Using GNU Fortran

For GCC version 16.0.0 (pre-release)

(GCC)

The `gfortran` team

Published by the Free Software Foundation
51 Franklin Street, Fifth Floor
Boston, MA 02110-1301, USA

Copyright © 1999-2025 Free Software Foundation, Inc.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with the Invariant Sections being "Funding Free Software", the Front-Cover Texts being (a) (see below), and with the Back-Cover Texts being (b) (see below). A copy of the license is included in the section entitled "GNU Free Documentation License".

(a) The FSF's Front-Cover Text is:

A GNU Manual

(b) The FSF's Back-Cover Text is:

You have freedom to copy and modify this GNU Manual, like GNU software. Copies published by the Free Software Foundation raise funds for GNU development.

Short Contents

1 Introduction 1

Invoking GNU Fortran

2 GNU Fortran Command Options 7
3 Runtime: Influencing runtime behavior with environment variables 37

Language Reference

4 Compiler Characteristics 43
5 Extensions 49
6 Mixed-Language Programming 73
7 Coarray Programming 89
8 Intrinsic Procedures 119
9 Intrinsic Modules 311

Contributing 321
GNU General Public License 323
GNU Free Documentation License 335
Funding Free Software 343
Option Index 345
Keyword Index 347

Table of Contents

1 Introduction ... 1

1.1 About GNU Fortran ... 1
1.2 GNU Fortran and GCC ... 2
1.3 Standards ... 3
1.3.1 Fortran 95 status ... 3
1.3.2 Fortran 2003 status ... 3
1.3.3 Fortran 2008 status ... 4
1.3.4 Fortran 2018 status ... 4

Part I: Invoking GNU Fortran ... 5

2 GNU Fortran Command Options ... 7

2.1 Option summary ... 7
2.2 Options controlling Fortran dialect ... 9
2.3 Enable and customize preprocessing ... 14
2.4 Options to request or suppress errors and warnings ... 18
2.5 Options for debugging your program ... 22
2.6 Options for directory search ... 24
2.7 Influencing the linking step ... 24
2.8 Influencing runtime behavior ... 24
2.9 GNU Fortran Developer Options ... 25
2.10 Options for code generation conventions ... 26
2.11 Options for interoperability with other languages ... 34
2.12 Environment variables affecting `gfortran` ... 35

3 Runtime: Influencing runtime behavior with environment variables ... 37

3.1 `TMPDIR`—Directory for scratch files ... 37
3.2 `GFORTRAN_STDIN_UNIT`—Unit number for standard input ... 37
3.3 `GFORTRAN_STDOUT_UNIT`—Unit number for standard output ... 37
3.4 `GFORTRAN_STDERR_UNIT`—Unit number for standard error ... 37
3.5 `GFORTRAN_UNBUFFERED_ALL`—Do not buffer I/O on all units ... 37
3.6 `GFORTRAN_UNBUFFERED_PRECONNECTED`—Do not buffer I/O on preconnected units ... 37
3.7 `GFORTRAN_SHOW_LOCUS`—Show location for runtime errors ... 37
3.8 `GFORTRAN_OPTIONAL_PLUS`—Print leading + where permitted ... 38
3.9 `GFORTRAN_LIST_SEPARATOR`—Separator for list output ... 38
3.10 `GFORTRAN_CONVERT_UNIT`—Set conversion for unformatted I/O ... 38
3.11 `GFORTRAN_ERROR_BACKTRACE`—Show backtrace on run-time errors ... 39
3.12 `GFORTRAN_FORMATTED_BUFFER_SIZE`—Set buffer size for formatted I/O ... 39

3.13 GFORTRAN_UNFORMATTED_BUFFER_SIZE—Set buffer size for unformatted I/O 39

Part II: Language Reference 41

4 Compiler Characteristics 43

4.1 KIND Type Parameters 43
4.2 Internal representation of LOGICAL variables 43
4.3 Evaluation of logical expressions 44
4.4 MAX and MIN intrinsics with REAL NaN arguments 44
4.5 Thread-safety of the runtime library 44
4.6 Data consistency and durability 45
4.7 Files opened without an explicit ACTION= specifier 46
4.8 File operations on symbolic links 46
4.9 File format of unformatted sequential files 46
4.10 Asynchronous I/O 47
4.11 Behavior on integer overflow 47

