



# **PathScale™ Compiler Suite User Guide**

Version 3.2



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PathScale LLC, 2071 Stierlin Ct., Suite 200, Mountain View, CA 94043



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# Section 1

## Introduction

This User Guide covers how to use the PathScale™ Compiler Suite compilers; how to configure them, how to use them to optimize your code, and how to get the best performance from them. This guide also covers the language extensions and differences from the other commonly available language compilers.

The PathScale Compiler Suite will be referred to as the PathScale Compiler Suite or the PathScale compiler in the rest of this document.

The PathScale Compiler Suite generates both 32-bit and 64-bit code, with 64-bit code as the default. See the `eko` man page for details.

The information in this guide is organized into these sections:

- [Section 2](#) is a quick reference to using the PathScale compilers
- [Section 3](#) covers the PathScale Fortran compiler
- [Section 4](#) covers the PathScale C/C++ compilers
- [Section 5](#) provides suggestions for porting and compatibility
- [Section 6](#) is a Tuning Quick Reference, with tips for getting faster code
- [Section 7](#) discusses tuning options in more detail
- [Section 8](#) covers using autoparallelization and OpenMP in Fortran and C/C++
- [Section 9](#) provides an example of optimizing code
- [Section 10](#) covers debugging and troubleshooting code
- [Appendix A](#) lists environmental variables used with the compilers
- [Appendix B](#) discusses implementation dependent behavior for OpenMP Fortran
- [Appendix C](#) is a list of the supported Fortran intrinsics
- [Appendix D](#) provides a simplified data structure from a Fortran 90 dope vector
- [Appendix E](#) is a summary of the compiler options, grouped by function
- [Appendix F](#) is a reference copy of the `eko` man page
- [Appendix G](#) contains a glossary of terms associated with the compilers

## 1.1 Conventions Used in This Document

These conventions are used throughout this document.

Convention	Meaning
<code>command</code>	Fixed-space font is used for literal items such as commands, files, routines, and pathnames.
<i>variable</i>	Italic typeface is used for variable names or concepts being defined
<b>user input</b>	Bold, fixed-space font is used for literal items the user types in. Output is shown in non-bold, fixed-space font.
\$	Indicates a command line prompt
[ ]	Brackets enclose optional portions of a command or directive line.
...	Ellipses indicate that a preceding element can be repeated.
<b>NOTE</b>	Indicates important information

## 1.2 Documentation Suite

The PathScale Compiler Suite product documentation set includes:

- *The PathScale Compiler Suite and Subscription Manager Install Guide*
- *The PathScale Compiler Suite User Guide*
- *The PathScale Compiler Suite Support Guide*
- *The PathScale Debugger User Guide*

There are also online manual pages (“man pages”) available describing the flags and options for the PathScale Compiler Suite. These man pages are a subset of the pages that are shipped with the Compiler Suite: `eko`, `pathf95`, `pathf90`, `pathcc`, `pathCC`. The `pathscale-intro` man page gives a complete list of all the various man pages that are included with the Compiler Suite.

Please see the PathScale website for further information about current releases and developer support.

<http://www.pathscale.com/support.html>

In addition, you may want to refer to language reference books for more information on compilers and language usage. Programming and language reference books are often a matter of personal taste. Everyone has a personal preferences in reference books, and this list reflects the variety of opinions found within the PathScale engineering team.

### **Fortran Language:**

- *Fortran 95 Handbook: Complete ISO /ANSI Reference* by Jeanne C. Adams, et al., MIT Press, 1997. ISBN 0-262-51096-0
- *Fortran 95 Explained* by Metcalf, M. and Reid, J., Oxford University Press, 1996. ISBN 0-19-851888-8

### **C Language:**

- *C Programming Language* by Brian W. Kernighan, Dennis Ritchie, Dennis M. Ritchie, Prentice Hall, 1988, 2nd edition, ISBN 0-13-110362-8
- *C: A Reference Manual* by Samuel P. Harbison, Guy L. Steele, Prentice Hall, 5th Edition, 2002, ISBN 0-130-89592-X
- *C: How to Program* by H.M. Deitel and P.J. Deitel, Prentice Hall, Fourth Edition, 2004 ISBN 0-131-42644-3

### **C++ Language:**

- *The C++ Standard Library A Tutorial and Reference* by Josutis, Nicolai M., 1999. Addison- Wesley, ISBN 0-201-37926-0
- *Effective C++: 55 Specific Ways to Improve Your Programs and Design* by Scott Meyers, Addison-Wesley Professional, 2005, 3rd edition, ISBN 0-321-33487-6
- *More Effective C++: 35 New Ways to Improve Your Programs and Designs* by Scott Meyers, Addison-Wesley Professional, 1995, ISBN 0-201-63371-X
- *Thinking in C++, Volume 1: Introduction to Standard C++* by Bruce Eckel, Prentice Hall, 2nd Edition, 2000, ISBN: 0-139-79809-9 (NOTE: There is a later version–2002–available online as a free download.)
- *Thinking in C++, Vol. 2: Practical Programming* by Bruce Eckel, Prentice Hall, Second Edition, 2003, ISBN 0-130-35313-2
- *C++ Inside & Out* by Bruce Eckel, Osborne/McGraw-Hill, 1993, ISBN: 0-07-881809-5
- *C++: How to Program* by H.M. Deitel and P.J. Deitel, Prentice Hall, 2005, 5th edition, ISBN 0-131-85757-6

### **Other Topics:**

- *Effective STL: 50 Specific Ways to Improve Your Use of the Standard Template Library* by Scott Meyers, Addison-Wesley Professional, 2001, ISBN 0-201-74962-9

## Notes

## Section 2

# Compiler Quick Reference

This section describes how to get started using the PathScale Compiler Suite. The compilers follow the standard conventions of Unix and Linux compilers, produce code that follows the Linux x86\_64 ABI, and run on both the AMD64 and Intel EM64T families of chips.

AMD64 is the AMD 64-bit extension to the Intel IA32 architecture, often referred to as “x86”. EM64T is the Intel<sup>®</sup> *Extended Memory 64 Technology* chip family.

This means that object files produced by the PathScale compilers can link with object files produced by other Linux x86\_64-compliant compilers such as Red Hat and SUSE GNU `gcc`, `g++`, and `g771`.

### 2.1

## What You Installed

For details on installing the PathScale compilers, see the *PathScale Compiler Suite Install Guide*.

The PathScale Compiler Suite includes optimizing compilers and runtime support for C, C++, and Fortran. Depending on the type of subscription you purchased, you enabled some or all of the following:

- PathScale C compiler for x86\_64 and EM64T architectures
- PathScale C++ compiler for x86\_64 and EM64T architectures
- PathScale Fortran compiler for x86\_64 and EM64T architectures
- Documentation
- Libraries
- Subscription Manager client. You must have a valid subscription and associated subscription file in order to run the compiler.
- Subscription Manager server. The PathScale Subscription Manager server is only required for floating subscriptions.
- PathScale debugger (`pathdb`)
- GNU binutils

### 2.2

## How To Invoke the PathScale Compilers

The PathScale Compiler Suite has three different front-ends to handle programs written in C, C++, and Fortran, and it has common optimization and code generation

components that interface with all the language front-ends. The language your program uses determines which command (driver) name to use:

Language	Command Name	Compiler Name
C	pathcc	PathScale C compiler
C++	pathCC	PathScale C++ compiler
Fortran 77	pathf95	PathScale Fortran compiler
Fortran 90		
Fortran 95		

You can create a common example program called `world.c`:

```
#include <stdio.h>
main() {
    printf ("Hello World!\n");
}
```

Then you can compile it from your shell prompt very simply:

```
$ pathcc world.c
```

The default output file for the `pathcc`-generated executable is named `a.out`. You can execute it and see the output:

```
$ ./a.out
Hello World!
```

As with most compilers, you can use the `-o <filename>` option to give your program executable file the desired name.

If invoked with the flag `-v` (or `-version`), the compilers will emit some text that identifies the version. For example:

```
$ pathcc -v
PathScale(TM) Compiler Suite: Version 3.2
Built on: 2007-10-21 07:03:08 -0800
Thread model: posix
GNU gcc version 4.0.2 (PathScale 3.2 driver)
```

There are online manual pages (“man pages”) with descriptions of the large number of command line options that are available. Type `man pathscale_intro` at the command line to see the `pathscale-intro` man page and its overview of the various man pages included with the Compiler Suite.

### 2.2.1

## Accessing the GCC 4.x Front-ends for C and C++

This release supports GCC 3.x and GCC 4.x. The compiler defaults to `gnu3` or `gnu4` depending on whether the system-installed `gcc/g++` is a 3.x or 4.x compiler. It is possible to override this choice using `-gnu3` or `-gnu4` to get the compiler to use the alternate front-end instead of the default one. A sample command for C is:



```
$ pathcc -gnu4 world.c
```

This default option can be changed in your `compiler.defaults` file by adding this line:

```
-gnu4
```

See [section 2.3](#) for an example `compiler.defaults` file.

The option has no effect on `pathf90` or `pathf95`.

There are currently some limitations when using this option. Please see the Release Notes for more information.

## 2.3 Compiling for Different Platforms

The PathScale Compiler Suite currently compiles and optimizes your code for the Opteron processor independent of where the compilation is happening. (This may change in the future.) To select the 32-bit/64-bit ABI, the compiler queries the machine where the compilation is happening and will compile to the best ABI supported for that machine. These defaults (for the target processor and the ABI) can be overridden by command-line flags or the `compiler.defaults` file.

You can set or change the default platform for compilation using the `compiler.defaults` file, found in `/opt/pathscale/etc`. If you installed in a non-default location the path will be `<install_directory>/pathscale/etc`. You can use the defaults file to provide a set of additional include or library directories to search, or to specify some default compiler optimization flags.

The compiler refers to the `compiler.defaults` file for options to be used during compilation. The syntax in `compiler.defaults` file is the same as options specified on the compiler command line.

Options are added to the command line in the order in which they appear in the defaults file. Every option is included unconditionally. For exclusive options, the command line takes precedence over the defaults file. For example, if the defaults file contains the `-O3` option, but the compiler is invoked with `-O2` on the command line, it will behave as if invoked with `-O2` alone, because `-O2` and `-O3` are exclusive options.

For additive options, the command line is used before the defaults file. For example, if the `defaults.compiler` contains `-I/usr/foo` and the command line contains `-I/usr/bar`, the compiler will behave as if invoked with `-I/usr/bar` `-I/usr/foo`.

The format of the `compiler.defaults` file is simple. Each line can contain compiler options, separated by white space, followed by an optional comment. A comment begins with the `#` character, and ends at the end of a line. Empty lines and lines containing only comments are skipped.

Here is an example defaults file:

```
# PathScale compiler defaults file.
#
# Set default CPU type to optimize for, since all of our
# systems use the same CPUs.
-march=opteron
# We have a recent Opteron CPU stepping, so it's safe to
# always use SSE3.
-msse3
# Ensure that the FFTW library is available to users, so
# they don't need to remember where it's installed.
-L/share/fftw3/lib
-I / share/fftw3 /include
# Use the GCC 4.x front-end by default
-gnu4
```

The environment variable `PSC_COMPILER_DEFAULTS_PATH`, if set, specifies a `PATH` or a colon-separated list of `PATHs`, designating where the compiler is to look for the `compiler.defaults` file. If the environment variable is set, the `PATH /opt/pathscale/etc` will not be used. If the file cannot be found, then no defaults file will be used, even if one is present in `/opt/pathscale/etc`.

For more details, see the `compiler.defaults` man page.

### 2.3.1 Target Options for This Release

These options, related to ABI, ISA, and processor target, are supported in this release:

- `-m32`
- `-m64`
- `-march=` (same as `-mcpu=` and `-mtune=`)
- `-mcpu=` (same as `-march=` and `-mtune=`)
- `-mtune=` (same as `-march=` and `-mcpu=`)
- `-msse2`
- `-msse3`
- `-msse4a`
- `-m3dnow`

There are also `-mno-` versions for these options: `-msse2`, `-msse3`, `-msse4a`, `-m3dnow`. For example, `-mno-msse3`. As indicated in this list using the `-march=` flag, the architectures supported in this release are:

- `-march=(opteron|athlon64|athlon64fx)`
- `-march=barcelona`
- `-march=pentium4`
- `-march=xeon`
- `-march=em64t`

- `-march=core`

We have also added two special options, `-march=anyx86` and `-march=auto`. If you want to compile the program so that it can be run on any x86 machine, you can specify `anyx86` as the value of the `-march`, `mcpu`, or `-mtune` options.

- `-march=anyx86`

If the value for the `-march`, `-mcpu`, or `-mtune` options is `auto`, the compiler will automatically choose the target processor based on the machine on which the compilation takes place.

- `-march=auto`

The compiler defaults to `-march=auto`.

Here is a sample of how options are specified in the `compiler.defaults` file:

```
# Compile for Athlon64 and turn on 3DNow extensions. One
# option per line.
-march=athlon64      # anything after '#' is ignored
-m3dnow
```

These options can also be used on the command line. See the `eko` man page for details.

### 2.3.2

## Defaults Flag

This release includes a flag, `-show-defaults`, which directs the compiler to print out the defaults used related to ABI, ISA, and processor targets. When this flag is specified, the compiler will just print the defaults and quit. No compilation is performed.

```
$ pathcc -show-defaults
```

### 2.3.3

## Compiling for an Alternate Platform

You will need to compile with the `-march=anyx86` flag if you want to run your compiled executables on both AMD and Intel platforms. See the `eko` man page for more information about the `-march=` flag.

To run code generated with the PathScale Compiler Suite on a different host machine, you will need to install the runtime libraries on your host machine, or you need to static link your programs when you compile. See [section 2.7](#) for information on static linking and the *PathScale Compiler Suite Install Guide* for information on installing runtime libraries.

### 2.3.4

## Compiling Option Tool: `pathhow-compiled`

The PathScale Compiler Suite includes a tool that displays the compilation options and compiler version currently being used. The tool is called `pathhow-compiled` and can be found after installation in `/opt/pathscale/bin` (or `<install_directory>/bin` if you installed to a non-default location).

When a `.o` file, archive, or an executable is passed to `pathhow-compiled`, it will display the compilation options for each `.o` file constituting the argument file. This includes any linked archives.

For example, compile the file `myfile.c` with `pathcc` and then use the `pathhow-compiled` tool:

```
$ pathcc myfile.c -o myfile
$ pathhow-compiled myfile.o
```

The output would look something like this:

```
PathScale Compiler Version 3.2 compiled myfile.c with options:
  -O2 -march=opteron -msse2 -mno-sse3 -mno-3dnow -m64
```

### 2.4

## Input File Types

The name for a source file usually has the form `filename.ext`, where `ext` is a one to three character extension used on a source code file that can have various meanings:

Extension	Implication to the driver
<code>.c</code>	C source file that will be preprocessed
<code>.C</code> <code>.cc</code> <code>.cpp</code> <code>.cxx</code>	C++ source file that will be preprocessed
<code>.f</code> <code>.f90</code> <code>.f95</code>	Fortran source file <code>.f</code> is fixed format, no preprocessor <code>.f90</code> is freeform format, no preprocessor <code>.f95</code> is freeform format, no preprocessor
<code>.F</code> <code>.F90</code> <code>.F95</code>	Fortran source file <code>.F</code> is fixed format, invokes preprocessor <code>.F90</code> is freeform format, invokes preprocessor <code>.F95</code> is freeform format, invokes preprocessor

For Fortran files with the extensions `.f`, `.f90`, or `.f95` you can use `-ftpp` (to invoke the Fortran preprocessor) or `-cpp` (to invoke the C preprocessor) on the

`pathf95` command line. The default preprocessor for files with `.F`, `.F90`, or `.F95` extensions, is `-cpp`. See [section 3.6.1](#) for more information on preprocessing.

The compiler drivers can use the extension to determine which language front-end to invoke. For example, some mixed language programs can be compiled with a single command:

```
# pathf95 stream_d.f second_wall.c -o stream
```

The `pathf95` driver will use the `.c` extension to know that it should automatically invoke the C front-end on the `second_wall.c` module and link the generated object files into the `stream` executable.

**NOTE:** GNU make does not contain a rule for generating object files from Fortran `.f90` files. You can add the following rules to your project Makefiles to achieve this:

```
$.o:      %.f90
          $(FC) $(FFLAGS) -c $<
$.o:      %.F90
          $(FC) $(FFLAGS) -c $<
```

You may need to modify this for your project, but in general the rules should follow this form.

For more information on compatibility and porting existing code, see [section 5](#). Information on GCC compatibility and a wrapper script that you can use for your build packages can be found in [section 5.7.1](#).

## 2.5

### Other Input Files

Other possible input files, common to both C/C++ and Fortran, are assembly-language files, object files, and libraries. These can be used as inputs on the command line.

Extension	Implication to the driver
<code>.i</code>	preprocessed C source file
<code>.ii</code>	preprocessed C++ source file
<code>.s</code>	assembly language file
<code>.o</code>	object file
<code>.a</code>	a static library of object files
<code>.so</code>	a library of shared (dynamic) object files

## 2.6 Common Compiler Options

The PathScale Compiler Suite has command line options that are similar to many other Linux or Unix compilers:

Option	What it does
-c	Generates an intermediate object file for each source file, but doesn't link
-g	Produces debugging information to allow full symbolic debugging
-I<dir>	Adds <path> to the directories searched by preprocessor for include file resolution.
-l<library>	Searches the library specified during the linking phase for unresolved symbols
-L<dir>	Adds <path> to the directories searched during the linking phase for libraries
-lm	Links using the libm math library. This is typically required in C programs that use functions such as <code>exp()</code> , <code>log()</code> , <code>sin()</code> , <code>cos()</code> .
-o <filename>	Generates the named executable (binary) file
-O3	Generates a highly optimized executable, generally numerically safe
-O or -O2	Generates an optimized executable that is numerically safe. (This is also the default if no -O flag is used.)
-pg	Generates profile information suitable for the analysis program <code>pathprof</code>

Many more options are available and described in the man pages (`pathscale_intro`, `pathcc`, `pathf95`, `pathCC`, `eko`) and [section 7](#) in this document.

## 2.7 Shared Libraries

The PathScale Compiler Suite includes shared versions of the runtime libraries that the compilers use. The shared libraries are packaged in the `pathscale-compilers-libs` package. The compiler will use these shared libraries by default when linking executables and shared objects. Therefore, if you link a program with these shared libraries, you must install them on systems where that program will run.

You should continue to use the static versions of the runtime libraries if you wish to obtain maximum portability or peak performance. The latter is the case because the compiler cannot optimize shared libraries as aggressively as static libraries. Shared libraries are compiled using position-independent code, which limits some opportunities for optimization, while our static libraries are not compiled this way.

To link with static libraries instead of shared libraries, use the `-static` option. For example the following code is linked using the shared libraries.

```
$ pathcc -o hello hello.c
$ ldd hello
        libpsCRT.so.1 => /opt/pathscale/lib/2.3.99/libpsCRT.so.1
(0x00000002a9566d000)
        libmPath.so.1 => /opt/pathscale/lib/2.3.99/libmPath.so.1
(0x00000002a9576e000)
        libc.so.6 => /lib64/libc.so.6
(0x00000002a9588b000)
        libm.so.6 => /lib64/libm.so.6
(
0x00000002a95acd000)
        /lib64/ld-linux-x86-64.so.2 => /lib64/ld-linux-x86-64.so.2
(0x00000002a95556000)
$
```

If you use the `-static` option, notice that the shared libraries are no longer required.

```
$ pathcc -o hello hello.c -static
$ ldd hello
        not a dynamic executable
$
```

## 2.8

### Large File Support

The Fortran runtime libraries are compiled with large file support. PathScale does not provide any runtime libraries for C or C++ that do I/O, so large file support is provided by the libraries in the Linux distribution being used.

## 2.9

### Memory Model Support

The PathScale compilers currently support two memory models: small and medium.

The default memory model on x86\_64 systems, and the default for the compilers, is small (equivalent to GCC's `-mmodel=small`). This means that offsets of code and data within binaries are represented as signed 32-bit quantities. In this model, all code in an executable must total less than 2GB, and all the data must also be less than 2GB. Note that by data, we mean the static and unlimited static data (BSS) that are compiled into an executable, not data allocated dynamically on the stack or from the heap.

Pointers are 64-bits however, so dynamically allocated memory may exceed 2GB. Programs can be statically or dynamically linked.

Additionally the compilers support the medium memory model with the use of the option `-mmodel=medium` on all of the compilation and link commands. This means

that offsets of code within binaries are represented as signed 32-bit quantities. The offsets for data within the binaries are represented as signed 64-bit quantities. In this model, all code in an executable must come to less than 2GB in total size. The data, both static and BSS, are allowed to exceed 2GB in size.

As with the small memory model, pointers are also signed 64-bit quantities and may exceed 2 GB in size.

**NOTE:** The PathScale compilers do not support the use of the `-fPIC` option flag in combination with the `-mmodel=medium` option. The code model `medium` is not supported in `PIC` mode.

The PathScale compilers support `-mmodel=medium` and `-fPIC` in the same way that GCC does. When building shared libraries, only `-fPIC` should be used. The option `-mmodel=medium` but not `-fPIC` when compiling and linking the main program.

The reasoning behind this is that because the shared library is self-contained, it does not know about the fixed addresses of the data in the program that it is linked with. The library will only access the program data through pointers, and such pointer data accesses are not affected by the value of the `mmodel` option. The `mmodel` value only affects the addressing of data with fixed addresses. When these addresses are larger than 2GB, the compiler has to generate longer sequences of instructions. Thus, it does not want to do that unless the `-mmodel=medium` flag is given.

See 10.4 for more information on using large objects, and your GCC 3.3.1 documentation for more information on this topic.

### 2.9.1

## Support for "Large" Memory Model

At this time the PathScale compilers do not support the large memory model. The significance is that the code offsets must fit within the signed 32-bit address space. To determine if you are close to this limit, use the Linux `size` command.

```
$ size bench
   text  data  bss   dec    hex    filename
 910219  1448   3192  914859  df5ab  bench
```

If the total value of the `text` segment is close to 2GB, then the size of the memory model may be an issue for you. We believe that codes that are this large are extremely rare and would like to know if you are using such an application.

The size of the `bss` and `data` segments are addressed by using the medium memory model.



## 2.10 Debugging

The flag `-g` tells the PathScale compilers to produce data in the DWARF 2.0 format used by modern debuggers such as GDB and PathScale's debugger, `pathdb`. This format is incorporated directly into the object files.

The `-g` option automatically sets the optimization level to `-O0` unless an explicit optimization level is provided on the command line. Debugging of higher levels of optimization is possible, but the code transformation performed by the optimizations may make it more difficult.

See the individual sections on the PathScale Fortran and C/C++ compilers for more language-specific debugging information, and [section 10](#) for debugging and troubleshooting tips. See the *PathScale Debugger User Guide* for more information on `pathdb`.

## 2.11 Profiling: Locate Your Program's Hot Spots

Often a program has "hot spots," a few routines or loops that are responsible for most of the execution time. Profilers are a common tool for finding these hot spots in a program. To figure out where and how to tune your code, use the `time` tool to get a rough estimate and determine if the issue is system load, application load, or a system resource that is slowing down your program. Then use the `pathprof` tool to find the programs' hot spots. Once you find the hot spots in your program, you can improve your code for better performance, or use the information to help choose which compiler flags are likely to lead to better performance.

The `time` tool provides the elapsed (or `wall`) time, user time, and system time of your program. Its usage is typically: `time ./<program args>`. Elapsed time is usually the measurement of interest, especially for parallel programs, but if your system is busy with other loads, then user time might be a more accurate estimate of performance than elapsed time. If there is substantial system time being used and you don't expect to be using substantial non-compute resources of the system, you should use a kernel profiling tool to see what is causing it.

The `pathprof` and `pathcov` programs included with the compilers are symbolic links to your system's `gcov` and `gprof` executables. There are more details and an example using `pathprof` later in [section 9](#), but the following steps are all that are needed to get started in profiling:

1. Add the `-pg` flag to both the compile and link steps with the PathScale compilers. This generates an instrumented binary.
2. Run the program executable with the input data of interest. This creates a `gmon.out` file with the profile data.
3. Run `pathprof <program-name>` to generate the profiles. The standard output of `pathprof` includes two tables:

- a. A flat profile with the time consumed in each routine and the number of times it was called, and
- b. A call-graph profile that shows, for each routine, which routines it called and which other routines called it. There is also an estimate of the inclusive time spent in a routine and all of the routines called by that routine.

**NOTE:** The `pathprof` tool will generate a segmentation fault when used with OpenMP applications that are run with more than one thread. There is no current workaround for `pathprof` (or `gprof`).

See [section 9](#) for a more detailed example of profiling.

## 2.12

### `taskset`: Assigning a Process to a Specific CPU

To improve the performance of your application on multiprocessor machines, it is useful to assign the process to a specific CPU. The tool used to do this is `taskset`, which can be used to retrieve or set a process' affinity. This command is part of the `schedutils` package/RPM.

**NOTE:** Some of the Linux distributions supported by the PathScale compilers do not contain the `schedutils` package/RPM.

The CPU affinity is represented as a bitmask, typically given in hexadecimal. Assigning a process to a specific CPU prevents the Linux scheduler from moving or splitting the process.

Example:

```
$ taskset 0x00000001
```

This would assign the process to processor #0.

If an invalid mask is given, an error is returned, so when `taskset` returns, it is guaranteed that the program has been scheduled on a valid and legal CPU. See the `taskset(1)` man page for more information.

## **Section 3**

# The PathScale Fortran Compiler

The PathScale Fortran compiler supports Fortran 77, Fortran 90, Fortran 95 and an evolving subset of Fortran 2003. The PathScale Fortran compiler:

- Partial conformance with ISO/IEC 1539-1:2004 Programming Languages - Fortran - Part 1: Base Language (Fortran 2003)
- Conforms to the more recent ISO/IEC 1539-1:1997 Programming languages–Fortran (Fortran 95)
- Conforms to ISO/IEC TR 15580: Fortran: Floating point exception handling. See also section 14 of ISO/IEC 1539-1:2004, the Fortran 2003 standard, for a complete description.
- Conforms to ISO/IEC TR 15581: Fortran: Enhanced data type facilities
- Conforms to ISO/IEC 1539-2: Varying length character strings ([section 3.6.3](#))
- Conforms to ISO/IEC 1539-3: Conditional compilation ([section 3.6.4](#))
- Conforms to ISO/IEC 1539:1991 Programming languages–Fortran (Fortran 90)
- Supports legacy FORTRAN 77 (ANSI X3.9-1978) programs
- Provides support for common extensions to the above language definitions
- Links binaries generated with the GNU Fortran 77 compiler
- Generates code that complies with the x86\_64 ABI and the 32-bit x86 ABI

### **3.1**

## **Using the Fortran Compiler**

To invoke the PathScale Fortran compiler, use this command:

```
$ pathf95
```

By default, the compiler will treat input files with an `.F` suffix or `.f` suffix as fixed-form files. Files with an `.F90`, `.f 90`, `.F95`, or `.f95` suffix are treated as free-form files. This behavior can be overridden using the `-fixedform` and `-freeform` switches. See [section 3.1.1](#) for more information on fixed-form and free-form files.

By default, all files ending in `.F`, `. F90`, or `.F95` are first preprocessed using the C preprocessor (`-cpp`). If you specify the `-ftpp` option, all files are preprocessed using the Fortran preprocessor (`-ftpp`), regardless of suffix. See [section 3.6.1](#) for more information on preprocessing.

Invoking the compiler without any options instructs the compiler to use optimization level `-O2`. These three commands are equivalent:

```
$ pathf95 test.f90
$ pathf95 -O test.f90
$ pathf95 -O2 test.f90
```

Using optimization level `-O0` instructs the compiler to do no optimization. Optimization level `-O1` performs only local optimization. Level `-O2`, the default, performs extensive optimizations that will always shorten execution time, but may cause compile time to be lengthened. Level `-O3` performs aggressive optimization that may or may not improve execution time. See [section 7.1](#) for more information about the `-O` flag.

Use the `-ipa` switch to enable inter-procedural analysis:

```
$ pathf95 -c -ipa matrix.f90
$ pathf95 -c -ipa prog.f90
$ pathf95 -ipa matrix.o prog.o -o prog
```

Note that the link line also specifies the `-ipa` option. This is required to perform the IPA link properly.

See [section 7.3](#) for more information on IPA.

**NOTE:** The compiler typically allocates data for Fortran programs on the stack for best performance. Some major Linux distributions impose a relatively low limit on the amount of stack space a program can use. When you attempt to run a Fortran program that uses a large amount of data on such a system, it will print an informative error message and abort. You can use your shell's `"ulimit"` (`bash`) or `"limit"` (`tcsh`) command to increase the stack size limit to a point where the program no longer crashes, or remove the limit entirely. See [section 3.13](#) for more information on Fortran compiler stack size.

### 3.1.1

## Fixed-form and Free-form Files

Fixed-form files follow the obsolete Fortran standard of assigning special meaning to the first 6 character positions of each line in a source file.

If a `C`, `!` or `*` character is present in the first character position on a line, that specifies that the remainder of the line is to be treated as a comment. If a `!` is present at any character position on a line except for the 6th character position, then the remainder of that line is treated as a comment. Lines containing only blank characters or empty lines are also treated as comments.

If any character other than a blank character is present in the 6th character position on a line, that specifies that the line is a continuation from the previous line. The Fortran standard specifies that no more than 19 continuation lines can follow a line, but the PathScale compiler supports up to 499 continuation lines.

Source code appears between the 7th character position and the 72nd character position in the line, inclusive. Semicolons are used to separate multiple statements on a line. A semicolon cannot be the first non-blank character between the 7th character position and the 72nd character position.

Character positions 1 through 5 are for statement labels. Since statement labels cannot appear on continuation lines, the first five entries of a continuation line must be blank.

Free-form files have fewer limitations on line layout. Lines can be arbitrarily long, and continuation is indicated by placing an ampersand (&) at the end of the line before the continuation line. Statement labels can be placed at any character position in a line, as long as it is preceded by blank characters only. Comments start with a ! character anywhere on the line.

## 3.2 Modules

When a Fortran module is compiled, information about the module is placed into a file called `MODULENAME.mod`. The default location for this file is in the directory where the command is executed. This location can be changed using `-module` option. The `MODULENAME.mod` file allows other Fortran files to use procedures, functions, variables, and any other entities defined in the module. Module files can be considered similar to C header files.

Like C header files, you can use the `-I` option to point to the location of module files:

```
$ pathf95 -I/work/project/include -c foo.f90
```

This instructs the compiler to look for `.mod` files in the `/work/project/include` directory. If `foo.f90` contains a `'use arith'` statement, the following locations would be searched:

```
/work/project/include/ARITH.mod  
./ARITH.mod
```

### 3.2.1 Order of Appearance

If a module and the "use" statements referring to that module appear in the same source file, the module must appear first.

If a module appears in one source file and the "use" statements referring to that module appear in other source files, the file containing the module must be compiled first.

If a single command compiles all the files, the file containing the module must appear on the command line before the files containing the "use" statements:

```
pathf95 mymodule.f95 myprogram.f95
```

### 3.2.2

## Linking Object Files to the Rest of the Program

A source file containing a module generates an object (.o) file as well as a module-information (.mod) file, even if the source file contains nothing other than the module. That object file must be linked with the rest of the program. If a single command compiles and links the entire program, this will happen automatically, but if you use a separate command to link objects together, you must be careful not to omit object files resulting from source files which contain only modules. The order of object files in such a command does not matter. For example:

```
pathf95 -c mymodule.f95
pathf95 -c myprogram.f95
pathf95 myprogram.o mymodule.o
```

Notice that a source file containing multiple modules will generate one object (.o) file which takes its name from the source file plus multiple module-information (.mod) files which take their names from the names of the modules themselves. For example, generate MYMODULE1.mod, MYMODULE2.mod, MYMODULE3.mod, and my3modules.o:

```
$ pathf95 -c my3modules.f95
```

Then generate the main program which uses modules:

```
$ pathf95 -c myprogram.f95
$ pathf95 my3modules.o myprogram.o
```

### 3.3

## Linking When the Main Program Is In a Library

When working with a long list of object files, it is possible to put them all into a single library, then specify the library in place of the object files when linking the program.

If the main program is coded in Fortran, however, its linker symbol is `MAIN__` rather than `main`, and when you link the program with `pathf95`, the linker will not automatically import it from a library.

The usual symptom is a program which links without error but then prints:

```
Someone linked a Fortran program with no MAIN__!
```

The solution is to tell the linker explicitly to import the symbol `MAIN__` (with two underscores):

```
$ pathf90 -Wl,--undefined=MAIN__ mylibrary.a
```

#### 3.3.1

### Module-related Error Messages

Error messages report the error as the first line in the module, even if the real error is further inside the module. The real error is reported after this first standard message. An example is given below.

Here is a program, hellow.f95, which contains this module:

```
MODULE HELLOW
CONTAINS
SUBROUTINE HELLO( )
  SPRINTZ *, "Hello, World!"
END SUBROUTINE HELLO
END MODULE HELLOW
```

Next compile the program containing the module, and look at the error that is generated:

```
$ pathf95 hellow.f95
MODULE HELLOW
  ^
pathf95-855 pathf95: ERROR HELLOW, File = hellow.f95, Line = 1,
Column = 8
The compiler has detected errors in module "HELLOW". No module
information file will be created for this module.

  SPRINTZ *, "Hello, World!"
    ^
pathf95-724 pathf95: ERROR HELLO, File = hellow.f95, Line = 5,
Column = 11
Unknown statement. Expected assignment statement but found "*"
instead of "=" or "=>".

pathf95: PathScale(TM) Fortran Version 2.1.99 (f14) Tue Nov 21,
2006 14:22:16
pathf95: 9 source lines
pathf95: 2 Error(s), 0 Warning(s), 0 Other message(s), 0 ANSI(s)
pathf95: "explain pathf95-message number" gives more information
about each message
```

Note that the real error is pointed out after the first error on line 1 is reported.

### 3.4 Fortran 2003 Support

This section discusses a number of the Fortran 2003 features that have been implemented in the PathScale Fortran Compiler.

#### 3.4.1 Syntax Improvements

- Names may have as many as 63 characters.
- Statements may have as many as 256 lines.

- An array constructor may use "[" and "]" instead of "(" and ")": for example, "[1, 2, 3]" and "(/1, 2, 3/)" are synonymous.
- A complex constant may use a named constant as its real or imaginary part. For example:

```
real, parameter :: limit = 1.2e10
complex :: rlimit = (upper_limit, 0.0)
complex :: ilimit = (0.0, upper_limit)
```
- In an I/O format, the comma after a P edit descriptor is optional: for example, "1P2E12.4" and "1P,E12.4" are synonymous.

### 3.4.2

## Intrinsic Procedures

(See also the intrinsic modules for IEEE Floating Point and for C interoperability.)

- **COMMAND\_ARGUMENT\_COUNT**

```
integer function command_argument_count()
```

Retrieve the number of command-line arguments, not counting the command name itself.

- **GET\_COMMAND**

```
subroutine get_command(command, length, status)
  character*(*), intent(out), optional :: command
  integer, intent(out), optional :: length
  integer, intent(out), optional :: status
```

Retrieve the entire command line: "command" is set to the command line; "length" is set to the number of characters in the command line; and "status" is set to 0 if the procedure succeeds, -1 if the actual argument corresponding to "command" is too short, or a positive number if retrieval failed.

- **GET\_COMMAND\_ARGUMENT**

```
subroutine get_command_argument(number, value, &
  length, status)
  integer, intent(in) :: number
  character*(*), intent(out), optional :: value
  integer, intent(out), optional :: length
  integer, intent(out), optional :: status
```

Retrieve one command-line argument: "number" specifies the desired argument (with 0 being the command name itself, 1 the first argument, and so on); "value" returns the argument; "length" returns the length of the argument; and "status" returns 0 if the procedure succeeds, -1 if the actual argument corresponding to "value" is too short, or a positive number if retrieval failed.



- GET\_ENVIRONMENT\_VARIABLE

```
subroutine get_environment_variable(name, value, length, &
  status, trim_name)
  character*(*), intent(in) :: name
  character*(*), intent(out), optional :: value
  integer, intent(out), optional :: length
  integer, intent(out), optional :: status
  logical, intent(in), optional :: trim_name
```

Retrieve an environment variable: "name" is the name of the variable; "value" is its value (blank if the variable does not exist or has no value); "length" is the length of the value (zero if the variable does not exist or has no value); "status" is 0 if the procedure succeeds, -1 if the actual argument corresponding to "value" was too short, 1 if the variable does not exist, 2 if the environment does not support environment variables, or another positive number if the retrieval failed for another reason; "trim\_name" is false if trailing blanks in the "name" should be considered significant, and true otherwise (the usual case.)

- NEW\_LINE

```
character function new_line(a)
```

Return a CHARACTER\*1 variable containing the newline character. A is a scalar or array of type CHARACTER.

- Binary, octal, and hex (BOZ) constants may appear as the "A" argument of the intrinsic functions INT, REAL, or DBLE, and as the "X" or "Y" argument of the intrinsic function CMPLX. Historically, the compiler allowed this as an extension, with the REAL, DBLE, and CMPLX intrinsics converting the BOZ value from integer to floating point. Instead, Fortran 2003 requires those intrinsics to return the floating point value whose bit pattern matches the BOZ constant. The command line option "-ffortran2003" enables the new interpretation. With "-ffortran2003", the following program prints "3.14150"; without it, the program prints "1078529664":

```
print '(f25.5)', real(z'40490E56')! Bit pattern for pi
end
```

### 3.4.3

## Pointer INTENT

A dummy argument with the POINTER attribute may also use the INTENT attribute (section 5.1.2.7 of the Fortran 2003 standard):

```
subroutine s(arg0, arg1, arg2)
  integer, pointer, intent(in) :: arg0
  integer, pointer, dimension(:), intent(out) :: arg1
  real, pointer, intent(inout) :: arg2
  ! Illegal: arg0 => null()
  arg0 = 5 ! Legal
end subroutine s
```

When used with a pointer, the INTENT attribute refers to the pointer itself, not to the target of the pointer. Therefore, in the preceding example, it would be illegal to nullify "arg0" or to associate "arg0" with a different target, but it is legal to use "arg0" to change the value of the target.

#### 3.4.4

### **VOLATILE Attribute and Statement**

The VOLATILE attribute tells the compiler that a variable might change in ways outside the ambit of the Fortran language itself.

For example, suppose that a function "remember" written in C takes the address of its argument and stores it in a C global variable; and suppose that a function "assignit" uses that stored address to change the value of the variable:

```
interface
  subroutine remember(a) bind(c)
    real :: a
  end subroutine remember
  subroutine assignit
  end subroutine assignit
end interface
real :: rvalue
call remember(rvalue)
rvalue = 5.0
call assignit() ! Changes rvalue to something besides 5
print *, rvalue
end
```

The Fortran optimizer is allowed to assume that the value of "rvalue" cannot change between the assignment and PRINT statements, and might decide to eliminate the assignment and simply print a constant "5". The "volatile" attribute prevents this:

```
real, volatile :: rvalue
```

The old-fashioned Fortran declaration syntax is also available:

```
real rvalue
volatile rvalue
```

Unlike most old-fashioned declaration statements, the VOLATILE statement does not necessarily create a local variable: if a variable is available via host association, VOLATILE merely adds an attribute to that variable:

```
subroutine local
  volatile rvalue! Implicitly declares local variable
end subroutine local
subroutine outer
  rvalue = 5.0
contains
  subroutine inner
    volatile rvalue
    ! Adds attribute to variable obtained from "outer"
  end subroutine inner
end subroutine outer
```

When used with a pointer, VOLATILE refers to the pointer rather than the target (usually it makes sense to apply VOLATILE to both the pointer and its target(s).) When used with an allocatable variable, VOLATILE refers to both the allocation status and the value. When used with an equivalenced variable, it refers only to accesses via that variable (usually it makes sense to apply VOLATILE to all variables in an equivalence group.)

### 3.4.5

## IMPORT Statement

Fortran 2003 provides an IMPORT statement for use within an interface body. By default, a procedure within an INTERFACE block cannot access identifiers in the host, so the following example gives an error:

```
type t
  integer :: component
end type t
integer, parameter :: n = 8
interface
  subroutine s(a)
    implicit none
    type(t) :: a(n) ! Type t and integer n are undefined here
  end subroutine s
end interface
end
```

Adding an "import" statement solves the problem:

```
type t
  integer :: component
end type t
integer, parameter :: n = 8
interface
  subroutine s(a)
    import :: t, n
    implicit none
    type(t) :: a(n) ! Type t and integer n are imported from the
host
  end subroutine s
end interface
end
```

If you omit the list of identifiers, the IMPORT statement allows the interface body to access any identifier in the host, subject to the rules that would apply to an internal procedure (for example, a local declaration overrides a declaration in the host environment):

```
type t
  integer :: component
end type t
integer n
interface
  subroutine s(a)
    import
    implicit none
    integer, parameter :: n = 8
    type(t) :: a(n)
    ! Type t is imported from host, but n is local
  end subroutine s
end interface
end
```

### 3.4.6

## Intrinsic Module ISO\_FORTRAN\_ENV

The intrinsic module ISO\_FORTRAN\_ENV provides information about the program's environment. Unlike traditional intrinsic procedures, the declarations in these module are available only if you employ the "use" statement to access the module.

These constants are all scalar default-kind integers.

- CHARACTER\_STORAGE\_SIZE  
The number of bits in a character (for our compiler, 8.)
- ERROR\_UNIT  
The logical unit for error reporting (for our compiler, 0.)

- **FILE\_STORAGE\_SIZE**  
The number of bits in a file storage unit which is used to specify the record length of an unformatted file (for our compiler, 8.)
- **INPUT\_UNIT**  
The logical unit corresponding to "\*" in a READ statement (for our compiler, 5.)
- **IOSTAT\_END**  
The value which IOSTAT= returns for a normal end-of-file during I/O (for our compiler, -4001.)
- **IOSTAT\_END**  
The value which IOSTAT= returns for a normal end-of-record during I/O (for our compiler, -4006.)
- **NUMERIC\_STORAGE\_UNIT**  
The number of bits in a numeric storage unit (for our compiler, 32.) Notice that the "-i8" and "-r8" command-line options do not change this: they cause "integer" and "real" declarations without explicit kind type parameters to use kind "8", which corresponds to two numeric storage units. A single numeric storage unit remains available via "integer(kind=4)" or "real(kind=4)" declarations.
- **OUTPUT\_UNIT**  
The logical unit corresponding to "\*" in a WRITE statement (for our compiler, 6.)

### 3.4.7

## IEEE Floating Point

Three intrinsic modules IEEE\_EXCEPTIONS, IEEE\_ARITHMETIC, and IEEE\_FEATURES provide control over IEEE floating point behavior such as:

- Enabling and disabling IEEE exceptions.
- Accessing the IEEE flag bits.
- Generating IEEE special symbols like NaN and testing for them.
- Selecting the IEEE rounding mode.
- Enabling and disabling gradual underflow (IEEE denormalized numbers.)

The specification of these three modules is available at:

<http://www.nag.co.uk/sc22wg5/TR15580.html>

Unlike traditional intrinsic procedures, the declarations in these modules are available only if you employ the "use" statement to access them. A compiler is allowed to support only a part of the IEEE functionality (or none at all), and the user program is expected to call the procedures in IEEE\_FEATURES to determine which functionality is available. Our compiler will return TRUE for all of the

"IEEE\_SUPPORT" query functions in IEEE\_FEATURES except for IEEE\_SUPPORT\_GRADUAL\_UNDERFLOW. For that procedure, it will return FALSE for the IA32 architecture if the compiler has been told via the "-mnoSSE2" command-line switch not to use SSE instructions.

The standard calls for certain behavior which imposes overhead on the program:

- On entry, each procedure must save a copy of the IEEE flags and rounding modes. It must then clear the flags.
- On return, each procedure must restore the saved copy of the flags and rounding modes.

As the standard allows, our compiler does not do this in any procedure which does not access the IEEE intrinsic modules. We also provide a command-line option "-LANG:IEEE\_save=OFF" which disables the saving and restoring of IEEE state even in procedures which access the intrinsic modules.

#### 3.4.7.1

### Gradual Underflow

Fortran 2003 adds one feature not described in the TR15581 document mentioned earlier: control over gradual underflow (IEEE denormalized numbers.)

Most IEEE floating point implementations execute faster if they are allowed to "flush to zero" instead of generating denormalized numbers when a computation underflows. Our compiler disables gradual underflow by default when the optimization level is -O3 or greater. You can also query and set it explicitly with procedures provided in the IEEE\_ARITHMETIC module:

```
use, intrinsic :: ieee_arithmetic
logical :: gradual
call ieee_get_underflow_mode(gradual)
print *, gradual
call ieee_set_underflow_mode(.false.)! Flush to zero for speed
```

Gradual underflow cannot be disabled (by -O3 or via these procedures) on the IA32 architecture when SSE instructions are not available.

#### 3.4.8

### Allocatable Components and Dummy Arguments

Fortran 2003 allows dummy variables, function results, and structure components to have the ALLOCATABLE attribute, which in Fortran 95 was restricted to ordinary variables.

The specification of this extension is available at:

<http://www.nag.co.uk/SC22WG5/TR15581.html>

In brief, allocatable components behave much like ordinary allocatable variables, except that when a structure contains allocatable components, an assignment to a

variable of that type automatically deallocates and reallocates the components of the target as need be to match the source of the assignment, and then copies the components from the source to the target. If you deallocate a variable containing (directly or indirectly) an allocatable component, the compiler automatically deallocates the component as well.

If a procedure has an allocatable dummy argument or function result, the procedure interface must be explicit (that is, the caller must obtain a declaration of the interface via a "use" statement, by nesting the function under "contains", or via an interface block.)

When a dummy variable has the allocatable attribute, the actual argument associated with it must also have the allocatable attribute. The behavior of an allocatable dummy variable depends on its intent:

- On entry to a procedure, an allocatable dummy variable with intent(in) or intent(inout) has the allocation status and value (if any) of the associated actual argument; an allocatable dummy variable with intent(out) is deallocated.
- During execution, a procedure may not change the allocation status of an allocatable dummy variable with intent(in), but it may allocate or deallocate a variable with intent(inout) or intent(out).
- On return from a procedure, the actual argument associated with an allocatable dummy variable has the same allocation status and value as the dummy variable, regardless of intent.

An allocatable function result is unallocated at the beginning of the function, but must be allocated and defined before the function returns. The result is deallocated automatically at the end of the statement which calls the function.

Fortran 2003 adds to the TR15581 document mentioned earlier a requirement that an assignment to an ordinary allocatable variable must automatically deallocate and reallocate the target to match the source (whereas Fortran 95 requires the programmer to ensure that the target is allocated and has the same shape as the source.) This makes the behavior of ordinary allocatable variables consistent with that of allocatable components of structures. Our compiler does not yet provide this feature.

#### 3.4.9

### Fortran 2003 C Interoperability

A number of Fortran 2003 features allow procedures and variables coded in Fortran to interoperate with functions and variables coded in C (and, thanks to the C++ declaration 'extern "C"', with functions and variables coded in C++.) These appear in sections 15, 4.6, 5.1.2.15 of the standard.

The features address these issues:

- The "language binding labels" which the linker uses to represent procedures and global variables must be consistent with the external linker symbols generated by pathcc.
- When a variable is accessible from both languages, its data type must be compatible.
- The representation of a pointer in one language must be converted to that of the other language.
- The Fortran interface for a procedure must agree with the C prototype for a function with regard to whether arguments are passed by value.
- Enumeration constants must have consistent values in both languages.

#### 3.4.9.1

### **BIND attribute**

The BIND attribute tells the Fortran compiler that a procedure, type, variable, common block, or enumeration must be compatible with C. For procedures, module-level variables, and common blocks, it can also alter the "language binding label" used by the linker so as to be compatible with the external symbol generated by pathcc.

The simplest use of the BIND attribute simply declares that a variable, type, or procedure must be compatible with C:

```
module m
  type, bind(c) :: t
    integer :: icoeponent
    real :: rcoeponent
  end type t
  type(t), bind(c) :: mvar
contains
  subroutine s() bind(c)
    common /c/ i
    bind(c) :: /c/
  end subroutine s
end module m
```

In the preceding example, pathf90 will arrange the components of type "t" in memory with the same alignment and padding that pathcc would use for a similar C "struct". It will use the same linker external symbols for "mvar", "c", and "s" that pathcc would use for variables named "mvar" and "c", and for a function named "s".

A type cannot have both the BIND and SEQUENCE properties, but BIND behaves like SEQUENCE in the sense that two identical type declarations in different places are compatible if they have either BIND or SEQUENCE.

Notice that making the Fortran-generated symbol match the C-generated symbol does not necessarily mean the symbol will never be decorated with extra



underscores. In that example, on Linux, the subroutine "s" will generate the linker symbol "s" instead of the symbol "s\_". But on an operating system where pathcc would generate the linker symbol "\_s" for a C function named "s", the example likewise will generate the linker symbol "\_s" for the Fortran procedure named "s" (rather than the symbol "s\_" which it would ordinarily use), so as to be compatible with pathcc.

For procedures, module variables, and common blocks, it is possible to specify an explicit binding label as well:

```
subroutine s1() bind(c, name='S1_name')
end subroutine s1
```

When you use the "name=" clause, pathf90 generates the same linker symbol that pathcc would generate for an entity having that name, taking into account upper case. Thus the preceding example would match a C function named "S1\_name" but not a C function named "s1\_name".

Finally, it is possible to use an empty string for the binding label, which tells the compiler to make the variable compatible with C, but to use the same linker external symbol that it would use in the absence of BIND. On Linux, the following procedure would generate the linker symbol "s2\_", and therefore the corresponding C code would need to use "s2\_" rather than "s2" to be compatible:

```
subroutine s2() bind(c, name='')
end subroutines s2
```

The Fortran 2003 standard imposes many restrictions on the use of BIND, mostly to avoid situations where a Fortran construct is not implementable in C or vice versa. Some of the incompatibilities are:

1. Fortran POINTER variables are represented differently than C pointers.
2. Fortran ALLOCATABLE variables have no counterpart in C.
3. The Fortran default LOGICAL type occupies the same storage as the Fortran default INTEGER type, but the C "bool" type does not occupy the same storage as the C "int" type.
4. C does not provide OPTIONAL arguments.
5. Fortran assumed-shape dummy arguments (like "arg(:)") are not generally compatible with C.
6. A C array of char corresponds more closely to a Fortran array of character(len=1), rather than a Fortran scalar character variable with a length greater than 1.

The details are described in the standard itself, but in general, a Fortran global variable cannot use the BIND attribute unless its data type is compatible with C, and a Fortran procedure cannot use the BIND attribute unless all its dummy arguments (and, if it is a function, its result) are compatible.

### 3.4.9.2

## Intrinsic Module ISO\_C\_BINDING

To aid in choosing compatible types, the standard provides a variety of parameters (named constants) for use in declarations. These are accessible from an intrinsic module ISO\_C\_BINDING which you can obtain with an ordinary "use" statement (adding a ", intrinsic" clause insures that you use the intrinsic version in the unlikely event that your program has defined its own module named ISO\_C\_BINDING.) For example, you can use "c\_int" to ensure that a Fortran integer declaration is compatible with a C "int" declaration, and you can use "c\_float" to ensure that a Fortran real declaration is compatible with a C "float" declaration:

```

module m3
  use, intrinsic :: iso_c_binding
  integer(c_int), bind(c) :: m3ivar! Compatible with C int
  real(c_float), bind(c) :: m3rvar! Compatible with C float
end module m3
  
```

In the earlier examples, we used default INTEGER and REAL types under the assumption that these are compatible with C "int" and "float" types. That assumption is correct for the Pathscale Fortran and C compilers, and is likely to be correct for most compilers, but for greatest portability one would always use the predefined constants to ensure the code will work correctly even under a compiler for which that assumption did not hold. The following table shows all the types available:

**Table 3-1. Compatible Fortran and C Types**

Fortran Type	C Type
integer(c_int)	int
integer(c_short)	short int
integer(c_long)	long int
integer(c_long_long)	long long int
integer(c_signed_char)	signed char
integer(c_size_t)	size_t
integer(c_int8_t)	int8_t
integer(c_int16_t)	int16_t
integer(c_int32_t)	int32_t
integer(c_int64_t)	int64_t
integer(c_int_least8_t)	int_least8_t
integer(c_int_least16_t)	int_least16_t
integer(c_int_least32_t)	int_least32_t
integer(c_int_least64_t)	int_least64_t

**Table 3-1. Compatible Fortran and C Types**

Fortran Type	C Type
integer(c_int_fast8_t)	int_fast8_t
integer(c_int_fast16_t)	int_fast16_t
integer(c_int_fast32_t)	int_fast32_t
integer(c_int_fast64_t)	int_fast64_t
integer(c_intmax_t)	intmax_t
integer(c_intptr_t)	intptr_t
real(c_float)	float
real(c_double)	double
real(c_long_double)*	long double
real(c_float_complex)	float _Complex
real(c_double_complex)	double _Complex
real(c_long_double_complex)*	long double _Complex
logical(c_bool)	_Bool
character(kind=c_char)	char

\*Because our compiler does not provide real(16) and complex(16) types, c\_long\_double and c\_long\_double\_complex are -1, and declarations using them are not allowed.

The standard suggests that Fortran integer variables which are compatible with C signed variables are equally compatible with C unsigned variables: the bit patterns will be correct, although obviously Fortran arithmetic would treat them as if they were signed.

The ISO\_C\_BINDING module also provides constants corresponding to some of the special characters defined in C:

**Table 3-2. Compatible Fortran and C Character Constants**

Fortran Constant	C Character Constant
C_NULL_CHAR	'\0'
C_ALERT	'\a'
C_BACKSPACE	'\b'
C_FORM_FEED	'\f'
C_NEW_LINE	'\n'
C_CARRIAGE_RETURN	'\r'
C_HORIZONTAL_TAB	'\t'
C_VERTICAL_TAB	'\v'

### 3.4.9.3

## Pointer Compatibility

The ISO\_C\_BINDING module provides two types TYPE(C\_PTR) and TYPE(C\_FUNPTR) which are compatible with C data pointers and C function pointers. A C pointer is typically a simple memory address, whereas a Fortran pointer contains not only an address, but also data type information and (for an array) the shape and stride.

To aid in converting between the world of Fortran pointers and the world of C pointer, the module also provides functions C\_LOC and C\_FUNLOC which obtain C pointers to Fortran data; a function C\_ASSOCIATED which tests whether one C pointer is associated with data (or whether two C pointers are associated with the same data); and functions C\_F\_POINTER and C\_F\_PROCPOINTER to convert C pointers into Fortran pointers. (The function C\_F\_PROCPOINTER cannot yet be used in our compiler because the Fortran 2003 feature which allows pointers to procedures has not yet been added.)

Finally, there are constants C\_NULL\_PTR (of type C\_PTR) and C\_NULL\_FUNPTR (of type C\_FUNPTR) which represent C null pointers.

The standard permits C\_LOC to take the address of Fortran data which isn't compatible with C, because it may be useful to store an opaque "handle" to such data within C code, even if the code cannot use the pointer to access the data itself. However, the standard does require that any argument to C\_LOC have the TARGET attribute, and does restrict some arguments (for example, it requires that a pointer argument be scalar.)

### 3.4.9.4

## Passing Arguments by Value

C passes arguments by value. To pass the address of a variable so that the called procedure can modify the variable, one generally declares the formal argument to be a pointer, and one explicitly passes the address of the variable as the actual argument.

Fortran compilers pass arguments in a variety of ways. For the kinds of arguments allowed in the Fortran 77 standard, they commonly pass the address of the argument (that is, they pass the argument by reference) although other methods are allowed. But for some of the kinds of arguments added in the Fortran 90 and later standards, a simple address is not sufficient.

The Fortran 2003 standard ensures argument-passing compatibility with C in three ways provided a procedure has the "bind(c)" attribute:

- The Fortran 90 arguments which cannot be represented as simple addresses are generally prohibited in procedures which have the "bind(c)" attribute
- You can use the "value" attribute to pass any dummy argument by value. If a procedure has the "bind(c)" attribute, it must pass by reference any arguments that do not have the "value" attribute.

More simply, you can achieve compatibility by using the "bind(c)" attribute on a Fortran procedure, and then either using the "value" attribute on a Fortran dummy variable to make it match the C default behavior, or using pointer arguments in the C code to make them match the Fortran default behavior.

The following example uses the Fortran "value" attribute to make argument "a" match the corresponding C argument, which is passed by value. For the argument "b", the C prototype uses a pointer to match the corresponding Fortran argument which uses call-by-reference. Argument "c" illustrates that type(c\_ptr) matches a C void pointer.

```
extern long c_function(long a, long *b, void *c);

interface
  integer function c_function(a, b, c) bind(c)
    integer(c_long), value :: a
    integer(c_long) :: b
    type(c_ptr) :: c
  end function c_function bind(c)
end interface
```

#### 3.4.9.5

### Enumerations

A C enumeration establishes a series of named integer constants, analogous to Fortran declarations having the PARAMETER attribute. To aid interoperability with C, Fortran 2003 provides an analogous statement. By default, the first name in an enumeration has the value 1, and each subsequent name has a value one greater than its predecessor. But you can assign a specific value to any name; then the next name will (unless you assign a specific value to it as well) have a value one greater than its predecessor:

```
! red = 1, blue = 2, green = 3
enum, bind(c)
  enumerator :: red, blue
  enumerator :: green
end enum

! tiger = 1, giraffe = 7, lion = 8
enum, bind(c)
  enumerator :: tiger, giraffe = 7, lion
end enum
```

#### 3.4.9.6

### Example: Using C "malloc" from Fortran

The C Interoperability features can create relatively straightforward interfaces to Standard C library functions like "malloc" and "free", as shown in the following example:

```
program malloc_example
  use, intrinsic :: iso_c_binding
  implicit none
  interface
    type(c_ptr) function malloc(ksize) bind(c)
      use, intrinsic :: iso_c_binding
      implicit none
      integer(c_size_t), value :: ksize
    end function malloc
    subroutine free(p) bind(c)
      use, intrinsic :: iso_c_binding
      implicit none
      type(c_ptr), value, intent(in) :: p
    end subroutine free
  end interface
  real(c_float), pointer :: tmp(:, :)
  type (c_ptr) :: tmp_ptr
  integer :: r, c
  tmp_ptr = malloc(int(4*2*2, kind=c_size_t))
  call c_f_pointer(tmp_ptr, tmp, (/ 2, 2 /))
  do r = 1, ubound(tmp, 1)
    do c = 1, ubound(tmp, 2)
      tmp(r, c) = r * 10 + c
    end do
  end do
  print '(f10.5)', tmp
  call free(tmp_ptr)
end program malloc_example
```

#### 3.4.9.7

### Issues Unique to C++

C++ compilers normally "mangle" the names of external symbols, decorating them so that overloaded identifiers have unique names at link time. In addition, many C++ constructs such as polymorphic classes and member pointers require runtime implementations that aren't compatible with any Fortran or C construct. Fortran 2003 does not attempt to interoperate with C++.

The best way to interface Fortran with C++ is to use the 'extern "C"' declaration to create C-compatible functions and data structures within the C++ code, and then to use Fortran's C interoperability features to interface with those.

Linking a program which contains both Fortran and C++ code presents a special problem because neither language automatically uses the other's libraries. Generally you should use "pathCC" to link the program, specifying "-lpathfortran" on the command line. [See section 3.7](#) for details.

#### 3.4.9.8 Pitfalls

It is important that declarations are consistent in their use "bind(c)". In particular, on the IA32 architecture (or the X8664 architecture with the -m32 option), Fortran normally pads 8-byte data to force 8-byte alignment, but C (and the "bind(c)" attribute) requires only 4-byte alignment. If one Fortran compilation declares a derived type or common block with the "bind(c)" attribute but another Fortran compilation omits the attribute, the two compilations may use different memory addresses for the data.

### 3.5 Extensions

The PathScale Fortran compiler supports a number of extensions to the Fortran standard, which are described in this section.

#### 3.5.1 Promotion of REAL and INTEGER Types

[Section 5](#) has more information about porting code, but it is useful to mention the following option that you can use to help in porting your Fortran code.

`-r8 -i8` Respectively promotes the default representation for REAL and INTEGER type from 4 bytes to 8 bytes. Useful for porting from Cray code when integer and floating point data is 8 bytes long by default. Watch out for type mismatches with external libraries.

**NOTE:** The `-r8` and `-i8` flags only affect default reals and integers, not variable declarations or constants that specify an explicit `KIND`. This can cause incorrect results if a 4-byte default real or integer is passed into a subprogram that declares a `KIND=4` integer or real. Using an explicit `KIND` value like this is unportable and is not recommended. Correct usage of `KIND` (i.e. `KIND=KIND (1)` or `KIND=KIND (0.0d0)`) will not result in any problems.

#### 3.5.2 Cray Pointers

The Cray pointer is a data type extension to Fortran to specify dynamic objects, different from the Fortran pointer. Both Cray and Fortran pointers use the `POINTER` keyword, but they are specified in such a way that the compiler can differentiate between them.

The declaration of a Cray pointer is:

```
POINTER ( <pointer>, <pointee> )
```

Fortran pointers are declared using:

```
POINTER :: [ <object_name> ]
```

PathScale's implementation of Cray Pointers is the Cray implementation, which is a stricter implementation than in other compilers. In particular, the PathScale Fortran compiler does not treat pointers exactly like integers. The compiler will report an error if you do something like  $p = ( (p+7) / 8 ) * 8$  to align a pointer.

### 3.5.3 Directives

Directives within a program unit apply only to that program unit, reverting to the default values at the end of the program unit. Directives that occur outside of a program unit alter the default value, and therefore apply to the rest of the file from that point on, until overridden by a subsequent directive.

Directives within a file override the command line options by default. To have the command line options override directives, use the command line option:

```
-LNO:ignore_pragmas
```

Use following option to control the behavior for directives contained within comments:

```
-[no-]directives
```

`-no-directives` ignores all directives (such as `!$OMP` or `C*$* PREFETCH_REF`) inside comments. The default is `-directives`, which scans the comments for directives. Note that certain directives may have no effect unless additional options, such as `-mp`, are present.

For the 3.2 release, the PathScale Compiler Suite supports the following prefetch directives.

#### 3.5.3.1 Prefetch Directives

`C*$* PREFETCH(N [,N])` Specify prefetching for each level of the cache. The scope is the entire function containing the directive. N can be one of the following values:

- 0 Prefetching off (the default)
- 1 Prefetching on, but conservative
- 2 Prefetching on, and aggressive (the default when prefetch is on)



---

**C\*\$\* PREFETCH\_MANUAL(N)** Specify if manual prefetches (through directives) should be respected or ignored. Scope: Entire function containing the directive. N can be one of the following values:

- 0 Ignore manual prefetches
- 1 Respect manual prefetches

**C\*\$\* PREFETCH\_REF\_DISABLE=A [, size=num]** This directive explicitly disables prefetching all references to array A in the current function. The auto-prefetcher runs (if enabled) ignoring array A. The size is used for volume analysis. Scope: Entire function containing the directive.

size=num is the size of the array references in this loop, in Kbyte. This is an optional argument and must be a constant.

**C\*\$\* PREFETCH\_REF=array-ref, [stride=[str] [,str]], [level=[lev] [,lev]], [kind=[rd/wr]], [size=[sz]]** This directive generates a single prefetch instruction to the specified memory location. It searches for array references that match the supplied reference in the current loop-nest. If such a reference is found, that reference is connected to this prefetch node with the specified parameters. If no such reference is found, this prefetch node stays free-floating and is scheduled "loosely".

All references to this array in this loop-nest are ignored by the automatic prefetcher (if enabled).

If the size is supplied, then the auto-prefetcher (if enabled) reduces the effective cache size by that amount in its calculations.

The compiler tries to issue one prefetch per stride iteration, but cannot guarantee it. Redundant prefetches are preferred to transformations (such as inserting conditionals) which incur other overhead.

Scope: No scope. Just generates a prefetch instruction.

The following arguments are used with this option:

**array-ref** Required. The reference itself, for example, A(i, j).

**str** Optional. Prefetch every str iterations of this loop. The default is 1.

**lev** Optional. The level in memory hierarchy to prefetch. The default is 2. If lev=1, prefetch from L2 to L1 cache. If lev=2, prefetch from memory to L1 cache.

**rd/wr** Optional. The default is read/write.

**sz** Optional. The size (in Kbytes) of the array referenced in this loop. This must be a constant.

### 3.5.3.2

## Changing Optimization Using Directives

Optimization flags can now be changed via directives in the user program. In Fortran, the directive is used in the form:

```
C*$* options <"list-of-options">
```

Any number of these can be specified inside function scopes. Each affects only the optimization of the entire function in which it is specified. The literal string can also contain an unlimited number of different options separated by spaces and must include the enclosing quotes. The compilation of the next function reverts back to the settings specified in the compiler command line.

In this release, there are limitations to the options that are processed in this options directive, and their effects on the optimization.

- There is no warning or error given for options that are not processed.
- These directives are processed only in the optimizing backend. Thus, only options that affect optimizations are processed.
- In addition, it will not affect the phase invocation of the backend components. For example, specifying `-O0` will not suppress the invocation of the global optimizer, though the invoked backend phases will honor the specified optimization level.
- Apart from the optimization level flags, only flags belonging to the following option groups are processed: `-LNO`, `-OPT` and `-WOPT`.

## 3.6

## Compiler and Runtime Features

The compiler offers three different preprocessing options; `-cpp`, `-ftpp`, and now `-fcoco`.

### 3.6.1

## Preprocessing Source Files with `-cpp`

Before being passed to the compiler front-end, source files are optionally passed through a source code preprocessor. The preprocessor searches for certain directives in the file and, based on these directives, can include or exclude parts of the source code, include other files or define and expand macros. By default, Fortran `.F`, `.F90`, and `.F95` files are passed through the C preprocessor `-cpp`.

### 3.6.2

## Preprocessing Source Files with `-ftpp`

The Fortran preprocessor `-ftpp` accepts many of the same `"#"` directives as the C preprocessor but differs in significant details (for example, it does not allow C-style comments beginning with `"/*"` to extend across multiple lines.) You should use the

-`cpp` option if you wish to use the C preprocessor on Fortran source files ending in `.f`, `.f90`, or `.f95`. These files will not be preprocessed unless you use either `-ftpp` (to select the Fortran preprocessor) or `-cpp` (to select the C preprocessor) on the command line.

