This lecture:

- Python debugging demo
- Compiled languages
- Introduction to Fortran 90 syntax
- Declaring variables, loops, booleans

Reading:

- class notes: Python debugging
- class notes: Python plotting
- class notes: Fortran
- class notes: Fortran Arrays
Changes in uwhpsc repository

A new branch has been added to the uwhpsc repository on bitbucket.

The coursera branch will be used for modifications needed for the Coursera version.

Ignore this branch and stay on master.

Note that git fetch will also fetch history into origin/coursera

You want to:

```bash
$ git fetch origin
$ git branch    # make sure you are on master
$ git checkout master  # if you weren’t
$ git merge origin/master
```
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- class notes: Fortran Arrays
Compiled vs. interpreted language

Not so much a feature of language syntax as of how language is converted into machine instructions.

Many languages use elements of both.

**Interpreter:**
- Takes commands one at a time, converts into machine code, and executes.
- Allows interactive programming at a shell prompt, as in Python or Matlab.
- Can’t take advantage of optimizing over an entire program — does not know what instructions are coming next.
- Must translate each command while running the code, possibly many times over in a loop.
Compiled language

The program must be written in 1 or more files *(source code)*.

These files are input data for the **compiler**, which is a computer program that analyzes the source code and converts it into **object code**.
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Why two steps?

Object code contains symbols such as variables that may be defined in other objects. Linker resolves the symbols and converts them into addresses in memory.
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Why two steps?

Object code contains symbols such as variables that may be defined in other objects. Linker resolves the symbols and converts them into addresses in memory.

Often large programs consist of many separate files and/or library routines — don’t want to re-compile them all when only one is changed. (Later we’ll use Makefiles.)
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Major changes in Fortran 77, which is still widely used.

“I don’t know what the language of the year 2000 will look like, but I know it will be called Fortran.”

– Tony Hoare, 1982
Fortran history

Major changes again from Fortran 77 to Fortran 90.

Fortran 95: minor changes.

Fortran 2003, 2008: not fully implemented by most compilers.

We will use Fortran 90/95.

gfortran — GNU open source compiler

Several commercial compilers also available.
Big differences between Fortran 77 and Fortran 90/95.

Fortran 77 still widely used:
- Legacy codes (written long ago, millions of lines...)
- Faster for some things.

Note: In general adding more high-level programming features to a language makes it harder for compiler to optimize into fast-running code.
Fortran syntax

One big difference: Fortran 77 (and prior versions) required fixed format of lines:

Executable statements must start in column 7 or greater,

Only the first 72 columns are used, the rest ignored!

Punch cards and decks

Paper tape

http://en.wikipedia.org/wiki/Punched_tape
Fortran 90: free format.

Indentation is optional (but highly recommended).

`gfortran` will compile Fortran 77 or 90/95.

Use file extension `.f` for fixed format (column 7 ...)

Use file extension `.f90` for free format.
Simple Fortran program

! $UWHPSC/codes/fortran/example1.f90
program example1
    implicit none
    real (kind=8) :: x,y,z

    x = 3.d0
    y = 1.d-1
    z = x + y
    print *, "z = ", z
end program example1

Notes:

- Indentation optional (but make it readable!)
- First declaration of variables then executable statements
- implicit none means all variables must be declared
Simple Fortran program

! $UWHPSC/codes/fortran/example1.f90
program example1
  implicit none
  real (kind=8) :: x,y,z

  x = 3.d0
  y = 1.d-1
  z = x + y
  print *, "z = ", z
end program example1

More notes:

• (kind = 8) means 8-bytes used for storage,
• 3.d0 means $3 \times 10^0$ in double precision (8 bytes)
• 2.d-1 means $2 \times 10^{-1} = 0.2$
Simple Fortran program

! $UWHPSC/codes/fortran/example1.f90
program example1
    implicit none
    real (kind=8) :: x,y,z

    x = 3.d0
    y = 1.d-1
    z = x + y
    print *, "z = ", z
end program example1

More notes:

- **print *, ...**: The * means no special format specified.
  As a result all available digits of z will be printed.
- Later will see how to specify print format.
Suppose `example1.f90` contains this program.