5 Extensions 49

5.1 Extensions implemented in GNU Fortran 49
5.1.1 Old-style kind specifications 49
5.1.2 Old-style variable initialization 49
5.1.3 Extensions to namelist 50
5.1.4 X format descriptor without count field 51
5.1.5 Commas in FORMAT specifications 51
5.1.6 Missing period in FORMAT specifications 51
5.1.7 Default widths for 'F', 'G' and 'I' format descriptors 51
5.1.8 I/O item lists 51
5.1.9 'Q' exponent-letter 51
5.1.10 BOZ literal constants 52
5.1.11 Real array indices 52
5.1.12 Unary operators 52
5.1.13 Implicitly convert LOGICAL and INTEGER values 52
5.1.14 Hollerith constants support 52
5.1.15 Character conversion 53
5.1.16 Cray pointers 54
5.1.17 CONVERT specifier 55
5.1.18 OpenMP 56
5.1.19 OpenACC 57
5.1.20 Argument list functions %VAL, %REF and %LOC 57
5.1.21 Read/Write after EOF marker 58
5.1.22 STRUCTURE and RECORD 58
5.1.23 UNION and MAP 61
5.1.24 Type variants for integer intrinsics 62
5.1.25 AUTOMATIC and STATIC attributes 64

5.1.26 Form feed as whitespace ... 64
5.1.27 `TYPE` as an alias for `PRINT` ... 64
5.1.28 %LOC as an rvalue ... 65
5.1.29 `.XOR.` operator ... 65
5.1.30 Bitwise logical operators ... 65
5.1.31 Extended I/O specifiers ... 65
5.1.32 Legacy `PARAMETER` statements ... 67
5.1.33 Default exponents ... 67
5.2 Extensions not implemented in GNU Fortran ... 67
5.2.1 `ENCODE` and `DECODE` statements ... 67
5.2.2 Variable `FORMAT` expressions ... 68
5.2.3 Alternate complex function syntax ... 68
5.2.4 Volatile `COMMON` blocks ... 68
5.2.5 `OPEN( ... NAME=)` ... 68
5.2.6 `Q` edit descriptor ... 68
5.3 Experimental features future Fortran versions ... 69
5.3.1 Unsigned integers ... 69

6 Mixed-Language Programming ... 73

6.1 Interoperability with C ... 73
6.1.1 Intrinsic Types ... 73
6.1.2 Derived Types and struct ... 73
6.1.3 Interoperable Global Variables ... 74
6.1.4 Interoperable Subroutines and Functions ... 74
6.1.5 Working with C Pointers ... 76
6.1.6 Further Interoperability of Fortran with C ... 78
6.1.7 Generating C prototypes from Fortran ... 78
6.2 GNU Fortran Compiler Directives ... 78
6.2.1 `ATTRIBUTES` directive ... 78
6.2.2 `UNROLL` directive ... 80
6.2.3 `BUILTIN` directive ... 80
6.2.4 `IVDEP` directive ... 80
6.2.5 `VECTOR` directive ... 80
6.2.6 `NOVECTOR` directive ... 81
6.3 Non-Fortran Main Program ... 81
6.3.1 `_gfortran_set_args` — Save command-line arguments ... 81
6.3.2 `_gfortran_set_options` — Set library option flags ... 82
6.3.3 `_gfortran_set_convert` — Set endian conversion ... 83
6.3.4 `_gfortran_set_record_marker` — Set length of record markers ... 83
6.3.5 `_gfortran_set_fpe` — Enable floating point exception traps ... 84
6.3.6 `_gfortran_set_max_subrecord_length` — Set subrecord length ... 84
6.4 Naming and argument-passing conventions ... 85
6.4.1 Naming conventions ... 85
6.4.2 Argument passing conventions ... 85

