lock is available before executing subsequent instructions. The calling thread is given ownership of the lock when it becomes available.

If you call this routine with an uninitialized lock variable, the result of the call is undefined. If a thread that owns a lock tries to lock it again by issuing a call to **omp_set_lock**, the thread produces a deadlock.

Class

Subroutine.

Argument Type and Attributes

svar	Integer of kind **omp_lock_kind**.

Result Type and Attributes

None.

Result Value

None.

Examples

```
      USE omp_lib
      INTEGER A(100)
      INTEGER(kind=omp_lock_kind) LCK_X
      CALL omp_init_lock (LCK_X)
!$OMP PARALLEL PRIVATE (I), SHARED (A, X)
!$OMP DO
      DO I = 3, 100
        A(I) = I * 10
        CALL omp_set_lock (LCK_X)
        X = X + A(I)
        CALL omp_unset_lock (LCK_X)
      END DO
!$OMP END DO
!$OMP END PARALLEL
      CALL omp_destroy_lock (LCK_X)
```

In this example, the lock variable LCK_X is used to avoid race conditions when updating the shared variable X. By setting the lock before each update to X and unsetting it after the update, you ensure that only one thread is updating X at a given time.

omp_set_nested(enable_expr)

Purpose

The **omp_set_nested** subroutine enables or disables nested parallelism.

If you call the subroutine with a *scalar_logical_expression* that evaluates to **.FALSE.**, nested parallelism is disabled. Nested parallel regions are serialized, and they are executed by the current thread. This is the default setting.

If you call the subroutine with a *scalar_logical_expression* that evaluates to **.TRUE.**, nested parallelism is enabled. Parallel regions that are nested can deploy additional threads to the team. It is up to the run-time environment to determine whether additional threads should be deployed. Therefore, the number of threads used to execute parallel regions may vary from one nested region to the next.

This subroutine takes precedence over the **OMP_NESTED** environment variable.

Class

Subroutine.

Argument Type and Attributes

enable_expr
Logical.

Result Type and Attributes

Default logical.

Result Value

None.

omp_set_nest_lock(nvar)

Purpose

The **omp_set_nest_lock** subroutine allows you to set a nestable lock. The thread executing the subroutine will wait until the lock becomes available and then set that lock, incrementing the nesting count. A nestable lock is available if it is owned by the thread executing the subroutine, or is unlocked.

Class

Subroutine.

Argument Type and Attributes

nvar Integer of kind **omp_nest_lock_kind**.

Result Type and Attributes

Result Value

Examples

```
USE omp_lib
INTEGER P
INTEGER A
INTEGER B
INTEGER ( kind=omp_nest_lock_kind ) LCK

CALL omp_init_nest_lock ( LCK )

!$OMP PARALLEL SECTIONS
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + A
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
CALL omp_unset_nest_lock ( LCK )
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
!$OMP END PARALLEL SECTIONS

CALL omp_destroy_nest_lock ( LCK )
END
```

omp_set_num_threads(number_of_threads_expr)

Purpose

The **omp_set_num_threads** subroutine tells the run-time environment how many threads to use in the next parallel region. The *scalar_integer_expression* that you pass to the subroutine is evaluated, and its value is used as the number of threads. If you have enabled dynamic adjustment of the number of threads (see "omp_set_dynamic(enable_expr)" on page 702), **omp_set_num_threads** sets the maximum number of threads to use for the next parallel region. The run-time environment then determines the exact number of threads to use. However, when dynamic adjustment of the number of threads is disabled, **omp_set_num_threads** sets the exact number of threads to use in the next parallel region.

This subroutine takes precedence over the **OMP_NUM_THREADS** environment variable.

If you call this subroutine from the dynamic extent of a region executing in parallel, the behavior of the subroutine is undefined.

Class

Subroutine.

Argument Type and Attributes

number_of_threads_expr
Integer.

Result Type and Attributes

Result Value

omp_test_lock(svar)

Purpose

The **omp_test_lock** function attempts to set the lock associated with the specified lock variable. It returns **.TRUE.** if it was able to set the lock and **.FALSE.** otherwise. In either case, the calling thread will continue to execute subsequent instructions in the program.

If you call **omp_test_lock** with an uninitialized lock variable, the result of the call is undefined.

Class

Function.

Argument Type and Attributes

svar	Integer of kind **omp_lock_kind**.

Result Type and Attributes

Default logical.

Result Value

.TRUE. if the function was able to set the lock. **.FALSE.** otherwise.

Examples

In the following example, a thread repeatedly executes WORK_A until it can set the lock variable, LCK. When the lock variable is set, the thread executes WORK_B.

```
      USE omp_lib
      INTEGER LCK
      INTEGER ID
      CALL omp_init_lock (LCK)
!$OMP PARALLEL SHARED(LCK), PRIVATE(ID)
      ID = omp_get_thread_num()
      DO WHILE (.NOT. omp_test_lock(LCK))
        CALL WORK_A (ID)
      END DO
      CALL WORK_B (ID)
      CALL omp_unset_lock (LCK)
!$OMP END PARALLEL
      CALL omp_destroy_lock (LCK)
```

omp_test_nest_lock(nvar)

Purpose

The **omp_test_nest_lock** subroutine allows you to attempt to set a lock using the same method as **omp_set_nest_lock** but the execution thread does not wait for confirmation that the lock is available. If the lock is successfully set, the function will increment the nesting count. If the lock is unavailable the function returns a value of zero. The result value is always a default integer.

Class

Function.

Argument Type and Attributes

nvar Integer of kind **omp_nest_lock_kind**.

Result Type and Attributes

Result Value

.TRUE. if the function was able to set the lock. **.FALSE.** otherwise.

omp_unset_lock(svar)

Purpose

This subroutine causes the executing thread to release ownership of the specified lock. The lock can then be set by another thread as required. The behavior of the **omp_unset_lock** subroutine is undefined if either of the following conditions occur:

- The calling thread does not own the lock specified.
- The routine is called with an uninitialized lock variable.

Class

Subroutine.

Argument Type and Attributes

svar Integer of kind **omp_lock_kind**.

Result Type and Attributes

None.

Result Value

None.

Examples

```
      USE omp_lib
      INTEGER A(100)
      INTEGER(kind=omp_lock_kind) LCK_X
      CALL omp_init_lock (LCK_X)
!$OMP PARALLEL PRIVATE (I), SHARED (A, X)
!$OMP DO
      DO I = 3, 100
        A(I) = I * 10
        CALL omp_set_lock (LCK_X)
        X = X + A(I)
        CALL omp_unset_lock (LCK_X)
      END DO
!$OMP END DO
!$OMP END PARALLEL
      CALL omp_destroy_lock (LCK_X)
```

In this example, the lock variable LCK_X is used to avoid race conditions when updating the shared variable X. By setting the lock before each update to X and unsetting it after the update, you ensure that only one thread is updating X at a given time.

omp_unset_nest_lock(nvar)

Purpose

The **omp_unset_nest_lock** subroutine allows you to release ownership of a nestable lock. The subroutine decrements the nesting count and releases the associated thread from ownership of the nestable lock.

Class

Subroutine.

Argument Type and Attributes

nvar	Integer of kind **omp_lock_kind**.

Result Type and Attributes

None.

Result Value

None.

Examples

```
USE omp_lib
INTEGER P
INTEGER A
INTEGER B
INTEGER ( kind=omp_nest_lock_kind ) LCK

CALL omp_init_nest_lock ( LCK )

!$OMP PARALLEL SECTIONS
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + A
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
CALL omp_unset_nest_lock ( LCK )
!$OMP SECTION
CALL omp_set_nest_lock ( LCK )
P = P + B
CALL omp_unset_nest_lock ( LCK )
!$OMP END PARALLEL SECTIONS

CALL omp_destroy_nest_lock ( LCK )
END
```

End of IBM Extension

Pthreads Library Module

IBM Extension

The Pthreads Library Module (**f_pthread**) is a Fortran 90 module that defines data types and routines to make it easier to interface with the AIX pthreads library. The AIX pthreads library is used to parallelize and thread-safe your code. The **f_pthread** library module naming convention is the use of the prefix **f_** before the corresponding AIX pthreads library routine name or type definition name.

AIX supports both the default POSIX 1003.1-1996 standard, and the Draft 7 POSIX pthreads API.Depending on which invocation command you use, you can compile and link your programs with either the POSIX 1003.1-1996 standard, or the Draft 7 interface libraries. For more information about how to do this, see *Levels of POSIX pthreads API Support*, *Linking 32-Bit SMP Object Files Using the ld Command*, and *Linking 64-Bit SMP Object Files Using the ld Command* in the *User's Guide*.

In general, there is a one-to-one corresponding relationship between the procedures in the Fortran 90 module **f_pthread** and the library routines contained in the AIX pthreads library. However, some of the pthread routines have no corresponding procedures in this module because they are not supported on AIX. One example of these routines is the thread stack address option. There are also some non-pthread interfacing routines contained in the **f_pthread** library module. The **f_maketime** routine is one example and is included to return an absolute time in a **f_timespec** derived type variable.

Most of the routines return an integer value. A return value of **0** will always indicate that the routine call did not result in any error. Any non-zero return value indicates an error. Each error code has a corresponding definition of a system error code in Fortran. These error codes are available as Fortran integer constants. The naming of these error codes in Fortran is consistent with the corresponding AIX error code names. For example, **EINVAL** is the Fortran constant name of the error code **EINVAL** on AIX. For a complete list of these error codes, refer to the file **/usr/include/sys/errno.h** on AIX.

For more information about the system calls corresponding to the Fortran Pthreads library calls, see the AIX Operating System documentation.

Pthreads Data Structures, Functions, and Subroutines

Pthreads Data Types

- f_pthread_attr_t
- f_pthread_cond_t
- f_pthread_condattr_t
- f_pthread_key_t
- f_pthread_mutex_t
- f_pthread_mutexattr_t
- f_pthread_once_t
- f_pthread_rwlock_t
- f_pthread_rwlockattr_t

- f_pthread_t
- f_sched_param
- f_timespec

Functions That Perform Operations on Thread Attribute Objects

- f_pthread_attr_destroy(attr)
- f_pthread_attr_getdetachstate(attr, detach)
- f_pthread_attr_getguardsize(attr, guardsize)
- f_pthread_attr_getinheritsched(attr, inherit)
- f_pthread_attr_getschedparam(attr, param)
- f_pthread_attr_getschedpolicy(attr, policy)
- f_pthread_attr_getscope(attr, scope)
- f_pthread_attr_getstackaddr(attr, stackaddr)
- f_pthread_attr_getstacksize(attr, ssize)
- f_pthread_attr_init(attr)
- f_pthread_attr_setdetachstate(attr, detach)
- f_pthread_attr_setguardsize(attr, guardsize)
- f_pthread_attr_setinheritsched(attr, inherit)
- f_pthread_attr_setschedparam(attr, param)
- f_pthread_attr_setschedpolicy(attr, policy)
- f_pthread_attr_setscope(attr, scope)
- f_pthread_attr_setstackaddr(attr, stackaddr)
- f_pthread_attr_setstacksize(attr, ssize)

Functions and Subroutines That Perform Operations on Thread

- f_pthread_cancel(thread)
- f_pthread_cleanup_pop(exec)
- f_pthread_cleanup_push(cleanup, flag, arg)
- f_pthread_create(thread, attr, flag, ent, arg)
- f_pthread_detach(thread)
- f_pthread_equal(thread1, thread2)
- f_pthread_exit(ret)
- f_pthread_getconcurrency()
- f_pthread_getschedparam(thread, policy, param)
- f_pthread_join(thread, ret)
- f_pthread_kill(thread, sig)
- f_pthread_self()
- f_pthread_setconcurrency(new_level)
- f_pthread_setschedparam(thread, policy, param)

Functions That Perform Operations on Mutex Attribute Objects

- f_pthread_mutexattr_destroy(mattr)
- f_pthread_mutexattr_getprioceiling(mattr, ceiling)
- f_pthread_mutexattr_getprotocol(mattr, proto)
- f_pthread_mutexattr_getpshared(mattr, pshared)
- f_pthread_mutexattr_gettype(mattr, type)
- f_pthread_mutexattr_init(mattr)
- f_pthread_mutexattr_setprioceiling(mattr, ceiling)
- f_pthread_mutexattr_setprotocol(mattr, proto)
- f_pthread_mutexattr_setpshared(mattr, pshared)
- f_pthread_mutexattr_settype(mattr, type)

Functions That Perform Operations on Mutex Objects

- f_pthread_mutex_destroy(mutex)
- f_pthread_mutex_getprioceiling(mutex, old)
- f_pthread_mutex_init(mutex, mattr)
- f_pthread_mutex_lock(mutex)
- f_pthread_mutex_setprioceiling(mutex, new, old)
- f_pthread_mutex_trylock(mutex)
- f_pthread_mutex_unlock(mutex)

Functions That Perform Operations on Attribute Objects of Condition Variables

- f_pthread_condattr_destroy(cattr)
- f_pthread_condattr_getpshared(cattr, pshared)
- f_pthread_condattr_init(cattr)
- f_pthread_condattr_setpshared(cattr, pshared)

Functions That Perform Operations on Condition Variable Objects

- f_maketime(delay)
- f_pthread_cond_broadcast(cond)
- f_pthread_cond_destroy(cond)
- f_pthread_cond_init(cond, cattr)
- f_pthread_cond_signal(cond)
- f_pthread_cond_timedwait(cond, mutex, timeout)
- f_pthread_cond_wait(cond, mutex)

Functions That Perform Operations on Thread-Specific Data

- f_pthread_getspecific(key, arg)
- f_pthread_key_create(key, dtr)
- f_pthread_key_delete(key)
- f_pthread_setspecific(key, arg)

Functions and Subroutines That Perform Operations to Control Thread Cancelability

- f_pthread_setcancelstate(state, oldstate)
- f_pthread_setcanceltype(type, oldtype)
- f_pthread_testcancel()

Functions That Perform Operations on Read-Write Lock Attribute Objects

- f_pthread_rwlockattr_destroy(rwattr)
- f_pthread_rwlockattr_getpshared(rwattr, pshared)
- f_pthread_rwlockattr_init(rwattr)
- f_pthread_rwlockattr_setpshared(rwattr, pshared)

Functions That Perform Operations on Read-Write Lock Objects

- f_pthread_rwlock_destroy(rwlock)
- f_pthread_rwlock_init(rwlock, rwattr)
- f_pthread_rwlock_rdlock(rwlock)
- f_pthread_rwlock_tryrdlock(rwlock)
- f_pthread_rwlock_trywrlock(rwlock)
- f_pthread_rwlock_unlock(rwlock)
- f_pthread_rwlock_wrlock(rwlock)

Functions That Perform Operations for One-Time Initialization

- f_pthread_once(once, initr)

f_maketime(delay)

Purpose

This function accepts an integer value specifying a delay in seconds and returns an **f_timespec** type object containing the absolute time, which is **delay** seconds from the calling moment.

Class

Function

Argument Type and Attributes

delay INTEGER(4), INTENT(IN)

Result Type and Attributes

TYPE (f_timespec)

Result Value

The absolute time, which is **delay** seconds from the calling moment, is returned.

f_pthread_attr_destroy(attr)

Purpose

This function must be called to destroy any previously initialized thread attribute objects when they will no longer be used. Threads that were created with this attribute object will not be affected in any way by this action. Memory that was allocated when it was initialized will be recollected by the system.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL	The argument **attr** is invalid.

f_pthread_attr_getdetachstate(attr, detach)

Purpose

This function can be used to query the setting of the detach state attribute in the thread attribute object **attr**. The current setting will be returned through argument **detach**.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(IN)

detach INTEGER(4), INTENT(OUT)

Contains one of the following values:

PTHREAD_CREATE_DETACHED:
when a thread attribute object of this attribute setting is used to create a new thread, the newly created thread will be in detached state. This is the system default.

PTHREAD_CREATE_UNDETACHED:
when a thread attribute object of this attribute setting is used to create a new thread, the newly created thread will be in undetached state.

For more information about these thread states, refer to the AIX Operating System documentation.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error:

EINVAL	The argument **attr** is invalid.

f_pthread_attr_getguardsize(attr, guardsize)

Purpose

This function is used to get the *guardsize* attribute in the thread attribute object *attr*. The current setting of the attribute will be returned through the argument *guardsize*.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(IN)
guardsize	INTEGER(KIND=register_size), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error:

EINVAL	The argument attr is invalid.

f_pthread_attr_getinheritsched(attr, inherit)

Purpose

This function can be used to query the inheritance scheduling attribute in the thread attribute object **attr**. The current setting will be returned through the argument **inherit**.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(OUT)
inherit	INTEGER(4)

On return from the function, **inherit** contains one of the following values:

PTHREAD_INHERIT_SCHED:
indicating that newly created threads will inherit the scheduling property of the parent thread and ignore the scheduling property of the thread attribute object used to create them.

PTHREAD_EXPLICIT_SCHED:
the scheduling property in the thread attribute object will be assigned to the newly created threads when it is used to create them.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL	The argument **attr** is invalid.
ENOSYS	The POSIX priority scheduling option is not implemented on AIX

f_pthread_attr_getschedparam(attr, param)

Purpose

This function can be used to query the scheduling property setting in the thread attribute object **attr**. The current setting will be returned in the argument **param**. See the AIX system documentation for more information on the scheduling property setting.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(IN)
param	TYPE(f_sched_param), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL	The argument **attr** is invalid.
ENOSYS	The POSIX priority scheduling option is not implemented on AIX.

f_pthread_attr_getschedpolicy(attr, policy)

Purpose

This function can be used to query the scheduling policy attribute setting in the attribute object **attr**. The current setting of the scheduling policy will be returned in the argument **policy**. The valid scheduling policies on AIX can be found in the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(IN)
policy	INTEGER(4), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOSYS
The POSIX priority scheduling option is not implemented on AIX.

f_pthread_attr_getscope(attr, scope)

Purpose

This function can be used to query the current setting of the scheduling scope attribute in the thread attribute object **attr**. The current setting will be returned through the argument **scope**.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(IN)

scope INTEGER(4), INTENT(OUT)

On return from the function, **scope** will contain one of the following values:

PTHREAD_SCOPE_SYSTEM:
the thread will compete for system resources on a system wide scope.

PTHREAD_SCOPE_PROCESS:
the thread will compete for system resources locally within the owning process.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOSYS
The POSIX priority scheduling option is not implemented on AIX.

f_pthread_attr_getstackaddr(attr, stackaddr)

Purpose

This function is used to get the *stackaddr* attribute in the thread attribute object *attr*. The current setting of the attribute will be returned through the argument *stackaddr*. The type of the argument *stackaddr* is Integer pointer. The *stackaddr* attribute specifies the stack address of a thread created with this attributes object.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(OUT)

stackaddr
Integer pointer, INTENT(OUT)

ssize INTEGER(KIND=register_size), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **attr** is invalid.

f_pthread_attr_getstacksize(attr, ssize)

Purpose

This function can be used to query the current stack size attribute setting in the attribute object **attr**. If this function executes successfully, the stack size in bytes will be returned in argument **ssize**.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(IN)
ssize	INTEGER(KIND=register_size), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOSYS
The POSIX stack size option is not implemented on AIX

f_pthread_attr_init(attr)

Purpose

This function must be called to create and initialize the pthread attribute object **attr** before it can be used in any way. It will be filled with system default thread attribute values. After it is initialized, certain pthread attributes can be changed and/or set through attribute access procedures. Once initialized, this attribute object can be used to create a thread with the intended attributes. Refer to the AIX Operating System documentation for more information on the default attributes.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL	The argument **attr** is invalid.
ENOMEM	There is insufficient memory to create this attribute object.

f_pthread_attr_setdetachstate(attr, detach)

Purpose

This function can be used to set the detach state attribute in the thread attribute object **attr**.

For more information about these thread states, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(OUT)
detach	INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_CREATE_DETACHED:
when a thread attribute object of this attribute setting is used to create a new thread, the newly created thread will be in detached state. This is the system default setting.

PTHREAD_CREATE_UNDETACHED:
when a thread attribute object of this attribute setting is used to create a new thread, the newly created thread will be in undetached state.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL	The argument **attr** or **detach** is invalid.

f_pthread_attr_setguardsize(attr, guardsize)

Purpose

This function is used to set the **guardsize**attribute in the thread attributes object **attr**. The new value of this attribute is obtained from the argument **guardsize**. If **guardsize** is zero, a guard area will not be provided for threads created with **attr**. If **guardsize** is greater than zero, a guard area of at least size**guardsize** bytes is provided for each thread created with **attr**.

For more information about **guardsize**, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(INOUT)

guardsize
INTEGER(KIND=register_size), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **attr** or the argument **guardsize** is invalid.

f_pthread_attr_setinheritsched(attr, inherit)

Purpose

This function can be used to set the inheritance attribute of the thread scheduling property in the thread attribute object **attr**.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(OUT)

inherit
INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_INHERIT_SCHED:
indicating that newly created threads will inherit the scheduling property of the parent thread and ignore the scheduling property of the thread attribute object used to create them.

PTHREAD_EXPLICIT_SCHED:
the scheduling property in the thread attribute object will be assigned to the newly created threads when it is used to create them.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOSYS
The POSIX priority scheduling option is not implemented on AIX.

ENOTSUP
: The value of argument **inherit** is not supported.

f_pthread_attr_setschedparam(attr, param)

Purpose

This function can be used to set the scheduling property attribute in the thread attribute object **attr**. Threads created with this new attribute object will assume the scheduling property of argument **param** if they are not inherited from the creating thread. The sched_priority field in argument **param** indicates the thread's scheduling priority. The priority field must assume a value in the range of 1-127, where *127* is the most favored scheduling priority while *1* is the least.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(INOUT)
param	TYPE(f_sched_param), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
: The argument **attr** is invalid.

ENOSYS
: The POSIX priority scheduling option is not implemented on AIX.

ENOTSUP
: The value of argument **param** is not supported.

f_pthread_attr_setschedpolicy(attr, policy)

Purpose

After the attribute object is set by this function, threads created with this attribute object will assume the set scheduling policy if the scheduling property is not inherited from the creating thread.

Class

Function

Argument Type and Attributes

attr	TYPE(f_pthread_attr_t), INTENT(INOUT)
policy	INTEGER(4), INTENT(IN)

Must contain one of the following values:

SCHED_FIFO:
indicating a first-in first-out thread scheduling policy.

SCHED_RR:
indicating a round-robin scheduling policy.

SCHED_OTHER:
the default scheduling policy.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOSYS
The POSIX priority scheduling option is not implemented on AIX.

ENOTSUP
The value of argument **policy** is not supported.

f_pthread_attr_setscope(attr, scope)

Purpose

This function can be used to set the contention scope attribute in the thread attribute object **attr**.

Argument **scope** must contain one of the following values:

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(INOUT)

scope INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_SCOPE_SYSTEM:
the thread will compete for system resources on a system wide scope.

PTHREAD_SCOPE_PROCESS:
the thread will compete for system resources locally within the owning process.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **attr** is invalid.

ENOTSUP
ENOTSUP is returned if the specified **scope** is PTHREAD_SCOPE_PROCESS.

f_pthread_attr_setstackaddr(attr, stackaddr)

Purpose

This function is used to set the *stackaddr* attribute in the thread attributes object *attr*. The new value of this attribute is obtained from the argument *stackaddr*. The type of the argument *stackaddr* is Integer pointer. The *stackaddr* attribute specifies the stack address of a thread created with this attributes object.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(INOUT)

stackaddr
Integer pointer, INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **attr** is invalid.

f_pthread_attr_setstacksize(attr, ssize)

Purpose

This function can be used to set the stack size attribute in the pthread attribute object **attr**. Argument **ssize** is an integer indicating the stack size desired in bytes. When a thread is created using this attribute object, the system will allocate a minimum stack size of **ssize** bytes.

Class

Function

Argument Type and Attributes

attr TYPE(f_pthread_attr_t), INTENT(INOUT)

ssize	INTEGER(KIND=register_size), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL	The argument **attr** or **ssize** is invalid.
ENOSYS	The POSIX stack size option is not implemented on AIX.

f_pthread_attr_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the POSIX **pthread_attr_t**, which is the type of thread attribute object.