### 3.6.3

## Support for Varying Length Character Strings

Beginning with Release 2.5, PathScale Fortran compiler now supports ISO/IEC Standard 1539-2, which provides support for varying length character strings. This is an optional add-on to the Fortran Standard. You can download and compile this module. It is available from this location:

[http://www.fortran.com/fortran/iso\\_varying\\_string.f95](http://www.fortran.com/fortran/iso_varying_string.f95)

### 3.6.4

## Preprocessing Source Files with `-fcoco`

Beginning with release 2.4, the PathScale Fortran compiler now supports the ISO/IEC 1539-3 conditional compilation preprocessor. When you use the `-fcoco` option, the compiler runs this preprocessor on each individual source file before compiling that source file, overriding the default whereby files suffixed with `.F`, `.F90`, or `.F95` are preprocessed with `cpp` but files suffixed with `.f`, `.f90`, or `.f95` are not preprocessed.

The ISO/IEC standard does not specify any command-line options for the preprocessor, but as an extension, we pass `-I` and `-D` options to it, just as we do for the `-cpp` and `-ftpp` preprocessors. As with the other preprocessors, an option like `-Isubdir` (no trailing `/` is needed) tells the preprocessor to add `subdir` to the list of directories in which it will search for included files.

Unlike the `-cpp` and `-ftpp` preprocessors, this one requires that its identifiers be declared with a data type, so an option like `-DIVAR=5` declares a constant (not a variable) `IVAR` with the type `integer` and the value 5, while an option like `-DLVAR` declares a constant `LVAR` with the type `logical` and the value `".true."`. Only integer and logical constants are allowed. You can use the `-D` option to override the value of a constant declaration for that identifier which might appear in the source file.

The standard requires that the preprocessor read a `"setfile"` capable of defining constants, variables and modes of operation, but it does not specify how to find the `setfile`. If you use `-fcoco`, the preprocessor looks for `coco.set` in the current directory. If no such file exists, the preprocessor quietly proceeds without it. If you use an option like `-fcoco=somedir/mysettings`, the preprocessor looks for file `somedir/mysettings`. You cannot use the `-D` option to override a constant declaration which appears in the `setfile`.

The open-source package on which this feature is based does provide additional extensions and command-line options, described at

<http://users.erols.com/dnagle/coco.html>. To pass those options through the compiler driver to the preprocessor, you can use the `-Wp, <options>` flag. For example, you can use `-Wp, -m` to pass the `-m` option to the preprocessor to turn off macro preprocessing. Note that the instructions given in that web page for passing file names to the preprocessor and identifying the `setfile` are not relevant when you use the PathScale compiler, since the compiler automatically passes each source file name to the preprocessor for you, captures the preprocessor output for compilation, and identifies the `setfile` as described in the preceding paragraphs.

More information about the `-fcoco` option can be found in the `eko` man page.

#### 3.6.4.1

### Pre-defined Macros

The PathScale compiler pre-defines some macros for preprocessing code. When you use the C preprocessor `cpp` with Fortran, or rely on the `.F`, `.F90`, and `.F95` suffixes to use the default `cpp` preprocessor, the PathScale compiler uses the same preprocessor it uses for C, with the addition of the following macros:

```
LANGUAGE_FORTRAN
__LANGUAGE_FORTRAN 1
__LANGUAGE_FORTRAN90 1
LANGUAGE_FORTRAN90 1
__unix 1
unix 1
__unix__ 1
```

**NOTE:** When using an optimization level at `-O1` or higher, the compiler will set and use the `__OPTIMIZE__` macro with `cpp`.

See the complete list of macros for `cpp` in [Section 4.2.1.1](#).

If you use the Fortran preprocessor `-ftpp`, *only* these five macros are defined for you:

```
LANGUAGE_FORTRAN 1
__LANGUAGE_FORTRAN90 1
LANGUAGE_FORTRAN90 1
__unix 1
unix 1
```

**NOTE:** By default, Fortran uses `cpp`. You must specify the `-ftpp` command-line switch with Fortran code to use the Fortran preprocessor.

This command will print to stdout all of the “#define”s used with `-cpp` on a Fortran file:

```
$ echo > junk.F90; pathf95 -cpp -Wp,-dD -E junk.F90
```

There is no corresponding way to find out what is defined by the default Fortran preprocessor (`-ftpp`). See [section 3.6.4.1](#) for information on how to find pre-defined macros in C and C++.

No macros are predefined for the `-fcoco` preprocessor.

### 3.6.5

## Error Numbers: The `explain` Command

By default, the Fortran compiler and its runtime library print brief error messages, such as this one:

```
lib-4081 : UNRECOVERABLE library error  An unformatted read or
write is not allowed on a formatted file.
```

If you set the environment variable `PSC_ERR_VERBOSE`, the compiler and library will print a longer explanation following each message, such as this:

```
lib-4081 : UNRECOVERABLE library error  An unformatted read or
write is not allowed on a formatted file.
```

A Fortran READ or WRITE statement attempted an unformatted I/O operation on a file that was opened for formatted I/O.

Either change the I/O statement to formatted (add a FORMAT specifier) or open the file for unformatted I/O.

See the description of input/output statements in your Fortran reference manual.

Since the verbose messages print more slowly and take up more room on the screen, you may wish to unset the environment variable and instead use a tool called `explain` to print the longer message only when you need further explanation for a particular message.

When the Fortran compiler or runtime prints out an error message, it prefixes the message with a string in the format “subsystem-number”. For example, “pathf95-0724”. The “pathf95-0724” is the message ID string that you will give to `explain`.

When you type `explain pathf95-0724`, the `explain` program provides a more detailed error message:

```
$ explain pathf95-0724
Error : Unknown statement. Expected assignment statement
but found "%s" instead of "=" or "=>".
```

The compiler expected an assignment statement but could not find an assignment or pointer assignment operator at the correct point.

Another example:

```
$ explain pathf95-0700
Error : The intrinsic call "%s" is being made with illegal
arguments.
```

A function or subroutine call which invokes the name of an intrinsic procedure does not match any specific intrinsic. All dummy arguments without the OPTIONAL attribute must match in type and rank exactly.

The `explain` command can also be used with `iostat=` error numbers. When the `iostat=` specifier in a Fortran I/O statement provides an error number such as 4198, or when the program prints out such an error number during execution, you can look up its meaning using the `explain` command by prefixing the number with `lib-`, as in `explain lib-4198`.

For example:

```
$ explain lib-4098
A BACKSPACE is invalid on a piped file.
A Fortran BACKSPACE statement was attempted on a named or unnamed
pipe (FIFO file) that does not support backspace.
Either remove the BACKSPACE statement or change the file so that
it is not a pipe.
See the man pages for pipe(2), read(2), and write(2).
```

### 3.6.6 Fortran 90 Dope Vector

Modern Fortran provides constructs that permit the program to obtain information about the characteristics of dynamically allocated objects such as the size of arrays and character strings. Examples of the language constructs that return this information include the `ubound` and the `size` intrinsics.

To implement these constructs, the compiler may maintain information about the object in a data structure called a *dope vector*. If there is a need to understand this data structure in detail, it can be found in the source distribution in the file `clibinc/cray/dopevec.h`. See Appendix D for an example of a simplified version of that data structure, extracted from that file.

### 3.6.7

## Bounds Checking

The PathScale Fortran compiler can perform bounds checking on arrays. To enable this feature, use the `-C` option:

```
$ pathf95 -C gasdyn.f90 -o gasdyn
```

The generated code checks all array accesses to ensure that they fall within the bounds of the array. If an access falls outside the bounds of the array, you will get a warning from the program printed on the standard error at runtime:

```
$ ./gasdyn
lib-4961 : WARNING
  Subscript 20 is out of range for dimension 1 for array
  'X' at line 11 in file 't.f90' with bounds 1:10.
```

If you set the environment variable `F90_BOUNDS_CHECK_ABORT` to `YES`, then the resulting program will abort on the first bounds check violation.

Obviously, array bounds checking will have an impact on code performance, so it should be enabled only for debugging and disabled in production code that is performance sensitive.

### 3.6.8

## Pseudo-random Numbers

The pseudo-random number generator (PRNG) implemented in the standard PathScale Fortran library is a non-linear additive feedback PRNG with a 32-entry long seed table. The period of the PRNG is approximately  $16 * ((2^{**32}) - 1)$ .

### 3.7

## Mixed Code

If you have a large application that mixes Fortran code with code written in other languages, and the main entry point to your application is from C or C++, you can optionally use `pathcc` or `pathCC` to link the application, instead of `pathf95`. If you do, you must manually add the Fortran runtime libraries to the link line.

As an example, you might do something like this:

```
$ pathCC -o my_big_app file1.o file2.o -lpathfstart -lpathfortran
```

If the main program is written in C or C++ but some procedures are written in Fortran, you may wish to call the function `_PSC_ftn_init` to initialize the Fortran runtime library. While standard Fortran I/O and most intrinsic functions will work correctly without this initialization, it is needed for runtime error messages, automatic stack sizing, and the intrinsics dealing with the command line arguments. You should call it prior to executing any Fortran-generated code, passing it the arguments `argc` and `argv` from the C main program:

```
int main(int argc, char **argv) {
    extern void _PSC_ftn_init(int argc, char **argv);
    _PSC_ftn_init(argc, argv);
    .
    .
    .
}
```

### 3.7.1

## Legacy Support for Calls between C and Fortran

In calls between C and Fortran, the two issues are:

- Mapping Fortran procedure names onto C function names and
- Matching argument types

Normally a `pathf90` procedure name "x" not containing an underscore creates a linker symbol "x\_", and a `pathf90` name "x\_y" containing an underscore creates a linker symbol "x\_y\_" (note the second underscore). A `pathcc` function name, by contrast, does not append any underscores when creating a linker symbol.

You can write your C code to conform to this: use "x\_" in C so that it will match Fortran's "x". Or you can use the `-fdecorate` option, described in `man pathf90`, to provide a mapping from each Fortran name onto some (possibly quite different) linker symbol. Or you can use the `-fno-underscoring` option, but in many cases that will create symbols that conflict with those in the Fortran and C runtime libraries, so it is not the preferred choice.

Normally `pathf90` passes arguments by reference, so C needs to use pointers in order to interoperate with Fortran. In many cases you can use the `%val()` intrinsic function in Fortran to pass an argument by value.

The programmer must be careful to match argument data types. For instance, `pathf90 integer*4` matches C `int`, `integer*8` matches C `long long`, `real` matches C `float` (provided the C function has an explicit prototype) and `doubleprecision` matches C `double`. Fortran `character` is problematic because in addition to passing a pointer to the first character, it appends an integer length-count argument to the end of the usual argument list. Fortran Cray pointers, declared with the pointer statement, correspond to C pointers, but Fortran 90 pointers, declared with the `pointer` attribute, are unique to Fortran.

The `sequence` keyword makes it more likely that a Fortran 90 structure will use the same layout as a C structure, although it is wise to verify this by experiment in each case. For arrays, it is wise to limit the interface to the kinds of arrays provided in Fortran 77, since the arrays introduced in Fortran 90 add to the data structures information that C cannot understand.

Thus, for example, an argument "a (5, 6)" or "a (n)" or "a (1:\* )" (where "n" is a dummy argument) will pass a simple pointer that corresponds well to a C array, whereas "a (:, : )" or an allocatable array or a Fortran 90 pointer array does not correspond to anything in C.



**NOTE:** Fortran arrays are placed in memory in column-major order whereas C arrays use row-major order. And, of course, one must adjust for the fact that C array indices originate at zero, whereas Fortran array indices originate at 1 by default but can be declared with other origins instead.

Calls between C++ and Fortran are more difficult, for the same reason that calls between C and C++ are difficult: the C++ compiler must "mangle" symbol names to implement overloading, and the C++ compiler must add to data structures various information (such as virtual table pointers) that other languages cannot understand. The simplest solution is to use the `extern "C"` declaration within the C++ source code to tell it to generate a C-compatible interface, which reduces the problem to that of interfacing C and Fortran.

### 3.7.1.1

#### Example: Calls between C and Fortran

Here are three files you can compile and execute that demonstrate calls between C and Fortran.

This is the C source code (`c_part.c`):

```
#include <stdio.h>
#include <alloca.h>
#include <string.h>
extern void f1_(char *c, int *i, long long *ll, float *f,
               double*d, int *l, int c_len);
/* Demonstrate how to call Fortran from C */
void call_fortran() {
    char *c = "hello from call_fortran";
    int i = 123;
    long long ll = 456ll;
    float f = 7.8;
    double d = 9.1;
    int nonzero = 10; /* Any nonzero integer is .true. in Fortran */
    f1_(c, &i, &ll, &f, &d, &nonzero, strlen(c));
}
/* C function designed to be called from Fortran, passing
arguments by * reference */
void c_reference__(double *d1, float *f1, int *i1, long long *i2,
                  char * c1,
                   int *l1, int *l2, char *c2, char *c3, int c1_len, int c2_len,
                   int c3_len) {
    /* A fortran string has no null terminator, so make a local copy
and add
* a terminator. Depending on the situation, it might be preferable
* to put the terminator in place of the first trailing blank. */
    char *null_terminated_c1 = memcpy(alloca(c1_len + 1), c1, c1_len);
    char *null_terminated_c2 = memcpy(alloca(c2_len + 1), c2, c2_len);
```

```
char *null_terminated_c3 = memcpy(alloca(c3_len + 1), c3, c3_len);
null_terminated_c1[ c1_len] = null_terminated_c2[ c2_len] =
    null_terminated_c3[ c3_len] = '\ 0';
printf("d1=%.1f, f1=%.1f, i1=%d, i2=%lld, l1=%d, l2=%d, "
      "c1_len=%d, c2_len=%d, c3_len=%d\n",
      *d1, *f1, *i1, *i2, *l1, *l2, c1_len, c2_len, c3_len);
printf ("c1='%s', c2='%s', c3='%s'\n",
      null_terminated_c1, null_terminated_c2, null_terminated_c3);
fflush(stdout); /* Flush output before switching languages */
call_fortran ();
}
/* C function designed to be called from Fortran, passing
arguments by * value */
int c_value__(double d, float f, int i, long long i8) {
    printf("d=%.1f, f=%.1f, i=%d, i8=%lld\n", d, f, i, i8);
    fflush(stdout); /* Flush output before switching languages */
    return 4; /* Nonzero will be treated as ".true." by Fortran */
}
```

Here is the Fortran source code (f\_part.f90):

```
program f_part
  implicit none
  ! Explicit interface is not required, but adds some
  error-checking interface
  subroutine c_reference(d1, f1, i1, i2, c1, l1, l2, c2, c3)
    doubleprecision d1
    real f1
    integer i1
    integer*8 i2
    character* (*) c1, c3
    character*4 c2
    logical l1, l2
  end subroutine c_reference
  logical function c_value(d, f, i, i8)
    doubleprecision d
    real f
    integer i
    integer*8 i8
  end function c_value
end interface
logical l
pointer (p_user, user)
character*32 user
integer*8 getlogin_nunderscore ! File decorate.txt maps this to
external getlogin_nunderscore ! "getlogin" without underscore
intrinsic char
! Demonstrate calling from Fortran a C function taking arguments
by
! reference
```

```

call c_reference(9.8d0, 7.6, 5, 4_8, 'hello', .false., .true., &
  'from', 'f_part')
! Demonstrate calling from Fortran a C function taking arguments
by ! value. l = c_value(%val(9.8d0), %val(7.6), %val(5),
%val(4_8))
write(6, "(a,l8)") "l=", l
! "getlogin" is a standard C library function which returns "char
!*".
! When a C function returns a pointer, you must use a Cray pointer
! to receive the address and examine the data at that address,
! instead of assigning to an ordinary variable
p_user = getlogin_nunderscore()
write(6, "(3a)") "' ", user(1:index(user, char(0)) - 1), "' "
end program f_part
! Subroutine to be called from C
subroutine f1(c, i, i8, f, d, l)
  implicit none
  intrinsic flush
  character* (*) c
  integer i
  integer*8 i8
  real f
  doubleprecision d
  logical l
  write(6, "(3a,2i5,2f5.1,l8)") "' ", c, "' ", i, i8, f, d, l
  call flush(6); ! Flush output before switching languages
end subroutine f1

```

And here is the third file (decorate.txt):

```
getlogin_nunderscore getlogin
```

Compile and execute these three files (c\_part.c, f\_part.f90, and decorate.txt) like this:

```

$ pathf90 -Wall -intrinsic=flush -fdecorate decorate.txt
  f_part.f90 c_part.c
$ ./a.out
d1=9.8, f1=7.6, i1=5, i2=4, l1=0, l2=1, c1_len=5, c2_len=4,
c3_len=6 c1='hello', c2='from', c3='f_part'
'hello from call_fortran' 123 456 7.8 9.1 T
d=9.8, f=7.6, i=5, i8=4
l= T
'johndoe'

```

### 3.7.1.2

## Example: Accessing Common Blocks from C

Variables in Fortran 90 modules are grouped into common blocks, one for initialized data and another for uninitialized data. It is possible to use `-fdecorate` to access these common blocks from C, as shown in this example:

```
$ cat mymodule.f90
module mymodule
  public
    integer :: modulevar1
    doubleprecision :: modulevar2
    integer :: modulevar3 = 44
    doubleprecision :: modulevar4 = 55.5
end module mymodule
program myprogram
  use mymodule
  modulevar1 = 22
  modulevar2 = 33.3
  call mycfuction ()
end program myprogram
$ cat mycprogram.c
#include <stdio.h>
extern struct {
  int modulevar1;
  double modulevar2;
} mymodule_data;
extern struct {
  int modulevar3;
  double modulevar4;
} mymodule_data_init;
void mycfuction ()
{
  printf ("%d %g\n", mymodule_data.modulevar1,
  mymodule_data.modulevar2); printf ("%d %g\n",
  mymodule_data_init.modulevar3,
  mymodule_data_init . modulevar4);
}
$ cat dfile
.data_init.in.mymodule mymodule_data_init
.data.in.mymodule.in.mymodule mymodule_data
mycfuction mycfuction
$ pathf90 -fdecorate dfile mymodule.f90 mycprogram.c
mymodule. f90:
mycprogram. c:
$ ./a.out
22 33.3
44 55.5
```

### 3.8 Runtime I/O Compatibility

Files generated by the Fortran I/O libraries on other systems may contain data in different formats than that generated or expected by codes compiled by the PathScale Fortran compiler. This section discusses how the PathScale Fortran compiler interacts with files created by other systems.

### 3.8.1

## Performing Endian Conversions

Use the `assign` command, or the `ASSIGN()` procedure, to perform endian conversions while doing file I/O.

### 3.8.1.1

## The `assign` Command

The `assign` command changes or displays the I/O processing directives for a Fortran file or unit. The `assign` command allows various processing directives to be associated with a unit or file name. This can be used to perform numeric conversion while doing file I/O.

The `assign` command uses the file pointed to by the `FILEENV` environment variable to store the processing directives. This file is also used by the Fortran I/O libraries to load directives at runtime.

For example:

```
$ FILEENV=.assign
$ export FILEENV
$ assign -N mips u:15
```

This instructs the Fortran I/O library to treat all numeric data read from or written to unit 15 as being MIPS-formatted data. This effectively means that the contents of the file will be translated from big-endian format (MIPS) to little-endian format (Intel) while being read. Data written to the file will be translated from little-endian format to big-endian format.

See the `assign(1)` man page for more details and information.

### 3.8.1.2

## Using the Wildcard Option

The wildcard option for the `assign` command is:

```
assign -N mips p:%
```

Before running your program, run the following commands:

```
$ FILEENV=.assign
$ export FILEENV
$ assign -N mips p:%
```

This example matches all files.

### 3.8.1.3

## Converting Data and Record Headers

To convert numeric data in all unformatted units from big endian, and convert the record headers from big endian, use the following:

```
$ assign -F f77.mips -N mips g:su  
$ assign -I -F f77.mips -N mips g:du
```

The `su` specifier matches all sequential unformatted open requests. The `du` specifier matches all direct unformatted open requests. The `-F` option sets the record header format to big endian (`F77.mips`).

### 3.8.1.4

## The `ASSIGN( )` Procedure

The `ASSIGN( )` procedure provides a programmatic interface to the `assign` command. It takes as an argument a string specifying the `assign` command and an integer to store a returned error code. For example:

```
integer :: err  
call ASSIGN("assign -N mips u:15", err)
```

This example has the same effect as the example in [section 3.8.1.1](#).

### 3.8.1.5

## I/O Compilation Flags

Two compilation flags have been added to help with I/O: `-byteswapio` and `-convert conversion`.

The `-byteswapio` flag swaps bytes during I/O so that unformatted files on a little-endian processor are read and written in big-endian format (or vice versa.) The `-convert conversion` flag controls the swapping of bytes during I/O so that unformatted files on a little-endian processor are read and written in big-endian format (or vice versa.) To be effective, the option must be used when compiling the Fortran main program.

Setting the environment variable `FILENV` when running the program will override the compiled-in choice in favor of the choice established by the command `assign`. The `-convert conversion` flag can take one of three arguments:

- `native` - no conversion, the default
- `big_endian` - files are big-endian
- `little_endian` - files are little-endian

For more details, see the `pathf95` man page.

### 3.8.2

## Reserved File Units

The PathScale Fortran compiler reserves Fortran file units 5, 6, and 0.

### 3.9

## Source Code Compatibility

This section discusses our compatibility with source code developed for other compilers. Different compilers represent types in various ways, and this may cause some problems.

### 3.9.1

## Fortran KINDS

The Fortran `KIND` attribute is a way to specify the precision or size of a type. Modern Fortran uses `KINDS` to declare types. This system is very flexible, but has one drawback. The recommended and portable way to use `KINDS` is to find out what they are like this:

```
integer :: dp_kind = kind(0.0d0)
```

In actuality, some users hard-wire the actual values into their programs:

```
integer :: dp_kind = 8
```

This is an unportable practice, because some compilers use different values for the `KIND` of a double-precision floating point value.

The majority of compilers use the number of bytes in the type as the `KIND` value. For floating point numbers, this means `KIND=4` is 32-bit floating point, and `KIND=8` is 64-bit floating point. The PathScale compiler follows this convention.

Unfortunately for us and our users, this is incompatible with unportable programs written using GNU Fortran, `g77`. `g77` uses `KIND=1` for single precision (32 bits) and `KIND=2` for double precision (64 bits). For integers, however, `g77` uses `KIND=3` for 1 byte, `KIND=5` for 2 bytes, `KIND=1` for 4 bytes, and `KIND=2` for 8 bytes.

We are investigating the cost of providing a compatibility flag for unportable `g77` programs. If you find this to be a problem, the best solution is to change your program to inquire for the actual `KIND` values instead of hard-wiring them.

If you are using `-i8` or `-r8`, see [section 3.5.1](#) for more details on usage.

### 3.10

## Library Compatibility

This section discusses our compatibility with libraries compiled with C or other Fortran compilers.

Linking object code compiled with other Fortran compilers is a complex issue. Fortran 90 or 95 compilers implement modules and arrays so differently that it is

extremely difficult to attempt to link code from two or more compilers. For Fortran 77, run-time libraries for things like I/O and intrinsics are different, but it is possible to link both runtime libraries to an executable.

We have experimented using object code compiled by `g77`. This code is not guaranteed to work in every instance. It is possible that some of our library functions have the same name but different calling conventions than some of `g77`'s library functions. We have not tested linking object code from other compilers, with the exception of `g77`.

### 3.10.1 Name Mangling

Name mangling is a mechanism by which names of functions, procedures, and common blocks from Fortran source files are converted into an internal representation when compiled into object files. For example, a Fortran subroutine called `foo` gets turned into the name "`foo_`" when placed in the object file. We do this to avoid name collisions with similar functions in other libraries. This makes mixing code from C, C++, and Fortran easier.

Name mangling ensures that function, subroutine, and common-block names from a Fortran program or library do not clash with names in libraries from other programming languages. For example, the Fortran library contains a function named "`access`", which performs the same function as the function `access` in the standard C library. However, the Fortran library `access` function takes four arguments, making it incompatible with the standard C library `access` function, which takes only two arguments. If your program links with the standard C library, this would cause a symbol name clash. Mangling the Fortran symbols prevents this from happening.

By default, we follow the same name mangling conventions as the GNU `g77` compiler and `libf2c` library when generating mangled names. Names without an underscore have a single underscore appended to them, and names containing an underscore have two underscores appended to them. The following examples should help make this clear:

```
molecule -> molecule_  
run_check -> run_check__  
energy_ -> energy__
```

This behavior can be modified by using the `-fno-second-underscore` and the `-fno-underscoring` options to the `pathf95` compiler.

The default policies for Intel `ifort`, PGI `pgf90`, Sun `f90`, GNU `gfortran` and `g95` all correspond to our `-fno-second-underscore` option.

Common block names are also mangled. Our name for the blank common block is the same as `g77` (`_BLNK_`). PGI's compiler uses the same name for the blank common block, while Intel's compiler uses `_BLANK_`.



### 3.10.2

## ABI Compatibility

The PathScale compilers support the official x86\_64 Application Binary Interface (ABI), which is not always followed by other compilers. In particular, `g77` does not pass the return values from functions returning `COMPLEX` or `REAL` values according to the x86\_64 ABI. (Double precision `REAL`s are OK.) For more details about what `g77` does, see the “`info g77`” entry for the `-ff2c` flag.

This issue is a problem when linking binary-only libraries such as Kazushige Goto's BLAS library or the ACML library (AMD Core Math Library (we have not tested ACML on the EM64T version of the compiler suite)). Libraries such as FFTW and MPICH don't have any functions returning `REAL` or `COMPLEX`, so there are no issues with these libraries.

For linking with `g77`-compiled functions returning `COMPLEX` or `REAL` values see [section 3.10.3](#).

Like most Fortran compilers, we represent character strings passed to subprograms with a character pointer, and add an integer length parameter to the end of the call list.

### 3.10.3

## Linking with `g77`-compiled Libraries

If you wish to link with a library compiled by `g77`, and if that library contains functions that return `COMPLEX` or `REAL` types, you need to tell the compiler to treat those functions differently.

Use the `-ff2c-abi` switch at compile time to point the PathScale compiler at a file that contains a list of functions in the `g77`-compiled libraries that return `COMPLEX` or `REAL` types. When the PathScale compiler generates code that calls these listed functions, it will modify its ABI behavior to match `g77`'s expectations. The `-ff2c-abi` flag is used at compile time and not at link time.

**NOTE:** You can only specify the `-ff2c-abi` switch once on the command line. If you have multiple `g77`-compiled libraries, you need to place all the appropriate symbol names into a single file.

The format of the file is one symbol per line. Each symbol should be as you would specify it in your Fortran code (i.e. do not mangle the symbol). As an example:

```
$ cat example-list
sdot
cdot
$
```

You can use the `fsymlist` program to generate a file in the appropriate format. For example:

```
$ fsymlist /opt/gnu64/lib/mylibrary.a > mylibrary-list
```

This will find all Fortran symbols in the `mylibrary.a` library and place them into the `mylibrary-2.0-list` file. You can then use this file with the `-ff2c-abi` switch.

**NOTE:** The `fsymlist` program generates a list of *all* Fortran symbols in the library, including those that do not return `COMPLEX` or `REAL` types. The extra symbols will be ignored by the compiler.

### 3.10.3.1

## AMD Core Math Library (ACML)

The AMD Core Math Library (ACML) incorporates `BLAS`, `LAPACK`, and `FFT` routines, and is designed to obtain maximum performance from applications running on AMD platforms. This highly optimized library contains numeric functions for mathematical, engineering, scientific, and financial applications. ACML is available both as a 32-bit library (for compatibility with legacy x86 applications), and as a 64-bit library that is designed to fully exploit the large memory space and improved performance offered by the `x86_64` architecture (we have not tested ACML on the EM64T version of the compiler suite).

To use ACML 1.5 with the PathScale Fortran compiler, use the following:

```
$ pathf95
  foo.f bar.f -lacml
```

To use ACML 2.0 with the PathScale Fortran compiler, use the following:

```
$ pathf95 -L<path_to_acml_lib>
  foo.f bar.f -lacml
```

ACML 2.5.1 and later, built with the PathScale compilers, is available from the AMD website at <http://developer.amd.com/acml.aspx>. With these later versions of ACML, the workarounds described above are unnecessary.

### 3.10.4

## List Directed I/O and Repeat Factors

By default, when list directed I/O is used and two or more consecutive values are identical, the output uses a repeat factor.

For example:

```
real :: a(5)=88.0
write (*,*) a
end
```

This example generates the following output:

```
5*88.
```

This behavior conforms to the language standard. However, some users prefer to see multiple values instead of the repeat factor:

```
88., 88., 88., 88., 88.
```

There are two ways to accomplish this, using an environment variable and using the assign command.

#### 3.10.4.1

### Environment Variable

If the environment variable `FTN_SUPPRESS_REPEATS` is set before the program starts executing, then list-directed "write" and "print" statements will output multiple values instead of using the repeat factor.

To output multiple values when running within the `bash` shell:

```
export FTN_SUPPRESS_REPEATS=yes
```

To output multiple values when running within the `cs` shell:

```
setenv FTN_SUPPRESS_REPEATS yes
```

To output repeat factors when running within the `bash` shell:

```
unset FTN_SUPPRESS_REPEATS
```

To output repeat factors when running within the `cs` shell:

```
unsetenv FTN_SUPPRESS_REPEATS
```

#### 3.10.4.2

### assign Command

Using the `-y on` option to the `assign` command will cause all list directed output to the specified file names or unit numbers to output multiple values; using the `-y off` option will cause them to use repeat factors instead.

For example, to output multiple values on logical unit 6 and on any logical unit which is associated with file `test2559.out`, type these commands before running the program:

```
export FILENV=myassignfile
assign -I -y on u:6
assign -I -y on f:test2559.out
```

The following program would then use no repeat factors, because the first `write` statement refers explicitly to unit 6, the second `write` statement refers implicitly to

unit 6 (by using "\*" in place of a logical unit), and the third is bound to file test2559.out:

```
real :: a(5)=88.0
write (6,*) a
write (*,*) 77.0, 77.0, 77.0, 77.0, 77.0
open(unit=17, file='test2559.out')
write (17,*) 99.0, 99.0, 99.0, 99.0, 99.0
end
```

### 3.11

## Porting Fortran Code

The following option can help you fix problems prior to porting your code.

**-r8 -i8** Respectively promotes the default representation for REAL and INTEGER type from 4 bytes to 8 bytes. Useful for porting from Cray code when integer and floating point data is 8 bytes long by default. Watch out for type mismatches with external libraries.

These sections contain helpful information for porting Fortran code:

- [Section 3.9.1](#) has information on porting code that includes KINDS, sometimes a problem when porting Fortran code
- [Section 3.9](#) has information on source code compatibility
- [Section 3.10](#) has information on library compatibility

### 3.12

## Debugging and Troubleshooting Fortran

The flag **-g** tells the PathScale compilers to produce data in the form used by modern debuggers, such as PathScale's `pathdb`, GDB, Etnus' TotalView®, Absoft Fx2™, and Streamline's DDT™. This format is known as DWARF 2.0 and is incorporated directly into the object files. Code that has been compiled using **-g** will be capable of being debugged using `pathdb`, GDB, or other debuggers.

The **-g** option automatically sets the optimization level to **-O0** unless an explicit optimization level is provided on the command line. Debugging of higher levels of optimization is possible, but the code transforming performed by the optimizations many make it more difficult.

Bounds checking is quite a useful debugging aid. This can also be used to debug allocated memory.

If you are noticing numerical accuracy problems, see [section 7.7](#) for more information on numerical accuracy.

See [section 10](#) for more information on debugging and troubleshooting. See the *PathScale Debugger User Guide* for more information on `pathdb`.

### 3.12.1

## Writing to Constants Can Cause Crashes

Some Fortran compilers allocate storage for constant values in read-write memory. The PathScale Fortran compiler allocates storage for constant values in read-only memory. Both strategies are valid, but the PathScale compiler's approach allows it to propagate constant values aggressively.

This difference in constant handling can result in crashes at runtime when Fortran programs that write to constant variables are compiled with the PathScale Fortran compiler. A typical situation is that an argument to a subroutine or function is given a constant value such as 0 or `.FALSE.`, but the subroutine or function tries to assign a new value to that argument.

We recommend that where possible, you fix code that assigns to constants so that it no longer does this. Such a change will continue to work with other Fortran compilers, but will allow the PathScale Fortran compiler to generate code that will not crash and will run more efficiently.

If you cannot modify your code, we provide an option called `-LANG:rw_const=on` that will change the compiler's behavior so that it allocates constant values in read-write memory. We do not make this option the default, as it reduces the compiler's ability to propagate constant values, which makes the resulting executables slower.

You might also try the `-LANG:formal_deref_unsafe` option. This option tells the compiler whether it is unsafe to speculate a dereference of a formal parameter in Fortran. The default is OFF, which is better for performance. See the `eko` man page for more details on these two flags.

### 3.12.2

## Runtime Errors Caused by Aliasing Among Fortran Dummy Arguments

The Fortran standards require that arguments to functions and subroutines not alias each other. As an example, this is illegal:

```
program bar
...
call foo(c,c)
...
subroutine foo (a,b)
integer i
real a(100), b(100)
do i = 2, 100
  a(i) = b(i) - b(i-1)
enddo
```

Because `a` and `b` are dummy arguments, the compiler relies on the assumption that `a` and `b` are in non-overlapping areas of memory when it optimizes the program. The resulting program when run will give wrong results.

Programmers occasionally break this aliasing rule, and as a result, their programs get the wrong answer only under high levels of optimization. This sort of bug frequently is thought to be a compiler bug, so we have added this option to the compiler for testing purposes. If your failing program gets the right answer with `-OPT:alias=no_parm` or `-WOPT:fold=off`, then it is likely that your program is breaking this Fortran aliasing rule.

### 3.12.3

## Fortran malloc Debugging

The PathScale Compiler Suite includes a feature to debug Fortran memory allocations. By setting the environment variable `PSC_FDEBUG_ALLOC`, memory allocations will be initialized during execution to the following values:

PSC_FDEBUG_ALLOC	Value
ZERO	0
NaN	0xffa5a5a5 (4 byte NaN)
NaN8	0xffa5a5a5ffff5a5a511 (8 byte NaN)

For example, to initialize all memory allocations to zeroes, set `PSC_FDEBUG_ALLOC=ZERO` before running the program. The four-byte and eight-byte NaNs will only initialize arrays that are aligned with their width (32 and 64 bits, respectively).

### 3.12.4

## Arguments Copied to Temporary Variables

In some situations, the Fortran standard requires that actual arguments to procedure calls be copied to and from temporary variables. Often this occurs because a program employs array features introduced in the Fortran 90 standard along with procedures having traditional Fortran 77 style implicit interfaces. In particular, Fortran 77 style procedures expect all arrays to be contiguous in memory, but Fortran 90 permits arrays whose elements are scattered or strided.

The copying takes time, but contiguous arrays may better use the processor cache memory. Whether the program runs faster or slower depends on whether one of those factors dominates the other, and that depends on the details of the program.

Because unintended copying can slow program execution, the compiler provides optional warnings about it. The example below shows two out of many situations in which copying takes place: one in which copying is conditional on the nature of the array, and another in which copying is unconditional.

```

$ cat cico.f90
subroutine possible(a, n)
  implicit none
  integer :: n
  integer, dimension(n) :: a
  print '(a,25i5)', "possible:", a
end subroutine possible

program copier
  implicit none
  logical :: l
  integer :: i
  integer, target :: a(5,5) = reshape((/ (i, i=1,25) /), (/ 5, 5
/))
  integer, pointer, dimension(:,:) :: p
  read *, l
  if (l) then
    p => a
  else
    p => a(1:5:2, 1:5:2)
  endif

! Because "possible" does not have an explicit interface, it
! expects a contiguous array. Therefore, the compiler generates a
! runtime test to check a "contiguous" bit belonging to the
! pointer "p", and if the target is not contiguous, the values are
! copied to a temporary array before the call and copied back
! after the call
call possible(p, size(p))

! The compiler must always copy this sequence array to a
! temporary variable to make it contiguous
call possible(a((/1,2,5/), (/2,3,5/)), size(a((/1,2,5/), (/2,3,5/))))

end program copier

$ pathf90 -fullwarn -c cico.f90

    call possible(p, size(p))
                   ^
pathf95-1438 pathf90: CAUTION COPIER, File = cico.f90, Line = 26,
Column = 17
  This argument produces a possible copy in and out to a temporary
variable.

    call possible(a((/1,2,5/), (/2,3,5/)),
size(a((/1,2,5/), (/2,3,5/))))
                   ^
pathf95-1438 pathf90: CAUTION COPIER, File = cico.f90, Line = 30,

```

```
Column = 18
```

```
This argument produces a copy in to a temporary variable.
```

```
pathf95: PathScale(TM) Fortran Version 2.9.99 (f14) Thu Dec 7,  
2006 06:03:17  
pathf95: 32 source lines  
pathf95: 0 Error(s), 0 Warning(s), 2 Other message(s), 0 ANSI(s)  
pathf95: "explain pathf95-message number" gives more information  
about each message
```

One way to minimize copying, while still taking advantage of Fortran 90 features, is to use Fortran 90 style assumed-shape and deferred-shape arrays (that is, arrays whose bounds look like "( : , : )" rather than "( 2 , 3 )" or "( n , m )" for all dummy array arguments, so that procedure calls pass a bit indicating whether the array is contiguous. This requires that the program use explicit interfaces for all procedures, with `interface` blocks, with module `use` statements, or by nesting one procedure inside another with `contains`. Each of those methods provides the compiler with an explicit interface from the viewpoint of the Fortran standard.

**NOTE:** Redundant interfaces are incorrect: don't provide an `interface` block for a procedure whose interface is already imported via a `use` statement.

The compiler will also copy noncontiguous arrays to temporary variables in some situations where the standard does not require it, but where heuristics suggest that this will improve performance by better using the cache. To disable this category of copying, use the command-line option "`-LANG:copyinout=off`".

### 3.13

## Fortran Compiler Stack Size

The Fortran compiler allocates data on the stack by default. Some environments set a low limit on the size of a process's stack, which may cause Fortran programs that use a large amount of data to crash shortly after they start.

If the PathScale Fortran runtime environment detects a low stack size limit, it will automatically increase the size of the stack allocated to a Fortran process before the Fortran program begins executing.

By default, it automatically increases this limit to the total amount of physical memory on a system, less 128 megabytes per CPU. For example, when run on a 4-CPU system with 1G of memory, the Fortran runtime will attempt to raise the stack size limit to 1G - (128M \* 4), or 640M.

To have the Fortran runtime tell you what it is doing with the stack size limit, set the `PSC_STACK_VERBOSE` environment variable before you run a Fortran program. You can control the stack size limit that the Fortran runtime attempts to use using the `PSC_STACK_LIMIT` environment variable.



If this is set to the empty string, the Fortran runtime will not attempt modify the stack size limit in any way.

Otherwise, this variable must contain a number. If the number is not followed by any text, it is treated as a number of bytes. If it is followed by the letter "k" or "K", it is treated as kilobytes (1024 bytes). If "m" or "M", it is treated as megabytes (1024K). If "g" or "G", it is treated as gigabytes (1024M). If "%", it is treated as a percentage of the system's physical memory.

If the number is negative, it is treated as the amount of memory to leave free, i.e. it is subtracted from the amount of physical memory on the machine. If all of this text is followed by " /cpu", it is treated as a "per cpu" number, and that number is multiplied by the number of CPUs on the system. This is useful for multiprocessor systems that are running several processes concurrently. The value specified (implicitly or explicitly) is the memory value per process.

Here are some sample stack size settings (on a 4 CPU system with 1G of memory):

Value	Meaning
100000	100000 bytes
820K	820K (839680 bytes)
-0.25g	all but 0.25G, or 0.75G total
128M/cpu	128M per CPU, or 512M total
-10M/cpu	all but 10M per CPU (all but 40M total), or 0.96G total

If the Fortran runtime encounters problems while attempting to modify the stack size limit, it will print some warning messages, but will not abort.



## **Section 4**

# The PathScale C/C++ Compiler

The PathScale C and C++ compilers conform to the following set of standards and extensions.

The C compiler:

- Conforms to ISO/IEC 9899:1990, Programming Languages - C standard
- Supports extensions to the C programming language as documented in "*Using GCC: The GNU Compiler Collection Reference Manual*," October 2003, for GCC version 3.3.1
- Refer to [section 4.4](#) of this document for the list of extensions that are currently not supported
- Complies with the C Application Binary Interface as defined by the GNU C compiler (`gcc`) as implemented on the platforms supported by the PathScale Compiler Suite
- Supports most of the widely used command-line options supported by `gcc`
- Generates code that complies with the x86\_64 ABI and the 32-bit x86 ABI

The C++ compiler:

- Conforms to ISO/IEC 14882:1998(E), Programming Languages - C++ standard
- Supports extensions to the C++ programming language as documented in "*Using GCC: The GNU Compiler Collection Reference Manual*," October 2003, for GCC version 3.3.1
- Refer to [section 4.4](#) of this document for the list of extensions that are currently not supported
- Complies with the C Application Binary Interface as defined by the GNU C++ compiler (`g++`) as implemented on the platforms supported by the PathScale Compiler Suite
- Supports most of the widely used command-line options supported by `g++`
- Generates code that complies with the x86\_64 ABI and the 32-bit x86 ABI

To invoke the PathScale C and C++ compilers, use these commands:

- `pathcc` - invoke the C compiler
- `pathCC` - invoke the C++ compiler

The command-line flags for both compilers are compatible with those taken by the GCC suite. See [section 4.1](#) for more discussion of this.

## 4.1 Using the C/C++ Compilers

If you currently use the GCC compilers, the PathScale compiler commands will be familiar. Makefiles that presently work with GCC should operate with the PathScale compilers effortlessly—simply change the command used to invoke the compiler and rebuild. See [section 5.7.1](#) for information on modifying existing scripts

The invocation of the compiler is identical to the GCC compilers, but the flags to control the compilation are different. We have sought to provide flags compatible with GCC's flag usage whenever possible and also provide optimization features that are absent in GCC, such as IPA and LNO.

Generally speaking, instead of being a single component as in GCC, the PathScale compiler is structured into components that perform different classes of optimizations. Accordingly, compilation flags are provided under group names like `-IPA`, `-LNO`, `-OPT`, `-CG`, etc. For this reason, many of the compilation flags in our compiler will differ from those in GCC. See the `eko` man page for more information.

The default optimization level is 2. This is equivalent to passing `-O2` as a flag. The following three commands are identical in their function:

```
$ pathcc hello.c
$ pathcc -O hello.c
$ pathcc -O2 hello.c
```

See [section 7.1](#) for information about the optimization levels available for use with the compiler.

To run with `-Ofast` or with `-ipa`, the flag must also be given on the link command.

```
$ pathCC -c -Ofast warpengine.cc
$ pathCC -c -Ofast wormhole.cc
$ pathCC -o ftl -Ofast warpengine.o wormhole.o
```

See [section 7.3](#) for information on `-ipa` and `-Ofast`.

### 4.1.1 Accessing the GCC 4.x Front-ends for C and C++

This release is compatible with version 4.2.0 of the GNU C/C++ compiler in terms of the source language constructs they support. This is the default on Linux distributions whose compiler is GNU 4.x. On systems with GNU 3.x compilers, `pathcc/pathCC` will generate code compatible with GNU 3.x. You can use the `"-gnu4"` option to direct `pathcc/pathCC` to be compatible with GNU 4.x. A sample command for C is:

```
$ pathcc -gnu4 world.c
```

This default behavior can be changed in your `compiler.defaults` file by adding this line:

```
-gnu4
```

See [section 2.3](#) for an example `compiler.defaults` file.

The option has no effect on `pathf90` or `pathf95`.

There are currently some limitations when using this option. Please see the Release Notes for more information.

## 4.2 Compiler and Runtime Features

### 4.2.1 Preprocessing Source Files

Before being passed to the compiler front-end, source files are optionally passed through a source code preprocessor. The preprocessor searches for certain directives in the file and, based on these directives, can include or exclude parts of the source code, include other files, or define and expand macros.

All C and C++ files are passed through the the C preprocessor unless the `-noccp` flag is specified.

4.2.1.1

**Pre-defined Macros**

The PathScale compiler pre-defines some macros for preprocessing code. These include the following:

**Table 4-1. Pre-defined Macros**

Macro	Remarks
__linux 1 __linux__ 1 linux 1 __unix 1 __unix__ 1 unix 1 __gnu_linux__ 1	These macros specify the type of operating system.
__GNUC__ 4 __GNUC_MINOR__ 1 __GNUC_PATCHLEVEL__ 1 __PATHSCALE__ "3.1" __PATHCC__ 3 __PATHCC_MINOR__ 1 __PATHCC_PATCHLEVEL__ 0	The __GNU* and __PATH* values are derived from the respective compiler version numbers, and will change with each release.
_LANGUAGE_FORTRAN 1 LANGUAGE_FORTRAN 1 _LANGUAGE_FORTRAN90 1 LANGUAGE_FORTRAN90 1	These Fortran macros will also be used if the source file is Fortran, but <code>cpp</code> is used.
__i386 1 __i386__ 1 i386 1	The macros specify 32-bit x86 compilation.
__x86_64__ 1 __x86_64 1	These macros specify 64-bit x86 compilation.
__LP64__ 1 _LP64 1	These macros specify that <code>/long/</code> and <code>/pointer/</code> are 64-bit, while <code>/int/</code> is 32-bit.
__OPTIMIZE__ 1	When using an optimization level at <code>-O1</code> or higher, the compiler will use this macro.
_mips 1 __mips__ 1 mips 1	MIPS-specific. Indicates the target is a MIPS processor.

**Table 4-1. Pre-defined Macros**

Macro	Remarks
<code>__mips64 1</code>	MIPS-specific. The target MIPS processor has 64-bit capability
<code>_MIPS_SIM _ABIN32</code> <code>_MIPS_SIM _ABI64</code>	MIPS-specific. For the <code>_MIPS_SIM</code> macro, <code>_ABIN32</code> indicates the -n32 ABI and <code>_ABI64</code> indicates the -64 ABI.
<code>_MIPS_ISA _MIPS_ISA_MIPS3</code> <code>_MIPS_ARCH_MIPS3 1</code> <code>_MIPS_ARCH "mips3"</code> <code>_MIPS_TUNE "mips3"</code> <code>_MIPS_TUNE_MIPS3 1</code> <code>__mips 3</code>	MIPS-specific. Indicates that the target supports the MIPS3 instruction set
<code>__MIPSEL__ 1</code> <code>__MIPSEL 1</code> <code>_MIPSEL 1</code> <code>MIPSEL 1</code>	MIPS-specific. Indicates that the target is little-endian
<code>_MIPS_SZPTR 32</code> <code>_MIPS_SZINT 32</code> <code>_MIPS_SZLONG 32</code>	MIPS-specific. Size of pointer, int, and long, in bits.

A quick way to list all the predefined cpp macros would be to compile your program with the flags `-dD -keep`. You can find all the defines (or predefined macros) in the resulting `.i` file. Here is an example for C:

```
$ cat hello.c
main(){
printf ("Hello World\n");
}
$ pathcc -dD -keep hello.c
$
$ wc hello.i
  94 278 2606 hello.i
$ cat hello.i
```

The `hello.i` file will contain the list of pre-defined macros.

**NOTE:** Generating an `.i` file doesn't work well with Fortran, because if the preprocessor sends the "#define"s to the `.i` file, Fortran can't parse them. See [section 3.6.4.1](#) for information on finding pre-defined macros in Fortran.

#### 4.2.2

## Pragmas

#### 4.2.2.1

### Pragma pack

In this release, we have tested and verified that the `pragma pack` is supported. The syntax for this pragma is:

**#pragma pack (n)** This pragma specifies that the next structure should have each of their fields aligned to an alignment of `n` bytes if its natural alignment is not smaller than `n`.

#### 4.2.2.2

### Changing Optimization Using Pragmas

Optimization flags can now be changed via directives in the user program.

In C and C++, the directive is of the form:

```
#pragma options <list-of-options>
```

Any number of these can be specified inside function scopes. Each affects only the optimization of the entire function in which it is specified. The literal string can also contain an unlimited number of different options separated by space. The compilation of the next function reverts back to the settings specified in the compiler command line.

In this release, there are limitations to the options that are processed in this options directive, and their effects on the optimization.

- There is no warning or error given for options that are not processed.
- These directives are processed only in the optimizing backend. Thus, only options that affect optimizations are processed.
- In addition, it will not affect the phase invocation of the backend components. For example, specifying `-O0` will not suppress the invocation of the global optimizer, though the invoked backend phases will honor the specified optimization level.
- Apart from the optimization level flags, only flags belonging to the following option groups are processed: `-LNO`, `-OPT` and `-WOPT`.

#### 4.2.2.3

### Code Layout Optimization Using Pragmas

This pragma is applicable to C/C++. The user can provide a hint to the compiler regarding which branch of an IF-statement is more likely to be executed at runtime. This hint allows the compiler to optimize code generated for the different branches.



The directive is of the form:

```
#pragma frequency_hint <hint>
```

where <hint> is a choice from:

- `never`: The branch is rarely or never executed.
- `init`: The branch is executed only during initialization.
- `frequent`: The branch is executed frequently.

The branch of the IF-statement that contains the pragma will be affected.

#### 4.2.3

### Mixing Code

If you have a large application that mixes Fortran code with code written in other languages, and the main entry point to your application is from C or C++, you can optionally use `pathcc` or `pathCC` to link the application, instead of `pathf95`. If you do, you must manually add the Fortran runtime libraries to the link line.

See [section 3.7](#) for details. To link object files that were generated with `pathCC` using `pathcc` or `pathf95`, include the option `-lstdc++`.

#### 4.2.4

### Linking

Note that the `pathcc` (C language) user needs to add `-lm` to the link line when calling `libm` functions. The second pass of feedback compilation may require an explicit `-lm`.

#### 4.3

### Debugging and Troubleshooting C/C++

The flag `-g` tells the PathScale C and C++ compilers to produce data in the form used by modern debuggers, such as `pathdb` or GDB. This format is known as DWARF 2.0 and is incorporated directly into the object files. Code that has been compiled using `-g` will be capable of being debugged using `pathdb`, GDB, or other debuggers.

The `-g` option automatically sets the optimization level to `-O0` unless an explicit optimization level is provided on the command line. Debugging of higher levels of optimization is possible, but the code transformation performed by the optimizations may make it more difficult.

See [section 10](#) for more information on troubleshooting and debugging. See the *PathScale Debugger User Guide* for more information on `pathdb`.

#### 4.4 Unsupported GCC Extensions

The PathScale C and C++ Compiler Suite supports most of the C and C++ extensions supported by the GCC version 4.2.0 suite. In this release, we do not support the following extensions:

For C:

- Nested functions
- Complex integer data type: Complex integer data types are not supported.
- Although the PathScale Compiler Suite fully supports floating point complex numbers, it does not support complex integer data types, such as `_Complex int`.
- SSE3 intrinsics
- Many of the `__builtin` functions
- A `goto` outside of the block. PathScale compilers do support taking the address of a label in the current function and doing indirect jumps to it.
- The compiler generates incorrect code for structs generated on the fly (a GCC extension).
- Java-style exceptions
- `java_interface` attribute
- `init_priority` attribute

## Notes



## Section 5

# Porting and Compatibility

### 5.1

## Getting Started

Here are some tips to get you started compiling selected applications with the PathScale Compiler Suite.

### 5.2

## GNU Compatibility

The PathScale Compiler Suite C, C++, and Fortran compilers are compatible with `gcc` and `g77`. Some packages will check strings like the `gcc` version or the name of the compiler to make sure you are using `gcc`; you may have to work around these tests. See [section 5.7.1](#) for more information.

Some packages continue to use deprecated features of `gcc`. While `gcc` may print a warning and continue compilation, the PathScale Compiler Suite C, C++, and Fortran compilers may print an error and exit. Use the instructions in the error to substitute an updated flag. For example, some packages will specify the deprecated `-Xlinker` `gcc` flag to pass arguments to the linker, while the PathScale Compiler Suite uses the modern `-Wl` flag.

Some `gcc` flags may not yet be implemented. These will be documented in the release notes.

If a configure script is being used, PathScale provides wrapper scripts for `gcc` that are frequently helpful. See [section 5.7.1](#) for more information.

### 5.3

## Compatibility with Other Fortran Compilers

For Fortran, the term "compatibility" can mean two different things:

- Do two compilers accept the same source code?
- Can object files generated by two different compilers be linked together?

With respect to source code, Pathscale Fortran is compatible with all other compilers provided the program conforms strictly to the Fortran 95 standard. It is compatible with `g77` (with relatively few exceptions, such as the meaning of `kind=` type parameters) even if the program uses extensions (such as additional intrinsic functions which `g77` implements.)

With respect to linking, the PathScale Fortran compiler is not generally compatible with other Fortran compilers (such as `gfortran`, `g95`, or commercial compilers) when

source code makes use of language features beyond Fortran 77, although careful programming may make linking possible. Pathscale Fortran is compatible with g77 with respect to linking, provided you use the command line option `-ff2c-abi`.

There are five major issues affecting linking compatibility:

1. ABI (application binary interface) and data representation: the size and encoding of each data type, and how each data type is passed as an argument in a procedure call. For example, one compiler might use an integer `1` to represent `.true.` while another might use `-1`; one compiler might interpret `integer(kind=2)` as a two-byte integer and another interpret that as a two-word integer.
2. Each compiler may use a different runtime library to perform tasks such as I/O, string manipulation, and certain other operations which are too bulky to perform in line. For example, in contrast with the C language, where the standard dictates that the runtime library will provide functions named `strcpy`, `strcmp`, and `fputs` to copy, compare, and write strings, the Fortran standard merely describes the behavior of assignment using "=", operators like `.ge.`, and statements like "write" and "format". The Fortran standard leaves it to the implementation to choose names for any runtime library functions used to implement that behavior.
3. Each compiler may use a different data structure (often called a "dope vector") to implement an assumed-shape array argument, allocatable array, or Fortran pointer. In contrast with the C language, the data structure is more elaborate than a simple hardware pointer, because it must be capable of describing the shape, element type, and stride of an array or a section of an array.)
4. Each compiler uses a different strategy to "mangle" or "decorate" module level identifiers to generate symbols which will not collide in the "flat" namespace of the linker. For example, two modules `M1` and `M2` may each define a public procedure named `x`, and the program may define a third Fortran-77 style external procedure which is also named `x`: all three must have different names from the point of view of the linker. One compiler might use `__M1_x` to represent procedure `x` belonging to module `M1`, where another might use `X.in.M1`.
5. Each compiler pursues a different strategy to implement the `use` statement. Even if two compilers both expect to employ a `.mod` file to communicate module information from one compilation to another, the compilers generally assume different formatting of data inside the `.mod` file.

For the special case of the g77 compiler, Pathscale addresses issue (1) by using the same data representation for default data types, and by providing the `-ff2c-abi` option to address a situation where g77 deviates from the Linux standard ABI for the x8664 machine. We address issue (2) by including the g77 runtime library in the PathScale library. Issues (3), (4), and (5) do not arise because

g77 does not support any of the Fortran 90/95 features which require a dope vector, the decoration of identifiers, or the generation of a `.mod` file.

For compilers other than g77, it may nevertheless be possible to link their object files with those generated by Pathscale Fortran, even if the program uses features from Fortran 90 and later standards, provided one manages to circumvent incompatibilities when coding. Some tips:

1. When code generated by one compiler calls a procedure generated by another, use the Fortran 77 style of procedure call, avoiding any of the sorts of dummy arguments which would require the calls to be "explicit" in Fortran 90 and later standards. Do not use a module generated by one compiler in a procedure generated by another.
2. Use options like `-fno-second-underscore` and `-fdecorate` as needed. The gfortran, g95, ifort, pgf90, and Sun f90 compilers all behave like our `-fno-second-underscore`; g77 behaves like our `-fsecond-underscore`. These options are meant to address the name-mangling problems for Fortran 77 style external identifiers, not for Fortran 90 style module-level identifiers.
3. When linking with one compiler, specify explicitly the additional runtime library or libraries needed by the other compiler. If you need additional control over the order in which the linker scans libraries, run the linker directly, specifying the startup object file which the first compiler would use, and the union of the sets of libraries which the two compilers would use. For Pathscale Fortran, running `pathf95` with the command-line option `-show` will print the names of these objects and libraries.
4. If possible, perform all I/O in code generated by one compiler. If that is not possible, make sure that all I/O related to a particular logical unit and file occurs within code generated by one compiler.

#### 5.4

## Porting Fortran

If you are porting Fortran code, see [section 3.11](#) for more information about Fortran-specific issues.

#### 5.4.1

## Intrinsics

The PathScale Fortran compiler supports many intrinsics and also has many unique intrinsics of its own. See Appendix C for the complete list of supported intrinsics.

#### 5.4.1.1

### An Example

Here is some sample output from compiling Amber 8 using only ANSI intrinsics. You get this series of error messages:

```
$ pathf95 -O3 -msse2 -m32 -o fantasian
fantasian.o . ./.. /lib/random.o . ./.. /lib/mexit.o
fantasian.o: In function `simplexrun_':
fantasian.o(.text+0xaad4): undefined reference to `rand_'
fantasian.o (.text+0xab0e): undefined reference to `rand_'
fantasian.o (.text+0xab48): undefined reference to `rand_'
fantasian.o(.text+0xab82): undefined reference to `rand_'
fantasian.o (.text+0xabbf): undefined reference to `rand_'
fantasian.o (.text+0xee0a): more undefined references to `rand_'
follow collect2: ld returned 1 exit status
```

The problem is that `RAND` is not ANSI. The solution is to build the code with the flag `-intrinsic=PGI`.

#### 5.4.2

### Name-mangling

Name mangling ensures that function, subroutine, and common-block names from a Fortran program or library do not clash with names in libraries from other programming languages. This makes mixing code from C, C++, and Fortran easier. See [section 3.10.1](#) for details on name mangling.

#### 5.4.3

### Static Data

Some codes expect data to be initialized to zero and allocated in the heap. If this is the case with your code use the `-static` flag when compiling.

#### 5.5

### Porting to x86\_64

Keep these things in mind when porting existing code to x86\_64:

- Some source packages make assumptions about the locations of libraries and fail to look in `lib64`-named directories for libraries resulting in unresolved symbols at during the link.
- For the x86 platform, use the `-mcpu` flag `x86any` to specify the x86 platform, like this: `-mcpu=x86_64`.



## 5.6

## Migrating from Other Compilers

Here is a suggested step-by-step approach to migrating code from other compilers to the PathScale compilers:

1. Check the compiler name in your makefile; is the correct compiler being called?

For example, you may need to add a line like this:

```
$ CC=pathcc ./configure <options>
```

Change the compiler in your makefile to `pathcc` or `pathf95`.

2. Check any flags that are called to be sure that the PathScale Compiler Suite supports them. See the `eko` man page in Appendix E for a complete listing of supported flags.
3. If you plan on using IPA, see [section 7.3](#) for suggestions.
4. Compile your code and look at the results.
  - a. Did the program compile and link correctly? Are there missing libraries that were previously linked automatically?
  - b. Look for behavior differences; does the program behave correctly? Are you getting the right answer (for example, with numerical analysis)?

## 5.7

## Compatibility

## 5.7.1

### gcc Compatibility Wrapper Script

Many software build packages check for the existence of `gcc`, and may even require the compiler used to be called `gcc` in order to build correctly. To provide complete compatibility with `gcc`, we provide a set of `gcc` compatibility wrapper scripts in `/opt/pathscale/compat-gcc/bin` (or `<install_directory>/compat-gcc/bin`).

This script can be invoked with different names:

- `gcc`, `cc` - to look like the GNU C compiler, and call `pathcc`
- `g++`, `c++` - to look like the GNU C++ compiler, and call `pathCC`
- `g77`, `f77` - to look like the GNU Fortran compiler, and call `pathf95`

To use this script, you must put the path to this directory in your shell's search path *before* the location of your system's `gcc` (which is usually `/usr/bin`). You can confirm the order in the search path by running "`which gcc`" after modifying your search path. The output should print the location of the `gcc` wrapper, not `/usr/bin/gcc`.

## Notes

## Section 6

# Tuning Quick Reference

This section provides some ideas for tuning your code's performance with the PathScale compiler.

The following sections describe a small set of tuning options that are relatively easy to try, and often give good results. These are tuning options that do not require Makefile changes, or risk the correctness of your code results. More detail on these flags can be found in the next section and in the man pages. A comprehensive list of the options for the PathScale compiler can be found in the `eko` man page.

### 6.1

## Basic Optimization

Here are some things to try first when optimizing your code.

The basic optimization flag `-O` is equivalent to `-O2`. This is the first flag to think about using when tuning your code. Try:

```
O2
```

then,

```
O3
```

and then,

```
O3 -OPT:Ofast.
```

For more information on the `-O` flags and `-OPT:Ofast`, see [section 7.1](#).

### 6.2

## IPA

Inter-Procedural Analysis (IPA), invoked most simply with `-ipa`, is a compilation technique that analyzes an entire program. This allows the compiler to do optimizations without regard to which source file the code appears in. IPA can improve performance significantly.

IPA can be used in combination with the other optimization flags. `-O3 -ipa` or `-O2 -ipa` will typically provide increased performance over the `-O3` or `-O2` flags alone. `-ipa` needs to be used both in the compile and in the link steps of a build. See [section 7.3](#) for more details on how to use `-ipa`.

### 6.3 Feedback Directed Optimization (FDO)

Feedback directed optimization uses a special instrumented executable to collect profile information about the program that is then used in later compilations to tune the executable.

See [section 7.6](#) for more information.

### 6.4 Aggressive Optimization

The PathScale compilers provide an extensive set of additional options to cover special case optimizations. The ones documented in [section 7](#) contain options that may significantly improve the speed or performance of your code.

This section briefly introduces some of the first tuning flags to try beyond `-O2` or `-O3`. Some of these options require knowledge of what the algorithms are and what coding style of the program require, otherwise they may impact the program's correctness. Some of these options depend on certain coding practices to be effective.

**One word of caution:** The PathScale Compiler Suite, like all modern compilers, has a range of optimizations. Some produce identical program output to the non-optimized, some can change the program's behavior slightly. The first class of optimizations is termed "safe" and the second "unsafe". See for [section 7.7](#) for more information on these optimizations.

`-OPT:Olimit=0` is a generally safe option but may result in the compilation taking a long time or consuming large quantities of memory. This option tells the compiler to optimize the files being compiled at the specified levels no matter how large they are.

The option `-fno-math-errno` bypasses the setting of ERRNO in math functions. This can result in a performance improvement if the program does not rely on IEEE exception handling to detect runtime floating point errors.

`-OPT:roundoff=2` also allows for fairly extensive code transformations that may result in floating point round-off or overflow differences in computations. Refer to [section 7.7.4.2](#) and [section 7.7.4](#) for more information.

The option `-OPT:div_split=ON` allows the conversion of  $x/y$  into  $x*(\text{recip}(y))$ , which may result in less accurate floating point computations. Refer to [section 7.7.4.2](#) and [section 7.7.4](#) for more information.

The `-OPT:alias` settings allow the compiler to apply more aggressive optimizations to the program. The option `-OPT:alias=typed` assumes that the program has been coded in adherence with the ANSI/ISO C standard, which states that two pointers of different types cannot point to the same location in memory. Setting `-OPT:alias=restrict` allows the compiler to assume that points refer

to distinct, non-overlapping objects. If these options are specified and the program does violate the assumptions being made, the program may behave incorrectly. Refer to [section 7.7.1](#) for more information.

There are several shorthand options that can be used in place of the above options. The option `-OPT:Ofast` is equivalent to `-OPT:roundoff=2:Olimit=0:div_split=ON:alias=typed`. `-Ofast` is equivalent to `-O3 -ipa -OPT:Ofast -fno-math-errno`. When using these shorthand options, make sure the impact of the option is understood by stepwise building up the functionality by using the equivalent options.

There are many more options that may help the performance of the program. These options are discussed elsewhere in the User Guide and in the associated man pages.

## 6.5 Compiler Flag Recommendations

As a general methodology, we usually recommend that you start tuning with `-O2`, then `-O3`, then `-O3 -OPT:Ofast` and then `-Ofast`.

With `-O3 -OPT:Ofast` and `-Ofast`, you should look to see if the results are accurate.

The `-OPT:Ofast` flag uses optimizations selected to maximize performance. Although the optimizations are generally safe, they may affect floating point accuracy due to rearrangement of computations. This effectively turns on the following optimizations:

```
-OPT:ro=2:Olimit=0:div_split=ON:alias=typed
```

If there are numerical problems with `-O3 -OPT:Ofast`, then try either of the following:

```
-O3 -OPT:Ofast:ro=1  
-O3 -OPT:Ofast:div_split=OFF
```

Note that 'ro' is short for roundoff.

`-Ofast` is equivalent to `-O3 -ipa -OPT:Ofast -fno-math-errno -ffast-math` so similar cautions apply to it as to `-O3 -OPT:Ofast`.

To use interprocedural analysis without the "Ofast-type" optimizations, use either of the following:

```
-O3 -ipa  
-O2 -ipa
```

Testing different optimizations can be automated by `pathopt2`. This program compiles and runs your program with a variety of compiler options and creates a sorted list of the execution times for each run.

The `try5` target tests five flag combinations, which is easily done using `pathopt2`. The combinations are:

```
-O2,  
-O3,  
-O3 -ipa,  
-O3 -OPT:Ofast  
-Ofast.
```

For more information on using `pathopt2`, see [section 7.9](#).

## 6.6 Performance Analysis

In addition to these suggestions for optimizing your code, here are some other ideas to assist you in tuning. [Section 2.11](#) discusses figuring out where to tune your code, using `time` to get an overview of your code, and using `pathprof` to find your program's hot spots.

## 6.7 Optimize Your Hardware

Make sure you are optimizing your hardware as well. [section 7.8](#) discusses getting the best performance out of x86\_64-based hardware (Opteron, Athlon™64, Athlon™64 FX, and Intel®EM64T). Hardware configuration can have a significant effect on the performance of your application.