7 Coarray Programming 89

7.1 Type and enum ABI Documentation 89
7.1.1 `caf_token_t` 89
7.1.2 `caf_register_t` 89
7.1.3 `caf_deregister_t` 89
7.1.4 `caf_reference_t` 89
7.1.5 `caf_team_t` 91
7.2 Function ABI Documentation 91
7.2.1 `_gfortran_caf_init` — Initialization function 91
7.2.2 `_gfortran_caf_finish` — Finalization function 92
7.2.3 `_gfortran_caf_this_image` — Querying the image number .. 92
7.2.4 `_gfortran_caf_num_images` — Querying the maximal number of images 92
7.2.5 `_gfortran_caf_image_status` — Query the status of an image 93
7.2.6 `_gfortran_caf_failed_images` — Get an array of the indexes of the failed images 93
7.2.7 `_gfortran_caf_stopped_images` — Get an array of the indexes of the stopped images 94
7.2.8 `_gfortran_caf_register` — Registering coarrays 94
7.2.9 `_gfortran_caf_deregister` — Deregistering coarrays 95
7.2.10 `_gfortran_caf_register_accessor` — Register an accessor for remote access 96
7.2.11 `_gfortran_caf_register_accessors_finish` — Finish registering accessor functions 96
7.2.12 `_gfortran_caf_get_remote_function_index` — Get the index of an accessor 97
7.2.13 `_gfortran_caf_get_from_remote` — Getting data from a remote image using a remote side accessor 97
7.2.14 `_gfortran_caf_is_present_on_remote` — Check that a coarray or a part of it is allocated on the remote image 99
7.2.15 `_gfortran_caf_send_to_remote` — Send data to a remote image using a remote side accessor to store it 100
7.2.16 `_gfortran_caf_transfer_between_remotes` — Initiate data transfer between to remote images 101
7.2.17 `_gfortran_caf_sendget_by_ref` — Sending data between remote images using enhanced references on both sides 104
7.2.18 `_gfortran_caf_lock` — Locking a lock variable 105
7.2.19 `_gfortran_caf_lock` — Unlocking a lock variable 106
7.2.20 `_gfortran_caf_event_post` — Post an event 106
7.2.21 `_gfortran_caf_event_wait` — Wait that an event occurred 107
7.2.22 `_gfortran_caf_event_query` — Query event count 107
7.2.23 `_gfortran_caf_sync_all` — All-image barrier 108
7.2.24 `_gfortran_caf_sync_images` — Barrier for selected images 108

7.2.25 `_gfortran_caf_sync_memory` — Wait for completion of segment-memory operations 109
7.2.26 `_gfortran_caf_error_stop` — Error termination with exit code 109
7.2.27 `_gfortran_caf_error_stop_str` — Error termination with string 109
7.2.28 `_gfortran_caf_fail_image` — Mark the image failed and end its execution 109
7.2.29 `_gfortran_caf_atomic_define` — Atomic variable assignment 110
7.2.30 `_gfortran_caf_atomic_ref` — Atomic variable reference .. 110
7.2.31 `_gfortran_caf_atomic_cas` — Atomic compare and swap .. 110
7.2.32 `_gfortran_caf_atomic_op` — Atomic operation 111
7.2.33 `_gfortran_caf_co_broadcast` — Sending data to all images 112
7.2.34 `_gfortran_caf_co_max` — Collective maximum reduction .. 112
7.2.35 `_gfortran_caf_co_min` — Collective minimum reduction .. 113
7.2.36 `_gfortran_caf_co_sum` — Collective summing reduction .. 113
7.2.37 `_gfortran_caf_co_reduce` — Generic collective reduction .. 114
7.2.38 `_gfortran_caf_form_team` — Team creation function .. 115
7.2.39 `_gfortran_caf_change_team` — Team activation function .. 116
7.2.40 `_gfortran_caf_end_team` — Team termination function .. 116
7.2.41 `_gfortran_caf_sync_team` — Synchronize all images of a given team 116
7.2.42 `_gfortran_caf_get_team` — Get the opaque handle of the specified team 117
7.2.43 `_gfortran_caf_team_number` — Get the unique id of the given team 117

8 Intrinsic Procedures 119

8.1 Introduction to intrinsic procedures 119
8.2 `ABORT` — Abort the program 119
8.3 `ABS` — Absolute value 120
8.4 `ACCESS` — Checks file access modes 120
8.5 `ACHAR` — Character in ASCII collating sequence 121
8.6 `ACOS` — Arccosine function 122
8.7 `ACOSD` — Arccosine function, degrees 122
8.8 `ACOSH` — Inverse hyperbolic cosine function 123
8.9 `ACOSPI` — Circular arc cosine function 124
8.10 `ADJUSTL` — Left adjust a string 124
8.11 `ADJUSTR` — Right adjust a string 125
8.12 `AIMAG` — Imaginary part of complex number 125
8.13 `AINT` — Truncate to a whole number 126
8.14 `ALARM` — Execute a routine after a given delay 127
8.15 `ALL` — All values in *MASK* along *DIM* are true 127
8.16 `ALLOCATED` — Status of an allocatable entity 128