Class

Data Type.

f_pthread_cancel(thread)

Purpose

This function can be used to cancel a target thread. How this cancelation request will be processed depends on the state of the cancelability of the target thread. The target thread is identified by argument **thread**. If the target thread is in deferred-cancel state, this cancelation request will be put on hold until the target thread reaches its next cancelation point. If the target thread disables its cancelability, this request will be put on hold until it is enabled again. If the target thread is in async-cancel state, this request will be acted upon immediately. For more information about thread cancelation and concerns about security, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

thread	TYPE(f_pthread_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **thread** is invalid.

f_pthread_cleanup_pop(exec)

Purpose

This subroutine should be paired with **f_pthread_cleanup_push** in using the cleanup stack for thread safety. If the supplied argument **exec** contains a non-zero value, the last pushed cleanup function will be popped from the cleanup stack and executed, with the argument **arg** (from the last **f_pthread_cleanup_push**) passed to the cleanup function.

If **exec** contains a zero value, the last pushed cleanup function will be popped from the cleanup stack, but will not be executed.

Class

Subroutine

Argument Type and Attributes

exec	INTEGER(4), INTENT(IN)

Result Type and Attributes

None.

Result Value

None.

f_pthread_cleanup_push(cleanup, flag, arg)

Purpose

This function can be used to register a cleanup subroutine for the calling thread. In case of an unexpected termination of the calling thread, the system will automatically execute the cleanup subroutine in order for the calling thread to terminate safely. The argument **cleanup** must be a subroutine expecting exactly one argument. If it is executed, the argument **arg** will be passed to it as the actual argument.

The argument **arg** is a generic argument that can be of any type and any rank. The actual argument arg must be a variable, and consequently eligible as a left-value in an assignment statement. If you pass an array section with vector subscripts to the argument **arg**, the result is unpredictable.

If the actual argument **arg** is an array section, the corresponding dummy argument in subroutine **cleanup** must be an assumed-shape array. Otherwise, the result is unpredictable.

If the actual argument **arg** has the pointer attribute that points to an array or array section, the corresponding dummy argument in subroutine **cleanup** must have a pointer attribute or be an assumed-shape array. Otherwise, the result is unpredictable.

For a normal execution path, this function must be paired with a call to **f_pthread_cleanup_pop**.

The argument **flag** must be used to convey the property of argument **arg** exactly to the system.

Class

Function

Argument Type and Attributes

cleanup
A subroutine that has one dummy argument.

flag Flag is an INTEGER(4), INTENT(IN) argument that can contain one of, or a combination of, the following constants:

FLAG_CHARACTER:
if the entry subroutine **cleanup** expects an argument of type **CHARACTER** in any way or any form, this flag value must be included to indicate this fact. However, if the subroutine expects a Fortran 90 pointer pointing to an argument of type **CHARACTER**, the **FLAG_DEFAULT** value should be included instead.

FLAG_ASSUMED_SHAPE:
if the entry subroutine **cleanup** has a dummy argument that is an assumed-shape array of any rank, this flag value must be included to indicate this fact.

FLAG_DEFAULT:
otherwise, this flag value is needed.

arg A generic argument that can be of any type, kind, and rank.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

ENOMEM
The system cannot allocate memory to push this routine.

EAGAIN
The system cannot allocate resources to push this routine.

EINVAL
The argument **flag** is invalid.

f_pthread_cond_broadcast(cond)

Purpose

This function will unblock all threads waiting on the condition variable **cond**. If there is no thread waiting on this condition variable, the function will still succeed, but the next caller to **f_pthread_cond_wait** will be blocked, and will wait on the condition variable **cond**.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns following error.

EINVAL	The argument **cond** is invalid.

f_pthread_cond_destroy(cond)

Purpose

This function can be used to destroy those condition variables that are no longer required. The target condition variable is identified by the argument **cond**. System resources allocated during initialization will be recollected by the system. For more information about thread synchronization and condition variable usage, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EBUSY	The condition variable **cond** is being used by another thread.
EINVAL	The argument **cond** is invalid.

f_pthread_cond_init(cond, cattr)

Purpose

This function can be used to dynamically initialize a condition variable **cond**. Its attributes will be set according to the attribute object **cattr**, if it is provided; otherwise, its attributes will be set to the system default. After the condition variable is initialized successfully, it can be used to synchronize threads. For more information about thread synchronization and condition variable usage, refer to the AIX Operating System documentation.

Another method of initializing a condition variable is to initialize it statically using the Fortran constant **PTHREAD_COND_INITIALIZER**.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)
cattr	TYPE(f_pthread_condattr_t), INTENT(IN), OPTIONAL

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EBUSY
The condition variable is already in use. It is initialized and not destroyed.

EINVAL
The argument **cond** or **cattr** is invalid.

f_pthread_cond_signal(cond)

Purpose

This function will unblock at least one thread waiting on the condition variable **cond**. If there is no thread waiting on this condition variable, the function will still succeed, but the next caller to **f_pthread_cond_wait** will be blocked, and will wait on the condition variable **cond**. For more information about thread synchronization and condition variable usage, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **cond** is invalid.

f_pthread_cond_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated through the appropriate interfaces provided in this module. In addition, objects of this type can be initialized at compile time using the Fortran constant **PTHREAD_COND_INITIALIZER**.

This data type corresponds to the POSIX **pthread_cond_t**, which is the type of condition variable object.

Class

Data Type.

f_pthread_cond_timedwait(cond, mutex, timeout)

Purpose

This function can be used to wait for a certain condition to occur. The argument **mutex** must be locked before calling this function. The mutex is unlocked atomically and the calling thread waits for the condition to occur. The argument **timeout** specifies a deadline before which the condition must occur. If the deadline is reached before the condition occurs, the function will return an error code. This function provides a cancelation point in that the calling thread can be canceled if it is in the enabled state.

The argument **timeout** will specify an absolute date of the form: Oct. 31 10:00:53, 1998. For related information, see **f_maketime** and **f_timespec**. For information on the absolute date, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)
mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)
timeout	TYPE(f_timespec), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise this function returns one of the following errors:

EINVAL
The argument **cond**, **mutex**, or **timeout** is invalid.

EDEADLK
The argument **mutex** is not locked by the calling thread.

ETIMEDOUT
The waiting deadline was reached before the condition occurred.

f_pthread_cond_wait(cond, mutex)

Purpose

This function can be used to wait for a certain condition to occur. The argument **mutex** must be locked before calling this function. The mutex is unlocked atomically, and the calling thread waits for the condition to occur. If the condition does not occur, the function will wait until the calling thread is terminated in another way. This function provides a cancelation point in that the calling thread can be canceled if it is in the enabled state.

Class

Function

Argument Type and Attributes

cond	TYPE(f_pthread_cond_t), INTENT(INOUT)
mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

When this function executes successfully, the **mutex** is locked again before the function returns. Otherwise, this function returns one of the following errors.

EINVAL
The argument **cond** or **mutex** is invalid.

EDEADLK
The **mutex** is not locked by the calling thread.

f_pthread_condattr_destroy(cattr)

Purpose

This function can be called to destroy the condition variable attribute objects that are no longer required. The target object is identified by the argument **cattr**. The system resources allocated when it is initialized will be recollected.

Class

Function

Argument Type and Attributes

cattr	TYPE(f_pthread_condattr_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **cattr** is invalid.

f_pthread_condattr_getpshared(cattr, pshared)

Purpose

This function can be used to query the process-shared attribute of the condition variable attributes object identified by the argument **cattr**. The current setting of this attribute will be returned in the argument **pshared**.

Class

Function

Argument Type and Attributes

cattr TYPE(f_pthread_condattr_t), INTENT(IN)

pshared
INTEGER(4), INTENT(OUT)

On successful completion, **pshared** contains one of the following values:

PTHREAD_PROCESS_SHARED
The condition variable can be used by any thread that has access to the memory where it is allocated, even if these threads belong to different processes.

PTHREAD_PROCESS_PRIVATE
The condition variable shall only be used by threads within the same process as the thread that created it.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **cattr** is invalid.

f_pthread_condattr_init(cattr)

Purpose

Use this function to initialize a condition variable attributes object cattr with the default value for all of the attributes defined by the implementation. Attempting to initialize an already initialized condition variable attributes object results in undefined behavior. After a condition variable attributes object has been used to initialize one or more condition variables, any function affecting the attributes object (including destruction) does not affect any previously initialized condition variables.

Class

Function

Argument Type and Attributes

cattr TYPE(f_pthread_condattr_t), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOMEM
There is insufficient memory to initialize the condition variable attributes object.

f_pthread_condattr_setpshared(cattr, pshared)

Purpose

This function is used to set the process-shared attribute of the condition variable attributes object identified by the argument **cattr**. Its process-shared attribute will be set according to the argument **pshared**.

Class

Function

Argument Type and Attributes

cattr TYPE(f_pthread_condattr_t), INTENT(INOUT)

pshared
is an INTEGER(4), INTENT(IN) argument that must contain one of the following values:

PTHREAD_PROCESS_SHARED
Specifies that the condition variable can be used by any thread that has access to the memory where it is allocated, even if these threads belong to different processes.

PTHREAD_PROCESS_PRIVATE
Specifies that the condition variable shall only be used by threads within the same process as the thread that created it. This is the default setting of the attribute.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The value specified by the argument **cattr** or **pshared** is invalid.

f_pthread_condattr_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the POSIX **pthread_condattr_t**, which is the type of condition variable attribute object.

Class

Data Type

f_pthread_create(thread, attr, flag, ent, arg)

Purpose

This function is used to create a new thread in the current process. The newly created thread will assume the attributes defined in the thread attribute object **attr**, if it is provided. Otherwise, the new thread will have system default attributes. The new thread will begin execution at the subroutine **ent**, which is required to have one dummy argument. The system will pass the argument **arg** to the thread entry subroutine **ent** as its actual argument. The argument **flag** is used to inform the system of the property of the argument **arg**. When the execution returns from the entry subroutine **ent**, the new thread will terminate automatically.

If subroutine **ent** was declared such that an explicit interface would be required if it was called directly, then an explicit interface is also required when it is passed as an argument to this function.

The argument **arg** is a generic argument that can be of any type and any rank. The actual argument **arg** must be a variable, and consequently eligible as a left- value in an assignment statement. If you pass an array section with vector subscripts to the argument **arg**, the result is unpredictable.

If the actual argument **arg** is an array section, the corresponding dummy argument in subroutine **ent** must be an assumed-shape array. Otherwise, the result is unpredictable.

If the actual argument **arg** has the pointer attribute that points to an array or array section, the corresponding dummy argument in subroutine **ent** must have a pointer attribute or be an assumed-shape array. Otherwise, the result is unpredictable.

Class

Function

Argument Type and Attributes

thread TYPE(f_pthread_t), INTENT(OUT)

On successful completion of the function, **f_pthread_create** stores the ID of the created thread in the **thread**.

attr TYPE(f_pthread_attr_t), INTENT(IN)

flag INTEGER(4), INTENT(IN)

The argument **flag** must convey the property of the argument **arg** exactly to the system. The argument **flag** can be one of, or a combination of, the following constants:

FLAG_CHARACTER:
if the entry subroutine **ent** expects an argument of type **CHARACTER** in any way or any form, this flag value must be included to indicate this fact. However, if the subroutine expects a Fortran 90 pointer pointing to an argument of type **CHARACTER**, the **FLAG_DEFAULT** value should be included instead.

FLAG_ASSUMED_SHAPE:
if the entry subroutine **ent** has a dummy argument which is an assumed-shape array of any rank, this flag value must be included to indicate this fact.

FLAG_DEFAULT:
otherwise, this flag value is needed.

ent A subroutine that has one dummy argument.

arg A generic argument that can be of any type, kind, and rank.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN	The system does not have enough resources to create a new thread.
EINVAL	The argument **thread**, **attr**, or **flag** is invalid.
ENOMEM	The system does not have sufficient memory to create a new thread.

f_pthread_detach(thread)

Purpose

This function is used to indicate to the pthreads library implementation that storage for the thread whose thread ID is specified by the argument thread can be claimed when this thread terminates. If the thread has not yet terminated, **f_pthread_detach** shall not cause it to terminate. Multiple **f_pthread_detach** calls on the same target thread cause an error.

Class

Function

Argument Type and Attributes

thread TYPE(f_pthread_t), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **thread** is invalid.

f_pthread_equal(thread1, thread2)

Purpose

This function can be used to compare whether two thread ID's identify the same thread or not.

Class

Function

Argument Type and Attributes

thread1
TYPE(f_pthread_t), INTENT(IN)

thread2
TYPE(f_pthread_t), INTENT(IN)

Result Type and Attributes

LOGICAL(4)

Result Value

TRUE	The two thread ID's identify the same thread.
FALSE	The two thread ID's do not identify the same thread.

f_pthread_exit(ret)

Purpose

This subroutine can be called explicitly to terminate the calling thread before it returns from the entry subroutine. The actions taken depend on the state of the calling thread. If it is in non-detached state, the calling thread will wait to be joined. If the thread is in detached state, or when it is joined by another thread, the calling thread will terminate safely. First, the cleanup stack will be popped and executed, and then any thread-specific data will be destructed by the destructors. Finally, the thread resources are freed and the argument **ret** will be returned to the joining threads. The argument **ret** of this subroutine is optional. Currently, argument **ret** is limited to be an Integer pointer. If it is not an Integer pointer, the behavior is undefined.

This subroutine never returns. If argument **ret** is not provided, NULL will be provided as this thread's exit status.

Class

Subroutine

Argument Type and Attributes

ret	Integer pointer, OPTIONAL, INTENT(IN)

Result Type and Attributes

None

Result Value

None

f_pthread_getconcurrency()

Purpose

This function returns the value of the concurrency level set by a previous call to the **f_pthread_setconcurrency** function. If the **f_pthread_setconcurrency** function was not previously called, this function returns zero to indicate that the system is maintaining the concurrency level.

For more information about the concurrency level, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

None

Result Type and Attributes

INTEGER(4)

Result Value

This function returns the value of the concurrency level set by a previous call to the **f_pthread_setconcurrency** function. If the **f_pthread_setconcurrency** function was not previously called, this function returns 0.

f_pthread_getschedparam(thread, policy, param)

Purpose

This function can be used to query the current setting of the scheduling property of the target thread. The target thread is identified by argument **thread**. Its scheduling policy will be returned through argument **policy** and its scheduling property through argument **param**. The sched_priority field in **param** defines the scheduling priority. The priority field will assume a value in the range of 1-127, where *127* is the most favored scheduling priority while *1* is the least.

Class

Function

Argument Type and Attributes

thread	TYPE(f_pthread_t), INTENT(IN)
policy	INTEGER(4), INTENT(OUT)
param	TYPE(f_sched_param), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

ENOSYS
The POSIX priority scheduling option is not implemented on AIX.

ESRCH
The target thread does not exist.

f_pthread_getspecific(key, arg)

Purpose

This function can be used to retrieve the thread-specific data associated with **key**. Note that the argument **arg** is not optional in this function as it will return the thread-specific data. After execution of the procedure, the argument **arg** holds a pointer to the data, or **NULL** if there is no data to retrieve. The argument **arg** must be an Integer pointer, or the result is undefined.

The actual argument **arg** must be a variable, and consequently eligible as a left-value in an assignment statement. If you pass an array section with vector subscripts to the argument **arg**, the result is unpredictable.

Class

Function

Argument Type and Attributes

key	TYPE(f_pthread_key_t), INTENT(IN)
arg	Integer pointer, INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **key** is invalid.

f_pthread_join(thread, ret)

Purpose

This function can be called to join a particular thread designated by the argument **thread**. If the target thread is in non-detached state and is already terminated, this call will return immediately with the target thread's status returned in argument **ret** if it is provided. The argument **ret** is optional. Currently, **ret** must be an Integer pointer if it is provided.

If the target thread is in detached state, it is an error to join it.

Class

Function

Argument Type and Attributes

thread	TYPE(f_pthread_t), INTENT(IN)
ret	Integer pointer, INTENT(OUT), OPTIONAL

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EDEADLK	This call will cause a deadlock, or the calling thread is trying to join itself.
EINVAL	The argument **thread** is invalid.
ESRCH	The argument **thread** designates a thread which does not exist or is in detached state.

f_pthread_key_create(key, dtr)

Purpose

This function can be used to acquire a thread-specific data key. The key will be returned in the argument **key**. The argument **dtr** is a subroutine that will be used to destruct the thread-specific data associated with this key when any thread terminates after this calling point. The destructor will receive the thread-specific data as its argument. The destructor itself is optional. If it is not provided, the system will not invoke any destructor on the thread-specific data associated with this key. Note that the number of thread-specific data keys is limited in each process. It is the user's responsibility to manage the usage of the keys. The per-process limit can be checked by the Fortran constant **PTHREAD_DATAKEYS_MAX**.

Class

Function

Argument Type and Attributes

key	TYPE(f_pthread_key_t), INTENT(OUT)
dtr	External, optional subroutine

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN	The maximum number of keys has been exceeded.
EINVAL	The argument **key** is invalid.
ENOMEM	There is insufficient memory to create this key.

f_pthread_key_delete(key)

Purpose

This function will destroy the thread-specific data key identified by the argument **key**. It is the user's responsibility to ensure that there is no thread-specific data associated with this key. This function does not call any destructor on the thread's behalf. After the key is destroyed, it can be reused by the system for **f_pthread_key_create** requests.

Class

Function

Argument Type and Attributes

key	TYPE(f_pthread_key_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL	The argument **key** is invalid.
EBUSY	There is still data associated with this key.

f_pthread_key_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the POSIX **pthread_key_t**, which is the type of key object for accessing thread-specific data.

Class

Data Type

f_pthread_kill(thread, sig)

Purpose

This function can be used to send a signal to a target thread. The target thread is identified by argument **thread**. The signal which will be sent to the target thread is identified in argument **sig**. If **sig** contains value zero, error checking will be done by the system but no signal will be sent. For more information about signal management in multi-threaded systems, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

thread	TYPE(f_pthread_t), INTENT(INOUT)
sig	INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **thread** or **sig** is invalid.

ESRCH
The target thread does not exist.

f_pthread_mutex_destroy(mutex)

Purpose

This function should be called to destroy those mutex objects that are no longer required. In this way, the system can recollect the memory resources. The target mutex object is identified by the argument **mutex**.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EBUSY	The target mutex is locked or referenced by another thread.
EINVAL	The argument **mutex** is invalid.

f_pthread_mutex_getprioceiling(mutex, old)

Purpose

This function can be used to dynamically query the priority ceiling attribute of the mutex object identified by the argument **mutex**. The current ceiling value will be returned through the argument **old**.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(IN)
old	INTEGER(4), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

ENOSYS
This function is not implemented on AIX.

f_pthread_mutex_init(mutex, mattr)

Purpose

This function can be used to initialize the mutex object identified by argument **mutex**. The initialized mutex will assume attributes set in the mutex attribute object **mattr**, if it is provided. If **mattr** is not provided, the system will initialize the mutex to have default attributes. After it is initialized, the mutex object can be used to synchronize accesses to critical data or code. It can also be used to build more complicated thread synchronization objects.

Another method to initialize mutex objects is to statically initialize them through the Fortran constant **PTHREAD_MUTEX_INITIALIZER**. If this method of initialization is used it is not necessary to call the function before using the mutex objects.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(OUT)
mattr	TYPE(f_pthread_mutexattr_t), INTENT(IN), OPTIONAL

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN
The system did not have enough resources to initialize this mutex.

EBUSY
This mutex is already in use. It was initialized and not destroyed.

EINVAL
The argument **mutex** or **mattr** is invalid.

ENOMEM
There is insufficient memory to initialize this mutex.

f_pthread_mutex_lock(mutex)

Purpose

This function can be used to acquire ownership of the mutex object. (In other words, the function will lock the mutex.) If the mutex has already been locked by another thread, the caller will wait until the mutex is unlocked. If the mutex is already locked by the caller itself, an error will be returned to prevent recursive locking.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EDEADLK	The mutex is locked by the calling thread already.
EINVAL	The argument **mutex** is invalid.

f_pthread_mutex_setprioceiling(mutex, new, old)

Purpose

This function can be used to dynamically set the priority ceiling attribute of the mutex object identified by the argument **mutex**. The new ceiling will be set to the value contained in the argument **new**. The previous ceiling will be returned through the argument **old**. The argument **new** should assume an integer value with a range from 1 to 127.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)
new	INTEGER(4), INTENT(IN)
old	INTEGER(4), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOSYS
This function is not implemented on AIX.

f_pthread_mutex_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated through the appropriate interfaces provided in this module. In addition, objects of this type can be initialized statically through the Fortran constant **PTHREAD_MUTEX_INITIALIZER**.

This data type corresponds to the POSIX **pthread_mutex_t**, which is the type of mutex object.

Class

Data Type

f_pthread_mutex_trylock(mutex)

Purpose

This function can be used to acquire ownership of the mutex object. (In other words, the function will lock the mutex.) If the mutex has already been locked by another thread, the function returns the error code **EBUSY**. The calling thread can check the return code to take further actions. If the mutex is already locked by the caller itself, an error will be returned to prevent recursive locking.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EBUSY	The target mutex is locked or referenced by another thread.
EDEADLK	The mutex is locked by the calling thread already.
EINVAL	The argument **mutex** is invalid.

f_pthread_mutex_unlock(mutex)

Purpose

This function releases the mutex object's ownership in order to allow other threads to lock the mutex.

Class

Function

Argument Type and Attributes

mutex	TYPE(f_pthread_mutex_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **mutex** is invalid.

EPERM
The mutex is not locked by the calling thread.

f_pthread_mutexattr_destroy(mattr)

Purpose

This function can be used to destroy a mutex attribute object that has been initialized previously. Allocated memory will then be recollected. A mutex created with this attribute will not be affected by this action.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **mattr** is invalid.

---

f_pthread_mutexattr_getprioceiling(mattr, ceiling)

Purpose

This function can be used to query the mutex priority ceiling attribute in the mutex attribute object identified by argument **mattr**. The ceiling attribute will be returned through argument **ceiling**.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(IN)

ceiling
INTEGER(4), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOSYS
This function is not implemented on AIX.

---

f_pthread_mutexattr_getprotocol(mattr, proto)

Purpose

This function can be used to query the current setting of mutex protocol attribute in the mutex attribute object identified by argument **mattr**. The protocol attribute will be returned through argument **proto**.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(IN)

proto INTEGER(4), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOSYS
This function is not implemented on AIX.

f_pthread_mutexattr_getpshared(mattr, pshared)

Purpose

This function is used to query the process-shared attribute in the mutex attributes object identified by the argument **mattr**. The current setting of the attribute will be returned through the argument **pshared**.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(IN)

pshared

INTEGER(4), INTENT(IN)

On return from this function, **pshared**contains one of the following values:

PTHREAD_PROCESS_SHARED
The mutex can be operated upon by any thread that has access to the memory where the mutex is allocated, even if the mutex is allocated in memory that is shared by multiple processes.

PTHREAD_PROCESS_PRIVATE
The mutex will only be operated upon by threads created within the same process as the thread that initialized the mutex.

Result Type and Attributes

INTEGER(4)

Result Value

If this function completes successfully, value 0 is returned and the value of the process-shared attribute is returned through the argument **pshared**. Otherwise, the following error will be returned:

EINVAL
: The argument **mattr** is invalid.

f_pthread_mutexattr_gettype(mattr, type)

Purpose

This function is used to query the mutex type attribute in the mutex attributes object identified by the argument **mattr**.

If this function completes successfully, value 0 is returned and the type attribute will be returned through the argument type.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(IN)

type INTEGER(4), INTENT(OUT)

On return from this function, **type** contains one of the following values:

PTHREAD_MUTEX_NORMAL
This type of mutex does not detect deadlock. A thread attempting to relock this mutex without first unlocking it will deadlock. Attempting to unlock a mutex locked by a different thread results in undefined behavior.

PTHREAD_MUTEX_ERRORCHECK
This type of mutex provides error checking. A thread attempting to relock this mutex without first unlocking it will return with an error. A thread attempting to unlock a mutex which another thread has locked will return an error. A thread attempting to unlock an unlocked mutex will return with an error.