## Section 7

# Tuning Options

This section discusses in more depth some of the major groups of flags available in the PathScale Compiler Suite.

### 7.1

## Basic Optimizations: The `-O` flag

The `-O` flag is the first flag to think about using. See [table 7-3](#) showing the default flag settings for various levels of optimization.

`-O0` (`O` followed by a zero) specifies no optimization—this is useful for debugging. The `-g` debugging flag is fully compatible with this level of optimization.

**NOTE:** Using `-g` by itself without specifying `-O` will change the default optimization level from `-O2` to `-O0` unless explicitly specified.

`-O1` specifies minimal optimizations with no noticeable impact on compilation time compared with `-O0`. Such optimizations are limited to those applied within straight-line code (basic blocks), like peephole optimizations and instruction scheduling. The `-O1` level of optimization minimizes compile time.

`-O2` only turns on optimizations which always increase performance and the increased compile time (compared to `-O1`) is commensurate with the increased performance. This is the default, if you don't use any of the `-O` flags. The optimizations performed at level 2 are:

- For inner loops, perform:
  - Loop unrolling
  - Simple if-conversion
  - Recurrence-related optimizations
- Two passes of instruction scheduling
- Global register allocation based on first scheduling pass
- Global optimizations within function scopes:
  - Partial redundancy elimination
  - Strength reduction and loop termination test replacement
  - Dead store elimination
  - Control flow optimizations
  - Instruction scheduling across basic blocks

- -O2 implies the flag `-OPT:goto=on`, which enables the conversion of GOTOs into higher level structures like FOR loops.
- -O2 also sets `-OPT:Olimit=6000`

-O3 turns on additional optimizations which will most likely speed your program up, but may, in rare cases, slow your program down. The optimizations provided at this level includes all -O1 and -O2 optimizations and also includes but is not limited to the flags noted below:

- `-LNO:opt=1` Turn on Loop Nest Optimization (for more details, see [section 7.4](#))
- -OPT with the following options in the OPT group: (see the `-opt` man pages for more information)
  - `OPT:roundoff=1` (see [section 7.7.4.2](#))
  - `OPT:IEEE_arith=2` (see [section 7.7.4](#))
  - `OPT:Olimit=9000` (see [section 6.3](#))
  - `OPT:reorg_common=1` (see the `eko(7)` man page)

**NOTE:** In our in-house testing, we have noticed that several codes which are slower at -O3 than -O2 are fixed by using `-O3 -LNO:prefetch=0`. This seems to mainly help codes that fit in cache.

## 7.2

### Syntax for Complex Optimizations (-CG, -IPA, -LNO -OPT, -WOPT)

The group optimizations control a variety of behaviors and can override defaults. This section covers the syntax of these options.

The group options allow for the setting of multiple sub-options in two ways:

- Separating each sub-flag by colons, or
- Using multiple flags on the command line.

For example, the following command lines are equivalent:

```
pathcc -OPT:roundoff=2:alias=restrict wh.c
pathcc -OPT:roundoff=2 -OPT:alias=restrict wh.c
```

Some sub-options either enable or disable the feature. To enable a feature, either specify only the subflag name or with `=1`, `=ON`, or `=TRUE`. Disabling a feature, is accomplished by adding `=0`, `=OFF`, or `=FALSE`. The following command lines mean the same thing:

```
pathf95 -OPT:div_split:fast_complex=FALSE:IEEE_NaN_inf=OFF wh.F
pathf95 -OPT:div_split=1:fast_complex=0:IEEE_NaN_inf=false wh.F
```



### 7.3

## Inter-Procedural Analysis (IPA)

Software applications are normally written and organized into multiple source files that make up the program. The compilation process, usually defined by a *Makefile*, invokes the compiler to compile each source file, called *compilation unit*, separately. This traditional build process is called *separate compilation*. After all compilation units have been compiled into `.o` files, the linker is invoked to produce the final executable.

The problem with separate compilation is that it does not provide the compiler with complete program information. The compiler has to make worst-case assumptions at places in the program that access external data or call external functions. In whole program optimization, the compiler can collect information over the entire program so it can make better decision on whether it is safe to perform various optimizations. Thus, the same optimization performed under whole program compilation will become much more effective. In addition, more types of optimization can be performed under whole program compilation than separate compilation.

This section presents the compilation model that enables whole program optimization in the PathScale compiler and how it relates to the `-ipa` flag that invokes it at the user level. Various analyses and optimizations performed by IPA are described. How IPA improves the quality of the backend optimization is also explained. Various IPA-related flags that can be used to tune for program performance are presented and described. Finally, we have an example of the difference that IPA makes in the performance of the SPEC CPU2000 benchmark suite.

### 7.3.1

## The IPA Compilation Model

Inter-procedural compilation is the mechanism that enables whole program compilation in the PathScale compiler. The mechanism requires a different compilation model than separate compilation. This new mode of compilation is used when the `-ipa` flag is specified.

Whole program compilation requires the entire program to be presented to the compiler for analysis and optimization. This is possible only after a link step is applied. Ordinarily, the link step is applied to `.o` files, after all optimization and code generation have been performed. In the IPA compilation model, the link step is applied very early in the compilation process, before most optimization and code generation. In this scenario, the program code being linked are not in the object code format. Instead, they are in the form of the intermediate representation (IR) used during compilation and optimization. After the program has been linked at the IR level, inter-procedural analysis and optimization are applied to the whole program. Subsequently, compilation continues with the backend phases to generate the final object code.

The IPA compilation model (see Figure 7.1) has been implemented with ease-of-use as one of its main objectives. At the user level, it is sufficient to just add the `-ipa` flag to both the compile line and the link line. Thus, users can avoid having to re-structure their Makefiles to use IPA. In order to do this, we have to introduce a new kind of `.o` files that we call IPA `.o`'s. These are `.o` files in which the program code is in the form of IR, and are different from ordinary `.o` files that contain object code. IPA `.o` files are produced when a file is compiled with the flags `-ipa -c`. IPA `.o` files can only be linked by the IPA linker. The IPA linker is invoked by adding the `-ipa` flag to the link command. This appears as if it is the final link step. In reality, this link step performs the following tasks:

1. Invokes the IPA linker
2. Performs inter-procedural analysis and optimization on the linked program
3. Invokes the backend phases to optimize and generate the object code
4. Invokes the real linker to produce the final executable.

Under IPA compilation, the user will notice that the compilation of separate files proceeds very fast, because it does not involve the backend phases. On the other hand, the linking phase will appear much slower because it now encompasses the compilation and optimization of the entire program.

### 7.3.2 Inter-procedural Analysis and Optimization

We call the phase that operates on the IR of the linked program IPA, for Inter-Procedural Analysis, but its tasks can be divided into two categories:

- Analysis to collect information over the entire program
- Optimization to transform the program so it can run faster

#### 7.3.2.1 Analysis

IPA first constructs the program call graph. Each node in the call graph corresponds to a function in the program. The call graph represents the caller-callee relationship in the program.

Once the call graph is built, based on different inlining heuristics, IPA prepares a list of function calls where it wants to inline the callee into the caller.

Based on the call graph, IPA computes the mod-ref information for the program variables. This represents the information as to whether a variable is modified or referenced inside a function call.

IPA also computes alias information for all the program variables. Whenever a variable has its address taken, it can potentially be pointed to by a pointer. Places that dereference or store through the pointer potentially access the variable. IPA's alias analysis keeps track of this information so that in the presence of pointer

accesses, as few variables are affected as possible so they can be optimized more aggressively.

The mod-ref and alias information collected by IPA are not just used by IPA itself. The information is also recorded in the program representation so the optimizations in the backend phases also benefit.

### 7.3.3

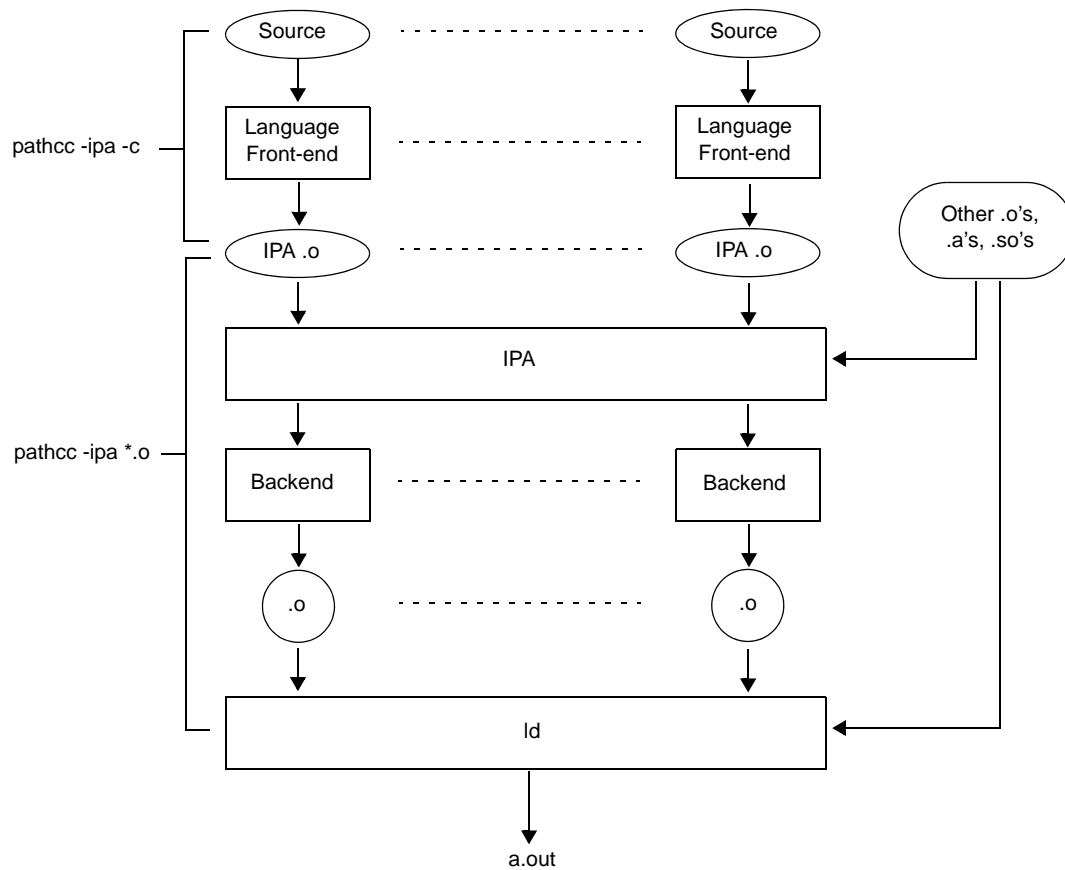
## Optimization

The most important optimization performed by IPA is *inlining*, in which the call to a function is replaced by the actual body of the function. Inlining is most versatile in IPA because all the user function definitions are visible to it. Apart from eliminating the function call overhead, inlining increases optimization opportunities of the backend phases by letting them work on larger pieces of code. For instance, inlining may result in the formation of a loop nest that enables aggressive loop transformations.

Inlining requires careful benefit analysis because overdoing it may result in performance degradation. The increased program size can cause higher instruction cache miss rate. If a function is already quite large, inlining may result in the compiler running out of registers, so it has to use memory more often, which causes program slow-down. In addition, too much inlining can slow down the later phases of the compilation process.

Many function calls pass constants (including addresses of variables) as parameters. Replacing a formal parameter by its known constant value helps in the optimization of the function body. Very often, part of the code of the function can be determined useless and deleted. *Function cloning* creates different clones of a function with its parameters customized to the forms of the calls. It provides a subset of the benefits of inlining without increasing the size of the function that contains the call. Like inlining, it also increases the total size of the program.

If IPA can determine that all the calls pass the same constant parameter, it will perform constant propagation for the parameter. This has the same benefit as



**Figure 7-1. IPA Compilation Model**

function cloning but does not increase the size of the program. Constant propagation also applies to global variables. If a global variable is found to be constant throughout the entire program execution, IPA will replace the variable by the constant value.

*Dead variable elimination* finds global variables that are never used over the program and deletes them. These variables are often exposed due to IPA's constant propagation.

*Dead function elimination* finds functions that are never called and deletes them. They can be the by-product of inlining and cloning.

*Common padding* applies to common blocks in Fortran programs. Ordinarily, compilers are incapable of changing the layout of the user variables in a common block, because this has to be co-ordinated among all the subroutines that use the same common block, and the subroutines may belong to different compilation units. But under IPA, all the subroutines are available. The padding improves the

alignments of the arrays so they can be accessed more efficiently and even vectorized. The padding can also reduce data cache conflicts during execution.

*Common block splitting* also applies to common blocks in Fortran programs. This splits a common block into a number of smaller blocks which also reduces data cache conflicts during execution.

*Procedure re-ordering* lays out the functions of the program in an order based on their call relationship. This can reduce thrashing in the instruction cache during execution.

#### 7.3.4

### Controlling IPA

Although the compiler tries to make the best decisions regarding how to optimize a program, it is hard to make the optimal choice in general. Thus, the compiler provides many compilation options so the user can use them to tune for the peak performance of his program. This section presents the IPA-related compilation options that are useful in tuning programs.

But first, it is worthwhile to mention that IPA is one of the compilation phases that can benefit substantially from feedback compilation. In feedback compilation, a feedback data file containing a profile of a typical run of the program is presented to the compiler. This enables IPA to make better decisions regarding what functions to inline and clone. By ensuring that busy callers and callees are placed next to each other, IPA's procedure re-ordering can also be more effective. Feedback compilation is enabled by the `-fb-create` and `-fb-opt` options. See [section 7.6](#) for more details.

#### 7.3.4.1

### Inlining

There are actually two incarnations of the inliner in the PathScale compiler, depending on whether `-ipa` is specified. This is because inlining is nowadays a language feature, and has to be performed independent of IPA. The inliner invoked when `-ipa` is not specified is the lightweight inliner, and it can only operate on a single compilation unit. The lightweight inliner does not do automatic inlining. It inlines strictly according to the C++ language requirement, C inline keyword or any `-INLINE` options specified by the user. It may be invoked by default. The basic options to control inlining in the lightweight inliner are:

`-inline` or `-INLINE` causes the lightweight inliner to be invoked when `-ipa` is not specified.

`-INLINE:=off` suppresses the invocation of the lightweight inliner. The options below are applicable to both the lightweight inliner and IPA's inliner:

`-INLINE:all` performs all possible inlining. Since this results in code bloat, this should only be used if the program is small.

-`INLINE:list=ON` makes the inliner list its actions on the fly. This is a useful option for the user to find out which functions are getting inlined, which functions are not being inlined and why. Thus, if the user wants to inline or not inline a function, tweaking the inlining controls based on the reasons specified by the output of this flag should help.

-`INLINE:must=name1[ ,name2, . . . ]` forces inlining for the named functions.

-`INLINE:never=name1[ ,name2, . . . ]` suppresses inlining for the named functions.

When `-ipa` is specified, IPA will invoke its own inliner and the lightweight inliner is not invoked. IPA's inliner automatically determines additional functions to inline in addition to those that are required. Small callees or callers are favored over larger ones. If profile data is available, calls executed more frequently are preferred. Otherwise, calls inside loops are preferred. Leaf routines (functions containing no call) are also favored. Inlining continues until no more call satisfies the inlining criteria, which can be controlled by the inlining options:

-`IPA:inline=OFF` turns off IPA's inliner, and the lightweight inliner is also suppressed since IPA is invoked. Default is `ON`.

-`INLINE:none` turns off automatic inlining by IPA but required inlining implied by the language or specified by the user are still performed. By default, automatic inlining is turned `ON`.

`IPA:specfile=filename` directs the compiler to open the given file to read more `-IPA:` or `-INLINE:` options.

The following options can be used to tune the aggressiveness of the inliner. Very aggressive inlining can cause performance degradation as discussed in [section 7.3.3](#).

-`OPT:Olimit=N` specifies the size limit `N`, where `N` is computed from the number of basic blocks that make up a function; inlining will never cause a function to exceed this size limit. The default is 6000 under `-O2` and 9000 under `-O3`. The value 0 means no limit is imposed.

-`IPA:space=N` specifies that inlining should continue until a factor of `N%` increase in code size is reached. The default is 100%. If the program size is small, the value of `N` could be increased.

-`IPA:plimit =N` suppresses inlining into a function once its size reaches `N`, where `N` is measured in terms of the number of basic blocks and the number of calls inside a function. The default is 2500.

-`IPA:small_pu=N` specifies that a function with size smaller than `N` basic blocks is not subject to the `-IPA:plimit` restriction. The default is 30.

-`IPA:callee_limit=n` specifies that a function whose size exceeds this limit will never be automatically inlined by IPA. The default is 500.

-IPA:min\_hotness =N is applicable only under feedback compilation. A call site's invocation count must be at least N before it can be inlined by IPA. The default is 10.

-INLINE:aggressive=ON increases the aggressiveness of the inlining, in which more non-leaf and out-of-loop calls are inlined. Default is OFF.

We mentioned that leaf functions are good candidates to be inlined. These functions do not contain calls that may inhibit various backend optimizations. To amplify the effect of leaf functions, IPA provides two options that exploit its call-tree-based inlining feature. This is based on the fact that a function that calls only leaf functions can become a leaf function if all of its calls are inlined. This in turn can be applied repeatedly up the call graph. In the description of the following two options, a function is said to be at *depth N* if it is never more than N edges from a leaf node in the call graph. A leaf function has depth 0.

-IPA:maxdepth=N causes IPA to inline all routines at depth N in the call graph subject to space limitation.

-IPA:forcedepth=N causes IPA to inline all routines at depth N in the call graph regardless of space limitation.

### 7.3.5 Cloning

There are two options for controlling cloning:

-IPA:multi\_clone=N specifies the maximum number of clones that can be created from a single function. The default is 0, which implies that cloning is turned OFF by default.

-IPA:node\_bloat=N specifies the maximum percentage growth in the number of procedures relative to the original program that cloning can produce. The default is 100.

### 7.3.6 Other IPA Tuning Options

The following are options un-related to inlining and cloning, but useful in tuning:

-IPA:common\_pad\_size=N specifies that common block padding should use pad size of up to N bytes. The default value is 0, which specifies that the compiler will determine the best padding size.

-IPA:linear=ON enables linearization of array references. When inlining Fortran subroutines, IPA tries to map formal array parameters to the shape of the actual parameters. The default is OFF, which means IPA will suppress the inlining if it cannot do the mapping. Turning this option ON instructs IPA to still perform the inlining but linearizes the array references. Such linearization may cause performance problems, but the inlining may produce more performance gain.

-IPA:pu\_reorder=N controls IPA's procedure reordering optimization. A value of 0 disables the optimization. N = 1 enables reordering based on the frequency in which different procedures are invoked. N = 2 enables procedure reordering based on caller-callee relationship. The default is 0.

-IPA:field\_reorder=ON enables IPA's field reordering optimization to minimize data cache misses. This optimization is based on reference patterns of fields in large structs, learned during feedback compilation. The default is OFF.

-IPA:ctype=ON optimizes interfaces to constructs defined in the standard header file ctype.h by assuming that the program will not run in a multi-threaded environment. The default is OFF.

### 7.3.6.1

## Disabling Options

The following options are for disabling various optimizations in IPA. They are useful for studying the effects of the optimizations.

-IPA:alias=OFF disables IPA's alias and mod-ref analyses

-IPA:addressing=OFF disables IPA's address-taken analysis, which is a component of the alias analysis

-IPA:cgi=OFF disables the constant propagation for global variables (constant global identification)

-IPA:cprop=OFF disables the constant propagation for parameters

-IPA:dfe=OFF disables dead function elimination

-IPA:dve=OFF disables dead variable elimination

-IPA:split=OFF disables common block splitting

### 7.3.7

## Case Study on SPEC CPU2000

This section presents experimental data to show the importance of IPA in improving program performance. Our experiment is based on the SPEC CPU2000 benchmark suite compiled using release 1.2 of the PathScale compiler. The compiled benchmarks are run on a 1.4 GHz Opteron system. Two sets of data are shown here. The first set studies the effects of using the single option -ipa. The second set shows the effects of additional IPA-related tuning flags on the same files.

**Table 7-1. Effects of IPA on SPEC CPU 2000 Performance**

Benchmark	Time w/o -ipa	Time with -ip	Improvement%
164.gzip	170.7 s	164.7 s	3.5%
175.vpr	202.4 s	192.3 s	5%
176.gcc	113.6 s	113.2 s	0.4%



**Table 7-1. Effects of IPA on SPEC CPU 2000 Performance (Continued)**

Benchmark	Time w/o -ipa	Time with -ip	Improvement%
181.mcf	391.9 s	390.8 s	0.3%
186.crafty	83.5 s	83.4 s	0.1%
197.parser	301.4 s	289.3 s	4%
252.eon	152.8 s	126.8 s	17%
253.perlbmk	196.2 s	192.3 s	2%
254.gap	153.5 s	128.6 s	16.2%
255.vortex	175.2 s	132.1 s	24.6%
256.bzip2	210.2 s	181.0 s	13.9%
300.twolf	376.5 s	362.2 s	3.8%
168.wupwise	220.0 s	161.5 s	26.6%
171.swim	181.4 s	180.7 s	0.4%
172.mgrid	184.7 s	182.3 s	1.3%
173.applu	282.5 s	245.2 s	13.2%
177.mesa	155.4 s	131.5 s	15.4%
178.galgel	150.4 s	149.9 s	0.3%
179.art	245.7 s	221.1 s	10%
183.quake	143.7 s	143.2 s	0.3%
187.facerec	154.3 s	147.4 s	4.5%
188.amp	266.5 s	261.7 s	1.8%
189.lucas	165.9 s	167.9 s	-1.2%
191.fma3d	239.6 s	244.6 s	-2.1%
200.sixtrack	265.0 s	276.9 s	-4.5%
301.apsi	280.7 s	273.7 s	2.5%

Table 7-1 shows how `-ipa` effects the base runs of the CPU2000 benchmarks. IPA improves the running times of 17 out of the 26 benchmarks; the improvements range from 1.3% to 26.6%. There are six benchmarks that improve by less than 0.5%, which is within the noise threshold. There are three FP benchmarks that slow down from 1.2% to 4.5% due to `-ipa`. The slowdown indicates that the benchmarks do not benefit from the default settings of the IPA parameters. By using additional IPA

tuning flags, such slowdown can often be converted to performance gain. The average performance improvement over all the benchmarks listed in [table 7-1](#) is 6%.

**Table 7-2. Effects of IPA tuning on some SPEC CPU2000 benchmarks**

Bench- mark	Time: Peak flags w/o IPA tuning	Time: Peak flags with IPA tuning	Improve- ment%	IPA Tuning Flags
181.mcf	325.3 s	275.5 s	15.3%	-IPA:_eld_reorder=on
197.parser	296.5 s	245.2 s	17.3%	-IPA:ctype=on
253.perlbnk	195.1 s	177.7 s	8.9%	-IPA:min_hotness=5: plimit=20000
168.wupwise	147.7 s	129.7 s	12.2%	-IPA:space=1000:linear=on -IPA:plimit=50000: callee_limit=5000 -INLINE:aggressive=on
187.facerec	144.6 s	141.6 s	2.1%	-IPA:plimit=1800

[Table 7-2](#) shows the effects of using additional IPA tuning flags on the peak runs of the CPU2000 performance. In the peak runs, each benchmark can be built with its own combination of any number of tuning flags. We started with the peak flags of the benchmarks used in PathScale’s SPEC CPU2000 submission, and we found that five of the benchmarks are using IPA tuning flags. [Table 7-1](#) lists these five benchmarks. The second column gives the running times if the IPA-related tuning flags are omitted. The third column gives the running times with the IPA-related tuning flags. The fifth column lists their IPA-related tuning flags. As this second table shows, proper IPA tuning can produce major improvements in applications.

### 7.3.8 Invoking IPA

Inter-procedural analysis is invoked in several possible ways: `-ipa`, `-IPA`, and implicitly via `-Ofast`. IPA can be used with any optimization level, but gives the biggest potential benefit when combined with `-O3`. The `-Ofast` flag turns on `-ipa` as part of its many optimizations.

When compiling with `-ipa` the `.o` files that are created are not regular `.o` files. IPA uses the `.o` files in its analysis of your program, and then does a second compilation using that information to optimize the executable.

The IPA linker checks to see if the entire program is compiled with the same set of optimization options. If different optimization options are used, IPA will give a warning:

**Warning:** Inconsistent optimization options detected between files involved in

For example, the following invocation will generate this warning for two C files `a.c` and `b.c`.

```
~ $ pathcc -O2 -ipa -c a.c
~ $ pathcc -O3 -ipa -c b.c
~ $ pathcc -ipa a.o b.o
```

The user can pass consistent optimization options to the individual compilations to remove the warning. In the above example, the user can either pass `-O2` or pass `-O3` to both the files.

The `-ipa` flag implies `-O2 -ipa` because `-O2` is the default. Flags like `-ipa` can be used in combination with a very large number of other flags, but some typical combinations with the `-O` flags are shown below:

`-O3 -ipa` or `-O2 -ipa` is a typical additional attempt at improved performance over the `-O3` or `-O2` flag alone. `-ipa` needs to be used both in the compile and in the link steps of a build.

Using IPA with your program is usually straightforward. If you have only a few source files, you can simply use it like this:

```
pathf95 -O3 -ipa main.f subs1.f subs2.f
```

If you compile files separately, the `*.o` files generated by the compiler do not actually contain object code; they contain a representation of the source code. Actual compilation happens at link time. The link command also needs the `-ipa` flag added.

For example, you could separately compile and then link a series of files like this:

```
pathf95 -c -O3 -ipa main.f
pathf95 -c -O3 -ipa subs1.f
pathf95 -c -O3 -ipa subs2.f
pathf95 -O3 -ipa main.o subs1.o subs2.o
```

Currently, there is a restriction that each archive (for example `libfoo.a`) must contain either `.o` files compiled with `-ipa` or `.o` files compiled without `-ipa`, but not both.

Note that, in a non-IPA compile, most of the time is incurred with compiling all the files to create the object files (the `.o`'s) and the link step is quite fast. In an IPA compile, the creating of `.o` files is very fast, but the link step can take a long time. The total compile time can be considerably longer with IPA than without.

When invoking the final link phase with `-ipa` (for example, `pathcc -ipa -o foo *.o`), significant portions of this process can be done in parallel on a system with multiple processing units. To use this feature of the compiler, use the `-IPA:max_jobs` flag.

Here are the options for the `-IPA:max_jobs` flag:

**`-IPA:max_jobs=N`** This option limits the maximum parallelism when invoking the compiler after IPA to (at most) `N` compilations running at once. The option can take the following values:

0 = The parallelism chosen is equal to either the number of CPUs, the number of cores, or the number of hyperthreading units in the compiling system, whichever is greatest.

1 = Disable parallelization during compilation (default)

>1 = Specifically set the degree of parallelism

### 7.3.9

## Size and Correctness Limitations to IPA

IPA often works well on programs up to 100,000 lines, but is not recommended for use in larger programs in this release.

### 7.4

## Loop Nest Optimization (LNO)

If your program has many nests of loops, you may want to try some of the Loop Nest Optimization group of flags. This group defines transformations and options that can be applied to loop nests.

One of the nice features of the PathScale compilers is that its powerful Loop Nest Optimization feature is invoked by default at `-O3`. This feature can provide up to a 10-20x performance advantage over other compilers on certain matrix operations at `-O3`.

In rare circumstances, this feature can make things slower, so you can use `-LNO:opt=0` to disable nearly all loop nest optimization. Trying to make an `-O2` compile faster by adding `-LNO:opt=0` will not work because the `-LNO` feature is only active with `-O3` (or `-Ofast` which implies `-O3`).

Some of the features that one can control with the `-LNO:` group are:

- Loop fusion and fission
- Blocking to optimize cache line reuse
- Cache management
- TLB (Translation Lookaside Buffer) optimizations
- Prefetch

In this section we will highlight a few of the LNO options that have frequently been valuable.

### 7.4.1

## Loop Fusion and Fission

Sometimes loop nests have too few instructions and consecutive loops should be combined to improve utilization of CPU resources. Another name for this process is loop fusion.

Sometimes a loop nest will have too many instructions, or deal with too many data items in its inner loop, leading to too much pressure on the registers, resulting in

spills of registers to memory. In this case, splitting loops can be beneficial. Like splitting an atom, splitting loops is termed fission. These are the LNO options to control these transformations:

`-LNO:fusion=n` Perform loop fusion, `n`: 0 off, 1 conservative, 2 aggressive. Level 2 implies that outer loops in consecutive loop nests should be fused, even if it is found that not all levels of the loop nests can be fused. The default level is 1 (standard outer loop fusion), but 2 has been known to benefit a number of well-known codes.

`-LNO:fission=n` Perform loop fission, `n`: 0 off, 1 standard, 2 try fission before fusion. The default level is 0, but 2 has been known to benefit a number of well-known codes.

Be careful with mixing the above two flags, because fusion has some precedence over fission: if `-LNO:fission=[1 or 2]` and `-LNO:fusion=[1 or 2]` then fusion is performed.

`-LNO:fusion_peeling_limit=n` controls the limit for the number of iterations allowed to be peeled in fusion, where `n` has a default of 5 but can be any non-negative integer.

Peeling is done when the iteration counts in consecutive loops is different, but close, and several iterations are replicated outside the loop body to make the loop counts the same.

#### 7.4.2

### Cache Size Specification

The PathScale compilers are primarily targeted at the Opteron CPU currently, so they assume an L2 cache size of 1MB. Athlon 64 can have either a 512KB or 1MB L2 cache size. If your target machine is Athlon 64 and you have the smaller cache size, then setting `-LNO:cs2=512k` could help. You can also specify your target machine instead, using `-march=athlon 64`. That would automatically set the standard machine cache sizes.

Here is the more general description of some of what is available.

`-LNO:cs1=n,cs2=n,cs3=n,cs4=n`

This option specifies the cache size. `n` can be 0 or a positive integer followed by one of the following letters: `k`, `K`, `m`, or `M`. These letters specify the cache size in Kbytes or Mbytes.

Specifying 0 indicates there is no cache at that level.

`cs1` is the primary cache

`cs2` refers to the secondary cache

`cs3` refers to memory

`cs4` is the disk

Default cache size for each type of cache depends on your system. Use `-LIST:options=ON` to see the default cache sizes used during compilation.

With a smaller cache, the cache set associativity is often decreased as well. The flagset: `-LNO:assoc1=n,assoc2=n,assoc3=n,assoc4=n` can define this appropriately for your system.

Once again, the above flags are already set appropriately for Opteron.

### 7.4.3

## Cache Blocking, Loop Unrolling, Interchange Transformations

Cache blocking, also called 'tiling', is the process of choosing the appropriate loop interchanges and loop unrolling sizes at the correct levels of the loop nests so that cache reuse can be optimized and memory accesses reduced. This whole LNO feature is on by default, but can be turned off with: `-LNO:blocking=off`.

`-LNO:blocking_size=n` specifies a block size that the compiler must use when performing any blocking, where `n` is a positive integer that represents the number of iterations.

`-LNO:interchange` is on by default, but setting this `=0` can disable the loop interchange transformation in the loop nest optimizer.

The LNO group controls outer loop unrolling, but the `-OPT:` group controls inner loop unrolling. Here are the major `-LNO:` flags to control loop unrolling:

`-LNO:outer_unroll_max,ou_max=n` specifies that the compiler may unroll outer loops in a loop nest by up to `n` per loop, but no more. The default is 10.

`-LNO:ou_prod_max=n`

Indicates that the product of unrolling levels of the outer loops in a given loop nest is not to exceed `n`, where `n` is a positive integer. The default is 16.

To be more specific about how much unrolling is to be done, use

`-LNO:outer_unroll,ou=n`. This indicates that exactly `n` outer loop iterations should be unrolled, if unrolling is legal. For loops where outer unrolling would cause problems, unrolling is not performed.

### 7.4.4

## Prefetch

The LNO group can provide guidance to the compiler about the level and type of prefetching to enable. General guidance on how aggressively to prefetch is specified by `-LNO:prefetch=n`, where `n=1` is the default level. `n=0` disables prefetching in loop nests, while `n=2` means to prefetch more aggressively than the default.

`-LNO:prefetch_ahead=n` defines how many cache lines ahead of the current data being loaded should be prefetched. The default is `n=2` cache lines.

### 7.4.5 Vectorization

Vectorization is an optimization technique that works on multiple pieces of data at once. For example, the compiler will turn a loop computing the mathematical function `sin()` into a call to the `vsin()` function, which is twice as fast.

The use of vectorized versions of functions in the math library like `sin()`, `cosin()` is controlled by the flag `-LNO:vintr=0|1|2`. 0 will turn off vectorization of math intrinsics, while 1 is the default. Under `-LNO:vintr=2` the compiler will vectorize all math functions. Note that `vintr=2` could be unsafe in that the vector forms of some of the functions could have accuracy problems.

Vectorization of user code (excluding these mathematical functions) is controlled by the flag `-LNO:simd[=(0|1|2)]`, which enables or disables inner loop vectorization. 0 turns off the vectorizer, 1 (the default) causes the compiler to vectorize only if it can determine that there is no undesirable performance impact due to sub-optimal alignment, and 2 will vectorize without any constraints (this is the most aggressive).

`-LNO:simd_verbose=ON` prints vectorizer information (from vectorizing user code) to stdout. `-LNO:vintr_verbose=ON` prints information about whether or not the math intrinsic functions were vectorized.

See the `eko` man page for more information.

### 7.5 Code Generation (-CG:)

The code generation group governs some aspects of instruction-level code generation that can have benefits for code tuning.

`-CG:gcm=OFF` turns off the instruction-level global code motion optimization phase. The default is ON.

`-CG:load_exe=n` specifies the threshold for subsuming a memory load operation into the operand of an arithmetic instruction. The value of 0 turns off this subsumption optimization. By default this subsumption is performed only when the result of the load has only one (`n=1`) use. This subsumption is not performed if the number of times the result of the load is used exceeds the value `n`, a non-negative integer. We have found that `load_exe=2` or 0 are occasionally profitable. The default for 64-bit ABI and Fortran is `n=2`; otherwise the default is `n=1`.

`-CG:use_prefetchnta=ON` means for the compiler to use the prefetch operation that assumes that data is Non-Temporal at All (NTA) levels of the cache hierarchy. This is for data streaming situations in which the data will not need to be re-used soon. Default is OFF.

## 7.6 Feedback Directed Optimization (FDO)

Feedback directed optimization uses a special instrumented executable to collect profile information about the program; for example, it records how frequently every `if ()` statement is true. This information is then used in later compilations to tune the executable.

FDO is most useful if a program's typical execution is roughly similar to the execution of the instrumented program on its input data set; if different input data has dramatically different `if ()` frequencies, using FDO might actually slow down the program. This section also discusses how to invoke this feature with the `-fb-create` and `-fb-opt` flags.

**NOTE:** If the `-fb-create` and `-fb-opt` compiles are done with different compilation flags, it may or may not work, depending on whether the different compilation flags cause different code to be seen by the phase that is performing the instrumentation/feedback. We recommend using the same flags for both instrumentation and feedback.

FDO requires compiling the program at least twice. In the first pass:

```
pathcc -O3 -ipa -fb-create fbdata -o foo foo.c
```

The executable `foo` will contain extra instrumentation library calls to collect feedback information; this means `foo` will actually run a bit slower than normal. We are using `fbdata` for the file name in this example; you can use any name for your file.

Next, run the program `foo` with an example dataset:

```
./foo <typical_input_data>
```

During this run, a file with the prefix "`fbdata`" will be created, containing feedback information. The file name you use will become the prefix for your output file. For example, the output file from this example dataset might be named `fbdata.instr0.ab342`. Each file will have a unique string as part of its name so that files can't be overwritten.

To use this data in a subsequent compile:

```
pathcc -O3 -ipa -fb-opt fbdata -o foo foo.c
```

This new executable should run faster than a non-FDO `foo`, and will not contain any instrumentation library calls.

Experiment to see if FDO provides significant benefit for your application.

More details on feedback compilation with the PathScale compilers can be found under the `-fb-create` and `-fb-opt` options in the `eko` man page.



## 7.7

## Aggressive Optimizations

The PathScale Compiler Suite, like all modern compilers, has a range of optimizations. Some produce identical program output to the original, some can change the program's behavior slightly. The first class of optimizations is termed "safe" and the second "unsafe". As a general rule, our `-O1`, `-O2`, `-O3` flags only perform "safe" optimizations. But the use of "unsafe" optimizations often can produce a good speedup in a program, while producing a sufficiently accurate result.

Some "unsafe" optimizations may be "safe" depending on the coding practices used. We recommend first trying "safe" flags with your program, and then moving on to "unsafe" flags, checking for incorrect results and noting the benefit of unsafe optimizations.

Examples of unsafe optimizations include the following.

## 7.7.1

### Alias Analysis

Both C and Fortran have occasions where it is possible that two variables might occupy the same memory. For example, in C, two pointers might point to the same location, such that writing through one pointer changes the value of the variable pointed to by another. While the C standard prohibits some kinds of aliasing, many real programs violate these rules, so the aliasing behavior of the compiler is controlled by the `-OPT:alias` flag. See [section 7.7.4.2](#) for more information.

Aliases are hidden definitions and uses of data due to:

- Accesses through pointers
- Partial overlap in storage locations (e.g. unions in C)
- Procedure calls for non-local objects
- Raising of exceptions

The compiler normally has to assume that aliasing will occur. The compiler does alias analysis to identify when there is no alias, so later optimizations can be performed. Certain C and C++ language rules allow some levels of alias analysis. Fortran has additional rules which make it possible to rule out aliasing in more situations: subroutine parameters have no alias, and side effects of calls are limited to global variables and actual parameters.

For C or C++, the coding style can help the compiler make the right assumptions. Using type qualifiers such as `const`, `restrict`, or `volatile` can help the compiler. Furthermore, if you supply some assumptions to make concerning your program, more optimizations can then be applied. The following are some of the various aliasing models you can specify, listed in order of increasingly stringent, and potentially dangerous, assumptions you are telling the compiler to make about your program:

`-OPT:alias=any` the default level, which implies that any two memory references can be aliased.

`-OPT:alias=typed` means to activate the ANSI rule that objects are not aliased if they have different base types. This option is activated by `-Ofast`.

`-OPT:alias=unnamed` assumes that pointers never to point to named objects.

`-OPT:alias=restrict` tells the compiler to assume that all pointers are restricted pointers and point to distinct non-overlapping objects. This allows the compiler to invoke as many optimizations as if the program were written in Fortran. A restricted pointer behaves as though the C `'restrict'` keyword had been used with it in the source code.

`-OPT:alias=disjoint` says that any two pointer expressions are assumed to point to distinct, non-overlapping objects.

To make the opposite assertion about your program's behavior, put `'no_'` before the value. For example, `-OPT:alias=no_restrict` means that distinct pointers may point to overlapping storage.

Additional `-OPT:alias` values are relevant to Fortran programmers in some situations:

`-OPT:alias=cray_pointer` asserts that an object pointed to by a Cray pointer is never overlaid on another variable's storage. This flag also specifies that the compiler can assume that the pointed-to object is stored in memory before a call to an external procedure and is read out of memory at its next reference. It is also stored before a `END` or `RETURN` statement of a subprogram.

`OPT:alias=parm` promises that Fortran parameters do not alias to any other variable. This is the default. `no_parm` asserts that parameter aliasing is present in the program.

### 7.7.2 Numerically Unsafe Optimizations

Rearranging mathematical expressions and changing the order or number of floating point operations can slightly change the result. Example:

```
A = 2. * X
B = 4. * Y
C = 2. * (X + 2. * Y)
```

A clever compiler will notice that  $C = A + B$ . But the order of operations is different, and so a slightly different  $C$  will be the result. This particular transformation is controlled by the `-OPT:roundoff` flag, but there are several other numerically unsafe flags.

Some options that fall into this category are:

The options that control IEEE behavior such as `-OPT:roundoff=N` and `-OPT:IEEE_arithmetic=N`. Here are a couple of others:

`-OPT:div_split=(ON | OFF)` This option enables or disables transforming expressions of the form  $X/Y$  into  $X * (1/Y)$ . The reciprocal is inherently less accurate than a straight division, but may be faster.

`-OPT:recip=(ON | OFF)` This option allows expressions of the form  $1/X$  to be converted to use the reciprocal instruction of the computer. This is inherently less accurate than a division, but will be faster.

These options can have performance impacts. For more information, see the `eko` manual page. You can view the manual page by typing `man eko` at the command line.

### 7.7.3

## Fast-math Functions

When `-OPT:fast_math=on` is specified, the compiler uses fast versions of math functions tuned for the processor. The affected math functions include `log`, `exp`, `sin`, `cos`, `sincos`, `expf`, and `pow`. In general, the accuracy is within 1 ulp of the fully precise result, though the accuracy may be worse than this in some cases. The routines may not raise IEEE exception flags. They call no error handlers, and denormal number inputs/outputs are typically treated as 0, but may also produce unexpected results. `-OPT:fast_math=on` is effected when `-OPT:roundoff` is set to 2 or above,

A different flag `-ffast-math` improves FP speed by relaxing ANSI & IEEE rules. `-fno-fast-math` tells the compiler to conform to ANSI and IEEE math rules at the expense of speed. `-ffast-math` implies `-OPT:IEEE_arithmetic=2` `-fno-math-errno`, while `-fno-fast-math` implies `-OPT:IEEE_arithmetic=1` `-fmath-errno`. These flags apply to all languages.

Both `-OPT:fast_math=on` and `-ffast-math` are implied by `-Ofast`.

### 7.7.4

## IEEE 754 Compliance

It is possible to control the level of IEEE 754 compliance through options. Relaxing the level of compliance allows the compiler greater latitude to transform the code for improved performance. The following subsections discuss some of those options.

### 7.7.4.1

## Arithmetic

Sometimes it is possible to allow the compiler to use operations that deviate from the IEEE 754 standard to obtain significantly improved performance, while still obtaining results that satisfy the accuracy requirements of your application.

The flag regulating the level of conformance to ANSI/IEEE 754-1985 floating pointing roundoff and overflow behavior is:

`-OPT:IEEE_arithmetic=N` (where N= 1, 2, or 3).

`-OPT:IEEE_arithmetic`

=1 Requires strict conformance to the standard

=2 Allows use of any operations as long as exact results are produced. This allows less accurate inexact results. For example,  $X*0$  may be replaced by 0, and  $X/X$  may be replaced by 1 even though this is inaccurate when X is +inf, -inf, or NaN. This is the default level at -O3.

=3 Means to allow any mathematically valid transformations. For example, replacing  $x/y$  by  $x*(recip(y))$ .

For more information on the defaults for IEEE arithmetic at different levels of optimization, see Table 7.3.

#### 7.7.4.2 Roundoff

Use `-OPT:roundoff=` to identify the extent of roundoff error the compiler is allowed to introduce:

0 No roundoff error

1 Limited roundoff error allowed

2 Allow roundoff error caused by re-associating expressions

3 Any roundoff error allowed

The default roundoff level with -O0, -O1, and -O2 is 0. The default roundoff level with -O3 is 1.

Listing some of the other `-OPT:` sub-options that are activated by various roundoff levels can give more understanding about what the levels mean.

- `OPT:roundoff=1` implies:

- `-OPT:fast_exp=ON` This option enables optimization of exponentiation by replacing the run-time call for exponentiation by multiplication and/or square root operations for certain compile-time constant exponents (integers and halves).
- `-OPT:fast_trunc` implies inlining of the `NINT`, `ANINT`, `AINTE`, and `AMOD` Fortran intrinsics.

`-OPT:roundoff=2` turns on the following sub-options:

- `-OPT:fold_reassociate` which allows optimizations involving re-association of floating-point quantities.

-OPT:roundoff=3 turns on the following sub-options:

- -OPT:fast\_complex When this is set ON, complex absolute value (norm) and complex division use fast algorithms that overflow for an operand (the divisor, in the case of division) that has an absolute value that is larger than the square root of the largest representable floating-point number.
- -OPT:fast\_nint uses a hardware feature to implement single and double-precision versions of **NINT** and **ANINT**

### 7.7.5

## Other Unsafe Optimizations

A few advanced optimizations intended to exploit some exotic instructions such as **CMOVE** (conditional move) result in slightly changed program behavior, such as programs which write into variables guarded by an `if ( )` statement. For example:

```
if (a .eq. 1) then
  a=3
endif
```

In this example, the fastest code on an x86 CPU is code which avoids a branch by always writing `a`; if the condition is false, it writes `a`'s existing value into `a`, else it writes `3` into `a`. If `a` is a read-only value not equal to `1`, this optimization will cause a segmentation fault in an odd but perfectly valid program.

### 7.7.6

## Assumptions About Numerical Accuracy

See the following table for the assumptions made about numerical accuracy at different levels of optimization.

**Table 7-3. Numerical Accuracy with Options**

-OPT: option name	-O0	-O1	-O2	-O3	-Ofast	Notes
div_split	off	off	off	off	on	onif IEEE_a=3
fast_complex	off	off	off	off	off	onifroundoff=3
fast_exp	off	off	off	on	on	onifroundoff>=1
fast_nint	off	off	off	off	off	onifroundoff=3
fast_sqrt	off	off	off	off	off	
fast_trunc	off	off	off	on	on	onifroundoff>=1
fold_reassociate	off	off	off	off	on	onifroundoff>=2
fold_unsafe_relops	on	on	on	on	on	
fold_unsigned_relops	off	off	off	off	off	
IEEE_arithmetic	1	1	1	2	2	

**Table 7-3. Numerical Accuracy with Options**

IEEE_NaN_inf	off	off	off	off	off	
recip	off	off	off	off	on	on if roundoff >= 2
roundoff	0	0	0	1	2	
fast_math	off	off	off	off	off	on if roundoff >= 2
rsqrt	0	0	0	0	1	1 if roundoff >= 2

For example, if you use `-OPT:IEEE_arithmetic` at `-O3`, the flag is set to `IEEE_arithmetic=2` by default.

### 7.7.6.1

## Flush-to-Zero Behavior

The processor hardware which implements IEEE floating point arithmetic generally runs faster if it is allowed to generate zero rather than a denormalized number when an arithmetic operation underflows. Therefore, at optimization level `-O3`, the PathScale compiler allows this behavior, which is commonly known as *flush to zero*.

The flush-to-zero behavior is controlled by the `-OPT:IEEE_arith=` flag. Setting it to either 2 or 3 will result in flush-to-zero. The `-OPT:IEEE_arith=` flag defaults to 1 under `-O0/-O1/-O2` and it defaults to 2 under `-O3`, as seen in the table above.

The compilation flag works by generating instructions to do the setting at the entry to `main()`.

During runtime, it can be further set by the `IEEE_SET_UNDERFLOW_MODE` Fortran intrinsic found in the intrinsic module `IEEE_ARITHMETIC`:

```
! Gradual underflow means "produce denormalized numbers"
USE, INTRINSIC :: IEEE_ARITHMETIC
CALL IEEE_SET_UNDERFLOW_MODE(GRADUAL=.TRUE.)
```

## 7.8

## Hardware Performance

Although the x86\_64 platform has excellent performance, there are a number of subtleties in configuring your hardware and software that can each cause substantial performance degradations. Many of these are not obvious, but they can reduce performance by 30% or more at a time. We have collected a set of techniques for obtaining best performance described below.

### 7.8.1

## Hardware Setup

There is no "catch all" memory configuration that works best across all systems. We have seen instances where the number, type, and placement of memory modules on a motherboard can each affect the memory latency and bandwidth that you can achieve.

Most motherboard manuals have tables that document the effects of memory placement in different slots. We recommend that you read the table for your motherboard, and experiment.

If you fail to set up your memory correctly, this can account for up to a factor-of-two difference in memory performance. In extreme cases, this can even affect system stability.

### 7.8.2 BIOS Setup

Some BIOSes allow you to change your motherboard's memory interleaving options. Depending on your configuration, this may have an effect on performance.

For a discussion of memory interleaving across nodes, see [section 7.8.3](#) below.

### 7.8.3 Multiprocessor Memory

Traditional small multiprocessor (MP) systems use symmetric multiprocessing (SMP), in which the latency and bandwidth of memory is the same for all CPUs.

This is not the case on Opteron multiprocessor systems, which provide non-uniform memory access, known as NUMA. On Opteron MP systems, each CPU has its own direct-attached memory. Although every CPU can access the memory of all others, memory that is physically closest has both the lowest latency and highest bandwidth. The larger the number of CPUs, the higher will be the latency and the lower the bandwidth between the two CPUs that are physically furthest apart.

Most multiprocessor BIOSes allow you to turn on or off the interleaving of memory across nodes. Memory interleaving across nodes masks the NUMA variation in behavior, but it imposes uniformly lower performance. We recommend that you turn node interleaving off.

### 7.8.4 Kernel and System Effects

To achieve best performance on a NUMA system, a process or thread and as much as possible of the memory that it uses must be allocated to the same single CPU. The Linux kernel has historically had no support for setting the affinity of a process in this way.

Running a non-NUMA kernel on a NUMA system can result in changes in performance while a program is running, and non-reproducibility of performance across runs. This occurs because the kernel will schedule a process to run on whatever CPU is free without regard to where the process's memory is allocated.

Recent kernels have some degree of NUMA support. They will attempt to allocate memory local to the CPU where a process is running, but they still may not prevent that process from later being run on a different CPU after it has allocated memory.

Current NUMA-aware kernels do not migrate memory across NUMA nodes, so if a process moves relative to its memory, its performance will suffer in unpredictable ways.

Note that not all vendors ship NUMA-aware kernels or C libraries that can interface to them. If you are unsure of whether your kernel supports NUMA, check with your distribution vendor.

### 7.8.5 Tools and APIs

Recent Linux distributions include tools and APIs that allow you to bind a thread or process to run on a specific CPU. This provides an effective workaround for the problem of the kernel moving a process away from its memory.

Your Linux distribution may come with a package called `schedutils`, which includes a program called `taskset`. You can use `taskset` to specify that a program must run on one particular CPU.

For low-level programming, this facility is provided by the `sched_setaffinity` (2) call in the C library. You will need a recent C library to be able to use this call.

On systems that lack NUMA support in the kernel, and on runs that do not set process affinity before they start, we have seen variations in performance of 30% or more between individual runs.

### 7.8.6 Testing Memory Latency and Bandwidth

To test your memory latency and bandwidth, we recommend two tools.

For memory latency, the LMBench package provides a tool called `lat_mem_rd`. This provides a cryptic, but fairly accurate, view of your memory hierarchy latency.

LMBench is available from <http://www.bitmover.com/lmbench/>

For measuring memory bandwidth, the STREAM benchmark is a useful tool. Compiling either the Fortran or C version of the benchmark with the following command lines will provide excellent performance:

```
$ pathf95 -Ofast stream_d.f second_wall.c -DUNDERSCORE
$ pathcc -Ofast -lm stream_d.c second_wall.c
```

(If you do not compile with at least `-O3`, performance may drop by 40% or more.)

The STREAM benchmark is available from <http://www.streambench.org/>

For both of these tools, we recommend that you perform a number of identical runs and average your results, as we have observed variations of more than 10% between runs.



## 7.9 The pathopt2 Tool

The `pathopt2` tool is used to iteratively test different options and option combinations by compiling a set of application source code files, measuring the performance of the executable and tracking the results. The best options are obtained from the output of these runs and are used to adaptively tune successive runs, yielding the best set of compiler options for a given combination of application code, data set, hardware, and environment. A sorted list of execution times is produced for each run.

The tool uses an XML option configuration file that defines one or more execution targets. Each execution target specifies options to try and indicates how they are to be combined into a series of tests. In general, using `pathopt2` involves these steps:

1. Run `pathopt2` using an execution target in the supplied option configuration file.
2. Interpret the results.
3. Choose a more detailed execution target based on the results from the first run, and repeat the process until the best compiler options are found.

The `pathopt2` tool can be completely driven from its command line, or it can alternatively use scripts to build and test the programs. Scripts are useful for more complex runs, for interfacing to existing build and test mechanisms, and for automating the process. For a standard installation, the program `pathopt2` is located in:

```
/opt/pathscale/bin
```

This is the same directory that contains `pathcc`, `pathCC`, `pathf95`, `pathf90`, and so on.

An option configuration file, `pathopt2.xml`, is provided. The default location is:

```
/opt/pathscale/share/pathopt2/pathopt2.xml
```

See [section 7.9.3](#) for details on this file format. Sample programs are found in:

```
/opt/pathscale/share/pathopt2/examples
```

In the following sections we review the command syntax, the option configuration file structure, and general usage information. Step-by-step examples show how to use the different features of `pathopt2`.

### 7.9.1

## A Simple Example

An example is provided here to show basic usage of pathopt2. In this example you will copy a test program into your working directory, and then run pathopt2 with the options file and the test program.

Copy the program factorial.c from /opt/pathscale/share/pathopt2/examples into your own working directory. factorial.c is a program that calculates a table of 50,000 factorials, from 1! to 50000! You can now run this simple example by typing:

```
$ pathopt2 -f pathopt2.xml -t try5 \  
-r ./factorial pathcc @ -o factorial factorial.c
```

**NOTE:** If you do not have '.' set in your PATH, you need to use './factorial' to run this command from the current working directory. The PATH for the program pathopt2 is the same as for pathcc, etc., and should already be set correctly. See the *PathScale Compiler Suite and Subscription Manager Install Guide* for general information on setting your PATH.

You should see a list of output summarizing the result of all the runs. The first set of flags are listed in the order in which they were run. This is followed by a summary table which sorts the same output by time, from fastest to slowest. Sample output from this run is shown below:

Flagsb	Build	Test	Real	User	System
-O2	PASS	PASS	2.83	2.82	0.00
-O3	PASS	PASS	2.39	2.39	0.00
-O3 -ipa	PASS	PASS	2.40	2.40	0.01
-O3 -OPT:Ofast	PASS	PASS	2.37	2.38	0.00
-Ofast	PASS	PASS	2.38	2.38	0.00
Sorted summary from all runs:					
Flags	Build	Test	Real	User	System
-O3 -OPT:Ofast	PASS	PASS	2.37	2.38	0.00
-Ofast	PASS	PASS	2.38	2.38	0.00
-O3	PASS	PASS	2.39	2.39	0.00
-O3 -ipa	PASS	PASS	2.40	2.40	0.01
-O2	PASS	PASS	2.83	2.82	0.00

From these results, we see that the best option from this run is -O3 -OPT:Ofast. The next sections will discuss details on usage, command line options, and the configuration file format.

## 7.9.2

**pathopt2 Usage**

Basic usage is as follows:

```
pathopt2 [-n num_iterations] [-f configfile] [-t execute_target]  
[-r test_command] [-S real|user|system] build_command @ [args] ...
```

The command line above shows the most commonly used options; for the complete list of options, see Table 7.4. The `pathopt2` tool runs `build_command` with the provided arguments and using additional options as specified in `configfile`. The build command can be an PathScale invocation command (`pathcc`, `pathf 95`, `pathCC`), a make command, or a script which eventually invokes the compiler, perhaps via a make command. The character `@` is replaced in the command with the list of options from the `configfile` being considered. The `configfile` is typically the provided `pathopt2.xml` file, although you can write your own. The `execute_target` parameter specifies the execution target from the `configfile`. The `test_command` parameter is the command to run the program and can be replaced with a script. The program is expected to return a status value of 0 to indicate success, or a non-zero status to indicate failure.

The `-S` option specifies the metric used for comparing performance:

- `real`: the elapsed real time (this is the default).
- `user`: the CPU time spent executing in user mode.
- `system`: the CPU time spent executing in system mode.
- `timing-file`: to use a file containing a timing value.
- `rate-file`: to use a file containing a rate value.

The chosen metric is used to guide the choices made by the `pathopt2` algorithms when selecting options for the best performance, and is used to sort the final output.

The interpretation of `real`, `user` and `system` time is the same as the `time( 1)` command. `real` is equivalent to wall-clock time. An application may switch back and forth between user and kernel mode so these components are factored separately into `user` and `system` times. Since the O/S is typically time-slicing between many processes, the sum of `user` and `system` does not necessarily equal `real` since other processes could also have run. The default metric used when comparing the performance of one set of options with another is real time. All 3 times will be displayed in the output.

Additionally, `pathopt2` allows arbitrary performance metrics to be used to guide option selection using the `timing-file` and `rate-file` choices. When either of these options is used, `pathopt2` sets an environment variable called `PSC_METRIC_FILE` with the name of a temporary file before running the command. The run command is required to write the performance metric into this file before it terminates. The `pathopt2` tool then opens this file, reads a value from the file as a double-precision floating-point number, and deletes the temporary file. The only interpretation placed on these values is that smaller is better for timing, and that

larger is better for rate. The actual units of the values do not matter as far as pathopt2 is concerned since it just performs comparisons on the values.

Using the above usage as a guide, we can now summarize the simple command from the previous section:

```
$ pathopt2 -f pathopt2.xml -t try5 \  
-r ./factorial pathcc @ -o factorial factorial.c
```

This example directs pathopt2 to use pathopt2.xml as the configuration file. The build command pathcc @ -o factorial factorial.c is used for the building phase where option “@” is iteratively replaced with the rules specified in the try5 subset within the configuration file pathopt2.xml. The “@” character must be included somewhere in the build command since this is the mechanism by which the chosen optimization options are propagated to the build command. Finally, ./factorial is used as the test\_command.

For simple cases, the -o flag can be omitted, and the default executable output a.out can be used as the test\_command:

```
$ pathopt2 -f pathopt2.xml -t try5 \  
-r ./a.out pathcc @ factorial.c
```

**NOTE:** The order of the options in the command line does not matter. However, the required build\_command comes last since it may have an arbitrary number of options and arguments of its own. When the -f option is not specified pathopt2 will use the file pathopt2.xml if it is present in the current working directory, otherwise it will use the default pathopt2.xml that ships with the software.

The pathopt2 available options are given in Table 7.4. You can also type:

```
$ pathopt2 -h
```

on the command line to get usage information.

**Table 7-4. pathopt2 Options**

Option	Description	Default
-D	Do not redirect I/O to /dev/null This is useful for debugging problems with the compilation, the run, or the build and test scripts.	All I/O from the build and test commands will be sent to /dev/null under the assumption that the program will build and run cleanly.

**Table 7-4. pathopt2 Options (Continued)**

<code>-f con figfile</code>	The -f option is used to specify the filename of the pathopt2 XML configuration file.	If it is not specified the tool will first check for a file called pathopt2.xml in the current working directory and use it if present, otherwise the tool will use the file <install_path> /pathscale/share/pathopt2 /pathopt2.xml
<code>-g external_con figfile</code>	Loads in additional user-defined configfile(s). This allows a user to extend the pathopt2.xml file without having to modify it.	
<code>-h</code>	Show usage	
<code>-j</code>	Number of jobs	1
<code>-k</code>	Keep temporary directory (with -T)	Remove temporary directory
<code>-M</code>	Directory name	'pwd'
<code>-n num_ iterations</code>	Number of iterations to run on each option	1
<code>-r test_ command</code>	Test script	If this option is not specified then there is no test run, and the performance of the build command is used. This is useful when the program is built and run in one step, and the timing-file or rate-file mechanism is used to report the performance.
<code>-S real  user  system   timing_ file  rate_ file</code>	Selects the performance metric for choosing options and for sorting the results	real
<code>-t execute_ target</code>	Use execute_target, which corresponds to an <execute> tag found in configfile.	The first target in configfile

**Table 7-4. pathopt2 Options (Continued)**

-T	Run script in temporary directory	Do not use a temporary directory
-v	Generate more verbose output	
-w <i>columns</i>	Number of columns to use in formatting output	40
-X	Don't print out a summary table	

### 7.9.3

## Option Configuration File

The PathScale Compiler Suite includes `pathopt2.xml`, a pre-configured option configuration file found in `/opt/pathscale/share/pathopt2/` that contains about 200 test flags and options. This XML file specifies a tree of options to try. A small set of tags and attributes are used. The file supports many common combinations of options in a framework that enables `pathopt2` to adapt as it runs. `pathopt2.xml` can be used on its own, or as a framework for creating a custom configuration file. More than one configuration can be described in a single file.

A single configuration in `pathopt2.xml` consists of two parts:

- A list of options. This list is contained within a `<define>` tag. This list can also contain any number of `<option>`, `<choose>`, or `<append>` tags.
- An execute target. This is a set of rules that accesses the named options list via the `<source/>` tag. The execute target can use multiple `<source/>` tags in order to combine different lists of options. It can also contain `<option>` or `<append>` tags.

An execute target can be addressed on the command line using the `-t` option. By default, `pathopt2` runs only the first execute target in a configuration file. The following is a listing of the `try5_list` and the `try5` execute target in the default `pathopt2.xml` file. `try5` is typically the first target to use when testing options with `pathopt2`.

```
<define name="try5_list">
  <option> -O2 </option>
  <option> -O3 </option>
  <choose k="1">
    <append>
      <option> -O3 </option>
    </append>
    <choose k="1">
      <option> -ipa </option>
      <option> -OPT:Ofast </option>
    </choose>
  </choose>
```

```

    </append>
  </choose>
  <option> -Ofast </option>
</define>

<execute name="try5">
  <choose k="1">
    <source from="try5_list"/>
  </choose>
</execute>

```

The first two options, -O2 and -O3 are run in order. Next, the -O3 option is appended to both -ipa and -OPT:Ofast. Finally, -Ofast is used. This ordering is shown in the first part of the pathopt2 output when try5 is the target:

Flags	Build	Test	Real	User	System
-O2	PASS	PASS	2.83	2.82	0.00
-O3	PASS	PASS	2.39	2.39	0.00
-O3 -ipa	PASS	PASS	2.40	2.40	0.01
-O3 -OPT:Ofast	PASS	PASS	2.37	2.38	0.00
-Ofast	PASS	PASS	2.38	2.38	0.00

Table 7.5: Tags for option configuration file

**Table 7-5. Tags for Option Configuration File**

Tag	Description
<pre>&lt;config&gt; ... &lt;/config&gt;</pre>	<p>Main body tag describing the configuration. All other tags and attributes must reside inside this tag.</p>
<pre>&lt;execute name="name"&gt; ... &lt;/execute</pre>	<p>Specifies an execute target, and must contain at least one <code>&lt;source/&gt;</code> tag that references a previously defined <code>&lt;define&gt;</code> tag. May also contain <code>&lt;option&gt;</code> or <code>&lt;append&gt;</code> tags. Specify execute targets on the command line using <code>-t name</code>.</p>
<pre>&lt;option&gt; ... &lt;/option&gt;</pre>	<p>Describes a single option. Surround the content for this option in space characters to ensure differentiation, e.g.</p> <pre>&lt;option&gt; -Ofast &lt;/option&gt;</pre> <p>rather than</p> <pre>&lt;option&gt;-Ofast&lt; /option&gt;</pre>
<pre>&lt;choose k=" k" [hoist="true"]&gt; ... &lt;/choose&gt;</pre>	<p>Choose the best option among those provided within this tag. The <code>k="k"</code> attribute specifies the number of choices to run iteratively. If <code>k</code> is given as a range separated by a colon, e.g. <code>k="0:2"</code> pathopt2 chooses among that number of options, inclusive, e.g. between 0 and 2 options. The optional <code>hoist="true"</code> attribute merges the lists returned by the children of the <code>&lt;execute&gt;</code> tag into the list for that tag. By default, <code>&lt;choose&gt;</code> picks combinations only from directly-related children.</p>
<pre>&lt;append&gt; &lt;option&gt;... &lt;/option&gt; ... &lt;/append&gt;</pre>	<p>The first option described within this tag is appended to the test stream for the remaining options. The following instructs pathopt2 to find the best option between <code>"-O3 -ipa"</code> and <code>"-O3 -OPT:Ofast"</code>, but not any of these options singly:</p> <pre>&lt;append&gt;   &lt;option&gt; -O3 &lt;/option&gt;   &lt;choose k="1"&gt;     &lt;option&gt; -ipa &lt;/option&gt;     &lt;option&gt; -OPT:Ofast &lt;/option&gt;   &lt;/choose&gt; &lt;/append&gt;</pre>



**Table 7-5. Tags for Option Configuration File (Continued)**

<code>&lt;define name="name"&gt; ... &lt;/define&gt;</code>	Defines a block of options that can be later included using the <code>&lt;source from="name"/&gt;</code> tag. Note that this block can include any number of <code>&lt;option&gt;</code> , <code>&lt;choose&gt;</code> , or <code>&lt;append&gt;</code> tags.
<code>&lt;source from="name"/&gt;</code>	Includes a block of options previously defined with <code>&lt;define&gt;</code> .
<code>&lt;bestof k="k"&gt; &lt;context&gt;... &lt;/context&gt; &lt;option&gt;...&lt; /option&gt; &lt;option&gt;...&lt;/option&gt; &lt;/bestof&gt;</code>	Choose the best option in the list, referenced by run time and chosen in the context of the option listed in the <code>&lt;context&gt;</code> tag. The <code>k</code> option is used as described for the <code>&lt;choose&gt;</code> tag. <code>&lt;context&gt;</code> specifies an option to use as a basis for testing, but not to propagate to outside tags.
<code>&lt;!-- comment --&gt;</code>	Standard XML comment tag, ignored by the parser.

**NOTE:** All tags other than `<source/>` require an end tag (e.g. `<append>` requires a corresponding `</append>`).

## 7.9.4

**Testing Methodology**

Typically, the execute target `try5` in `pathopt2.xml` is used first with the `pathopt2` command. After the results of the run are available, you can look for the fastest result of the 5 options, and then run `pathopt2` again with a new execute target. The next set of refinements in the execute targets are the options with the "peak\_" prefix. For example, if the best results were obtained with `-O2`, then the next target to try will be `peak_O2`. Here is a summary of the target usage:

Option in <code>try5</code> with best results	Use this target for next run
<code>-O2</code>	<code>peak_O2</code>
<code>-O3</code>	<code>peak_O3</code>
<code>-O3 -OPT:Ofast</code>	<code>peak_O3</code>
<code>-O3 -ipa</code>	<code>peak_O3</code>
<code>-Ofast</code>	<code>peak_Ofast</code>

This progressive refinement is shown in more detail in [section 7.9.8.3](#) and [section 7.9.8.4](#).