8.17 AND — Bitwise logical AND 129
8.18 ANINT — Nearest whole number 130
8.19 ANY — Any value in *MASK* along *DIM* is true 130
8.20 ASIN — Arcsine function 131
8.21 ASIND — Arcsine function, degrees 132
8.22 ASINH — Inverse hyperbolic sine function 132
8.23 ASINPI — Circular arc sine function 133
8.24 ASSOCIATED — Status of a pointer or pointer/target pair 134
8.25 ATAN — Arctangent function 135
8.26 ATAN2 — Arctangent function 136
8.27 ATAN2D — Arctangent function, degrees 136
8.28 ATAN2PI — Circular arc tangent function 137
8.29 ATAND — Arctangent function, degrees 138
8.30 ATANH — Inverse hyperbolic tangent function 139
8.31 ATANPI — Circular arc tangent function 139
8.32 ATOMIC_ADD — Atomic ADD operation 140
8.33 ATOMIC_AND — Atomic bitwise AND operation 141
8.34 ATOMIC_CAS — Atomic compare and swap 141
8.35 ATOMIC_DEFINE — Setting a variable atomically 142
8.36 ATOMIC_FETCH_ADD — Atomic ADD operation with prior fetch .. 143
8.37 ATOMIC_FETCH_AND — Atomic bitwise AND operation with prior fetch 144
8.38 ATOMIC_FETCH_OR — Atomic bitwise OR operation with prior fetch 144
8.39 ATOMIC_FETCH_XOR — Atomic bitwise XOR operation with prior fetch 145
8.40 ATOMIC_OR — Atomic bitwise OR operation 146
8.41 ATOMIC_REF — Obtaining the value of a variable atomically .. 147
8.42 ATOMIC_XOR — Atomic bitwise OR operation 148
8.43 BACKTRACE — Show a backtrace 148
8.44 BESSEL_J0 — Bessel function of the first kind of order 0 149
8.45 BESSEL_J1 — Bessel function of the first kind of order 1 149
8.46 BESSEL_JN — Bessel function of the first kind 150
8.47 BESSEL_Y0 — Bessel function of the second kind of order 0 .. 150
8.48 BESSEL_Y1 — Bessel function of the second kind of order 1 .. 151
8.49 BESSEL_YN — Bessel function of the second kind 152
8.50 BGE — Bitwise greater than or equal to 152
8.51 BGT — Bitwise greater than 153
8.52 BIT_SIZE — Bit size inquiry function 153
8.53 BLE — Bitwise less than or equal to 154
8.54 BLT — Bitwise less than 154
8.55 BTEST — Bit test function 155
8.56 C_ASSOCIATED — Status of a C pointer 155
8.57 C_F_POINTER — Convert C into Fortran pointer 156
8.58 C_F_PROCPOINTER — Convert C into Fortran procedure pointer .. 157
8.59 C_FUNLOC — Obtain the C address of a procedure 158
8.60 C_LOC — Obtain the C address of an object 158