PTHREAD_MUTEX_RECURSIVE
A thread attempting to relock this mutex without first unlocking it will succeed in locking the mutex. The relocking deadlock that can occur with mutexes of type **PTHREAD_MUTEX_NORMAL** cannot occur with this type of mutex. Multiple locks of this mutex require the same number of unlocks to release the mutex before another thread can acquire the mutex.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument is invalid.

f_pthread_mutexattr_init(mattr)

Purpose

This function can be used to initialize a mutex attribute object before it can be used in any other way. The mutex attribute object will be returned through argument **mattr**.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL	The argument **mattr** is invalid.
ENOMEM	There is insufficient memory to create the object.

f_pthread_mutexattr_setprioceiling(mattr, ceiling)

Purpose

This function can be used to set the mutex priority ceiling attribute in the mutex attribute object identified by the argument **mattr**. Argument **ceiling** is an integer with a range from 1 to 127. This attribute has an effect only if the mutex priority protection protocol is used.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(INOUT)

ceiling
INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOSYS
This function is not implemented on AIX.

f_pthread_mutexattr_setprotocol(mattr, proto)

Purpose

This function can be used to set the mutex protocol attribute in the mutex attribute object identified by argument **mattr**. Argument **proto** identifies the mutex protocol to be set. or more information about the set of valid values for **proto**, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(INOUT)

proto INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOSYS
This function is not implemented on AIX.

f_pthread_mutexattr_setpshared(mattr, pshared)

Purpose

This function is used to set the process-shared attribute of the mutex attributes object identified by the argument **mattr**.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(INOUT)

pshared

INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_PROCESS_SHARED
Specifies the mutex can be operated upon by any thread that has access to the memory where the mutex is allocated, even if the mutex is allocated in memory that is shared by multiple processes.

PTHREAD_PROCESS_PRIVATE
Specifies the mutex will only be operated

upon by threads created within the same process as the thread that initialized the mutex. This is the default setting of the attribute.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument is invalid.

f_pthread_mutexattr_settype(mattr, type)

Purpose

This function is used to set the mutex type attribute in the mutex attributes object identified by the argument **mattr** The argument type identifies the mutex type attribute to be set.

For more information about the type of a mutex, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

mattr TYPE(f_pthread_mutexattr_t), INTENT(INOUT)

type INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_MUTEX_NORMAL
This type of mutex does not detect deadlock. A thread attempting to relock this mutex without first unlocking it will deadlock. Attempting to unlock a mutex locked by a different thread results in undefined behavior.

PTHREAD_MUTEX_ERRORCHECK
This type of mutex provides error checking. A thread attempting to relock this mutex without first unlocking it will return with an error. A thread attempting to unlock a mutex which another thread has locked will return an error. A thread attempting to unlock an unlocked mutex will return with an error.

PTHREAD_MUTEX_RECURSIVE
A thread attempting to relock this mutex without first unlocking it will succeed in locking the mutex. The relocking deadlock that can occur with mutexes of type **PTHREAD_MUTEX_NORMAL** cannot occur with this type of mutex. Multiple locks of this mutex require the same number of unlocks to release the mutex before another thread can acquire the mutex.

PTHREAD_MUTEX_DEFAULT
The same as **PTHREAD_MUTEX_NORMAL.**

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
One of the arguments is invalid.

f_pthread_mutexattr_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the POSIX **pthread_mutexattr_t**, which is the type of mutex attribute object.

Class

Data Type

f_pthread_once(once, initr)

Purpose

This function can be used to initialize those data required to be initialized only once. The first thread calling this function will call **initr** to do the initialization. Other threads calling this function afterwards will have no effect. Argument **initr** must be a subroutine without dummy arguments.

Class

Function

Argument Type and Attributes

once	TYPE(f_pthread_once_t), INTENT(INOUT)
initr	A subroutine that has no dummy arguments.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **once** or **initr** is invalid.

f_pthread_once_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated through the appropriate interfaces provided in this module. However, objects of this type can *only* be initialized through the Fortran constant **PTHREAD_ONCE_INIT**.

Class

Data Type

f_pthread_rwlock_destroy(rwlock)

Purpose

This function destroys the read-write lock object specified by the argument **rwlock** and releases any resources used by the lock.

Class

Function

Argument Type and Attributes

rwlock
TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EBUSY
The target read-write object is locked.

EINVAL
The argument **rwlock** is invalid.

f_pthread_rwlock_init(rwlock, rwattr)

Purpose

This function initializes the read-write lock object specified by **rwlock** with the attribute specified by the argument **rwattr**. If the optional argument **rwattr** is not provided, the system will initialize the read-write lock object with the default attributes. After it is initialized, the lock can be used to synchronize access to critical data. With a read-write lock, many threads can have simultaneous read-only access to data, while only one thread can have write access at any given time and no other readers or writers are allowed. For more information about thread synchronization and read-write lock usage, refer to the AIX Operating System documentation.

Another method to initialize read-write lock objects is to statically initialize them through the Fortran constant **PTHREAD_RWLOCK_INITIALIZER.** If this method of initialization is used, it is not necessary to call this function before using the read-write lock objects.

Class

Function

Argument Type and Attributes

rwlock
TYPE(f_pthread_rwlock_t), INTENT(OUT)

rwattr TYPE(f_pthread_rwlockattr_t), INTENT(IN), OPTIONAL

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN
The system did not have enough resources to initialize this read-write lock

ENOMEM
There is insufficient memory to initialize this read-write lock.

EBUSY
This read-write lock is already in use. It was initialized and not yet destroyed

EINVAL
The argument rwlock or rwattr is invalid.

EPERM
The caller does not have privilege to perform the operation.

f_pthread_rwlock_rdlock(rwlock)

Purpose

This function applies a read lock to the read-write lock specified by the argument **rwlock**. The calling thread acquires the read lock if a writer does not hold the lock and there are no writes blocked on the lock. Otherwise, the calling thread will not acquire the read lock. If the read lock is not acquired, the calling thread blocks (that is, it does not return from the **f_pthread_rwlock_rdlock** call) until it can acquire the lock. Results are undefined if the calling thread holds a write lock on **rwlock** at the time the call is made. A thread may hold multiple concurrent read locks on **rwlock** (that is, successfully call the **f_pthread_rwlock_rdlock** function *n* times). If so, the thread must perform matching unlocks (that is, it must call the **f_pthread_rwlock_unlock** function *n* times).

Class

Function

Argument Type and Attributes

rwlock
: TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN
: The read-write lock could not be acquired because the maximum number of read locks for rwlock has been exceeded.

EINVAL
: The argument rwlock does not refer to an initialized read-write lock object.

f_pthread_rwlock_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module. In addition, objects of this type can be initialized statically through the Fortran constant **PTHREAD_RWLOCK_INITIALIZER**.

This data type corresponds to the AIX data type **pthread_rwlock_t**, which is the type of the read-write lock objects.

Class

Data Type

f_pthread_rwlock_tryrdlock(rwlock)

Purpose

This function applies a read lock like the **f_pthread_rwlock_rdlock** function with the exception that the function fails if any thread holds a write lock on **rwlock** or there are writers blocked on **rwlock**. In that case, the function returns **EBUSY**. The calling thread can check the return code to take further actions.

Class

Function

Argument Type and Attributes

rwlock
: TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

This function returns zero if the lock for reading on the read-write lock object specified by **rwlock** is acquired. Otherwise, one of the following errors will be returned:

EAGAIN
: The read-write lock could not be acquired because the maximum number of read locks for rwlock has been exceeded

EBUSY
: The read-write lock could not be acquired for reading because a writer holds the lock or was blocked on it.

EDEADLK
: The current thread already owns the read-write lock for writing.

EINVAL
: The argument rwlock does not refer to an initialized read-write lock object.

f_pthread_rwlock_trywrlock(rwlock)

Purpose

This function applies a write lock like the **f_pthread_rwlock_wrlock** function with the exception that the function fails if any thread currently holds **rwlock** (for reading or writing). In that case, the function returns **EBUSY**. The calling thread can check the return code to take further actions.

Class

Function

Argument Type and Attributes

rwlock
: TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

This function returns zero if the lock for writing on the read-write lock object specified by *rwlock* is acquired. Otherwise, one of the following errors will be returned:

EBUSY
: The read-write lock could not be acquired for reading because a writer holds the lock or was blocked on it.

EDEADLK
: The current thread already owns the read-write lock for writing.

EINVAL
: The argument rwlock does not refer to an initialized read-write lock object.

f_pthread_rwlock_unlock(rwlock)

Purpose

This function is used to release a lock held on the read-write lock object specified by the argument *rwlock*. If this function is called to release a read lock from the read-write lock object and there are other read locks currently held on this read-write lock object, the read-write lock object remains in the read locked state. If this function releases the calling thread's last read lock on this read-write lock object, then the calling thread is no longer one of the owners of the object. If this function releases the last read lock for this read-write lock object, the read-write lock object will be put in the unlocked state with no owners.

Class

Function

Argument Type and Attributes

rwlock
TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **rwlock** does not refer to an intialized read-write lock object.

EPERM
The current thread does not own the read-write lock.

f_pthread_rwlock_wrlock(rwlock)

Purpose

This function applies a write lock to the read-write lock specified by the argument *rwlock*. The calling thread acquires the write lock if no other thread (reader or writer) holds the read-write lock *rwlock*. Otherwise, the thread blocks (that is, does not return from the **f_pthread_rwlock_wrlock** call) until it acquires the lock. Results are undefined if the calling thread holds the read-write lock (whether a read or write lock) at the time the call is made.

Class

Function

Argument Type and Attributes

rwlock
TYPE(f_pthread_rwlock_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument rwlock does not refer to an initialized read-write lock object.

f_pthread_rwlockattr_destroy(rwattr)

Purpose

This function destroys a read-write lock attributes object specified by the argument **rwattr** which has been initialized previously. A read-write lock created with this attribute will not be affected by the action.

Class

Function

Argument Type and Attributes

rwattr TYPE(f_pthread_rwlockattr_t), INTENT(INOUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL
The argument **rwattr** is invalid.

f_pthread_rwlockattr_getpshared(rwattr, pshared)

Purpose

This function is used to obtain the value of the process-shared attribute from the initialized read-write lock attributes object specified by the argument **rwattr**. The current setting of this attribute will be returned in the argument **pshared**. **pshared** will contain one of the following values:

Class

Function

Argument Type and Attributes

rwattr TYPE(f_pthread_rwlockattr_t), INTENT(IN)

pshared
INTEGER(4), INTENT(OUT)

On return from this function, the value of **pshared** will be one of the following:

PTHREAD_PROCESS_SHARED
The read-write lock can be operated upon by any thread that has access to the memory where it is allocated, even if these threads belong to different processes.

PTHREAD_PROCESS_PRIVATE
The read-write lock shall only be used by threads within the same process as the thread that created it.

Result Type and Attributes

INTEGER(4)

Result Value

If this function completes successfully, value 0 is returned and the value of the process-shared attribute of **rwattr** is stored into the object specified by the argument **pshared**. Otherwise, the following error will be returned:

EINVAL
The argument **rwattr** is invalid.

f_pthread_rwlockattr_init(rwattr)

Purpose

This function initializes a read-write lock attributes object specified by *rwattr* with the default value for all of the attributes.

Class

Function

Argument Type and Attributes

rwattr TYPE(f_pthread_rwlockattr_t), INTENT(OUT)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

ENOMEM
There is insufficient memory to initialize the read-write lock attributes object.

f_pthread_rwlockattr_setpshared(rwattr, pshared)

Purpose

This function is used to set the process-shared attribute in an initialized read-write lock attributes object specified by the argument **rwattr**.

Class

Function

Argument Type and Attributes

rwattr TYPE(f_pthread_rwlockattr_t), INTENT(INOUT)

pshared
INTEGER(4), INTENT(IN)

Must be one of the following:

PTHREAD_PROCESS_SHARED
Specifies the read-write lock can be operated upon by any thread that has access to the memory where it is allocated, even if these threads belong to different processes.

PTHREAD_PROCESS_PRIVATE
Specifies the read-write lock shall only be used by threads within the same process as the thread that created it. This is the default setting of the attribute.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EINVAL
The argument **rwattr** is invalid.

f_pthread_rwlockattr_t

Purpose

This is a derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the data type **pthread_rwlockattr_t**, which is the type of the read-write lock attributes objects.

Class

Data Type

f_pthread_self()

Purpose

This function can be used to return the thread ID of the calling thread.

Class

Function

Argument Type and Attributes

None

Result Type and Attributes

TYPE(f_pthread_t)

Result Value

The calling thread's ID is returned.

f_pthread_setcancelstate(state, oldstate)

Purpose

This function can be used to set the thread's cancelability state. The new state will be set according to the argument **state**. The old state will be returned in the argument **oldstate**.

Class

Function

Argument Type and Attributes

state INTEGER(4), INTENT(IN)

Must contain one of the following:

PTHREAD_CANCEL_DISABLE:
the thread's cancelability is disabled.

PTHREAD_CANCEL_ENABLE:
the thread's cancelability is enabled.

oldstate
INTEGER(4), INTENT(OUT)

On return from this function, **oldstate** will contain one of the following values:

PTHREAD_CANCEL_DISABLE:
the thread's cancelability is disabled.

PTHREAD_CANCEL_ENABLE:
the thread's cancelability is enabled.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL The argument **state** is invalid.

f_pthread_setcanceltype(type, oldtype)

Purpose

This function can be used to set the thread's cancelability type. The new type will be set according to the argument **type**. The old type will be returned in argument **oldtype**.

Class

Function

Argument Type and Attributes

type INTEGER(4), INTENT(IN)

Must contain one of the following values:

PTHREAD_CANCEL_DEFERRED:
cancelation request will be delayed until a cancelation point.

PTHREAD_CANCEL_ASYNCHRONOUS:
cancelation request will be acted upon immediately. This may cause unexpected results.

oldtype
INTEGER(4), INTENT(OUT)

On return from this procedure, **oldtype** will contain one of the following values:

PTHREAD_CANCEL_DEFERRED:
cancelation request will be delayed until a cancelation point.

PTHREAD_CANCEL_ASYNCHRONOUS:
cancelation request will be acted upon immediately. This may cause unexpected results.

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns the following error.

EINVAL The argument **type** is invalid.

f_pthread_setconcurrency(new_level)

Purpose

This function is used to inform the pthreads library implementation of desired concurrency level as specified by the argument *new_level*. The actual level of concurrency provided by the implementation as a result of this function call is unspecified. For more information about the concurrency level, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

new_level
INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors.

EAGAIN
The value specified by new_level would cause system resource to be exceeded.

EINVAL
The value specified by new_level is negative.

f_pthread_setschedparam(thread, policy, param)

Purpose

This function can be used to dynamically set the scheduling policy and the scheduling property of a thread. The target thread is identified by argument **thread**. The new scheduling policy for the target thread is provided through argument **policy**. The valid scheduling policies on AIX can be found in the AIX Operating System documentation. The new scheduling property of the target thread will be set to the value provided by argument **param**. The sched_priority field in **param** defines the scheduling priority. Its range is 1-127.

The new policy cannot be set to first-in first-out or round-robin unless the caller has root authority. For more details about when the new scheduling property has effect on the target thread, refer to the AIX Operating System documentation.

Class

Function

Argument Type and Attributes

thread	TYPE(f_pthread_t), INTENT(INOUT)
policy	INTEGER(4), INTENT(IN)
param	TYPE(f_sched_param), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors

EINVAL	The argument **thread** or **param** is invalid.
ENOSYS	The POSIX priority scheduling option is not implemented on AIX.
ENOTSUP	The value of argument **policy** or **param** is not supported.
EPERM	The target thread is not permitted to perform the operation or is in a mutex protocol already.
ESRCH	The target thread does not exist or is invalid.

f_pthread_setspecific(key, arg)

Purpose

This function can be used to set the calling thread's specific data associated with the key identified by argument **key**. The argument **arg**, which is optional, identifies the thread-specific data to be set. If **arg** is not provided, the thread-specific data will be set to NULL, which is the initial value for each thread. Only an Integer pointer can be passed as the **arg** argument. If **arg** is not an Integer pointer, the result is undefined.

The actual argument **arg** must be a variable, and consequently eligible as a left-value in an assignment statement. If you pass an array section with vector subscripts to the argument **arg**, the result is unpredictable.

Class

Function

Argument Type and Attributes

key	TYPE(f_pthread_key_t), INTENT(IN)
arg	Integer pointer, INTENT(IN), OPTIONAL

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors

EINVAL
The argument **key** is invalid.

ENOMEM
There is insufficient memory to associate the data with the key.

f_pthread_t

Purpose

A derived data type whose components are all private. Any object of this type should be manipulated only through the appropriate interfaces provided in this module.

This data type corresponds to the POSIX **pthread_t**, which is the type of thread object.

Class

Data Type

f_pthread_testcancel()

Purpose

This subroutine provides a cancelation point in a thread. When it is called, any pending cancelation request will be acted upon immediately if it is in the enabled state.

Class

Subroutine

Argument Type and Attributes

None

Result Type and Attributes

None

f_sched_param

Purpose

This data type corresponds to the AIX system data structure **sched_param**, which is a system data type. See AIX Operating System documentation for more information.

This is a public data structure defined as:

```
type f_sched_param
  sequence
  integer sched_priority
end type f_sched_param
```

Class

Data Type

f_sched_yield()

Purpose

This function is used to force the calling thread to relinquish the processor until it again becomes the head of its thread list.

Class

Function

Argument Type and Attributes

None.

Result Type and Attributes

INTEGER(4)

Result Value

If this function completes successfully, value 0 is returned. Otherwise, a value of -1 will be returned.

f_timespec

Purpose

This is a Fortran definition of the AIX system data structure **timespec**. Within the Fortran Pthreads module, objects of this type are used to specify an absolute date and time. This *deadline absolute date* is used when waiting on a POSIX condition variable.

In 32–bit mode, **f_timespec** is defined as:

```
TYPE F_Timespec
    SEQUENCE
    INTEGER(4) tv_sec
    INTEGER(KIND=REGISTER_SIZE) tv_nsec
END TYPE F_Timespec
```

In 64–bit mode, **f_timespec** is defined as:

```
TYPE F_Timespec
    SEQUENCE
    INTEGER(4) tv_sec
    INTEGER(4) pad
    INTEGER(KIND=REGISTER_SIZE) tv_nsec
END TYPE F_Timespec
```

See AIX Operating System documentation for more information.

Class

Data Type

End of IBM Extension

IBM Extension

Floating-Point Control and Inquiry Procedures

XL Fortran provides several ways that allow you to query and control the floating-point status and control register of the processor directly. These include:

- **fpgets** and **fpsets** subroutines
- Efficient floating-point control and inquiry procedures
- IEEE floating-point procedures, as specified in the Fortran 2003 Draft Standard

The **fpgets** and **fpsets** subroutines retrieve and set the status of floating-point operations, respectively. Instead of calling operating system routines directly, these subroutines use an array of logicals named **fpstat** to pass information back and forth.

XL Fortran also provides procedures in the `xlf_fp_util` module that allow you to control the floating-point status and control register of the processor directly. These procedures are more efficient than the **fpgets** and **fpsets** subroutines; they are mapped into inlined machine instructions that directly manipulate the floating-point status and control register.

XL Fortran includes the **IEEE_ARITHMETIC**, **IEEE_EXCEPTIONS**, and **IEEE_FEATURES** modules to take advantage of the Fortran 2003 Draft Standard rules for the IEEE floating-point status semantics.

fpgets fpsets

The **fpgets** and **fpsets** subroutines retrieve and set the status of the floating-point operations, respectively. The include file **fpdc.h** contains the data declarations (specification statements) for the two subroutines. The include file **fpdt.h** contains the data initializations (data statements) and must be included in a block data program unit.

fpgets retrieves the floating-point process status and stores the result in a logical array called **fpstat**.

fpsets sets the floating-point status equal to the logical array **fpstat**.

This array contains logical values that can be used to specify floating-point rounding modes. See the *fpgets and fpsets Subroutines* in the *User's Guide* for examples and information on the elements of the **fpstat** array.

Note: The `XLF_FP_UTIL` intrinsic module provides procedures for manipulating the status of floating-point operations that are more efficient than the **fpgets** and **fpsets** subroutines. For more information, see "Efficient Floating-Point Control and Inquiry Procedures" on page 768.

Examples

```
CALL fpgets( fpstat )
 ...
CALL fpsets( fpstat )
BLOCK DATA
INCLUDE 'fpdc.h'
INCLUDE 'fpdt.h'
END
```

Efficient Floating-Point Control and Inquiry Procedures

XL Fortran provides several procedures that allow you to query and control the floating-point status and control register of the processor directly. These procedures are more efficient than the fpgets and fpsets subroutines because they are mapped into inlined machine instructions that manipulate the floating-point status and control register (fpscr) directly.

XL Fortran supplies the module `xlf_fp_util`, which contains the interfaces and data type definitions for these procedures and the definitions for the named constants that are needed by the procedures. This module enables type checking of these procedures at compile time rather than at link time. You can use the argument names listed in the examples as the names for keyword arguments when calling a procedure. The following files are supplied for the `xlf_fp_util` module:

File names	File type	Locations
xlf_fp_util.mod	module symbol file	• /usr/lpp/xlf/include • /usr/lpp/xlf/include_d7 **Note:** The files in these directories are exact copies of one another.

To use these procedures, you must add a `USE XLF_FP_UTIL` statement to your source file. For more information on **USE**, see "USE" on page 412.

If there are name conflicts (for example if the accessing subprogram has an entity with the same name as a module entity), use the **ONLY** clause or the renaming features of the **USE** statement. For example,

```
USE XLF_FP_UTIL, NULL1 => get_fpscr, NULL2 => set_fpscr
```

When compiling with the **-U** option, you must code the names of these procedures in all lowercase. We will show the names in lowercase here as a reminder.

The fpscr procedures are:
- "clr_fpscr_flags" on page 770
- "fp_trap" on page 770
- "get_fpscr" on page 771
- "get_fpscr_flags" on page 771
- "get_round_mode" on page 772
- "set_fpscr" on page 772
- "set_fpscr_flags" on page 772
- "set_round_mode" on page 773

The following table lists the constants that are used with the fpscr procedures:

Family	Constant	Description
General	FPSCR_KIND	The kind type parameter for a fpscr flags variable
	FP_MODE_KIND	The kind type parameter for fp_trap arguments and results

Family	Constant	Description
IEEE Rounding Modes	FP_RND_RN	Round toward nearest (default)
	FP_RND_RZ	Round toward zero
	FP_RND_RP	Round toward plus infinity
	FP_RND_RM	Round toward minus infinity
	FP_RND_MODE	Used to obtain the rounding mode from an FPSCR flags variable or value
IEEE Exception Enable Flags 1	TRP_INEXACT	Enable inexact trap
	TRP_DIV_BY_ZERO	Enable divide-by-zero trap
	TRP_UNDERFLOW	Enable underflow trap
	TRP_OVERFLOW	Enable overflow trap
	TRP_INVALID	Enable invalid trap
	FP_ENBL_SUMM	Trap enable summary or enable all
IEEE Exception Status Flags	FP_INVALID	Invalid operation exception
	FP_OVERFLOW	Overflow exception
	FP_UNDERFLOW	Underflow exception
	FP_DIV_BY_ZERO	Divide-by-zero exception
	FP_INEXACT	Inexact exception
	FP_ALL_IEEE_XCP	All IEEE exceptions summary flags
	FP_COMMON_IEEE_XCP	All IEEE exceptions summary flags excluding the FP_INEXACT exception
Machine Specific Exception Details Flags	FP_INV_SNAN	Signaling NaN
	FP_INV_ISI	Infinity – Infinity
	FP_INV_IDI	Infinity / Infinity
	FP_INV_ZDZ	0 / 0
	FP_INV_IMZ	Infinity * 0
	FP_INV_CMP	Unordered compare
	FP_INV_SQRT	Square root of negative number
	FP_INV_CVI	Conversion to integer error
	FP_INV_VXSOFT	Software request
Machine Specific Exception Summary Flags	FP_ANY_XCP	Any exception summary flag
	FP_ALL_XCP	All exceptions summary flags
	FP_COMMON_XCP	All exceptions summary flags excluding the FP_INEXACT exception
fp_trap constants 2	FP_TRAP_SYNC	Precise trapping on
	FP_TRAP_OFF	Trapping off
	FP_TRAP_QUERY	Query trapping mode
	FP_TRAP_IMP	Non-recoverable imprecise trapping on
	FP_TRAP_IMP_REC	Recoverable imprecise trapping on
	FP_TRAP_FASTMODE	Select fastest available mode
	FP_TRAP_ERROR	Error condition
	FP_TRAP_UNIMPL	Requested mode not available

Notes:

1. In order to enable exception trapping, you must set the desired IEEE Exception Enable Flags and,
   - change the mode of the user process to allow floating-point exceptions to generate traps with a call to fp_trap, or,
   - compile your program with the appropriate **–qflttrap** suboption. For more information on the **-qflttrap** compiler option and its suboptions, see the *User's Guide*.
2. For more information on fp_trap constants, see fp_trap in *AIX Technical Reference: Base Operating System and Extensions Volume 1*.

xlf_fp_util Floating-Point Procedures

This section lists the efficient floating-point control and inquiry procedures in the XLF_FP_UTIL intrinsic module.

clr_fpscr_flags

Type: The clr_fpscr_flags subroutine clears the floating-point status and control register flags you specify in the MASK argument. Flags that you do not specify in MASK remain unaffected. MASK must be of type INTEGER(FPSCR_KIND). You can manipulate the MASK using the intrinsic procedures described in "Integer Bit Model" on page 533.