## 7.9.5

**Using an External Configuration File to Modify `pathopt2.xml`**

It is possible to build hierarchies of lists and to construct new execution targets by combining existing ones. The way to do this without modifying `pathopt2.xml` is to create an external configuration file, then use the `-g` option in the `pathopt2`

command line to load it in. The XML files are processed in order as if they were concatenated. The `-g` option can be repeated to load in more than one file. The `-t` option chooses the execution target as before. The rules for using the `-f` option remain the same. Here is an example of an external configuration file that extends the `try5_list` with a 6th possibility:

```
<config>
  <execute name="try6">
    <choose k="1">
      <source from="try5_list"/>
      <option> -O1 </option>
    </choose>
  </execute>
</con fig>
```

### 7.9.6

## PSC\_GENFLAGS Environment Variable

The `pathopt2` tool arranges that the specified options are passed through as arguments to the build command using the expansion of the “@” character on the `pathopt2` command line. Usually these options will then be explicitly passed to the compiler, either directly or via a Makefile variable such as `CFLAGS` or `FFLAGS`. Alternatively, the PathScale compilers will also process options from the `PSC_GENFLAGS` environment variable. This provides a way to implicitly pass the `pathopt2` selected options to the compiler through existing scripts and Makefiles without their modification. Note that `pathopt2` itself does not set the value of `PSC_GENFLAGS` but it can be easily achieved using a shell script as the build command and using the syntax:

```
export PSC_GENFLAGS="$*"
```

### 7.9.7

## Using Build and Test Scripts

The first example was run without build or test scripts. However, scripts provide added flexibility to `pathopt2`. Here are three common reasons for using a build script:

- You might need to `cd` to another directory before issuing the `make` command.
- There may be several directories you need to go to to complete the build.
- There may be no `'make clean'` target, so you need a `'rm * . o'` command before the `make` command.

There are several reasons for using a test script:

- pathopt2 can't handle a complicated program run command with whitespace in it.
- You may need to cd to another directory before running the program.
- You want to take advantage of the `-S rate-file` or `-S timing-file` feature; that requires some grep and sed commands to isolate the number in the output to use as the performance metric of interest: e.g. a megaflops number in the rate-file case.

The next sections provide examples of a Makefile, build and test scripts and the rate and timing files.

### 7.9.8

## The NAS Parallel Benchmark Suite

Next is a concrete example with measurable results. The NAS Parallel Benchmark (NPB) suite is commonly used for both serial and parallel benchmarking. It consists of a set of dissimilar pieces of applications illustrating the various numerical techniques used by NASA's high performance applications. The benchmark comes with several data set sizes, with W being a "workstation" size (smallest), and A and B being two sizes appropriate to a cluster or supercomputer-size problem. This examples uses the Class A data set.

Several examples will be provided, showing usage in a step-by-step manner. By following these steps, you will get a better idea of how pathopt2 works.

### 7.9.8.1

## Set Up the Workarea

The NAS Parallel Benchmark Suite (NPB) can be downloaded by going to:

```
http://www/nas.nasa.gov/Software/NPB
```

and following the links to the file. Download the file to a writable working directory.

Then:

```
$ tar xzf NPB2.3.tar.gz
$ cd NPB2.3/NPB2.3-SER/config
$ cp /opt/pathscale/share/pathopt2/examples/make.def .
$ cd ..
```

### 7.9.8.2

## Example 1-Run with Makefile

This shows the simplest use of the application with a Makefile. There are no optimization flags in the `make.def` file we supply. All optimization flags are sent from pathopt2 to the compiler by propagating the value of "@" from the pathopt2 command line to the CFLAGS and FFLAGS Makefile variables.

The command will now look like this:

```
$ pathopt2 -t try5 -r bin/ft.A \  
    make clean ft CLASS=A FFLAGS="@"
```

Note that we omitted the `-f pathopt2.xml` option in this example. As mentioned previously, when this option is omitted, `pathopt2` will use the file `pathopt2.xml` if it is present in the current working directory, otherwise it will use the default `pathopt2.xml` that ship with the software.

Output from the run should be similar to the following. Only the sorted summary is shown here:

Sorted summary from all runs:						
Flags	Build	Test	Real	User	System	
-O3 -OPT:Ofast	PASS	PASS	12.74	12.38	0.36	
-O3 -ipa	PASS	PASS	12.77	12.31	0.45	
-O3	PASS	PASS	12.79	12.42	0.37	
-Ofast	PASS	PASS	13.66	13.19	0.47	
-O2	PASS	PASS	14.50	14.12	0.38	

### 7.9.8.3

## Example 2-Use Build/Run Scripts and a Timing File

Next, let's assume that we want to do our `pathopt2` work in a sub-directory of `NPB2 .3-SER` to avoid littering the top-level directory with scripts and, possibly, output files.

```
$ mkdir pathopt2  
$ cd pathopt2  
$ mkdir logs
```

`logs` is where we will keep a copy of the last run of the `ft.A` executable. Copy the two scripts, `psc_build` and `psc_test` from `/opt/pathscale/share/pathopt2/examples` into the `pathopt2` directory. The scripts are shown below:

For `psc_build`:

```
#!/bin/sh  
cd ..  
make clean  
code=$ 1 size= $2 shift 2  
make $code CLASS=$size FFLAGS="$*"  
cd pathopt2
```

For `psc_test`:

```
#!/bin/sh  
../bin/ft.A > logs/ft.A.txt
```

Make the files executable and then run `pathopt2`:

```
$ chmod +x psc_*
$ pathopt2 -t try5 -r ./psc_test ./psc_build ft A @
```

Note that the first argument to the `psc_build` script is the name of the code, the second argument is the problem size and all remaining arguments are the optimization options. This matches the code in the `psc_build` script that interprets the arguments.

The output will be similar to the following:

Sorted summary from all runs:					
Flags	Build	Test	Real	User	System
-O3 -ipa	PASS	PASS	12.67	12.23	0.44
-Ofast	PASS	PASS	12.68	12.27	0.40
-O3 -OPT:Ofast	PASS	PASS	12.83	12.39	0.44
-O3	PASS	PASS	13.86	12.46	0.40
-O2	PASS	PASS	14.53	14.14	0.39

It is useful to check the output in `logs/ft .A. txt`:

FT Benchmark completed:					
Class	=				A
Size	=			256x256x128	
Iterations	=			6	
Time in seconds	=			10.78	
Mop/s total	=			662 .05	
Operation type	=			floating point	
Verification	=			SUCCESSFUL	
Version	=			2.3	

Since `-Ofast` runs last in the `try5` target, the output in this file corresponds to the 12.68 real or 12.27 user times from the `-Ofast` run. The reason the "Time in seconds" output by NPB is considerably lower than 12.68 is that it measures the time for the main work section of the program, ignoring the start-up and array initialization time. For the parallel versions of NPB, it is appropriate to ignore the initialization since that time does not improve when more processes are used in the computation.

This "Time in seconds" and "Mop/s total" (millions of operations per second) from the NPB benchmarks turn out to be useful metrics for testing optimization. The `-S timing-file` and `rate-file` features can be used to search for the "Time in seconds" or the "Mop/s total" metrics. In this next

example we will use the timing-file option. See [section 7.9.8.4](#) for information on the rate-file option.

This "Time in seconds" output can be used as pathopt2's sorting criterion, by using the `-S timing-file` option. However, the `psc_build` script has to be enhanced to be able to isolate the number after the "Time in seconds =" part of the output. Here is how to do this in a script (found in `/opt/pathscale/share/pathopt2/examples`) called `psc_test2`:

```
#!/bin/sh
../bin/ft.A > logs/ft.A.txt
grep "in sec" logs/ft.A.txt > secs.log
sed -e 's/Time in seconds = //' secs.log > $PSC_METRIC_FILE grep
SUCCESSFUL logs/ft.A.txt
```

**NOTE:** pathopt2 checks the result status of the build command/script and of the run command/script. A zero status indicates that the build or run was successful, while a non-zero status indicates failure. If running the program indicates its status in some other way, this must be detected by a script and reflected in the script's return status. In the example above, the `grep SUCCESSFUL` line is a way to pass the NPB correctness test results to pathopt2. The `grep` will have a status of 0 if the output contains this phrase, and this will be the status of the whole shell script since this is the last command.

Next, make the file executable and run pathopt2:

```
$ chmod +x psc_test2
$ pathopt2 -S timing-file -t try5 -r ./psc_test2 \
  ./psc_build ft A @
```

The sorted summary will be similar to the following:

Sorted summary from all runs:			
Flags	Build	Test	Time
-O3 -ipa	PASS	PASS	10.87
-Ofast	PASS	PASS	10.87
-O3 -OPT:Ofast	PASS	PASS	11.01
-O3	PASS	PASS	11.02
-O2	PASS	PASS	11.82

Since `-O3 -ipa` was the fastest in the `try5` target, we can run pathopt2 again with the `peak_O3` target:

```
$ pathopt2 -S timing-file -t peak_O3 -r ./psc_test2 \
  ./psc_build ft A @
```

In the truncated sorted summary, we can see that there is some improvement with the new options:

Sorted summary from all runs:			
Flags	Build	Test	Time
-O3 -OPT: unroll_times_max=8 -CG:load_ exe=0 -LNO : interchange=off -CG: local_fwd_sched=on	PASS	PASS	10.33
-O3 -OPT: unroll_times_max=8 -CG:load_ exe=0 -LNO : interchange=off -OPT:unroll_times_max=16	PASS	PASS	10.45
-O3 -OPT:unroll_times_max=8	PASS	PASS	10.47
-O3 -OPT:unroll_times_max=8	PASS	PASS	10.47

#### 7.9.8.4

### Example 3-Using a Single Script with the rate-file

With some applications or benchmarks, it is more convenient to combine building and testing into one script. In this case, you must use the `-S timing-file|rate-file` feature, so that you don't use the combined compile and run time as your sorting criterion to find the best solutions. Sometimes, the options that produce the fastest executable take more compile time.

One advantage of using a single script is that it is easier to parameterize, and requires less editing. For example, you can pass in another benchmark executable name from the command line rather than having to edit the name in the `psc_test` script.

We will use `-S rate-file` this time rather than `timing-file`. The use of `rate-file` means that we need to use `grep/sed` commands in the script below that differ from those in `psc_test2` above.

You can copy the file `compile-go-rate` from `/opt/pathscale/share/pathopt2/examples` into your working directory. It is show here:

```
#!/bin/sh
cd ..
make clean
code=$1
size=$2
shift 2
make $code CLASS=$size FFLAGS="$*"
cd pathopt2
../bin/$code.$size > logs/$code.$size.txt
grep "Mop" logs/$code.$size.txt >secs.log
```

```
sed -e 's/ Mop\\s total =                //'\"  
secs.log > $PSC_METRIC_FILE  
grep SUCCESSFUL logs/$1.$2.txt
```

Make the file executable and run pathopt2:

```
$ chmod +x compile-go-rate  
$ pathopt2 -S rate-file -t try5 \  
./compile-go-rate ft A @
```

Sorted summary from all runs:			
Flags	Build	Test	Rate
-Ofast	PASS	PASS	662.60
-O3 -ipa	PASS	PASS	662.37
-O3	PASS	PASS	655.03
-O3 -OPT:Ofast	PASS	PASS	654.30
-O2	PASS	PASS	603.43

Since -Ofast produced the best results in the sorted summary, we can now try the target peak\_ofast.

```
$ pathopt2 -S rate-file -t peak_ofast \  
./compile-go-rate ft A @
```

A truncated listing of the output shows the top five results for this run:

Sorted summary from all runs:			
Flags	Build	Test	Rate
-Ofast -CG:prefetch=off	PASS	PASS	702.72
-CG:load_exe=0			
-OPT:unroll_size=256			
-Ofast -CG:prefetch=off	PASS	PASS	702.17
-CG:load_exe=0			
-Ofast -msse3 -CG:load_exe=0	PASS	PASS	696.36
-LNO:interchange=off			
-OPT:unroll_size=256			
-Ofast -CG:prefetch=off -msse	PASS	PASS	695.08
-CG:load_exe=0			
-LNO:interchange=off			
-Ofast -msse3 -CG:load_exe=0			694.48
-LNO:interchange=off			

In a situation like this, with a near tie at the top, one would normally use the simpler flag set for production:

```
Ofast -CG:prefetch=off -CG:load_exe=0
```



which can be shortened to:

```
Ofast -CG:prefetch=off:load_exe=0
```

### 7.10

## How Did the Compiler Optimize My Code?

Often you may want to know what the compiler did to optimize your code. There are several ways to generate a listing showing (by line number) what the compiler did to optimize a subroutine. Choose the one that seems most useful to you.

### 7.10.1

## Using the `-s` flag

The `-s` flag can be a useful way to see what the compiler did, especially if you understand some assembly, but it is useful even if you don't. Here is an example, using the `STREAM` benchmark. First we compile `STREAM` with the `-S` flag:

```
$ pathcc -O3 stream_d.c -S
```

This produces a `stream_d.s` assembly file. In this file you can see sections of human-readable comments interspersed with sections of assembly code, that look something like this:

```
#<loop> Loop body line 118, nesting depth: 1, iterations: 250000
#<loop> unrolled 4 times
#<sched>
#<sched> Loop schedule length: 13 cycles (ignoring nested loops)
#<sched>
#<sched> 4 flops ( 15% of peak)
#<sched> 8 mem refs ( 30% of peak)
#<sched> 3 integer ops ( 11% of peak)
#<sched> 15 instructions ( 28% of peak)
#<sched>
#<freq> BB:60 frequency = 250000.00000 (heuristic)
#<freq> BB:60 => BB:60 probability = 0.99994
#<freq> BB:60 => BB:59 probability = 0.00006
#,freq>
        .loc 1 120 0
# 119 for (j = 0; j < N; j++)
# 120 a[ j] = 2.0E0 * a[ j];
movapd 0 (%r8), %xmm3          # [0] id:82 a+0x0
movapd 16 (%r8), %xmm2        # [1] id:82 a+0x0
addpd %xmm3, %xmm3            # [4]
addpd %xmm32 %xmm2           # [5]
movapd 32(%r8), %xmm1         # [2] id:82 a+0x0
movapd 48(%r8), %xmm0         # [3] id:82 a+0x0
addpd %xmm1, %xmm1           # [6]
addpd %xmm0, %xmm0           # [7]
movntpd %xmm3, 0(%r8)        # [9] id:83 a+0x0
movntpd %xmm2, 16(%r8)       # [10] id:83 a+0x0
```

```
addq $64, %r8           # [8]
movntpd %xmm1, -32(%r8) # [11] id:83 a+0x0
cmpq %rbp, %r8         # [11]
movntpd %xmm0, -16(%r8) # [12] id:83 a+0x0
jle .LBB60_main        # [12]
```

Note the "unrolled 4 times" comment above and the original source in comments, which tell you what the compiler did, even if you can't read x86 assembly code.

### 7.10.2

## Using -CLIST or -FLIST

You can use `-CLIST:=on` (for C codes) or `-FLIST:=on` for Fortran codes to see what the compiler is doing. On the same `STREAM` source code, compile with the `-CLIST` flag:

```
$ pathcc -O3 -CLIST:=ON -c stream_d.c
```

The output will look something like this:

```
/opt/pathscale/lib/2.3.99/be translates /tmp/ccI.16xQZJ into
stream.w2c.h and stream.w2c.c, based on source stream.c
```

When you look at `stream_d.w2c.c` with an editor, you might see some pretty strange looking C code. In this case, there doesn't seem to be much optimizing going on, but in codes where LNO (Loop Nest Optimization) is more important, you would see a lot of the optimizations.

### 7.10.3

## Verbose Flags

You can also turn on verbose flags in LNO to see vectorization activity. You would do this with the `-LNO:simd_verbose` flag in the compile line:

```
$ pathcc -O3 -LNO:simd_verbose -c stream_d.c
```

The output might look something like this:

```
(stream_d.c:103) LOOP WAS VECTORIZED.
(stream_d.c:119) LOOP WAS VECTORIZED.
(stream_d.c:142) LOOP WAS VECTORIZED.
(stream_d.c:147) LOOP WAS VECTORIZED.
(stream_d.c:152) LOOP WAS VECTORIZED.
(stream_d.c:157) LOOP WAS VECTORIZED.
(stream_d.c:164) Nonvectorizable ops/non-unit stride.
    Loop was not vectorized.
(stream_d.c:211) Nonvectorizable ops/non-unit stride.
    Loop was not vectorized.
```

This would tell you more about what the compiler is doing with loops. You can also try the `-LNO:vintr_verbose` flag on the compile line:

```
$ pathcc -O3 -LNO:vintr_verbose -c stream_d.c
```

In this case the output doesn't tell you much. No output because there are no intrinsic functions to get vectorized in *STREAM*.



## Section 8

# Using OpenMP and Autoparallelization

The PathScale Compiler Suite includes OpenMP and autoparallelization for Fortran and C/C++.

This implementation of OpenMP supplies parallel directives that comply with the OpenMP Application Program Interface (API) specification 2.5. Runtime libraries and environment variables are also included. This section is *not* a tutorial on how to use OpenMP. To learn more about using OpenMP, please see a reference like *Parallel Programming in OpenMP* (by Rohit Chandra, et al; Morgan Kaufmann Publishers, 2000. ISBN 1-55-860671-8). See [section 8.15](#) for more resources.

### 8.1 OpenMP

The OpenMP API defines compiler directives and library routines that make it relatively easy to create programs for shared memory computers (processors that share physical memory) from new or existing code. OpenMP provides a portable/scalable interface that has become the de facto standard for programming shared memory computers. Using OpenMP you can create threads, assign work to threads, and manage data within the program.

OpenMP enables incremental parallelization of your code on SMP (shared memory processor) systems, allowing you to add directives to chunks of existing code a little at a time.

The PathScale OpenMP implementation in Fortran and C/C++ consists of parallelization directives and libraries. Using directives, you can distribute the work of the application over several processors.

OpenMP supports the three basic aspects of parallel programming: Specifying parallel execution, communicating between multiple threads, and expressing synchronization between threads.

The OpenMP runtime library automatically creates the optimal number of threads to be executed in parallel for the multiple processors on the platform where the program is being run. If you are running the program on a system with only one processor, you will not see any speedup. In fact, the program may run slower due to the overhead in the synchronization code generated by the compiler. For best performance, the number of threads should typically be equal to the number of processors you will be using.

The amount of speedup you can get under parallel execution depends a great deal on the algorithms used and the way the OpenMP directives are used. Programs

that exhibit a high degree of coarse grain parallelism can achieve significant speedup as the number of processors are increased.

Appendix B describes the implementation dependent behavior for PathScale's OpenMP in C/C++ and Fortran. For more information on OpenMP and the OpenMP specification, please see the OpenMP website at

<http://www.openmp.org>.

## 8.2 Autoparallelization

Under autoparallelization, the compiler tries to parallelize program code without depending on user directives. Autoparallelization is invoked by specifying the `-apo` option on the compile and link lines:

```
$ pathf95 ... -apo .... -c foo.F95
$ pathf95 ... -apo .... -o foobar foo.o bar.o ...
```

Since the compiler is only able to parallelize a subset of the loops that the user knows are parallelizable, OpenMP directives are always helpful. OpenMP directives are not seen by the compiler unless `-mp` is specified. Thus, for programs that contain OpenMP directives, autoparallelization can be combined with OpenMP to additionally parallelize code that does not contain OpenMP directives. In this case it is good to specify the `-apo` and `-mp` options together.

```
$ pathf95 ... -apo -mp .... -c foo.F95
$ pathf95 ... -apo -mp .... -o foobar foo.o bar.o ...
```

Other than the OpenMP directives, the compiler currently does not implement any additional directives to help the compiler in its autoparallelization analysis.

Many codes benefit from autoparallelization and the extent of the benefit may vary with the characteristics of the program and data set being used. There are cases where autoparallelization causes small performance degradation of an application. This happens because an autoparallelized program runs under multiple threads. The runtime decision to create multiple threads, followed by their synchronization, are overhead during execution.

When the compiler parallelizes a loop, it generates both a serial and a parallel version. At runtime, the generated code looks at the total amount of work performed by the loop and decides whether to execute the serial or the parallel version. This decision can only be made at runtime when the number of processors and the loop iteration counts are available. If the amount of work is not large enough to justify the additional synchronization overhead, it will execute the serial version instead. In such cases, the performance will be slower than if the program is not compiled with `-apo`, due to the need to make this decision at run time.

The synchronization overhead can be controlled using the `-LNO:parallel_overhead` option. The value of this option is the compiler's estimate of the overhead in processor cycles in invoking the parallel version of a

loop. This value affects the runtime decision on whether to execute the serial or parallel versions. Because the optimal value varies across systems and programs, this option can be used for parallel performance tuning under `-apo`. For more information on this option, see the `eko` man page.

### 8.3

## Getting Started With OpenMP

To use OpenMP, you need to add directives where appropriate, and then compile and link your code using the `-mp` flag. This flag tells the compiler to honor the OpenMP directives in the program and process the source code guarded by the OpenMP conditional compilation sentinels (e.g. `!$` for Fortran and `#pragma` for C/C++). The actual program execution is also affected by the way the OpenMP Environment Variables (see [section 8.9](#)) are set.

The compiler will generate different output that causes the program to be run in multiple threads during execution. The output code is linked with the PathScale OpenMP Runtime Library for execution under multiple threads. See the Fortran code in [section 8.12](#) and the C/C++ code in [section 8.13](#) for examples.

Because the OpenMP directives tell the compiler what constructs in the program can be parallelized, and how to parallelize them, it is possible to make mistakes in the inserted OpenMP code that will result in incorrect execution. As long as all the OpenMP-related code is guarded by conditional compilation sentinels (e.g. `!$` or `#pragma`), you can re-compile the same program without the `-mp` flag. In these cases, the resulting executable will run serially. If the error no longer occurs, you can conclude that the problems in the parallel execution are due to mistakes in the OpenMP part of the code, making the problem easier to track down and fix.

See [section 10.11](#) for more tips on troubleshooting OpenMP problems.

### 8.4

## OpenMP Compiler Directives (Fortran)

The OpenMP directives for Fortran all start with comment characters followed by `$OMP` or `$omp`. They are only processed by the compiler if `-mp` is specified.

**NOTE:** Possible comment characters that can be used include `!`, `C`, `c`, and `*`. In the following examples we use `!` as the comment character. The OpenMP standard dictates that for fixed-form Fortran, `!$OMP` directives must begin in the first column of the line.

Some of the OpenMP directives also support additional clauses. The following table lists the Fortran compiler directives provided by version 2.0 of the OpenMP Fortran Application Program Interface.

**Table 8-1. Fortran Compiler Directives**

Directive	Clauses	Example
<b>Parallel region construct</b>		
Defines a parallel region		
PARALLEL		!\$OMP parallel [clause] ... structured-block !\$OMP end parallel
	PRIVATE	
	SHARED	
	DEFAULT (FIRSTPRIVATE/ SHARED/ NONE)	
	REDUCTION	
	COPYIN	
	IF	
	NUM_THREADS _	
<b>Work sharing constructs</b>		
Divide the execution of the enclosed block of code among the members of the team that encounter it		
DO	(NOWAIT)	!\$OMP do [clause] ... do-loop !\$OMP enddo [nowait]
	PRIVATE	
	FIRSTPRIVATE	
	LAST PRIVATE	
	REDUCTION	
	SCHEDULE (static, dynamic, guided, runtime)	
	ORDERED	
SECTIONS		!\$OMP sections [ clause]... structured-block !\$OMP end sections [nowait]
	PRIVATE	
	FIRSTPRIVATE	
	LAST PRIVATE	
	REDUCTION	



**Table 8-1. Fortran Compiler Directives (Continued)**

Directive	Clauses	Example
SINGLE		!\$OMP single [clause]... structured-block !\$OMP end single [nowait]
	PRIVATE	
	FIRSTPRIVATE	
	CO PYPRIVATE	
<b>Combined parallel work sharing constructs</b>		
Shortcut for denoting a parallel region that contains only one work-sharing construct		
PARALLEL DO		!\$OMP parallel do structured-block !\$OMP end parallel do
PARALLEL SECTIONS		!\$OMP parallel sections structured-block !\$OMP end parallel sections
PARALLEL WORKSHARE		!\$OMP parallel workshare structured-block !\$OMP end parallel workshare
<b>Synchronization constructs</b>		
Provide various aspects of synchronization; for example, access to a block of code or execution order of statements within a block of code		
ATOMIC		!\$OMP atomic expression-statement
BARRIER		!\$OMP barrier
CRITICAL		!\$OMP critical [ (name)] structured-block !\$OMP end critical [(name)]
FLUSH		!\$OMP flush [ (list)]
MASTER		!\$OMP master structured-block !\$OMP end master
ORDERED		!\$OMP ordered structured-block !\$OMP end ordered
<b>Data environments</b>		
Control the data environment during the execution of parallel constructs		
THREADPRIVATE		!\$OMP threadprivate (/c1/, /c2/)
WORKSHARE		!\$OMP workshare

## 8.5 OpenMP Compiler Directives (C/C++)

#pragma The OpenMP directives for C and C++ all start with #pragma. They are only processed by the compiler if -mp is specified.

Some of the OpenMP directives also support additional clauses. The following table lists the C and C++ compiler directives provided by version 2.0 of the OpenMP C/C++ Application Program Interface.

**Table 8-2. C/C++ Compiler Directives**

Directive	Clauses	Example
<b>Parallel region construct</b> Defines a parallel region		
PARALLEL		#pragma omp parallel [clause] ... structured-block
	PRIVATE	
	SHARED	
	FIRSTPRIVATE DEFAULT (SHARED/ NONE)	
	REDUCT ION	
	COPYIN	
	IF	
	NUM THREADS _	
<b>Work sharing constructs</b> Divide the execution of the enclosed block of code among the members of the team that encounter it		
FOR	NOWAIT	#pragma omp for [clause] ... for-loop
	PRIVATE	
	FIRSTPRIVATE	
	LASTPRIVATE	
	REDUCTION	
	SCHEDULE (static, dynamic, guided, runtime)	
	ORDERED	
SECTIONS	NOWAIT	#pragma omp sections [clause] ... structured-block
	PRIVATE	

**Table 8-2. C/C++ Compiler Directives (Continued)**

Directive	Clauses	Example
	FIRSTPRIVATE	
	LASTPRIVATE	
	REDUCTION	
SINGLE	NOWAIT	#pragma omp single [clause]... structured-block
	PRIVATE	
	FIRSTPRIVATE	
	COPYPRIVATE	
<b>Combined parallel work sharing constructs</b>		
Shortcut for denoting a parallel region that contains only one work-sharing construct		
PARALLEL FOR		#pragma omp parallel for structured-block
PARALLEL SECTIONS		#pragma omp parallel sections structured-block
<b>Synchronization constructs</b>		
Provide various aspects of synchronization; for example, access to a block of code or execution order of statements within a block of code		
ATOMIC		#pragma omp atomic expression-statement
BARRIER		#pragma omp barrier
CRITICAL		#pragma omp critical (name) ] structured-block
FLUSH		#pragma omp flush [ (list) ]
MASTER		#pragma omp master structured-block
ORDERED		#pragma omp ordered structured-block
<b>Data environments</b>		
Control the data environment during the execution of parallel constructs		
THREADPRIVATE		#pragma omp threadprivate

**8.6****OpenMP Runtime Library Calls (Fortran)**

OpenMP programs can explicitly call standard routines implemented in the OpenMP runtime library. If you want to ensure the program is still compilable without `-mp`, you need to guard such code with the OpenMP conditional compilation sentinels

(e.g. !\$). The following table lists the OpenMP runtime library routines provided by version 2.0 of the OpenMP Fortran Application Program Interface.

**Table 8-3. Fortran OpenMP Runtime Library Routines**

<b>Routine</b>	<b>Description</b>
call omp_set_num_threads(integer)	Set the number of threads to use in a team.
integer omp_get_num_threads ()	Return the number of threads in the currently executing parallel region.
integer omp_get_max_threads ()	Return the maximum value that omp_get_num_threads may return.
integer omp_get_thread_num ()	Return the thread number within the team.
integer omp_get_num_procs ()	Return the number of processors available to the program.
call omp_set_dynamic (logical)	Control the dynamic adjustment of the number of parallel threads.
logical omp_get_dynamic ()	Return . TRUE. if dynamic threads is enabled, otherwise return . FALSE.
logical omp_in_parallel ()	Return . TRUE. for calls within a parallel region, otherwise return . FALSE.
call omp_set_nested (logical)	Enable or disable nested parallelism.
logical omp_get_nested ()	Return . TRUE. if nested parallelism is enabled, otherwise return . FALSE.
<b>Lock routines</b>	
omp_init_lock (int)	Allocate and initialize lock, associating it with the lock variable passed in as a parameter.
omp_init_nest_lock (int)	Initialize a nestable lock and associate it with a specified lock variable.
omp_set_lock (int)	Acquire the lock, waiting until it becomes available if necessary.
omp_set_nest_lock(int)	Set a nestable lock. The thread executing the subroutine will wait until a lock becomes available and then set that lock, incrementing the nesting count.
omp_unset_lock (int)	Release the lock, resuming a waiting thread (if any).
omp_unset_nest_lock (int)	Release ownership of a nestable lock. The subroutine decrements the nesting count and releases the associated thread from ownership of the nestable lock.

**Table 8-3. Fortran OpenMP Runtime Library Routines (Continued)**

Routine	Description
<code>logical omp_test_lock (int)</code>	Try to acquire the lock, return TRUE if successful, FALSE if not.
<code>omp_test_nest_lock (int)</code>	Attempt to set a lock using the same method as <code>omp_set_nest_lock</code> but execution thread does not wait for confirmation that the lock is available. If lock is successfully set, function increments the nesting count, if lock is unavailable, function returns a value of zero.
<code>omp_get_wtime</code>	Returns double precision value equal to the number of seconds since the initial value of the operating system real-time clock.
<code>omp_get_wtick</code>	Returns double precision floating point value equal to the number of seconds between successive clock ticks.

**8.7****OpenMP Runtime Library Calls (C/C++)**

OpenMP programs can explicitly call standard routines implemented in the OpenMP runtime library. If you want to ensure the program is still compilable without `-mp`, you need to guard such code with the OpenMP conditional compilation sentinels (e.g. `#pragma`). The following table lists the OpenMP runtime library routines provided by version 2.1 of the OpenMP C/C++ Application Program Interface.

**Table 8-4. C/C++ OpenMP Runtime Library Routines**

Routine	Description
<code>void omp_set_num_threads (int)</code>	Set the number of threads to use in a team.
<code>int omp_get_num_threads (void)</code>	Return the number of threads in the currently executing parallel region.
<code>int omp_get_max_threads (void)</code>	Return the maximum value that <code>omp_get_num_threads</code> may return.
<code>int omp_get_thread_num (void)</code>	Return the thread number within the team.
<code>int omp_get_num_procs (void)</code>	Return the number of processors available to the program.
<code>void omp_set_dynamic (int)</code>	Control the dynamic adjustment of the number of parallel threads.
<code>int omp_get_dynamic (void)</code>	Return a non-zero value if dynamic threads is enabled, otherwise return 0.
<code>int omp_in_parallel (void)</code>	Return a non-zero value for calls within a parallel region, otherwise return 0.

**Table 8-4. C/C++ OpenMP Runtime Library Routines (Continued)**

Routine	Description
<code>void omp_set_nested (int)</code>	Enable or disable nested parallelism.
<code>int omp_get_nested (void)</code>	Return a non-zero value if nested parallelism is enabled, otherwise return 0.
<b>Lock routines</b>	
<code>omp_init_lock (omp_lock_t *)</code>	Allocate and initialize lock, associating it with the lock variable passed in as a parameter.
<code>omp_init_nest_lock(omp_nest_lock_t *)</code>	Initialize a nestable lock and associate it with a specified lock variable.
<code>omp_set_lock (omp_lock_t *)</code>	Acquire the lock, waiting until it becomes available if necessary.
<code>omp_set_nest_lock(omp_nest_lock_t *)</code>	Set a nestable lock. The thread executing the subroutine will wait until a lock becomes available and then set that lock, incrementing the nesting count.
<code>omp_unset_lock (omp_lock_t *)</code>	Release the lock, resuming a waiting thread (if any).
<code>omp_unset_nest_lock (omp_nest_lock_t *)</code>	Release ownership of a nestable lock. The sub-routine decrements the nesting count and releases the associated thread from ownership of the nestable lock.
<code>int omp_test_lock (omp_lock_t *)</code>	Try to acquire the lock, return a non-zero value if successful, 0 if not.
<code>omp_test_nest_lock(omp_nest_lock_t *)</code>	Attempt to set a lock using the same method as <code>omp_set_nest_lock</code> but execution thread does not wait for confirmation that the lock is available. If lock is successfully set, function increments the nesting count and returns the new nesting count, if lock is unavailable, function returns a value of zero.
<code>double omp_get_wtime (void)</code>	Returns double precision value equal to the number of seconds since the initial value of the operating system real-time clock.
<code>double omp_get_wtick (void)</code>	Returns double precision floating point value equal to the number of seconds between successive clock ticks.

## 8.8 Runtime Libraries

There are both static and dynamic versions of each library, and the libraries are supplied in both 64-bit and 32-bit versions.

The libraries are:

```
/opt/pathscale/lib/<version>/libopenmp.so
  -dynamic 64-bit
/opt/pathscale/lib/<version>/libopenmp.a
  -static 64-bit
/opt/pathscale/lib/<version>/32/libopenmp.so
  -dynamic 32-bit
/opt/pathscale/lib/<version>/32/libopenmp.a
  -static 32-bit
```

The symbolic links to the dynamic versions of the libraries, for both 32-bit and 64-bit environments can be found here:

```
/opt/pathscale/lib/<version>/libopenmp.so.1
  -symbolic link to dynamic version, 64-bit
/opt/pathscale/lib/<version>/32/libopenmp.so.1
  -symbolic link to dynamic version, 32-bit
```

Be sure to use the `-mp` flag on both the compile and link lines.

**NOTE:** For running OpenMP executables compiled with the PathScale compiler, on a system where no PathScale compiler is currently installed, please see the *PathScale Compiler Suite Install Guide* for instructions on installing the PathScale libraries on the target system.

## 8.9

### Environment Variables

The OpenMP environment variables allow you to change the execution behavior of the program running under multiple threads. The table in this section lists the environment variables currently supported.

The environment variables can be set using the shell commands. For example, in bash:

```
export OMP_NUM_THREADS=4
```

In csh:

```
setenv OMP_NUM_THREADS 4
```

After the previous shell commands, the following command will print 4:

```
echo $OMP_NUM_THREADS 4
```

[section 8.9.1](#) lists the available environment variables (both Standard and PathScale) for use with OpenMP.

### 8.9.1 Standard OpenMP Environment Variables

**Table 8-5. Standard OpenMP Environment Variables**

Variable	Possible Values	Description
OMP_DYNAMIC	FALSE	Enables or disables dynamic adjustment of the number of threads available for execution. Default is FALSE, since this mechanism is not supported.
OMP_NESTED	TRUE OR FALSE	Enables or disables nested parallelism. Default is FALSE.
OMP_SCHEDULE	<i>type</i> [, <i>chunk</i> ]	This environment variable only applies to DO and PARALLEL_DO directives that have schedule type RUNTIME. Type can be STATIC, DYNAMIC, or GUIDED. Default is STATIC, with no chunk size specified.
OMP_NUM_THREADS	Integer value	Set the number of threads to use during execution. Default is number of CPUs in the machine.

### 8.9.2 PathScale OpenMP Environment Variables

The PathScale OpenMP environment variables provide additional control over thread scheduling through processor affinity.

Processor affinity is used to specify the preferred processor or subset of processors for scheduling a thread. An affinity setting might be made in order to bind a thread close to a resource and to prevent the kernel from rescheduling the thread to another processor further away from that resource. The resource might be cache memory, main memory, or an i/o device, for example. Note that there is a tension between affinity and load balancing, since specifying affinities may prevent the kernel scheduler from balancing the workload over the processors. The policy of the kernel scheduler determines whether affinity or load balance prevails in cases of conflict. Affinity is particularly important on NUMA (non-uniform memory architectures) since memory access latency and bandwidth may vary based on the relative locations of the processor and memory.

The affinity mechanism is often specific to a particular OS or kernel, and the following discussion is relevant to most modern Linux distributions and kernels though details may still vary. A processor here refers to a CPU core, and this might be a conventional single-core processor, a CPU core in a multi-core processor or a hyper-threaded CPU core. Affinity can be specified at the thread level allowing distinct threads in a process to have different settings. By default the affinity of a thread is usually set to all available CPU cores on the system, which allows the kernel to schedule that thread freely. Typically affinity is inherited by a child process



when forked from a parent process. Affinity can be modified to any subset of the CPU cores, except the empty set. Examples include a single CPU core, all CPU cores on a particular socket, and all CPU cores on the system. Affinity may be set or retrieved from the command line using the `taskset` utility or similar. Run-time libraries, such as the PathScale OpenMP run-time library, may automatically set affinity in order to optimize thread placement. Also, application programs may themselves set affinity if required.

**PSC\_OMP\_AFFINITY** (TRUE or FALSE)

When `TRUE`, the operating system's affinity mechanism (where available) is used to assign threads to CPUs, otherwise no affinity assignments are made. If the OpenMP program is run with one initial thread (`OMP_NUM_THREADS` is one, or the machine has one CPU) the default value is `FALSE`, otherwise the default value is `TRUE`. The rationale for this default is that it is useful to assign affinity assignments to multi-threaded programs for performance reasons, but that single-threaded programs should be run without explicit affinity assignments so that they can be scheduled freely by the operating system (just like any other serial program generated by the compiler). These defaults can of course be changed by explicitly setting `PSC_OMP_AFFINITY` to `TRUE` or `FALSE`.

An interesting case is when many multiple OpenMP processes are run on the same node (e.g. using MPI). The OpenMP library has no specific knowledge of MPI and each OpenMP process has no knowledge of other OpenMP processes running on that node. By default each OpenMP process will make the same affinity assignments and the CPU utilization may be unbalanced. In hybrid OpenMP/MPI programs using multiple OpenMP threads per process it may be necessary to set `PSC_OMP_AFFINITY` to `FALSE` to prevent this. For hybrid OpenMP/MPI programs using a single OpenMP thread per process, the default is to disable OpenMP affinity and the operating system will hopefully use all CPUs equitably. An alternative approach is to specify explicit and disjoint affinity assignments per MPI process using `taskset` or using the other OpenMP library environment variables for controlling thread affinity. See the following descriptions of related environment variables.

**PSC\_OMP\_AFFINITY\_GLOBAL** (boolean TRUE or FALSE)

This environment variable controls where thread global ID or local ID values are used when assigning threads to CPUs. The default is `TRUE` so that global ID values are used for calculating thread assignments.

Global IDs uniquely identify each thread, and are integer values starting from 0 (for the original master thread) and incrementing upwards in the order in which threads are allocated. The global ID is constant for a particular thread from its fork to its join. Using the global ID for the affinity mapping ensures that threads do not change CPU in their lifetime, and ensures that threads will be evenly distributed over CPUs.

The alternative is to use the thread local ID for this mapping. When nested parallelism is not employed, then each thread's global and local ID will be identical

and the setting of this variable is irrelevant. However, when a nested team of threads is created, that team will be assigned new local thread IDs starting at 0 for the master of that team and incrementing upwards. Note that the local ID of a thread can change when that thread performs a nested fork and then a nested join, and that these events may cause the CPU binding of that thread to change. Also note that all team masters will have a local ID of 0, and will therefore map to the same CPU. Usually these properties are undesirable, so the default is to use the thread global ID for scheduling assignments.

**PSC\_OMP\_AFFINITY\_INHERITANCE** (TRUE or FALSE)

This determines whether the OpenMP library inherits any prevailing affinity settings from its environment, and the default value is TRUE.

When affinity inheritance is disabled the OpenMP library ignores the environment's affinity setting, and sets up its own affinity mappings according to its built-in heuristics. By default the OpenMP library will bind one thread to each CPU in the machine, though this can be over-ridden by OpenMP environment variables.

When affinity inheritance is enabled (the default) and the OpenMP program is run under an affinity assignment, then the OpenMP program is restricted to just the subset of CPUs specified in that affinity assignment. This behavior ensures that the OpenMP library inter-operates with programs like `taskset` in the expected way. The behavior is as if the OpenMP program had been run on a machine that consisted of just the CPU subset specified by `taskset`. The OpenMP library will then use its usual thread count and affinity rules but applied to the CPU subset. A common approach is to run multiple OpenMP processes on a node (e.g. using MPI) such that each OpenMP process uses a distinct subset of CPUs specified by `taskset`. Affinity inheritance ensures that the OpenMP library creates the right number of threads and that CPUs are not overloaded with threads.

When using affinity inheritance, any explicit affinity settings made using `PSC_OMP_AFFINITY_MAP`, `PSC_OMP_CPU_STRIDE` and `PSC_OMP_CPU_OFFSET` employ a virtualized CPU numbering. The virtualized CPU numbers are a sequence of incrementing integers starting from 0, and refer to the potentially non-contiguous real CPU numbers in ascending order. This means that the settings for these variables are independent of the specific CPU numbers specified by `taskset`.

**PSC\_OMP\_AFFINITY\_MAP** (a list of integer values separated by commas)

This environment variable allows the mapping from threads to CPUs to be fully specified by the user. It must be set to a list of CPU identifiers separated by commas. The list must contain at least one CPU identifier, and entries in the list beyond the maximum number of threads supported by the implementation (256) are ignored. Each CPU identifier is a decimal number between 0 and one less than the number of CPUs in the system (inclusive).

The implementation generates a mapping table that enumerates the mapping from each thread to CPUs. The CPU identifiers in the `PSC_OMP_AFFINITY_MAP` list are inserted in the mapping table starting at the index for thread 0 and increasing

upwards. If the list is shorter than the maximum number of threads, then it is simply repeated over and over again until there is a mapping for each thread. This repeat feature allows short lists to be used to specify repetitive thread mappings for all threads.

Here are some examples for assigning eight threads on an eight CPU system:

1. Assign all threads to the same CPU: `PSC_OMP_AFFINITY_MAP=0`

CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
T0							
T1							
T2							
T3							
T4							
T5							
T6							
T7							

2. Assign threads to the lower half of the machine: `PSC_OMP_AFFINITY_MAP=0, 1, 2, 3`

CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
T0	T1	T2	T3				
T4	T5	T6	T7				

3. Assign threads to the upper half of the machine:

`PSC_OMP_AFFINITY_MAP=4, 5, 6, 7`

CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
				T0	T1	T2	T3
				T4	T5	T6	T7

4. Assign threads to a dual-core machine in the same way as

`PSC_OMP_CPU_STRIDE=2:`

`PSC_OMP_AFFINITY_MAP=0, 2, 4, 6, 1, 3, 5, 7`

CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
T0	T4	T1	T5	T2	T6	T3	T7

**NOTE:** When `PSC_OMP_AFFINITY_MAP` is defined, the values of `PSC_OMP_CPU_STRIDE` and `PSC_OMP_CPU_OFFSET` are ignored. However, the value of `PSC_OMP_GLOBAL_AFFINITY` still determines whether the thread's global or local ID is used in the mapping process.

**PSC\_OMP\_CPU\_STRIDE** (Integer value)

This specifies the striding factor used when mapping threads to CPUs. It takes an integer value in the range of 0 to the number of CPUs (inclusive). The default is a stride of 1 which causes the threads to be linearly mapped to consecutive CPUs. When there are more threads than CPUs the mapping wraps around giving a round-robin allocation of threads to CPUs. The behavior for a stride of 0 is the same as a stride of 1.

Strides greater than 1 are useful when there is a hierarchy of CPUs in the system, and the scheduling algorithm needs to take account of this to make best use of system resources. A particularly interesting case is when the system comprises a number of multi-core chips, such that each core shares some resources (e.g. a memory interface) with other cores on that chip. It may then be desirable to spread threads across the chips first to make best use of that resource, before scheduling multiple threads to the cores on each chip.

Let the number of CPUs in a multi-core chip be  $m$ , and the number of multi-core chips in the system be  $n$ . The total number of CPUs is then  $n$  multiplied by  $m$ . There are two typical orders in which the system may number the CPUs:

- For chip index  $p$  in  $[0, n)$  and core index  $c$  in  $[0, m)$ , the CPU number is  $p + c*n$ . This is core-major ordering since incrementing the core number increases the CPU number by  $n$ , while incrementing the chip number only increases the CPU number by 1.
- For chip index  $p$  in  $[0, n)$  and core index  $c$  in  $[0, m)$ , the CPU number is  $p*m + c$ . This is chip-major ordering since incrementing the chip number increases the CPU number by  $m$ , while incrementing the core number only increases the CPU number by 1.

For core-major ordering, a linear assignment of threads to CPU numbers will have the effect of spreading threads over chips first. For chip-major ordering, the linear assignment will fill up the first chip with threads, before moving to the second chip, and so forth. This behavior can be changed by setting the stride factor to the value of  $m$ . It causes the OpenMP library to spread the threads across the chips with a stride equal to the number of cores in a chip.

The decision on whether to spread threads over chips or over cores first depends on what one is trying to achieve and the system architecture. It may be desirable to spread over cores first and minimize the number of chips to improve locality. Alternatively, it may be desirable to spread over chips first to maximize the number of chips to maximize the available system memory bandwidth.

For example, here are the generated thread assignments for a system comprising of four chips, each with two cores, where `PSC_OMP_CPU_STRIDE` is set to 2:

<- CHIP 0 ->		<- CHIP 1 ->		<- CHIP 2 ->		<- CHIP 3 ->	
CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
T0	T4	T1	T5	T2	T6	T3	T7
T8	T12	T9	T13	T10	T14	T11	T15
T16	...						

T<sub>x</sub> indicates thread number x. Here is another example for two chips with four cores and `PSC_OMP_CPU_STRIDE` set to 4:

<- CHIP0 ->				<- CHIP1 ->			
CPU0	CPU1	CPU2	CPU3	CPU4	CPU6	CPU6	CPU7
T0	T2	T4	T6	T1	T3	T5	T7
T8	T10	T12	T14	T9	T11	T13	T15
T16	...						

This variable is most useful when the number of threads is fewer than the number of CPUs. In the common case where the number of threads is the same as the number of CPUs, then there is typically no need to set `PSC_OMP_CPU_STRIDE`.

Note that the same mappings can also be obtained by enumerating the CPU numbers using the `PSC_OMP_AFFINITY_MAP` variable.

`PSC_OMP_CPU_OFFSET` (Integer value)

This specifies an integer value that is used to offset the CPU assignments for the set of threads. It takes an integer value in the range of 0 to the number of CPUs (inclusive). When a thread is mapped to a CPU, this offset is added onto the CPU number calculated after `PSC_OMP_CPU_STRIDE` has been applied. If the resulting value is greater than the number of CPUs, then the remainder is used from the division of this value by the number of CPUs.

The effect of this is to apply an offset to the CPU assignments for a set of threads. This is particularly useful when multiple OpenMP jobs are to be run at the same time on the same system, and allows the jobs to be separated onto different CPUs. Without this mechanism both jobs would be assigned to CPUs starting at CPU 0 causing a non-uniform distribution.

For example, consider a system with four chips each with two cores using chip-major numbering. Let there be 2 OpenMP jobs each consisting of 4 threads. If these jobs are run with the default scheduling the assignments will be:

← CHIP 0 →		← CHIP 1 →		← CHIP 2 →		← CHIP 3 →	
CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
J0-T0	J0-T1	J0-T2	J0-T3				
J1-T0	J1-T1	J1-T2	J1-T3				

J<sub>x</sub>-T<sub>y</sub> indicates thread *y* of job *x*. If `PSC_OMP_CPU_OFFSET` is set to 4 for job 1, the scheduling will be changed to:

← CHIP 0 →		← CHIP 1 →		← CHIP 2 →		← CHIP 3 →	
CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
J0-T0	J0-T1	J0-T2	J0-T3	J1-T0	J1-T1	J1-T2	J1-T3

If `PSC_OMP_CPU_STRIDE` is set to 2 for both jobs and `PSC_OMP_CPU_OFFSET` is set to 1 for job 1 only then the scheduling will be:

← CHIP 0 →		← CHIP 1 →		← CHIP 2 →		← CHIP 3 →	
CPU0	CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
J0-T0	J1-T0	J0-T1	J1-T1	J0-T2	J1-T2	J0-T3	J1-T3

**PSC\_OMP\_GUARD\_SIZE** (Integer value)

This environment variable specifies the size in bytes of a guard area that is placed below `pthread` stacks. This guard area is in addition to any guard pages created by your O/S. It is often useful to have a larger guard area to catch `pthread` stack overflows, particularly for Fortran OpenMP programs. By default, the guard area size is 0 for 32-bit programs (disabling the mechanism) and 32MB for 64-bit programs (since virtual memory is typically bountiful in 64-bit environments). The `PSC_OMP_GUARD_SIZE` environment variable can be used to over-ride the default value. Its format is a decimal number following by an optional 'k', 'm' or 'g' (in lower or uppercase) to denote kilobytes, megabytes, or gigabytes. If the size is 0 then the guard is not created. The guard area consumes no physical memory, but does consume virtual memory and will show up in the "VIRT" or "SIZE" figure of a "top" command.

**PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR** (Integer value)

The value of `PSC_OMP_GUIDED_CHUNK_DIVISOR` is used to divide down the chunk size assigned by the guided scheduling algorithm. If the number of iterations left to be scheduled is `remaining_size` and the number of threads in the team is `number_of_threads`, the chunk size will be determined as:

$$\text{chunk\_size} = (\text{remaining\_size}) / (\text{number\_of\_threads} * \text{PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR})$$

A value of 1 gives the biggest possible chunks and the fewest number of calls into the loop scheduler. Larger values will result in smaller chunks giving more opportunities for the dynamic guided scheduler to assign work, balancing out variation between loop iterations, at the expense of more calls into the loop scheduler. With a value of `PSC_OMP_GUIDED_CHUNK_DIVISOR` equal to 1, the first thread will get 1/n'th of the iterations (for a team of n). If these iterations happen to be particularly expensive then this thread will be the critical path through the loop. The default value is 2.

`PSC_OMP_GUIDED_CHUNK_MAX` (Integer value)

This is the maximum chunk size that will be used by the loop scheduler for guided scheduling. The default value for this is 300. Note that a minimum chunk size can already be set by the user on a guided schedule directive. This environment variable allows the user to set a maximum too (though it applies to the whole program). The rationale for setting a maximum is to break up the iterations under guided scheduling for better dynamic load balancing between the threads.

The full equation for the chunk size for guided scheduling is:

```
chunk_size = MAX(
    MIN(
        ROUNDUP(
            (remaining_size) /
            (number_of_threads
            * PSC_OMP_GUIDED_CHUNK_DIVISOR)
        ),
        PSC_OMP_GUIDED_CHUNK_MAX
    ),
    minimum_chunk_size
)
```

Where:

- `remaining_size` is the number of iterations of the loop.
- `number_of_threads` is the number of threads in the team.
- `PSC_OMP_GUIDED_CHUNK_DIVISOR` is the value of the `PSC_OMP_GUIDED_CHUNK_DIVISOR` environment variable (defaults to 2).
- `PSC_OMP_GUIDED_CHUNK_MAX` is the value of the `PSC_OMP_GUIDED_CHUNK_MAX` environment variable (defaults to 300).
- `minimum_chunk_size` is the size of the smallest piece (this is the value of chunk in the `SCHEDULE` directive)
- `ROUNDUP (x)` rounds x upwards to the nearest higher integer
- `MIN (a, b)` is the minimum of a and b
- `MAX (a, b)` is the maximum of a and b

The `minimum_chunk_size` is the value specified by the user in the guided scheduling directive (defaults to 1).

**NOTE:** If the values of `PSC_OMP_GUIDED_CHUNK_MAX` and `minimum_chunk_size` are inconsistent (i.e. the minimum is larger than the maximum), the `minimum_chunk_size` takes precedence per the OpenMP specification.

`PSC_OMP_LOCK_SPIN` (Integer value (0 or non-zero))

This chooses the locking mechanism used by critical sections and OMP locks:

**0** = user-level spin locks are disabled, uses pthread mutexes

**non-zero** = user-level spin locks are enabled. This is the default.

This determines whether locking in critical sections and OMP locks is implemented with user-level spin loops or using pthread mutexes. Synchronization using pthread mutexes is significantly more expensive but frees up execution resources for other threads.

`PSC_OMP_SILENT` (Set or not set)

If you set `PSC_OMP_SILENT` to anything, then warning and debug messages from the `libopenmp` library are inhibited. Fatal error messages are not affected by the setting of `PSC_OMP_SILENT`.

`PSC_OMP_STACK_SIZE` (Stack size specifications)

Stack size specification follows the syntax in [section 3.13](#). See [section 8.10.1](#) for more details.

`PSC_OMP_STATIC_FAIR` (Set or not set)

The default static scheduling policy when no chunk size is specified is as follows. The number of iterations of the loop is divided by the number of threads in the team and rounded **up** to give the chunk size. Loop iterations are grouped into chunks of this size and assigned to threads in order of increasing thread id (within the team). If the division was not exact then the last thread will have fewer iterations, and possibly none at all.

The policy for static scheduling when no chunk size is specified can be changed to the "static fair" policy by defining the environment variable

`PSC_OMP_STATIC_FAIR`. The number of iterations is divided by the number of threads in the team and rounded **down** to give the chunk size. Each thread will be assigned at least this many iterations. If the division was not exact then the remaining iterations are scheduled across the threads in increasing thread order until no more iterations are left. The set of iterations assigned to a thread are always contiguous in terms of their loop iteration value. Note that the difference between the minimum and maximum number of iterations assigned to individual threads in the team is at most 1. Thus, the set of iterations is shared as fairly as possibly among the threads.



Consider the static scheduling of four iterations across 3 threads. With the default policy threads 0 and 1 will be assigned two iterations and thread 2 will be assigned no iterations. With the fair policy, thread 0 will be assigned two iterations and threads 1 and 2 will be assigned one iteration.

**NOTE:** The maximum number of iterations assigned to a thread (which determines the worst case path through the schedule) is the same for the default scheduling policy and the fair scheduling policy. In many cases the performance of these two scheduling policies will be very similar.

`PSC_OMP_THREAD_SPIN` (Integer value)

This takes a numeric value and sets the number of times that the spin loops will spin at user-level before falling back to O/S schedule/reschedule mechanisms. By default it is 100. If there are more active threads than processors and this is set very high, then the thread contention will typically cause a performance drop. Synchronization using the O/S schedule and reschedule mechanisms is significantly more expensive but frees up execution resources for other threads.

## 8.10

### OpenMP Stack Size

#### 8.10.1

#### Stack Size for Fortran

The Fortran compiler allocates data on the stack by default. Some environments set a low limit on the size of a process' stack, which may cause Fortran programs that use a large amount of data to crash shortly after they start. In an OpenMP program there is a stack for the main thread of execution as in serial programs, and also an additional separate stack for each additional thread created by `libopenmp`. These additional threads are created by the `POSIX` threads library and are called `pthreads`. The PathScale Fortran runtime environment automatically sizes the stack for the main thread and the `pthreads` to avoid stack size problems where possible. Additionally, diagnostics are given on memory segmentation faults to help diagnose stack size issues.

The stack size limit for the main thread of an OpenMP program is set using the same algorithm as for a serial Fortran program (see [section 3.13](#) for information about Fortran compiler stack size) except that the calculated stack limit is subsequently divided by the number of CPUs in the system. This ensures that the physical memory available for stack can be shared between as many threads as there are CPUs in the system. The limit tries to avoid excessive swapping in the case where all of these threads consume all of their available stack. Note that if there are more OpenMP threads than CPUs and they all consume all of their stack, then this will cause swapping. The stack size of the main thread can be controlled using the `PSC_STACK_LIMIT` environment variable, and diagnostics for its setting can be generated using the `PSC_STACK_VERBOSE` environment variable, in exactly the same way as for a serial Fortran program.

The stack sizing of OpenMP `pthread`s follows a complementary approach to that for the main thread. There are some differences because the sizing of `pthread` stacks has different system imposed limits and mechanisms. The `PSC_STACK_VERBOSE` flag can also be used to turn on diagnostics for the stack sizing of `pthread`s. However, the stack size is controlled by the `PSC_OMP_STACK_SIZE` environment variable (not `PSC_STACK_LIMIT`). The syntax and allowed values for `PSC_OMP_STACK_SIZE` are identical to the `PSC_STACK_LIMIT` so please see [section 3.13](#) for instructions.

The reason for having both `PSC_OMP_STACK_LIMIT` and `PSC_OMP_STACK_SIZE` is to allow the stacks of the main thread and the OpenMP `pthread`s to have different limits. Often, the system imposed limits are different in these two cases and sometimes the stack requirements of the OpenMP `pthread`s may be quite different from the main thread. For example, in some applications the main thread of an OpenMP program might allocate large arrays for the whole program on its stack, and in others the large arrays will be allocated by all of the threads.

#### 8.10.2

### Stack Size for C/C++

The stack size of serial C and C++ programs is typically set by the `ulimit` command provided by the shell. Since C and C++ programs typically do not allocate large arrays on the stack it is usually convenient to use whatever default `ulimit` your system provides. More strict `ulimit` settings can be used to catch runaway stacks or unbounded recursion before the program exhausts all available memory.

For OpenMP C and C++ programs, there will be an additional stack for each `pthread` created by the `libopenmp` library. [section 8.11](#) describes how these `pthread` stacks are sized.

**NOTE:** The automatic stack sizing algorithm used by Fortran serial program and Fortran OpenMP programs is not employed for C and C++ programs.

#### 8.11

### Stack Size Algorithm

The stack limit for each OpenMP `pthread` is calculated as follows:

- If `PSC_OMP_STACK_SIZE` is set then this specifies the stack limit.
- If this is a Fortran program the stack limit is automatically set using the same approach as described in [section 3.13](#), except that the calculated value is divided by the number of CPUs in the system. This ensures that the physical memory available for stack can be shared between as many threads as there are CPUs in the system.
- Otherwise, this is a C/C++ program and the stack limit is set to a default value of 32MB. The distinction between Fortran and C/C++ programs is determined by whether the program entry point is `MAIN` (for Fortran) or `main` (for C/C++).

---

This stack size is then compared against system imposed limits (both lower and upper). If the check fails then a warning is generated, and the stack size is automatically adjusted to the appropriate limit. The following lower limit is imposed:

- The minimum size of a `pthread` stack specified by the system. This is typically 16KB.

The following upper limits are imposed:

- The maximum stack size that the system's `pthread` library will accept (i.e. the system-imposed upper bound on the `pthread` stack size). The library dynamically detects this value at start-up time. For systems using `linuxthreads`, this limit is typically in the range of 8MB to 32MB. For systems using NPTL threads, there is typically no arbitrary limit imposed by the system on the stack size.
- `libopenmp` imposes a limit of 1GB is imposed when using the 32-bit version of `libopenmp`, and a limit of 4GB when using the 64-bit version of `libopenmp`. These limits prevent excessive stack limits when using `libopenmp`.

When each `pthread` is created, the operating system will allocate virtual memory for its entire stack (as sized by the above algorithms). This essentially allocates virtual memory space for that stack so that it can grow up to its specified limit. The operating system will provide physical memory pages to back up this virtual memory as and when it is required. A consequence for this is that the “top” program will include the whole of these stacks in the `VIRT` or `SIZE` (`VIRT` or `SIZE` will be used depending on your Linux distribution) memory usage figure, while only the allocated physical pages for these stacks will be shown in the `RES` or `RSS` (resident) figure (`RES` or `RSS` will be used depending on your Linux distribution). If the OpenMP program runs with a large `pthread` stack size (which is the common case), then it is quite normal for `VIRT` or `SIZE` to be a large figure. It will be at least the number of  `pthreads`  created by `libopenmp` times their stack size. However, `RES` or `RSS` will typically be much less and this is the real physical memory requirement for the application.

**NOTE:** A large stack limit for the main thread does not show up in the `VIRT` or `SIZE` figure. This is because the operating system has special handling for the main thread of an application and does not need to pre-allocate virtual memory pages for its stack up to the stack limit.

The `pthread` stack limit is typically much lower when using `linuxthreads` than with NPTL threads. Linux kernels in the 2.4 series (and earlier) tend to be provided with `linuxthreads`, while NPTL is typically the default with 2.6 series kernels. However, some distributions have back-ported NPTL to their 2.4 series kernels.

**NOTE:** When a program is statically linked with  `pthreads`  this might also trigger use of `linuxthreadson` some distributions.

For best `libopenmp` performance and to avoid stack size limitations, it is highly recommended that 2.6 series Linux kernels, `NPTL` and dynamic linkage is used with OpenMP programs.

### 8.12

## Example OpenMP Code in Fortran

The following program is a parallel version of hello world written using OpenMP directives. When run, it spawns multiple threads. It uses the `CRITICAL` directive to ensure that the printing from the various threads will not overwrite one another.

Here is the program `omphello.f`:

```
PROGRAM HELLO
  INTEGER NTHREADS, TID, OMP_GET_NUM_THREADS,
  OMP_GET_THREAD_NUM
  TID=0
  NTHREADS=1
  ! Fork a team of threads giving them their own copies of
  ! variables TID PARALLEL PRIVATE (TID)
  ! Obtain and print thread id
  !$ TID = OMP_GET_THREAD_NUM()
  !$OMP CRITICAL
    PRINT *, 'Hello World from thread ', TID
  !$OMP END CRITICAL
  !$OMP MASTER
  !$OMP CRITICAL
  ! Only master thread does this
  !$ NTHREADS= OMP_GET_NUM_THREADS ()
    PRINT *, 'Number of threads = ', NTHREADS
  !$OMP END CRITICAL
  !$OMP END MASTER
  ! All threads join master thread and disband
  !$OMP END PARALLEL
END
```

The `!$` before some of the lines are conditional compilation tokens. These lines are ignored when compiled without `-mp`.

We compile `omphello.f` for OpenMP with this command:

```
$ pathf 95 -c -mp omphello.f
```

Now we link it, again using `-mp`:

```
$ pathf 95 -mp omphello.o -o omphello.out
```

We set the environment variable for the number of threads with this command:

```
$ export OMP_NUM_THREADS=5
```

Now run the program:

```
$ ./omphello.out
Hello World from thread1
Hello World from thread2
Hello World from thread3
Hello World from thread0
Number of threads = 5
Hello World from thread4
```

The output from the different threads can be in a different order each time the program is run. We can change the environment variable to run with two threads:

```
$ export OMP_NUM_THREADS=2
```

Now the output looks like this:

```
$ ./omphello.out
Hello World from thread0
Number of threads = 2
Hello World from thread1
```

The same program can be compiled and linked without `-mp` and the directives will be ignored. We compile the program (without `-mp`):

```
$ pathf 95 -c omphello.f
```

Link the object file and create an output file:

```
$ pathf 95 omphello.o -o omphello.out
```

Run the program and the output looks like this:

```
$ ./omphello.out
Hello World from thread 0
Number of threads = 1
```

For more examples using OpenMP, please see the sample code at

<http://www.openmp.org/drupal/node/view/14>.

There are also examples of OpenMP code in Appendix A of the OpenMP 2.0 Fortran specification. See [section 8.15](#) for more details.

### 8.13

## Example OpenMP Code in C/C++

The following program is a parallel version of `hello world` written using OpenMP directives. When run, it spawns multiple threads. It uses the `CRITICAL` directive to ensure that the printing from the various threads will not overwrite one another.

Here is the program `omphello.c`:

```
#include <omp.h>
main()
{
    int tid = 0;
```

```
    int nthreads = 1;
    /* Fork a team of threads giving them their own copies of variable
    tid */
    #pragma omp parallel private (tid)
    {
#ifdef _OPENMP
    /* Obtain and print thread id */
    tid = omp_get_thread_num ();
#endif
    #pragma omp critical
    printf ("Hello World from thread %d\n", tid);
    #pragma omp master
    #pragma omp critical
    {
#ifdef _OPENMP
    /* Only master thread does this */
    nthreads = omp_get_num_threads ();
#endif
    printf ("Number of threads = %d\n", nthreads);
    }
    /* All threads join master thread and disband */
    }
}
```

The `#pragma` and `#ifdef` before some of the lines are conditional compilation tokens. These lines are ignored when compiled without `-mp`.

We compile `omphello.c` for OpenMP with this command:

```
$ pathcc -c -mp omphello.c
```

Now we link it, again using `-mp`:

```
$ pathcc -mp omphello.o -o omphello.out
```

We set the environment variable for the number of threads with this command:

```
$ export OMP_NUM_THREADS=5
```

Now run the program:

```
$ ./omphello.out
Hello World from thread 1
Hello World from thread 2
Hello World from thread 3
Hello World from thread 0
Number of threads = 5
Hello World from thread 4
```

The output from the different threads can be in a different order each time the program is run. We can change the environment variable to run with two threads:

```
$ export OMP_NUM_THREADS=2
```

Now the output looks like this:

```
$ ./omphello.out
Hello World from thread 0
Number of threads = 2
Hello World from thread 1
```

The same program can be compiled and linked without `-mp` and the directives will be ignored. We compile the program (without `-mp`):

```
$ pathcc -c omphello.c
```

Link the object file and create an output file:

```
$ pathcc omphello.o -o omphello.out
```

Run the program and the output looks like this:

```
$ ./omphello.out
Hello World from thread 0
Number of threads = 1
```

For more examples using OpenMP, please see the sample code at <http://www.openmp.org/drupal/node/view/14>. There are also examples of OpenMP code in Appendix A of the OpenMP 2.0 C/C++ specification. See [section 8.15](#) for more details.

## 8.14

### Tuning for OpenMP Application Performance

A good first step in tuning OpenMP code is to build a serial version of the application and tune the serial performance (See [section 7](#) for ideas and suggestions). Often good flags for serial performance are also good for OpenMP performance. Typically OpenMP parallelizes the outer iterations of the compute intensive loops in a coarse fashion, leaving chunks of the outer loops and the inner loops that generally behave very similarly to the serial code.

Use `pathopt2` (see [section 7.9](#) for details on `pathopt2`) to help find good serial tuning options for the application. You may be able to find interesting options for tuning by looking at tuned configuration files for similar codes.

With this approach you can find good options for the serial parts of the code before having to consider OpenMP-specific issues (such as scheduling, scaling, and affinity). If the test case takes a long time to run or needs a lot of memory, then you may be forced to tune the flags with OpenMP enabled.