8.61 C_SIZEOF — Size in bytes of an expression ... 159
8.62 CEILING — Integer ceiling function ... 160
8.63 CHAR — Character conversion function ... 160
8.64 CHDIR — Change working directory ... 161
8.65 CHMOD — Change access permissions of files ... 162
8.66 CMPLX — Complex conversion function ... 162
8.67 CO_BROADCAST — Copy a value to all images the current set of images ... 163
8.68 CO_MAX — Maximal value on the current set of images ... 164
8.69 CO_MIN — Minimal value on the current set of images ... 165
8.70 CO_REDUCE — Reduction of values on the current set of images ... 166
8.71 CO_SUM — Sum of values on the current set of images ... 167
8.72 COMMAND_ARGUMENT_COUNT — Get number of command line arguments ... 168
8.73 COMPILER_OPTIONS — Options passed to the compiler ... 168
8.74 COMPILER_VERSION — Compiler version string ... 169
8.75 COMPLEX — Complex conversion function ... 169
8.76 CONJG — Complex conjugate function ... 170
8.77 COS — Cosine function ... 171
8.78 COSD — Cosine function, degrees ... 171
8.79 COSH — Hyperbolic cosine function ... 172
8.80 COSPI — Circular cosine function ... 173
8.81 COTAN — Cotangent function ... 173
8.82 COTAND — Cotangent function, degrees ... 174
8.83 COUNT — Count function ... 174
8.84 CPU_TIME — CPU elapsed time in seconds ... 175
8.85 CSHIFT — Circular shift elements of an array ... 176
8.86 CTIME — Convert a time into a string ... 177
8.87 DATE_AND_TIME — Date and time subroutine ... 178
8.88 DBLE — Double conversion function ... 179
8.89 DCMPLX — Double complex conversion function ... 179
8.90 DIGITS — Significant binary digits function ... 180
8.91 DIM — Positive difference ... 180
8.92 DOT_PRODUCT — Dot product function ... 181
8.93 DPROD — Double product function ... 182
8.94 DREAL — Double real part function ... 182
8.95 DSHIFTL — Combined left shift ... 183
8.96 DSHIFTR — Combined right shift ... 183
8.97 DTIME — Execution time subroutine (or function) ... 184
8.98 EOSHIFT — End-off shift elements of an array ... 185
8.99 EPSILON — Epsilon function ... 186
8.100 ERF — Error function ... 187
8.101 ERFC — Error function ... 187
8.102 ERFC_SCALED — Error function ... 188
8.103 ETIME — Execution time subroutine (or function) ... 188
8.104 EVENT_QUERY — Query whether a coarray event has occurred ... 189
8.105 EXECUTE_COMMAND_LINE — Execute a shell command ... 190

8.106 EXIT — Exit the program with status. 191
8.107 EXP — Exponential function 191
8.108 EXPONENT — Exponent function 192
8.109 EXTENDS_TYPE_OF — Query dynamic type for extension 192
8.110 FDATE — Get the current time as a string 193
8.111 FGET — Read a single character in stream mode from stdin . . 194
8.112 FGETC — Read a single character in stream mode 194
8.113 FINDLOC — Search an array for a value 195
8.114 FLOOR — Integer floor function 196
8.115 FLUSH — Flush I/O unit(s) 197
8.116 FNUM — File number function 198
8.117 FPUT — Write a single character in stream mode to stdout . . 198
8.118 FPUTC — Write a single character in stream mode 199
8.119 FRACTION — Fractional part of the model representation 200
8.120 FREE — Frees memory 200
8.121 FSEEK — Low level file positioning subroutine 201
8.122 FSTAT — Get file status 202
8.123 FTELL — Current stream position 203
8.124 GAMMA — Gamma function 203
8.125 GERROR — Get last system error message 204
8.126 GETARG — Get command line arguments 204
8.127 GET_COMMAND — Get the entire command line 205
8.128 GET_COMMAND_ARGUMENT — Get command line arguments . . . 206
8.129 GETCWD — Get current working directory 207
8.130 GETENV — Get an environmental variable 207
8.131 GET_ENVIRONMENT_VARIABLE — Get an environmental variable . . 208
8.132 GETGID — Group ID function 209
8.133 GETLOG — Get login name 209
8.134 GETPID — Process ID function 210
8.135 GET_TEAM — Get the handle of a team 210
8.136 GETUID — User ID function 211
8.137 GMTIME — Convert time to GMT info 211
8.138 HOSTNM — Get system host name 212
8.139 HUGE — Largest number of a kind 212
8.140 HYPOT — Euclidean distance function 213
8.141 IACHAR — Code in ASCII collating sequence 213
8.142 IALL — Bitwise AND of array elements 214
8.143 IAND — Bitwise logical and 215
8.144 IANY — Bitwise OR of array elements 216
8.145 IARGC — Get the number of command line arguments 217
8.146 IBCLR — Clear bit 217
8.147 IBITS — Bit extraction 218
8.148 IBSET — Set bit 218
8.149 ICHAR — Character-to-integer conversion function 219
8.150 IDATE — Get current local time subroutine (day/month/year) . . 220
8.151 IEOR — Bitwise logical exclusive or 221
8.152 IERRNO — Get the last system error number 222