For more information on the FPSCR constants, see "FPSCR constants" on page 768.

Examples:

```
USE, INTRINSIC :: XLF_FP_UTIL
INTEGER(FPSCR_KIND) MASK

! Clear the overflow and underflow exception flags

MASK=(IOR(FP_OVERFLOW,FP_UNDERFLOW))
CALL clr_fpscr_flags(MASK)
```

For another example of the clr_fpscr_flags subroutine, see "get_fpscr_flags" on page 771.

fp_trap

Type: The fp_trap function allows you to query or change the mode of the user process to allow floating-point exceptions to generate traps. The argument TRAP_MODE should be an fp_trap constant. For information on fp_trap constants, see "FPSCR constants" on page 768.

For more information, see fp_trap in *AIX Technical Reference: Base Operating System and Extensions Volume 1*.

Result Type and Attributes: fp_trap returns INTEGER(FP_MODE_KIND) in the form of an fp_trap constant.

Result Value: See *AIX Technical Reference: Base Operating System and Extensions Volume 1*.

Examples:

```
USE XLF_FP_UTIL
INTEGER(FP_MODE_KIND) FP_MODE, TRAP_MODE

TRAP_MODE = FP_TRAP_IMP
FP_MODE = fp_trap(TRAP_MODE)
```

For another example of how to use fp_trap, see “set_fpscr_flags” on page 772.

get_fpscr

Type: The get_fpscr function returns the current value of the floating-point status and control register (fpscr) of the processor.

Result Type and Attributes: INTEGER(FPSCR_KIND)

Result Value: The current value of the floating-point status and control register (FPSCR) of the processor.

Examples:

```
USE, INTRINSIC :: XLF_FP_UTIL
INTEGER(FPSCR_KIND) FPSCR

FPSCR=get_fpscr()
```

get_fpscr_flags

Type: The get_fpscr_flags function returns the current state of the floating-point status and control register flags you specify in the MASK argument. MASK must be of type INTEGER(FPSCR_KIND). You can manipulate the MASK using the intrinsics described in “Integer Bit Model” on page 533.

For more information on the FPSCR constants, see “FPSCR constants” on page 768.

Result Type and Attributes: An INTEGER(FPSCR_KIND)

Result Value: The status of the FPSCR flags specified by the MASK argument. If a flag specified in the MASK argument is on, the value for the flag will be returned in the return value. The following example requests the status of the FP_DIV_BY_ZERO and FP_INVALID flags.
- If both flags are on, the return value is IOR(FP_DIV_BY_ZERO, FP_INVALID).
- If only the FP_INVALID flag is on, the return value is FP_INVALID.
- If only the FP_DIV_BY_ZERO flag is on, the return value is FP_DIV_BY_ZERO.
- If neither flag is on, the return value is 0.

Examples:

```
USE, INTRINSIC :: XLF_FP_UTIL

! ...

IF (get_fpscr_flags(IOR(FP_DIV_BY_ZERO,FP_INVALID)) .NE. 0) THEN
  ! Either Divide-by-zero or an invalid operation occurred.

  ! ...

  ! After processing the exception, the exception flags are
  ! cleared.
  CALL clr_fpscr_flags(IOR(FP_DIV_BY_ZERO,FP_INVALID))
END IF
```

get_round_mode

Type: The get_round_mode function returns the current floating-point rounding mode. The return value will be one of the constants FP_RND_RN, FP_RND_RZ, FP_RND_RP or FP_RND_RM. For more information on the rounding mode constants, see "FPSCR constants" on page 768.

Result Type and Attributes: An INTEGER(FPSCR_KIND)

Result Value: One of the constants FP_RND_RN, FP_RND_RZ, FP_RND_RP or FP_RND_RM.

Examples:

```
USE, INTRINSIC :: XLF_FP_UTIL
INTEGER(FPSCR_KIND) MODE

MODE=get_round_mode()
IF (MODE .EQ. FP_RND_RZ) THEN
! ...
END IF
```

set_fpscr

Type: The set_fpscr function sets the floating-point status and control register (fpscr) of the processor to the value provided in the FPSCR argument, and returns the value of the register before the change.

Argument Type and Attributes: An INTEGER(FPSCR_KIND)

Result Type and Attributes: An INTEGER(FPSCR_KIND).

Result Value: The value of the register before it was set with set_fpscr.

Examples:

```
USE, INTRINSIC :: XLF_FP_UTIL
INTEGER(FPSCR_KIND) FPSCR, OLD_FPSCR

FPSCR=get_fpscr()

! ...  Some changes are made to FPSCR  ...

OLD_FPSCR=set_fpscr(FPSCR)  ! OLD_FPSCR is assigned the value of
                            ! the register before it was
                            ! set with set_fpscr
```

set_fpscr_flags

Type: The set_fpscr_flags subroutine allows you to set the floating-point status and control register flags you specify in the MASK argument. Flags that you do not specify in MASK remain unaffected. MASK must be of type INTEGER(FPSCR_KIND). You can manipulate the MASK using the intrinsics described in "Integer Bit Model" on page 533.

For more information on the FPSCR constants, see "FPSCR constants" on page 768.

Examples:

```
USE XLF_FP_UTIL
INTEGER(FPSCR_KIND) SAVED_FPSCR
INTEGER(FP_MODE_KIND) FP_MODE
```

```
SAVED_FPSCR = get_fpscr()          ! Saves the current value of
                                   ! the fpscr register.
FP_MODE = fp_trap(FP_TRAP_SYNC)    ! Enables precise trapping.

CALL set_fpscr_flags(TRP_DIV_BY_ZERO) ! Enables trapping of
! ...                                 ! divide-by-zero.
FP_MODE=fp_trap(FP_MODE)              ! Restores initial trap
                                      ! mode.
SAVED_FPSCR=set_fpscr(SAVED_FPSCR)    ! Restores fpscr register.
```

set_round_mode

Type: The set_round_mode function sets the current floating-point rounding mode, and returns the rounding mode before the change. You can set the mode to FP_RND_RN, FP_RND_RZ, FP_RND_RP or FP_RND_RM. For more information on the rounding mode constants, see "FPSCR constants" on page 768.

Argument Type and Attributes: Integer of kind FPSCR_KIND

Result Type and Attributes: Integer of kind FPSCR_KIND

Result Value: The rounding mode before the change.

Examples:

```
USE XLF_FP_UTIL
INTEGER(FPSCR_KIND) MODE

MODE=set_round_mode(FP_RND_RZ)  ! The rounding mode is set to
                                ! round towards zero.  MODE is
! ...                           ! assigned the previous rounding
                                ! mode.
MODE=set_round_mode(MODE)       ! The rounding mode is restored.
```

IEEE Modules and Support

Fortran 2003 Draft Standard

XL Fortran offers support for IEEE floating–point functionality as specified in the Fortran 2003 draft standard. The draft standard defines the **IEEE_EXCEPTIONS** module for exceptions, the **IEEE_ARITHMETIC** module to support IEEE arithmetic, and **IEEE_FEATURES** to specify the IEEE features supported by the compiler.

When using the **IEEE_EXCEPTIONS**, or **IEEE_ARITHMETIC** intrinsic modules, the XL Fortran compiler enforces several Fortran 2003 draft standard rules regarding the scope of changes to the floating-point status concerning rounding mode, halting mode, and exception flags. This can impede the performance of programs that use these modules, but do not utilize the new floating-point status semantics. For such programs, the **–qstrictieeemod** compiler option is provided to relax the rules on saving and restoring floating point status.

Notes:

1. XL Fortran Extended Precision floating–point numbers are not in the format suggested by the IEEE standard. As a result, some parts of the modules do not support **REAL(16)**.
2. The **IEEE_SET_FLAG** subroutine will not set the **IEEE_INVALID** exception flag on POWER and POWER2 platforms.

3. Programs using the halting facilities of the IEEE modules must be compiled using **-qflttrap** option. When halting is enabled and an exception occurs, the IEEE modules generate **SIGTRAP** signals. Specifying the **-qflttrap=imprecise** compiler option reduces the performance impact of halting while remaining compliant with the Fortran 2003 draft standard requirements.

Compiling and Exception Handling

XL Fortran provides a number of options for strict compliance with the IEEE standard.

- Use **-qfloat=nomaf** to ensure compatibility with the IEEE standard for floating point arithmetic (IEEE 754-1985).
- When compiling programs that change the rounding mode, use **-qfloat=rrm**.
- Use **-qfloat=nans** to detect signaling NaN values. Signaling NaN values can only occur if specified in a program.
- Use the **-qstrict** compiler option for strict conformance to the IEEE standard for floating-point arithmetic on programs compiled with an optimization level of **-O3** or higher, **-qhot**, **-qipa**, **–qpdf**, or **-qsmp**.
- Compile programs containing a call to a convert-to-integer operation through assignment or the **INT** intrinsic with the **–qarch=ppc** compiler option, or the appropriate **–qarch** suboption for your PowerPC hardware. Specifying an appropriate **–qarch** compiler suboption allows the **IEEE_INVALID** exception to signal on invalid convert-to-integer operations on the PowerPC platform.
- To allow the **IEEE_INVALID** exception to signal on invalid **SQRT** operations on AIX 5.1 and above, specify the following command when you run the application:

  ```
  export SQRT_EXCEPTION=3.1
  ```
- Invalid convert–to–integer and square root operations will not set the **IEEE_INVALID** exception flag on POWER platforms.

Related Information

For more information on IEEE floating–point and specific explanations of the compiler options listed above, see *XL Fortran Floating-Point Processing* in the *User's Guide*.

General Rules for Implementing IEEE Modules

The **IEEE_ARITHMETIC**, **IEEE_EXCEPTIONS**, and **IEEE_FEATURES** modules are intrinsic, though the types and procedures defined in these modules are not intrinsic.

All functions contained in IEEE modules are pure.

All procedure names are generic and not specific.

The default value for all exception flags is quiet.

By default, exceptions do not cause halting.

Rounding mode defaults towards nearest.

IEEE Derived Data Types and Constants

The IEEE modules define the following derived types.

IEEE_FLAG_TYPE

Type: A derived data type defined by the **IEEE_EXCEPTIONS** module that identifies a particular exception flag. The values for **IEEE_FLAG_TYPE** must be one of the following named constants as defined in the **IEEE_EXCEPTIONS** module:

IEEE_OVERFLOW
: Occurs when the result for an intrinsic real operation or an assignment has an exponent too large to be represented. This exception also occurs when the real or imaginary part of the result for an intrinsic complex operation or assignment has an exponent too large to be represented.

  When using **REAL(4)**, an overflow occurs when the result value's unbiased exponent is > 127 or < –126.

  When using **REAL(8)**, an overflow occurs when the result value's unbiased exponent is > 1023 or < –1022.

IEEE_DIVIDE_BY_ZERO
: Occurs when a real or complex division has a nonzero numerator and a zero denominator.

IEEE_INVALID
: Occurs when a real or complex operation or assignment is invalid.

IEEE_UNDERFLOW
: Occurs when the result for an intrinsic real operation or assignment has an absolute value too small to be represented by anything other than zero, and loss of accuracy is detected. The exception also occurs when the real or imaginary part of the result for an intrinsic complex operation or assignment has an absolute value that is too small to be represented by anything other than zero, and loss of accuracy is detected.

  For **REAL(4)**, an underflow occurs when the result has an absolute value < 2^{-149}.

  For **REAL(8)**, an underflow occurs when the result has an absolute value < 2^{-1074}.

IEEE_INEXACT
: Occurs when the result of a real or complex assignment or operation is not exact.

The following constants are arrays of **IEEE_FLAG_TYPE**:

IEEE_USUAL
: An array named constant containing **IEEE_OVERFLOW**, **IEEE_DIVIDE_BY_ZERO**, and **IEEE_INVALID** elements in order.

IEEE_ALL
: An array named constant containing **IEEE_USUAL**, **IEEE_UNDERFLOW**, and **IEEE_INEXACT** elements in order.

IEEE_STATUS_TYPE

Type: A derived data type defined in the **IEEE_ARITHMETIC** module that represents the current floating-point status. The floating-point status encompasses the values of all exception flags, halting, and rounding modes.

IEEE_CLASS_TYPE

Type: A derived data type defined in the **IEEE_ARITHMETIC** module that categorizes a class of floating-point values. The values for **IEEE_CLASS_TYPE** must be one of the following named constants as defined in the **IEEE_ARITHMETIC** module:

IEEE_SIGNALING_NAN	**IEEE_NEGATIVE_ZERO**
IEEE_QUIET_NAN	**IEEE_POSITIVE_ZERO**
IEEE_NEGATIVE_INF	**IEEE_POSITIVE_DENORMAL**
IEEE_NEGATIVE_NORMAL	**IEEE_POSITIVE_NORMAL**
IEEE_NEGATIVE_DENORMAL	**IEEE_POSITIVE_INF**

IEEE_ROUND_TYPE

Type: A derived data type defined in the **IEEE_ARITHMETIC** module that identifies a particular rounding mode. The values for **IEEE_ROUND_TYPE** must be one of the following named constants as defined in the **IEEE_ARITHMETIC** module:

IEEE_NEAREST
Rounds the exact result to the nearest representable value.

IEEE_TO_ZERO
Rounds the exact result to the next representable value, towards zero.

IEEE_UP
Rounds the exact result to the next representable value, towards positive infinity.

IEEE_DOWN
Rounds the exact result to the next representable value, towards negative infinity.

IEEE_OTHER
Indicates that the rounding mode does not conform to the IEEE standard.

IEEE_FEATURES_TYPE

Type: A derived data type defined in the **IEEE_FEATURES** module that identifies the IEEE features to use. The values for **IEEE_FEATURES_TYPE** must be one of the following named constants as defined in the **IEEE_FEATURES** module:

IEEE_DATATYPE	**IEEE_DATATYPE**
IEEE_DENORMAL	**IEEE_INVALID_FLAG**
IEEE_DIVIDE	**IEEE_NAN**
IEEE_HALTING	**IEEE_ROUNDING**
IEEE_INEXACT_FLAG	**IEEE_SQRT**
IEEE_INF	**IEEE_UNDERFLOW_FLAG**

IEEE Operators

The **IEEE_ARITHMETIC** module defines two sets of elemental operators for comparing variables of **IEEE_CLASS_TYPE** or **IEEE_ROUND_TYPE**.

==	Allows you to compare two **IEEE_CLASS_TYPE** or two **IEEE_ROUND_TYPE** values. The operator returns true if the values are identical or false if they differ.
/=	Allows you to compare two **IEEE_CLASS_TYPE** or two **IEEE_ROUND_TYPE** values. The operator returns true if the values differ or false if they are identical.

IEEE PROCEDURES

To use the following IEEE procedures, you must add a `USE IEEE_ARITHMETIC`, `USE IEEE_EXCEPTIONS`, or `USE IEEE_FEATURES` statement to your source file as required. For more information on the **USE** statement, see "USE" on page 412.

Rules for Using IEEE Procedures

Type: XL Fortran supports all the named constants in the **IEEE_FEATURES** module.

The **IEEE_ARITHMETIC** module behaves as if it contained a **USE** statement for **IEEE_EXCEPTIONS**. All values that are public in **IEEE_EXCEPTIONS** remain public in **IEEE_ARITHMETIC**.

When the **IEEE_EXCEPTIONS** or the **IEEE_ARITHMETIC** modules are accessible, **IEEE_OVERFLOW** and **IEEE_DIVIDE_BY_ZERO** are supported in the scoping unit for all kinds of real and complex data. To determine the other exceptions supported use the **IEEE_SUPPORT_FLAG** function. Use **IEEE_SUPPORT_HALTING** to determine if halting is supported. Support of other exceptions is influenced by the accessibility of the named constants **IEEE_INEXACT_FLAG**, **IEEE_INVALID_FLAG**, and **IEEE_UNDERFLOW_FLAG** of the **IEEE_FEATURES** module as follows:

- If a scoping unit has access to **IEEE_UNDERFLOW_FLAG** of **IEEE_FEATURES**, the scoping unit supports underflow and returns true from **IEEE_SUPPORT_FLAG(IEEE_UNDERFLOW, X)**, for **REAL(4)** and **REAL(8)**.
- If **IEEE_INEXACT_FLAG** or **IEEE_INVALID_FLAG** is accessible, the scoping unit supports the exception and returns true from the corresponding inquiry for **REAL(4)** and **REAL(8)**.
- If **IEEE_HALTING** is accessible, the scoping unit supports halting control and returns true from **IEEE_SUPPORT_HALTING(FLAG)** for the flag.

If an exception flag signals on entry to a scoping unit that does not access **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC**, the compiler ensures that the exception flag is signaling on exit. If a flag is quiet on entry to such a scoping unit, it can be signaling on exit.

Further IEEE support is available through the **IEEE_ARITHMETIC** module. Support is influenced by the accessibility of named constants in the **IEEE_FEATURES** module:

- If a scoping unit has access to **IEEE_DATATYPE** of **IEEE_FEATURES**, the scoping unit supports IEEE arithmetic and returns true from **IEEE_SUPPORT_DATATYPE(X)** for **REAL(4)** and **REAL(8)**.
- If **IEEE_DENORMAL**, **IEEE_DIVIDE**, **IEEE_INF**, **IEEE_NAN**, **IEEE_ROUNDING**, or **IEEE_SQRT** is accessible, the scoping unit supports the feature and returns true from the corresponding inquiry function for **REAL(4)** and **REAL(8)**.

- For **IEEE_ROUNDING**, the scoping unit returns true for all the rounding modes **IEEE_NEAREST**, **IEEE_TO_ZERO**, **IEEE_UP**, and **IEEE_DOWN** for **REAL(4)** and **REAL(8)**.

If the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** modules are accessed, and **IEEE_FEATURES** is not, the supported subset of features is the same as if **IEEE_FEATURES** was accessed.

IEEE_CLASS(X)

Type: An elemental IEEE class function. Returns the IEEE class of a floating-point value.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: The result is of type **IEEE_CLASS_TYPE**.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** function must return with a value of true. If you specify a data type of **REAL(16)**, then **IEEE_SUPPORT_DATATYPE** will return false, though the appropriate class type will still be returned.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE(IEEE_CLASS_TYPE) :: C
REAL :: X = -1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  C = IEEE_CLASS(X)              ! C has class IEEE_NEGATIVE_NORMAL
ENDIF
```

IEEE_COPY_SIGN(X, Y)

Type: An elemental IEEE copy sign function. Returns the value of *X* with the sign of *Y*.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* and *Y* are of type real, though they may be of different kinds.

Result Type and Attributes: The result is of the same kind and type as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_DATATYPE(Y)** must return with a value of true.

For supported IEEE special values, such as NaN and infinity, **IEEE_COPY_SIGN** returns the value of *X* with the sign of *Y*.

IEEE_COPY_SIGN ignores the **–qxlf90=nosignedzero** compiler option.

Note: XL Fortran **REAL(16)** numbers have no signed zero.

Examples: **Example 1:**

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X
DOUBLE PRECISION :: Y
```

```
X =  3.0
Y = -2.0
IF (IEEE_SUPPORT_DATATYPE(X) .AND. IEEE_SUPPORT_DATATYPE(Y)) THEN
  X = IEEE_COPY_SIGN(X,Y)              ! X has value -3.0
ENDIF
```

Example 2:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X, Y
Y =  1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  X = IEEE_VALUE(X, IEEE_NEGATIVE_INF)  ! X has value -inf
  X = IEEE_COPY_SIGN(X,Y)              ! X has value +inf
ENDIF
```

IEEE_GET_FLAG(FLAG, FLAG_VALUE)

Type: An elemental IEEE subroutine. Retrieves the status of the exception flag specified. Sets *FLAG_VALUE* to true if the flag is signaling, or false otherwise.

Module: IEEE_ARITHMETIC

Syntax: Where *FLAG* is an **INTENT(IN)** argument of type **IEEE_FLAG_TYPE** specifying the IEEE flag to obtain. *FLAG_VALUE* is an **INTENT(OUT)** default logical argument that contains the value of *FLAG*.

Examples:

```
USE, INTRINSIC:: IEEE_EXCEPTIONS
LOGICAL :: FLAG_VALUE
CALL IEEE_GET_FLAG(IEEE_OVERFLOW,FLAG_VALUE)
IF (FLAG_VALUE) THEN
  PRINT *, "Overflow flag is signaling."
ELSE
  PRINT *, "Overflow flag is quiet."
ENDIF
```

IEEE_GET_HALTING_MODE(FLAG, HALTING)

Type: An elemental IEEE subroutine. Retrieves the halting mode for an exception and sets *HALTING* to true if the exception specified by the flag will cause halting. If you use **–qflttrap=imprecise**, halting is not precise and may occur after the exception. By default, exceptions do not cause halting in XL Fortran.

Module: IEEE_ARITHMETIC

Syntax: Where *FLAG* is an **INTENT(IN)** argument of type **IEEE_FLAG_TYPE** specifying the IEEE flag. *HALTING* is an **INTENT(OUT)** default logical.

Examples:

```
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL HALTING
CALL IEEE_GET_HALTING_MODE(IEEE_OVERFLOW,HALTING)
IF (HALTING) THEN
  PRINT *, "The program will halt on an overflow exception."
ENDIF
```

IEEE_GET_ROUNDING_MODE (ROUND_VALUE)

Type: An IEEE subroutine. Sets *ROUND_VALUE* to the current IEEE rounding mode.

Module: **IEEE_ARITHMETIC**

Syntax: Where *ROUND_VALUE* is an **INTENT(OUT)** scalar of type **IEEE_ROUND_TYPE**.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE(IEEE_ROUND_TYPE) ROUND_VALUE
CALL IEEE_GET_ROUNDING_MODE(ROUND_VALUE) ! Store the rounding mode
IF (ROUND_VALUE == IEEE_OTHER) THEN
  PRINT *, "You are not using an IEEE rounding mode."
ENDIF
```

IEEE_GET_STATUS(STATUS_VALUE)

Type: An IEEE subroutine. Retrieves the current IEEE floating-point status.

Module: **IEEE_ARITHMETIC**

Syntax: Where *STATUS_VALUE* is an **INTENT(OUT)** scalar of type **IEEE_STATUS_TYPE**.

Rules: You can only use *STATUS_VALUE* in an **IEEE_SET_STATUS** invocation.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE(IEEE_STATUS_TYPE) STATUS_VALUE
...
CALL IEEE_GET_STATUS(STATUS_VALUE)   ! Get status of all exception flags
CALL IEEE_SET_FLAG(IEEE_ALL,.FALSE.) ! Set all exception flags to quiet
... ! calculation involving exception handling
CALL IEEE_SET_STATUS(STATUS_VALUE)   ! Restore the flags
```

IEEE_IS_FINITE(X)

Type: An elemental IEEE function. Tests whether a value is finite. Returns true if **IEEE_CLASS(X)** has one of the following values:

- **IEEE_NEGATIVE_NORMAL**
- **IEEE_NEGATIVE_DENORMAL**
- **IEEE_NEGATIVE_ZERO**
- **IEEE_POSITIVE_ZERO**
- **IEEE_POSITIVE_DENORMAL**
- **IEEE_POSITIVE_NORMAL**

It returns false otherwise.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X = 1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  PRINT *, IEEE_IS_FINITE(X)    ! Prints true
ENDIF
```

IEEE_IS_NAN(X)

Type: An elemental IEEE function. Tests whether a value is IEEE Not-a-Number. Returns true if **IEEE_CLASS(X)** has the value **IEEE_SIGNALING_NAN** or **IEEE_QUIET_NAN**. It returns false otherwise.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_NAN(X)** must return with a value of true.