Then:

```
$ gfortran example1.f90
```

compiles and links and creates an **executable** named `a.out`

**To run the code after compiling it:**

```
$ ./a.out
```

```
z = 3.20000000000000
```

The command `./a.out` executes this file (in the current directory).
Compiling and running Fortran

Can give executable a different name with -o flag:

```bash
$ gfortran example1.f90 -o example1.exe
$ ./example1.exe
z = 3.20000000000000
```

Can separate compile and link steps:

```bash
$ gfortran -c example1.f90 # creates example1.o

$ gfortran example1.o -o example1.exe
$ ./example1.exe
z = 3.20000000000000
```

This creates and then uses the object code `example1.o`.
Compile-time errors

Introduce an error in the code: \((zz \text{ instead of } z)\)

```fortran
program example1
  implicit none
  real (kind=8) :: x, y, z
  x = 3.d0
  y = 2.d-1
  zz = x + y
  print *, "z = ", z
end program example1
```

This gives an error when compiling:

```
$ gfortran example1.f90
example1.f90:11.6:
  zz = x + y
  1
Error: Symbol 'zz' at (1) has no IMPLICIT type
```
Introduce an error in the code: (\texttt{zz} instead of \texttt{z})

```fortran
program example1
    real (kind=8) :: x, y, z
    x = 3.d0
    y = 2.d-1
    zz = x + y
    print *, "z = ", z
end program example1
```

This compiles fine and gives the result:

```
$ gfortran example1.f90
$ ./a.out
  z = -3.626667641771191E-038
```

Or some other \texttt{random nonsense} since \texttt{z} was never set.
Fortran types

Variables refer to particular storage location(s), must declare variable to be of a particular type and this won’t change.

The statement

    implicit none

means all variables must be explicitly declared.

Otherwise you can use a variable without prior declaration and the type will depend on what letter the name starts with. Default:

- integer if starts with i, j, k, l, m, n
- real (kind=4) otherwise (single precision)

Many older Fortran codes use this convention!

**Much safer** to use implicit none for clarity, and to help avoid typos.
Fortran arrays and loops

! $UWHPSC/codes/fortran/loop1.f90
program loop1
    implicit none
    integer, parameter :: n = 10000
    real (kind=8), dimension(n) :: x, y
    integer :: i

    do i=1,n
        x(i) = 3.d0 * i
    enddo

    do i=1,n
        y(i) = 2.d0 * x(i)
    enddo

    print *, "Last y computed: ", y(n)
end program loop1

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Fortran arrays and loops

program loop1
  implicit none
  integer, parameter :: n = 10000
  real (kind=8), dimension(n) :: x, y
  integer :: i

Comments:

- `integer, parameter` means this value will not be changed.
- `dimension(n) :: x, y` means these are arrays of length \( n \).
Fortran arrays and loops

\begin{verbatim}
  do i=1,n
    x(i) = 3.d0 * i  
  enddo
\end{verbatim}

Comments:

- \texttt{x(i)} means \texttt{i}'th element of array.
- \texttt{Instead of \texttt{enddo}, can also use labels...}

\begin{verbatim}
  do 100 i=1,n
    x(i) = 3.d0 * i  
  100     continue
\end{verbatim}

The number 100 is arbitrary. Useful for long loops. Often seen in older codes.
Fortran if-then-else

```fortran
! $UWHPSC/codes/fortran/ifelse1.f90

program ifelse1
   implicit none
   real(kind=8) :: x
   integer :: i

   i = 3

   if (i<=2) then
      print *, "i is less or equal to 2"
   else if (i/=5) then
      print *, "i is greater than 2, not equal to 5"
   else
      print *, "i is equal to 5"
   endif
end program ifelse1
```

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Booleans: .true. .false.

Comparisons:
< or .lt. <= or .le.
> or .gt. >= or .ge.
== or .eq. /= or .ne.

Examples:

if ((i >= 5) .and. (i < 12)) then
if (((i .lt. 5) .or. (i .ge. 12)) .and. & (i .ne. 20)) then

Note: & is the Fortran continuation character.
Statement continues on next line.
Fortran if-then-else

! $UWHPSC/codes/fortran/boolean1.f90
program boolean1
  implicit none
  integer :: i,k
  logical :: ever_zero

  ever_zero = .false.
do i=1,10
    k = 3*i - 1
    ever_zero = (ever_zero .or. (k == 0))
  enddo

  if (ever_zero) then
    print *, "3*i - 1 takes the value 0 for some i"
  else
    print *, "3*i - 1 is never 0 for i tested"
  endif
end program boolean1