8.153 IMAGE_INDEX — Function that converts a cosubscript to an image index ... 222
8.154 INDEX — Position of a substring within a string ... 222
8.155 INT — Convert to integer type ... 223
8.156 INT2 — Convert to 16-bit integer type ... 224
8.157 INT8 — Convert to 64-bit integer type ... 224
8.158 IOR — Bitwise logical or ... 225
8.159 IPARITY — Bitwise XOR of array elements ... 225
8.160 IRAND — Integer pseudo-random number ... 226
8.161 IS_CONTIGUOUS — Test whether an array is contiguous ... 227
8.162 IS_IOSTAT_END — Test for end-of-file value ... 227
8.163 IS_IOSTAT_EOR — Test for end-of-record value ... 228
8.164 ISATTY — Whether a unit is a terminal device ... 229
8.165 ISHFT — Shift bits ... 229
8.166 ISHFTC — Shift bits circularly ... 230
8.167 ISNAN — Test for a NaN ... 230
8.168 ITIME — Get current local time subroutine (hour/minutes/seconds) ... 231
8.169 KILL — Send a signal to a process ... 231
8.170 KIND — Kind of an entity ... 232
8.171 LBOUND — Lower dimension bounds of an array ... 232
8.172 LCOBOUND — Lower codimension bounds of an array ... 233
8.173 LEADZ — Number of leading zero bits of an integer ... 234
8.174 LEN — Length of a character entity ... 234
8.175 LEN_TRIM — Length of a character entity without trailing blank characters ... 235
8.176 LGE — Lexical greater than or equal ... 235
8.177 LGT — Lexical greater than ... 236
8.178 LINK — Create a hard link ... 237
8.179 LLE — Lexical less than or equal ... 237
8.180 LLT — Lexical less than ... 238
8.181 LNBLNK — Index of the last non-blank character in a string ... 238
8.182 LOC — Returns the address of a variable ... 239
8.183 LOG — Natural logarithm function ... 239
8.184 LOG10 — Base 10 logarithm function ... 240
8.185 LOG_GAMMA — Logarithm of the Gamma function ... 241
8.186 LOGICAL — Convert to logical type ... 241
8.187 LSHIFT — Left shift bits ... 242
8.188 LSTAT — Get file status ... 242
8.189 LTIME — Convert time to local time info ... 243
8.190 MALLOC — Allocate dynamic memory ... 244
8.191 MASKL — Left justified mask ... 244
8.192 MASKR — Right justified mask ... 245
8.193 MATMUL — matrix multiplication ... 245
8.194 MAX — Maximum value of an argument list ... 246
8.195 MAXEXPONENT — Maximum exponent of a real kind ... 247
8.196 MAXLOC — Location of the maximum value within an array ... 247

8.197 MAXVAL — Maximum value of an array 248
8.198 MCLOCK — Time function 249
8.199 MCLOCK8 — Time function (64-bit) 249
8.200 MERGE — Merge variables 250
8.201 MERGE_BITS — Merge of bits under mask 250
8.202 MIN — Minimum value of an argument list 251
8.203 MINEXPONENT — Minimum exponent of a real kind 251
8.204 MINLOC — Location of the minimum value within an array .. 252
8.205 MINVAL — Minimum value of an array 253
8.206 MOD — Remainder function 253
8.207 MODULO — Modulo function 254
8.208 MOVE_ALLOC — Move allocation from one object to another .. 255
8.209 MVBITS — Move bits from one integer to another 256
8.210 NEAREST — Nearest representable number 257
8.211 NEW_LINE — New line character 257
8.212 NINT — Nearest whole number 258
8.213 NORM2 — Euclidean vector norms 258
8.214 NOT — Logical negation 259
8.215 NULL — Function that returns an disassociated pointer 259
8.216 NUM_IMAGES — Function that returns the number of images .. 260
8.217 OR — Bitwise logical OR 261
8.218 OUT_OF_RANGE — Range check for numerical conversion 262
8.219 PACK — Pack an array into an array of rank one 262
8.220 PARITY — Reduction with exclusive OR 263
8.221 PERROR — Print system error message 264
8.222 POPCNT — Number of bits set 264
8.223 POPPAR — Parity of the number of bits set 265
8.224 PRECISION — Decimal precision of a real kind 265
8.225 PRESENT — Determine whether an optional
dummy argument is specified 266
8.226 PRODUCT — Product of array elements 266
8.227 RADIX — Base of a model number 267
8.228 RAN — Real pseudo-random number 268
8.229 RAND — Real pseudo-random number 268
8.230 RANDOM_INIT — Initialize a pseudo-random number generator .. 268
8.231 RANDOM_NUMBER — Pseudo-random number 269
8.232 RANDOM_SEED — Initialize a pseudo-random number sequence .. 270
8.233 RANGE — Decimal exponent range 271
8.234 RANK — Rank of a data object 271
8.235 REAL — Convert to real type 272
8.236 RENAME — Rename a file 273
8.237 REPEAT — Repeated string concatenation 273
8.238 RESHAPE — Function to reshape an array 274
8.239 RRSPACING — Reciprocal of the relative spacing 274
8.240 RSHIFT — Right shift bits 275
8.241 SAME_TYPE_AS — Query dynamic types for equality 275
8.242 SCALE — Scale a real value 276