Examples: **Example 1:**

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X = -1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  IF (IEEE_SUPPORT_SQRT(X)) THEN    ! IEEE-compliant SQRT function
    IF (IEEE_SUPPORT_NAN(X)) THEN
      PRINT *, IEEE_IS_NAN(SQRT(X)) ! Prints true
    ENDIF
  ENDIF
ENDIF
```

Example 2:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X = -1.0
IF (IEEE_SUPPORT_STANDARD(X)) THEN
  PRINT *, IEEE_IS_NAN(SQRT(X))     ! Prints true
ENDIF
```

IEEE_IS_NEGATIVE(X)

Type: An elemental IEEE function. Tests whether a value is negative. Returns true if **IEEE_CLASS(X)** has one of the following values:

- **IEEE_NEGATIVE_NORMAL**
- **IEEE_NEGATIVE_DENORMAL**
- **IEEE_NEGATIVE_ZERO**
- **IEEE_NEGATIVE_INF**

It returns false otherwise.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(1.0)) THEN
  PRINT *, IEEE_IS_NEGATIVE(1.0)    ! Prints false
ENDIF
```

IEEE_IS_NORMAL(X)

Type: An elemental IEEE function. Tests whether a value is normal. Returns true if **IEEE_CLASS(X)** has one of the following values:

- **IEEE_NEGATIVE_NORMAL**
- **IEEE_NEGATIVE_ZERO**
- **IEEE_POSITIVE_ZERO**
- **IEEE_POSITIVE_NORMAL**

It returns false otherwise.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X = -1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  IF (IEEE_SUPPORT_SQRT(X)) THEN     ! IEEE-compliant SQRT function
    PRINT *, IEEE_IS_NORMAL(SQRT(X)) ! Prints false
  ENDIF
ENDIF
```

IEEE_LOGB(X)

Type: An elemental IEEE function. Returns unbiased exponent in the IEEE floating-point format. If the value of *X* is neither zero, infinity, or NaN, the result has the value of the unbiased exponent of *X*, equal to **EXPONENT(X)–1**.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is the same type and kind as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If *X* is zero, the result is negative infinity.

If *X* is infinite, the result is positive infinity.

If *X* is NaN, the result is nan.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(1.1)) THEN
  PRINT *, IEEE_LOGB(1.1)  ! Prints 0.0
ENDIF
```

IEEE_NEXT_AFTER(X, Y)

Type: An elemental IEEE function. Returns the next machine-representable neighbor of *X* in the direction towards *Y*.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* and *Y* are of type real.

Result Type and Attributes: Where the result is the same type and kind as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_DATATYPE(Y)** must return with a value of true.

If *X* and *Y* are equal the function returns *X* without signaling an exception. If *X* and *Y* are not equal, the function returns the next machine-representable neighbor of *X* in the direction towards *Y*.

The neighbors of zero, of either sign, are both nonzero.

IEEE_OVERFLOW and **IEEE_INEXACT** are signaled when *X* is finite but **IEEE_NEXT_AFTER(X, Y)** is infinite.

IEEE_UNDERFLOW and **IEEE_INEXACT** are signaled when **IEEE_NEXT_AFTER(X, Y)** is denormalized or zero.

If *X* or *Y* is a quiet NaN, the result is one of the input NaN values.

Examples: **Example 1:**

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X = 1.0, Y = 2.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  PRINT *, (IEEE_NEXT_AFTER(X,Y) == X + EPSILON(X))  ! Prints true
ENDIF
```

Example 2:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL(4) :: X = 0.0, Y = 1.0
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
  PRINT *, (IEEE_NEXT_AFTER(X,Y) == 2.0**(-149))  ! Prints true
ENDIF
```

IEEE_REM(X, Y)

Type: An elemental IEEE remainder function. The result value, regardless of the rounding mode, is exactly *X–Y*N*, where *N* is the integer nearest to the exact value *X/Y*; whenever |*N* - *X/Y*| = 1/2, *N* is even.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* and *Y* are of type real.

Result Type and Attributes: Where the result is of type real with the same kind as the argument with greater precision.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_DATATYPE(Y)** must return with a value of true.

If the result value is zero, the sign is the same as *X*.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(4.0)) THEN
  PRINT *, IEEE_REM(4.0,3.0)  ! Prints  1.0
  PRINT *, IEEE_REM(3.0,2.0)  ! Prints -1.0
  PRINT *, IEEE_REM(5.0,2.0)  ! Prints  1.0
ENDIF
```

IEEE_RINT(X)

Type: An elemental IEEE function. Rounds to an integer value according to the current rounding mode.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real.

Result Type and Attributes: Where the result is the same type and kind as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If the result has the value zero, the sign is that of *X*.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(1.1)) THEN
  CALL IEEE_SET_ROUNDING_MODE(IEEE_NEAREST)
  PRINT *, IEEE_RINT(1.1)      ! Prints 1.0
  CALL IEEE_SET_ROUNDING_MODE(IEEE_UP)
  PRINT *, IEEE_RINT(1.1)      ! Prints 2.0
ENDIF
```

IEEE_SCALB(X, I)

Type: An elemental IEEE function. Returns $X * 2^I$.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real and *I* is of type **INTEGER**.

Result Type and Attributes: Where the result is the same type and kind as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If $X * 2^I$ is representable as a normal number, then the result is a normal number.

If *X* is finite and $X * 2^I$ is too large the **IEEE_OVERFLOW** exception occurs. The result value is infinity with the sign of *X*.

If *X* * 2^{I} is too small and there is a loss of accuracy, the **IEEE_UNDERFLOW** exception occurs. The result is the nearest representable number with the sign of *X*.

If *X* is infinite, the result is the same as *X* with no exception signals.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(1.0)) THEN
  PRINT *, IEEE_SCALB(1.0,2)      ! Prints 4.0
ENDIF
```

IEEE_SELECTED_REAL_KIND([P, R])

Type: A transformational IEEE function. Returns a value of the kind type parameter of an IEEE real data type with decimal precision of at least *P* digits, and a decimal exponent range of at least *R*.

Module: **IEEE_ARITHMETIC**

Syntax: Where *P* and *R* are both scalar optional arguments of type integer.

Rules: If the kind type parameter is not available and the precision is not available, the result is –1. If the kind type parameter is not available and the exponent range is not available, the result is –2. If the kind type parameter is not available and if neither the precision or the exponent range is available, the result is –3.

If more than one kind type parameter value is applicable, the value returned is the one with the smallest decimal precision. If there are several values, the smallest of these kind values is returned.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC

! P and R fit in a real(4)
PRINT *, IEEE_SELECTED_REAL_KIND(6,37)   ! prints 4

! P needs at least a real(8)
PRINT *, IEEE_SELECTED_REAL_KIND(14,37)  ! prints 8
! R needs at least a real(8)
PRINT *, IEEE_SELECTED_REAL_KIND(6,307)  ! prints 8

! P is too large
PRINT *, IEEE_SELECTED_REAL_KIND(40,37)  ! prints -1
! R is too large
PRINT *, IEEE_SELECTED_REAL_KIND(6,400)  ! prints -2
! P and R are both too large
PRINT *, IEEE_SELECTED_REAL_KIND(40,400) ! prints -3

END
```

IEEE_SET_FLAG(FLAG, FLAG_VALUE)

Type: An IEEE subroutine. Assigns a value to an IEEE exception flag.

Module: **IEEE_EXCEPTIONS**

Syntax: Where *FLAG* is an **INTENT(IN)** scalar or array argument of type **IEEE_FLAG_TYPE** corresponding to the value of the flag to be set. *FLAG_VALUE* is an **INTENT(IN)** scalar or array argument of type logical, corresponding to the desired status of the exception flag. The value of *FLAG_VALUE* should be conformable with the value of *FLAG*.

Rules: If *FLAG_VALUE* is true, the exception flag specified by *FLAG* is set to signaling. Otherwise, the flag is set to quiet.

Each element of *FLAG* must have a unique value.

Examples:

```
USE, INTRINSIC :: IEEE_EXCEPTIONS
CALL IEEE_SET_FLAG(IEEE_OVERFLOW, .TRUE.)
! IEEE_OVERFLOW is now signaling
```

IEEE_SET_HALTING_MODE(FLAG, HALTING)

Type: An IEEE subroutine. Controls continuation or halting after an exception.

Module: IEEE_EXCEPTIONS

Syntax: Where *FLAG* is an **INTENT(IN)** scalar or array argument of type **IEEE_FLAG_TYPE** corresponding to the exception flag for which holding applies. *HALTING* is an **INTENT(IN)** scalar or array argument of type logical, corresponding to the desired halting status. By default exceptions will not cause halting in XL Fortran. The value of *HALTING* should be conformable with the value of *FLAG*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If you use the **–qflttrap=imprecise** compiler option, halting is not precise and may occur after the exception has occurred.

If *HALTING* is true, the exception specified by *FLAG* will cause halting. Otherwise, execution will continue after the exception.

If your code sets the halting mode to true for an exception flag and you do not use the **-qflttrap=enable** option when compiling the entire program, the program will produce unexpected results if exceptions occur. See the *User's Guide* for further information.

Each element of *FLAG* must have a unique value.

Examples:

```
@PROCESS FLOAT(NOFOLD)
USE, INTRINSIC :: IEEE_EXCEPTIONS
REAL :: X
CALL IEEE_SET_HALTING_MODE(IEEE_DIVIDE_BY_ZERO, .TRUE.)
X = 1.0 / 0.0
! Program will halt with a divide-by-zero exception
```

IEEE_SET_ROUNDING_MODE (ROUND_VALUE)

Type: An IEEE subroutine. Sets the current rounding mode.

Module: IEEE_ARITHMETIC

Syntax: Where *ROUND_VALUE* is an **INTENT(IN)** argument of type **IEEE_ROUND_TYPE** specifying the rounding mode.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_ROUNDING (ROUND_VALUE, X)** must return with a value of true.

The compilation unit calling this program must be compiled with the **-qfloat=rrm** compiler option.

All compilation units calling programs compiled with the **-qfloat=rrm** compiler option must also be compiled with this option.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
IF (IEEE_SUPPORT_DATATYPE(1.1)) THEN
  CALL IEEE_SET_ROUNDING_MODE(IEEE_NEAREST)
  PRINT *, IEEE_RINT(1.1)       ! Prints 1.0
  CALL IEEE_SET_ROUNDING_MODE(IEEE_UP)
  PRINT *, IEEE_RINT(1.1)       ! Prints 2.0
ENDIF
```

IEEE_SET_STATUS(STATUS_VALUE)

Type: An IEEE subroutine. Restores the value of the floating-point status.

Module: **IEEE_ARITHMETIC**

Syntax: Where *STATUS_VALUE* is an **INTENT(IN)** argument of type **IEEE_STATUS_TYPE** specifying the floating-point status.

Rules: *STATUS_VALUE* must have been set previously by **IEEE_GET_STATUS**.

IEEE_SUPPORT_DATATYPE or IEEE_SUPPORT_DATATYPE(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports IEEE arithmetic. Support means using an IEEE data format and performing the binary operations of +, -, and * as in the IEEE standard whenever the operands and result all have normal values.

Note: NaN and Infinity are not fully supported for **REAL(16)**. Arithmetic operations do not necessarily propagate these values.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: If *X* is absent, the function returns a value of false.

If *X* is present and **REAL(16)**, the function returns a value of false. Otherwise the function returns true.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE(IEEE_STATUS_TYPE) STATUS_VALUE
...
CALL IEEE_GET_STATUS(STATUS_VALUE)   ! Get status of all exception flags
CALL IEEE_SET_FLAG(IEEE_ALL,.FALSE.) ! Set all exception flags to quiet
... ! calculation involving exception handling
CALL IEEE_SET_STATUS(STATUS_VALUE)   ! Restore the flags
```

IEEE_SUPPORT_DENORMAL or IEEE_SUPPORT_DENORMAL(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports denormalized numbers.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

The result has a value of true if the implementation supports arithmetic operations and assignments with denormalized numbers for all arguments of type real where *X* is absent, or for real variables of the same kind type parameter as *X*. Otherwise, the result has a value of false.

IEEE_SUPPORT_DIVIDE or IEEE_SUPPORT_DIVIDE(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports division to the accuracy of the IEEE standard.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

The result has a value of true if the implementation supports division with the accuracy specified by the IEEE standard for all arguments of type real where *X* is absent, or for real variables of the same kind type parameter as *X*. Otherwise, the result has a value of false.

IEEE_SUPPORT_FLAG(FLAG) or IEEE_SUPPORT_FLAG(FLAG, X)

Type: An inquiry IEEE function. Determines whether the current implementation supports an exception.

Module: **IEEE_EXCEPTIONS**

Syntax: Where *FLAG* is a scalar argument of **IEEE_FLAG_TYPE**. *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: The result has a value of true if the implementation supports detection of the exception specified for all arguments of type real where *X* is absent, or for real variables of the same kind type parameter as *X*. Otherwise, the result has a value of false.

If *X* is absent, the result has a value of false.

If *X* is present and of type **REAL(16)**, the result has a value of false. Otherwise the result has a value of true.

IEEE_SUPPORT_HALTING(FLAG)

Type: An inquiry IEEE function. Determines whether the current implementation supports the ability to abort or continue execution after an exception occurs. Support by the current implementation includes the ability to change the halting mode using **IEEE_SET_HALTING(FLAG)**.

Module: **IEEE_EXCEPTIONS**

Syntax: Where *FLAG* is an **INTENT(IN)** argument of **IEEE_FLAG_TYPE**.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: The result returns with a value of true for all flags.

IEEE_SUPPORT_INF or IEEE_SUPPORT_INF(X)

Type: An inquiry IEEE function. Support indicates that IEEE infinity behavior for unary and binary operations, including those defined by intrinsic functions and by functions in intrinsic modules, complies with the IEEE standard.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

The result has a value of true if the implementation supports IEEE positive and negative infinities for all arguments of type real where *X* is absent, or for real variables of the same kind type parameter as *X*. Otherwise, the result has a value of false.

If *X* is of type **REAL(16)**, the result has a value of false. Otherwise the result has a value of true.

IEEE_SUPPORT_IO or IEEE_SUPPORT_IO(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports IEEE base conversion rounding during formatted input/output. Support refers the ability to do IEEE base conversion during formatted input/output as described in the IEEE standard for the modes **IEEE_UP**, **IEEE_DOWN**, **IEEE_ZERO**, and **IEEE_NEAREST** for all arguments of type real where *X* is absent, or for real variables of the same kind type parameter as *X*.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If *X* is present and of type **REAL(16)**, the result has a value of false. Otherwise, the result returns a value of true.

IEEE_SUPPORT_NAN or IEEE_SUPPORT_NAN(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports the IEEE Not-a-Number facility. Support indicates that IEEE NaN behavior for unary and binary operations, including those defined by intrinsic functions and by functions in intrinsic modules, conforms to the IEEE standard.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If *X* is absent, the result has a value of false.

If *X* is present and of type **REAL(16)**, the result has a value of false. Otherwise the result returns a value of true.

IEEE_SUPPORT_ROUNDING (ROUND_VALUE) or IEEE_SUPPORT_ROUNDING (ROUND_VALUE, X)

Type: An inquiry IEEE function. Determines whether the current implementation supports a particular rounding mode for arguments of type real. Support indicates the ability to change the rounding mode using **IEEE_SET_ROUNDING_MODE**.

Module: **IEEE_ARITHMETIC**

Syntax: Where *ROUND_VALUE* is a scalar argument of **IEEE_ROUND_TYPE**. *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If *X* is absent, the result has a value of true if the implementation supports the rounding mode defined by **ROUND_VALUE** for all arguments of type real. Otherwise, it has a value of false.

If *X* is present, the result returns a value of true if the implementation supports the rounding mode defined by **ROUND_VALUE** for real variables of the same kind type parameter as *X*. Otherwise, the result has a value of false.

If *X* is present and of type **REAL(16)**, the result returns a value of false when **ROUND_VALUE** has a value of **IEEE_NEAREST**. Otherwise the result returns a value of true.

If **ROUND_VALUE** has a value of **IEEE_OTHER** the result has a value of false.

IEEE_SUPPORT_SQRT or IEEE_SUPPORT_SQRT(X)

Type: An inquiry IEEE function. Determines whether the current implementation supports the **SQRT** as defined by the IEEE standard.

Module: IEEE_ARITHMETIC

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

If *X* is absent, the result returns a value of true if **SQRT** adheres to IEEE conventions for all variables of type **REAL**. Otherwise, the result has a value of false.

If *X* is present, the result returns a value of true if **SQRT** adheres to IEEE conventions for all variables of type **REAL** with the same kind type parameter as *X*. Otherwise, the result has a value of false.

If *X* is present and of type **REAL(16)**, the result has a value of false. Otherwise the result returns a value of true.

IEEE_SUPPORT_STANDARD or IEEE_SUPPORT_STANDARD(X)

Type: An inquiry IEEE function. Determines whether all facilities defined in the Fortran 2003 draft standard are supported.

Module: IEEE_ARITHMETIC

Syntax: Where *X* is a scalar or array valued argument of type real.

Result Type and Attributes: The result is a scalar of type default logical.

Rules: If *X* is absent, the result returns a value of false since XL Fortran supports **REAL(16)**.

If *X* is present, the result returns a value of true if the following functions also return true:
- **IEEE_SUPPORT_DATATYPE(X)**
- **IEEE_SUPPORT_DENORMAL(X)**
- **IEEE_SUPPORT_DIVIDE(X)**
- **IEEE_SUPPORT_FLAG(FLAG, X)** for every valid flag.
- **IEEE_SUPPORT_HALTING(FLAG)** for every valid flag.
- **IEEE_SUPPORT_INF(X)**
- **IEEE_SUPPORT_NAN(X)**

- **IEEE_SUPPORT_ROUNDING(ROUND_VALUE, X)** for every valid **ROUND_VALUE**
- **IEEE_SUPPORT_SQRT(X)**

Otherwise, the result returns a value of false.

IEEE_UNORDERED(X, Y)

Type: An elemental IEEE unordered function.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* and *Y* are of type real.

Result Type and Attributes: The result is of type default logical.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** and **IEEE_SUPPORT_DATATYPE(Y)** must return with a value of true.

Unordered function that returns with a value of true if *X* or *Y* is a NaN. Otherwise the function returns with a value of false.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL X, Y
X = 0.0
Y = IEEE_VALUE(Y, IEEE_QUIET_NAN)
PRINT *, IEEE_UNORDERED(X,Y)   ! Prints true
END
```

IEEE_VALUE(X, CLASS)

Type: An elemental IEEE function. Generates an IEEE value as specified by *CLASS*.

Note: Implementation of this function is platform and compiler dependent due to variances in NaN processing on differing platforms. A NaN value saved in a binary file that is read on a different platform than the one that generated the value will have unspecified results.

Module: **IEEE_ARITHMETIC**

Syntax: Where *X* is of type real. *CLASS* is of type **IEEE_CLASS_TYPE**.

Result Type and Attributes: The result is of the same type and kind as *X*.

Rules: To ensure compliance with the Fortran 2003 draft standard, the **IEEE_SUPPORT_DATATYPE(X)** must return with a value of true.

IEEE_SUPPORT_NAN(X) must be true if the value of *CLASS* is **IEEE_SIGNALING_NAN** or **IEEE_QUIET_NAN**.

IEEE_SUPPORT_INF(X) must be true if the value of *CLASS* is **IEEE_NEGATIVE_INF** or **IEEE_POSITIVE_INF**.

IEEE_SUPPORT_DENORMAL(X) must be true if the value of *CLASS* is **IEEE_NEGATIVE_DENORMAL** or **IEEE_POSITIVE_DENORMAL**.

Multiple calls of **IEEE_VALUE(X, CLASS)** return the same result for a particular value of *X*, if kind type parameter and *CLASS* remain the same.

If a compilation unit calls this program with a *CLASS* value of **IEEE_SIGNALING_NAN**, the compilation unit must be compiled with the **–qfloat=nans** compiler option.

Examples:

```
USE, INTRINSIC :: IEEE_ARITHMETIC
REAL :: X
IF (IEEE_SUPPORT_DATATYPE(X)) THEN
   X = IEEE_VALUE(X, IEEE_NEGATIVE_INF)
   PRINT *, X ! Prints -inf
END IF
```

Rules for Floating-Point Status

An exception flag set to signaling remains signaling until set to quiet by either the **IEEE_SET_FLAG** or **IEEE_SET_STATUS** subroutines.

The compiler ensures that a call from scoping units using the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** intrinsic modules does not change the floating–point status other than by setting exception flags to signaling.

If a flag is set to signaling on entry into a scoping unit that uses the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** modules, the flag is set to quiet and then restored to signaling when leaving that scoping unit.

In a scoping unit that uses the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** modules, the rounding and halting modes do not change on entry. On return, the rounding and halting modes are the same as on entry.

Evaluating a specification expression can cause an exception to signal.

Exception handlers must not use the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** modules.

The following rules apply to format processing and intrinsic procedures:
- The status of a signaling flag, either signaling or quiet, does not change because of an intermediate calculation that does not affect the result.
- If an intrinsic procedure executes normally, the values of the flags **IEEE_OVERFLOW**, **IEEE_DIVIDE_BY_ZERO**, and **IEEE_INVALID** remain the same on entry to the procedure.
- If a real or complex result is too large for the intrinsic to handle, **IEEE_OVERFLOW** may signal.
- If a real or complex result is a NaN because of an invalid operation, **IEEE_INVALID** may signal.

In a sequence of statements that has no invocations of **IEEE_GET_FLAG**, **IEEE_SET_FLAG**, **IEEE_GET_STATUS**, **IEEE_SET_HALTING**, or **IEEE_SET_STATUS**, the following applies. If the execution of an operation would cause an exception to signal but after execution of the sequence no value of a variable depends on the operation, whether the exception is signaling depends on the optimization level. Optimization transformations may eliminate some code, and thus IEEE exception flags signaled by the eliminated code will not signal.

An exception will not signal if this could arise only during execution of an operation beyond those required or permitted by the standard.

For procedures defined by means other than Fortran, it is the responsibility of the user to preserve floating–point status.

XL Fortran does not always detect floating-point exception conditions for extended precision values. If you turn on floating-point exception trapping in programs that use extended precision, XL Fortran may also generate signals in cases where an exception does not really occur. See *Detecting and Trapping Floating-Point Exceptions* in the *User's Guide* for more information.

Fortran 2003 IEEE derived types, constants, and operators are incompatible with the floating–point and inquiry procedures in **xlf_fp_util**, **fpsets**, and **fpgets** procedures. A value obtained from an IEEE procedure cannot be used in non-IEEE procedures. Within a single scoping unit, do not mix calls to the procedures in **xlf_fp_util**, **fpsets**, and **fpgets** with calls to the IEEE procedures. These procedures may change the floating–point status when called from scoping units that use the **IEEE_EXCEPTIONS** or **IEEE_ARITHMETIC** modules.