#### 8.14.1

### Reduced Datasets

You may find it useful to reduce the size of the data sets to give a quicker runtime, allowing the efficacy of particular tuning options to be quickly ascertained. One thing to note is that OpenMP performance tends to get better with larger data sets because

the fork/join overheads diminish as the loops get larger. Thus, you should also run trials with the full data set, especially when looking at scaling issues. You can also make use of more memory and more cache on an n-way multi-processor than a uni-processor, and this sometimes leads to a very nice superlinear speed-up.

#### 8.14.2

### Enable OpenMP

After you have tuned the serial version of the application, turn on OpenMP parallelization with the `-mp` flag. Try running the code on varying numbers of CPUs to see how the application scales.

One very important option for OpenMP tuning is `-OPT:early_mp`, which by default is off but can be turned on using `-OPT:early_mp=on`. The setting of this primarily determines the ordering of (SIMD) vectorization and OpenMP parallelization optimization phase of the compiler. With late MP, loops will first be vectorized and then the vectorized loops will be parallelized. With early MP loops will first be parallelized and then the parallel loops will be vectorized. Occasionally one of these orderings works better than the other, so you have to try both.

#### 8.14.3

### Optimizations for OpenMP

The most important optimizations for OpenMP applications tend to be loop nest optimization (LNO), code generation (CG) and aggressive optimizations (e.g. by reducing numerical accuracy). IPA (inter-procedural analysis) may help with OpenMP programs too—try it and see!

#### 8.14.3.1

### Libraries

Some applications spend a large amount of time in numerical libraries. At small numbers of nodes, a highly optimized and tuned serial algorithm crafted for the target processor may out perform a parallel implementation based on a non-optimized algorithm. At higher numbers of nodes the parallel version may scale and give better performance. However, best performance will typically require an OpenMP parallelization of the best serial algorithm (exploiting target features such as SSE for example). Check to see if there are OpenMP-enabled versions of these numerical libraries available.

#### 8.14.3.2

### Memory System Performance

OpenMP applications are often very sensitive to memory system performance. An excellent approach is to tune the memory system with an OpenMP version of the STREAM benchmark. In particular, the BIOS settings for memory bank interleaving should be auto, and for node interleaving should be `off`.



Interleaving memory by node causes memory addresses to be striped across the various nodes at a low granularity, creating the illusion of a uniform memory system. However, OpenMP programs tend to have very good memory locality and the correct approach is to use NUMA optimizations in the operating system to give good placement of data relative to threads.

This optimization relies on first touch: the thread that first touches the data is assumed to be the most frequent user of the data and thus the data is allocated onto physical addresses in the DRAM associated with the CPU that is currently running that thread. This is applied by a NUMA-aware operating system at the page level. If your kernel version is not NUMA aware, then a kernel upgrade may be required for good performance.

Similarly thread-to-CPU affinity is also important for good OpenMP performance. The OpenMP library by default uses affinity system calls to strongly associate threads with CPUs. The idea is to keep the threads co-located with their associated data. Without affinity assignments, the threads may be migrated by the O/S scheduler to other nodes and lose their good placement relative to their data. However, sometimes the use of affinity binding can cause a load imbalance and prevent the scheduler from making sensible decisions about thread placement. In this case the thread affinity assignments can be disabled by setting the `PSC_OMP_AFFINITY` environment variable to `FALSE`. If your kernel does not support scheduling affinity, you may need to upgrade to a newer kernel to see the performance benefit of this mechanism.

### 8.14.3.3

## Load Balancing

It is possible to gain some coarse insight into the load balancing of the OpenMP application using the `top` program. Depending on the version of `top`, you should be able to view the breakdown of user, system, and idle time per CPU. Often this view can be obtained by pushing `1`. You may also want to increase the update rate (e.g with `s` followed by `0.5`). It is sometimes possible to see the program moving from serial to parallel phases and also see whether the work is being well distributed. If there is excessive time spent in the system or swapping, then this should also be investigated. It goes without saying that it is best to run OpenMP applications on nodes with no other running applications.

If the OpenMP application uses runtime scheduling, then try varying the runtime schedule using the `OMP_SCHEDULE` environment variable. A good choice of schedule and chunk size is sometimes important for performance.

**NOTE:** The `gprof` profiling (`-pg`) does not work in conjunction with `pthread`s or the OpenMP library. An alternative approach is to use `OProfile`, which uses hardware counters and sampling techniques to build up a profile of the system.

It is possible to capture application code, dynamic libraries, kernel, modules, and drivers in a profile created by OProfile giving insight into system-wide performance characteristics. OProfile can also attribute the samples on a thread or CPU basis allowing load balancing and scheduling issues to be observed. OProfile can access many different performance counters giving more detail insight into the CPU behavior; however, these advanced features of OProfile are not easy to use.

If the application uses nested OpenMP parallelism, then try turning on the nested parallelism support by setting the `OMP_NESTED` environment variable to `TRUE`.

#### 8.14.3.4

### Tuning the Application Code

If you are able to tune the code of the application, it is worth checking whether any of the OpenMP directives specify a chunk size. It may be possible to make more appropriate choices of the chunk size, perhaps influenced by the number of CPUs available, the L2 size, or the data size. You may also want to try different scheduling strategies. If the amount of work in an OpenMP loop varies significantly from iteration to iteration, then a `DYNAMIC` or `GUIDED` scheduling algorithm is preferable.

The default loop scheduling algorithm is static scheduling and this is used by the majority OpenMP applications. If this leads to an unbalanced distribution of work across the threads, try setting the `PSC_OMP_STATIC_FAIR` environment variable, which will cause the library to use a fairer distribution.

If the application uses guided scheduling, the `PSC_OMP_GUIDED_CHUNK_DIVISOR` and `PSC_OMP_GUIDED_CHUNK_MAX` environment variables can be used to tune the loop scheduling. The default values for these are widely applicable but some applications with guided scheduling can be fairly sensitive to their setting. See [section 8.9.2](#) for the interpretation of these.

By default the OpenMP library employs spin locks for synchronization and these loops can be tuned for performance using the `PSC_OMP_THREAD_SPIN` and `PSC_OMP_LOCK_SPIN` environment variables. It may be desirable to turn off the spinning (and use blocking `pthread` calls instead) for OpenMP applications that use multiple threads per CPU. This is fairly uncommon, and in the usual case the use of spin locks is a significant optimization over the use of blocking `pthread` calls. (See [section 8.9.2](#) for details on these environment variables.)

#### 8.14.3.5

### Using Feedback Data

If an OpenMP program is instrumented via the `-fb-create` option to generate feedback data in feedback-directed compilation, the execution of the instrumented executable should only be run under a single thread. This can be effected via the `OMP_NUM_THREADS` environment variable. The reason is because the instrumentation library (`libinstr.so`) used during execution does not support

simultaneous updates of the feedback data by multiple threads. Running the instrumented executable under multiple threads can result in segmentation faults.

#### 8.15

### Other Resources for OpenMP

For more information on OpenMP, you might also find these resources useful:

- At the OpenMP home page, <http://www.openmp.org/>
  - For the Fortran, C and C++ version 2.5 OpenMP Specification, click on *Specifications* in the left column of the OpenMP home page
  - For Tutorials, Benchmarks, Publications, and Books, click on *Resources* in the left column of the OpenMP home page.
- *Parallel Programming in OpenMP* by Rohit Chandra, et al; Morgan Kaufmann Publishers, 2000. ISBN 1-55-860671-8

## Notes

## Section 9 Examples

### 9.1

### Compiler Flag Tuning and Profiling With `pathprof`

We'll use the `168.wupwise` program from the CPU2000 floating point suite for this example. This is a Physics/Quantum Chromodynamics (QCD) code. For those who care, "wupwise" is an acronym for "Wuppertal Wilson Fermion Solver," a program in the area of lattice gauge theory (quantum chromodynamics). The code is in about 2100 lines of Fortran 77 in 23 files. We'll be running and tuning `wupwise` performance on the reference (largest) dataset. Each run takes about two to four minutes on a 2 GHz Opteron system to complete.

Even though this is a Fortran 77 code, the PathScale Fortran compiler (`pathf95`) can handle it.

Outline:

Try `pathf95 -O2` and `pathf95 -O3` first.

Run times (user time) were:

	seconds
O2	150.3
O3	174.3

We're a little surprised since `-O3` is supposed to be faster than `-O2` in general. But the man page did say that the `-O3` "may include optimizations that are generally beneficial but may hurt performance."

So, let's look at a profile of the `-O2` binary. We do need to recompile using flags `-O2 -pg`.

Then we need to run the generated, instrumented binary again with the same reference dataset: `$ time -p ./wupwise > wupwise.out` (Here we used the `-p` (POSIX) flag to get a different time output format). This run generates the file `gmon.out` of profiling information.

Then we need to run `pathprof` to generate the human-readable profile.

```
$ pathprof ./wupwise
Flat profile:
Each sample counts as 0.01 seconds.
   %      cumulative   self           self   total
time  seconds seconds  calls   s/cal    s/cal  name
 51.15      83.54   83.54  155648000    0.00    0.00  zgemm_
 17.65     112.37   28.83   603648604    0.00    0.00  zaxpy_
  8.72     126.61   14.24   214528306    0.00    0.00  zcopy_
  8.03     139.72   13.11   933888000    0.00    0.00  lsame_
  4.59     147.21    7.49
                        s_cmp
  1.51     149.67    2.46    512301     0.00    0.00  zdotc_
  1.49     152.11    2.44   603648604    0.00    0.00  dcabs1_
  1.37     154.34    2.23   155648000    0.00    0.00  gammul_
  1.08     156.10    1.76   155648000    0.00    0.00  su3mul_
  1.07     157.85    1.75     152     0.01    0.50  muldeo_
  ...
  0.00     163.32    0.00         1     0.00   155.83  MAIN__
  0.00     163.32    0.00         1     0.00    0.00  init_
  0.00     163.32    0.00         1     0.00    0.06  phinit_
%    the percentage of the total running time of the time program
used by this function.
cumulative secondsa running sum of the number of seconds accounted
for by this function and those listed above it.
...
```

**NOTE:** The pathprof program included in the PathScale Compiler Suite is a symbolic link your system's gprof executable. The pathprof and pathcov programs link to the gprof and gcov executibles in the version of GCC on which the PathScale Compiler Suite is based. Please note that the pathprof tool will generate a segmentation fault when used with OpenMP applications that are run with more than one thread. There is no current workaround for pathprof (or gprof).

Now, we note that the total time that pathprof measures is 163.3 secs. vs. the 150.3 that we measured for the original -O2 binary. But considering that the -O2 -pg instrumented binary took 247 seconds to run, this is a pretty good estimate.

It is nice that the top hot-spot, zgemm consumes about 50% of the total time. We also note that some very small routines zaxpy, zcopy, and lsame are called a very large number of times. These look like ideal candidates for inlining.

In the second part of the pathprof output (after the explanation of the column headings for the flat profile), is a call-graph profile. In the example of such a profile below, one can follow the chain of calls from main to matmul\_, muldoe\_, su3mul\_, and zgemm\_, where most of the time is consumed.

```

=====
Additional call-graph profile info:
      Call graph (explanation follows)
granularity: each sample hit covers 4 byte(s) for 0.01% of
163.32 seconds
index %   time   self   children   called   name
-----
[1]       95.4   0.00   155.83     1/1      main_ [2]
          0.00   155.83     1        MAIN__ [1]
          0.00   151.19    152/ 152   matmul_ [3]
          0.05   4.47      1/1       uinith_ [13]
          0.00   0.06      1/1       phinit_ [22]
          0.02   0.05      1/2       rndphi_ [21]
          0.0   0.00     301/512301 zdotc_ [14]
          0.0   0.00     77/1024077 dznrm2_ [17]
          0.0   0.00    452/603648604 zaxpy_ [9]
          0.0   0.00    154/214528306 zcopy_ [10]
          0.0   0.00     75/39936075 zscal_ [16]
          0.00   0.00      1/1       init_ [23]
-----
...
-----
[3]       92.6   0.00   151.19    152/152   MAIN__ [1]
          0.00   151.19    152       matmul_ [3]
          1.75   73.84    152/152   muldoe_ [7]
          1.75   73.84    152/152   muldeo_ [6]
          0.00   00.00    152/214528306 zcopy_ [10]
          0.00   00.00    152/603648604 zaxpy_ [9]
-----
          0.88   48.33    77824000/155648000 muldeo_ [6]
          0.88   48.33    77824000/155648000 muldoe_ [7]
[4]       60.3   1.76   96.65     155648000 su3mul_ [4]
          83.54   13.11    155648000/155648000 zgemm_ [5]
-----
          83.54   13.11    155648000/155648000 su3mul_ [4]
[5]       59.2   83.54   13.11     155648000 zgemm_ [5]
          13.11   0.00     933888000/933888000 lsame_ [11]
-----
...
=====

```

The `-ipa` option can analyze the code to make smart decisions on when and which routines to inline so we try that. `-O2 -ipa` results in a 133.8 second run time—a nice improvement over our previous best of 150 seconds with only `-O2`.

Since we heard somewhere that improvements with compiler flags are not always predictable, we also try `-O3 -ipa`. To our great surprise, we achieve a run time of 110.5 seconds, a 58% speed-up over our previous `-O3` time, and a nice improvement over `-O2 -ipa`.

[Section 7.7](#) mentions the flags `-O3 -ipa -LNO:fusion=2` and `OPT:div_split=on`. Testing combinations of these two flags as additions to the `O3 -ipa` we have already tested results in:

`O3 -ipa -LNO:fusion=2` results in 109.74 seconds run time

`O3 -ipa -OPT:div_split=on` results in 112.24 seconds

`O3 -ipa -OPT:div_split=on -LNO:fusion=2` results in 111.28 seconds

So, `-O3 -ipa` is essentially a tie for the best set of flags with `-O3 -ipa LNO:fusion=2`.

## 9.2 Using the -profile Option

This compiler option will generate extra profiling information suitable for the analysis program `pathprof(1)`. The `-profile` option tells the compiler to generate profiling information for both the program and the runtime libraries, whereas the `-pg` option tells the compiler to generate profiling information for the program only.

Use this option when compiling the source files for which you want to gather data. You must also use it when linking.

**NOTE:** You will need to include `libc_p.a`, which is available in the `glibc-profile-*` package for your distribution.



## Section 10

# Debugging and Troubleshooting

The *PathScale Compiler Suite Support Guide* contains information about getting support from PathScale and tells you how to submit a bug. (We consider performance issues to be a bug.) The `pathbug` tool, described in the Support Guide, can help you gather information for submitting your bug.

### 10.1

## Subscription Manager Problems

For recommendations in addressing problems or issues with subscriptions, refer to "Troubleshooting" in the *PathScale Compiler Suite and Subscription Manager Install Guide*.

### 10.2

## Debugging

The earlier sections on the PathScale Fortran and C /C++ compilers contain language-specific debugging information. See [section 3.12](#) and [section 4.3](#). More general information on debugging can be found in this section.

The flag `-g` tells the PathScale compilers to produce data in the form used by modern debuggers, such as `pathdb` or GDB. This format is known as DWARF 2.0 and is incorporated directly into the object files. Code that has been compiled using `-g` will be capable of being debugged using `pathdb`, GDB, or other debuggers. See the *PathScale Debugger User Guide* for more information on using `pathdb`.

It is advisable to use the `-O0` level of optimization in conjunction with the `-g` flag, since code rearrangement and other optimizations can sometimes make debugging difficult. If `-g` is specified without an optimization level, then `-O0` is the default.

### 10.3

## Dealing with Uninitialized Variables

Uninitialized variables may cause your program to crash or to produce incorrect results. New options have been added to help identify and deal with uninitialized variables in your code. These options are `-trapuv`, `-Wuninitialized`, and `-zerouv`.

The `-trapuv` option works by initializing local variables to NaN (floating point not-a-number) and setting the CPU to detect floating point calculations involving NaNs. *Floating point calculations* are operations such as `+`, `-`, `*`, `/`, `sin`, `sqrt`, `compare`, etc. If a NaN is detected the application will abort. Assignments are not considered floating point calculations, and so `"x=y"` doesn't trap even if `y` is NaN.

The `-trapuv` option affects local scalar and array variables and memory returned by `alloca()`. It does not affect the behavior of globals, memory allocated with `malloc()`, or Fortran common data. The option initializes integer variables to the bit pattern for floating point NaN (integers don't have NaNs). The CPU doesn't trap on these integer operands, although the NaN bit pattern will make the wrong result more obvious. This option is not supported under 32-bit ABI without SSE2.

The `-wuninitialized` option warns about uninitialized automatic variables at compile time. `-Wno-uninitialized` tells the compiler not to warn about uninitialized automatic variables.

The new `-zerouv` option sets uninitialized variables in your code to zero at program runtime. Doing this will have a slight performance impact. This option affects local scalar and array variables and memory returned by `alloca()`. It does not affect the behavior of globals, memory allocated with `malloc()`, or Fortran common data.

#### 10.4 Trapping IEEE Exceptions

By default, when an IEEE floating point operation generates a denormalized number or a special symbol such as NaN or Infinity, the program will continue to execute. If instead you wish to stop the program, here are two options to do so.

**Option 1.** This option works if you are running on a machine with SSE SIMD instructions.

Set these compiler options to `OFF` to unmask the exceptions on which you wish to trap:

```
-TENV:simd_imask=OFF (traps invalid)
-TENV:simd_dmask=OFF (traps denormalized)
-TENV:simd_zmask=OFF (traps divide by zero)
-TENV:simd_omask=OFF (traps overflows)
-TENV:simd_umask=OFF (traps underflows)
-TENV:simd_pmask=OFF (traps imprecise)
```

For more information, see the `eko` man page.

**Option 2.** Use the TR15580 Floating Point features in your code. The following example will work on any machine, but only for Fortran.

**NOTE:** If you are using C or C++, try the GNU C library extensions `feenableexcept` and `fedisableexcept`, which are documented in the GNU man pages. This will also work on any machine.

Here is the Fortran example named `ieee.f95`:

```
USE IEEE_EXCEPTIONS
```

```
REAL A, B, C
!Uncomment the halt mode you need to use
!IEEE_USUAL implies IEEE_INVALID, IEEE_OVERFLOW, and
! IEEE_DIVIDE_BY_ZERO
!CALL ieee_set_halting_mode(IEEE_INVALID, .TRUE.)
!CALL ieee_set_halting_mode(IEEE_OVERFLOW, .TRUE.)
!CALL ieee_set_halting_mode(IEEE_DIVIDE_BY_ZERO, .TRUE.)
!CALL ieee_set_halting_mode(IEEE_UNDERFLOW, .TRUE.)
!CALL ieee_set_halting_mode(IEEE_INEXACT, .TRUE.)
CALL ieee_set_halting_mode(IEEE_USUAL, .TRUE.)A = 2.0
B = 0.0
C = A / B
PRINT *, C
END PROGRAM MAIN
```

To run the program:

```
$ pathf95 ieee.f95 -o example
$ ./example
Floating point exception signaled at 400db2: floating point divide
by zero
Aborted
```

This Fortran standard feature is documented here:

<http://www.nag.co.uk/sc22wg5/TR15580.html>

It can also be downloaded from their ftp site:

<ftp://ftp.nag.co.uk/sc22wg5/N1351-N1400/>

Search for the document N1378.pdf

Additionally, the `-trapuv` option will trap on a NaN as a side effect, but there is no control over the individual classes of trap (NaN, overflow, underflow, or zerodivide). See [section 10.3](#) for more information on using `-trapuv`.

## 10.5

### Large Object Support

Statically allocated data (`.bss`) objects such as Fortran COMMON blocks and C variables with file scope are currently limited to 2GB in size. If the total size exceeds that, the compilation (without the `-mcmmodel=medium` option) will likely fail with the message:

```
relocation truncated to fit: R_X86_64_PC32
```

For Fortran programs with only one COMMON block or with no COMMON blocks after the one that exceeds the 2GB limit, the program may compile and run correctly.

At higher optimization levels (`-O3`, `-Ofast`), `-OPT:reorg_common` is set to ON by default. This might split a COMMON block such that a block begins beyond the 2GB boundary. If a program builds correctly at `-O2` or below but fails at `-O3` or `-Ofast`,

try adding `-OPT:reorg_common=OFF` to the flags. Alternatively, using the `-mcmmodel=medium` option will allow this optimization.

#### 10.6

### More Inputs Than Registers

The compiler will complain if an asm has more inputs than there are available CPU registers. For m32 (32-bit), the maximum number of asm inputs is seven (7). For m64 (64-bit), the maximum number is fifteen (15).

#### 10.7

### Linking With `libg2c`

When using Fortran with a Red Hat or Fedora Core system, you cannot link `libg2c` automatically. In order to link successfully against `libg2c` on a Red Hat or Fedora Core system, you should first install the appropriate `libf2c` library, then add a symlink in `/usr/lib64` or `/usr/lib` from `libg2c.so.0` to `libg2c.so`. This problem is due to a packaging issue with Red Hat's version of this library.

You will only need to take this step if you are linking against either the AMD Core Math Library (ACML) or Fortran object code that was compiled using the `g77` compiler.

#### 10.8

### Linking Large Object Files

The PathScale Compiler Suite does not support the linking or assembly of large object files on the x86 platform.

Earlier versions of the compiler (before 2.1) contained a bug that would truncate static data structures whose size exceeded four gigabytes. This sometimes caused a compilation error or generation of binaries that would crash or corrupt data at runtime. This bug has been fixed in the 2.1 release.

#### 10.9

### Using `-ipa` and `-Ofast`

When compiling with `-ipa`, the `.o` files that are created are not a regular `.o` files. IPA uses the `.o` files in its analysis of your program, and then does a second compilation using that information.

**NOTE:** NOTE: When you are using `-ipa`, all the `.o` files have to have been compiled *with* `-ipa` for your compilation to be successful. Each archive (for example `libfoo.a`) must contain either `.o` files compiled with `-ipa` or `.o` files compiled without `ipa`, but not both.

The requirement of `-ipa` may mean modifying Makefiles. If your Makefiles build libraries, and you wish this code to be built with `-ipa`, you will need to split these libraries into separate `*.o` files before linking.

By default, `-ipa` is turned on when you use `-Ofast`, so the caveats above apply to using `-Ofast` as well.

### 10.10 Tuning

Our compilers often optimize loops by eliminating the loop variable, and instead using a quantity related to the loop variable, called an "induction variable". If the induction variable overflows, the loop test will be incorrectly evaluated. This is a very rare circumstance. To see if this is causing your code to fail under optimization, try:

```
-OPT:wrap_around_unsafe_opt=OFF
```

### 10.11 Troubleshooting OpenMP

You must use the `-mp` flag when you compile code that contains OpenMP directives. If you do not use the `-mp` flag, the compiler will ignore the OpenMP directives and compile your code as if the directives were not there.

#### 10.11.1 Compiling and Linking with `-mp`

If a program compiled with `-mp` is linked and linked without the `-mp` flag, the linker will not link with the OpenMP library and the linker will display undefined references similar to these:

```
undefined reference to `__ompc_can_fork'
  ../libutil.a(diffu.o) (.text+0xa93) : In function
`diffu':
undefined reference to `__ompc_get_thread_num'
  ../libutil.a(diffu.o) (.text+0x2400) : In function
`diffu':
undefined reference to `__ompc_fork'
  ../libutil.a(diffu.o) (.text+0x2499) : In function
`__ompdo_diffu_1':
```



## Appendix A

# Environment Variables

This appendix lists environment variables utilized by the compiler, along with a short description. These variables are organized by language, with a separate section for language independent variables.

### A.1

## Environment Variables for Use with C

<code>PSC_CFLAGS</code>	Flags to pass to the the C compiler, <code>pathcc</code> . This variable is used with the <code>gcc</code> compatibility wrapper scripts.
-------------------------	---

### A.2

## Environment variables for Use with C++

<code>PSC_CXXFLAGS</code>	Flags to pass to the C++ compiler, <code>pathCC</code> . This variable is used with the <code>gcc</code> compatibility wrapper scripts.
---------------------------	---

### A.3

## Environment Variables for Use with Fortran

<code>F90_BOUNDS_CHECK_ABORT</code>	Set to <code>YES</code> , causes the program to abort on the first bounds check violation.
<code>F90_DUMP_MAP</code>	Dump memory mapping at the location of a segmentation fault.
<code>FTN_SUPPRESS_REPEATS</code>	Output multiple values instead of using the repeat factor, used at runtime
<code>NLS_PATH</code>	Flags for runtime and compile-time messages. If the <code>main</code> function in your program is coded in C, then even though other parts of the program are coded in Fortran, the Fortran runtime library will not be able to find the file which provides runtime error messages. To remedy this, set the <code>NLSPATH</code> environment variable to the location of the error messages, using <code>%N</code> for the base name of the file. For example, if the compiler version is 2.1, set it to <code>/opt/pathscale/lib/2.1/%N.cat</code> .
<code>PSC_FDEBUG_ALLOC</code>	Flag to debug Fortran memory allocations. This variable is used to initialize memory locations during execution.

<code>PSC_FFLAGS</code>	Flags to pass to the Fortran compiler, <code>pathf95</code> . This variable is used with the <code>gcc</code> compatibility wrapper scripts.
<code>PSC_STACK_LIMIT</code>	Controls the stack size limit the Fortran runtime attempts to use. This string takes the format of a floating-point number, optionally followed by one of the characters "k" (for units of 1024 bytes), "m" (for units of 1048576 bytes), "g" (for units of 1073741824 bytes), or "%" (to specify a percentage of physical memory). If the specifier is following by the string "/cpu", the limit is divided by the number of CPUs the system has. For example, a limit of "1.5g" specifies that the Fortran runtime will use no more than 1.5 gigabytes (GB) of stack. On a system with 2GB of physical memory, a limit of "90%/cpu" will use no more than 0.9GB of stack ( $2/2 \cdot 0.90$ ).
<code>PSC_STACK_VERBOSE</code>	If this environment variable is set, the Fortran runtime will print detailed information about how it is computing the stack size limit to use.

#### A.4 Language-independent Environment Variables

<code>FILENV</code>	The location of the <code>assign</code> file. See the <code>assign</code> man page for more details.
<code>PSC_COMPILER_DEFAULTS_PATH</code>	Specifies a <code>PATH</code> or a colon-separated list of <code>PATHs</code> , designating where the compiler is to look for the <code>compiler.defaults</code> file. If the environment variable is set, the <code>PATH /opt/pathscale/etc</code> will not be used. If the file cannot be found, then no defaults file will be used, even if one is present in <code>/opt/pathscale/etc</code> .
<code>PSC_GENFLAGS</code>	Generic flags passed to all compilers. This variable is used with the <code>gcc</code> compatibility wrapper scripts.
<code>PSC_PROBLEM_REPORT_DIR</code>	Name a directory in which to save problem reports and preprocessed source files, if the compiler encounters an internal error. If not specified, the directory used is <code>\$HOME/.ekopath-bugs</code> .

#### A.5 Environment Variables for OpenMP

These environment variables are described in detail in [section 8](#). They are listed here for your reference.



#### A.5.1

### Standard OpenMP Runtime Environment Variables

These environment variables can be used with OpenMP in either Fortran or C and C++.

<code>OMP_DYNAMIC</code>	Enables or disables dynamic adjustment of the number of threads available for execution. Default is <code>FALSE</code> , since this mechanism is not supported.
<code>OMP_NESTED</code>	Enables or disables nested parallelism. Default is <code>FALSE</code> .
<code>OMP_SCHEDULE</code>	This environment variable only applies to <code>DO</code> and <code>PARALLEL_DO</code> directives that have schedule type <code>RUNTIME</code> . Type can be <code>STATIC</code> , <code>DYNAMIC</code> , or <code>GUIDED</code> . Default is <code>STATIC</code> , with no chunk size specified.
<code>OMP_NUM_THREADS</code>	Set the number of threads to use during execution. Default is number of CPUs in the machine.

#### A.5.2

### PathScale OpenMP Environment Variables

These environment variables can be used with OpenMP in Fortran and C and C++, except as indicated.

<code>PSC_OMP_AFFINITY</code>	When <code>TRUE</code> , the operating system's affinity mechanism (where available) is used to assign threads to CPUs, otherwise no affinity assignments are made. The default value is <code>TRUE</code> .
<code>PSC_OMP_AFFINITY_GLOBAL</code>	This environment variable controls where thread global ID or local ID values are used when assigning threads to CPUs. The default is <code>TRUE</code> so that global ID values are used for calculating thread assignments.

<code>PSC_OMP_AFFINITY_MAP</code>	This environment variable allows the mapping from threads to CPUs to be fully specified by the user. It must be set to a list of CPU identifiers separated by commas. The list must contain at least one CPU identifier, and entries in the list beyond the maximum number of threads supported by the implementation (256) are ignored. Each CPU identifier is a decimal number between 0 and one less than the number of CPUs in the system (inclusive). The implementation generates a mapping table that enumerates the mapping from each thread to CPUs. The CPU identifiers in the <code>PSC_OMP_AFFINITY_MAP</code> list are inserted in the mapping table starting at the index for thread 0 and increasing upwards. If the list is shorter than the maximum number of threads, then it is simply repeated over and over again until there is a mapping for each thread. This repeat feature allows short lists to be used to specify repetitive thread mappings for all threads.
<code>PSC_OMP_CPU_STRIDE</code>	This specifies the striding factor used when mapping threads to CPUs. It takes an integer value in the range of 0 to the number of CPUs (inclusive). The default is a stride of 1 which causes the threads to be linearly mapped to consecutive CPUs. When there are more threads than CPUs the mapping wraps around giving a round-robin allocation of threads to CPUs. The behavior for a stride of 0 is the same as a stride of 1.
<code>PSC_OMP_CPU_OFFSET</code>	This specifies an integer value that is used to offset the CPU assignments for the set of threads. It takes an integer value in the range of 0 to the number of CPUs (inclusive). When a thread is mapped to a CPU, this offset is added onto the CPU number calculated after <code>PSC_OMP_CPU_STRIDE</code> has been applied. If the resulting value is greater than the number of CPUs, then the remainder is used from the division of this value by the number of CPUs.
<code>PSC_OMP_GUARD_SIZE</code>	This environment variable specifies the size in bytes of a guard area that is placed below <code>pthread</code> stacks. This guard area is in addition to any guard pages created by your O/S.
<code>PSC_OMP_GUIDED_CHUNK_DIVISOR</code>	The value of <code>PSC_OMP_GUIDED_CHUNK_DIVISOR</code> is used to divide down the chunk size assigned by the guided scheduling algorithm. See <a href="#">section 8.9.2</a> for details.
<code>PSC_OMP_GUIDED_CHUNK_MAX</code>	This is the maximum chunk size that will be used by the loop scheduler for guided scheduling. See <a href="#">section 8.9.2</a> for details.

<code>PSC_OMP_LOCK_SPIN</code>	This chooses the locking mechanism used by critical sections and OMP locks. See <a href="#">section 8.9.2</a> for details.
<code>PSC_OMP_SILENT</code>	If you set <code>PSC_OMP_SILENT</code> to anything, then warning and debug messages from the libopenmp library are inhibited.
<code>PSC_OMP_STACK_SIZE</code>	(Fortran) Stack size specification follows the syntax in <a href="#">section 3.13</a> .
<code>PSC_OMP_STATIC_FAIR</code>	This determines the default static scheduling policy when no chunk size is specified, as discussed in <a href="#">section 8.9.2</a> .
<code>PSC_OMP_THREAD_SPIN</code>	This takes a numeric value and sets the number of times that the spin loops will spin at user-level before falling back to O/S schedule/reschedule mechanisms.



## **Appendix B**

# Implementation Dependent Behavior for OpenMP Fortran

The OpenMP Fortran specification 2.0, Appendix E, requires that the implementation-defined behavior of PathScale's OpenMP implementation be defined and documented: see <http://www.openmp.org/>. (For the Fortran version 2.0 OpenMP Specification, click on Specifications in the left column of the OpenMP home page.) This appendix summarizes the behaviors that are described as implementation dependent in this API. The sections in *italic*, including the cross references, come from the Fortran 2.0 specification, and each is followed by the relevant details for the PathScale implementation in its Compiler Suite Version 3.2 release of OpenMP for Fortran.

*SCHEDULE (GUIDED, chunk)*: *chunk* specifies the size of the smallest piece, except possibly the last. The size of the initial piece is implementation dependent (Table 1, page 17).

The size of the initial piece is given by the following equation:

```
chunk_size = MAX(  
    MIN(  
        ROUNDUP  
        ( (remaining_size) /  
          (number_of_threads * PSC_OMP_GUIDED_CHUNK_DIVISOR)  
        ),  
        PSC_OMP_GUIDED_CHUNK_MAX  
    ),  
    minimum_chunk_size  
)
```

Where:

- *remaining\_size* is the number of iterations of the loop.
- *number\_of\_threads* is the number of threads in the team.
- *PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR* is the value of the *PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR* environment variable (defaults to 2).
- *PSC\_OMP\_GUIDED\_CHUNK\_MAX* is the value of the *PSC\_OMP\_GUIDED\_CHUNK\_MAX* environment variable (defaults to 300).
- *minimum\_chunk\_size* is the size of the smallest piece (this is the value of *chunk* in the *SCHEDULE* directive)
- *ROUNDUP (x)* rounds *x* upwards to the nearest higher integer
- *MIN (a, b)* is the minimum of *a* and *b*
- *MAX (a, b)* is the maximum of *a* and *b*

*When `SCHEDULE (RUNTIME)` is specified, the decision regarding scheduling is deferred until runtime. The schedule type and chunk size can be chosen at runtime by setting the `OMP_SCHEDULE` environment variable. If this environment variable is not set, the resulting schedule is implementation-dependent (Table 1, page 17).*

The default runtime schedule is static scheduling. The default chunk size is set to the number of iterations of the loop divided by the number of threads in the team rounded up to the nearest integer. The loop iterations are partitioned into chunks of the default chunk size. If the number of iterations of the loop is not an exact integer multiple of the number of threads in the team, the last chunk will be smaller than the default chunk size and in some cases it may contain zero loop iterations. The chunks are assigned to threads starting from the thread with local index 0. The thread with the highest local index will receive the last chunk, and this may be smaller than the others or even zero. The loop iterations which are executed by a thread are contiguous in terms of their loop iteration number.

**NOTE:** The `PSC_OMP_STATIC_FAIR` environment variable can be used to change the default static scheduling algorithm to an alternate scheme where the iterations are more equally balanced over the threads in cases where the division is not exact.

*In the absence of the `SCHEDULE` clause, the default schedule is implementation-dependent (section 2.3.1).*

In the absence of the `SCHEDULE` clause, the default schedule is static scheduling. The default chunk size is set to the number of iterations of the loop divided by the number of threads in the team rounded up to the nearest integer. The loop iterations are partitioned into chunks of the default chunk size. If the number of iterations of the loop is not an exact integer multiple of the number of threads in the team, the last chunk will be smaller than the default chunk size and in some cases it may contain zero loop iterations. The chunks are assigned to threads starting from the thread with local index 0. The thread with the highest local index will receive the last chunk, and this may be smaller than the others or even zero. The loop iterations which are executed by a thread are contiguous in terms of their loop iteration number.

**NOTE:** The `PSC_OMP_STATIC_FAIR` environment variable can be used to change the default static scheduling algorithm to an alternate scheme where the iterations are more equally balanced over the threads in cases where the division is not exact.

*`OMP_GET_NUM_THREADS`: If the number of threads has not been explicitly set by the user, the default is implementation-dependent (Section 3.1.2, page 48).*

If the number of threads has not been explicitly set by the user, it defaults to the number of CPUs in the machine.

*`OMP_SET_DYNAMIC`: The default for dynamic thread adjustment is implementation-dependent (Section 3.1.7, page 51).*

---

The default for `OMP_DYNAMIC` is false. Dynamic thread adjustment is not supported by this implementation—the number of threads that are assigned to a new team is not adjusted dynamically by this implementation.

If dynamic thread adjustment is requested by the user or program, by setting `OMP_DYNAMIC` to `TRUE` or calling `OMP_SET_DYNAMIC` with a `TRUE` parameter, the implementation produces a diagnostic message and ignores the request. The value returned by `OMP_GET_DYNAMIC` is always `FALSE` to indicate that this mechanism is not supported.

*OMP\_SET\_NESTED: When nested parallelism is enabled, the number of threads used to execute nested parallel regions is implementation-dependent (Section 3.1.9, page 52).*

The implementation supports dynamically-nested parallelism. The number of threads assigned to a new team is determined by the following algorithm:

- If this fork is dynamically nested inside another fork and nesting is disabled, then the new team will consist of 1 thread (the thread that requests the fork).
- Otherwise, the number of threads is specified by the `NUM_THREADS` clause on the parallel directive if `NUM_THREADS` has been specified.
- Otherwise, the number of threads is specified by the most recent call to `OMP_SET_NUM_THREADS` if it has been called.
- Otherwise, the number of threads is specified by the `OMP_NUM_THREADS` environment variable if it has been defined.
- Otherwise, the number of threads defaults to the number of CPUs in the machine.

If the number of threads is greater than 1, the request requires allocation of new threads and this may fail if insufficient machine resources are available. The maximum number of threads that can be allocated simultaneously is limited to 256 by the implementation.

Currently, nested parallelism is not supported where nested parallel directives are statically scoped within the same subroutine as the outer parallel directive. In this case only the outer parallel directive will be parallelized, and any inner nested directives will be serialized (executed by a team of 1 thread). To achieve nested parallelism, the nested parallel directives must be moved to a separate subroutine.

*OMP\_SCHEDULE environment variable: The default value for this environment variable is implementation-dependent (Section 4.1, page 59).*

The default for the `OMP_SCHEDULE` environment variable is static scheduling with no chunk size specified. The chunk size will default to the number of iterations of the loop divided by the number of threads in the team rounded up to the nearest integer. The loop iterations are partitioned into chunks of the default chunk size. If the number of iterations of the loop is not an exact integer multiple of the number of threads in the team, the last chunk will be smaller than the default chunk size

and in some cases it may contain zero loop iterations. The chunks are assigned to threads starting from the thread with local index 0. The thread with the highest local index will receive the last chunk, and this may be smaller than the others or even zero. The loop iterations which are executed by a thread are contiguous in terms of their loop iteration number.

**NOTE:** The `PSC_OMP_STATIC_FAIR` environment variable can be used to change the default static scheduling algorithm to an alternate scheme where the iterations are more equally balanced over the threads in cases where the division is not exact.

*OMP\_NUM\_THREADS environment variable: The default value is implementation-dependent (Section 4.2, page 60).*

The default value of the `OMP_NUM_THREADS` environment variable is the number of CPUs in the machine.

*OMP\_DYNAMIC environment variable: The default value is implementation-dependent (Section 4.3, page 60).*

The default value of the `OMP_DYNAMIC` environment variable is false.

*An implementation can replace all `ATOMIC` directives by enclosing the statement in a critical section (Section 2.5.4, page 27).*

Many `ATOMIC` directives are implemented with in-line atomic code for the atomic statement, while others are implemented using a critical section, due to the absence of hardware support.

*If the dynamic threads mechanism is enabled on entering a parallel region, the allocation status of an allocatable array that is not affected by a `COPYIN` clause that appears on the region is implementation-dependent (Section 2.6.1, page 32).*

The allocation status of the thread's copy of an allocatable array will be retained on entering a parallel region.

*Due to resource constraints, it is not possible for an implementation to document the maximum number of threads that can be created successfully during a program's execution. This number is dependent upon the load on the system, the amount of memory allocated by the program, and the amount of implementation dependent stack space allocated to each thread. If the dynamic threads mechanism is disabled, the behavior of the program is implementation-dependent when more threads are requested than can be successfully created. If the dynamic threads mechanism is enabled, requests for more threads than an implementation can support are satisfied by a smaller number of threads (Section 2.3.1, page 15).*

Since the implementation does not support dynamic thread adjustment, the dynamic threads mechanism is always disabled. If more threads are requested than are available, the request will be satisfied using only the available threads.



The maximum number of threads that can be allocated simultaneously is limited to 256 by the implementation.

Additionally, if a system call to allocate threads, memory or other system resources does not succeed, then the runtime library will exit with a fatal error message.

*If an OMP runtime library routine interface is defined to be generic by an implementation, use of arguments of kind other than those specified by the OMP\_\*\_KIND constants is implementation-dependent (Section D.3, page 111).*

No generic OMP runtime library routine interface is provided.

## Notes

## Appendix C

# Supported Fortran Intrinsics

The Version 3.2 release of the PathScale Compiler Suite supports all of the GNU g77 intrinsics. You must use `-intrinsic=PGI` or `-intrinsic=G77` to get new g77 intrinsics which were added in the release.

All of the argument types for each intrinsic may not be supported in this release.

### C.1

## How to Use the Intrinsics Table

As an example let's look at the intrinsic `ACOS`. This is what it looks like in the table:

Intrinsic Name	Result	Arguments	Families	Remarks
ACOS	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P

For the intrinsic `ACOS`, the result is `R*4`, which means "REAL\*4" or "REAL (KIND=4)", and its arguments (`X`) can be either `R*4` (`REAL*4`) or `R*8` (`REAL*8`). `ACOS` belongs to the `ANSI`, `G77`, `PGI`, and **TRADITIONAL** families of intrinsics (see [appendix C.2](#) for an explanation of intrinsic families), which means the compiler will recognize it if any of those families is enabled. Under remarks, `E`, `P` are listed. `E` tells us that this is an elemental intrinsic and `P` tells us that the intrinsic may be passed as an actual argument.

Here is a simple scalar call to intrinsic `ACOS`:

```
print *, acos(1.0)
```

Because the intrinsic is elemental, you can also apply it to an array:

```
print *, acos(/ 1.0, 0.707, 0.5 /)
```

**NOTE:** One of the lesser-known features of Fortran 90 is that you can use argument names when calling intrinsics, instead of passing all of the arguments in strictly defined order. There are only a couple of cases where it is actually useful to know the official name so that you can omit optional arguments that don't interest you (for example call `date_and_time (time=timevar)`) but you're always allowed to specify the name if you like.

### C.2

## Intrinsic Options

If your program contains a function or subroutine whose name conflicts with that of one of the intrinsic procedures, you have three choices. Within each program unit

that calls that function or subroutine, you can declare the procedure in an "external" statement; or you can declare it with Fortran 90 interface block; or you can use command-line options to tell the compiler not to provide that intrinsic.

The option `-ansi` (if present) removes all non-standard intrinsics. The options `-intrinsic=name` and `-no-intrinsic=name` are applied to add or remove specific intrinsics from the set of remaining ones.

For example, the compile command might look like this:

```
$ pathf95 myprogram.f -ansi -intrinsic=second
```

To make it convenient to compile programs developed under other compilers, `pathf95` provides the ability to enable and disable a group or "family" of intrinsics with a single option. Family names are `ANSI`, `EVERY`, `G77`, `PGI`, `OMP`, and `TRADITIONAL`. These family names must appear in uppercase to distinguish them from the names of individual intrinsics. By default, the compiler enables either `ANSI` or `TRADITIONAL`, depending on whether you use the `-ansi` option. It automatically enables `OMP` as well if you use the `-mp` option.

As an example, suppose you are compiling a program that was originally developed under the GNU `G77` compiler, and encounter problems because it contains subroutine names which conflict with some of the intrinsics in the `TRADITIONAL` family. Suppose that you have also decided that you want to use the individual intrinsic `adjustl`, which is not provided by `G77`. These options would give you the set of intrinsics you need:

```
-no-intrinsic=traditional -intrinsic=G77 -intrinsic=adjustl
```

### C.3 Table of Supported Intrinsics

The following table lists the Fortran intrinsics supported by the PathScale Compiler Suite, along with the result, arguments, families, and characteristics for each. See the **Legend** for more information.

#### Legend:

<b>Key to Types</b>
<b>I:</b> Integer
<b>R:</b> Real
<b>Z:</b> Complex
<b>C:</b> Character
<b>L:</b> Logical
<b>Depends on arg:</b> Result type varies depending on the argument type
<b>Subroutine:</b> Intrinsic is a subroutine, not a function
<b>Key to Remarks</b>
<b>E:</b> Elemental intrinsic

<b>P:</b> May pass intrinsic itself as an actual argument
<b>X:</b> Extension to the Fortran standard
<b>O:</b> Optional argument
<b>1:</b> Must use <code>-intrinsic=&lt;name&gt;</code> to enable this

**Table C-1. Fortran Intrinsic Supported in Version 3.2**

Intrinsic Name	Result	Arguments	Families	Remarks
ABORT	Subroutine		G77, PGI	
ABS	R*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	
ACCESS	I*4	NAME: C MODE: C	G77, PGI	
ACHAR	C	I: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
ACOS	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
ACOSD	R*4	X: R*4, R*8	PGI, TRADITIONAL	E
ADD_AND_FETCH		I: I*4 J: I*4	TRADITIONAL	E
ADD_AND_FETCH		I: I*8 J: I*8	TRADITIONAL	E
ADJUSTL		STRING: C	ANSI, PGI, TRADITIONAL	E
ADJUSTR		STRING: C	ANSI, PGI, TRADITIONAL	E
AIMAG	R*4	Z: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
AINT	R*4	A: R*4, R*8 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P O
ALARM	I*4	SECONDS: I*4, I*8 HANDLER: Procedure STATUS: I*4	G77, PGI	O

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
ALARM	Subroutine	SECONDS: I*4, I*8 HANDLER: Procedure STATUS: I*4	G77	O
ALL			ANSI, PGI, TRADITIONAL	See Std
ALLOCATED			ANSI, PGI, TRADITIONAL	See Std
ALOG	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
ALOG10	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
AMAX0			ANSI, G77, PGI, TRADITIONAL	See Std
AMAX1			ANSI, G77, PGI, TRADITIONAL	See Std
AMIN0			ANSI, G77, PGI, TRADITIONAL	See Std
AMIN1			ANSI, G77, PGI, TRADITIONAL	See Std
AMOD	R*4	A: R*4, R*8 P: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
AND		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8, J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	ANSI, G77, PGI, TRADITIONAL	E
AND_AND_ FETCH		I: I*4 J: I*4	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
AND_AND_FETCH		I: I*8 J: I*8	TRADITIONAL	E
ANINT	R*4	A: R*4, R*8 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P O
ANY			ANSI, PGI, TRADITIONAL	See Std
ASIN	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
ASIND	R*4	X: R*4, R*8	PGI, TRADITIONAL	E
ASSOCIATED			ANSI, PGI, TRADITIONAL	See Std
ATAN	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
ATAN2	R*4	Y: R*4, R*8 X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
ATAN2D	R*4	Y: R*4, R*8 X: R*4, R*8	PGI, TRADITIONAL	E, P
ATAND	R*4	X: R*4, R*8	PGI, TRADITIONAL	E, P
BESJ0	R*4	X: R*4	G77, PGI	
BESJ1	R*4	X: R*4	G77, PGI	
BESJ1	R*8	X: R*8	G77, PGI	
BESJN	R*4	N: R*4 X:R*4	G77, PGI	
BESJN	R*8	N: R*4 X:R*8	G77, PGI	
BESY0	R*4	X: R*4	G77, PGI	
BESY0	R*8	X: R*8	G77, PGI	
BESY1	R*4	X: R*4	G77, PGI	
BESY1	R*8	X: R*8	G77, PGI	
BESYN	R*4	N: R*4 X: R*4	G77, PGI	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
BESYN	R*8	N: R*4 X: R*8	G77, PGI	
BITEST		I: I*2 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
BIT_SIZE		I: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
BJTEST		I: I*4 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
BKTEST		I: I*8 POS: I*1, I*2, I*4, I*8	TRADITIONAL	E
BTEST		I: I*1, I*2, I*4, I*8 POS: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
CABS	R*4	A: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
CCOS	Z*8	X: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
CDABS	R*8	A: Z*16	G77, PGI, TRADITIONAL	E, P
CDCOS	Z*16	X: Z*16	G77, PGI, TRADI- TIONAL	E, P
CDEXP	Z*16	X: Z*16	G77, PGI, TRADITIONAL	E, P
CDLOG	Z*16	X: Z*16	G77, PGI, TRADITIONAL	E, P
CDSIN	Z*16	X: Z*16	G77, PGI, TRADITIONAL	E, P
CDSQRT	Z*16	X: Z*16	G77, PGI, TRADITIONAL	E, P
CEILING		A: R*4, R*8 KIND: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	E O
CEXP	Z*8	X: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P



**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
CHAR	C	I: I*1, I*2, I*4, I*8 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E O
CHDIR	I*4	DIR: C STATUS: I*4	G77, PGI	O
CHDIR	Subroutine	DIR: C STATUS: I*4	G77	O
CHMOD	I*4	NAME: C MODE: C STATUS: I*4	G77, PGI	O
CHMOD	Subroutine	NAME: C MODE: C STATUS: I*4	G77	O
CLEAR_IEEE_ EXCEPTION	Subroutine	EXCEPTION: I*8	TRADITIONAL	E
CLOC	I*8	C: C	TRADITIONAL	
CLOCK	C		TRADITIONAL	
CLOG	Z*8	X: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
CMPLX	Z*8	X: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16 Y: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E O
COMMAND_ ARGUMENT_ COUNT	I*4	KIND: I*1, I*2, I*4, I*8	ANSI, TRADITIONAL	O
COMPARE_ AND_SWAP	L*4	I: I*4 J: I*4 K: I*4	TRADITIONAL	E
COMPARE_ AND_SWAP	L*8	I: I*8 J: I*8 K: I*8	TRADITIONAL	E
COMPL		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
CONJG	Z*8	Z: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
COS	R*4	X: R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
COSD	R*4	X: R*4, R*8	PGI, TRADITIONAL	E, P
COSH	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
COT	R*4	X: R*4, R*8	TRADITIONAL	E, P
COTAN	R*4	X: R*4, R*8	TRADITIONAL	E, P
COUNT			ANSI, PGI, TRADITIONAL	See Std
CPU_TIME	Subroutine	TIME: R*4	ANSI, G77, PGI, TRADITIONAL	
CPU_TIME	Subroutine	TIME: R*8	ANSI, G77, PGI, TRADITIONAL	
CSHIFT			ANSI, PGI, TRADITIONAL	See Std
CSIN	Z*8	X: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
CSMG		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
CSQRT	Z*8	X: Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
CTIME	C	STIME: I*4	G77, PGI	
CTIME	C	STIME: I*8	G77, PGI	
CTIME	Subroutine	STIME: I*4 RESULT: C	G77	O
CTIME	Subroutine	STIME: I*8 RESULT: C	G77	O
CVMGM		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
CVMGN		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
CVMGP		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
CVMGT		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: L*1, L*2, L*4, L*8	TRADITIONAL	E
CVMGZ		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 K: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
C_LOC	I*8	X: Any type, Array rank=any	TRADITIONAL	
DABS	R*8	A: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DACOS	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
DACOSD	R*8	X: R*8	PGI, TRADITIONAL	E
DASIN	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DASIND	R*8	X: R*8	PGI, TRADITIONAL	E
DATAN	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DATAN2	R*8	Y: R*8 X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DATAN2D	R*8	Y: R*8 X: R*8	PGI, TRADITIONAL	E
DATAND	R*8	X: R*8	PGI, TRADITIONAL	E
DATE	C		G77, PGI, TRADITIONAL	
DATE	Subroutine	DATE: C	G77, PGI	
DATE_AND _TIME	Subroutine	DATE: C TIME: C ZONE: C VALUES: I*1, I*2, I*4, I*8, Array rank=1	ANSI, G77, PGI, TRADITIONAL	O
DBESJ0	R*8	X: R*8	G77, PGI	
DBESJ1	R*8	X: R*8	G77, PGI	
DBESJN	R*8	N: I*4 X: R*8	G77, PGI	
DBESY0	R*8	X: R*8	G77, PGI	
DBESY1	R*8	X: R*8	G77, PGI	
DBESYN	R*8	N: I*4 X: R*8	G77, PGI	
DBLE	R*8	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, E TRADITIONAL	E
DCMPLX	*16	X: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
		Y: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16		O
DCONJG	Z*16	Z: Z*16	G77, PGI, TRADITIONAL	E
DCOS	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DCOSD	R*8	X: R*8	PGI, TRADITIONAL	E
DCOSH	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DCOT	R*8	X: R*8	TRADITIONAL	E, P
DCOTAN	R*8	X: R*8	TRADITIONAL	E, P
DDIM	R*8	X: R*8 Y: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DERF		X: R*4, R*8	G77, PGI, TRADITIONAL	E, P
DERFC		X: R*4, R*8	G77, PGI, TRADITIONAL	E, P
DEXP	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DFLOAT	R*8	A: I*1, I*2, I*4, I*8	G77, PGI, TRADITIONAL	E
DFLOATI	R*8	A: I*2	TRADITIONAL	E
DFLOATJ	R*8	A: I*4	TRADITIONAL	E
DFLOATK	R*8	A: I*8	TRADITIONAL	E
DIGITS		X: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, PGI, TRADITIONAL	E
DIM	R*4	X: R*4 Y: R*4	ANSI, G77, PGI, TRADITIONAL	E, P
DIM		X: R*8 Y: R*8	ANSI, G77, PGI, TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
DIM		X: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P
		Y: I*1, I*2, I*4, I*8		
DIMAG	R*8	Z: Z*16	G77, PGI, TRADITIONAL	E
DINT	R*8	A: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DISABLE_IEEE_ INTERRUPT	Subroutine	INTERRUPT: I*8	TRADITIONAL	E
DLOG	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DLOG10	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DMAX1			ANSI, G77, PGI, TRADITIONAL	See Std
DMIN1			ANSI, G77, PGI, TRADITIONAL	See Std
DMOD	R*8	A: R*8 P: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DNINT	R*8	A: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DOT_ PRODUCT			ANSI, PGI, TRADITIONAL	See Std
DPROD	R*8	X: R*4, R*8 Y: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DREAL	R*8	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, PGI, TRADITIONAL	E
DSHIFTL		I: I*1, I*2, I*4, I*8 J: I*1, I*2, I*4, I*8 K: I*1, I*2, I*4, I*8	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
DSHIFTR		I: I*1, I*2, I*4, I*8 J: I*1, I*2, I*4, I*8 K: I*1, I*2, I*4, I*8	TRADITIONAL	E
DSIGN	R*8	A: R*8 B: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DSIN	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DSIND	R*8	X: R*8	PGI, TRADITIONAL	E
DSINH	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DSM_ CHUNKSIZE	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_ DISTRIBUTION_ BLOCK	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_ DISTRIBUTION_ CYCLIC	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_ DISTRIBUTION_ STAR	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_ ISDISTRIBUTED	I*8	ARRAY: Any type, Array rank=any	TRADITIONAL	
DSM_ ISRESHAPED	I*8	ARRAY: Any type, Array rank=any	TRADITIONAL	
DSM_ NUMCHUNKS	I*8	ARRAY: Any type, Array rank=any	TRADITIONAL	
DSM_ NUMTHREADS	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_REM_ CHUNKSIZE	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8 INDEX: I*1, I*2, I*4, I*8	TRADITIONAL	



**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
DSM_THIS_ CHUNKSIZE	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8 INDEX: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_THIS_ STARTINGINDE X	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8 INDEX: I*1, I*2, I*4, I*8	TRADITIONAL	
DSM_THIS_ THREADNUM	I*8	ARRAY: Any type, Array rank=any DIM: I*1, I*2, I*4, I*8 INDEX: I*1, I*2, I*4, I*8	TRADITIONAL	
DSQRT	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DTAN	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DTAND	R*8	X: R*8	PGI, TRADITIONAL	E, P
DTANH	R*8	X: R*8	ANSI, G77, PGI, TRADITIONAL	E, P
DTIME	R*4	TARRAY: R*4, Array rank=1	G77, PGI, TRADITIONAL	
DTIME	Subroutine	TARRAY: R*4, Array rank=1 RESULT: R*4	G77, TRADITIONAL	
ENABLE_IEEE _INTERRUPT	Subroutine	INTERRUPT: I*8	TRADITIONAL	E
EOSHIFT			ANSI, PGI, TRADITIONAL	See Std
EPSILON		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
EQV		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	PGI, TRADITIONAL	E
ERF		X: R*4, R*8	G77, PGI, TRADITIONAL	E, P
ERFC		X: R*4, R*8	G77, PGI, TRADITIONAL	E, P
ETIME	R*4	TARRAY: R*4, Array rank=1	G77, PGI, TRADITIONAL	
ETIME	Subroutine	TARRAY: R*4, Array rank=1 RESULT: R*4	G77, TRADITIONAL	
EXIT	Subroutine	STATUS: I*1, I*2, I*4, I*8	G77, PGI, TRADITIONAL	O
EXP	R*4	X: R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
EXPONENT		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
FCD		I: I*1, I*2, I*4, I*8, CrayPtr J: I*1, I*2, I*4, I*8	TRADITIONAL	E
FDATE	C		G77, PGI, TRADITIONAL	
FDATE	Subroutine	DATE: C	G77, PGI	
FETCH_AND_ADD		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_ADD		I: I*8 J: I*8	TRADITIONAL	E
FETCH_AND_AND		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_AND		I: I*8 J: I*8	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
FETCH_AND_ NAND		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_ NAND		I: I*8 J: I*8	TRADITIONAL	E
FETCH_AND_ OR		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_ OR		I: I*8 J: I*8	TRADITIONAL	E
FETCH_AND_ SUB		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_ SUB		I: I*8 J: I*8	TRADITIONAL	E
FETCH_AND_ XOR		I: I*4 J: I*4	TRADITIONAL	E
FETCH_AND_ XOR		I: I*8 J: I*8	TRADITIONAL	E
FGET	I*4	C: C STATUS: I*4	G77	O
FGET	Subroutine	C: C STATUS: I*4	G77	O
FGETC	I*4	UNIT: I*4, I*8 C: C STATUS: I*4	G77, PGI	O
FGETC	Subroutine	UNIT: I*4, I*8 C: C STATUS: I*4	G77	O
FLOAT	R*4	A: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
FLOATI	R*4	A: I*2	PGI, TRADITIONAL	E
FLOATJ	R*4	A: I*4	PGI, TRADITIONAL	E
FLOATK	R*4	A: I*8	PGI, TRADITIONAL	E
FLOOR		A: R*4, R*8 KIND: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	E O

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
FLUSH	Subroutine	UNIT: I*4, I*8 STATUS: I*4	G77, PGI	O O
FNUM	I*4	UNIT: I*4	G77, TRADITIONAL	
FPUT	I*4	C: C STATUS: I*4	G77	O
FPUT	Subroutine	C: C STATUS: I*4	G77	O
FPUTC	I*4	UNIT: I*4, I*8 C: C STATUS: I*4	G77, PGI	O
FPUTC	Subroutine	UNIT: I*4, I*8 C: C STATUS: I*4	G77	O
FP_CLASS	Depends on arg	X: R*4	TRADITIONAL	E
FP_CLASS	Depends on arg	X: R*4	TRADITIONAL	E
FP_CLASS	Depends on arg	X: R*8	TRADITIONAL	E
FP_CLASS	Depends on arg	X: R*8	TRADITIONAL	E
FRACTION		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
FREE	Subroutine	P: I*1, I*2, I*4, I*8, CrayPtr	PGI, TRADITIONAL	E
FSEEK	I*4	UNIT: I*4 OFFSET: I*4 WHENCE: I*4	G77, PGI	
FSEEK	Subroutine	UNIT: I*4 OFFSET: I*4 WHENCE: I*4	G77	
FSEEK	Subroutine	UNIT: I*4 OFFSET: I*8 WHENCE: I*4	G77	
FSTAT	I*4	UNIT: I*1, I*2, I*4, I*8 SARRAY: I*1, I*2, I*4, I*8, Array rank=1 STATUS: I*1, I*2, I*4, I*8	G77, PGI, TRADITIONAL	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
FSTAT	Subroutine	UNIT: I*1, I*2, I*4, I*8 SARRAY: I*1, I*2, I*4, I*8, Array rank=1 STATUS: I*1, I*2, I*4, I*8	G77	O
FTELL	I*8	UNIT: I*4	G77, PGI	
FTELL	I*8	UNIT: I*8	G77, PGI	
FTELL	Subroutine	UNIT: I*4 OFFSET: I*4	G77	
FTELL	Subroutine	UNIT: I*4 OFFSET: I*8	G77	
FTELL	Subroutine	UNIT: I*8 OFFSET: I*8	G77	
GERROR	Subroutine	MESSAGE: C	G77, PGI	
GETARG	Subroutine	POS: I*4 VALUE: C	G77, PGI	
GETCWD	I*4	NAME: C STATUS: I*4	G77, PGI	O
GETCWD	Subroutine	NAME: C STATUS: I*4	G77	O
GETENV	Subroutine	NAME: C VALUE: C	G77, PGI	
GETGID	I*4		G77, PGI	
GETLOG	Subroutine	LOGIN: C	G77, PGI	
GETPID	I*4		G77, PGI	
GETUID	I*4		G77, PGI	
GETPOS		I: I*1, I*2, I*4, I*8	TRADITIONAL	E
GET_ COMMAND	Subroutine	COMMAND: C LENGTH: I*4 STATUS: I*4	ANSI, TRADITIONAL	O O O
GET_ COMMAND_ ARGUMENT	Subroutine	NUMBER: I*4 VALUE: C LENGTH: I*4 STATUS: I*4	ANSI, TRADITIONAL	O O O

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
GET_ ENVIRONMENT _VARIABLE	Subroutine	NAME: C VALUE: C LENGTH: I*4 STATUS: I*4 TRIM_NAME: L*4	ANSI, TRADITIONAL	O O O O
GET_IEEE_ EXCEPTIONS	Subroutine	STATUS: I*8	TRADITIONAL	
GET_IEEE_ INTERRUPTS	Subroutine	STATUS: I*8	TRADITIONAL	
GET_IEEE_ ROUNDING_ MODE	Subroutine	STATUS: I*8	TRADITIONAL	
GET_IEEE_ STATUS	Subroutine	STATUS: I*8	TRADITIONAL	
GMTIME	Subroutine	STIME: I*4 TARRAY: I*4, Array rank=1	G77, PGI	
HOSTNM	I*4	NAME: C STATUS: I*4	G77, PGI	O
HOSTNM	Subroutine	NAME: C STATUS: I*4	G77	O
HUGE		X: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, PGI, TRADITIONAL	E
IABS	I*4	A: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P
IACHAR	I*4	C: C	ANSI, G77, PGI, TRADITIONAL	E
IAND	I*4	I: I*1, I*2, I*4, I*8 J: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
IARGC	I*4		G77, PGI	
IBCHNG	I*4	I: I*1, I*2, I*4, I*8 POS: I*1, I*2, I*4, I*8	TRADITIONAL	E
IBCLR	I*4	I: I*1, I*2, I*4, I*8 POS: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
IBITS	I*4	I: I*1, I*2, I*4, I*8 POS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
IBSET	I*4	I: I*1, I*2, I*4, I*8 POS: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
ICHAR	I*4	C: C	ANSI, G77, PGI, TRADITIONAL	E
IDATE	Subroutine	I: I*1 J: I*1 K: I*1	G77, PGI, TRADITIONAL	
IDATE	Subroutine	I: I*2 J: I*2 K: I*2	G77, PGI, TRADITIONAL	
IDATE	Subroutine	I: I*4 J: I*4 K: I*4	G77, PGI, TRADITIONAL	
IDATE	Subroutine	I: I*8 J: I*8 K: I*8	G77, PGI, TRADITIONAL	
IDATE	Subroutine	TARRAY: I*1, Array rank=1	G77, PGI, TRADITIONAL	
IDATE	Subroutine	TARRAY: I*2, Array rank=1	G77, PGI, TRADITIONAL	
IDATE	Subroutine	TARRAY: I*4, Array rank=1	G77, PGI, TRADITIONAL	
IDATE	Subroutine	TARRAY: I*8, Array rank=1	G77, PGI, TRADITIONAL	
IDIM	I*4	X: I*1, I*2, I*4, I*8 Y: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P
IDINT	I*4		ANSI, G77, PGI, TRADITIONAL	E
		A: R*8		
IDNINT	I*4	A: R*8	ANSI, G77, PGI, TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
IEEE_BINARY_SCALE		Y: R*4, R*8 N: I*1, I*2, I*4, I*8	TRADITIONAL	E
IEEE_CLASS		X: R*4, R*8	TRADITIONAL	E
IEEE_COPY_SIGN		X: R*4, R*8 Y: R*4, R*8	TRADITIONAL	E
IEEE_EXPONENT		X: R*4, R*8 Y: I*1, I*2, I*4, I*8, R*4, R*8	TRADITIONAL	E O
IEEE_FINITE		X: R*4, R*8	TRADITIONAL	E
IEEE_INT		X: R*4, R*8 Y: I*1, I*2, I*4, I*8, R*4, R*8	TRADITIONAL	E O
IEEE_IS_NAN		X: R*4, R*8	TRADITIONAL	E
IEEE_NEXT_AFTER		X: R*4, R*8 Y: R*4, R*8	TRADITIONAL	E
IEEE_REAL		X: I*1, I*2, I*4, I*8, R*4, R*8 Y: R*4, R*8	TRADITIONAL	E O
IEEE_REMAINDER		X: R*4, R*8 Y: R*4, R*8	TRADITIONAL	E
IEEE_UNORDERED		X: R*4, R*8 Y: R*4, R*8	TRADITIONAL	E
IEOR	I*4	I: I*1, I*2, I*4, I*8 J: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
IERRNO	I*4		G77, PGI	
IFIX	I*4	A: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E
IIABS	I*2	A: I*2	PGI, TRADITIONAL	E
IIAND	I*2	I: I*2 J: I*2	PGI, TRADITIONAL	E
IIBCHNG	I*2	I: I*2 POS: I*1, I*2, I*4, I*8	TRADITIONAL	E
IIBCLR	I*2		PGI, TRADITIONAL	E