8.243 SCAN — Scan a string for the presence of a set of characters . . 276
8.244 SECNDS — Time function 277
8.245 SECOND — CPU time function 277
8.246 SELECTED_CHAR_KIND — Choose character kind 278
8.247 SELECTED_INT_KIND — Choose integer kind 279
8.248 SELECTED_LOGICAL_KIND — Choose logical kind 279
8.249 SELECTED_REAL_KIND — Choose real kind 280
8.250 SELECTED_UNSIGNED_KIND — Choose unsigned kind 281
8.251 SET_EXPONENT — Set the exponent of the model 281
8.252 SHAPE — Determine the shape of an array 282
8.253 SHIFTA — Right shift with fill 282
8.254 SHIFTL — Left shift 283
8.255 SHIFTR — Right shift 283
8.256 SIGN — Sign copying function 284
8.257 SIGNAL — Signal handling subroutine (or function) 284
8.258 SIN — Sine function 285
8.259 SIND — Sine function, degrees 286
8.260 SINH — Hyperbolic sine function 286
8.261 SINPI — Circular sine function 287
8.262 SIZE — Determine the size of an array 288
8.263 SIZEOF — Size in bytes of an expression 288
8.264 SLEEP — Sleep for the specified number of seconds 289
8.265 SPACING — Smallest distance between
two numbers of a given type 289
8.266 SPLIT — Parse a string into tokens, one at a time 290
8.267 SPREAD — Add a dimension to an array 291
8.268 SQRT — Square-root function 291
8.269 SRAND — Reinitialize the random number generator 292
8.270 STAT — Get file status 292
8.271 STORAGE_SIZE — Storage size in bits 294
8.272 SUM — Sum of array elements 294
8.273 SYMLNK — Create a symbolic link 295
8.274 SYSTEM — Execute a shell command 295
8.275 SYSTEM_CLOCK — Time function 296
8.276 TAN — Tangent function 297
8.277 TAND — Tangent function, degrees 298
8.278 TANH — Hyperbolic tangent function 298
8.279 TANPI — Circular tangent function 299
8.280 TEAM_NUMBER — Retrieve team id of given team 299
8.281 THIS_IMAGE — Function that returns the
cosubscript index of this image 300
8.282 TIME — Time function 301
8.283 TIME8 — Time function (64-bit) 301
8.284 TINY — Smallest positive number of a real kind 302
8.285 TRAILZ — Number of trailing zero bits of an integer 302
8.286 TRANSFER — Transfer bit patterns 303
8.287 TRANSPOSE — Transpose an array of rank two 304

8.288 TRIM — Remove trailing blank characters of a string 304
8.289 TTYNAM — Get the name of a terminal device 305
8.290 UBOUND — Upper dimension bounds of an array 305
8.291 UCOBOUND — Upper codimension bounds of an array 306
8.292 UINT – Convert to UNSIGNED type 306
8.293 UMASK — Set the file creation mask 306
8.294 UMASKL — Unsigned left justified mask 307
8.295 UMASKR — Unsigned right justified mask 307
8.296 UNLINK — Remove a file from the file system 308
8.297 UNPACK — Unpack an array of rank one into an array 308
8.298 VERIFY — Scan a string for characters not a given set 309
8.299 XOR — Bitwise logical exclusive OR 310

9 Intrinsic Modules 311
9.1 ISO_FORTRAN_ENV 311
9.2 ISO_C_BINDING 313
9.3 IEEE modules: IEEE_EXCEPTIONS, IEEE_ARITHMETIC, and IEEE_FEATURES 315
9.4 OpenMP Modules OMP_LIB and OMP_LIB_KINDS 315
9.5 OpenACC Module OPENACC 318

Contributing 321
Contributors to GNU Fortran 321
Projects 322

GNU General Public License 323

GNU Free Documentation License 335
ADDENDUM: How to use this License for your documents 342

Funding Free Software 343

Option Index 345

Keyword Index 347

1 Introduction

This manual documents the use of `gfortran`, the GNU Fortran compiler. You can find in this manual how to invoke `gfortran`, as well as its features and incompatibilities.