Examples

Example 1: In the following example, the main program calls procedure *P* which uses the **IEEE_ARITHMETIC** module. The procedure changes the floating–point status before returning. The example displays the changes to the floating–point status before calling procedure *P*, on entry into the procedure, on exit from *P*, and after returning from the procedure.

```
PROGRAM MAIN
  USE, INTRINSIC :: IEEE_ARITHMETIC

  INTERFACE
    SUBROUTINE P()
      USE IEEE_ARITHMETIC
    END SUBROUTINE P
  END INTERFACE

  LOGICAL, DIMENSION(5) :: FLAG_VALUES
  TYPE(IEEE_ROUND_TYPE) :: ROUND_VALUE

  CALL IEEE_SET_FLAG(IEEE_OVERFLOW, .TRUE.)

  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "MAIN: FLAGS ",FLAG_VALUES

  CALL P()

  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "MAIN: FLAGS ",FLAG_VALUES

  CALL IEEE_GET_ROUNDING_MODE(ROUND_VALUE)
  IF (ROUND_VALUE == IEEE_NEAREST) THEN
    PRINT *, "MAIN: ROUNDING MODE: IEEE_NEAREST"
  ENDIF
END PROGRAM MAIN

SUBROUTINE P()
  USE IEEE_ARITHMETIC
  LOGICAL, DIMENSION(5) :: FLAG_VALUES
  TYPE(IEEE_ROUND_TYPE) :: ROUND_VALUE

  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "   P: FLAGS ON ENTRY: ",FLAG_VALUES
  CALL IEEE_SET_ROUNDING_MODE(IEEE_TO_ZERO)
  CALL IEEE_SET_FLAG(IEEE_UNDERFLOW, .TRUE.)

  CALL IEEE_GET_ROUNDING_MODE(ROUND_VALUE)
  IF (ROUND_VALUE == IEEE_TO_ZERO) THEN
    PRINT *, "   P: ROUNDING MODE ON EXIT: IEEE_TO_ZERO"
  ENDIF
  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "   P: FLAGS ON EXIT: ",FLAG_VALUES
END SUBROUTINE P
```

When using the **–qstrictieeemod** compiler option to ensure compliance with rules for IEEE arithmetic, exception flags set before calling *P* are cleared on entry to *P*. Changes to the floating–point status occurring in *P* are undone when *P* returns, with the exception that flags set in *P* remain set after *P* returns:

```
 MAIN: FLAGS  T F F F F
    P: FLAGS ON ENTRY:  F F F F F
    P: ROUNDING MODE ON EXIT: IEEE_TO_ZERO
    P: FLAGS ON EXIT:  F F F T F
 MAIN: FLAGS  T F F T F
 MAIN: ROUNDING MODE: IEEE_NEAREST
```

When the **–qnostrictieeemod** compiler option is in effect, exception flags which were set before calling *P* remain set on entry to *P*. Changes to the floating point status occurring in *P* are propagated to the caller.

```
 MAIN: FLAGS  T F F F F
    P: FLAGS ON ENTRY:  T F F F F
    P: ROUNDING MODE ON EXIT: IEEE_TO_ZERO
    P: FLAGS ON EXIT:  T F F T F
 MAIN: FLAGS  T F F T F
```

Example 2: In the following example, the main program calls procedure *Q* which uses neither **IEEE_ARITHMETIC** nor **IEEE_EXCEPTIONS**. Procedure *Q* changes the floating–point status before returning. The example displays the changes to the floating–point status before calling *Q*, on entry into the procedure, on exit from Q, and after returning from the procedure.

```
PROGRAM MAIN
  USE, INTRINSIC :: IEEE_ARITHMETIC

  LOGICAL, DIMENSION(5) :: FLAG_VALUES
  TYPE(IEEE_ROUND_TYPE) :: ROUND_VALUE

  CALL IEEE_SET_FLAG(IEEE_OVERFLOW, .TRUE.)

  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "MAIN: FLAGS ",FLAG_VALUES

  CALL Q()

  CALL IEEE_GET_FLAG(IEEE_ALL, FLAG_VALUES)
  PRINT *, "MAIN: FLAGS ",FLAG_VALUES

  CALL IEEE_GET_ROUNDING_MODE(ROUND_VALUE)
  IF (ROUND_VALUE == IEEE_NEAREST) THEN
    PRINT *, "MAIN: ROUNDING MODE: IEEE_NEAREST"
  ENDIF
END PROGRAM MAIN

SUBROUTINE Q()
  USE XLF_FP_UTIL
  INTERFACE
    FUNCTION GET_FLAGS()
```

```
      LOGICAL, DIMENSION(5) :: GET_FLAGS
    END FUNCTION
  END INTERFACE

  LOGICAL, DIMENSION(5) :: FLAG_VALUES
  INTEGER(FP_MODE_KIND) :: OLDMODE

  FLAG_VALUES = GET_FLAGS()
  PRINT *, "   Q: FLAGS ON ENTRY: ", FLAG_VALUES

  CALL CLR_FPSCR_FLAGS(FP_OVERFLOW)
  OLDMODE = SET_ROUND_MODE(FP_RND_RZ)
  CALL SET_FPSCR_FLAGS(TRP_OVERFLOW)
  CALL SET_FPSCR_FLAGS(FP_UNDERFLOW)

  IF (GET_ROUND_MODE() == FP_RND_RZ) THEN
    PRINT *, "   Q: ROUNDING MODE ON EXIT: TO_ZERO"
  ENDIF

  FLAG_VALUES = GET_FLAGS()
  PRINT *, "   Q: FLAGS ON EXIT: ", FLAG_VALUES
END SUBROUTINE Q

! PRINT THE STATUS OF ALL EXCEPTION FLAGS
FUNCTION GET_FLAGS()
  USE XLF_FP_UTIL
  LOGICAL, DIMENSION(5) :: GET_FLAGS
  INTEGER(FPSCR_KIND), DIMENSION(5) :: FLAGS
  INTEGER I

  FLAGS = (/ FP_OVERFLOW, FP_DIV_BY_ZERO, FP_INVALID, &
  &          FP_UNDERFLOW, FP_INEXACT /)
  DO I=1,5
    GET_FLAGS(I) = (GET_FPSCR_FLAGS(FLAGS(I)) /= 0)
  END DO
END FUNCTION
```

When using the **–qstrictieeemod** compiler option to ensure compliance with rules for IEEE arithmetic, exception flags set before *Q* remain set on entry into *Q*. Changes to the floating–point status occurring in *Q* are undone when *Q* returns, with the exception that flags set in *Q* remain set after *Q* returns:

```
MAIN: FLAGS  T F F F F
    Q: FLAGS ON ENTRY:  T F F F F
    Q: ROUNDING MODE ON EXIT: TO_ZERO
    Q: FLAGS ON EXIT:  F F F T F
 MAIN: FLAGS  T F F T F
 MAIN: ROUNDING MODE: IEEE_NEAREST
```

When the **–qnostrictieeemod** option is in effect, exception flags set before calling *Q* remain set on entry into *Q*. Changes to the floating point status occurring in *Q* are propagated to the caller.

```
MAIN: FLAGS  T F F F F
    Q: FLAGS ON ENTRY:  T F F F F
    Q: ROUNDING MODE ON EXIT: TO_ZERO
    Q: FLAGS ON EXIT:  F F F T F
 MAIN: FLAGS  F F F T F
```

End of Fortran 2003 Draft Standard

Service and Utility Procedures

IBM Extension

XL Fortran provides utility services that are available to the Fortran programmer. This section describes the rules for the general service and utility procedures, then provides an alphabetical reference to these procedures.

General Service and Utility Procedures

The efficient floating-point control and inquiry procedures belong to the `xlf_fp_util` module. The general service and utility procedures belong to the `xlfutility` module. To ensure that the functions are given the correct type and that naming conflicts are avoided, use these procedures in one of the following two ways:

1. XL Fortran supplies the `XLFUTILITY` module, which contains the interfaces and data type definitions for these procedures (and the derived-type definitions required for the **dtime_**, **etime_**, **idate_**, and **itime_** procedures). XL Fortran flags arguments that are not compatible with the interface specification in type, kind, and rank. These modules enable type checking of these procedures at compile time rather than at link time. The argument names in the module interface are taken from the examples defined below. The following files are supplied for the `xlfutility` and `xlfutility_extname` modules:

File names	File type	Locations
• xlfutility.f • xlfutility_extname.f	source file	• /usr/lpp/xlf/samples/modules
• xlfutility.mod • xlfutility_extname.mod	module symbol file	• /usr/lpp/xlf/include_d7

   You can use the precompiled module by adding a **USE** statement to your source file (see "USE" on page 412 for details). As well, you can modify the module source file and recompile it to suit your needs. Use the `xlfutility_extname` files for procedures compiled with the **-qextname** option. The source file `xlfutility_extname.f` has no underscores following procedure names, while `xlfutility.f` includes underscores for some procedures names (as listed in this section).

   If there are name conflicts (for example if the accessing subprogram has an entity with the same name as a module entity), use the **ONLY** clause or the renaming features of the **USE** statement. For example,

   ```
   USE XLFUTILITY, NULL1 => DTIME_, NULL2 => ETIME_
   ```

2. Because these procedures are not intrinsic procedures:
   - You must declare their type to avoid potential problems with implicit typing.
   - When compiling with the **-U** option, you must code the names of these procedures in all lowercase to match the names in the XL Fortran libraries. We will show the names in lowercase here as a reminder.

   To avoid conflicts with names in the **libc** library, some procedure names end with an underscore. When coding calls to these procedures, you can:
   - Instead of entering the underscore, use the **-brename** linker option to change the name at link time:

```
xlf
-brename:flush,flush_
calls_flush.f
```

This method works best if you need to rename only a small number of procedures.

- Instead of typing the underscore, use the **-qextname** compiler option to add it to the end of each name:

  ```
  xlf -qextname calls_flush.f
  ```

  This method is recommended for programs already written without the underscore following the routine name. The XL Fortran library contains additional entry points, such as **fpgets_**, so that calls to procedures that do not use trailing underscores still resolve with **-qextname**.
- Depending on the way your program is structured and the particular libraries and object files it uses, you may have difficulty using **-qextname** or **-brename**. In this case, enter the underscores after the appropriate names in the source file:

  ```
  PRINT *, IRTC()  ! No underscore in this name
  CALL FLUSH_(10)  ! But there is one in this name
  ```

If your program calls the following procedures, there are restrictions on the common block and external procedure names that you can use:

XLF-Provided Function Name	Common Block or External Procedure Name You Cannot Use
mclock	times
rand	irand

Note: The **mvbits** subroutine that was in XL Fortran Version 2 is now an intrinsic subroutine, "MVBITS(FROM, FROMPOS, LEN, TO, TOPOS)" on page 616.

List of Service and Utility Procedures

This section lists the service and utility procedures available in the `XLFUTILITY` module.

Any application that uses the interfaces for the procedures **ctime_**, **gmtime_**, **ltime_**, or **time_** uses the symbolic constant TIME_SIZE to specify the kind type parameter of certain intrinsic data types. The `XLFUTILITY` module defines TIME_SIZE.

TIME_SIZE is set to 4 for 32–bit and 64–bit non-LDT applications.For 64–bit LDT applications TIME_SIZE is set to 8.

Note: CHARACTER(n) means that you can specify any length for the variable.

alarm_(time, func)

Purpose

The **alarm_** function sends an alarm signal at the specified time to invoke the specified function.

Class

Function

Argument Type and Attributes

time INTEGER(4), INTENT(IN)

func A function that returns a result of type INTEGER(4).

Result Type and Attributes

INTEGER(4)

Result Value

The returned value is the remaining time from the last alarm.

bic_(X1, X2)

Purpose

The **bic_** subroutine sets bit *X1* of *X2* to 0. For greater portability, it is recommended that you use the IBCLR standard intrinsic procedure instead of this procedure.

Class

Subroutine

Argument Type and Attributes

X1 INTEGER(4), INTENT(IN)

The range of **X1** must be within 0 to 31, inclusive.

X2 INTEGER(4), INTENT(INOUT)

bis_(X1, X2)

Purpose

The **bis_** subroutine sets bit *X1* of *X2* to 1. For greater portability, it is recommended that you use the IBSET standard intrinsic procedure instead of this procedure.

Class

Subroutine

Argument Type and Attributes

X1 INTEGER(4), INTENT(IN)

The range of **X1** must be within 0 to 31, inclusive.

X2 INTEGER(4), INTENT(INOUT)

bit_(X1, X2)

Purpose

The **bit_** function returns the value **.TRUE.** if bit *X1* of *X2* equals 1. Otherwise, **bit_** returns the value **.FALSE.**. For greater portability, it is recommended that you use the BTEST standard intrinsic procedure instead of this procedure.

Class

Function

Argument Type and Attributes

X1 INTEGER(4), INTENT(IN)

The range of **X1** must be within 0 to 31, inclusive.

X2 INTEGER(4), INTENT(IN)

Result Type and Attributes

LOGICAL(4)

Result Value

This function returns .TRUE. if bit **X1** of **X2** equals 1. Otherwise this function returns .FALSE.

clock_()

Purpose

The **clock_** function returns the time in hh:mm:ss format. This function is different from the operating system clock function.

Class

Function

Result Type and Attributes

CHARACTER(8)

Result Value

The time in hh:mm:ss format

ctime_(STR, TIME)

Purpose

The **ctime_** subroutine converts the system time TIME to a 26-character ASCII string and outputs the result into the first argument.

Class

Subroutine

Argument Type and Attributes

STR	CHARACTER(26), INTENT(OUT)
TIME	INTEGER(KIND=TIME_SIZE), INTENT(IN)

date()

Purpose

The date function returns the current date in mm/dd/yy format.

Class

Function

Result Type and Attributes

CHARACTER(8)

Result Value

The current date in mm/dd/yy format

dtime_(dtime_struct)

Purpose

The **dtime_** function sets the time accounting information for the user time and system time in DTIME_STRUCT. The resolution for all timing is 1/100 of a second. The output appears in units of seconds.

Class

Function

Argument Type and Attributes

dtime_struct

```
REAL(4)  DELTA,  dtime_
TYPE  TB_TYPE
    SEQUENCE
        REAL(4)  USRTIME
        REAL(4)  SYSTIME
END  TYPE
TYPE  (TB_TYPE)  DTIME_STRUCT
DELTA  =  dtime_(DTIME_STRUCT)
```

Result Type and Attributes

REAL(4)

Result Value

The returned value is the sum of the user time and the system time since the last call to **dtime_**.

etime_(etime_struct)

Purpose

The **etime_** function sets the user-elapsed time and system-elapsed time in ETIME_STRUCT since the start of the execution of a process. The resolution for all timing is 1/100 of a second. The output appears in units of seconds.

Class

Function

Argument Type and Attributes

etime_struct

```
REAL(4) ELAPSED, etime_
TYPE TB_TYPE
   SEQUENCE
      REAL(4) USRTIME
      REAL(4) SYSTIME
END TYPE
TYPE (TB_TYPE) ETIME_STRUCT
ELAPSED = etime_(ETIME_STRUCT)
```

Result Type and Attributes

REAL(4)

Result Value

The returned value is the sum of the user-elapsed time and the system-elapsed time.

exit_(exit_status)

Purpose

The **exit_** subroutine stops execution of the process with the exit status of EXIT_STATUS.

Class

Subroutine

Argument Type and Attributes

exit_status
INTEGER(4)

fdate_(str)

Purpose

The **fdate_** subroutine returns the date and time in a 26-character ASCII string. In the example, the date and time are returned in STR.

Class

Subroutine

Argument Type and Attributes

str	CHARACTER(26)

fiosetup_(unit, command, argument)

Purpose

The **fiosetup_** function sets up the requested I/O behavior for the logical unit specified by UNIT. The request is specified by argument COMMAND. The argument ARGUMENT is an argument to the COMMAND. The Fortran include file 'fiosetup_.h' is supplied with the compiler to define symbolic constants for the fiosetup_ arguments and error return codes.

Class

Function

Argument Type and Attributes

unit
A logical unit that is currently connected to a file

INTEGER(4).

command
INTEGER(4).

IO_CMD_FLUSH_AFTER_WRITE (1). Specifies whether the buffers of the specified UNIT be flushed after every WRITE statement.

IO_CMD_FLUSH_BEFORE_READ (2). Specifies whether the buffers of the specified UNIT be flushed before every READ statement. This can be used to refresh the data currently in the buffers.

argument
INTEGER(4).

IO_ARG_FLUSH_YES (1). Causes the buffers of the specified UNIT to be flushed after every WRITE statement. This argument should be specified with the commands IO_CMD_FLUSH_AFTER_WRITE and IO_CMD_FLUSH_BEFORE_READ.

IO_ARG_FLUSH_NO (0) Instructs the I/O library to flush buffers at its own discretion. Note the units connected to certain device types must be flushed after each WRITE operation regardless of the IO_CMD_FLUSH_AFTER_WRITE setting. Such devices include terminals and pipes. This argument should be specified with the commands IO_CMD_FLUSH_AFTER_WRITE and IO_CMD_FLUSH_BEFORE_READ. This is the default setting for both commands.

Result Type and Attributes

INTEGER(4).

Result Value

On successful completion, this function returns 0. Otherwise, this function returns one of the following errors:

IO_ERR_NO_RTE (1000)
The run-time environment is not running.

IO_ERR_BAD_UNIT (1001)
The specified UNIT is not connected.

IO_ERR_BAD_CMD (1002)
Invalid command.

IO_ERR_BAD_ARG (1003)
In valid argument.

flush_(lunit)

Purpose

The **flush_** subroutine flushes the contents of the input/output buffer for the logical unit LUNIT. The value of LUNIT must be within the range 0 ≤ LUNIT ≤ 2**31-1.

For greater portability, use the **FLUSH** statement instead of this procedure.

Class

Subroutine

Argument Type and Attributes

lunit	INTEGER(4), INTENT(IN)

ftell_(lunit)

Purpose

The **ftell_** function returns the offset of the current byte relative to the beginning of the file associated with the specified logical unit UNIT.

The offset returned by the **ftell_** function is the result of previously completed I/O operations. No references to **ftell_** on a unit with outstanding asynchronous data transfer operations are allowed until the matching **WAIT** statements for all outstanding asynchronous data transfer operations on the same unit are executed.

Class

Function

Argument Type and Attributes

lunit	INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

The offset returned by the **ftell_** function is the absolute offset of the current byte relative to the beginning of the file. This means that all bytes from the beginning of the file to the current byte are counted, including the data of the records and record terminators if they are present.

If the unit is not connected, the **ftell_** function returns -1.

ftell64_(lunit)

Purpose

The **ftell64_** function returns the offset of the current byte relative to the beginning of the file associated with the specified logical unit UNIT. The **ftell64** function allows you to query files larger than 2 gigabytes in large file enabled file systems.

The offset returned by the **ftell_** function is the result of previously completed I/O operations. No references to **ftell64_** on a unit with outstanding asynchronous data transfer operations are allowed until the matching **WAIT** statements for all outstanding asynchronous data transfer operations on the same unit are executed.

Class

Function

Argument Type and Attributes

lunit	INTEGER(4), INTENT(IN)

Result Type and Attributes

The offset returned by the **ftell64_** function is the absolute offset of the current byte relative to the beginning of the file. This means that all bytes from the beginning of the file to the current byte are counted, including the data of the records and record terminators if they are present.

ftell64_ returns INTEGER(8).

Result Value

If the unit is not connected, the **ftell64_** function returns -1.

getarg(i1,c1)

Purpose

The **getarg** subroutine returns a command line argument of the current process. I1 is an integer argument that specifies which command line argument to return. C1 is an argument of character type and will contain, upon return from **getarg**, the command line argument. If I1 is equal to 0, the program name is returned.

For greater portability, use the **GET_COMMAND_ARGUMENT** intrinsic instead of this procedure.

Class

Subroutine

Argument Type and Attributes

i1	INTEGER(4), INTENT(IN)
c1	CHARACTER(*), INTENT(OUT)

getcwd_(name)

Purpose

The **getcwd_** function retrieves the pathname NAME of the current working directory where the maximum length is 1024 characters.

Class

Function

Argument Type and Attributes

name	A character string of maximum length 1024

Result Type and Attributes

INTEGER(4)

Result Value

On successful completion, this function returns 0. Otherwise, this function returns an error.

getfd(lunit)

Purpose

Given a Fortran logical unit, the **getfd** function returns the underlying file descriptor for that unit, or -1 if the unit is not connected.

Note: Because XL Fortran does its own I/O buffering, using this function may require special care, as described in *Mixed-Language Input and Output* in the *User's Guide*.

Class

Function

Argument Type and Attributes

lunit	INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

This function returns the underlying file descriptor of the given logical unit, or –1 if the unit is not connected.

getgid_()

Purpose

The **getgid_** function returns the group id of a process, where GROUP_ID is the requested real group id of the calling process.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The group id of a process

getlog_(name)

Purpose

The **getlog_** subroutine stores the user's login name in NAME. NAME has a maximum length of 8 characters. If the user's login name is not found, NAME is filled with blanks.

Class

Subroutine

Argument Type and Attributes

name	CHARACTER(8), INTENT(OUT)

getpid_()

Purpose

The **getpid_** function returns the process id of the current process.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The process id of the current process

getuid_()

Purpose

The **getuid_** function returns the real user id of the current process.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The real user id of the current process

global_timef()

Purpose

The **global_timef** function returns the elapsed time since the first call to **global_timef** was first executed among all running threads. For thread-specific timing results, see the timef function.

Class

Function

Result Type and Attributes

REAL(8)

Result Value

This function returns in milliseconds, the global timing results from all running threads. The first call to **global_timef** returns 0.0. The accuracy of an XL Fortran timing function is operating system dependent.

gmtime_(stime, tarray)

Purpose

The **gmtime_** subroutine converts the system time STIME into the array TARRAY. The data is stored in TARRAY in the following order:

```
seconds (0 to 59)
minutes (0 to 59)
hours (0 to 23)
day of the month (1 to 31)
month of the year (0 to 11)
year (year = current year - 1900)
day of week (Sunday = 0)
day of year (0 to 365)
daylight saving time (0 or 1)
```

Class

Subroutine

Argument Type and Attributes

stime	INTEGER(KIND=TIME_SIZE), INTENT(IN)
tarray	INTEGER(4), INTENT(OUT) :: tarray(9)

hostnm_(name)

Purpose

The **hostnm_** function retrieves the machine’s host name NAME. NAME has a maximum length of 32 characters.

For greater portability, use the **GET_ENVIRONMENT_VARIABLE** intrinsic instead of this procedure.

Class

Function

Argument Type and Attributes

name	CHARACTER(26), INTENT(OUT)

Result Type and Attributes

INTEGER(4).

Result Value

The returned value is 0 if the host name is found, and an error number otherwise.

iargc()

Purpose

The **iargc** function returns an integer that represents the number of arguments following the program name that have been entered on the command line at run time.

For greater portability, use the **COMMAND_ARGUMENT_COUNT** intrinsic instead of this procedure.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The number of arguments

idate_(idate_struct)

Purpose

The **idate_** subroutine returns the current date in a numerical format containing the day, month and year.

Class

Subroutine

Argument Type and Attributes

idate_struct

```
TYPE IDATE_TYPE
    SEQUENCE
        INTEGER(4) IDAY
        INTEGER(4) IMONTH
        INTEGER(4) IYEAR
END TYPE
TYPE (IDATE_TYPE) IDATE_STRUCT
CALL idate_(IDATE_STRUCT)
```

ierrno_()

Purpose

The **ierrno_** function returns the error number of the last detected system error.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The error number of the last detected system error

irand()

Purpose

The **irand** function generates a positive integer number greater than 0 and less than or equal to 32768. The intrinsic subroutine "SRAND(SEED)" on page 652 is used to provide the seed value for the random number generator.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

A random positive integer greater than 0 and less than or equal to 32768

irtc()

Purpose

The **irtc** function returns the number of nanoseconds since the initial value of the machine's real-time clock.

Class

Function

Result Type and Attributes

INTEGER(8)

Result Value

The number of nanoseconds since the initial value of the machine's real-time clock.

itime_(itime_struct)

Purpose

The **itime_** subroutine returns the current time in a numerical form containing seconds, minutes, and hours in ITIME_STRUCT.

Class

Subroutine

Argument Type and Attributes

itime_struct

```
TYPE IAR
   SEQUENCE
      INTEGER(4) IHR
      INTEGER(4) IMIN
      INTEGER(4) ISEC
END TYPE
TYPE (IAR) ITIME_STRUCT
CALL itime_(ITIME_STRUCT)
```

jdate()

Purpose

The **jdate** function returns the current Julian date in yyddd format.

Class

Function

Result Type and Attributes

CHARACTER(8)

Result Value

The current Julian date in yyddd format

lenchr_(str)

Purpose

The **lenchr_** function stores the length of the given character string.

Class

Function

Argument Type and Attributes

str	CHARACTER(*), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

The length of the character string

lnblnk_(str)

Purpose

The **lnblnk_** function returns the index of the last non-blank character in the string STR. If the string contains no non-blank characters, 0 is returned.