**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
IIBITS	I*2	I: I*2 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
IIBSET	I*2	I: I*2 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
IIDIM	I*2	X: I*2 Y: I*2	PGI, TRADITIONAL	E
IIDINT	I*2	A: R*8	PGI, TRADITIONAL	E
IIEOR	I*2	I*2 J: I*2	PGI, TRADITIONAL	E
IIFIX	I*2	A: R*4, R*8	PGI, TRADITIONAL	E
IINT	I*2	A: R*4	PGI, TRADITIONAL	E
IIOR	I*2	I: I*2 J: I*2	PGI, TRADITIONAL	E
IISHA	I*2	I: I*2 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
IISHC	I*2	I: I*2 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
IISHFT	I*2	I: I*2 SHIFT: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
IISHFTC	I*2	I: I*2 SHIFT: I*1, I*2, I*4, I*8 SIZE: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E O
IISHL	I*2	I: I*2 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
IISIGN	I*2	A: I*2 B: I*2	PGI, TRADITIONAL	E, P
ILEN	Depends on arg	I: I*1	TRADITIONAL	E, P
ILEN	Depends on arg	I: I*2	TRADITIONAL	E, P
ILEN	Depends on arg	I: I*4	TRADITIONAL	E, P
ILEN	Depends on arg	I: I*8	TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
IMAG		Z: Z*8, Z*16	G77, TRADITIONAL	E
IMAGPART		Z: Z*8, Z*16	G77	E
IMOD	I*2	A: I*2 P: I*2	PGI, TRADITIONAL	E, P
IMVBITS	Subroutine	FROM: I*2 FROMPOS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8 TO: I*2 TOPOS: I*1, I*2, I*4, I*8	TRADITIONAL	E
INDEX	I*4	STRING: C SUBSTRING: C BACK: L*1, L*2, L*4, L*8	ANSI, G77, PGI, TRADITIONAL	E, P O
ININT	I*2	A: R*4, R*8	PGI, TRADITIONAL	E, P
INOT	I*2	I: I*2	PGI, TRADITIONAL	E
INT	I*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E O
INT2	I*2	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, TRADITIONAL	E
INT4	I*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	TRADITIONAL	E
INT8	I*8	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, PGI, TRADITIONAL	E
INT_MULT_ UPPER		I: I*8 J: I*8		E
INT_MULT_ UPPER		I: J:		E
IOR	I*4	I: I*1, I*2, I*4, I*8 J: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
IRAND	I*4	FLAG: I*4	G77, PGI	O
IRTC	I*8		TRADITIONAL	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
ISATTY	L*4	UNIT: I*4	G77, PGI	
ISHA		I: I*1, I*2, I*4, I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
ISHC		I: I*1, I*2, I*4, I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
ISHFT		I: I*1, I*2, I*4, I*8 SHIFT: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
ISHFTC		I: I*1, I*2, I*4, I*8 SHIFT: I*1, I*2, I*4, I*8 SIZE: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E O
ISHL		I: I*1, I*2, I*4, I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
ISIGN	I*4	A: I*1, I*2, I*4, I*8 B: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P
ISNAN		X: R*4, R*8	TRADITIONAL	E
IS_IOSTAT_END	L*4	I: I*1, I*2, I*4, I*8	ANSI, TRADITIONAL	
IS_IOSTAT_EOR	L*4	I: I*1, I*2, I*4, I*8	ANSI, TRADITIONAL	
ITIME	Subroutine	TARRAY: I*4, Array rank=1	G77, PGI	
JDATE	C		TRADITIONAL	
JIABS	I*4	A: I*4	PGI, TRADITIONAL	E
JIAND	I*4	I: I*4 J: I*4	PGI, TRADITIONAL	E
JIBCHNG	I*4	I: I*4 POS: I*1, I*2, I*4, I*8	TRADITIONAL	E
JIBCLR	I*4	I: I*4 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
JIBITS	I*4	I: I*4 POS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
JIBSET	I*4	I: I*4 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
JIDIM	I*4	X: I*4 Y: I*4	PGI, TRADITIONAL	E
JIDINT	I*4	A: R*8	PGI, TRADITIONAL	E
JIEOR	I*4	I: I*4 J: I*4	PGI, TRADITIONAL	E
JIFIX	I*4	A: R*4, R*8	PGI, TRADITIONAL	E
JINT	I*4	A: R*4	PGI, TRADITIONAL	E
JIOR	I*4	I: I*4 J: I*4	PGI, TRADITIONAL	E
JISHA	I*4	I: I*4 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
JISHC	I*4	I: I*4 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
JISHFT	I*4	I: I*4 SHIFT: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
JISHFTC	I*4	I: I*4 SHIFT: I*1, I*2, I*4, I*8 SIZE: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E O
JISHL	I*4	I: I*4 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
JISIGN	I*4	A: I*4 B: I*4	PGI, TRADITIONAL	E, P
JMOD	I*4	A: I*4 P: I*4	PGI, TRADITIONAL	E, P

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
JMVBITS	Subroutine	FROM: I*4 FROMPOS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8 TO: I*4 TOPOS: I*1, I*2, I*4, I*8	TRADITIONAL	E
JNINT	I*4	A: R*4, R*8	TRADITIONAL	E, P
JNOT	I*4	I: I*4	PGI, TRADITIONAL	E
KIABS	I*8	A: I*8	PGI, TRADITIONAL	E
KIAND	I*8	I: I*8 J: I*8	PGI, TRADITIONAL	E
KIBCHNG	I*8	I*8 POS: I*1, I*2, I*4, I*8	TRADITIONAL	E
KIBCLR	I*8	I*8 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
KIBITS	I*8	I*8 POS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
KIBSET	I*8	I*8 POS: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
KIDIM	I*8	X: I*8 Y: I*8	PGI, TRADITIONAL	E
KIDINT	I*8	A: R*8	TRADITIONAL	E
KIEOR	I*8	I: I*8 J: I*8	TRADITIONAL	E
KIFIX	I*8	A: R*4, R*8	PGI, TRADITIONAL	E
KILL	I*4	PID: I*4 SIG: I*4	G77, PGI, TRADITIONAL	
KILL	Subroutine	PID: I*4 SIG: I*4 STATUS: I*4	G77, TRADITIONAL	O
KIND	I*4	X: Any type	ANSI, PGI, TRADITIONAL	E
KINT	I*8	A: R*4	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
KIOR	I*8	I: I*8 J: I*8	PGI, TRADITIONAL	E
KISHA	I*8	I: I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
KISHC	I*8	I: I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
KISHFT	I*8	I: I*8 SHIFT: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
KISHL	I*8	I: I*8 SHIFT: I*1, I*2, I*4, I*8	TRADITIONAL	E
KISIGN	I*8	A: I*8 B: I*8	PGI, TRADITIONAL	E, P
KMOD	I*8	A: I*8 P: I*8	PGI, TRADITIONAL	E, P
KMVBITS	Subroutine	FROM: I*8 FROMPOS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8 TO: I*8 TOPOS: I*1, I*2, I*4, I*8	TRADITIONAL	E
KNINT	I*8	A: R*4, R*8	PGI, TRADITIONAL	E, P
KNOT	I*8	I: I*8	PGI, TRADITIONAL	E
LBOUND			ANSI, PGI, TRADITIONAL	See Std
LEN	I*4	STRING: C	ANSI, G77, PGI, TRADITIONAL	E, P
LENGTH		I: I*1, I*2, I*4, I*8	TRADITIONAL	E
LEN_TRIM	I*4	STRING: C	ANSI, G77, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
LGE	C	STRING_A: C STRING_B: C	ANSI, G77, PGI, TRADITIONAL	E
LGT	C	STRING_A: C STRING_B: C	ANSI, G77, PGI, TRADITIONAL	E
LINK	I*4	PATH1: C PATH2: C	G77, PGI	
LINK	Subroutine	PATH1: C PATH2: C STATUS: I*4	G77	O
LLE	C	STRING_A: C STRING_B: C	ANSI, G77, PGI, TRADITIONAL	E
LLT	C	STRING_A: C STRING_B: C	ANSI, G77, PGI, TRADITIONAL	E
LNBLNK	I*4	STRING: C	G77, PGI	
LOC	I*8	I: Any type, Array rank=any	G77, PGI, TRADITIONAL	
LOCK_ RELEASE	Subroutine	I: I*4, I*8	TRADITIONAL	E O
LOCK_TEST_ AND_SET		I: I*4 J: I*4	TRADITIONAL	E
LOCK_TEST_ AND_SET		I: I*8 J: I*8	TRADITIONAL	E
LOG	R*4	X: R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E
LOG10	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E
LOG2_IMAGES	I*4		TRADITIONAL	
LOGICAL	L*4	L: L*1, L*2, L*4, L*8 KIND: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	E O
LONG	I*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
LSHIFT		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 POSITIVE_SHIFT: I*1, I*2, I*4, I*8	G77, PGI, TRADITIONAL	E
LSTAT	I*4	FILE: C SARRAY: I*4, Array rank=1 STATUS: I*4	G77, PGI	O
LSTAT	Subroutine	FILE: C SARRAY: I*4, Array rank=1 STATUS: I*4	G77	O
LTIME	Subroutine	STIME: I*4 TARRAY: I*4, Array rank=1	G77, PGI	
MALLOC		I: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
MASK		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
MATMUL			ANSI, PGI, TRADITIONAL	See Std
MAX			ANSI, G77, PGI, TRADITIONAL	See Std
MAX0			ANSI, G77, PGI, TRADITIONAL	See Std
MAX1			ANSI, G77, PGI, TRADITIONAL	See Std
MAX EXPONENT		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
MAXLOC			ANSI, PGI, TRADITIONAL	See Std
MAXVAL			ANSI, PGI, TRADITIONAL	See Std



**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
MCLOCK	I*4		G77, PGI	
MCLOCK8	I*8		G77	
MEMORY_ BARRIER	Subroutine		TRADITIONAL	E
MERGE		TSOURCE: Any type FSOURCE: Any type MASK: L*1, L*2, L*4, L*8	ANSI, PGI, TRADITIONAL	E
MIN			ANSI, G77, PGI, TRADITIONAL	See Std
MIN0			ANSI, G77, PGI, TRADITIONAL	See Std
MIN1			ANSI, G77, PGI, TRADITIONAL	See Std
MINEXPONENT		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
MINLOC			ANSI, PGI, TRADITIONAL	See Std
MINVAL			ANSI, PGI, TRADITIONAL	See Std
MOD	I*4	A: I*1, I*2, I*4, I*8, R*4, R*8 P: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
MODULO		A: I*1, I*2, I*4, I*8, R*4, R*8 P: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
MVBITS	Subroutine	FROM: I*1, I*2, I*4, I*8 FROMPOS: I*1, I*2, I*4, I*8 LEN: I*1, I*2, I*4, I*8 TO: I*1, I*2, I*4, I*8 TOPOS: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
NAND_AND_ FETCH		I: I*4 J: I*4	TRADITIONAL	E
NAND_AND_ FETCH		I: I*8 J: I*8	TRADITIONAL	E
NEAREST		X: R*4, R*8 S: R*4, R*8	ANSI, PGI, TRADITIONAL	E
NEQV		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	PGI, TRADITIONAL	E
NINT	I*4	A: R*4, R*8 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E, P O
NOT		I: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E
NULL		MOLD: Any type, Array rank=any	ANSI, PGI, TRADITIONAL	
NUM_IMAGES	I*4		TRADITIONAL	
OMP_ DESTROY_ LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_ DESTROY_ NEST_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_GET_ DYNAMIC	Depends on arg		OMP	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
OMP_GET_MAX_THREADS	Depends on arg		OMP	
OMP_GET_NESTED	Depends on arg		OMP	
OMP_GET_NUM_PROCS	Depends on arg		OMP	
OMP_GET_NUM_THREADS	Depends on arg		OMP	
OMP_GET_THREAD_NUM	Depends on arg		OMP	
OMP_GET_WTICK	R*8		OMP	
OMP_GET_WTIME	R*8		OMP	
OMP_INIT_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_INIT_NEST_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_IN_PARALLEL	Depends on arg		OMP	
OMP_SET_DYNAMIC	Subroutine	DYNAMIC_THREADS: L*4, L*8	OMP	
OMP_SET_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_SET_NESTED	Subroutine	NESTED: L*4, L*8	OMP	
OMP_SET_NEST_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_SET_NUM_THREADS	Subroutine	NUM_THREADS: I*4, I*8	OMP	
OMP_TEST_LOCK	Depends on arg	LOCK: I*4, I*8	OMP	
OMP_TEST_NEST_LOCK	Depends on arg	LOCK: I*4, I*8	OMP	
OMP_UNSET_LOCK	Subroutine	LOCK: I*4, I*8	OMP	
OMP_UNSET_NEST_LOCK	Subroutine	LOCK: I*4, I*8	OMP	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
OR		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	G77, PGI, TRADITIONAL	E
OR_AND_ FETCH		I: I*4 J: I*4	TRADITIONAL	E
OR_AND_ FETCH		I: I*8 J: I*8	TRADITIONAL	E
PACK			ANSI, PGI, TRADITIONAL	See Std
PERROR	Subroutine		G77, PGI	
		STRING: C		
POPCNT		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
POPPAR		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	TRADITIONAL	E
PRECISION		X: R*4, R*8, Z*8, Z*16	ANSI, PGI, TRADITIONAL	E
PRESENT		A: Procedure, any type	ANSI, PGI, TRADITIONAL	E
PRESENT		A: Any type	ANSI, PGI, TRADITIONAL	E
PRODUCT			ANSI, PGI, TRADITIONAL	See Std
RADIX		X: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, PGI, TRADITIONAL	E
RAND	R*8	FLAG: I*4	G77, PGI	O
RANDOM_ NUMBER	Subroutine	HARVEST: R*4, R*8	ANSI, PGI, TRADITIONAL	E O

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
RANDOM_ SEED	Subroutine	SIZE: I*1, I*2, I*4, I*8 PUT: I*1, I*2, I*4, I*8, Array rank=1 GET: I*1, I*2, I*4, I*8, Array rank=1	ANSI, PGI, TRADITIONAL	O O O
RANF			TRADITIONAL	E
RANGE		X: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	ANSI, PGI, TRADITIONAL	E
REAL	R*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16 KIND: I*1, I*2, I*4, I*8	ANSI, G77, PGI, TRADITIONAL	E O
REALPART	R*4	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16 KIND: I*1, I*2, I*4, I*8	G77	E
REMOTE_ WRITE_ BARRIER	Subroutine		TRADITIONAL	E
REM_IMAGES	I*4		TRADITIONAL	
RENAME	I*4	PATH1: C PATH2: C STATUS: I*4	G77, PGI	O
RENAME	Subroutine		G77	
		PATH1: C PATH2: C STATUS: I*4		O
REPEAT	Depends on arg	STRING: C NCOPIES: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	
RESHAPE			ANSI, PGI, TRADITIONAL	See Std
RRSPACING		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
RSHIFT		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 NEGATIVE_SHIFT: I*1, I*2, I*4, I*8	G77, PGI, TRADITIONAL	E
RTC			TRADITIONAL	E
SCALE		X: R*4, R*8 I: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	E
SCAN	I*4	STRING: C SET: C BACK: L*1, L*2, L*4, L*8	ANSI, PGI, TRADITIONAL	E O
SECNDS	R*4	T: R*4	G77, PGI	
SECOND	R*4	SECONDS: R*4	G77	O
SECOND	Subroutine	SECONDS: R*4	G77	
SELECTED_INT_KIND		R: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	
SELECTED_REAL_KIND	Depends on arg	P: I*1, I*2, I*4, I*8 R: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	O O
SETBUF	I*4	UNIT: I*4 BUF: C	TRADITIONAL	
SETLINEBUF	I*4	UNIT: I*4	TRADITIONAL	
SET_EXPONENT		X: R*4, R*8 I: I*1, I*2, I*4, I*8	ANSI, PGI, TRADITIONAL	E
SET_IEEE_EXCEPTION	Subroutine	EXCEPTION: I*8	TRADITIONAL	E
SET_IEEE_EXCEPTIONS	Subroutine	STATUS: I*8	TRADITIONAL	
SET_IEEE_INTERRUPTS	Subroutine	STATUS: I*8	TRADITIONAL	
SET_IEEE_ROUNDING_MODE	Subroutine	STATUS: I*8	TRADITIONAL	
SET_IEEE_STATUS	Subroutine	STATUS: I*8	TRADITIONAL	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
SHAPE			ANSI, PGI, TRADITIONAL	See Std
SHIFT		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8	PGI, TRADITIONAL	E
SHIFTA		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8	TRADITIONAL	E
SHIFTL		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8	TRADITIONAL	E
SHIFTR		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8	TRADITIONAL	E
SHORT	I*2	A: I*1, I*2, I*4, I*8, R*4, R*8, Z*8, Z*16	G77, TRADITIONAL	E
SIGN	R*4	A: I*1, I*2, I*4, I*8, R*4, R*8 B: I*1, I*2, I*4, I*8, R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
SIGNAL	I*8	NUMBER: I*1, I*2, I*4, I*8 HANDLER: Procedure IGNDFL: I*4	G77, PGI, TRADITIONAL	O
SIGNAL	I*8	NUMBER: I*1, I*2, I*4, I*8 HANDLER: I*4	G77, PGI, TRADITIONAL	
SIGNAL	I*8	NUMBER: I*1, I*2, I*4, I*8 HANDLER: I*8	G77, PGI, TRADITIONAL	

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
SIGNAL	Subroutine		G77, PGI, TRADITIONAL	
SIN	R*4	X: R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
SIND	R*4	X: R*4, R*8	PGI, TRADITIONAL	E, P
SINH	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
SIZE			ANSI, PGI, TRADITIONAL	See Std
SIZEOF	I*8	X: Any type, Array rank=any	TRADITIONAL	
SLEEP	Subroutine	SECONDS: I*4	G77, PGI	
SNGL	R*4	A: R*8	ANSI, G77, PGI, TRADITIONAL	E
SPACING		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
SPREAD			ANSI, PGI, TRADITIONAL	See Std
SQRT	R*4	X: R*4, R*8, Z*8, Z*16	ANSI, G77, PGI, TRADITIONAL	E, P
SRAND	Subroutine	SEED: I*4	G77, PGI	
STAT	I*4	FILE: C SARRAY: I*4, Array rank=1 STATUS: I*4	G77, PGI, TRADITIONAL	O
STAT	Subroutine	FILE: C SARRAY: I*4, Array rank=1 STATUS: I*4	G77, TRADITIONAL	O
SUB_AND_ FETCH		I: I*4 J: I*4	TRADITIONAL	E
SUB_AND_ FETCH		I: I*8 J: I*8	TRADITIONAL	E



**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
SUM			ANSI, PGI, TRADITIONAL	See Std
SYMLNK	I*4	PATH1: C PATH2: C STATUS: I*4	G77, PGI	O
SYMLNK	Subroutine	PATH1: C PATH2: C STATUS: I*4	G77	O
SYNCHRONIZE	Subroutine		TRADITIONAL	E
SYNC_IMAGES	Subroutine		TRADITIONAL	
SYNC_IMAGES	Subroutine	IMAGE: I*1, I*2, I*4, I*8	TRADITIONAL	
SYNC_IMAGES	Subroutine	IMAGE: I*1, I*2, I*4, I*8, Array rank=1	TRADITIONAL	
SYSTEM	I*4	COMMAND: C STATUS: I*4	G77, PGI	O
SYSTEM	Subroutine	COMMAND: C STATUS: I*4	G77	O
SYSTEM_ CLOCK	Subroutine	COUNT: I*4 COUNT_RATE: I*4 COUNT_MAX: I*4	ANSI, G77, PGI, TRADITIONAL	O O O
SYSTEM_CLOC K	Subroutine	COUNT: I*8 COUNT_RATE: I*8 COUNT_MAX: I*8	ANSI, G77, PGI, TRADITIONAL	O O O
TAN	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
TAND	R*4	X: R*4, R*8	PGI, TRADITIONAL	E
TANH	R*4	X: R*4, R*8	ANSI, G77, PGI, TRADITIONAL	E, P
TEST_IEEE_ EXCEPTION		EXCEPTION: I*8	TRADITIONAL	E
TEST_IEEE_ INTERRUPT		INTERRUPT: I*8	TRADITIONAL	E

**Table C-1. Fortran Intrinsic Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
THIS_IMAGE	Depends on arg	ARRAY: Any type, Arrayrank=any DIM: I*1, I*2, I*4, I*8	TRADITIONAL	O
TIME	I*4		G77, PGI, TRADITIONAL	
TIMEF	R*8			X, 1
TIME8	I*8		G77, TRADITIONAL	
TIME	Subroutine	BUF: C	G77	
TINY		X: R*4, R*8	ANSI, PGI, TRADITIONAL	E
TRANSFER			ANSI, PGI, TRADITIONAL	See Std
TRANSPOSE	Depends on arg	MATRIX: Any type, Array rank=2	ANSI, PGI, TRADITIONAL	
TRIM	Depends on arg	STRING: C	ANSI, PGI, TRADITIONAL	
TTYNAM	C	UNIT: I*4	G77, PGI	
TTYNAM	Subroutine	UNIT: I*4 NAME: C	G77	
UBOUND			ANSI, PGI, TRADITIONAL	See Std
UMASK	I*4	MASK: I*4	G77	
UMASK	Subroutine	MASK: I*4 OLD: I*4	G77	O
UNIT		I: I*1, I*2, I*4, I*8	TRADITIONAL	E
UNLINK	I*4	FILE: C STATUS: I*4	G77, PGI	O
UNLINK	Subroutine	FILE: C STATUS: I*4	G77	O
UNPACK			ANSI, PGI, TRADITIONAL	See Std
VERIFY	I*4	STRING: C SET: C BACK: L*1, L*2, L*4, L*8	ANSI, PGI, TRADITIONAL	E O

**Table C-1. Fortran Ininsics Supported in Version 3.2(Continued)**

Intrinsic Name	Result	Arguments	Families	Remarks
WRITE_ MEMORY_ BARRIER	Subroutine		TRADITIONAL	E
XOR		I: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8 J: I*1, I*2, I*4, I*8, R*4, R*8, CrayPtr, L*1, L*2, L*4, L*8	G77, PGI, TRADITIONAL	E
XOR_AND_ FETCH		I: I*4 J: I*4	TRADITIONAL	E
XOR_AND_ FETCH		I: I*8 J: I*8	TRADITIONAL	E
ZABS	R*8	A: Z*16	G77, TRADITIONAL	E, P
ZCOS	Z*16	X: Z*16	G77, TRADITIONAL	E, P
ZEXP	Z*16	X: Z*16	G77, TRADITIONAL	E, P
ZLOG	Z*16	X: Z*16	G77, TRADITIONAL	E, P
ZSIN	Z*16	X: Z*16	G77, TRADITIONAL	E, P
ZSQRT	Z*16	X: Z*16	G77, TRADITIONAL	E, P

#### C.4

### Fortran Intrinsic Extensions

Standard Fortran intrinsic procedures are documented in ISO 1539-1 or any good textbook on Fortran 95. This section documents procedures that are extensions to

the standard, referring to argument names shown in the table of intrinsics in [table C-1](#).

<b>abort</b>	Prints a message and then, like the C library function <code>abort</code> , stops the program.
<b>access</b>	Like the C library function <code>access</code> , returns zero if the file named by <code>name</code> satisfies the requirements indicated by <code>mode</code> , but otherwise returns the error code from the C library value <code>errno</code> . Trailing blanks in <code>name</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character).  <code>mode</code> may contain any of the following: <code>r</code> Readable <code>w</code> Writable <code>x</code> Executable <code>'</code> File exists
<b>alarm</b>	Uses the C library functions <code>alarm</code> and <code>signal</code> to wait the time indicated by <code>seconds</code> and then execute the external subroutine <code>handler</code> . <code>status</code> returns the number of seconds remaining until the previously scheduled alarm would have taken place, or 0 if no alarm was pending.
<b>and</b>	Bitwise boolean AND
<b>besj0, besj1, besjn, besy0, besy1, besyn</b>	Fortran interfaces to C library functions <code>j0</code> , <code>j1</code> , <code>jn</code> , <code>y0</code> , <code>y1</code> , and <code>yn</code> (Bessel functions.)
<b>cdabs, cdcos, cdexp, cdlog, cdsin, cdsqrt</b>	Specific names for various mathematical functions having an argument of type <code>complex*16</code> .
<b>chdir</b>	Like the C library function <code>chdir</code> , sets the current working directory to <code>dir</code> . The function form returns 0 on success, but otherwise returns the error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value that the function form would return.  Trailing blanks in <code>dir</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character.)

---

<b>chmod</b>	Like the POSIX command <code>chmod</code> , changes the access permissions of file <code>name</code> according to <code>mode</code> . See the operating system documentation for the characters allowed in <code>mode</code> . The function form returns 0 on success, but otherwise returns the error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value which the function form would return. Trailing blanks in <code>name</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character.)
<b>ctime</b>	Like the C library function <code>ctime</code> , converts <code>stime</code> (which can be obtained from the intrinsic <code>time8</code> ) to a string of the form <code>Thu Mar 2 12 :45:36 PST 2006</code> . The function form returns that string. The subroutine form sets <code>result</code> to that string.
<b>date</b>	Set the date argument to a string of the form <code>16-Mar-06</code> (DD- <code>MMM</code> -YY).
<b>dbesj0, dbesj1, dbesjn, dbesy0, dbesy1, dbesyn</b>	Fortran interfaces to C library functions <code>j0l, j1l, jnl, y0l, y1l, and ynl</code> (Bessel functions.)
<b>dcmplx</b>	Specific name for a function that converts its argument to type <code>complex*16</code> .
<b>dconj</b>	Specific name for complex conjugate whose argument is type <code>complex*16</code> .
<b>derf, derfc</b>	Fortran interface to C library function in <code>erf</code> and <code>erfc</code> (3m)
<b>dfloat</b>	Specific name for function that converts its argument to type <code>real*8</code> .
<b>dimag</b>	Specific name for a function that returns the imaginary part of a <code>complex*16</code> argument.
<b>dreal</b>	Specific name for a function that converts its argument to type <code>real* 8</code> .
<b>dtime</b>	Find out the number of seconds of CPU time consumed by this process since the previous call to <code>dtime</code> (or, if there was no previous call, since the start of execution). <code>tarray(1)</code> gives user CPU time and <code>tarray(2)</code> gives system CPU time. The function form returns the sum of those times. The subroutine form sets <code>result</code> to the sum of those times.
<b>erf, erfc</b>	Fortran interface to C library functions described in <code>erff</code> and <code>erfcf</code> (3m).

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<b>etime</b>	Find out the number of seconds of CPU time consumed by this process since the start of execution. <code>tarray(1)</code> gives user CPU time and <code>tarray(2)</code> gives system CPU time. The function form returns the sum of those times. The subroutine form sets <code>result</code> to the sum of those times.
<b>exit</b>	Like the C library function <code>exit</code> , terminate the process and return the value <code>status</code> to the process (usually the shell) that caused this process to execute. <code>status</code> defaults to 0. Open Fortran logical units are flushed and closed.
<b>fdate</b>	The subroutine form is equivalent to <code>call ctime (date, time8 ( ) )</code> . The function form is equivalent to <code>ctime (time 8 ( ) )</code> .
<b>fget</b>	Like <code>fgetc</code> , but uses logical unit 5.
<b>fgetc</b>	Fortran interface to the C library function <code>fgetc</code> . Reads into <code>c</code> a single character from logical unit <code>unit</code> , treating that unit as if it were a stream of bytes. The function form returns 0 for success, -1 for end-of-file, or an error code from the C library value <code>errno</code> . The subroutine sets <code>status</code> to the value that the function would return.  Between the opening and closing of a file, you should use either stream intrinsics ( <code>fget</code> , <code>fgetc</code> , <code>fput</code> , <code>fputc</code> , <code>fseek</code> , and <code>ftell</code> ) or standard Fortran I/O, but not both.
<b>flush</b>	Flush buffered I/O for logical unit <code>unit</code> . If <code>unit</code> is omitted, flush all logical units.
<b>fnum</b>	Return the POSIX file descriptor corresponding to the open Fortran logical unit <code>unit</code> .
<b>fput</b>	Like <code>fputc</code> , but uses logical unit 6.
<b>fputc</b>	Fortran interface to the C library function <code>fputc</code> . Writes to logical unit <code>unit</code> a single character <code>c</code> , treating that unit as if it were a stream of bytes. The function form returns 0 for success, -1 for end-of-file, or an error code from the C library value <code>errno</code> . The subroutine sets <code>status</code> to the value that the function would return.  Between the opening and closing of a file, you should use either stream intrinsics ( <code>fget</code> , <code>fgetc</code> , <code>fput</code> , <code>fputc</code> , <code>fseek</code> , and <code>ftell</code> ) or standard Fortran I/O, but not both.
<b>fseek</b>	Fortran interface to the C library function <code>fseek</code> , which treats logical unit <code>unit</code> as a stream of bytes, and changes to <code>offset</code> the position pointer used by the next stream intrinsic which reads or writes the file. If <code>whence</code> is 0, <code>offset</code> counts bytes from the beginning of the file; if <code>whence</code> is 1, <code>offset</code> positions the pointer relative to the current position; and if <code>whence</code> is 2, <code>offset</code> positions the pointer relative to the end of the file. The function form returns 0 on success, or an error code from the C library value <code>errno</code> .  Between the opening and closing of a file, you should use either stream intrinsics ( <code>fget</code> , <code>fgetc</code> , <code>fput</code> , <code>fputc</code> , <code>fseek</code> , and <code>ftell</code> ) or standard Fortran I/O, but not both.

<b>fstat</b>	<p>Fortran interface to the C library function <code>fstat</code>. Stores in <code>sarray</code> information about the file opened on logical unit <code>unit</code>. The function form returns 0 on success, or an error code from the C library variable <code>errno</code>. The subroutine form sets <code>status</code> to the value which the function would return.</p> <p><code>sarray</code> must have thirteen elements:</p> <ul style="list-style-type: none"> <li>ID of device containing file</li> <li>Inode number</li> <li>File mode</li> <li>Number of links</li> <li>UID of owner</li> <li>GID of owner</li> <li>ID of device containing directory entry for file</li> <li>Size of file in bytes</li> <li>Time of last access</li> <li>Time of last modification</li> <li>Time of last file status change</li> <li>Preferred I/O block size (-1 if not available)</li> <li>Number of blocks allocated (-1 if not available)</li> </ul> <p>Except for elements 12 and 13, values are set to 0 if they are not available from the relevant file system.</p>
<b>ftell</b>	<p>Fortran interface to the C library function <code>ftell</code>. Treats logical unit <code>unit</code> as a stream of bytes. The function form returns the offset from the beginning of the file to the position pointer used to read or write the file, or -1 to indicate an error. The subroutine form sets <code>offset</code> to the value which the function would return.</p>
<b>gerror</b>	<p>Fortran interface to the C library function <code>strerror</code>. Sets <code>message</code> to the error message corresponding to the error code from the C library variable <code>errno</code>.</p>
<b>getarg</b>	<p>Stores into <code>value</code> an argument from the command line used to execute this process. <code>pos</code> is an index into the argument list (where 0 identifies the name of the program, 1 identifies the first argument, etc.) Intrinsic <code>iargc</code> provides the number of arguments available.</p>
<b>getcwd</b>	<p>Fortran interface to the C library function <code>getcwd</code>. Sets <code>name</code> to the current working directory name. The function form returns 0 for success, or an error code from the C library value <code>errno</code>. The subroutine form sets <code>status</code> to the value which the function would return.</p>

<b>getenv</b>	Fortran interface to the C library function <code>getenv</code> . Sets <code>value</code> to the value of environment variable whose name is <code>name</code> , or to blanks if the variable is missing or not set. Trailing blanks in <code>name</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character).
<b>getgid</b>	Like the POSIX function <code>getgid</code> , returns the group ID for this process.
<b>getlog</b>	Sets <code>login</code> to the login name for this process.
<b>getpid</b>	Like the POSIX function <code>getpid</code> , returns the process ID for this process.
<b>getuid</b>	Like the POSIX function <code>getuid</code> , returns the process ID for this process.
<b>gmtime</b>	Fortran interface to the C library function <code>gmtime</code> . Sets <code>tarray</code> to the broken-down time corresponding to <code>stime</code> , which can be obtained from the intrinsic <code>time</code> . All values are in Coordinated Universal Time. <code>tarray</code> must have nine elements: Seconds since the last minute, ranging 0 . . 61 (due to leap seconds) Minutes since the last hour, ranging 0 . . 59 Hours since midnight, ranging 0 . . 23 Day of month, ranging 0 . . 31 Month, ranging 0 . . 11 Years since 1900 Days since Sunday, ranging 0 . . 6 Days since January 1, ranging 0 . . 365 Positive if daylight savings time is in effect, zero if not, or negative if unknown
<b>hostnm</b>	Fortran interface to the POSIX function <code>gethostname</code> . Sets <code>name</code> to the network name of the host computer. The function form returns 0 on success, or an error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value that the function would return.
<b>iargc</b>	Return the number of arguments on the command line used to execute this program, not including the program name itself.
<b>idate</b>	The single-argument version stores in <code>tarray</code> , which must have three elements, the current local date: Day, ranging 1 . . 31 Month, ranging 1 . . 12 Year, using 4 digits The three-argument version sets its arguments to the month, day, and year. Note that the order is different from that of the one-argument version.



<b>ierrno</b>	Returns the C library value <code>errno</code> , which is the last error code set by a C library (or Linux system) function. Note that a function which does not encounter an error may not set this value back to zero.
<b>imag</b>	Return the imaginary part of a complex number without altering precision.
<b>imagpart</b>	Imaginary part of a complex number (synonym for standard intrinsic <code>aimag</code> , which in Fortran 95 preserves the precision of its argument).
<b>int2</b>	Convert to type <code>integer* 2</code> .
<b>int4</b>	Convert to type <code>integer* 4</code> .
<b>int8</b>	Convert to type <code>integer* 8</code> .
<b>irand</b>	Fortran interface to POSIX function <code>rand</code> . Returns a uniform pseudorandom integer. If <code>flag</code> is 0, return the next number in the current sequence; if <code>flag</code> is 1, call POSIX function <code>srand (0)</code> ; otherwise call <code>srand (flag)</code> to seed a new sequence.
<b>isatty</b>	Fortran interface to Linux function <code>isatty</code> . Returns <code>.true.</code> if logical unit <code>unit</code> is associated with an interactive terminal device.
<b>itime</b>	Store in <code>tarray</code> , which must have three elements, the current local time: Hour, ranging 0. . 23 Minutes, ranging 0. . 59 Seconds, ranging 0. . 60 (to allow for leap seconds)
<b>kill</b>	Fortran interface to the POSIX function <code>kill</code> . Send to the process whose ID is <code>pid</code> the signal whose number is <code>signal</code> . The function form returns 0 on success, or an error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value which the function would return.
<b>link</b>	Fortran interface to the POSIX function <code>link</code> . Creates a hard link <code>path2</code> pointing to the same file as <code>path 1</code> . The function form returns 0 on success, or an error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value which the function would return. Trailing blanks in <code>path1</code> and <code>path2</code> are ignored (you can prevent this by using <code>char (0)</code> to place a null character after the last significant character.)
<b>lnblnk</b>	Returns the length of its argument, neglecting trailing blanks (synonym for standard function <code>len_trim</code> .)
<b>loc</b>	Returns address of argument in memory.
<b>long</b>	Convert to type <code>integer* 4</code> .
<b>lshift</b>	Bitwise left shift. High-order bit is not treated as a sign bit. Shift count must be nonnegative and less than the bit-size of the data.

<b>lstat</b>	<p>Fortran interface to the POSIX function <code>lstat</code>. Store in array <code>sarray</code> information about the file named <code>file</code>; if that is a symbolic link, describe the link rather than the target of the link (cf. <code>stat</code>). The function form returns 0, or an error code from the C library value <code>errno</code>.</p> <p>Trailing blanks in <code>file</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character).</p> <p><code>sarray</code> must have thirteen elements:</p> <ul style="list-style-type: none"><li>ID of device containing file</li><li>Inode number</li><li>File mode</li><li>File mode</li><li>5.UID of owner</li><li>GID of owner</li><li>ID of device containing directory entry for file</li><li>Size of file in bytes</li><li>Time of last access</li><li>Time of last modification</li><li>Time of last file status change</li><li>Preferred I/O block size (-1 if not available)</li><li>Number of blocks allocated (-1 if not available)</li></ul> <p>Except for elements 12 and 13, values are set to 0 if they are not available from the relevant file system.</p>
<b>ltime</b>	<p>Fortran interface to the C library function <code>localtime</code>. Sets <code>tarray</code> to the broken-down time corresponding to <code>stime</code>, which can be obtained from the intrinsic <code>time</code>. All values are in the local time zone.</p> <p><code>tarray</code> must have nine elements:</p> <ul style="list-style-type: none"><li>Seconds since the last minute, ranging 0 . . 61 (due to leap seconds)</li><li>Minutes since the last hour, ranging 0 . . 59</li><li>Hours since midnight, ranging 0 . . 23</li><li>Day of month, ranging 0 . . 31</li><li>Month, ranging 0 . . 11</li><li>Years since 1900</li><li>Days since Sunday, ranging 0 . . 6</li><li>Days since January 1, ranging 0 . . 365</li></ul> <p>Positive if daylight savings time is in effect, zero if not, or negative if unknown</p>
<b>mclock, mclock8</b>	<p>Fortran interface to the C library function <code>clock</code>. Returns the number of clock ticks of CPU time since the start of execution of the process, or -1 if this is not known.</p>

---

<b>or</b>	Bitwise Boolean OR
<b>perror</b>	like the C library function <code>perror</code> , prints on the <code>stderr</code> stream the <code>string</code> followed by a colon, a blank, and the message corresponding to the error code from the C library value <code>errno</code> .
<b>rand</b>	fortran interface to POSIX function <code>rand</code> . Returns a uniform pseudorandom integer. If <code>flag</code> is 0, return the next number in the current sequence; if <code>flag</code> is 1, call POSIX function <code>srand (0)</code> ; otherwise call <code>srand (flag)</code> to seed a new sequence.
<b>realpart</b>	Real part of a complex number (synonym for standard intrinsic <code>real</code> , which in Fortran 95 preserves the precision of its argument.)
<b>rename</b>	Fortran interface to the C library function <code>rename</code> . Change name of file <code>path1</code> to <code>path2</code> . The function form returns 0 on success or an error code from the C library value <code>errno</code> . The subroutine sets <code>status</code> to the value which the function would return.  Trailing blanks in <code>file</code> are ignored (you can prevent this by using <code>char (0)</code> to place a null character after the last significant character).
<b>rshift</b>	Arithmetic (sign-preserving) bitwise right shift. Shift count must be nonnegative and less than the bit-size of the data.
<b>secsds</b>	return the number of seconds since midnight in the local time zone, minus the argument "t".
<b>second</b>	The function form returns the sum of user and system CPU time consumed by the process since the start of execution. The subroutine form sets <code>seconds</code> to that value.
<b>setbuf</b>	This is similar to the C library function "setbuf". To disable buffering on the specified logical unit (so that output appears immediately), pass a variable of type "character(len=0)" or type "character*0". To use a particular buffer in place of the default buffer for that logical unit, pass a character string whose length is greater than zero. The logical unit must be appropriate for sequential formatted output. In case of error, the function returns "errno" or a Fortran "iostat" error code; otherwise it returns zero. Note that you must enable this on the command line with "-intrinsic=setbuf" or "-intrinsic=EVERY".
<b>setlinebuf</b>	Similar to the C library function "setlinebuf", this causes the specified logical unit to flush buffered output at the end of every line, and before any "read" from the terminal. The logical unit must be appropriate for sequential formatted output. In case of error, the function returns "errno" or a Fortran "iostat" error code; otherwise it returns zero. Note that you must enable this on the command line with "-intrinsic=setlinebuf" or "-intrinsic=EVERY".
<b>short</b>	Convert to type <code>integer* 2</code> .

---

## signal

Fortran interface to the C library function `signal`. Arrange for the signal whose number is `number` to trigger a call to external procedure `handler`, which should be a subroutine with no arguments; or restore the default response to the signal; or ignore the signal.

The optional third argument `igndf 1` takes these values:

- 1 Use the second argument to provide a handler, to restore the default response to the signal, or to ignore the signal
- 0 Regardless of the value of the second argument, restore the default response to the signal
- 1 Regardless of the value of the second argument, ignore the signal instead

When `igndf 1` is omitted, `handler` can be an integer, with these possible values:

- (`address`) An integer containing the address of the external procedure
- 0 Restore the default response to the signal
- 1 Ignore the signal

The function form returns the previous state of the signal: zero (if the default response was in effect), one (if the signal was being ignored), or the address of a handler procedure.

Here is an example using the two-argument form:

```
C Keyboard interrupt (normally Control-C)
alternately triggers C handler1 and handler2 until
4 interrupts have occurred. Then
```

```
C restore the default handling, so the fifth
interrupt stops the C program.
```

```
program once
  implicit none
  external handler1, handler2
  common previous, count
  integer* 8 previous
  integer count
  previous = signal(2, handler1)
  previous = signal(2, handler2)
  count = 4
  do while (.true.)
    call sleep(100)
  end do
end
subroutine handler1() implicit none
  common previous, count integer* 8 previous
  integer count
  print *, 'I am handler1' count = count - 1
  if (count .le. 0)
    then previous = 0
  end if
  previous = signal(2, previous)

end subroutine handler1
subroutine handler2 () implicit none
  common previous, count integer* 8 previous
  integer count
  print *, 'I am handler2' count = count - 1
  if (count .le. 0) then
    previous = 0
  end if
  previous = signal(2, previous)
end subroutine handler2
```

Here is an example using the three-argument form:

C Keyboard interrupt (normally Control-C) triggers  
C handler until 4 interrupts have occurred. Then  
C restore the default, so the fifth interrupt stops  
C the program.

```
program single
  implicit none
  external handler
  intrinsic signal
  integer* 8 previous
  common count
  integer count
  previous = signal(2, handler, -1)
  count = 4
  do while (.true.)
    call sleep(100)
  end do
end

subroutine handler ()
  implicit none
  intrinsic signal
  integer* 8 previous
  common count
  integer count
  print *, 'I am handler'
  count = count - 1
  if (count .le. 0) then
    previous = signal(2, handler, 0)
  else previous = signal(2, handler, -1)
  end if
end subroutine handler
```

- sleep** Like the POSIX function `sleep`, pauses the process for `seconds` seconds.
- srand** Like the POSIX function `srand`, restarts the random number sequence for `irand` or `rand` using `seed` as the seed.

<b>stat</b>	<p>Fortran interface to the POSIX function <code>stat</code>. Store in array <code>sarray</code> information about the file named <code>file</code>; if that is a symbolic link, describe the target rather than the link itself (cf. <code>ls -lat</code>). The function form returns 0, or an error code from the C library value <code>errno</code>.</p> <p>Trailing blanks in <code>file</code> are ignored (you can prevent this by using <code>char (0)</code> to place a null character after the last significant character).</p> <p><code>sarray</code> must have thirteen elements:</p> <ol style="list-style-type: none"> <li>1. ID of device containing file</li> <li>2. Inode number</li> <li>3. File mode</li> <li>4. Number of links</li> <li>5. UID of owner</li> <li>6. GID of owner</li> <li>7. ID of device containing directory entry for file</li> <li>8. Size of file in bytes</li> <li>9. Time of last access</li> <li>10. Time of last modification</li> <li>11. Time of last file status change</li> <li>12. Preferred I/O block size (-1 if not available)</li> <li>13. Number of blocks allocated (-1 if not available)</li> </ol> <p>Except for elements 12 and 13, values are set to 0 if they are not available from the relevant file system.</p>
<b>symlink</b>	<p>Fortran interface to the POSIX function <code>symlink</code>. Creates a symbolic link <code>path2</code> pointing to the same file as <code>path 1</code>. The function form returns 0 on success, or an error code from the C library value <code>errno</code>. The subroutine form sets <code>status</code> to the value which the function would return.</p> <p>Trailing blanks in <code>path1</code> and <code>path2</code> are ignored (you can prevent this by using <code>char (0)</code> to place a null character after the last significant character).</p>
<b>system</b>	<p>Fortran interface to the C library function <code>system</code>. Execute <code>command</code> using a command interpreter or shell. The function form returns the value returned by the interpreter (conventionally 0 to indicate success and nonzero to indicate failure). The subroutine form sets <code>status</code> to the value which the function would return.</p>
<b>time, time8</b>	<p>Fortran interface to the POSIX function <code>time</code>. Returns the current time as an integer suitable for use with <code>ctime</code>, <code>gmtime</code>, or <code>ltime</code>.</p>

<b>ttynam</b>	Fortran interface to the POSIX function <code>ttynam</code> . The function form returns the name of the interactive terminal device associated with logical unit <code>unit</code> , or blanks if <code>unit</code> is not associated with such a device. The subroutine form sets <code>name</code> to the value that the function would return.
<b>umask</b>	Fortran interface to the POSIX function <code>umask</code> . Sets the file creation mask to <code>mask</code> . The function form returns the previous value of the mask. The subroutine form sets <code>old</code> to the previous value of the mask.
<b>unlink</b>	Fortran interface to the POSIX function <code>unlink</code> . Remove the link to the file named <code>file</code> . The function form returns 0 on success, or the error code from the C library value <code>errno</code> . The subroutine form sets <code>status</code> to the value which the function would return. Trailing blanks in <code>file</code> are ignored (you can prevent this by using <code>char(0)</code> to place a null character after the last significant character.)
<b>xor</b>	Bitwise Boolean XOR
<b>zabs, zcos, zexp, zlog, zsin, zsqrt</b>	Specific names for various mathematical functions having an argument of type <code>complex*16</code> .



## Notes



## Appendix D

# Fortran 90 Dope Vector

Here is an example of a simplified data structure from a Fortran 90 dope vector, from the file `clibinc/cray/dopevec.h` found in the source distribution. See [section 3.6.6](#) for more details.

```
typedef struct _FCD {
char *c_pointer; /* C character pointer */
unsigned long byte_len; /* Length of item (in bytes) */
} _fcd;

typedef struct f90_type {
unsigned int :32; /* used for future development */
enum typecodes {
DVTYPE_UNUSED = 0,
DVTYPE_TYPELESS = 1,
DVTYPE_INTEGER = 2,
DVTYPE_REAL = 3,
DVTYPE_COMPLEX = 4,
DVTYPE_LOGICAL = 5,
DVTYPE_ASCII = 6,
DVTYPE_DERIVEDBYTE = 7,
DVTYPE_DERIVEDWORD = 8
} type :8; /* type code */
unsigned int dpflag :1; /* set if declared double precision
* or double complex */

enum dec_codes {
DVD_DEFAULT = 0, /* KIND= and *n absent, or
* KIND=expression which evaluates to
* the default KIND, ie.:
* KIND(0) for integer
* KIND(0.0) for real
* KIND((0,0)) for complex
* KIND(.TRUE.) for logical
* KIND(~2019A~2019) for character
* across on all ANSI-conformant
* implementations. */
DVD_KIND = 1, /* KIND=expression which does not
* qualify to be DVD_DEFAULT or
* DVD_KIND_CONST or DVD_KIND_DOUBLE */
DVD_STAR = 2, /* *n is specified (example: REAL*8 */
DVD_KIND_CONST = 3, /* KIND=expression constant across
* all implementations. */
DVD_KIND_DOUBLE = 4 /* KIND=expression which evaluates to
```

```
        * KIND(1.0D0) for real across all
        * implementations. This code may be
        * passed for real or complex type. */
    } kind_or_star :3; /* Set if KIND= or *n appears in the
        * variable declaration. Values
        * are from enum dec_codes */
    unsigned int int_len :12; /* internal length in bits of iolist
        * entity. 8 for character data to
        * indicate size of each character */
    unsigned int dec_len :8; /* declared length in bytes for *n
        * or KIND value. Ignored if
        * kind_or_star==DVD_DEFAULT */

} f90_type_t;
/*
 * If DopeVectorType.alloc_cpnt is true, then following the last
 * actual dimension or codimension (not necessarily MAXDIM) there
 * is a count of the number of allocatable components, followed by
 * an array of byte offsets from the beginning of the structure to
 * each allocatable component. If DopeVectorType.alloc_cpnt is
 * false, neither of these appears.
 */
typedef struct {
    unsigned long n_alloc_cpnt;
    unsigned long alloc_cpnt_offset[0];
} DopeAllocType;

typedef struct DopeVector {
    union {
        _fcd charptr; /* Fortran character descriptor */
        struct {
            void *ptr; /* pointer to base address */
                        /* or shared data desc */
            unsigned long el_len; /* element len in bits */
        } a;
    } base_addr;
    /*
     * flags and information fields within word 3 of the header
     */
    unsigned int assoc :1; /* associated flag */
    unsigned int ptr_alloc :1; /* set if allocated by pointer */
    enum ptrarray {
        NOT_P_OR_A = 0,
        POINTTR = 1,
        ALLOC_ARRAY = 2
    } p_or_a :2; /* pointer or allocatable array. Use */
                /* enum ptrarray values. */
    unsigned int a_contig :1; /* array storage contiguous flag */
    unsigned int alloc_cpnt :1; /* this is an allocatable
```

```

                                *array whose element
                                *type is a derived type
                                * having component(s)
                                which are themselves
                                * allocatable */
unsigned int :26; /* pad for first 32 bits */
unsigned int :29; /* pad for second 32-bits */
unsigned int n_dim :3; /* number of dimensions */
f90_type_t type_lens; /* data type and lengths */
void *orig_base; /* original base address */
unsigned long orig_size; /* original size */
/*
 * Per Dimension Information - array will contain
 * only the necessary number of elements
 */
#define MAXDIM 7
struct DvDimen {
    signed long low_bound; /* lower bound for ith dimension */
                          /* may be negative */
    signed long extent; /* number of elts for ith dimension */
/*
 * The stride mult is not defined in constant units
 * so that address calculations do not always require
 * a divide by 8 or 64. For double and complex,
 * stride mult has a factor of 2 in it. For double
 * complex, stride mult has a factor of 4 in it.
 */
    signed long stride_mult; /* stride multiplier */
}dimension[7];
/* DopeAllocType alloc_info; appears following the last
 * actual dimension (there may be fewer than 7 dimensions)
 * if alloc_cpnt is true */
} DopeVectorType;
```



## Appendix E

# Summary of Compiler Options

Options are grouped according to function. A brief listing of defaults and comments are also listed; for more detailed information see [appendix F](#)

**Table E-1. Summary of Compiler Options by Function**

General Options	Defaults / Comments
-###	
-copyright	
-dumpversion	
-help	
-help:	
-show	
-show-defaults	
-show0	
-showt	
-v	
-version	
Code Generation Options	Defaults / Comments
-CG:cflow=(ON OFF)	<ON>
-CG:cse_regs=N	<positive infinity>
-CG:gcm=(ON OFF)	<ON>
-CG:load_exe=N	
-CG:local_fwd_sched=(ON OFF)	<ON> for 32-bit ABI <OFF> for 64-bit ABI
-CG:movnti=N	<1000KB>
-CG:p2align=(ON OFF)	<OFF>
-CG:p2align_freq=N	<0>
-CG:prefer_legacy_regs=(ON OFF)	<OFF>
-CG:prefetch=(ON OFF)	<ON>
-CG:ptr_load_use=N	4
-CG:push_pop_int_saved_regs=(ON OFF)	ON for barcelona, else OFF
-CG:sse_cse_regs=N	<positive infinity>

**Table E-1. Summary of Compiler Options by Function**

-CG:use_prefetchnta=(ON OFF)	<OFF>
-CG:use_test=(ON OFF)	<OFF>
<b>Compilation Control Options</b>	<b>Defaults / Comments</b>
-A pred=ans	-pred=ans cancels -A pred=ans
-alignN	<64> Other options are: 8,16,32,128
-auto-use module_name[,module_name]...	Fortran only
-backslash	If used, preprocessor not called
-byteswapio	Fortran only
-c	Do not use with -r option, since mutually exclusive
convert conversion	<native> Fortran only
-default64	Synonym for -r8 -i8 Fortran only
-f[no-]check-new	C++ only
-fdecoratepath	Fortran only
-f[no-]directives	-fdirectives Fortran only
-fe	
-ff2c-abipath	Fortran only
-f[no-]unwind-tables	-fno-unwind-tables
-f[no-]gnu-keywords	C/C++ only
-finhibit-size-directive	
-fabi-version=N	<1> C++ only
-fms-extensions	C/C++ only
-fno-asm	C/C++ only
-fno-builtin	C/C++ only
-fno-common	C/C++ only
-f[no-]exceptions	<-fexceptions> C++ only
-fno-ident	
-f[no-]signed-char	C/C++ only



**Table E-1. Summary of Compiler Options by Function**

-fpack-struct	C/C++ only
-frandom-seed= <i>string</i>	C/C++ only
-f[no-]rtti	C++ only
-f[no-]second-underscore	Fortran only
-f[no-]signed-bitfields	C/C++ only
-f[no-]strict-aliasing	C/C++ only
-f[no-]PIC	<-fno-PIC>
-fprefix-function-name	C/C++ only
-fshared-data	C/C++ only
-fshort-double	C/C++ only
-fshort-enums	C/C++ only
-fshort-wchar	C/C++ only
-ftest-coverage	Coverage data will map better to the source files if used without optimization.
-f[no-]underscoring	Fortran only
-fuse-cxa-atexit	C++ only
-fwritable-strings	C/C++ only
-gnu[N]	If system compiler is GCC 3, default is -gnu3; if GCC 4, -gnu4. C/C++ only
-iN	<4> Other arg is <8> Fortran only
-ignore-suffix	
-[no-]intrinsic=name	Fortran only
-module <i>dir</i>	
-mp	
-MP	Use with -M or -MM
-MQ	
-MT	
-nobool	
-nog77mangle	Fortran only
-no-pathcc	
-o <i>outfile</i>	
-openmp	

**Table E-1. Summary of Compiler Options by Function**

<p>-pad-char-literals -pathcc -r -rreal_spec</p> <p>-S -U name -uvar -Wc, arg1[, arg2...]</p> <p>-Yc, path</p>	<p>Fortran only</p> <p>-r4 REAL(KIND=4) and COMPLEX(KIND=4) Other option is: -r8 REAL(KIND=8) and COMPLEX(KIND=8) Fortran only</p> <p>Pass arguments) to compiler pass c. c can be one of: p (preprocessor) f ( front-end) i (inliner) b (backend) a (assembler) l (loader) c is same as for -w. Can also specify: I (Where to search for include files) S (Where to search for startup files (crt*.o)) L (Where to search for libraries)</p>
<p style="text-align: center;"><b>Diagnostic / Debugging Options</b></p> <p>-C -clist -CLIST:=(ON OFF) -CLIST:dotc_file=filename -CLIST:doth_file=filename</p>	<p style="text-align: center;"><b>Defaults / Comments</b></p> <p>For Fortran C Only. Same as -CLIST:=ON C only. Same as -clist. C only. C only.</p>

**Table E-1. Summary of Compiler Options by Function**

-CLIST:emit_pfetch [= (ON OFF) ]	<OFF> C only.
-CLIST:linelength=N	<unlimited> C only.
-CLIST:show [= (ON OFF) ]	<ON> C only.
-ffortran-bounds-check	Fortran only
-flist	Fortran only. Same as -FLIST:=ON
-FLIST:=(ON OFF)	Fortran only. Same as -flist.
-FLIST:ansi_format [= (ON OFF) ]	Fortran only.
-FLIST:emit_pfetch [= (ON OFF) ]	Fortran only.
-FLIST:ftn_file=file	Fortran only.
-FLIST:linelength=N	Fortran only.
-FLIST:show=setting	Fortran only.
-f[no-]permissive	
-fullwarn	
-g[0 1 2 3]	<0>
-pedantic-errors	
-subverbose	
-trapuv	Initialize variables to NaN
-zerouv	
<b>FDO Options</b>	<b>Defaults / Comments</b>
-fb-create <path>	
-fb-opt <prefix for feedback data files>	<OFF> If used, commonly used prefix is fbdata
-fb-phase=(0,1,2,3,4)	<0>
<b>Fortran Source Form Options</b>	<b>Defaults / Comments</b>
-colN	<72> Fortran only
-extend-source	Fortran only
-fixedform	.f or .F assumed to be written in fixed source form Fortran only

**Table E-1. Summary of Compiler Options by Function**

-freeform	Treats all source files as in free source form, otherwise default is that only .f90 or .F90 suffix files are treated this way. Fortran only
-noextend-source	Fortran only
	<b>Defaults / Comments</b>
<b>IPA Options</b>	
-ipa	
-IPA or -IPA:	If this is used without suboptions, defaults for all suboptions will be used. Same as -ipa.
-IPA:addressing=(ON OFF)	<OFF>
-IPA:aggr_cprop=(ON OFF)	<ON>
-IPA:alias=(ON OFF)	<ON>
-IPA:callee_limit=N	<500>
-IPA:cgi=(ON OFF)	<ON>
-IPA:clone_list=(ON OFF)	<OFF>
-IPA:common_pad_size=N	
-IPA:cprop=(ON OFF)	<ON>
-IPA:ctype=(ON OFF)	<OFF>
-IPA:depth=N	<b>Identical to</b> -IPA:maxdepth=N
-IPA:dfe=(ON OFF)	<ON>
-IPA:dve=(ON OFF)	<ON>
-IPA:echo=(ON OFF)	<OFF>
-IPA:field_reorder=(ON OFF)	<OFF>
-IPA:forcedepth=N	
-IPA:ignore_lang=(ON OFF)	<OFF>
-IPA:inline=(ON OFF)	<OFF>
-IPA:keeplight=(ON OFF)	<OFF>
-IPA:linear=(ON OFF)	<OFF>
-IPA:map_limit=N	
-IPA:maxdepth=N	<b>Identical to</b> -IPA:depth=N
-IPA:max_jobs=N (0 1 >1)	<1>

**Table E-1. Summary of Compiler Options by Function**

-IPA:min_hotness=N	<10>
-IPA:multi_clone=N	<0>
-IPA:node_bloat=N	
-IPA:plimit=N	<2500>
-IPA:pu_reorder=(0 1 2)	<0> for non-C++ programs <1> for C++ programs
-IPA:relopt=(ON OFF)	<OFF>
-IPA:small_pu=N	<30>
-IPA:sp_partition=[setting]	<OFF>
-IPA:space=N	<no limit>
-IPA:specfile= <i>filename</i>	
-IPA:use_intrinsic=(ON OFF)	<OFF>
<b>Inline Processing Options</b>	<b>Defaults / Comments</b>
-f[no-]implicit-inline-templates	C++
-f[no-]implicit-templates	C++
-f[no-]inline-functions	C/C++
-fkeep-inline-functions	C/C++
-inline	
-INLINE	Same as -inline
-INLINE:aggressive=(ON OFF)	<OFF>
-INLINE:list=(ON OFF)	<OFF>
-INLINE:preempt=(ON OFF)	<OFF>
-noinline	
<b>Language Options</b>	<b>Defaults / Comments</b>
-LANG:copyinout=(ON OFF)	<OFF> unless -O2 or higher.
-LANG:formal_deref_unsafe=(ON OFF)	<OFF>
-LANG:heap_allocation_threshold=size	<-1>
-LANG:IEEE_save=setting	<ON> Fortran only.
-LANG:recursive=setting	<OFF>
-LANG:rw_const=(ON OFF)	<OFF>
-LANG:short_circuit_conditionals=(ON OFF)	<ON> Fortran only.
<b>Language Standards Options</b>	<b>Defaults / Comments</b>

**Table E-1. Summary of Compiler Options by Function**

-ansi	Fortran version
-ansi	C/C++ version
-ffortran2003	Fortran only
-std=c++98	For g++
-std=c89	For gcc/g++
-std=c99	For gcc/g++
-std=c9x	For gcc/g++
-std=gnu++98	For g++
-std=gnu89	For gcc/g++
-std=gnu99	For gcc/g++
-std=gnu9x	For gcc/g++
-std=iso9899:1990	For gcc/g++
-std=iso9899:199409	For gcc/g++
-std=iso9899:1999	For gcc/g++
-std=iso9899:199x	For gcc/g++
<b>Linker / Library Options</b>	<b>Defaults / Comments</b>
-ar	
-f[no-]fast-stdlib	
-H	
-I <i>dir</i>	
-iquotedir	
-isystem <i>dir</i>	
-L <i>directory</i>	XPG4 mode
-l <i>library</i>	XPG4 mode
-nodefaultlibs	
-nostartfiles	
-nostdinc	
-nostdinc++	For C++
-nostdlib	
-objectlist	
-shared	
-shared-libgcc	
-static	
-static-data	
-static-libgcc	

**Table E-1. Summary of Compiler Options by Function**

List Options	Defaults / Comments
-stdinc	
-LIST:=(ON OFF)	<ON> if any LIST suboptions are enabled.
-LIST:all_options [= (ON OFF) ]	<OFF>
-LIST:notes [= (ON OFF) ]	<ON>
-LIST:options [= (ON OFF) ]	<OFF>
-LIST:symbols [= (ON OFF) ]	
LNO-General Options	Defaults / Comments
All <b>-LNO:options</b> require -O3 or higher.	
-LNO:apo_use_feedback=(ON OFF)	<OFF>
-LNO:build_scalar_reductions=(ON OFF)	<OFF>
-LNO:blocking=(ON OFF)	<ON>
-LNO:blocking_size=N	
-LNO:fission=(0 1 2)	<0>
-LNO:full_unroll, fu=N	<5>
-LNO:full_unroll_size=N	<2000>
-LNO:full_unroll_outer=(ON OFF)	<OFF>
-LNO:fusion=(0 1 2)	<1>
-LNO:fusion_peeling_limit=N	<5>
-LNO:gather_scatter=(0 1 2)	<1>
-LNO:hoistif=(ON OFF)	<ON>
-LNO:ignore_feedback=(ON OFF)	<OFF>
-LNO:ignore_pragmas=(ON OFF)	<OFF>
-LNO:local_pad_size=N	
-LNO:minvariant, minvar=(ON OFF)	<ON>
-LNO:non_blocking_loads=(ON OFF)	C/C++ only If not set, the default of the current processor is used.
-LNO:oinvar=(ON OFF)	<ON>
-LNO:opt=(0 1)	<1>
-LNO:ou_prod_max=N	<16>
-LNO:outer=(ON OFF)	<ON>
-LNO:outer_unroll_max, ou_max=N	<5>
-LNO:parallel_overhead=N	<4096>
-LNO:prefetch=(0 1 2 3)	<2>

**Table E-1. Summary of Compiler Options by Function**

-LNO:prefetch_ahead=N	<2>
-LNO:prefetch_verbose=(ON OFF)	<OFF>
-LNO:processors=N	<0>
-LNO:sclrze=(ON OFF)	<ON>
-LNO:simd=(0 1 2)	<1>
-LNO:simd_reduction=(ON OFF)	<OFF>
-LNO:svr_phase1=(ON OFF)	<ON>
-LNO:trip_count_assumed_when_unknown,trip_count=N	<1000>
-LNO:vintr=(0 1 2)	<1>
-LNO:vintr_verbose=(ON OFF)	<OFF>
<b>LNO-Transformation Options</b>	<b>Defaults / Comments</b>
-LNO:interchange=(ON OFF)	<ON>
-LNO:unswitch=(ON OFF)	<ON>
-LNO:unswitch_verbose=(ON OFF)	<OFF>
-LNO:ou=N	
-LNO:ou_deep=(ON OFF)	<ON>
-LNO:ou_further=N	
-LNO:ou_max=N	
-LNO:pwr2=(ON OFF)	C/C++ only Set to<OFF> to ignore
<b>LNO-Target Cache Memory Options</b>	<b>Defaults / Comments</b>
-LNO:assoc1=N, assoc2=N, assoc3=N, assoc4=N	<0> indicates no cache at that level.
-LNO:cmp1=N, cmp2=N, cmp3=N, cmp4=N, dmp1=N, dmp2=N, dmp3=N, dmp4=N	<0> indicates no cache at that level.
-LNO:cs1=N, cs2=N, cs3=N, cs4=N	<0> indicates no cache at that level.
-LNO:is_mem1=(ON OFF), is_mem2=(ON OFF), is_mem3=(ON OFF), is_mem4=(ON OFF)	<OFF> for each option
-LNO:ls1=N, ls2=N, ls3=N, ls4=N	<0> indicates no cache at that level.
<b>LNO-TLB Options</b>	<b>Defaults / Comments</b>
-LNO:ps1=N, ps2=N, ps3=N, ps4=N	<N> is hardware dependent
-LNO:tlb1=N, tlb2=N, tlb3=N, tlb4=N	<N> is hardware dependent



**Table E-1. Summary of Compiler Options by Function**

<p>-LNO:tlbcmp1=N, tlbcmp2=N, tlbcmp3=N, tlbcmp4=N, tlbdmp1=N, tlbdmp2=N, tlbdmp3=N, tlbdmp4=N</p>	<p>&lt;N&gt; is hardware dependent</p>
<p><b>LNO-Prefetch Options</b></p>	<p><b>Defaults / Comments</b></p>
<p>-LNO:pf1=(ON OFF), pf2=(ON OFF), pf3=(ON OFF), pf4=(ON OFF)</p>	
<p>-LNO:prefetch=(0 1 2 3)</p>	<p>&lt;2&gt;</p>
<p>-LNO:prefetch_ahead=N</p>	<p>&lt;2&gt;</p>
<p>-LNO:prefetch_manual=(ON OFF)</p>	<p>&lt;ON&gt;</p>
<p>-LNO:trip_count_assumed_when_unknown</p>	<p><b>Replaces:</b> -LNO:assume_unknown_trip_count={0, 1000}</p>
<p><b>Math Precision Options</b></p>	<p><b>Defaults / Comments</b></p>
<p>-f[no-]fast-math</p>	<p>Implied by -Ofast</p>
<p>-ffloat-store</p>	
<p>-fno-math-errno</p>	<p>-fmath-errno</p>
<p>-f[no-]unsafe-math-optimizations</p>	
<p>-mx87-precision=(32 64 80)</p>	<p>&lt;80&gt;</p>
<p>-noexpopt</p>	
<p><b>Optimization Options</b></p>	<p><b>Defaults / Comments</b></p>
<p>-apo</p>	
<p>-GRA:home=(ON OFF)</p>	<p>&lt;ON&gt;</p>
<p>-GRA:optimize_boundary=(ON OFF)</p>	<p>&lt;OFF&gt;</p>
<p>-O(0 1 2 3 s)</p>	<p>&lt;2&gt; This is the global optimizer.</p>
<p>-Ofast</p>	<p><b>Equivalent to:</b> -O3 -ipa -OPT:Ofast -fno-math-errno -ffast-math</p>
<p>-OPT:alias=typed</p>	<p>&lt;ON&gt; by default when -OPT:Ofast is specified</p>
<p>-OPT:alias=restrict</p>	<p>&lt;OFF&gt;</p>
<p>-OPT:alias=disjoint</p>	<p>&lt;OFF&gt;</p>
<p>-OPT:alias=no_f90_pointer_alias</p>	<p>&lt;OFF&gt;</p>
<p>-OPT:align_unsafe=(ON OFF)</p>	<p>&lt;OFF&gt;</p>
<p>-OPT:asm_memory=(ON OFF)</p>	<p>&lt;OFF&gt;</p>

**Table E-1. Summary of Compiler Options by Function**

-OPT:bb=N	<1300>
-OPT:cis=(ON OFF)	<ON>
-OPT:div_split=(ON OFF)	<OFF> but enabled by -OPT:Ofast or -OPT:IEEE_arithmeti c=3
-OPT:early_mp=(ON OFF)	<OFF> Has effect only under -mp compilation
-OPT:early_intrinsics=(ON OFF)	<OFF>
-OPT:fast_bit_intrinsics=(ON OFF)	<OFF>
-OPT:fast_complex=(ON OFF)	<OFF> but enabled if -OPT:roundoff=3
-OPT:fast_exp=(ON OFF)	<OFF> but enabled if -O3 or -Ofast are specified, or -OPT:roundoff=1 is in effect.
-OPT:fast_io=(ON OFF)	<OFF> C/C++ only
-OPT:fast_math=(ON OFF)	<OFF> but enabled if OPT:roundoff is at 2 or above.
-OPT:fast_nint=(ON OFF)	<OFF> but enabled if -OPT:roundoff=3
-OPT:fast_sqrt=(ON OFF)	<OFF> if <ON>, -OPT:fast_exp must also be ON
-OPT:fast_stdlib=(ON OFF)	<ON>
-OPT:fast_trunc=(ON OFF)	<OFF> but enabled if OPT:roundoff is at 1 or above.
-OPT:fold_reassociate=(ON OFF)	<OFF> but enabled if OPT:roundoff is at 2 or above.
-OPT:fold_unsafe_relops=(ON OFF)	<OFF> but enabled if -O3
-OPT:fold_unsigned_relops=(ON OFF)	<OFF>
-OPT:goto=(ON OFF)	<OFF> but enabled if -O2 or higher

**Table E-1. Summary of Compiler Options by Function**

-OPT:IEEE_arithmetic, IEEE_arith=(1 2 3)	<1> when -O0, -O1 and -O2 are in effect, <2> when -O3 in effect
-OPT:IEEE_NaN_Inf=(ON OFF)	<ON>
-OPT:inline_intrinsics=(ON OFF)	<ON>
-OPT:malloc_algorithm=(0 1) or -OPT:malloc_alg=(0 1)	<0> x86/x86-64 only
-OPT:Ofast	Equivalent to: -OPT:ro=2:Olimit=0: div_split=ON:alias= typed
-OPT:Olimit=N	<6000>
-OPT:pad_common=(ON OFF)	<OFF>
-OPT:recip=(ON OFF)	<OFF>
-OPT:reorg_common=(ON OFF)	<ON> when -O3 is in effect <OFF> when files that contain common block compiled at -O2 or below
-OPT:roundoff=(0 1 2 3) or -OPT:ro=(0 1 2 3)	<0> when -O0, -O1 and -O2 are in effect, <1> when -O3 is in effect, <2> when -OPT:Ofast is enabled.
-OPT:rsqrt=(0 1 2)	<0> <1> if -OPT:roundoff is at 2 or above
-OPT:space=(ON OFF)	<OFF>, unless -Os is specified.
-OPT:speculate=(ON OFF)	<OFF>
-OPT:transform_to_memlib=(ON OFF)	<ON>
-OPT:treeheight=(ON OFF)	<OFF>
-OPT:unroll_analysis=(ON OFF)	<ON>
-OPT:unroll_times_max=N	<4>
-OPT:unroll_size=N	<40>
-OPT:wrap_around_unsafe_opt=(ON OFF)	<OFF> when -O0 is in effect, <ON> when -O3 is in effect
<b>Preprocessor Options</b>	<b>Defaults / Comments</b>
-C	C version



**Table E-1. Summary of Compiler Options by Function**

-mcpu=<cpu-type>	Same as -march
-mno-sse	SSE2 cannot be disabled under -m64
-mno-sse2	Same as -mno-sse
-mno-sse3	
-msse2	<ON> under -m64 and -m32
-msse3	<ON> under march=em64t and march=core, otherwise <OFF>
-mtune=<cpu-type>	Same as -march
<b>Profiling Options</b>	
-pg	Use when compiling and linking
-profile	Use when compiling and linking
<b>Target Environment Options</b>	
-TENV:frame_pointer=(ON OFF)	<ON> for C++, otherwise <OFF>
-TENV:X=(0..4)	<1>
-TENV:simd_imask=(ON OFF)	<ON>
-TENV:simd_dmask=(ON OFF)	<ON>
-TENV:simd_zmask=(ON OFF)	<ON>
-TENV:simd_omask=(ON OFF)	<ON>
-TENV:simd_umask=(ON OFF)	<ON>
-TENV:simd_pmask=(ON OFF)	<ON>
<b>Warning Options</b>	
-Wall	
-Wdeclaration-after-statement	C/C++ only
-Werror-implicit-function-declaration	C/C++ only
-W[no-]aggregate-return	C/C++ only
-W[no-]bad-function-cast	
-W[no-]cast-align	C/C++ only
-Wno-cast-qual	C/C++ only
-W[no-]char-subscripts	C/C++ only
-W[no-]comment	C/C++ only

**Table E-1. Summary of Compiler Options by Function**

-W[no-] conversion	C/C++ only
-W[no-] deprecated	
-Wno-deprecated-declarations	
-W[no-] disabled-optimization	
-W[no-] div-by-zero	
-W[no-] endif-labels	
-W[no-] error	
-W[no-] float-equal	
-W[no-] format	C/C++ only
-Wno-format-extra-args	C/C++ only
-W[no-] format-nonliteral	C/C++ only
-W[no-] format-security	C/C++ only
-Wno-format-y2k	C/C++ only
-W[no-] id-clash	C/C++ only
-W[no-] implicit	C/C++ only
-W[no-] implicit-function-declaration	C/C++ only
-W[no-] implicit-int	C/C++ only
-W[no-] import	
-W[no-] inline	C/C++ only
-W[no-] larger-than-<number>	
-Wno-long-long	C/C++ only
-W[no-] main	C/C++ only
-W[no-] missing-braces	C/C++ only
-W[no-] missing-declarations	C/C++ only
-W[no-] missing-format-attribute	C/C++ only
-W[no-] missing-noreturn	C/C++ only
-W[no-] missing-prototypes	C/C++ only
-W[no-] multichar	C/C++ only
-W[no-] nested-externs	C/C++ only
-Wno-non-template-friend	C/C++ only
-W[no-] non-virtual-dtor	C/C++ only
-W[no-] old-style-cast	C/C++ only
-W[no-] overloaded-virtual	C/C++ only
-W[no-] packed	C/C++ only
-W[no-] padded	C/C++ only

**Table E-1. Summary of Compiler Options by Function**

-W[no-] parentheses	C/C++ only
-Wno-pmf-conversions	C/C++ only
-W[no-] pointer-arith	C/C++ only
-W[no-] redundant-decls	C/C++ only
-W[no-] reorder	C/C++ only
-W[no-] return-type	C/C++ only
-W[no-] sequence-point	C/C++ only
-W[no-] shadow	C/C++ only
-W[no-] sign-compare	C/C++ only
-W[no-] sign-promo	C/C++ only
-W[no-] strict-aliasing	C/C++ only
-W[no-] strict-prototypes	C/C++ only
-W[no-] switch	C/C++ only
-W[no-] system-headers	C/C++ only
-W[no-] synth	C/C++ only
-W[no-] traditional	C/C++ only
-W[no-] trigraphs	C/C++ only
-W[no-] undef	
-W[no-] uninitialized	Has effect when -O2 or above.
-W[no-] unknown-pragmas	
-W[no-] unreachable-code	
-W[no-] unused	
-W[no-] unused-function	
-W[no-] unused-label	
-W[no-] unused-parameter	
-W[no-] unused-value	
-W[no-] unused-variable	
-W[no-] write-strings	
-Wnonnull	C/C++ only
-Wswitch-default	C/C++ only
-Wswitch-enum	C/C++ only
-w	Suppress warning messages
-woff	
-woffall	

**Table E-1. Summary of Compiler Options by Function**

-woffoptions	
-woffnum	
<b>Options Affecting Global Optimizer (-O2 or Above)</b>	<b>Defaults / Comments</b>
-WOPT:aggstr=N	<11>
-WOPT:const_pre=(ON OFF)	<ON>
-WOPT:if_conv=(0 1 2)	<1>
-WOPT:ivar_pre=(ON OFF)	<ON>
-WOPT:mem_opnds=(ON OFF)	<OFF>
-WOPT:retype_expr=(ON OFF)	<OFF>
-WOPT:unroll=(0 1 2)	<1>
-WOPT:val=(0 1 2)	<1>



## Appendix F

# eko man Page

There are online manual pages ('man pages') available describing the flags and options for the PathScale Compiler Suite.