Class

Function

Argument Type and Attributes

str	CHARACTER(*), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

The index of the last non-blank character in the string, or 0 if there are no non-blank characters

ltime_(stime, tarray)

Purpose

The **ltime_** subroutine dissects the system time STIME, which is in seconds, into the array TARRAY containing the GMT where the dissected time is corrected for the local time zone. The data is stored in TARRAY in the following order:

```
seconds (0 to 59)
minutes (0 to 59)
hours (0 to 23)
day of the month (1 to 31)
month of the year (0 to 11)
year (year = current year - 1900)
day of week (Sunday = 0)
day of year (0 to 365)
daylight saving time (0 or 1)
```

Class

Subroutine

Argument Type and Attributes

stime INTEGER(KIND=TIME_SIZE), INTENT(IN)

tarray INTEGER(4), array of rank 1 and size 9, INTENT(OUT)

mclock()

Purpose

The **mclock** function returns time accounting information about the current process and its child processes. The accuracy of an XL Fortran timing function is operating system dependent.

Class

Function

Result Type and Attributes

INTEGER(4)

Result Value

The returned value is the sum of the current process's user time and the user and system time of all child processes. The unit of measure is one one-hundredth (1/100) of a second.

qsort_(array, len, isize, compar)

Purpose

The **qsort_** subroutine performs a parallel quicksort on a one-dimensional array ARRAY whose length LEN is the number of elements in the array with each element having a size of ISIZE, and a user-defined sorting order function COMPAR to sort the elements of the array. Requirements for the COMPAR function are described under the qsort subroutine that is described in the AIX Technical Reference: Base Operating System and Extensions Volume 2.

Class

Subroutine

Argument Type and Attributes

array The array to be sorted. It can be of any type.

len The number of elements in the array. The argument is of type INTEGER(4).

isize The size of a single element of the array. The argument is of type INTEGER(4).

compar
A user-defined comparison function used to sort the array.

Examples

```
INTEGER(4) FUNCTION COMPAR_UP(C1, C2)
INTEGER(4) C1, C2
IF (C1.LT.C2) COMPAR_UP = -1
IF (C1.EQ.C2) COMPAR_UP =  0
IF (C1.GT.C2) COMPAR_UP =  1
RETURN
END

SUBROUTINE FOO()
  INTEGER(4) COMPAR_UP
  EXTERNAL COMPAR_UP
  INTEGER(4) ARRAY(8), LEN, ISIZE
  DATA ARRAY/0, 3, 1, 2, 9, 5, 7, 4/
  LEN = 6
  ISIZE = 4
  CALL qsort_(ARRAY(3:8), LEN, ISIZE, COMPAR_UP)! sorting ARRAY(3:8)
  PRINT *, ARRAY                                ! result value is [0, 3, 1, 2, 4, 5, 7, 9]
  RETURN
END
```

qsort_down(array, len, isize)

Purpose

The **qsort_down** subroutine performs a parallel quicksort on a one-dimensional array ARRAY whose length LEN is the number of elements in the array with each element having a size of ISIZE. The result is stored in array ARRAY in descending order. As opposed to **qsort_**, the **qsort_down** subroutine does not require the COMPAR function.

Class

Subroutine

Argument Type and Attributes

array	The array to be sorted. It can be of any type.
len	The number of elements in the array. The argument is of type INTEGER(4).
isize	The size of a single element of the array. The argument is of type INTEGER(4).

Result Type and Attributes

Result Value

Examples

```
SUBROUTINE FOO()
  INTEGER(4) ARRAY(8), LEN, ISIZE
  DATA ARRAY/0, 3, 1, 2, 9, 5, 7, 4/
  LEN = 8
  ISIZE = 4
  CALL qsort_down(ARRAY, LEN, ISIZE)
  PRINT *, ARRAY
! Result value is [9, 7, 5, 4, 3, 2, 1, 0]
RETURN
END
```

qsort_up(array, len, isize)

Purpose

The **qsort_up** subroutine performs a parallel quicksort on a one-dimensional, contiguous array ARRAY whose length LEN is the number of elements in the array with each element having a size of ISIZE. The result is stored in array ARRAY in ascending order. As opposed to **qsort_**, the **qsort_up** subroutine does not require the COMPAR function.

Class

Subroutine

Argument Type and Attributes

array	The array to be sorted. It can be of any type.
len	The number of elements in the array. The argument is of type INTEGER(4).
isize	The size of a single element of the array. The argument is of type INTEGER(4).

Examples

```
SUBROUTINE FOO()
  INTEGER(4) ARRAY(8), LEN, ISIZE
  DATA ARRAY/0, 3, 1, 2, 9, 5, 7, 4/
  LEN = 8
  ISIZE = 4
  CALL qsort_up(ARRAY, LEN, ISIZE)
  PRINT *, ARRAY
! Result value is [0, 1, 2, 3, 4, 5, 7, 9]
RETURN
END
```

rtc()

Purpose

The **rtc** function returns the number of seconds since the initial value of the machine's real-time clock.

Class

Function

Result Type and Attributes

REAL(8)

Result Value

The number of seconds since the initial value of the machine's real-time clock

setrteopts(c1)

Purpose

The **setrteopts** subroutine changes the setting of one or more of the run-time options during the execution of a program. See *Setting Run-time Options* in the *User's Guide* for details about the run-time options.

Class

Subroutine

Argument Type and Attributes

c1	CHARACTER(*), INTENT(IN)

sleep_(sec)

Purpose

The **sleep_** subroutine suspends the execution of the current process for SEC seconds.

Class

Subroutine

Argument Type and Attributes

sec	INTEGER(4), INTENT(IN)

time_()

Purpose

The **time_** function returns the current time (GMT), in seconds.

Class

Function

Result Type and Attributes

INTEGER(KIND=TIME_SIZE).

Result Value

The current time (GMT), in seconds

timef()

Purpose

The **timef** function returns the elapsed time in milliseconds since the first call to **timef**. The accuracy of an XL Fortran timing function is operating system dependent.

Class

Function

Result Type and Attributes

REAL(8)

Result Value

The elapsed time in milliseconds since the first call to timef. The first call to **timef** returns 0.0d0.

---

timef_delta(t)

Purpose

The **timef_delta** function returns the elapsed time in milliseconds since the last instance **timef_delta** was called with its argument set to 0.0 within the same thread. In order to get the correct elapsed time, you must determine which region of a thread you want timed. This region must start with a call to **timef_delta(T0)**, where T0 is initialized (T0=0.0). The next call to **timef_delta** must use the first call's return value as the input argument if the elapsed time is expected. The accuracy of an XL Fortran timing function is operating system dependent.

Class

Function

Argument Type and Attributes

t	REAL(8)

Result Type and Attributes

REAL(8)

Result Value

Time elapsed in milliseconds

---

umask_(cmask)

Purpose

The **umask_** function sets the file mode creation mask to CMASK.

Class

Function

Argument Type and Attributes

cmask	INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

The returned value is the previous value of the file mode creation mask.

usleep_(msec)

Purpose

The **usleep_** function suspends the execution of the current process for an interval of MSEC microseconds. The accuracy of an XL Fortran timing function is operating system dependent.

Class

Function

Argument Type and Attributes

msec INTEGER(4), INTENT(IN)

Result Type and Attributes

INTEGER(4)

Result Value

The returned value is 0 if the function is successful, or an error number otherwise.

xl__trbk()

Purpose

The **xl__trbk** subroutine provides a traceback starting from the invocation point. **xl__trbk** can be called from your code, although not from signal handlers. The subroutine requires no parameters.

Class

Subroutine

End of IBM Extension

Appendix A. Compatibility Across Standards

This information is provided for the benefit of FORTRAN 77 users who are unfamiliar with Fortran 95, Fortran 90 and XL Fortran.

Except as noted here, the Fortran 90 and Fortran 95 standards are upward-compatible extensions to the preceding Fortran International Standard, ISO 1539-1:1980, informally referred to as FORTRAN 77. Any standard-conforming FORTRAN 77 program remains standard-conforming under the Fortran 90 standard, except as noted under item 4 below regarding intrinsic procedures. Any standard-conforming FORTRAN 77 program remains standard-conforming under the Fortran 95 standard as long as none of the deleted features are used in the program, except as noted under item 4 below regarding intrinsic procedures. The Fortran 90 and Fortran 95 standard restricts the behavior of some features that are processor-dependent in FORTRAN 77. Therefore, a standard-conforming FORTRAN 77 program that uses one of these processor-dependent features may have a different interpretation under the Fortran 90 or Fortran 95 standard, yet remain a standard-conforming program. The following FORTRAN 77 features have different interpretations in Fortran 90 and Fortran 95:

1. FORTRAN 77 permitted a processor to supply more precision derived from a real constant than can be contained in a real datum when the constant is used to initialize a **DOUBLE PRECISION** data object in a **DATA** statement. Fortran 90 and Fortran 95 do not permit a processor this option.

   Previous releases of XL Fortran have been consistent with the Fortran 90 and Fortran 95 behavior.
2. If a named variable that is not in a common block is initialized in a **DATA** statement and does not have the **SAVE** attribute specified, FORTRAN 77 left its **SAVE** attribute processor-dependent. The Fortran 90 and Fortan 95 standards specify that this named variable has the **SAVE** attribute.

   Previous releases of XL Fortran have been consistent with the Fortran 90 and Fortran 95 behavior.
3. FORTRAN 77 required that the number of characters required by the input list must be less than or equal to the number of characters in the record during formatted input. The Fortran 90 and Fortran 95 standards specify that the input record is logically padded with blanks if there are not enough characters in the record, unless the **PAD='NO'** specifier is indicated in an appropriate **OPEN** statement.

   With XL Fortran, the input record is not padded with blanks if the **noblankpad** suboption of the **-qxlf77** compiler option is specified.
4. The Fortran 90 and Fortan 95 standards have more intrinsic functions than FORTRAN 77, in addition to a few intrinsic subroutines. Therefore, a standard-conforming FORTRAN 77 program may have a different interpretation under Fortran 90 and Fortran 95 if it invokes a procedure having the same name as one of the new standard intrinsic procedures, unless that procedure is specified in an **EXTERNAL** statement.

   With XL Fortran, the **-qextern** compiler option also treats specified names as if they appear in an **EXTERNAL** statement.
5. In Fortran 95, for some edit descriptors a value of 0 for a list item in a formatted output statement will be formatted differently. In addition, the Fortran 95 standard unlike the FORTRAN 77 standard specifies how rounding

of values will affect the output field form. Therefore, for certain combinations of values and edit descriptors FORTRAN 77 processors may produce a different output form than Fortran 95 processors.

6. Fortran 95 allows a processor to distinguish between a positive and a negative real zero, whereas Fortran 90 did not. Fortran 95 changes the behavior of the **SIGN** intrinsic function when the second argument is negative real zero.

Fortran 90 compatibility

Except as noted here, the Fortran 95 standard is an upward-compatible extension to the preceding Fortran International Standard, ISO/IEC 1539-1:1991, informally referred to as Fortran 90. A standard conforming Fortran 90 program that does not use any of the features deleted from the Fortran 95 standard, is a standard conforming Fortran 95 program, as well. The Fortran 90 features that have been deleted from the Fortran 95 standard are the following:

- **ASSIGN** and assigned **GO TO** statements
- **PAUSE** statement
- **DO** control variables and expressions of type real
- **H** edit descriptor
- Branching to an **END IF** statement from outside the **IF** block

Fortran 95 allows a processor to distinguish between a positive and a negative real zero, whereas Fortran 90 did not. Fortran 95 changes the behavior of the **SIGN** intrinsic function when the second argument is negative real zero.

More intrinsic functions appear in the Fortran 95 standard than in the Fortran 90 standard. Therefore, a program that conforms to the Fortran 90 standard may have a different interpretation under the Fortran 95 standard. The different interpretation of the program in Fortran 95 will only occur if the program invokes a procedure that has the same name as one of the new standard intrinsic procedures, unless that procedure is specified in an **EXTERNAL** statement or with an interface body.

Obsolescent Features

As the Fortran language evolves, it is only natural that the functionality of some older features are better handled by newer features geared toward today's programming needs. At the same time, the considerable investment in legacy Fortran code suggests that it would be insensitive to customer needs to decommit any Fortran 90 or FORTRAN 77 features at this time. For this reason, XL Fortran is fully upward compatible with the Fortran 90 and FORTRAN 77 standards. Fortran 95 has removed features that were part of both the Fortran 90 and FORTRAN 77 language standards. However, functionality has not been removed from Fortran 95 as efficient alternatives to the features deleted do exist.

Fortran 95 defines two categories of outmoded features: deleted features and obsolescent features. Deleted features are Fortran 90 or FORTRAN 77 features that are considered to be largely unused and so are not supported in Fortan 95.

Obsolescent features are FORTRAN 77 features that are still frequently used today but whose use can be better delivered by newer features and methods. Although obsolescent features are, by definition, supported in the Fortran 95 standard, some of them may be marked as deleted in the next Fortran standard. Although a processor may still support deleted features as extensions to the language, you may want to take steps now to modify your existing code to use better methods.

Fortran 90 indicates the following FORTRAN 77 features are obsolescent:

- Arithmetic **IF**

  Recommended method: Use the logical **IF** statement, **IF** construct, or **CASE** construct.
- **DO** control variables and expressions of type real

  Recommended method: Use variables and expression of type integer.
- **PAUSE** statement

  Recommended method: Use the **READ** statement.
- Alternate return specifiers

  Recommended method: Evaluate a return code in a **CASE** construct or a computed **GO TO** statement on return from the procedure.

  ```
  ! FORTRAN 77

    CALL SUB(A,B,C,*10,*20,*30)

  ! Fortran 90

    CALL SUB(A,B,C,RET_CODE)
    SELECT CASE (RET_CODE)
      CASE (1)
       ⋮
      CASE (2)
       ⋮
      CASE (3)
       ⋮
    END SELECT
  ```
- **ASSIGN** and assigned **GO TO** statements

  Recommended method: Use internal procedures.
- Branching to an **END IF** statement from outside the **IF** block

  Recommended method: Branch to the statement that follows the **END IF** statement.
- Shared loop termination and termination on a statement other than **END DO** or **CONTINUE**

  Recommended method: Use an **END DO** or **CONTINUE** statement to terminate each loop.
- **H** edit descriptor

  Recommended method: Use the character constant edit descriptor.

Fortran 95 indicates the following FORTRAN 77 features as obsolescent:

- Arithmetic **IF**

  Recommended method: Use the logical **IF** statement, **IF** construct, or **CASE** construct.
- Alternate return specifiers

  Recommended method: Evaluate a return code in a **CASE** construct or a computed **GO TO** statement on return from the procedure.

  ```
  ! FORTRAN 77

    CALL SUB(A,B,C,*10,*20,*30)
  ```

```
! Fortran 90

  CALL SUB(A,B,C,RET_CODE)
  SELECT CASE (RET_CODE)
    CASE (1)
   ⋮
    CASE (2)
   ⋮
    CASE (3)
   ⋮
  END SELECT
```

- Shared loop termination and termination on a statement other than **END DO** or **CONTINUE**

  Recommended method: Use an **END DO** or **CONTINUE** statement to terminate each loop.
- Statement functions
- **DATA** statements in executables
- Assumed length character functions
- Fixed source form
- **CHARACTER*** form of declaration

Deleted Features

Fortran 95 indicates that the following Fortran 90 and FORTRAN 77 features have been deleted:

- **ASSIGN** and assigned **GO TO** statements
- **PAUSE** statement
- **DO** control variables and expressions of type real
- **H** edit descriptor
- Branching to an **END IF** statement from outside the **IF** block

Appendix B. ASCII and EBCDIC Character Sets

XL Fortran uses the ASCII character set as its collating sequence.

This table lists the standard ASCII characters in numerical order with the corresponding decimal and hexadecimal values. For convenience in working with programs that use EBCDIC character values, the corresponding information for EBCDIC characters is also included. The table indicates the control characters with "`Ctrl-`" notation. For example, the horizontal tab (`HT`) appears as "`Ctrl-I`", which you enter by simultaneously pressing the `Ctrl` key and `I` key.

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
0	00	Ctrl-@	NUL	null	NUL	null
1	01	Ctrl-A	SOH	start of heading	SOH	start of heading
2	02	Ctrl-B	STX	start of text	STX	start of text
3	03	Ctrl-C	ETX	end of text	ETX	end of text
4	04	Ctrl-D	EOT	end of transmission	SEL	select
5	05	Ctrl-E	ENQ	enquiry	HT	horizontal tab
6	06	Ctrl-F	ACK	acknowledge	RNL	required new-line
7	07	Ctrl-G	BEL	bell	DEL	delete
8	08	Ctrl-H	BS	backspace	GE	graphic escape
9	09	Ctrl-I	HT	horizontal tab	SPS	superscript
10	0A	Ctrl-J	LF	line feed	RPT	repeat
11	0B	Ctrl-K	VT	vertical tab	VT	vertical tab
12	0C	Ctrl-L	FF	form feed	FF	form feed
13	0D	Ctrl-M	CR	carriage return	CR	carriage return
14	0E	Ctrl-N	SO	shift out	SO	shift out
15	0F	Ctrl-O	SI	shift in	SI	shift in
16	10	Ctrl-P	DLE	data link escape	DLE	data link escape
17	11	Ctrl-Q	DC1	device control 1	DC1	device control 1
18	12	Ctrl-R	DC2	device control 2	DC2	device control 2
19	13	Ctrl-S	DC3	device control 3	DC3	device control 3
20	14	Ctrl-T	DC4	device control 4	RES/ENP	restore/enable presentation
21	15	Ctrl-U	NAK	negative acknowledge	NL	new-line
22	16	Ctrl-V	SYN	synchronous idle	BS	backspace
23	17	Ctrl-W	ETB	end of transmission block	POC	program-operator communications
24	18	Ctrl-X	CAN	cancel	CAN	cancel
25	19	Ctrl-Y	EM	end of medium	EM	end of medium
26	1A	Ctrl-Z	SUB	substitute	UBS	unit backspace
27	1B	Ctrl-[	ESC	escape	CU1	customer use 1
28	1C	Ctrl-\	FS	file separator	IFS	interchange file separator
29	1D	Ctrl-]	GS	group separator	IGS	interchange group separator

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
30	1E	Ctrl-^	RS	record separator	IRS	interchange record separator
31	1F	Ctrl-_	US	unit separator	IUS/ITB	interchange unit separator / intermediate transmission block
32	20		SP	space	DS	digit select
33	21		!	exclamation mark	SOS	start of significance
34	22		″	straight double quotation mark	FS	field separator
35	23		#	number sign	WUS	word underscore
36	24		$	dollar sign	BYP/INP	bypass/inhibit presentation
37	25		%	percent sign	LF	line feed
38	26		&	ampersand	ETB	end of transmission block
39	27		′	apostrophe	ESC	escape
40	28		(	left parenthesis	SA	set attribute
41	29		)	right parenthesis		
42	2A		*	asterisk	SM/SW	set model switch
43	2B		+	addition sign	CSP	control sequence prefix
44	2C		,	comma	MFA	modify field attribute
45	2D		-	subtraction sign	ENQ	enquiry
46	2E		.	period	ACK	acknowledge
47	2F		/	right slash	BEL	bell
48	30		0			
49	31		1			
50	32		2		SYN	synchronous idle
51	33		3		IR	index return
52	34		4		PP	presentation position
53	35		5		TRN	
54	36		6		NBS	numeric backspace
55	37		7		EOT	end of transmission
56	38		8		SBS	subscript
57	39		9		IT	indent tab
58	3A		:	colon	RFF	required form feed
59	3B		;	semicolon	CU3	customer use 3
60	3C		<	less than	DC4	device control 4
61	3D		=	equal	NAK	negative acknowledge
62	3E		>	greater than		
63						
3F		?	question mark	SUB	substitute	
64	40		@	at symbol	SP	space
65	41		A			
66	42		B			
67	43		C			
68	44		D			

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
69	45		E			
70	46		F			
71	47		G			
72	48		H			
73	49		I			
74	4A		J		¢	cent
75	4B		K		.	period
76	4C		L		<	less than
77	4D		M		(	left parenthesis
78	4E		N		+	addition sign
79	4F		O		|	logical or
80	50		P		&	ampersand
81	51		Q			
82	52		R			
83	53		S			
84	54		T			
85	55		U			
86	56		V			
87	57		W			
88	58		X			
89	59		Y			
90	5A		Z		!	exclamation mark
91	5B		[	left bracket	$	dollar sign
92	5C		\	left slash	*	asterisk
93	5D		]	right bracket	)	right parenthesis
94	5E		^	hat, circumflex	;	semicolon
95	5F		_	underscore	¬	logical not
96	60		`	grave	-	subtraction sign
97	61		a		/	right slash
98	62		b			
99	63		c			
100	64		d			
101	65		e			
102	66		f			
103	67		g			
104	68		h			
105	69		i			
106	6A		j		¦	split vertical bar
107	6B		k		,	comma
108	6C		l		%	percent sign
109	6D		m		_	underscore
110	6E		n		>	greater than
111	6F		o		?	question mark
112	70		p			

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
113	71		q			
114	72		r			
115	73		s			
116	74		t			
117	75		u			
118	76		v			
119	77		w			
120	78		x			
121	79		y		`	grave
122	7A		z		:	colon
123	7B		{	left brace	#	numbersign
124	7C		|	logical or	@	at symbol
125	7D		}	right brace	′	apostrophe
126	7E		~	similar, tilde	=	equal
127	7F		DEL	delete	″	straight double quotation mark
128	80					
129	81				a	
130	82				b	
131	83				c	
132	84				d	
133	85				e	
134	86				f	
135	87				g	
136	88				h	
137	89				i	
138	8A					
139	8B					
140	8C					
141	8D					
142	8E					
143	8F					
144	90					
145	91				j	
146	92				k	
147	93				l	
148	94				m	
149	95				n	
150	96				o	
151	97				p	
152	98				q	
153	99				r	
154	9A					
155	9B					

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
156	9C					
157	9D					
158	9E					
159	9F					
160	A0					
161	A1				~	similar, tilde
162	A2				s	
163	A3				t	
164	A4				u	
165	A5				v	
166	A6				w	
167	A7				x	
168	A8				y	
169	A9				z	
170	AA					
171	AB					
172	AC					
173	AD					
174	AE					
175	AF					
176	B0					
177	B1					
178	B2					
179	B3					
180	B4					
181	B5					
182	B6					
183	B7					
184	B8					
185	B9					
186	BA					
187	BB					
188	BC					
189	BD					
190	BE					
191	BF					
192	C0				{	left brace
193	C1				A	
194	C2				B	
195	C3				C	
196	C4				D	
197	C5				E	
198	C6				F	
199	C7				G	

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
200	C8				H	
201	C9				I	
202	CA					
203	CB					
204	CC					
205	CD					
206	CE					
207	CF					
208	D0				}	right brace
209	D1				J	
210	D2				K	
211	D3				L	
212	D4				M	
213	D5				N	
214	D6				O	
215	D7				P	
216	D8				Q	
217	D9				R	
218	DA					
219	DB					
220	DC					
221	DD					
222	DE					
223	DF					
224	E0				\	left slash
225	E1					
226	E2				S	
227	E3				T	
228	E4				U	
229	E5				V	
230	E6				W	
231	E7				X	
232	E8				Y	
233	E9				Z	
234	EA					
235	EB					
236	EC					
237	ED					
238	EE					
239	EF					
240	F0				0	
241	F1				1	
242	F2				2	
243	F3				3	

Table 31. Equivalent Characters in the ASCII and EBCDIC Character Sets (continued)

Decimal Value	Hex Value	Control Character	ASCII Symbol	Meaning	EBCDIC Symbol	Meaning
244	F4				4	
245	F5				5	
246	F6				6	
247	F7				7	
248	F8				8	
249	F9				9	
250	FA				|	vertical line
251	FB					
252	FC					
253	FD					
254	FE					
255	FF				EO	eight ones

Notices

Trademarks and Service Marks

Glossary

This glossary defines terms that are commonly used in this document. It includes definitions developed by the American National Standards Institute (ANSI) and entries from the *IBM Dictionary of Computing*.