The man pages distributed as part of the PathScale Compiler Suite are:

pathCC	1	Invoke the PathScale(TM) C or C++ compiler
pathcc	1	Invoke the PathScale(TM) C or C++ compiler
pathf95	1	Invoke the PathScale(TM) Fortran 77, 90, and 95 compilers
eko	7	The complete list of options and flags for the PathScale(TM) Compiler Suite
pathscale_intro	7	Introductory page for the PathScale(TM) Compiler Suite
compiler.defaults	5	Default options for the PathScale(TM) Compiler Suite
explain	1	PathScale Fortran compiler and runtime error message explanation utility
pathhow-compiled	1	PathScale(TM) display compiled options utility
pathopt2	1	utility used to aid in tuning the PathScale(TM) compiler for higher performance with specific codes
pathdb	1	The PathScale(TM) Debugger

You can view this same information online by typing:

```
$ man <man_page_name>
```

The eko man page information begins on the following page. ***For the most complete and up-to-date listing, please refer to the online version which can be found in the support section at the PathScale web site (<http://www.pathscale.com/support.html>).***

## NAME

**eko** - The complete list of options and flags for the PathScale(TM) Compiler Suite  
**CG, INLINE, IPA, LANG, LNO, OPT, TENV, WOPT** – other major topics covered

## DESCRIPTION

This man page describes the various flags available for use with the PathScale **pathcc**, **pathCC**, and **pathf95** compilers.

## OPTIMIZATION FLAGS

Some suboptions either enable or disable the feature. To enable a feature, either specify only the suboption name or specify **=1**, **=ON**, or **=TRUE**. Disabling a feature, is accomplished by adding **=0**, **=OFF**, or **=FALSE**. These values are insensitive to case: 'on' and 'ON' mean the same thing. Below, **ON** and **OFF** are used to indicate the enabling or disabling of a feature.

Many options have an opposite ("no-") counterpart. This is represented as **[no-]** in the option description and if used, will turn off or prevent the action of the option. If no **[no-]** is shown, there is no opposite option to the listed option.

## OPTION GROUPS

There are twelve available compiler option groups: CG (Code Generation), CLIST (C Listing), FLIST (Fortran Listing), GRA (Global Register Allocator), INLINE (Subprogram Inlining), IPA (Inter-procedural Analyzer), LANG (Language), LIST (Listing), LNO (Loop Nest Optimizer), OPT (Miscellaneous), TENV (Target Environment), and WOPT (Global Optimizer Modification). The general usage format is:

```
-PARENT_OPTION:suboption=arg
```

Two options, -INLINE and -IPA, have separate behavior for the PARENT\_OPTION without any suboptions. Additionally, -INLINE and -inline mean the same thing; the case is similar for -IPA and -ipa. Specifying -clist is equivalent to -CLIST:=ON. Specifying -flist is equivalent to enabling all the -FLIST options.

**-###**

Like the `-v` option, only nothing is run and args are quoted.

**-A pred=ans**

Make an assertion with the predicate 'pred' and answer 'ans'. The `-pred=ans` form cancels an assertion with predicate 'pred' and answer 'ans'.

**-alignN**

Align data on common blocks to specified boundaries. The alignN specifications are as follows:

<b>Option</b>	<b>Action</b>
<b>-align32</b>	Align data in common blocks 32-bit boundaries.
<b>-align64</b>	Align data in common blocks to 64-bit boundaries. This is the default.

When an alignment is specified, objects smaller than the specification are aligned on boundaries according to their sizes. For example, when **align64** is specified, objects smaller than 64 bits but at least 32 bits in size are aligned on 32-bit boundaries; objects smaller than 32 bits but at least 16 bits in size are aligned on 16-bit boundaries; and objects smaller than 16 bits are aligned on 8-bit boundaries.

**-ansi**

(For Fortran only) Generate messages about constructs which violate standard Fortran syntax rules and constraints, plus messages about obsolescent and deleted features. This also disables all nonstandard intrinsic functions and subroutines, and implies `-ffortran2003`. Specifying `-ansi` in conjunction with `-fullwarn` causes all messages, regardless of level, to be generated.

**-ansi**

(For C/C++ only) Enable pure ANSI/ISO C mode.

**-apo**

This auto-parallelizing option signals the compiler to automatically convert sequential code into parallel code when it is safe and beneficial to do so. The resulting executable can then run faster on a machine with more than one CPU.

**-ar**

Create an archive using `ar(1)` instead of a shared object or executable. The name of the archive is specified by using the `-o` option. Template entities required by the objects being archived are instantiated before creating the archive. The `pathCC` command implicitly passes the `-r` and `-c` options of `ar` to `ar` in addition to the name of the archive and the objects being created. Any other option that can be used in conjunction with the `-c` option of `ar` can be passed to `ar` using `-WR,option_name`. NOTE: The objects specified with this option must include all of the objects that will be included in the archive. Failure to do so may cause prelinker internal errors. In the following example, `liba.a` is an archive containing only `a.o`, `b.o`, and `c.o`. The `a.o`, `b.o`, and `c.o` objects are prelinked to instantiate any required template entities, and the `ar -r -c -v liba.a a.o b.o c.o` command is executed. All three objects must be specified with `-ar` even if only `b.o` needs to be replaced in `lib.a`.

```
pathCC -ar -WR,-v -o liba.a a.o b.o c.o
```

See the `ld(1)` man page for more information about shared libraries and archives.

**-auto-use *module\_name* [, *module\_name*] ...**

(For Fortran only) Direct the compiler to behave as if a `USE module_name` statement were entered in your Fortran source code for each `module_name`. The `USE` statements are entered in every program unit and interface body in the source file

---

being compiled (for example, `pathf95 -auto-use mpi_interface` or `pathf95 -auto-use shmem_interface`). Using this option can add compiler time in some situations.

**-backslash**

Treat a backslash as a normal character rather than as an escape character. When this option is used, the preprocessor will not be called.

**-byteswapio**

(For Fortran only) Swap bytes during I/O so that unformatted files on a little-endian processor are read and written in big-endian format (or vice versa.) In sequential unformatted files, this affects record headers as well as data. To be effective, the option must be used when compiling the Fortran main program. Setting the environment variable `FILENV` when running the program will override the compiled-in choice in favor of the choice established by the command `assign(1)`.

**-C**

(For Fortran only) Perform runtime subscript range checking. Subscripts that are out of range cause fatal runtime errors. If you set the `F90_BOUNDS_CHECK_ABORT` environment variable to `YES`, the program aborts.

**-c**

(For C only) Keep comments after preprocessing.

**-c**

Create an intermediate object file for each named source file, but does not link the object files. The intermediate object file name corresponds to the name of the source file; a `.o` suffix is substituted for the suffix of the source file. Because they are mutually exclusive, do not specify this option with the `-r` option.

**-CG[:...]**

The Code Generation option group controls the optimizations and transformations of the instruction-level code generator.

**-CG:cflow= (ON | OFF)**

OFF disables control flow optimization in the code generation. Default is ON.

**-CG:cse\_regs=N**

When performing common subexpression elimination during code generation, assume there are `N` extra integer registers available over the number provided by the CPU. `N` can be positive, zero, or negative. The default is positive infinity. See also `-CG:sse_cse_regs`.

**-CG:gcm= (ON | OFF)**

Specifying OFF disables the instruction-level global code motion optimization phase. The default is ON.

---

**-CG:inflate\_reg\_request=N**

The local register allocator will inflate its register request by N percent for innermost loops.

Default is 0.

**-CG:load\_exe=N**

Specify the threshold for subsuming a memory load operation into the operand of an arithmetic instruction. The value of 0 turns off this subsumption optimization. If N is 1, this subsumption is performed only when the result of the load has only one use. This subsumption is not performed if the number of times the result of the load is used exceeds the value N, a non-negative integer. The default value varies based on processor target and source language.

**-CG:local\_sched\_alg= (0 | 1 | 2)**

Select the basic block instruction scheduling algorithm. If 0, perform backward scheduling, where instructions are scheduled from the bottom of the basic block to the top. If 1, perform forward scheduling. If 2, schedule the instructions twice - once in the forward direction and once in the backward direction - and take the better of the two schedules. The default value of this option is determined by the compiler during compilation.

**-CG:locs\_best= (ON | OFF)**

Run the local instruction scheduler several times using different heuristics and pick the best

schedule generated. If enabled, this option supercedes other options that control local instruction

scheduling, such as `CG:local_sched_alg` and `CG:locs_shallow_depth`. The default is OFF.

**-CG:locs\_reduce\_prefetch= (ON | OFF)**

If ON, delete prefetch instructions that cannot be scheduled into unused processor cycles. The

deletion occurs only for backward instruction scheduling. The default is OFF.

**-CG:locs\_shallow\_depth= (ON | OFF)**

When performing local instruction scheduling to reduce register usage, give priority to instructions

that have shallow depths in the dependence graph. The default is OFF.

**-CG:movnti=N**

Convert ordinary stores to non-temporal stores when writing memory blocks of size larger than N KB. When N is set to 0, this transformation is avoided. The default value is 1000 (KB).

---

**-CG:p2align= (ON | OFF)**

Align loop heads to 64-byte boundaries. The default is OFF.

**-CG:p2align\_freq=N**

Align branch targets based on execution frequency. This option is meaningful only under feedback-directed compilation. The default value N=0 turns off the alignment optimization. Any other value specifies the frequency threshold at or above which this alignment will be performed by the compiler.

**-CG:post\_local\_sched= (ON | OFF)**

Enable the local scheduler phase after register allocation. The default is ON.

**-CG:pre\_local\_sched= (ON | OFF)**

Enable the local scheduler phase before register allocation. The default is ON.

**-CG:prefer\_legacy\_regs= (ON | OFF)**

Tell the local register allocator to use the first 8 integer and SSE registers whenever possible (%rax-%rbp, %xmm0-%xmm7). Instructions using these registers have smaller instruction sizes. The default is OFF.

**-CG:prefetch= (ON | OFF)**

Enable generation of prefetch instructions in the code generator. The default is ON. (-CG:prefetch=OFF and -LNO:prefetch=0 both suppress the generation of prefetch instructions, but -LNO:prefetch=0 also affects LNO optimizations that depend on prefetch.)

**-CG:ptr\_load\_use=N**

Add a latency of N cycles between an instruction that loads a pointer and an instruction that uses the pointer. The extra latency will force the instruction scheduler to schedule the pointer load earlier. In general, it is beneficial to load pointers as soon as possible so that dependent memory instructions can begin execution. N is 4 by default. ("Load pointer" instructions include load-execute instructions that compute a pointer result.)

**-CG:push\_pop\_int\_saved\_regs= (ON | OFF)**

Use the x86 push and pop instructions to save the integer callee-saved registers at function prologues and epilogues instead of mov instructions to and from memory locations based off the stack pointer. The default is ON when CPU target is barcelona, and OFF otherwise.

**-CG:sse\_cse\_regs=N**

When performing common subexpression elimination during code generation, assume there are N extra SSE registers available over the number provided by the CPU. N can be positive, zero, or negative. The default is positive infinity. See also -CG:cse\_regs.

---

**-CG:use\_prefetchnta=(ON|OFF)**

Prefetch when data is non-temporal at all levels of the cache hierarchy. This is for data streaming situations in which the data will not need to be re-used soon. The default is OFF.

**-CG:use\_test=(ON|OFF)**

Make the code generator use the TEST instruction instead of CMP. See Opteron's instruction description for the difference between these two instructions. The default is OFF.

**-clist**

(For C only) Enable the C listing. Specifying `-clist` is the equivalent of specifying `-CLIST:=ON`.

**-CLIST: ...**

(For C only) The CLIST option group controls emission of the compiler's internal program representation back into C code, after IPA inlining and loop-nest transformations. This is a diagnostic tool, and the generated C code may not always be compilable. The generated C code is written to two files, a header file containing file-scope declarations, and a file containing function definitions. With the exception of `-CLIST:=OFF`, any use of this option implies `-clist`. The individual controls in this group are as follows:

**-CLIST:=(ON|OFF)**

Enable the C listing. This option is implied by any of the others, but may be used to enable the listing when no other options are required. For example, specifying `-CLIST:=ON` is the equivalent of specifying `-clist`.

**-CLIST:dotc\_file=*filename***

Write the program units into the specified file, *filename*. The default source file name has the extension `.w2c.c`.

**-CLIST:doth\_file=*filename***

Specify the file into which file-scope declarations are deposited. Defaults to the source file name with the extension `.w2c.h`.

**-CLIST:emit\_pfetch[=(ON|OFF)]**

Display prefetch information as comments in the transformed source. If ON or OFF is not specified, the default is OFF.

**-CLIST:linelength=*N***

Set the maximum line length to *N* characters. The default is unlimited.

**-CLIST:show[=(ON|OFF)]**

Print the input and output file names to stderr. If ON or OFF is not specified, the default is ON.

---

**-colN**

(Fortran only) Specify the line width for fixed-format source lines. Specify 72, 80, or 120 for *N* (-col72, -col80, or -col120). By default, fixed-format lines are 72 characters wide. Specifying -col120 implies -extend-source and recognizes lines up to 132 characters wide. For more information on specifying line length, see the -extend-source and -noextend-source options.

**-convert *conversion***

(For Fortran only) Control the swapping of bytes during I/O so that unformatted files on a little-endian processor are read and written in big-endian format (or vice versa). In sequential unformatted files, this affects record headers as well as data. To be effective, the option must be used when compiling the Fortran main program. Setting the environment variable FILENV when running the program will override the compiled-in choice in favor of the choice established by the command assign(1).

Legal values of *conversion* are:

**native**            No conversion (the default)

**big\_endian**      Files are big-endian

**little\_endian**   Files are little-endian

**-copyright**

Show the copyright for the compiler being used.

**-cpp**

Run the preprocessor, cpp, on all input source files, regardless of suffix, before compiling. This preprocessor automatically expands macros outside of preprocessor statements.

The default is to run the C preprocessor (**cpp**) if the input file ends in a **.F** or **.F90** suffix.

For more information on controlling preprocessing, see the **-ftpp**, **-E**, and **-nocpp** options. For information on enabling macro expansion, see the **-macro-expand** option. By default, no preprocessing is performed on files that end in a **.f** or **.f90** suffix.

**-Dvar= [def] [, var= [def] . . .]**

Define variables used for source preprocessing as if they had been defined by a #define directive. If no def is specified, 1 is used. For information on undefining variables, see the -Uvar option.

**-d-lines**

(Fortran only) Compile lines with a D in column 1.

**-default64**

(For Fortran only) Set the sizes of default integer, real, logical, and double precision objects. This option is a synonym for the pair of options: -r8 -i8. Calling a routine in a specialized library, such as SCSL, requires that its 64-bit entry point be specified



---

when 64-bit data are used. Similarly, its 32-bit entry point must be specified when 32-bit data are used.

**-dumpversion**

Show the version of the compiler being used and nothing else.

**-E**

Run only the source preprocessor files, without considering suffixes, and write the result to stdout. This option overrides the `-nocpp` option. The output file contains line directives. To generate an output file without line directives, see the `-P` option. For more information on controlling source preprocessing, see the `-cpp`, `-ftpp`, `-macro-expand`, and `-nocpp` options.

**-extend-source**

(For Fortran only) Specify a 132-character line length for fixed-format source lines. By default, fixed-format lines are 72 characters wide. For more information on controlling line length, see the `-coln` option.

**-fabi-version=N**

(For C++ only) Use version N of the C++ ABI. Version 1 is the version of the C++ ABI that first appeared in G++ 3.2. Version 0 will always be the version that conforms most closely to the C++ ABI specification. Therefore, the ABI obtained using version 0 will change as ABI bugs are fixed. The default is version 1.

**-fb-create <path>**

Used to specify that an instrumented executable program is to be generated. Such an executable is suitable for producing feedback data files with the specified prefix for use in feedback-directed compilation (FDO). The commonly used prefix is `<fbdata>`. This is OFF by default.

**-fb-opt <prefix for feedback data files>**

Used to specify feedback-directed compilation (FDO) by extracting feedback data from files with the specified prefix, which were previously generated using `-fb-create`. The commonly used prefix is "fbdata". The same optimization flags must have been used in the `-fb-create` compile. Feedback data files created from executables compiled with different optimization flags will give checksum errors. FDO is OFF by default.

**-fb-phase=(0,1,2,3,4)**

Used to specify the compilation phase at which instrumentation for the collection of profile data is performed, so is useful only when used with `-fb-create`. The values must be in the range 0 to 4. The default value is 0, and specifies the earliest phase for instrumentation, which is after the front-end processing.

**-f[no-]check-new**

(For C++ only) Check the result of new for NULL. When `-fno-check-new` is used, the compiler will not check the result of an operator of NULL.

---

**-fcoco [=setfile]**

(For Fortran only) Run the ISO/IEC 1539-3 conditional compilation preprocessor on input Fortran source files before compiling. This overrides the default whereby files suffixed with .F, .F90, or .F95 are preprocessed with `cpp` but files suffixed with .f, .f90 or .f95 are not preprocessed.

If no *setfile* is specified, the preprocessor looks for *coco.set* in the current working directory. Any `-I` flags are passed to the preprocessor, and take precedence over the *setfile*.

Any `-D` flags are passed to the preprocessor to assign values to constants, overriding values assigned within the source files. If the flag contains "=", the value on the right side must be an integer, and the name on the left side must be declared as an integer constant within the source files. Otherwise, the name must be declared as a logical constant within the source files, and will be set true. Constants defined by `-D` should not be defined in the *setfile*.

**-fdecoratepath**

(For Fortran only) Specify how to "decorate" external Fortran identifiers to generate linker symbols. Ordinarily we apply the rules established by options `-f[no-]underscoring` and `-f[no-]second-underscore`, but `-fdecorate` overrides those rules for specific identifiers. The file *path* should contain two blank- or tab-delimited tokens per line. The first token is a Fortran identifier and the second is the linker symbol to use for that identifier. An abbreviation is allowed in place of the second token: "0" says to append no underscore to the Fortran identifier, "1" says to append a single underscore, and "2" says to append two underscores if the Fortran identifier contains an underscore but otherwise to append one. If an identifier appears twice, the second rule overrides the first.

You may repeat this option to specify multiple files.

**-f [no-]directives**

(For Fortran only) `-fno-directives` ignores all directives (such as "`!$OMP`" or "`C*$PREFETCH_REF`") inside comments. The default is `-fdirectives`, which scans the comments for directives (although certain directives may have no effect unless additional options, such as `-mp`, are present.)

**-fe**

Stop after the front-end is run.

**-f [no-]exceptions**

(For C++ only) `-fexceptions` enables exception handling. This is the default. `-fno-exceptions` disables exception handling. This option has a subset of the effects of `-fno-gnu-exceptions`. Hence, it can be used on some C++ applications, on which `-fno-gnu-exceptions` cannot be applied.

---

**-ff2c-abipath**

(For Fortran only) Use the GNU f2c ABI when calling any functions listed in the file at *path*. On the x86\_64 platform, the g77 compiler generates code that does not follow the documented platform ABI in some cases (involving functions returning complex or single-precision real values). You must use this flag if you are mixing code generated by g77 with code generated by the PathScale Fortran compiler.

The format of an f2c ABI description file is simply a list of Fortran function names, one per line, without any of the trailing underscores that are added in object files. To generate files in this format, you can use the `fsymlist(1)` utility.

**-f[no-]fast-math**

`--fast-math` improves FP speed by relaxing ANSI & IEEE rules. `--fast-math` is implied by `-Ofast`. `-fno-fast-math` tells the compiler to conform to ANSI and IEEE math rules at the expense of speed. `--fast-math` implies `-OPT:IEEE_arithmetic=2` `-fno-math-errno`. `-fno-fast-math` implies `-OPT:IEEE_arithmetic=1` `-fmath-errno`.

**-f[no-]fast-stdlib**

The `--fast-stdlib` flag improves application performance by generating code to link against special versions of some standard library routines, and linking against the PathScale compiler runtime library. This option is enabled by default.

If `-fno-fast-stdlib` is used during compilation, the compiler will not emit code to link against fast versions of standard library routines. During compilation, `--fast-stdlib` implies `-OPT:fast_stdlib=on`.

If `-fno-fast-stdlib` is used during linking, the compiler will not link against the PathScale compiler runtime library.

If you link code with `-fno-fast-stdlib` that was not also compiled with this flag, you may see linker errors. Much of the PathScale compiler Fortran runtime is compiled with `--fast-stdlib`, so it is not advised to link Fortran applications with `-fno-fast-stdlib`.

**-ffloat-store**

Do not store floating point variables in registers, and inhibit other options that might change whether a floating point value is taken from a register or memory. This option prevents undesirable excess precision on the X87 floating-point unit where all floating-point computations are performed in one precision regardless of the original type. (see `-mx87-precision`). If the program uses floating point values with less precision, the extra precision in the X87 may violate the precise definition of IEEE floating point. `-ffloat-store` causes all pertinent immediate computations to be stored to memory to force truncation to lower precision. However, the extra stores will slow down program execution substantially. `-ffloat-store` has no effect under `-msse2`, which is the default under both `-m64` and `-m32`.

**-ffortran2003**

When you apply the Fortran intrinsic `real`, `double`, or `complex` to a `boz` constant such as `'z'3ff00000'`, the compiler traditionally converts the constant to an integer and returns the real value whose magnitude matches that integer. This option makes each

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intrinsic behave as Fortran 2003 requires, returning the real value whose bit pattern matches the boz constant.

**-ffortran-bounds-check**

(For Fortran only) Check bounds.

**-f[no-]gnu-exceptions**

(For C++ only) `-fgnu-exceptions` enables exception handling, and is equivalent to `-fexceptions`. This is the default. `-fno-gnu-exceptions` disables exception handling, and is equivalent to GNU option `-fno-exceptions`.

**-f[no-]gnu-keywords**

(For C/C++ only) Recognize 'typeof' as a keyword. If `-fno-gnu-keywords` is used, do not recognize 'typeof' as a keyword.

**-f[no-]implicit-inline-templates**

(For C++ only) `-fimplicit-inline-templates` emits code for inline templates instantiated implicitly. `-fno-implicit-inline-templates` tells the compiler to never emit code for inline templates instantiated implicitly.

**-f[no-]implicit-templates**

(For C++ only) The `-fimplicit-templates` option emits code for non-inline templates instantiated implicitly. With `-fno-implicit-templates` the compiler will not emit code for non-inline templates instantiated implicitly.

**-finhibit-size-directive**

Do not generate `.size` directives.

**-f[no-]inline**

`-finline` requests inline processing (same as `-inline`). `-fno-inline` disables inlining (same as `-noinline`).

**-f[no-]inline-functions**

(For C/C++ only) `-finline-functions` automatically integrates simple functions into their callers. `-fno-inline-functions` does not automatically integrate simple functions into their callers.

**-finstrument-functions**

Insert instrumentation calls into each function, just after the function entry and just before the function returns. Refer to `-OPT:cyg_instr` for more details.

`-finstrument-functions` is equivalent to `-OPT:cyg_instr=3`.

**-fixedform**

(For Fortran only) Treat all input source files, regardless of suffix, as if they were written in fixed source form (f77 72-column format), instead of F90 free format. By default, only input files suffixed with `.f` or `.F` are assumed to be written in fixed source form.

---

**-fkeep-inline-functions**

(For C/C++ only) Generate code for functions even if they are fully inlined.

**-flist**

Invoke all Fortran listing control options. The effect is the same as if all `-FLIST` options are enabled.

**-FLIST:...**

Invoke the Fortran listing control group, which controls production of the compiler's internal program representation back into Fortran code, after IPA inlining and loop–nest transformations. This is used primarily as a diagnostic tool, and the generated Fortran code may not always compile. With the exception of `-FLIST:=OFF`, any use of this option implies `-flist`. The arguments to the `-FLIST` option are as follows:

**-FLIST:=*setting***

Enable or disable the listing. *Setting* can be either ON or OFF. The default is OFF. This option is enabled when any other `-FLIST` options are enabled, but it can also be used to enable a listing when no other options are enabled.

**-FLIST:ansi\_format=*setting***

Set ANSI format. *setting* can be either ON or OFF. When set to ON, the compiler uses a space (instead of tab) for indentation and a maximum of 72 characters per line. The default is OFF.

**-FLIST:emit\_pfetch=*setting***

Writes prefetch information, as comments, in the transformed source file. *setting* can be either ON or OFF. The default is OFF.

In the listing, **PREFETCH** identifies a prefetch and includes the variable reference (with an offset in bytes), an indication of read/write, a stride for each dimension, and a number in the range from 1 (low) to 3 (high), which reflects the confidence in the prefetch analysis. Prefetch identifies the reference(s) being prefetched by the **PREFETCH** descriptor. The comments occur after a read/write to a variable and note the identifier of the PREFETCH–spec for each level of the cache.

**-FLIST:ftn\_file=*file***

Write the program to *file*. By default, the program is written to *file.w2f.f*.

**-FLIST:linelength=*N***

Set the maximum line length to *N* characters.

**-FLIST:show=*setting***

Write the input and output filenames to stderr. *setting* can be either ON or OFF. The default is ON.

**-fms-extensions**

(For C/C++ only) Accept broken MFC extensions without warning.

- 
- fno-asm**  
(For C/C++ only) Do not recognize the 'asm' keyword.
  - fno-builtin**  
(For C/C++ only) Do not recognize any built in functions.
  - fno-common**  
(For C/C++ only) Use strict ref/def initialization model.
  - fno-ident**  
Ignore #ident directives.
  - fno-math-errno**  
Do not set ERRNO after calling math functions that are executed with a single instruction, e.g. sqrt. A program that relies on IEEE exceptions for math error handling may want to use this flag for speed while maintaining IEEE arithmetic compatibility. This is implied by `-Ofast`. The default is `-fmath-errno`.
  - fpack-struct**  
(For C/C++ only) Pack structure members together without holes.
  - f[no-]permissive**  
`-fpermissive` will downgrade messages about non-conformant code to warnings.  
`-fno-permissive` keeps messages about non-conformant code as errors.
  - f[no-]PIC**  
`-fPIC` tells the compiler to generate position independent code, if possible. The default is `-fno-PIC`, which tells the compiler not to generate position independent code.
  - fprefix-function-name**  
(For C/C++ only) Add a prefix to all function names.
  - f[no-]preprocessed**  
`-fpreprocessed` tells the preprocessor that input has already been preprocessed. Using `-fno-preprocessed` tells preprocessor that input has not already been preprocessed.
  - frandom-seed=string**  
(For C/C++ only) The compiler normally uses a random number to generate names that have to be different in each compiled file. These names include certain symbol names, unique stamps in coverage data, and the object files that produce these data. Use `-frandom-seed` to override that random number; this will force reproducibility across different compilations. You should use a different *string* to compile each source file.

**-ffreeform**

(For Fortran only) Treats all input source files, regardless of suffix, as if they were written in free source form. By default, only input files suffixed with .f90 or .F90 are assumed to be written in free source form.

**-f[no-]rtti**

(For C++ only) Using `-frtti` will generate runtime type information. The `-fno-rtti` option will not generate runtime type information.

**-f[no-]second-underscore**

(For Fortran only) `-fsecond-underscore` appends a second underscore to symbols that already contain an underscore. `-fno-second-underscore` tells the compiler not to append a second underscore to symbols that already contain an underscore.

**-f[no-]signed-bitfields**

(For C/C++ only) `-fsigned-bitfields` makes bitfields be signed by default. The `-fno-signed-bitfields` will make bitfields be unsigned by default.

**-f[no-]signed-char**

(For C/C++ only) `-fsigned-char` makes 'char' signed by default. `-fno-signed-char` makes 'char' unsigned by default.

**-f[no-]strict-aliasing**

(For C/C++ only) `-fstrict-aliasing` tells the compiler to assume strictest aliasing rules. `-fno-strict-aliasing` tells the compiler not to assume strict aliasing rules.

**-fshared-data**

(For C/C++ only) Mark data as shared rather than private.

**-fshort-double**

(For C/C++ only) Use the same size for double as for float.

**-fshort-enums**

(For C/C++ only) Use the smallest fitting integer to hold enums.

**-fshort-wchar**

(For C/C++ only) Use short unsigned int for `wchar_t` instead of the default underlying type for the target.

**-ftest-coverage**

Create data files for the `pathcov(1)` code-coverage utility. The data file names begin with the name of your source file:

```
SOURCENAME.bb
```

A mapping from basic blocks to line numbers, which `pathcov` uses to associate basic block execution counts with line numbers.

`SOURCENAME.bbg`

A list of all arcs in the program flow graph. This allows pathcov to reconstruct the program flow graph, so that it can compute all basic block and arc execution counts from the information in the `SOURCENAME.da` file.

Use **`-ftest-coverage`** with **`-fprofile-arcs`**; the latter option adds instrumentation to the program, which then writes execution counts to another data file:

`SOURCENAME.da`

Runtime arc execution counts, used in conjunction with the arc information in the file **`SOURCENAME.bbg`**.

Coverage data will map better to the source files if **`-ftest-coverage`** is used without optimization. See the gcc man pages for more information.

#### **`-ftpp`**

Run the Fortran source preprocessor on input Fortran source files before compiling. By default, files suffixed with `.F` or `.F90` are run through the C source preprocessor (`cpp`). Files that are suffixed with `.f` or `.f90` are not run through any preprocessor by default.

The Fortran source preprocessor does not automatically expand macros outside of preprocessor statements, so you need to specify **`-macro-expand`** if you want macros expanded.

#### **`-fullwarn`**

Request that the compiler generate comment-level messages. These messages are suppressed by default. Specifying this option can be useful during software development.

#### **`-f[no-]underscoring`**

(For Fortran only) `-funderscoring` appends underscores to symbols. `-fno-underscoring` tells the compiler not to append underscores to symbols.

#### **`-f[no-]unsafe-math-optimizations`**

`-funsafe-math-optimizations` improves FP speed by violating ANSI and IEEE rules. `-fno-unsafe-math-optimizations` makes the compilation conform to ANSI and IEEE math rules at the expense of speed. This option is provided for GCC compatibility and is equivalent to `-OPT:IEEE_arithmetic=3 -fno-math-errno`.

#### **`-f[no-]unwind-tables`**

`-funwind-tables` emits unwind information. `-fno-unwind-tables` tells the compiler never to emit any unwind information. This is the default. Flags to enable exception handling automatically enable `-funwind-tables`.

#### **`-fuse-cxa-atexit`**

(For C++ only) Register static destructors with `__cxa_atexit` instead of `atexit`.

#### **`-fwritable-strings`**

(For C/C++ only) Attempt to support writable-strings K&R style C.



**-g [N]**

Specify debugging support and to indicate the level of information produced by the compiler. The supported values for N are:

- 0** No debugging information for symbolic debugging is produced. This is the default.
- 1** Produces minimal information, enough for making backtraces in parts of the program that you don't plan to debug. This is also the flag to use if the user wants backtraces but does not want the overhead of full debug information. This flag also causes **—export-dynamic** to be passed to the linker.
- 2** Produces debugging information for symbolic debugging. Specifying **-g** without a debug level is equivalent to specifying **-g2**. If there is no explicit optimization flag specified, the **-O0** optimization level is used in order to maintain the accuracy of the debugging information. If optimization options **-O1**, **-O2**, or **-O3** are explicitly specified, the optimizations are performed accordingly but the accuracy of the debugging cannot be guaranteed. If **-ipa** is specified along with option **-g2**, then IPA is disabled.
- 3** Produces additional debugging information for debugging macros.

**-gnu [N]**

(For C/C++ only) Direct the compiler to generate code compatible with the GNU **N** series of compilers, where **N** is either 3 (GCC 3.3) or 4 (GCC 4.2). On systems whose system compiler is GCC 3, the default is **-gnu3**; on GCC 4 systems the default is **-gnu4**. Use **-show-defaults** to display the default. (-gnu40 is also supported which selects GCC 4.0.)

**-GRA: . . .**

Option group for Global Register Allocator.

**-GRA:home= (ON | OFF)**

Turn off the rematerialization optimization for non-local user variables in the Global Register Allocator. Default is ON.

**-GRA:optimize\_boundary= (ON | OFF)**

Allow the Global Register Allocator to allocate the same register to different variables in the same basic-block. Default is OFF.

**-GRA:prioritize\_by\_density= (ON | OFF)**

Tell the Global Register Allocator to prioritize register assignment to variables based on the variable's

reference density instead of the variable's reference count. Default is **OFF**.

**-help**

List all available options. The compiler is not invoked.

**-help:**

Print list of possible options that contain a given string.

**-H**

Print the name of each header file used.

**-I*dir***

Specify a directory to be searched. This is used for the following types of files:

- Files named in **INCLUDE** lines in the Fortran source file that do not begin with a slash (/) character
- Files named in **#include** source preprocessing directives that do not begin with a slash (/) character
- Files specified on Fortran **USE** statements

Files are searched in the following order: first, in the directory that contains the input file; second, in the directories specified by *dir*; and third, in the standard directory, **/usr/include**.

**-iN**

(For Fortran only) Specify the length of default integer constants, default integer variables, and logical quantities. Specify one of the following:

<b>Option</b>	<b>Action</b>
<b>-i4</b>	Specifies 32-bit (4 byte-) objects. The default.
<b>-i8</b>	Specifies 64-bit (8 byte-) objects.

**-ignore-suffix**

Determine the language of the source file being compiled by the command used to invoke the compiler. By default, the language is determined by the file suffixes (.c, .cpp, .C, .cxx, .f, .f90, .s). When the **-ignore-suffix** option is specified, the **pathcc** command invokes the C compiler, **pathCC** invokes the C++ compiler, and **pathf95** invokes the Fortran 95 compiler.

**-inline**

Request inline processing.

**-INLINE:...**

Option group for subprogram inlining. May not always compile. With the exception of **-INLINE:=OFF**, any use of this option implies **-inline**.

If you have included inlining directives in your source code, the **-INLINE** option must be specified in order for those directives to be honored.

**-INLINE:aggressive= (ON | OFF)**

Tell the compiler to be more aggressive about inlining. The default is **-INLINE:aggressive=OFF**.

**-INLINE: list= (ON | OFF)**

Tell the inliner to list inlining actions as they occur to stderr. The default is `-INLINE:list=OFF`.

**-INLINE: preempt= (ON | OFF)**

Perform inlining of functions marked preemptible in the light-weight inliner. Default is OFF. This inlining prevents another definition of such a function, in another DSO, from preempting the definition of the function being inlined.

**- [no-] intrinsic=name**

(For Fortran only) Add a procedure to (or remove a procedure from) the set of intrinsic functions and subroutines that the compiler recognizes. By default, the compiler recognizes only some of the intrinsics that it can support. The *name* can be the lower-case name of any intrinsic that the compiler can support, or it can be an upper-case name representing a predefined "family" of intrinsics. You can use the options to "tune" the compiler to provide all the intrinsics a program needs, while eliminating the ones whose names conflict with those of the program's own functions and subroutines. The options may appear multiple times, and will be interpreted in order. For example, `"-no-intrinsic=EVERY -intrinsic=G77 -no-intrinsic=abort"` would remove all intrinsics, then add the family of G77 intrinsics, and then remove the individual intrinsic "abort".

Predefined families are:

<b>EVERY</b>	Every intrinsic that the pathf95 compiler can support
<b>ANSI</b>	Intrinsics defined in the ANSI standard; this is the default for the <code>-ansi</code> option.
<b>G77</b>	Intrinsics known to the GNU compiler
<b>PGI</b>	Intrinsics known to the PGI(TM) compiler
<b>OMP</b>	Intrinsics defined by the OpenMP standard (automatically enabled by the <code>-mp</code> option; see the <b>eko(7)</b> man page for more information)

#### **TRADITIONAL**

Intrinsics known to pathf95 prior to version 2.0; this is the default in the absence of the `-ansi` option.

A family like "PGI" contains intrinsics supported by both pathf95 and the PGI compiler; that does not imply that pathf95 supports every intrinsic in the PGI compiler.

**-ipa**

Invoke inter-procedural analysis (IPA). Specifying this option is identical to specifying `-IPA` or `-IPA:`. Default settings for the individual IPA suboptions are used.

**-IPA: ...**

The inter-procedural analyzer option group controls application of inter-procedural analysis and optimization, including inlining, constant propagation, common block

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array padding, dead function elimination, alias analysis, and others. Specify `-IPA` by itself to invoke the inter-procedural analysis phase with default options. If you compile and link in distinct steps, you must specify at least `-IPA` for the compile step, and specify `-IPA` and the individual options in the group for the link step. If you specify `-IPA` for the compile step, and do not specify `-IPA` for the link step, you will receive an error.

**-IPA:addressing= (ON | OFF)**

Invoke the analysis of address operator usage. The default is Off. `-IPA:alias=ON` is a prerequisite for this option.

**-IPA:aggr\_cprop= (ON | OFF)**

Enable or disable aggressive inter-procedural constant propagation. Setting can be ON or OFF. This attempts to avoid passing constant parameters, replacing the corresponding formal parameters by the constant values. Less aggressive inter-procedural constant propagation is done by default. The default setting is ON.

**-IPA:alias= (ON | OFF)**

Invoke alias/mod/ref analysis. The default is ON.

**-IPA:callee\_limit=N**

Functions whose size exceeds this limit will never be automatically inlined by the compiler. The default is 500.

**-IPA:cgi= (ON | OFF)**

Invoke constant global variable identification. This option marks non-scalar global variables that are never modified as constant, and propagates their constant values to all files. Default is ON.

**-IPA:clone\_list= (ON | OFF)**

Tell the IPA function cloner to list cloning actions as they occur to stderr. The default is OFF.

**-IPA:common\_pad\_size=N**

This specifies the amount by which to pad common block array dimensions. The value of N can affect cache behavior for common block array accesses. The default is 0.

**-IPA:cprop= (ON | OFF)**

Turn on or off inter-procedural constant propagation. This option identifies the formal parameters that always have a specific constant value. Default is ON. See also `-IPA:aggr_cprop`.

**-IPA:ctype= (ON | OFF)**

When ON, causes the compiler to generate faster versions of the `<ctype.h>` macros such as `isalpha`, `isascii`, etc. This flag is unsafe both in multi-threaded programs and in all locales other than the 7-bit ASCII (or "C") locale. The default is OFF. Do

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not turn this on unless the program will always run under the 7-bit ASCII (or "C") locale and is single-threaded.

**-IPA:depth=N**

Identical to maxdepth=N.

**-IPA:dfe= (ON | OFF)**

Enable or disable dead function elimination. Removes any functions that are inlined everywhere they are called. The default is ON.

**-IPA:dve= (ON | OFF)**

Enable or disable dead variable elimination. This option removes variables that are never referenced by the program. Default is ON.

**-IPA:echo= (ON | OFF)**

Option to echo (to stderr) the compile commands and the final link commands that are invoked from IPA. Default is OFF. This option can help monitor the progress of a large system build.

**-IPA:field\_reorder= (ON | OFF)**

Enable the re-ordering of fields in large structs based on their reference patterns in feedback compilation to minimize data cache misses. The default is OFF.

**-IPA:forcedepth=N**

This option sets inline depths, directing IPA to attempt to inline all functions at a depth of (at most) N in the callgraph, instead of using the default inlining heuristics. This option ignores the default heuristic limits on inlining. Functions at depth 0 make no calls to any sub-functions. Functions only making calls to depth 0 functions are at depth 1, and so on. By default, this optimization is not done.

**-IPA:ignore\_lang= (ON | OFF)**

Enable/disable inlining across language boundaries of Fortran on one side, and C/C++ on the other. The compiler may not always be aware of the correct effective language semantics if this optimization is done, making it unsafe in some scenarios. The default is OFF.

**-IPA:inline= (ON | OFF)**

This option performs inter-file subprogram inlining during the main IPA processing. The default is ON. Does not affect the light-weight inliner.

**-IPA:keeplight= (ON | OFF)**

This option directs IPA not to send `-keep` to the compiler, in order to save space. The default is OFF.

**-IPA:linear= (ON | OFF)**

Controls conversion of a multi-dimensional array to a single dimensional (linear) array that covers the same block of memory. When inlining Fortran subroutines, IPA tries to map formal array parameters to the shape of the actual parameter. In

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the case that it cannot map the parameter, it linearizes the array reference. By default, IPA will not inline such callsites because they may cause performance problems. The default is OFF.

**-IPA:map\_limit=N**

Direct when IPA enables sp\_partition. N is the maximum size (in bytes) of input files mapped before IPA invokes -IPA:sp\_partition.

**-IPA:maxdepth=N**

This option directs IPA to not attempt to inline functions at a depth of more than N in the callgraph; where functions that make no calls are at depth 0, those that call only depth 0 functions are at depth 1, and so on. The default is a very large number. This inlining remains subject to overriding limits on code expansion. Also see

IPA:forceddepth, IPA:space, and IPA:plimit.

**-IPA:max\_jobs=N**

This option limits the maximum parallelism when invoking the compiler after IPA to (at most) N compilations running at once. The option can take the following values:

**0** The parallelism chosen is equal to either the number of CPUs, the number of cores, or the number of hyperthreading units in the compiling system, whichever is greatest.

**1** Disable parallelization during compilation (default)

**>1** Specifically set the degree of parallelism

**-IPA:min\_hotness=N**

When feedback information is available, a call site to a procedure must be invoked with a count that exceeds the threshold specified by N before the procedure will be inlined at that call site. The default is 10.

**-IPA:multi\_clone=N**

This option specifies the maximum number of clones that can be created from a single procedure. Default value is 0. Aggressive procedural cloning may provide opportunities for inter-procedural optimization, but may also significantly increase the code size.

**-IPA:node\_bloat=N**

When this option is used in conjunction with -IPA:multi\_clone, it specifies the maximum percentage growth of the total number of procedures relative to the original program. The default is 100.

**-IPA:plimit=N**

This option stops inlining into a specific subprogram once it reaches size N in the intermediate representation. Default is 2500.

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**-IPA:pu\_reorder=(0|1|2)**

Control re-ordering the layout of program units based on their invocation patterns in feedback compilation to minimize instruction cache misses. This option is ignored unless under feedback compilation.

**0** Disable procedure reordering. This is the default for non-C++ programs.

**1** Reorder based on the frequency in which different procedures are invoked. This is the default for C++ programs.

**2** Reorder based on caller-callee relationship.

**-IPA:relopt=(ON|OFF)**

This option enables optimizations similar to those achieved with the compiler options `-O` and `-c`, where objects are built with the assumption that the compiled objects will be linked into a call-shared executable later. The default is OFF. In effect, optimizations based on position-dependent code (non-PIC) are performed on the compiled objects.

**-IPA:small\_pu=N**

A procedure with size smaller than N is not subjected to the plimit restriction. The default is 30.

**-IPA:sp\_partition=[setting]**

This option enables partitioning for disk/addressing-saving purposes. The default is OFF. Mainly used for building very large programs. Normally, partitioning would be done by IPA internally.

**-IPA:space=N**

Inline until a program expansion of N% is reached. For example, `-IPA:space=20` limits code expansion due to inlining to approximately 20%. Default is no limit.

**-IPA:specfile=*filename***

Opens a *filename* to read additional options. The specification file contains zero or more lines with inliner options in the form expected on the command line. The `specfile` option cannot occur in a specification file, so specification files cannot invoke other specification files.

**-IPA:use\_intrinsic=(ON|OFF)**

Enable/disable loading the intrinsic version of standard library functions. The default is OFF.

**-iquote *dir***

Search *dir* for header files specified by `#include "file"`, but not for header files specified by `#include <file>`. *Dir* is searched before all directories specified by `-I` and the standard system directories.

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**-isystem dir**

Search *dir* for header files, after all directories specified by `-I` but before the standard system directories. Mark it as a system directory, so that it gets the same special treatment as is applied to the standard system directories.

**-keep**

Write all intermediate compilation files. *file.s* contains the generated assembly language code. *file.i* contains the preprocessed source code. These files are retained after compilation is finished. If IPA is in effect and you want to retain *file.s*, you must specify `-IPA:keeplight=OFF` in addition to `-keep`.

**-keepdollar**

(For Fortran only) Treat the dollar sign (\$) as a normal last character in symbol names.

**-L directory**

In XPG4 mode, changes the algorithm of searching for libraries named in `-L` operands to look in the specified directory before looking in the default location. Directories specified in `-L` options are searched in the specified order. Multiple instances of `-L` options can be specified.

**-l library**

In XPG4 mode, searches the specified *library*. A library is searched when its name is encountered, so the placement of a `-l` operand is significant.

**-LANG:...**

This controls the language option group. The following sections describe the suboptions available in this group.

**-LANG:copyinout= (ON | OFF)**

When an array section is passed as the actual argument in a call, the compiler sometimes copies the array section to a temporary array and passes the temporary array, thus promoting locality in the accesses to the array argument. This optimization is relevant only to Fortran, and this flag controls the aggressiveness of this optimization. The default is ON for `-O2` or higher and OFF otherwise.

**-LANG:formal\_deref\_unsafe= (ON | OFF)**

Tell the compiler whether it is unsafe to speculate a dereference of a formal parameter in Fortran. The default is OFF, which is better for performance.

**-LANG:global\_asm= (ON | OFF)**

When a program has a file-scope `asm` statement, this option may be used if the `asm` allocates objects to sections. Enabling this option disables some alignment optimizations so that the compiler's allocations are compatible with those in the `asm` statement. The default is OFF.



---

**-LANG:heap\_allocation\_threshold=*size***

Determine heap or stack allocation. If the size of an automatic array or compiler temporary exceeds *size* bytes it is allocated on the heap instead of the stack. If *size* is  $-1$ , objects are always put on the stack. If *size* is 0, objects are always put on the heap.

The default is  $-1$  for maximum performance and for compatibility with previous releases.

**-LANG:IEEE\_minus\_zero=*setting***

Enable or disable the SIGN(3I) intrinsic function's ability to recognize negative floating-point zero ( $-0.0$ ). Specify either ON or OFF for *setting*. The default is OFF, which suppresses the minus sign. The minus sign is suppressed by default to prevent problems from hardware instructions and optimizations that can return a  $-0.0$  result from a 0.0 value. To obtain a minus sign ( $-$ ) when printing a negative floating-point zero ( $-0.0$ ), use the  $-z$  option on the assign(1) command.

**-LANG:IEEE\_save=*setting***

(For Fortran only) the ISO standard requires that any procedure which accesses the standard IEEE intrinsic modules via a "use" statement must save the floating point flags, halting mode, and rounding mode on entry; must restore the halting mode and rounding mode on exit; and must OR the saved flags with the current flags on exit. Setting this option OFF may improve execution speed by skipping these steps.

**-LANG:recursive=*setting***

Invoke the language option control group to control recursion support. *setting* can be either ON or OFF. The default is OFF.

In either mode, the compiler supports a recursive, stack-based calling sequence. The difference lies in the optimization of statically allocated local variables, as described in the following paragraphs.

With  $-LANG:recursive=ON$ , the compiler assumes that a statically allocated local variable could be referenced or modified by a recursive procedure call. Therefore, such a variable must be stored into memory before making a call and reloaded afterwards.

With  $-LANG:recursive=OFF$ , the compiler can safely assume that a statically allocated local variable is not referenced or modified by a procedure call. This setting enables the compiler to optimize more aggressively.

**-LANG:rw\_const= (ON | OFF)**

Tell the compiler whether to treat a constant parameter in Fortran as read-only or read-write. If treated as read-write, the compiler has to generate extra code in passing these constant parameters so as to tolerate their being modified in the called function. The default is OFF, which is more efficient but will cause segmentation fault if the constant parameter is written into.

---

**-LANG:short\_circuit\_conditionals=(ON|OFF)**

Handle .AND. and .OR. via short-circuiting, in which the second operand is not evaluated if unnecessary, even if it contains side effects. Default is ON. This flag is applicable only to Fortran, the flag has no effect on C/C++ programs.

**-LIST: . . .**

The list option group controls information that gets written to a listing (.lst) file. The individual controls in this group are:

**-LIST:=(ON|OFF)**

Enable or disable writing the listing file. The default is ON if any **-LIST:** group options are enabled. By default, the listing file contains a list of options enabled.

**-LIST:all\_options [= (ON|OFF) ]**

Enable or disable listing of most supported options. The default is OFF.

**-LIST:notes [= (ON|OFF) ]**

If an assembly listing is generated (for example, on **-S**), various parts of the compiler (such as software pipelining) generate comments within the listing that describe what they have done. Specifying OFF suppresses these comments. The default is ON.

**-LIST:options [= (ON|OFF) ]**

Enable or disable listing of the options modified (directly in the command line, or indirectly as a side effect of other options). The default is OFF.

**-LIST:symbols [= (ON|OFF) ]**

Enable or disable listing of information about the symbols (variables) managed by the compiler.

**-LNO: . . .**

This group specifies options and transformations performed on loop nests by the Loop Nest Optimizer (LNO). The **-LNO** options are enabled only if the optimization level of **-O3** or higher is in effect.

For information on the LNO options that are in effect during a compilation, use the **-LIST:all\_options=ON** option.

**-LNO:apo\_use\_feedback=(ON|OFF)**

Effective only when specified with **-apo** under feedback-directed compilation, this flag tells the auto-parallelizer whether to use the feedback data of the loops in deciding whether each loop should be parallelized. When the compiler parallelizes a loop, it generates both a serial and a parallel version. If the trip count of the loop is small, it is not beneficial to use the parallel version during execution. When this flag is set to ON and the feedback data indicates that the loop has small trip count, the auto-parallelizer will not generate the parallel version, thus saving the runtime check needed to decide whether to execute the serial or parallel version of the loop. The default is OFF.

---

**-LNO:build\_scalar\_reductions= (ON | OFF)**

Build scalar reductions before any loop transformation analysis. Using this flag may enable further loop transformations involving reduction loops. The default is OFF. This flag is redundant when -OPT:roundoff=2 or greater is in effect.

**-LNO:blocking= (ON | OFF)**

Enable or disable the cache blocking transformation. The default is ON.

**-LNO:blocking\_size=N**

This option specifies a block size that the compiler must use when performing any blocking. N must be a positive integer number that represents the number of iterations.

**-LNO:fission= (0 | 1 | 2)**

This option controls loop fission. The option can be one of the following:

- 0** Disable loop fission (default)
- 1** Perform normal fission as necessary
- 2** Specify that fission be tried before fusion

Because -LNO:fusion is on by default, turning on fission without turning off fusion may result in their effects being nullified. Ordinarily, fusion is applied before fission. Specifying **-LNO:fission=2** will turn on fission and cause it to be applied before fusion.

**-LNO:**

**full\_unroll, fu=N**

Fully unroll loops with trip\_count <= N inside LNO. N can be any integer between 0 and 100. The default value for N is 5. Setting this flag to 0 disables full unrolling of small trip count loops inside LNO.

**-LNO:full\_unroll\_size=N**

Fully unroll loops with unrolled loop size <= N inside LNO. N can be any integer between 0 and 10000. The conditions implied by the full\_unroll option must also be satisfied for the loop to be fully unrolled. The default value for N is 2000.

**-LNO:full\_unroll\_outer= (ON | OFF)**

Control the full unrolling of loops with known trip count that do not contain a loop and are not contained in a loop. The conditions implied by both the full\_unroll and the full\_unroll\_size options must be satisfied for the loop to be fully unrolled. The default is OFF.

**-LNO:fusion= (0 | 1 | 2)**

Perform loop fusion. The option can be one of the following:

- 0** Loop fusion is off.
- 1** Perform conservative loop fusion. This is the default.

---

**2** Perform aggressive loop fusion.

**-LNO:fusion\_peeling\_limit=N**

This option sets the limit for the number of iterations allowed to be peeled in fusion, where  $N \geq 0$ .  $N=5$  by default.

**-LNO:gather\_scatter= (0 | 1 | 2)**

This option enables gather-scatter optimizations. The option can be one of the following:

**0** Disable all gather-scatter optimizations.

**1** Perform gather-scatter optimizations in non-nested IF statements. This is the default.

**2** Perform multi-level gather-scatter optimizations.

**-LNO:hoistif= (ON | OFF)**

This option enables or disables hoisting of IF statements inside inner loops to eliminate redundant loops. Default is ON.

**-LNO:ignore\_feedback= (ON | OFF)**

If the flag is ON then feedback information from the loop annotations will be ignored in LNO transformations. The default is OFF.

**-LNO:ignore\_pragmas= (ON | OFF)**

This option specifies that the command-line options override directives in the source file. Default is OFF.

**-LNO:local\_pad\_size=N**

This option specifies the amount by which to pad local array dimensions. The compiler automatically (by default) chooses the amount of padding to improve cache behavior for local array accesses.

**-LNO:minvariant,minvar= (ON | OFF)**

Enable or disable moving loop-invariant expressions out of loops. The default is ON.

**-LNO:non\_blocking\_loads= (ON | OFF)**

(For C/C++ only) The option specifies whether the processor blocks on loads. If not set, the default of the current processor is used.

**-LNO:oinvar= (ON | OFF)**

This option controls outer loop hoisting. Default is ON.

**-LNO:opt= (0 | 1)**

This option controls the LNO optimization level. The options can be one of the following:

**0** Disable nearly all loop nest optimizations.

**1** Perform full loop nest transformations. This is the default.

**-LNO:ou\_prod\_max=N**

This option indicates that the product of unrolling of the various outer loops in a given loop nest is not to exceed N, where N is a positive integer. The default is 16.

**-LNO:outer=(ON|OFF)**

This option enables or disables outer loop fusion. Default is ON.

**-LNO:outer\_unroll\_max,ou\_max=N**

The Outer\_unroll\_max option indicates that the compiler may unroll outer loops in a loop nest by as many as N per loop, but no more. The default is 5.

**-LNO:parallel\_overhead=N**

Effective only when specified with -apo, the parallel\_overhead option controls the auto-parallelizing compiler's estimate of the overhead (in processor cycles) incurred by invoking the parallel version of a loop. When the compiler parallelizes a loop, it generates both a serial and a parallel version. If the amount of work performed by the loop is small, it may not be beneficial to use the parallel version during execution. The set value of parallel\_overhead is used in this determination during execution time when the number of processors and the iteration count of the loop are taken into account. The default value is 4096. Because the optimal value varies across systems and programs, this option can be used for parallel performance tuning.

**-LNO:prefetch=(0|1|2|3)**

This option specifies the level of prefetching.

**0** Prefetch disabled.

**1** Prefetch is done only for arrays that are always referenced in each iteration of a loop.

**2** Prefetch is done without the above restriction. This is the default.

**3** Most aggressive.

**-LNO:prefetch\_ahead=N**

Prefetch N cache line(s) ahead. The default is 2.

**-LNO:prefetch\_verbose=(ON|OFF)**

-LNO:prefetch\_verbose=ON prints verbose prefetch info to stdout. Default is OFF.

**-LNO:processors=N**

Tells the compiler to assume that the program compiled under -apo will be run on a system with the given number of processors. This helps in reducing the amount of computation during execution for determining whether to enter the parallel or serial versions of loops that are parallelized (see the -LNO:parallel\_overhead option). The default is 0, which means unknown number of processors. The default value of 0 should be used if the program is intended to run in different systems with different number of processors. If the option is set to non-zero and the value is different from the number of processors, the parallelized code will not perform optimally.

---

**-LNO:sclrze= (ON | OFF)**

Turn ON or OFF the optimization that replaces an array by a scalar variable. The default is ON.

**-LNO:simd= (0 | 1 | 2)**

This flag controls inner loop vectorization which makes use of SIMD instructions provided by the native processor.

**0** Turn off the vectorizer.

**1** Default. Vectorize only if the compiler can determine that there is no undesirable performance impact due to sub-optimal alignment. Vectorize only if vectorization does not introduce accuracy problems with floating-point operations.

**2** Most aggressive. Vectorize without any constraints.

**-LNO:simd\_reduction= (ON | OFF)**

This flag controls whether reduction loops will be vectorized. Default is ON.

**-LNO:simd\_verbose= (ON | OFF)**

`-LNO:simd_verbose=ON` prints verbose vectorizer info to stdout. Default is OFF.

**-LNO:svr\_phase1= (ON | OFF)**

This flag controls whether the scalar variable naming phase should be invoked before first phase of LNO. The default is ON.

**-LNO:trip\_count\_assumed\_when\_unknown,trip\_count=N**

This flag is to provide an assumed loop trip-count if it is unknown at compile time. LNO uses this information for loop transformations and prefetch, etc. N can be any positive integer, and the default value is 1000.

**-LNO:vintr= (0 | 1 | 2)**

This flag controls loop vectorization to make use of vector intrinsic routines (Note: a vector intrinsic routine is called once to compute a math intrinsic for the entire vector). `-LNO:vintr=1` is the default. `-LNO:vintr=0` turns off the vintr optimization. Under `-LNO:vintr=2` the compiler will do aggressive optimization for all vector intrinsic routines. Note that `-LNO:vintr=2` could be unsafe in that some of these routines could have accuracy problems.

**-LNO:vintr\_verbose= (ON | OFF)**

`-LNO:vintr_verbose=ON` prints verbose information to stdout on optimizing for vector intrinsic routines. Default is OFF. This flag will let you know which loops are vectorized to make use of vector intrinsic routines.

Following are **LNO Transformation Options**. Loop transformation arguments allow control of cache blocking, loop unrolling, and loop interchange. They include the following options.

---

**-LNO:interchange= (ON | OFF)**

Disable the loop interchange transformation in the loop nest optimizer. Default is ON.

**-LNO:unswitch= (ON | OFF)**

Turn ON or OFF the optimization that performs a simple form of loop unswitching. The default is ON.