A

active processor. See *online processor*.

actual argument. An expression, variable, procedure, or alternate return specifier that is specified in a procedure reference.

alias. A single piece of storage that can be accessed through more than a single name. Each name is an alias for that storage.

alphabetic character. A letter or other symbol, excluding digits, used in a language. Usually the uppercase and lowercase letters A through Z plus other special symbols (such as $ and _) allowed by a particular language.

alphanumeric. Pertaining to a character set that contains letters, digits, and usually other characters, such as punctuation marks and mathematical symbols.

American National Standard Code for Information Interchange. See *ASCII*.

argument. An expression that is passed to a function or subroutine. See also *actual argument*, *dummy argument*.

argument association. The relationship between an actual argument and a dummy argument during the invoking of a procedure.

arithmetic constant. A constant of type integer, real, or complex.

arithmetic expression. One or more arithmetic operators and arithmetic primaries, the evaluation of which produces a numeric value. An arithmetic expression can be an unsigned arithmetic constant, the name of an arithmetic constant, or a reference to an arithmetic variable, function reference, or a combination of such primaries formed by using arithmetic operators and parentheses.

arithmetic operator. A symbol that directs the performance of an arithmetic operation. The intrinsic arithmetic operators are:

```
+      addition
-      subtraction
*      multiplication
/      division
**     exponentiation
```

array. An entity that contains an ordered group of scalar data. All objects in an array have the same data type and type parameters.

array declarator. The part of a statement that describes an array used in a program unit. It indicates the name of the array, the number of dimensions it contains, and the size of each dimension.

array element. A single data item in an array, identified by the array name and one or more subscripts. See also *subscript*.

array name. The name of an ordered set of data items.

array section. A subobject that is an array and is not a structure component.

ASCII. The standard code, using a coded character set consisting of 7-bit coded characters (8-bits including parity check), that is used for information interchange among data processing systems, data communication systems, and associated equipment. The ASCII set consists of control characters and graphic characters. See also *Unicode*.

asynchronous. Pertaining to events that are not synchronized in time or do not occur in regular or predictable time intervals. For example, input events are controlled by the user; the program can read them later.

assignment statement. An executable statement that defines or redefines a variable based on the result of expression evaluation.

associate name. The name by which a selector of an **ASSOCIATE** construct is known within the construct.

attribute. A property of a data object that may be specified in a type declaration statement, attribute specification statement, or through a default setting.

automatic parallelization. The process by which the compiler attempts to parallelize both explicitly coded **DO** loops and **DO** loops generated by the compiler for array language.

B

binary constant. A constant that is made of one or more binary digits (0 and 1).

bind. To relate an identifier to another object in a program; for example, to relate an identifier to a value, an address or another identifier, or to associate formal parameters and actual parameters.

blank common. An unnamed common block.

block data subprogram. A subprogram headed by a **BLOCK DATA** statement and used to initialize variables in named common blocks.

bss storage. Uninitialized static storage.

busy-wait. The state in which a thread keeps executing in a tight loop looking for more work once it has completed all of its work and there is no new work to do.

byte constant. A named constant that is of type byte.

byte type. A data type representing a one-byte storage area that can be used wherever a **LOGICAL(1)**, **CHARACTER(1)**, or **INTEGER(1)** can be used.

C

character constant. A string of one or more alphabetic characters enclosed in apostrophes or double quotation marks.

character expression. A character object, a character-valued function reference, or a sequence of them separated by the concatenation operator, with optional parentheses.

character operator. A symbol that represents an operation, such as concatenation (//), to be performed on character data.

character set. All the valid characters for a programming language or for a computer system.

character string. A sequence of consecutive characters.

character substring. A contiguous portion of a character string.

character type. A data type that consists of alphanumeric characters. See also *data type*.

chunk. A subset of consecutive loop iterations.

collating sequence. The sequence in which the characters are ordered for the purpose of sorting, merging, comparing, and processing indexed data sequentially.

comment. A language construct for the inclusion of text in a program that has no effect on the execution of the program.

common block. A storage area that may be referred to by a calling program and one or more subprograms.

compile. To translate a source program into an executable program (an object program).

compiler directive. Source code that controls what XL Fortran does rather than what the user program does.

complex constant. An ordered pair of real or integer constants separated by a comma and enclosed in parentheses. The first constant of the pair is the real part of the complex number; the second is the imaginary part.

complex number. A number consisting of an ordered pair of real numbers, expressible in the form **a+bi**, where **a** and **b** are real numbers and **i** squared equals -1.

complex type. A data type that represents the values of complex numbers. The value is expressed as an ordered pair of real data items separated by a comma and enclosed in parentheses. The first item represents the real part of the complex number; the second represents the imaginary part.

conform. To adhere to a prevailing standard. An executable program conforms to the Fortran 95 Standard if it uses only those forms and relationships described therein and if the executable program has an interpretation according to the Fortran 95 Standard. A program unit conforms to the Fortran 95 Standard if it can be included in an executable program in a manner that allows the executable program to be standard-conforming. A processor conforms to the standard if it executes standard-conforming programs in a manner that fulfills the interpretations prescribed in the standard.

connected unit. In XL Fortran, a unit that is connected to a file in one of three ways: explicitly via the **OPEN** statement to a named file, implicitly, or by preconnection.

constant. A data object with a value that does not change. The four classes of constants specify numbers (arithmetic), truth values (logical), character data (character), and typeless data (hexadecimal, octal, and binary). See also *variable*.

construct. A sequence of statements starting with a **SELECT CASE**, **DO**, **IF**, or **WHERE** statement and ending with the corresponding terminal statement.

continuation line. A line that continues a statement beyond its initial line.

control statement. A statement that is used to alter the continuous sequential invocation of statements; a control statement may be a conditional statement, such as **IF**, or an imperative statement, such as **STOP**.

D

data object. A variable, constant, or subobject of a constant.

data striping. Spreading data across multiple storage devices so that I/O operations can be performed in parallel for better performance. Also known as *disk striping*.

data transfer statement. A **READ**, **WRITE**, or **PRINT** statement.

data type. The properties and internal representation that characterize data and functions. The intrinsic types are integer, real, complex, logical, and character. See also *intrinsic*.

debug line. Allowed only for fixed source form, a line containing source code that is to be used for debugging. Debug lines are defined by a `D` or `X` in column 1. The handling of debug lines is controlled by the **-qdlines** and **-qxlines** compiler options.

default initialization. The initialization of an object with a value specified as part of a derived type definition.

definable variable. A variable whose value can be changed by the appearance of its name or designator on the left of an assignment statement.

delimiters. A pair of parentheses or slashes (or both) used to enclose syntactic lists.

denormalized number. An IEEE number with a very small absolute value and lowered precision. A denormalized number is represented by a zero exponent and a non-zero fraction.

derived type. A type whose data have components, each of which is either of intrinsic type or of another derived type.

digit. A character that represents a nonnegative integer. For example, any of the numerals from 0 through 9.

directive. A type of comment that provides instructions and information to the compiler.

disk striping. See *data striping*.

DO loop. A range of statements invoked repetitively by a **DO** statement.

DO variable. A variable, specified in a **DO** statement, that is initialized or incremented prior to each occurrence of the statement or statements within a **DO** range. It is used to control the number of times the statements within the range are executed.

DOUBLE PRECISION constant. A constant of type real with twice the precision of the default real precision.

dummy argument. An entity whose name appears in the parenthesized list following the procedure name in a **FUNCTION**, **SUBROUTINE**, **ENTRY**, or statement function statement.

dynamic dimensioning. The process of re-evaluating the bounds of an array each time the array is referenced.

dynamic extent. For a directive, the lexical extent of the directive and all subprograms called from within the lexical extent.

E

edit descriptor. An abreviated keyword that controls the formatting of integer, real, or complex data.

elemental. Pertaining to an intrinsic operation, procedure or assignment that is applied independently to elements of an array or corresponding elements of a set of conformable arrays and scalars.

embedded blank. A blank that is surrounded by any other characters.

entity. A general term for any of the following: a program unit, procedure, operator, interface block, common block, external unit, statement function, type, named variable, expression, component of a structure, named constant, statement label, construct, or namelist group.

environment variable. A variable that describes the operating environment of the process.

executable program. A program that can be executed as a self-contained procedure. It consists of a main program and, optionally, modules, subprograms and non-Fortran external procedures.

executable statement. A statement that causes an action to be taken by the program; for example, to perform a calculation, test conditions, or alter normal sequential execution.

explicit initialization. The initialization of an object with a value stated in a data statement initial value list, block data program unit, type declaration statement, or array constructor.

explicit interface. For a procedure referenced in a scoping unit, the property of being an internal procedure, module procedure, intrinsic procedure, external procedure that has an interface block, recursive procedure reference in its own scoping unit, or dummy procedure that has an interface block.

expression. A sequence of operands, operators, and parentheses. It may be a variable, a constant, or a function reference, or it may represent a computation.

extended-precision constant. A processor approximation to the value of a real number that occupies 16 consecutive bytes of storage.

external file. A sequence of records on an input/output device. See also *internal file*.

external name. The name of a common block, subroutine, or other global procedure, which the linker uses to resolve references from one compilation unit to another.

external procedure. A procedure that is defined by an external subprogram or by a means other than Fortran.

F

field. An area in a record used to contain a particular category of data.

file. A sequence of records. See also *external file*, *internal file*.

file index. See *i-node*.

floating-point number. A real number represented by a pair of distinct numerals. The real number is the product of the fractional part, one of the numerals, and a value obtained by raising the implicit floating-point base to a power indicated by the second numeral.

format. (1) A defined arrangement of such things as characters, fields, and lines, usually used for displays, printouts, or files. (2) To arrange such things as characters, fields, and lines.

formatted data. Data that is transferred between main storage and an input/output device according to a specified format. See also *list-directed* and *unformatted record*.

function. A procedure that returns the value of a single variable or an object and that usually has a single exit. See also *intrinsic procedure*, *subprogram*.

G

generic identifier. A lexical token that appears in an **INTERFACE** statement and is associated with all the procedures in an interface block.

H

hard limit. A system resource limit that can only be raised or lowered by using root authority, or cannot be altered because it is inherent in the system or operating environments's implementation. See also *soft limit*.

hexadecimal. Pertaining to a system of numbers to the base sixteen; hexadecimal digits range from 0 (zero) through 9 (nine) and A (ten) through F (fifteen).

hexadecimal constant. A constant, usually starting with special characters, that contains only hexadecimal digits.

high order transformations. A type of optimization that restructures loops.

Hollerith constant. A string of any characters capable of representation by XL Fortran and preceded with *n***H**, where *n* is the number of characters in the string.

host. A main program or subprogram that contains an internal procedure is called the host of the internal procedure. A module that contains a module procedure is called the host of the module procedure.

host association. The process by which an internal subprogram, module subprogram, or derived-type definition accesses the entities of its host.

I

IPA. Interprocedural analysis, a type of optimization that allows optimizations to be performed across procedure boundaries and across calls to procedures in separate source files.

implicit interface. A procedure referenced in a scoping unit other than its own is said to have an implicit interface if the procedure is an external procedure that does not have an interface block, a dummy procedure that does not have an interface block, or a statement function.

implied DO. An indexing specification (similar to a **DO** statement, but without specifying the word **DO**) with a list of data elements, rather than a set of statements, as its range.

infinity. An IEEE number (positive or negative) created by overflow or division by zero. Infinity is represented by an exponent where all the bits are 1's, and a zero fraction.

i-node. The internal structure that describes the individual files in the operating system. There is one i-node for each file. An i-node contains the node, type, owner, and location of a file. A table of i-nodes is stored near the beginning of a file system. Also known as *file index*.

input/output (I/O). Pertaining to either input or output, or both.

input/output list. A list of variables in an input or output statement specifying the data to be read or written. An output list can also contain a constant, an expression involving operators or function references, or an expression enclosed in parentheses.

integer constant. An optionally signed digit string that contains no decimal point.

interface block. A sequence of statements from an **INTERFACE** statement to the corresponding **END INTERFACE** statement.

interface body. A sequence of statements in an interface block from a **FUNCTION** or **SUBROUTINE** statement to the corresponding **END** statement.

interference. A situation in which two iterations within a **DO** loop have dependencies upon one another.

internal file. A sequence of records in internal storage. See also *external file*.

interprocedural analysis. See *IPA*.

intrinsic. Pertaining to types, operations, assignment statements, and procedures that are defined by Fortran language standards and can be used in any scoping unit without further definition or specification.

intrinsic module. A module that is provided by the compiler and is available to any program.

intrinsic procedure. A procedure that is provided by the compiler and is available to any program.

K

keyword. (1) A statement keyword is a word that is part of the syntax of a statement (or directive) and that may be used to identify the statement. (2) An argument keyword specifies a name for a dummy argument.

kind type parameter. A parameter whose values label the available kinds of an intrinsic type.

L

lexical extent. All of the code that appears directly within a directive construct.

lexical token. A sequence of characters with an indivisible interpretation.

link-edit. To create a loadable computer program by means of a linker.

linker. A program that resolves cross-references between separately compiled or assembled object modules and then assigns final addresses to create a single relocatable load module. If a single object module is linked, the linker simply makes it relocatable.

list-directed. A predefined input/output format that depends on the type, type parameters, and values of the entities in the data list.

literal. A symbol or a quantity in a source program that is itself data, rather than a reference to data.

literal constant. A lexical token that directly represents a scalar value of intrinsic type.

load balancing. An optimization strategy that aims at evenly distributing the work load among processors.

logical constant. A constant with a value of either `true` or `false` (or T or F).

logical operator. A symbol that represents an operation on logical expressions:

```
.NOT.    (logical negation)
.AND.    (logical conjunction)
.OR.     (logical union)
.EQV.    (logical equivalence)
.NEQV.   (logical nonequivalence)
.XOR.    (logical exclusive disjunction)
```

loop. A statement block that executes repeatedly.

License Use Management (LUM). A run-time license-management application based on Gradient Technologies' Version 2.0.1 (Version 1.1.2a) of the Network Licensing System. The system allows software vendors to bundle compliance mechanisms with their software. In tracking license usage, License Use Management allows customers to easily comply with their software license agreements.

M

_main. The default name given to a main program by the compiler if the main program was not named by the programmer.

main program. The first program unit to receive control when a program is run. See also *subprogram*.

master thread. The head process of a group of threads.

module. A program unit that contains or accesses definitions to be accessed by other program units.

mutex. A primitive object that provides mutual exclusion between threads. A mutex is used cooperatively between threads to ensure that only one of the cooperating threads is allowed to access shared data or run certain application code at a time.

N

NaN (not-a-number). A symbolic entity encoded in floating-point format that does not correspond to a number. See also *quiet NaN*, *signalling NaN*.

name. A lexical token consisting of a letter followed by up to 249 alphanumeric characters (letters, digits, and underscores). Note that in FORTRAN 77, this was called a symbolic name.

named common. A separate, named common block consisting of variables.

namelist group name. The first parameter in the NAMELIST statement that names a list of names to be used in READ, WRITE, and PRINT statements.

negative zero. An IEEE representation where the exponent and fraction are both zero, but the sign bit is 1. Negative zero is treated as equal to positive zero.

nest. To incorporate a structure or structures of some kind into a structure of the same kind. For example, to nest one loop (the nested loop) within another loop (the nesting loop); to nest one subroutine (the nested subroutine) within another subroutine (the nesting subroutine).

nonexecutable statement. A statement that describes the characteristics of a program unit, data, editing information, or statement functions, but does not cause any action to be taken by the program.

nonexisting file. A file that does not physically exist on any accessible storage medium.

normal. A floating point number that is not denormal, infinity, or NaN.

not-a-number. See *NaN*.

numeric constant. A constant that expresses an integer, real, complex, or byte number.

O

octal. Pertaining to a system of numbers to the base eight; the octal digits range from 0 (zero) through 7 (seven).

octal constant. A constant that is made of octal digits.

one-trip DO-loop. A **DO** loop that is executed at least once, if reached, even if the iteration count is equal to 0. (This type of loop is from FORTRAN 66.)

online processor. In a multiprocessor machine, a processor that has been activated (brought online). The number of online processors is less than or equal to the number of physical processors actually installed in the machine. Also known as *active processor*.

operator. A specification of a particular computation involving one or two operands.

P

pad. To fill unused positions in a field or character string with dummy data, usually zeros or blanks.

paging space. Disk storage for information that is resident in virtual memory but is not currently being accessed.

PDF. See *profile-directed feedback*.

pointee array. An explicit-shape or assumed-size array that is declared in an integer **POINTER** statement or other specification statement.

pointer. A variable that has the **POINTER** attribute. A pointer must not be referenced or defined unless it is pointer associated with a target. If it is an array, it does not have a shape unless it is pointer-associated.

preconnected file. A file that is connected to a unit at the beginning of execution of the executable program. Standard error, standard input, and standard output are preconnected files (units 0, 5 and 6, respectively).

predefined convention. The implied type and length specification of a data object, based on the initial character of its name when no explicit specification is given. The initial characters I through N imply type integer of length 4; the initial characters A through H, O through Z, $, and _ imply type real of length 4.

present. A dummy argument is present in an instance of a subprogram if it is associated with an actual argument and the actual argument is a dummy argument that is present in the invoking procedure or is not a dummy argument of the invoking procedure.

primary. The simplest form of an expression: an object, array constructor, structure constructor, function reference, or expression enclosed in parentheses.

procedure. A computation that may be invoked during program execution. It may be a function or a subroutine. It may be an intrinsic procedure, an external procedure, a module procedure, an internal procedure, a dummy procedure, or a statement function. A subprogram may define more than one procedure if it contains **ENTRY** statements.

profile-directed feedback (PDF). A type of optimization that uses information collected during application execution to improve performance of conditional branches and in frequently executed sections of code.

program unit. A main program or subprogram.

pure. An attribute of a procedure that indicates there are no side effects.

Q

quiet NaN. A NaN (not-a-number) value that does not signal an exception. The intent of a quiet NaN is to propagate a NaN result through subsequent computations. See also *NaN*, *signalling NaN*.

R

random access. An access method in which records can be read from, written to, or removed from a file in any order. See also *sequential access*.

rank. The number of dimensions of an array.

real constant. A string of decimal digits that expresses a real number. A real constant must contain a decimal point, a decimal exponent, or both.

record. A sequence of values that is treated as a whole within a file.

relational expression. An expression that consists of an arithmetic or character expression, followed by a relational operator, followed by another arithmetic or character expression.

relational operator. The words or symbols used to express a relational condition or a relational expression:

`.GT.`	`greater than`
`.GE.`	`greater than or equal to`
`.LT.`	`less than`
`.LE.`	`less than or equal to`
`.EQ.`	`equal to`
`.NE.`	`not equal to`

result variable. The variable that returns the value of a function.

return specifier. An argument specified for a statement, such as CALL, that indicates to which statement label control should return, depending on the action specified by the subroutine in the RETURN statement.

S

scalar. (1) A single datum that is not an array. (2) Not having the property of being an array.

scale factor. A number indicating the location of the decimal point in a real number (and, on input, if there is no exponent, the magnitude of the number).

scope. That part of an executable program within which a lexical token has a single interpretation.

scope attribute. That part of an executable program within which a lexical token has a single interpretation of a particular named property or entity.

scoping unit. (1) A derived-type definition. (2) An interface body, excluding any derived-type definitions and interface bodies contained within it. (3) A program unit or subprogram, excluding derived-type definitions, interface bodies, and subprograms contained within it.

selector. The object that is associated with the associate name in an **ASSOCIATE** construct.

semantics. The relationships of characters or groups of characters to their meanings, independent of the manner of their interpretation and use. See also *syntax*.

sequential access. An access method in which records are read from, written to, or removed from a file based on the logical order of the records in the file. See also *random access*.

signalling NaN. A NaN (not-a-number) value that signals an invalid operation exception whenever it appears as an operand. The intent of the signaling NaN is to catch program errors, such as using an uninitialized variable. See also *NaN*, *quiet NaN*.

sleep. The state in which a thread completely suspends execution until another thread signals it that there is work to do.

SMP. See *symmetric multiprocessing*.

soft limit. A system resource limit that is currently in effect for a process. The value of a soft limit can be raised or lowered by a process, without requiring root authority. The soft limit for a resource cannot be raised above the setting of the hard limit. See also *hard limit*.

spill space. The stack space reserved in each subprogram in case there are too many variables to hold in registers and the program needs temporary storage for register contents.

specification statement. A statement that provides information about the data used in the source program. The statement could also supply information to allocate data storage.

stanza. A group of lines in a file that together have a common function or define a part of the system. Stanzas are usually separated by blank lines or colons, and each stanza has a name.

statement. A language construct that represents a step in a sequence of actions or a set of declarations. Statements fall into two broad classes: executable and nonexecutable.

statement function. A name, followed by a list of dummy arguments, that is equated with an intrinsic or derived-type expression, and that can be used as a substitute for the expression throughout the program.

statement label. A number from one through five digits that is used to identify a statement. Statement labels can be used to transfer control, to define the range of a **DO**, or to refer to a **FORMAT** statement.

storage association. The relationship between two storage sequences if a storage unit of one is the same as a storage unit of the other.

structure. A scalar data object of derived type.

structure component. The part of a data object of derived-type corresponding to a component of its type.

subobject. A portion of a named data object that may be referenced or defined independently of other portions. It can be an array element, array section, structure component, or substring.

subprogram. A function subprogram or a subroutine subprogram. Note that in FORTRAN 77, a block data program unit was called a subprogram. See also *main program*.

subroutine. A procedure that is invoked by a **CALL** statement or defined assignment statement.

subscript. A subscript quantity or set of subscript quantities enclosed in parentheses and used with an array name to identify a particular array element.

substring. A contiguous portion of a scalar character string. (Although an array section can specify a substring selector, the result is not a substring.)

symmetric multiprocessing (SMP). A system in which functionally-identical multiple processors are used in parallel, providing simple and efficient load-balancing.

synchronous. Pertaining to an operation that occurs regularly or predictably with regard to the occurrence of a specified event in another process.

syntax. The rules for the construction of a statement. See also *semantics*.

T

target. A named data object specified to have the **TARGET** attribute, a data object created by an **ALLOCATE** statement for a pointer, or a subobject of such an object.

thread. A stream of computer instructions that is in control of a process. A multithread process begins with one stream of instructions (one thread) and may later create other instruction streams to perform tasks.

thread visible variable. A variable that can be accessed by more than one thread.

time slice. An interval of time on the processing unit allocated for use in performing a task. After the interval has expired, processing unit time is allocated to another task, so a task cannot monopolize processing unit time beyond a fixed limit.

token. In a programming language, a character string, in a particular format, that has some defined significance.

trigger constant. A sequences of characters that identifies comment lines as compiler comment directives.

type declaration statement. A statement that specifies the type, length, and attributes of an object or function. Objects can be assigned initial values.

U

unformatted record. A record that is transmitted unchanged between internal and external storage.

Unicode. A universal character encoding standard that supports the interchange, processing, and display of text that is written in any of the languages of the modern world. It also supports many classical and historical texts in a number of languages. The Unicode standard has a 16-bit international character set defined by ISO 10646. See also *ASCII*.

unit. A means of referring to a file to use in input/output statements. A unit can be connected or not connected to a file. If connected, it refers to a file. The connection is symmetric: that is, if a unit is connected to a file, the file is connected to the unit.

unsafe option. Any option that could result in grossly incorrect results if used in the incorrect context. Other options may result in very small variations from the default result, which is usually acceptable. Typically, using an unsafe option is an assertion that your code is not subject to the conditions that make the option unsafe.

use association. The association of names in different scoping units specified by a **USE** statement.

V

variable. A data object whose value can be defined and redefined during the execution of an executable program. It may be a named data object, array element, array section, structure component, or substring. Note that in FORTRAN 77, a variable was always scalar and named.

X

XPG4. X/Open Common Applications Environment (CAE) Portability Guide Issue 4; a document which defines the interfaces of the X/Open Common Applications Environment that is a superset of

POSIX.1-1990, POSIX.2-1992, and POSIX.2a-1992 containing extensions to POSIX standards from XPG3.

Z

zero-length character. A character object that has a length of 0 and is always defined.

zero-sized array. An array that has a lower bound that is greater than its corresponding upper bound. The array is always defined.

INDEX

Program Number: 5724-I08

SC09-7897-00