**-LNO:unswitch\_verbose= (ON | OFF)**

-LNO:unswitch\_verbose=ON prints verbose info to stdout on unswitching loops. Default is OFF.

**-LNO:ou=N**

This option indicates that all outer loops for which unrolling is legal should be unrolled by N, where N is a positive integer. The compiler unrolls loops by this amount or not at all.

**-LNO:ou\_deep= (ON | OFF)**

This option specifies that for loops with 3-deep (or deeper) loop nests, the compiler should outer unroll the wind-down loops that result from outer unrolling loops further out. This results in large code size, but generates faster code (whenever wind-down loop execution costs are important). Default is ON.

**-LNO:ou\_further=N**

This option specifies whether or not the compiler performs outer loop unrolling on wind-down loops. N must be specified and be an integer.

Additional unrolling can be disabled by specifying **-LNO:ou\_further=999999**. Unrolling is enabled as much as is sensible by specifying **-LNO:ou\_further=3**.

**-LNO:ou\_max=N**

This option enables the compiler to unroll as many as N copies per loop, but no more.

**-LNO:pwr2= (ON | OFF)**

(For C/C++ only) This option specifies whether to ignore the leading dimension (set this to OFF to ignore).

Following are **LNO Target Cache Memory Options**. These arguments allow you to describe the target cache memory system. In the following arguments, the numbering starts with the cache level closest to the processor and works outward.

**-LNO:assoc1=N, assoc2=N, assoc3=N, assoc4=N**

This option specifies the cache set associativity. For a fully associative cache, such as main memory, N should be set to any sufficiently large number, such as 128. Specify a positive integer for N; specifying N=0 indicates there is no cache at that level.

**-LNO:cmp1=N, cmp2=N, cmp3=N, cmp4=N, dmp1=N, dmp2=N, dmp3=N, dmp4=N**

This option specifies, in processor cycles, the time for a clean miss (cmpx=) or a dirty miss (dmpx=) to the next outer level of the memory hierarchy. This number is approximate because it depends on a clean or dirty line, read or write miss, etc. Specify a positive integer for N; specifying N=0 indicates there is no cache at that level.

**-LNO:cs1=N, cs2=N, cs3=N, cs4=N**

This option specifies the cache size. N can be 0 or a positive integer followed by one of the following letters: k, K, m, or M. These letters specify the cache size in Kbytes or Mbytes. Specifying 0 indicates there is no cache at that level.

**cs1** is the primary cache, **cs2** refers to the secondary cache, **cs3** refers to memory, and **cs4** is the disk. Default cache size for each type of cache depends on your system. Use **-LIST:all\_options=ON** to see the default cache sizes used during compilation.

**-LNO:is\_mem1=(ON|OFF), is\_mem2=(ON|OFF), is\_mem3=(ON|OFF), is\_mem4=(ON|OFF)**

This option specifies that certain memory hierarchies should be modeled as memory not cache. Default is OFF for each option.

Blocking can be attempted for this memory level, and blocking appropriate for memory, rather than cache, is applied. No prefetching is performed, and any prefetching options are ignored. If **-OPT:is\_memx=(ON|OFF)** is specified, the corresponding **assocx=N** specification is ignored, any **cmpx=N** and **dmpx=N** options on the command line are ignored.

**-LNO:ls1=N, ls2=N, ls3=N, ls4=N**

This option specifies the line size in bytes. This is the number of bytes, specified in the form of a positive integer number (N), that are moved from the memory hierarchy level further out to this level on a miss. Specifying N=0 indicates there is no cache at that level.

Following are **LNO TLB Options**. These arguments control the TLB, a cache for the page table, assumed to be fully associative. The TLB control arguments are the following.

**-LNO:ps1=N, ps2=N, ps3=N, ps4=N**

This option specifies the number of bytes in a page, with N as positive integer. The default for N depends on your system hardware.

**-LNO:tlb1=N, tlb2=N, tlb3=N, tlb4=N**

This option specifies the number of entries in the TLB for this cache level, with N as a positive integer. The default for N depends on your system hardware.



**-LNO:tlbcmp1=N, tlbcmp2=N, tlbcmp3=N, tlbcmp4=N, tlbtmp1=N, tlbtmp2=N, tlbtmp3=N, tlbtmp4=N**

This option specifies the number of processor cycles it takes to service a clean TLB miss (the tlbcmpx= options) or a dirty TLB miss (the tlbtmpx= options), with N as a positive integer. The default for N depends on your system hardware.

Following are **LNO Prefetch Options**. These arguments control the prefetch operation.

**-LNO:assume\_unknown\_trip\_count={0,1000}**

This flag is no longer supported. It has been promoted to `-LNO:trip_count_assumed_when_unknown`

**-LNO:pf1=(ON|OFF), pf2=(ON|OFF), pf3=(ON|OFF), pf4=(ON|OFF)**

This options selectively disables or enables prefetching for cache level x, for pfx=(ON|OFF)

**-LNO:prefetch=(0|1|2|3)**

This option specifies the levels of prefetching. The options can be one of the following:

- 0** Prefetch disabled.
- 1** Prefetch is done only for arrays that are always referenced in each iteration of a loop.
- 2** Prefetch is done without the above restriction. This is the default.
- 3** Most aggressive.

**-LNO:prefetch\_ahead=N**

This option prefetches the specified number of cache lines ahead of the reference. Specify a positive integer for N; default is 2.

**-LNO:prefetch\_manual=(ON|OFF)**

This option specifies whether manual prefetches (through directives) should be respected or ignored.

**OFF** Ignores directives for prefetches.

**ON** Respects directives for prefetches. This is the default.

**-M**

Run `cpp` and print list of make dependencies.

**-m32**

Compile for 32-bit ABI, also known as x86 or IA32. See `-m64` for defaults.

**-m3dnow**

Enable use of 3DNow instructions. The default is OFF.

**-m64**

Compile for 64-bit ABI, also known as AMD64, x86\_64, or IA32e. On a 32-bit host, the default is 32-bit ABI. On a 64-bit host, the default is 64-bit ABI if the target platform (-march/-mcpu/-mtune) is 64-bit; otherwise the default is 32-bit.

**-macro-expand**

Enable macro expansion in preprocessed Fortran source files throughout each file. Without this option specified, macro expansion is limited to preprocessor # directives in files processed by the Fortran preprocessor. When this option is specified, macro expansion occurs throughout the source file.

**-march=<cpu-type>**

Compiler will optimize code for the selected cpu type: opteron, athlon, athlon64, athlon64fx, barcelona, em64t, pentium4, xeon, core, anyx86, auto. auto means to optimize for the platform that the compiler is running on, which the compiler determines by reading /proc/cpuinfo. anyx86 means a generic x86 processor. Under 32-bit ABI, anyx86 is a processor without SSE2/SSE3/3DNow! support; under 64-bit ABI it is a processor with SSE2 but without SSE3/3DNow!. Core refers to the Intel Core Microarchitecture, used by 64-bit CPUs such as Woodcrest. The default is auto.

**-mcmode1=(small|medium)**

Select the code size model to use when generating offsets within object files. Most programs will work with -mcmode1=small (using 32-bit pointers), but some need -mcmode1=medium (using 32-bit pointers for code and 64-bit pointers for data).

**-mcpu=<cpu-type>**

Behaves like -march. See -march.

**-MD**

Write dependencies to .d output file

**-MDtarget**

Use the following as the target for Make dependencies.

**-MDupdate**

Update the following file with Make dependencies.

**-MF**

Write dependencies to specified output file.

**-MG**

With -M or -MM, treat missing header files as generated files.

**-MM**

Output user dependencies of source file.

**-MMD**

Write user dependencies to .d output file.

- 
- mno-sse**  
Disable the use of SSE2/SSE3 instructions. SSE2 cannot be disabled under -m64 and will result in a warning.
  - mno-sse2**  
Disable the use of SSE2/SSE3 instructions. SSE2 cannot be disabled under -m64 and will result in a warning.
  - mno-sse3**  
Disable the use of SSE3 instructions.
  - mno-sse4a**  
Disable the use of SSE4A instructions.
  - module dir**  
Create the ".mod" file corresponding to a "module" statement in the directory *dir* instead of the current working directory. Also, when searching for modules named in "use" statements, examine the directory *dir* before the directories established by -ldir options.
  - mp**  
Interpret OpenMP directives to explicitly parallelize regions of code for execution by multiple threads on a multi-processor system. Most OpenMP 2.0 directives are supported by pathf95, pathcc and pathCC. See the *PathScale Compiler Suite User Guide* for more information on these directives.
  - MP**  
With -M or -MM, add phony targets for each dependency.
  - MQ**  
Same as -MT, but quote characters that are special to Make.
  - msse2**  
Enable use of SSE2 instructions. This is the default under both -m64 and -m32.
  - msse3**  
Enable use of SSE3 instructions. Default is ON under -march=barcelona, -march=em64t, and -march=core. Otherwise, it is OFF by default.
  - msse4a**  
Enable use of SSE4A instructions. Default is OFF.
  - mtune=<cpu-type>**  
Behaves like -march. See -march.
  - MT**  
Change the target of the generated dependency rules.
-

**-mx87-precision=(32|64|80)**

Specify the precision of x87 floating-point calculations. The default is 80-bits.

**-nobool**

Do not allow boolean keywords.

**-nocpp**

(For Fortran only) Disable the source preprocessor.

See the **-cpp**, **-E**, and **-ftpp** options for more information on controlling preprocessing.

**-nodefaultlibs**

Do not use standard system libraries when linking.

**-noexpopt**

Do not optimize exponentiation operations.

**-noextend-source**

Restrict Fortran source code lines to columns 1 through 72.

See the **-coln** and **-extend-source** options for more information on controlling line length.

**-no-gcc**

(For Fortran only) **-no-gcc** turns off the `__GNUC__` and other predefined preprocessor macros.

**-nog77mangle**

The PathScale Fortran compiler modifies Fortran symbol names by appending an underscore, so a name like "foo" in a source file becomes "foo\_" in an object file.

However, if a name in a Fortran source file contains an underscore, the compiler appends a second underscore in the object file, so "foo\_bar" becomes "foo\_bar\_\_", and "baz\_" becomes "baz\_\_\_".

The **-nog77mangle** option suppresses the addition of this second underscore.

**-noinline**

Suppress expansion of inline functions. When this option is specified, copies of inline functions are emitted as static functions in each compilation unit where they are called. If you are using IPA, **-IPA:inline=OFF** must be specified to suppress inlining.

**-no-pathcc**

**-no-pathcc** turns off the `__PATHSCALE__` and other predefined preprocessor macros.

**-nostartfiles**

Do not use standard system startup files when linking.

**-nostdinc**

Direct the system to skip the standard directory, /usr/include, when searching for #include files and files named on INCLUDE statements.

**-nostdinc++**

Do not search for header files in the standard directories specific to C++.

**-nostdlib**

No predefined libraries or startfiles.

**-o *outfile***

When this option is used in conjunction with the `-c` option and a single C source file, a relocatable object file named *outfile* is produced. When specified with the `-S` option, the `-o` option is ignored. If `-o` and `-c` are not specified, a file named `a.out` is produced. If specified, writes the executable file to *out\_file* rather than to `a.out`.

**-O (0 | 1 | 2 | 3 | s)**

Specify the basic level of optimization desired. The options can be one of the following:

- 0 Turn off all optimizations.
- 1 Turn on local optimizations that can be done quickly.
- 2 Turn on extensive optimization. This is the default. The optimizations at this level are generally conservative, in the sense that they are virtually always beneficial, provide improvements commensurate to the compile time spent to achieve them, and avoid changes which affect such things as floating point accuracy.
- 3 Turn on aggressive optimization. The optimizations at this level are distinguished from `-O2` by their aggressiveness, generally seeking highest-quality generated code even if it requires extensive compile time. They may include optimizations that are generally beneficial but may hurt performance.

This includes but is not limited to turning on the Loop Nest Optimizer, `-LNO:opt=1`, and setting `-OPT:ro=1:IEEE_arith=2:Olimit=9000:reorg_common=ON`.

- s Specify that code size is to be given priority in tradeoffs with execution time.

If no value is specified, **2** is assumed.

**-objectlist**

Read the following file to get a list of files to be linked.

**-Ofast**

Equivalent to `-O3 -ipa -OPT:Ofast -fno-math-errno -ffast-math`. Use optimizations selected to maximize performance. Although the optimizations are generally safe, they may affect floating point accuracy due to rearrangement of

computations.

NOTE: `-Ofast` enables `-ipa` (inter-procedural analysis), which places limitations on how libraries and `.o` files are built.

**-openmp**

Interpret OpenMP directives to explicitly parallelize regions of code for execution by multiple threads on a multi-processor system. Most OpenMP 2.0 directives are supported by `pathf95`, `pathcc` and `pathCC`. See the *PathScale Compiler Suite User Guide* for more information on these directives.

**-OPT:...**

This option group controls miscellaneous optimizations. These options override defaults based on the main optimization level.

**-OPT:alias=<name>**

Specify the pointer aliasing model to be used. By specifying one or more of the following for `<name>`, the compiler is able to make assumptions throughout the compilation:

Option	Action
<b>typed</b>	Assume that the code adheres to the ANSI/ISO C standard which states that two pointers of different types cannot point to the same location in memory. This is <b>ON</b> by default when <code>-OPT:Ofast</code> is specified.
<b>restrict</b>	Specify that distinct pointers are assumed to point to distinct, non-overlapping objects. This is <b>OFF</b> by default.
<b>disjoint</b>	Specify that any two pointer expressions are assumed to point to distinct, non-overlapping objects. This is <b>OFF</b> by default.
<b>no_f90_pointer_alias</b>	Specify that any two different f90 pointers are assumed to point to distinct, non-overlapping objects. This is <b>OFF</b> by default.

**-OPT:align\_unsafe=(ON|OFF)**

Instruct the vectorizer (invoked at `-O3`) to aggressively perform vectorization by assuming that array parameters are aligned at 128-bit boundaries. The vectorizer will then generate 128-bit aligned load and store instructions, which are faster than their unaligned counterparts. If the assumption is incorrect, the aligned memory accesses will result in run-time segmentation faults. The default is `OFF`.

**-OPT:asm\_memory=(ON|OFF)**

A debugging option to be used when debugging suspected buggy inline assembly. If `ON`, the compiler assumes each `asm` has "memory" specified even if it is not there. The default is `OFF`.

**-OPT:bb=N**

This specifies the maximum number of instructions a basic block (straight line sequence of instructions with no control flow) can contain in the code generator's

program representation. Increasing this value can improve the quality of optimizations that are applied at the basic block level, but can increase compilation time in programs that exhibit such large basic blocks. The default is 1300. If compilation time is an issue, use a smaller value.

**-OPT: cis= (ON | OFF)**

Convert SIN/COS pairs using the same argument to a single call calculating both values at once. The default is ON.

**-OPT: cyg\_instr= (0 | 1 | 2 | 3 | 4)**

Insert instrumentation calls into each function, just after the function entry and just before the function returns:

```
void __cyg_profile_func_entry (void *func_address, void *return_address);
void __cyg_profile_func_exit (void *func_address, void *return_address);
```

The first argument is the address at the start of the current function. The second argument is the return address into the caller of the current function.

Instrumentation is also performed on the bodies of the inlined functions. In this case, the original, uninline function will not be deleted, because its address is passed as the first argument to the profiling calls.

The value of -OPT:cyg\_instr controls which functions are not instrumented:

- 0: Don't instrument any function [default].
- 1: Don't instrument functions the GNU front-end selects for inlining.
- 2: Don't instrument functions marked "inline" in the source.
- 3: Don't instrument functions marked "extern inline" or always\_inline.
- 4: Instrument all functions. Disable deletion of "extern inline" functions. (On some codes, this can cause linking and runtime errors.)

The option -finstrument-function is equivalent to -OPT:cyg\_instr=3.

Instrumentation will be suppressed for any function assigned the attribute no\_instrument\_function. (In particular, \_\_cyg\_profile\_func\_enter and \_\_cyg\_profile\_func\_exit must not be instrumented.)

**-OPT: div\_split= (ON | OFF)**

Enable or disable changing  $x/y$  into  $x*(\text{recip}(y))$ . This is OFF by default, but enabled by -OPT:Ofast or -OPT:IEEE\_arithmetic=3. This transformation generates fairly accurate code.

**-OPT: early\_mp= (ON | OFF)**

This flag has any effect only under -mp compilation. It controls whether the transformation of code to run under multiple threads should take place before or after the loop nest optimization (LNO) phase in the compilation process. The default is OFF, when the transformation occurs after LNO. Some OpenMP programs can

yield better performance by enabling `-OPT:early_mp` because LNO can sometimes generate more appropriate loop transformation when working on the multi-threaded forms of the loops. If `-apo` is specified, the transformation of code to run under multiple threads can only take place after the LNO phase, in which case this flag is ignored.

**-OPT:early\_intrinsics= (ON | OFF)**

When ON, this option causes calls to intrinsics to be expanded to inline code early in the backend compilation. This may enable more vectorization opportunities if vector forms of the expanded operations exist. Default is OFF.

**-OPT:fast\_bit\_intrinsics= (ON | OFF)**

Setting this to ON will turn off the check for the bit count being within range for Fortran intrinsics (like BTEST and ISHFT). The default setting is OFF.

**-OPT:fast\_complex= (ON | OFF)**

Setting `fast_complex=ON` enables fast calculations for values declared to be of the type *complex*. When this is set to ON, complex absolute value (norm) and complex division use fast algorithms that overflow for an operand (the divisor, in the case of division) that has an absolute value that is larger than the square root of the largest representable floating-point number. This would also apply to an underflow for a value that is smaller than the square root of the smallest representable floating point number. OFF is the default. `fast_complex=ON` is enabled if `-OPT:roundoff=3` is in effect.

**-OPT:fast\_exp= (ON | OFF)**

This option enables optimization of exponentiation by replacing the runtime call for exponentiation by multiplication and/or square root operations for certain compile-time constant exponents (integers and halves). This can produce differently rounded results than those from the runtime function. `fast_exp` is OFF unless `-O3` or `-Ofast` are specified, or `-OPT:roundoff=1` is in effect.

**-OPT:fast\_io= (ON | OFF)**

(For C/C++ only) This option enables inlining of `printf()`, `fprintf()`, `sprintf()`, `scanf()`, `fscanf()`, `sscanf()`, and `printw()`. `-OPT:fast_io` is only in effect when the candidates for inlining are marked as intrinsic to the `stdio.h` and `curses.h` files. Default is OFF.

**-OPT:fast\_math= (ON | OFF)**

Setting this to ON will tell the compiler to use the fast math functions tuned for the processor. The affected math functions include `log`, `exp`, `sin`, `cos`, `sincos`, `expf` and `pow`. The default setting is OFF. It is turned on automatically when `-OPT:roundoff` is at 2 or above.

**-OPT:fast\_nint= (ON | OFF)**

This option uses hardware features to implement NINT and ANINT (both single- and double-precision versions). Default is OFF but `fast_nint=ON` is enabled by default if `-OPT:roundoff=3` is in effect.



**-OPT:fast\_sqrt= (ON | OFF)**

This option calculates square roots using the identity  $\text{sqrt}(x)=x*\text{rsqrt}(x)$ , where  $\text{rsqrt}$  is the reciprocal square root operation. This transformation generates fairly accurate code. Default is OFF. (Note that in order for `-OPT:fast_sqrt=ON` to take effect, `-OPT:fast_exp` must be ON which tells the compiler to emit inlined instructions instead of calling the library `pow` function. Also note that `-OPT:fast_sqrt` is independent of `-OPT:rsqrt`, which transforms  $1/\text{sqrt}(x)$  to  $\text{rsqrt}(x)$ . Unlike `-OPT:rsqrt`, the compiler does not generate extra code to refine the  $\text{rsqrt}$  result for `-OPT:fast_sqrt`.)

**-OPT:fast\_stdlib= (ON | OFF)**

This option controls the generation of calls to faster versions of some standard library functions. Default is ON.

**-OPT:fast\_trunc= (ON | OFF)**

This option inlines the NINT, ANINT, and AMOD Fortran intrinsics, both single- and double-precision versions. Default is OFF. `fast_trunc` is enabled automatically if `-OPT:roundoff=1` or greater is in effect.

**-OPT:fold\_reassociate= (ON | OFF)**

This option allows optimizations involving reassociation of floating point quantities. Default is OFF. `fold_reassociate=ON` is enabled automatically when `-OPT:roundoff=2` or greater is in effect.

**-OPT:fold\_unsafe\_relops= (ON | OFF)**

This option folds relational operators in the presence of possible integer overflow. The default is ON for `-O3` and OFF otherwise.

**-OPT:fold\_unsigned\_relops= (ON | OFF)**

This option folds unsigned relational operators in the presence of possible integer overflow. Default is OFF.

**-OPT:goto= (ON | OFF)**

Disable or enable the conversion of GOTOs into higher-level structures like FOR loops. The default is ON for `-O2` or higher.

**-OPT:IEEE\_arithmetic, IEEE\_arith= (1 | 2 | 3)**

Specify the level of conformance to IEEE 754 floating pointing roundoff/overflow behavior. Note that `-OPT:IEEE_a` is a valid abbreviation for this flag. The options can be one of the following:

- 1 Adhere to IEEE accuracy. This is the default when optimization levels `-O0`, `-O1` and `-O2` are in effect.
- 2 May produce inexact result not conforming to IEEE 754. This is the default when `-O3` is in effect.
- 3 All mathematically valid transformations are allowed.

**-OPT:IEEE\_NaN\_Inf=(ON|OFF)**

–OPT:IEEE\_NaN\_inf=ON forces all operations that might have IEEE-754 NaN or infinity operands to yield results that conform to ANSI/IEEE 754-1985, the IEEE Standard for Binary Floating–point Arithmetic, which describes a standard for NaN and inf operands. Default is ON.

**-OPT:IEEE\_NaN\_inf=OFF**

Produces non-IEEE results for various operations. For example,  $x=x$  is treated as TRUE without executing a test and  $x/x$  is simplified to 1 without dividing. OFF can enable many common optimizations that can help performance.

**-OPT:inline\_intrinsics=(ON|OFF)**

When OFF, this option turns all Fortran intrinsics that have a library function into a call to that function. Default is ON.

**-OPT:madd\_height=N**

Allow at most N multiply-add instructions that follow one another. If more than N multiply-add instructions, break them into chains of size N and sum the resulting chains. Available only for the MIPS family of processors (not available for x86/x86-64).

**-OPT:malloc\_algorithm=(0|1) or -OPT:malloc\_alg=(0|1)**

Select an alternate malloc algorithm which may improve speed. The compiler adds setup code in the C/C++/Fortran "main" function to enable the chosen algorithm. The default is generally set to 0. Available only for the x86/x86-64 family of processors (not available for MIPS).

**-OPT:Ofast**

Use optimizations selected to maximize performance. Although the optimizations are generally safe, they may affect floating point accuracy due to rearrangement of computations. This effectively turns on the following optimizations:

–OPT:ro=2:Olimit=0:div\_split=ON:alias=typed.

**-OPT:Olimit=N**

Disable optimization when size of program unit is > N. When N is 0, program unit size is ignored and optimization process will not be disabled due to compile time limit. The default is 0 when –OPT:Ofast is specified, 9000 when –O3 is specified; otherwise the default is 6000.

**-OPT:pad\_common=(ON|OFF)**

This option reorganizes common blocks to improve the cache behavior of accesses to members of the common block. This may involve adding padding between members and/or breaking a common block into a collection of blocks. Default is OFF.

This option should not be used unless the common block definitions (including EQUIVALENCE) are consistent among all sources making up a program. In addition, **pad\_common=ON** should not be specified if common blocks are initialized

with DATA statements. If specified, **pad\_common=ON** must be used for all of the source files in the program.

**-OPT:recip= (ON | OFF)**

This option specifies that faster, but potentially less accurate, reciprocal operations should be performed. Default is OFF.

**-OPT:reorg\_common= (ON | OFF)**

This option reorganizes common blocks to improve the cache behavior of accesses to members of the common block. The reorganization is done only if the compiler detects that it is safe to do so.

**reorg\_common=ON** is enabled when **-O3** is in effect and when all of the files that reference the common block are compiled at **-O3**.

**reorg\_common=OFF** is set when the file that contains the common block is compiled at **-O2** or below.

**-OPT:roundoff= (0 | 1 | 2 | 3) or -OPT:ro= (0 | 1 | 2 | 3)**

Specify the level of acceptable departure from source language floating-point, round-off, and overflow semantics. The options can be one of the following:

- 0** Inhibit optimizations that might affect the floating-point behavior. This is the default when optimization levels **-O0**, **-O1**, and **-O2** are in effect.
- 1** Allow simple transformations that might cause limited round-off or overflow differences. Compounding such transformations could have more extensive effects. This is the default when **-O3** is in effect.
- 2** Allow more extensive transformations, such as the reordering of reduction loops. This is the default level when **-OPT:Ofast** is specified.
- 3** Enable any mathematically valid transformation.

**-OPT:rsqrt= (0 | 1 | 2)**

This option calculates reciprocal square roots using the rsqrt machine instruction. rsqrt is faster but potentially less accurate than the regular square root operation. 0 means not to use rsqrt. 1 means to use rsqrt followed by instructions to refine the result. 2 means to use rsqrt by itself. Default is 1 when **-OPT:roundoff=2** or greater, else the default is 0.

**-OPT:space= (ON | OFF)**

When ON, this option specifies that code size is to be given priority in tradeoffs with execution time in optimization choices. Default is OFF. This can be turned on either directly or by compiling with **-Os**.

**-OPT:speculate= (ON | OFF)**

When ON, this option makes the compiler convert short-circuiting conditionals to their equivalent non-short-circuited forms

---

whenever possible. This eliminates branches at the expense of more computations. Default is OFF.

**-OPT:transform\_to\_memlib= (ON|OFF)**

When ON, this option enables transformation of loop constructs to calls to memcpy or memset. Default is ON.

**-OPT:treeheight= (ON|OFF)**

The value ON enables re-association in expressions to reduce the expressions' tree height. The default is OFF.

**-OPT:unroll\_analysis= (ON|OFF)**

The default value of ON lets the compiler analyze the content of the loop to determine the best unrolling parameters, instead of strictly adhering to the **-OPT:unroll\_times\_max** and **-OPT:unroll\_size** parameters.

**-OPT:unroll\_analysis=ON** can have the negative effect of unrolling loops less than the upper limit dictated by the **-OPT:unroll\_times\_max** and **-OPT:unroll\_size** specifications.

**-OPT:unroll\_times\_max=N**

Unroll inner loops by a maximum of N. The default is 4.

**-OPT:unroll\_size=N**

Set the ceiling of maximum number of instructions for an unrolled inner loop. If N=0, the ceiling is disregarded. At -O3 the default is 128, otherwise the default is 40.

**-OPT:wrap\_around\_unsafe\_opt= (ON|OFF)**

**-OPT:wrap\_around\_unsafe\_opt=OFF** disables both the induction variable replacement and linear function test replacement optimizations. By default these optimizations are enabled at -O3. This option is disabled by default at -O0.

Setting **-OPT:wrap\_around\_unsafe\_opt** to **OFF** can degrade performance. It is provided as a diagnostic tool.

**-P**

When used with -E, the source preprocessor will not generate # lines in the output.

**-pad-char-literals**

(For Fortran only) Blank pad all character literal constants that are shorter than the size of the default integer type and that are passed as actual arguments. The padding extends the length to the size of the default integer type.

**-pathcc**

Define `__PATHCC__` and other macros.

**-pedantic-errors**

Issue warnings needed by strict compliance to ANSI C.

- 
- pg**  
Generate extra code to profile information suitable for the analysis program `pathprof(1)`. You must use this option when compiling the source files you want data about, and you must also use it when linking. This option turns on application level profiling but not library level profiling (see also `-profile`). See the gcc man pages for more information.
- profile**  
Generate extra code to profile information suitable for the analysis program `pathprof(1)`. You must use this option when compiling the source files you want data about, and you must also use it when linking. This option turns on application level and library level profiling (see also `-pg`).
- r**  
Produce a relocatable `.o` and `stop`.
- rreal\_spec**  
(For Fortran only) Specify the default kind specification for real values.
- | Option     | Kind value   |
|------------|--|
| <b>-r4</b> | Use <b>REAL(KIND=4)</b> and <b>COMPLEX(KIND=4)</b> for real and complex variables, respectively (the default). |
| <b>-r8</b> | Use <b>REAL(KIND=8)</b> and <b>COMPLEX(KIND=8)</b> for real and complex variables, respectively.               |
- s**  
Generate an assembly file, `file.s`, rather than an object file (`file.o`).
- shared**  
DSO–shared PIC code.
- shared-libgcc**  
Force the use of the shared libgcc library.
- show**  
Print the passes as they execute with their arguments and their input and output files.
- show-defaults**  
Show the processor target settings and the default options in the `compiler.defaults(5)` file. For C/C++, also shows the GNU GCC version compitability.
- show0**  
Show what phases would be called, but don't invoke anything.
- showt**  
Show time taken by each phase.
-

**--static**

Same as **-static**, except **--static** does not cause the compiler to warn about possible confusion with **-static-data**.

**-static**

Suppress dynamic linking at runtime for shared libraries; use static linking instead.

**-static-data**

Statically allocate all local variables. Statically allocated local variables are initialized to zero and exist for the life of the program. This option can be useful when porting programs from older systems in which all variables are statically allocated.

When compiling with the **-static-data** option, global data is allocated as part of the compiled object (*file.o*) file. The total size of any *file.o* cannot exceed 2 GB, but the total size of a program loaded from multiple *.o* files can exceed 2 GB. An individual common block cannot exceed 2 GB, but you can declare multiple common blocks each having that size.

If a parallel loop in a multi-processed program calls an external routine, that external routine cannot be compiled with the **-static-data** option. You can mix static and multi-processed object files in the same executable, but a static routine cannot be called from within a parallel region.

**-static-libgcc**

Force the use of the static libgcc library.

**-std=c++98**

-std option for g++.

**-std=c89**

-std option for gcc/g++.

**-std=c99**

-std option for gcc/g++.

**-std=c9x**

-std option for gcc/g++.

**-std=gnu++98**

-std option for g++.

**-std=gnu89**

-std option for gcc/g++.

**-std=gnu99**

-std option for gcc/g++.

**-std=gnu9x**

-std option for gcc/g++.

- 
- std=iso9899:1990**  
-std option for gcc/g++.
  - std=iso9899:199409**  
-std option for gcc/g++.
  - std=iso9899:1999**  
-std option for gcc/g++.
  - std=iso9899:199x**  
-std option for gcc/g++.
  - stdinc**  
Predefined include search path list.
  - subverbose**  
Produce diagnostic output about the subscription management for the compiler.
  - TENV: ...**  
This option specifies the target environment option group. These options control the target environment assumed and/or produced by the compiler.
    - TENV:frame\_pointer=(ON|OFF)**  
Default is ON for C++ and OFF otherwise. Local variables in the function stack frame are addressed via the frame pointer register. Ordinarily, the compiler will replace this use of frame pointer by addressing local variables via the stack pointer when it determines that the stack pointer is fixed throughout the function invocation. This frees up the frame pointer for other purposes. Turning this flag on forces the compiler to use the frame pointer to address local variables. This flag defaults to ON for C++ because the exception handling mechanism relies on the frame pointer register being used to address local variables. This flag can be turned OFF for C++ for programs that do not throw exceptions.
    - TENV:X=(0..4)**  
Specify the level of enabled exceptions that will be assumed for purposes of performing speculative code motion (default is level 1 at all optimization levels). In general, an instruction will not be speculated (i.e. moved above a branch by the optimizer) unless any exceptions it might cause are disabled by this option.
      - 0** No speculative code motion may be performed.
      - 1** Safe speculative code motion may be performed, with IEEE-754 underflow and inexact exceptions disabled.
      - 2** All IEEE-754 exceptions are disabled except divide by zero.
      - 3** All IEEE-754 exceptions are disabled including divide by zero.
      - 4** Memory exceptions may be disabled or ignored.
-

- TENV:simd\_imask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point invalid-operation exception.
- TENV:simd\_dmask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point denormalized-operand exception.
- TENV:simd\_zmask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point zero-divide exception.
- TENV:simd\_omask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point overflow exception.
- TENV:simd\_umask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point underflow exception.
- TENV:simd\_pmask= (ON | OFF)**  
Default is ON. Turning it OFF unmask SIMD floating-point precision exception.
- traditional**  
Attempt to support traditional K&R style C.
- trapuv**  
Trap uninitialized variables. Initialize variables to the value NaN, which helps your program crash if it uses uninitialized variables. Affects local scalar and array variables and memory returned by `alloca()`. Does not affect the behavior of globals, `malloc()`ed memory, or Fortran common data.
- U *name***  
Remove any initial definition of *name*.
- Uvar**  
Undefine a variable for the source preprocessor. See the `-Dvar` option for information on defining variables.
- uvar**  
Make the default type of a variable undefined, rather than using default Fortran 90 rules.
- v**  
Print (on standard error output) the commands executed to run the stages of compilation. Also print the version number of the compiler driver program and of the preprocessor and the compiler proper.
- version**  
Write compiler release version information to stdout. No input file needs to be specified when this option is used.



**-Wc, arg1[, arg2...]**

Pass the argument(s) *argi* to the compiler pass *c* where *c* is one of [pfibal]. The *c* selects the compiler pass according to the following table:

Character	Name
<b>p</b>	preprocessor
<b>f</b>	front-end
<b>i</b>	inliner
<b>b</b>	backend
<b>a</b>	assembler
<b>l</b>	loader

Sets of these phase names can be used to select any combination of phases. For example, **-Wba,-o,foo** passes the option **-o foo** to the **b** and **a** phases.

**-Wall**

Enable most warning messages.

**-WB, :**

**-WB,<arg>** passes *<arg>* to the backend via ipacom.

**-W[no-]aggregate-return**

(For C/C++ only) **-Waggregate-return** warns about returning structures, unions or arrays. **-Wno-aggregate-return** will not warn about returning structures, unions, or arrays.

**-W[no-]bad-function-cast**

**-Wbad-function-cast** attempts to support writable-strings K&R style C.  
**-Wno-bad-function-cast** tells the compiler not to warn when a function call is cast to a non-matching type.

**-W[no-]cast-align**

(For C/C++ only) **-Wcast-align** warns about pointer casts that increase alignment.  
**-Wno-cast-align** instructs the compiler not warn about pointer casts that increase alignment.

**-W[no-]char-subscripts**

(For C/C++ only) **-Wchar-subscripts** warns about subscripts whose type is 'char'.  
The **-Wno-char-subscripts** option tells the compiler not warn about subscripts whose type is 'char'.

**-W[no-]comment**

(For C/C++ only) **-Wcomment** warns if nested comments are detected.  
**-Wno-comment** tell the compiler not to warn if nested comments are detected.

**-W[no-]conversion**

(For C/C++ only) `-Wconversion` warns about possibly confusing type conversions. `-Wno-conversion` tells the compiler not to warn about possibly confusing type conversions.

**-Wdeclaration-after-statement**

(For C/C++ only) Warn about declarations after statements (pre-C99).

**-W[no-]deprecated**

`-Wdeprecated` will announce deprecation of compiler features. `-Wno-deprecated` tells the compiler not to announce deprecation of compiler features.

**-W[no-]disabled-optimization**

`-Wdisabled-optimization` warns if a requested optimization pass is disabled. `-Wno-disabled-optimization` tells the compiler not warn if a requested optimization pass is disabled.

**-W[no-]div-by-zero**

`-Wdiv-by-zero` warns about compile-time integer division by zero. `-Wno-div-by-zero` suppresses warnings about compile-time integer division by zero.

**-W[no-]endif-labels**

`-Wendif-labels` warns if `#if` or `#endif` is followed by text. `-Wno-endif-labels` tells the compiler not to warn if `#if` or `#endif` is followed by text.

**-W[no-]error**

`-Werror` makes all warnings into errors. `-Wno-error` tells the compiler not to make all warnings into errors.

**-Werror-implicit-function-declaration**

(For C/C++ only) Give an error when a function is used before being declared.

**-W[no-]float-equal**

`-Wfloat-equal` warns if floating point values are compared for equality. `-Wno-float-equal` tells the compiler not to warn if floating point values are compared for equality.

**-W[no-]format**

(For C/C++ only) `-Wformat` warns about `printf` format anomalies. `-Wno-format` tells the compiler not to warn about `printf` format anomalies.

**-W[no-]format-nonliteral**

(For C/C++ only) With the `-Wformat-nonliteral` option, and if `-Wformat`, warn if format string is not a string literal. For `-Wno-format-nonliteral` do not warn if format string is not a string literal.

**-W[no-]format-security**

(For C/C++ only) For `-Wformat-security`, if `-Wformat`, warn on potentially insecure format functions. `-Wfno-format-security`, do not warn on potentially insecure format functions.

**-W[no-]id-clash**

(For C/C++ only) `-Wid-clash` warns if two identifiers have the same first `<num>` chars. `-Wid-clash` tells the compiler not to warn if two identifiers have the same first `<num>` chars.

**-W[no-]implicit**

(For C/C++ only) `-Wimplicit` warns about implicit declarations of functions or variables. `-Wno-implicit` tells the compiler not to warn about implicit declarations of functions or variables.

**-W[no-]implicit-function-declaration**

(For C/C++ only) `-Wimplicit-function-declaration` warns when a function is used before being declared. `-Wimplicit-function-declaration` tells the compiler not to warn when a function is used before being declared.

**-W[no-]implicit-int**

(For C/C++ only) `-Wimplicit-int` warns when a declaration does not specify a type. `-Wno-implicit-int` tells the compiler not to warn when a declaration does not specify a type.

**-W[no-]import**

`-Wimport` warns about the use of the `#import` directive. `-Wno-import` tells the compiler not to warn about the use of the `#import` directive.

**-W[no-]inline**

(For C/C++ only) `-Winline` warns if a function declared as inline cannot be inlined. `-Wno-inline` tells the compiler not to warn if a function declared as inline cannot be inlined.

**-W[no-]larger-than-*<number>***

`-Wlarger-than-` warns if an object is larger than `<number>` bytes. `-Wno-larger-than-` tells the compiler not to warn if an object is larger than `<number>` bytes.

**-W[no-]main**

(For C/C++ only) `-Wmain` warns about suspicious declarations of main. `-Wno-main` tells the compiler not warn about suspicious declarations of main.

**-W[no-]missing-braces**

(For C/C++ only) `-Wmissing-braces` warns about possibly missing braces around initializers. `-Wno-missing-braces` tells the compiler not warn about possibly missing braces around initializers.

**-W[no-]missing-declarations**

(For C/C++ only) `-Wmissing-declarations` warns about global funcs without previous declarations. `-Wno-missing-declarations` tells the compiler not warn about global funcs without previous declarations.

**-W[no-]missing-format-attribute**

(For C/C++ only) For the `-Wmissing-format-attribute` option, if `-Wformat` is used, warn on candidates for 'format' attributes. For `-Wno-missing-format-attribute` do not warn on candidates for 'format' attributes.

**-W[no-]missing-noreturn**

(For C/C++ only) `-Wmissing-noreturn` warns about functions that are candidates for 'noreturn' attribute. `-Wno-missing-noreturn` tells the compiler not to warn about functions that are candidates for 'noreturn' attribute.

**-W[no-]missing-prototypes**

(For C/C++ only) `-Wmissing-prototypes` warns about global funcs without prototypes. `-Wno-missing-prototypes` tells the compiler not to warn about global funcs without prototypes.

**-W[no-]multichar**

(For C/C++ only) `-Wmultichar` warns if a multi-character constant is used. `-Wno-multichar` tells the compiler not to warn if a multi-character constant is used.

**-W[no-]nested-externs**

(For C/C++ only) `-Wnested-externs` warns about externs not at file scope level. `-Wno-nested-externs` tells the compiler not to warn about externs not at file scope level.

**-Wno-cast-qual**

(For C/C++ only) `-Wcast-qual` warns about casts that discard qualifiers. `-Wno-cast-qual` tells the compiler not to warn about casts that discard qualifiers.

**-Wno-deprecated-declarations**

Do not warn about deprecated declarations in code.

**-Wno-format-extra-args**

(For C/C++ only) Do not warn about extra arguments to printf-like functions.

**-Wno-format-y2k**

(For C/C++ only) Do not warn about 'strftime' formats that yield two-digit years.

**-Wno-long-long**

(For C/C++ only) `-Wlong-long` warns if the long long type is used. `-Wno-long-long` tells the compiler not to warn if the long long type is used.

**-Wno-non-template-friend**

(For C++ only) Do not warn about friend functions declared in templates.

---

**-Wno-pmf-conversions**

(For C++ only) Do not warn about converting PMFs to plain pointers.

**-W[no-]non-virtual-dtor**

(For C++ only) `-Wnon-virtual-dtor` will warn when a class declares a dtor (destructor) that should be virtual. `-Wno-non-virtual-dtor` tells the compiler not to warn when a class declares a dtor that should be virtual.

**-Wnonnull**

(For C/C++ only) Warn when passing null to functions requiring non-null pointers.

**-W[no-]old-style-cast**

(For C/C++ only) `-Wold-style-cast` will warn when a C-style cast to a non-void type is used. `-Wno-old-style-cast` tells the compiler not to warn when a C-style cast to a non-void type is used.

**-WOPT:**

Specifies options that affect the global optimizer are enabled at `-O2` or above.

**-WOPT:aggstr=N**

This controls the aggressiveness of the strength reduction optimization performed by the scalar optimizer, in which induction expressions within a loop are replaced by temporaries that are incremented together with the loop variable. When strength reduction is overdone, the additional temporaries increase register pressure, resulting in excessive register spills that decrease performance. The value specified must be a positive integer value, which specifies the maximum number of induction expressions that will be strength-reduced across an index variable increment. When set at 0, strength reduction is only performed for non-trivial induction expressions. The default is 11.

**-WOPT:const\_pre=(ON|OFF)**

When OFF, disables the placement optimization for loading constants to registers. Default is ON.

**-WOPT:if\_conv=(0|1|2)**

Controls the optimization that translates simple IF statements to conditional move instructions in the target CPU. Setting to 0 suppresses this optimization. The value of 1 designates conservative if-conversion, in which the context around the IF statement is used in deciding whether to if-convert. The value of 2 enables aggressive if-conversion by causing it to be performed regardless of the context. The default is 1.

**-WOPT:ivar\_pre=(ON|OFF)**

When OFF, disables the partial redundancy elimination of indirect loads in the program. Default is ON.

**-WOPT:mem\_opnds= (ON | OFF)**

Makes the scalar optimizer preserve any memory operands of arithmetic operations so as to help bring about subsumption of memory loads into the operands of arithmetic operations. Load subsumption is the combining of an arithmetic instruction and a memory load into one instruction. Default is OFF.

**-WOPT:retype\_expr= (ON | OFF)**

Enables the optimization in the compiler that converts 64-bit address computation to use 32-bit arithmetic as much as possible. Default is OFF.

**-WOPT:unroll= (0 | 1 | 2)**

Control the unrolling of innermost loops in the scalar optimizer. Setting to 0 suppresses this unroller. The default is 1, which makes the scalar optimizer unroll only loops that contain IF statements. Setting to 2 makes the unrolling to also apply to loop bodies that are straight line code, which duplicates the unrolling done in the code generator, and is thus unnecessary. The default setting of 1 makes this unrolling complementary to what is done in the code generator. This unrolling is not affected by the unrolling options under the `-OPT` group.

**-WOPT:val= (0 | 1 | 2)**

Control the number of times the value-numbering optimization is performed in the global optimizer, with the default being 1. This optimization tries to recognize expressions that will compute identical runtime values and changes the program to avoid re-computing them.

**-W[no-]overloaded-virtual**

(For C++ only) The `-Woverloaded-virtual` option will warn when a function declaration hides virtual functions. `-Wno-overloaded-virtual` tells the compiler not to warn when a function declaration hides virtual functions.

**-W[no-]packed**

(For C/C++ only) `-Wpacked` warns when packed attribute of a struct has no effect. `-Wno-packed` tells the compiler not to warn when packed attribute of a struct has no effect.

**-W[no-]padded**

(For C/C++ only) `-Wpadded` warns when padding is included in a struct. `-Wno-padded` tells the compiler not to warn when padding is included in a struct.

**-W[no-]parentheses**

(For C/C++ only) `-Wparentheses` warns about possible missing parentheses. `-Wno-parentheses` tells the compiler not to warn about possible missing parentheses.

**-W[no-]pointer-arith**

(For C/C++ only) `-Wpointer-arith` warns about function pointer arithmetic. `-Wno-pointer-arith` tells the compiler not to warn about function pointer arithmetic.

**-W[no-]redundant-decls**

(For C/C++ only) `-Wredundant-decls` warns about multiple declarations of the same object. `-Wno-redundant-decls` tells the compiler not to warn about multiple declarations of the same object.

**-W[no-]reorder**

(For C/C++ only) The `-Wreorder` option warns when reordering member initializers. `-Wno-reorder` tells the compiler not to warn when reordering member initializers.

**-W[no-]return-type**

(For C/C++ only) `-Wreturn-type` warns when a function return type defaults to `int`. `-Wno-return-type` tells the compiler not to warn when a function return type defaults to `int`.

**-W[no-]sequence-point**

(For C/C++ only) `-Wsequence-point` warns about code violating sequence point rules. `-Wno-sequence-point` tells the compiler not to warn about code violating sequence point rules.

**-W[no-]shadow**

(For C/C++ only) `-Wshadow` warns when one local variable shadows another. `-Wno-shadow` tells the compiler not to warn when one local variable shadows another.

**-W[no-]sign-compare**

(For C/C++ only) `-Wsign-compare` warns about signed/unsigned comparisons. `-Wsign-compare` tells the compiler not to warn about signed/unsigned comparisons.

**-W[no-]sign-promo**

(For C/C++ only) The `-Wsign-promo` option warns when overload resolution promotes from unsigned to signed. `-Wno-sign-promo` tells the compiler not to warn when overload resolution promotes from unsigned to signed.

**-W[no-]strict-aliasing**

(For C/C++ only) `-Wstrict-aliasing` warns about code that breaks strict aliasing rules. `-Wno-strict-aliasing` tells the compiler not to warn about code that breaks strict aliasing rules.

**-W[no-]strict-prototypes**

(For C/C++ only) `-Wstrict-prototypes` warns about non-prototyped function decls. `-Wno-strict-prototypes` tells the compiler not to warn about non-prototyped function decls.

**-W[no-]switch**

(For C/C++ only) `-Wswitch` warns when a switch statement is incorrectly indexed with an enum. `-Wno-switch` tells the compiler not to warn when a switch statement is incorrectly indexed with an enum.

**-Wswitch-default**

(For C/C++ only) Warn when a switch statement has no default.

**-Wswitch-enum**

(For C/C++ only) Warn when a switch statement is missing a case for an enum member.

**-W[no-]system-headers**

(For C/C++ only) `-Wsystem-headers` prints warnings for constructs in system header files. `-Wno-system-headers` tells the compiler not to print warnings for constructs in system header files.

**-W[no-]synth**

(For C++ only) The `-Wsynth` option warns about synthesis that is not backward compatible with cfront. `-Wno-synth` tells the compiler not to warn about synthesis that is not backwards compatible with cfront.

**-W[no-]traditional**

(For C/C++ only) `-Wtraditional` warns about constructs whose meanings change in ANSI C. `-Wno-traditional` tells the compiler not to warn about constructs whose meanings change in ANSI C.

**-W[no-]trigraphs**

(For C/C++ only) `-Wtrigraphs` warns when trigraphs are encountered. `-Wno-trigraphs` tells the compiler not to warn when trigraphs are encountered.

**-W[no-]undef**

`-Wundef` warns if an undefined identifier appears in a `#if` directive. `-Wno-undef` tells the compiler not to warn if an undefined identifier appears in a `#if` directive.

**-W[no-]uninitialized**

`-Wuninitialized` warns about uninitialized automatic variables. Because the analysis to find uninitialized variables is performed in the global optimizer invoked at `-O2` or above, this option has no effect at `-O0` and `-O1`. `-Wno-uninitialized` tells the compiler not to warn about uninitialized automatic variables.

**-W[no-]unknown-pragmas**

`-Wunknown-pragmas` warns when an unknown `#pragma` directive is encountered. `-Wno-unknown-pragmas` tells the compiler not to warn when an unknown `#pragma` directive is encountered.

**-W[no-]unreachable-code**

`-Wunreachable-code` warns about code that will never be executed. `-Wno-unreachable-code` tells the compiler not to warn about code that will never be executed.





- Specifying `-woff2026` suppresses message number 2026.
- Specifying `-woff2026-2352` suppresses messages 2026 through 2352.
- Specifying `-woff2026-2352,2400-2500` suppresses messages 2026 through 2352 and messages 2400 through 2500.

In the message-level indicator, the message numbers appear after the dash.

#### **-Xlinker option**

Pass *option* to the linker. To pass an option that requires an argument, you must use `-Xlinker` twice -- once for the option and once for the argument.

#### **-Yc,path**

Set the *path* in which to find the associated phase, using the same phase names as given in the `-W` option. The following characters can also be specified:

- I Specifies where to search for include files
- S Specifies where to search for startup files (`crt*.o`)
- L Specifies where to search for libraries

#### **-zerouv**

Set uninitialized variables to zero. Affects local scalar and array variables and memory returned by `alloca()`. Does not affect the behavior of globals, `malloc()`ed memory, or Fortran common data.

#### **file.suffix[90] [file.suffix[90]] . . .**

(Fortran) File or files to be processed, where *suffix* is either an uppercase F or a lowercase f for source files. Files ending in `.i`, `.o`, and `.s` are also accepted. The Fortran source files are compiled, and an executable object file is produced. The default name of the executable object file is `a.out`. For example, the following command line produces `a.out`:

```
pathf95 myprog.f
```

By default, several files are created during processing. The compiler adds a suffix to the *file* portion of the file name and places the files it creates into your working directory. See the FILES section for more information on files used and generated.

#### **files**

(C/C++) Indicates the source files to be compiled or assembled. File suffixes and the commands that accept them are as follows:

<b>Command</b>	<b>File Suffix</b>
<b>pathCC</b>	<b>.c, .C, .ii, .c++, .C++, .cc, .cxx, .CXX, .CC, .cpp, and .CPP</b>
<b>pathcc</b>	<b>.c and .i</b>

---

## ENVIRONMENT VARIABLES

**F90\_BOUNDS\_CHECK\_ABORT**

(Fortran) Set to YES, causes the program to abort on the first bounds check violation.

**F90\_DUMP\_MAP**

(Fortran) When set to YES, if a segmentation fault occurs, print the current process's memory map before aborting. The memory map describes how the process's address space is allocated. The Fortran runtime will print the address of the segmentation fault; you can examine the memory map to see which mapped area was nearest to the fault address. This can help distinguish between program bugs that involve running out of stack space and null pointer dereferences. The memory map is displayed using the same format as the file `/proc/self/maps`.

**FILENV**

The location of the assign file. See the `assign (1)` man page for more details.

**FTN\_SUPPRESS\_REPEATS**

(Fortran) Output multiple values instead of using the repeat factor, used at runtime.

**NLSPATH**

(Fortran) Flags for runtime and compile-time messages.

**PSC\_CFLAGS**

(C) Flags to pass to the C compiler, `pathcc`.

**PSC\_COMPILER\_DEFAULTS\_PATH**

Specifies a path or colon-separated list of paths, designating where the compiler is to look for the `compiler.defaults(5)` file. If the environment variable is set, the path `/opt/pathscale/etc` will not be used. If the file cannot be found, then no defaults file will be used, even if one is present in `/opt/pathscale/etc`.

**PSC\_PROBLEM\_REPORT\_DIR**

Name a directory in which to save problem reports and preprocessed source files, if the compiler encounters an internal error. If not specified, the directory used is `$HOME/.ekopath-bugs`.

**PSC\_CXXFLAGS**

(C++) Flags to pass to the C++ compiler, `pathCC`.

**PSC\_ENABLE\_SEGV\_HANDLER**

(Fortran) The Fortran runtime system provides a signal handler to print helpful information if a segmentation violation occurs. If this variable exists, a value of "0" disables the handler and any other value enables it. If this variable does not exist, then the handler is disabled if the operating system core file limit (see `"ulimit(1)"`) is not zero. Core file stack traces often work better without the handler.

**PSC\_FFLAGS**

(Fortran) Flags to pass to the Fortran compiler, `pathf95`.

**PSC\_GENFLAGS**

Generic flags passed to all compilers.

**PSC\_STACK\_LIMIT**

(Fortran) Controls the stack size limit the Fortran runtime attempts to use. This string takes the format of a floating-point number, optionally followed by one of the characters "k" (for units of 1024 bytes), "m" (for units of 1048576 bytes), "g" (for units of 1073741824 bytes), or "%" (to specify a percentage of physical memory). If the specifier is following by the string "/cpu", the limit is divided by the number of CPUs the system has. For example, a limit of "1.5g" specifies that the Fortran runtime will use no more than 1.5 gigabytes (GB) of stack. On a system with 2GB of physical memory, a limit of "90%/cpu" will use no more than 0.9GB of stack ( $2/2 * 0.90$ ).

**PSC\_STACK\_VERBOSE**

(Fortran) If this environment variable is set, the Fortran runtime will print detailed information about how it is computing the stack size limit to use.

**Standard OpenMP Runtime Environment Variables**

These environment variables can be used with OpenMP in either Fortran or C and C++.

**OMP\_DYNAMIC**

Enables or disables dynamic adjustment of the number of threads available for execution. Default is FALSE, since this mechanism is not supported.

**OMP\_NESTED**

Enables or disables nested parallelism. Default is FALSE.

**OMP\_SCHEDULE**

This environment variable only applies to DO and PARALLEL\_DO directives that have schedule type RUNTIME. Type can be STATIC, DYNAMIC, or GUIDED. Default is STATIC, with no chunk size specified.

**OMP\_NUM\_THREADS**

Set the number of threads to use during execution. Default is number of CPUs in the machine.

**PathScale OpenMP Environment Variables**

These environment variables can be used with OpenMP in both Fortran and C and C++, except as indicated.

**PSC\_OMP\_AFFINITY**

When TRUE, the operating system's affinity mechanism (where available) is used to assign threads to CPUs, otherwise no affinity assignments are made. The default value is TRUE.

---

**PSC\_OMP\_AFFINITY\_GLOBAL**

This environment variable controls where thread global ID or local ID values are used when assigning threads to CPUs. The default is TRUE so that global ID values are used for calculating thread assignments.

**PSC\_OMP\_AFFINITY\_MAP**

This environment variable allows the mapping from threads to CPUs to be fully specified by the user. It must be set to a list of CPU identifiers separated by commas. The list must contain at least one CPU identifier, and entries in the list beyond the maximum number of threads supported by the implementation (256) are ignored. Each CPU identifier is a decimal number between 0 and one less than the number of CPUs in the system (inclusive).

The implementation generates a mapping table that enumerates the mapping from each thread to CPUs. The CPU identifiers in the **PSC\_OMP\_AFFINITY\_MAP** list are inserted in the mapping table starting at the index for thread 0 and increasing upwards. If the list is shorter than the maximum number of threads, then it is simply repeated over and over again until there is a mapping for each thread. This repeat feature allows short lists to be used to specify repetitive thread mappings for all threads.

**PSC\_OMP\_CPU\_STRIDE**

This specifies the striding factor used when mapping threads to CPUs. It takes an integer value in the range of 0 to the number of CPUs (inclusive). The default is a stride of 1, which causes the threads to be linearly mapped to consecutive CPUs. When there are more threads than CPUs the mapping wraps around giving a round-robin allocation of threads to CPUs. The behavior for a stride of 0 is the same as a stride of 1.

**PSC\_OMP\_CPU\_OFFSET**

This specifies an integer value that is used to offset the CPU assignments for the set of threads. It takes an integer value in the range of 0 to the number of CPUs (inclusive). When a thread is mapped to a CPU, this offset is added onto the CPU number calculated after PSC\_OMP\_CPU\_STRIDE has been applied. If the resulting value is greater than the number of CPUs, then the remainder is used from the division of this value by the number of CPUs.

**PSC\_OMP\_GUARD\_SIZE**

This environment variable specifies the size in bytes of a guard area that is placed below pthread stacks. This guard area is in addition to any guard pages created by your O/S.

**PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR**

The value of PSC\_OMP\_GUIDED\_CHUNK\_DIVISOR is used to divide down the chunk size assigned by the guided scheduling algorithm.

**PSC\_OMP\_GUIDED\_CHUNK\_MAX**

This is the maximum chunk size that will be used by the loop scheduler for guided scheduling.

**PSC\_OMP\_LOCK\_SPIN**

This chooses the locking mechanism used by critical sections and OMP locks.

**PSC\_OMP\_SILENT**

If you set PSC\_OMP\_SILENT to anything, then warning and debug messages from the libopenmp library are inhibited.

**PSC\_OMP\_STACK\_SIZE**

(Fortran) Stack size specification follows the syntax in described in the *OpenMP in Fortran* section of *PathScale Compiler Suite User Guide*.

**PSC\_OMP\_STATIC\_FAIR**

This determines the default static scheduling policy when no chunk size is specified. It is discussed in the *OpenMP in Fortran* section of *PathScale Compiler Suite User Guide*.

**PSC\_OMP\_THREAD\_SPIN**

This takes a numeric value and sets the number of times that the spin loops will spin at user-level before falling back to O/S schedule/reschedule mechanisms.

## FILES

The following is a file summary:

<b>File</b>	<b>Type</b>
<b>a.out</b>	Executable output file.
<i>file.a</i>	Object file archive.
<i>file.B</i>	Intermediate file written by the front-end of the compiler. To retain this file, specify the <b>-keep</b> option.
<i>file.c</i>	C source file
<i>file.f</i> or <i>file.F</i>	Input Fortran source file in fixed source form. If <i>file</i> ends in <b>.F</b> , the C preprocessor is invoked.
<i>file.f90</i> , <i>file.f95</i> , <i>file.F90</i> , or <i>file.F95</i>	Input Fortran source file in free source form. If <i>file</i> ends in <b>.F90</b> or <b>.F95</b> , the C preprocessor is invoked.
<i>file.i</i>	File generated by the source preprocessor. If using Fortran, and you want to retain this file, specify the <b>-P</b> option.
<i>file.ii</i>	Pre-processed C++ source file
<i>file.l</i>	Listing file

---

<i>file.mod</i>	Fortran module file. Compiling a module generates both a module file, which must be available before compiling "use" statements that refer to that module, and an object file, which must be available when linking the program. When compiling multiple source files at once, you must order them so that each module is compiled before any "use" statement which refers to that module.
<i>file.o</i>	Object file.
<i>file.s</i>	Assembly language file. To retain this file, specify the <b>-S</b> option.
<i>file.so</i>	Dynamic Shared Object (DSO) library.
<i>ii_files</i>	Directory that contains <b>.ii</b> files
<b>/usr/include</b>	Standard directory for <b>#include</b> files
<b>/usr/bin/ld</b>	Loader
<b>/tmp/cc*</b>	Temporary files

## COPYRIGHT

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## SEE ALSO

**pathcc(1)**, **pathCC(1)**, **pathf95(1)**, **compiler.defaults(5)**, **pathopt2(1)**, **assign(1)**, **explain(1)**, **fsymlist(1)**, **pathscale\_intro(7)**, **pathdb(1)**

PathScale Compiler Suite and Subscription Manager Install Guide

PathScale Compiler Suite User Guide

PathScale Compiler Suite Support Guide

PathScale Debugger User Guide

Online documentation available at <http://www.pathscale.com/docs.html>

For the most current information on supported features, please see the Release Notes and README files for your current release.





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## Appendix G Glossary

This section describes common terms that are used in connection with the PathScale Compiler Suite.

<i>ABI</i>	Describes the interface between program components at the binary level. It encompasses details such as procedure calling convention (how parameters and return values are passed), the mangling (encoding) of function and variable names, and the dedication of registers for different usages.
<i>affinity</i>	Processor affinity is used to specify the preferred processor or subset of processors for scheduling a thread. An affinity setting might be made in order to bind a thread close to a resource and to prevent the kernel from rescheduling the thread to another processor further away from that resource. Affinity is particularly important on NUMA (non-uniform memory architectures) since memory access latency and bandwidth may vary based on the relative locations of the processor and memory.
<i>AMD64</i>	AMD's 64-bit extensions to Intel's IA32 (more commonly known as "x86") architecture.
<i>alias</i>	An alternate name used for identification, such as for naming a field or a file.
<i>aliasing</i>	Two variables are said to be "aliased" if they potentially are in the same location in memory. This inhibits optimization. A common example in the C language is two pointers; if the compiler cannot prove that they point to different locations, a write through one of the pointers will cause the compiler to believe that the second pointer's target has changed.
<i>assertion</i>	A statement in a program that a certain condition is expected to be true at this point. If it is not true when the program runs, execution stops with an output of where the program stopped and what the assertion was that failed.
<i>base</i>	Set of standard flags used in SPEC runs with compiler.

<i>bind</i>	To link subroutines in a program. Applications are often built with the help of many standard routines or object classes from a library, and large programs may be built as several program modules. Binding links all the pieces together. Symbolic tags are used by the programmer in the program to interface to the routine. At binding time, the tags are converted into actual memory addresses or disk locations. Or (bind) to link any element, tag, identifier or mnemonic with another so that the two are associated in some manner. See alias and linker.
<i>BSS</i>	(Block Started by Symbol) Section in a Fortran output object module that contains all the reserved but uninitialized space. It defines its label and the reserved space for a given number of words.
<i>CG</i>	Code generation; a pass in the PathScale Compiler.
<i>common block</i>	A Fortran term for variables shared between compilation units (source files). Common blocks are a Fortran-77 language feature that creates a group of global variables. The PathScale compiler does sophisticated padding of common blocks for higher performance when the Inter-Procedural Analysis (IPA) is in use.
<i>constant</i>	A constant is a variable with a value known at compile time.
<i>DSO</i>	(dynamic shared object) A library that is linked in at runtime. In Linux, the C library (glibc) is commonly dynamically linked in. In Windows, such libraries are called DLLs.
<i>DWARF</i>	A debugging file format used by many compilers and debuggers to support source level debugging. It is architecture-independent and applicable to any processor or operating system. It is widely used on Unix, Linux, and other operating systems, as well in stand-alone environments.
<i>EBO</i>	The Extended Block Optimization pass in the PathScale compiler.
<i>EM64T</i>	The Intel ©Extended Memory 64 Technology family of chips.
<i>equivalence</i>	A Fortran feature similar to a C/C++ union, in which several variables occupy the same area of memory.

---

<i>executable</i>	The file created by the compiler (and linker) whose contents can be interpreted and run by a computer. The compiler can also create libraries and debugging information from the source code.
<i>feedback</i>	A compiler optimization technique in which information from a run of the program is then used by the compiler to generate better code. ThePathScale Compiler Suite uses feedback information for branches, loop counts, calls, switch statements, and variable values.
<i>flag</i>	A command line option for the compiler, usually an option relating to code optimization.
<i>gcov</i>	A utility used to determine if a test suite exercises all code paths in a program.
<i>IPA</i>	(Inter-Procedural Analysis) A sophisticated compiler technique in which multiple functions and subroutines are optimized together.
<i>IR</i>	(Intermediate Representation) A step in compilation where code is linked in an intermediate representation so that inter-procedural analysis and optimization can take place.
<i>linker</i>	A utility program that links a compiled or assembled program to a particular environment. Also known as a "link editor," the linker unites references between program modules and libraries of subroutines. Its output is a load module, which is executable code ready to run in the computer.
<i>LNO</i>	(loop nest optimizer) Performs transformation on a loop nest, improves data cache performance, improves optimization opportunities in later phases of compiling, vectorizes loops by calling vector intrinsics, parallelizes loops, computes data dependency information for use by code generator, can generate listing of transformed code in source form.
<i>MP</i>	Multiprocessor.
<i>NUMA</i>	Non-uniform memory access is a method of configuring a cluster of microprocessors in a multiprocessing system so that they can share memory locally, improving performance and the ability of the system to be expanded. NUMA is used in a symmetric multiprocessing (SMP) system.
<i>object_file</i>	The intermediate representation of code generated by a compiler after it processes a source file.

---

<i>pathcov</i>	The version of gcov that PathScale supports with its compilers. Other versions of gcov may not work with code generated by the PathScale Compiler Suite, and are not supported by PathScale.
<i>pathprof</i>	The version of gprof that PathScale supports with its compilers. Other versions of gprof may not work with code generated by the PathScale Compiler Suite, and are not supported by PathScale.
<i>peak</i>	Set of optional flags used with compiler in SPEC runs to optimize performance.
<i>SIMD</i>	(Single Instruction Multiple Data) An i386/AMD64 instruction set extension which allows the CPU to operate on multiple pieces of data contained in a single, wide register. These extensions were in three parts, named MMX, SSE, and SSE2.
<i>SMP</i>	Symmetric multiprocessing is a "tightly-coupled," "share everything" system in which multiple processors working under a single operating system access each other's memory over a common bus or "interconnect" path.
<i>source_file</i>	A software program, usually made up of several text files, written in a programming language, that can be converted into machine-readable code through the use of a compiler.
<i>SPEC</i>	(Standard Performance Evaluation Corporation) SPEC provides a standardized suite of source code based upon existing applications that has already been ported to a wide variety of platforms by its membership. The benchmarker takes this source code, compiles it for the system in question and tunes the system for the best results. See <a href="http://www.spec.org/">http://www.spec.org/</a> for more information.
<i>SSE3</i>	Instruction set extension to Intel <sup>®</sup> 2019s IA_32 and IA_64 architecture to speed processing. These new instructions are supposed to enable and improve hyperthreading rather than floating-point operations.
<i>TLB</i>	Translation Look aside Buffer.
<i>vectorization</i>	An optimization technique that works on multiple pieces of data at once. For example, the PathScale Compiler Suite will turn a loop computing the mathematical function <code>sin()</code> into a call to the <code>vsin()</code> function, which is twice as fast.

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<i>WHIRL</i>	The intermediate language (IR) used by compilers allowing the C, C++, and Fortran front-ends to share a common backend. It was developed at Silicon Graphics Inc. and is used by the Open64 compilers.
<i>x86_64</i>	The Linux 64-bit application binary interface (ABI).



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