Warning: This document, and the compiler it describes, are still under development. While efforts are made to keep it up-to-date, it might not accurately reflect the status of the most recent GNU Fortran compiler.

1.1 About GNU Fortran

The GNU Fortran compiler is the successor to `g77`, the Fortran 77 front end included in GCC prior to version 4 (released in 2005). While it is backward-compatible with most `g77` extensions and command-line options, `gfortran` is a completely new implementation designed to support more modern dialects of Fortran. GNU Fortran implements the Fortran 77, 90 and 95 standards completely, most of the Fortran 2003 and 2008 standards, and some features from the 2018 standard. It also implements several extensions including OpenMP and OpenACC support for parallel programming.

The GNU Fortran compiler passes the NIST Fortran 77 Test Suite (`http://www.fortran-2000.com/ArnaudRecipes/fcvs21_f95.html`), and produces acceptable results on the LAPACK Test Suite (`https://www.netlib.org/lapack/faq.html`). It also provides respectable performance on the Polyhedron Fortran compiler benchmarks (`https://polyhedron.com/?page_id=175`) and the Livermore Fortran Kernels test (`https://www.netlib.org/benchmark/livermore`). It has been used to compile a number of large real-world programs, including the HARMONIE and HIRLAM weather forecasting code (`http://hirlam.org/`) and the Tonto quantum chemistry package (`https://github.com/dylan-jayatilaka/tonto`); see `https://gcc.gnu.org/wiki/GfortranApps` for an extended list.

GNU Fortran provides the following functionality:

- Read a program, stored in a file and containing *source code* instructions written in Fortran 77.
- Translate the program into instructions a computer can carry out more quickly than it takes to translate the original Fortran instructions. The result after compilation of a program is *machine code*, which is efficiently translated and processed by a machine such as your computer. Humans usually are not as good writing machine code as they are at writing Fortran (or C++, Ada, or Java), because it is easy to make tiny mistakes writing machine code.
- Provide information about the reasons why the compiler may be unable to create a binary from the source code, for example if the source code is flawed. The Fortran language standards require that the compiler can point out mistakes in your code. An incorrect usage of the language causes an *error message*.

  The compiler also attempts to diagnose cases where your program contains a correct usage of the language, but instructs the computer to do something questionable. This kind of diagnostic message is called a *warning message*.
- Provide optional information about the translation passes from the source code to machine code. This can help you to find the cause of certain bugs which may not be

obvious in the source code, but may be more easily found at a lower level compiler output. It also helps developers to find bugs in the compiler itself.

- Provide information in the generated machine code that can make it easier to find bugs in the program (using a debugging tool, called a *debugger*, such as the GNU Debugger `gdb`).
- Locate and gather machine code already generated to perform actions requested by statements in the program. This machine code is organized into *modules* and is located and *linked* to the user program.

The GNU Fortran compiler consists of several components:

- A version of the `gcc` command (which also might be installed as the system's `cc` command) that also understands and accepts Fortran source code. The `gcc` command is the *driver* program for all the languages in the GNU Compiler Collection (GCC); With `gcc`, you can compile the source code of any language for which a front end is available in GCC.
- The `gfortran` command itself, which also might be installed as the system's `f95` command. `gfortran` is just another driver program, but specifically for the Fortran compiler only. The primary difference between the `gcc` and `gfortran` commands is that the latter automatically links the correct libraries to your program.
- A collection of run-time libraries. These libraries contain the machine code needed to support capabilities of the Fortran language that are not directly provided by the machine code generated by the `gfortran` compilation phase, such as intrinsic functions and subroutines, and routines for interaction with files and the operating system.
- The Fortran compiler itself, (`f951`). This is the GNU Fortran parser and code generator, linked to and interfaced with the GCC backend library. `f951` "translates" the source code to assembler code. You would typically not use this program directly; instead, the `gcc` or `gfortran` driver programs call it for you.

1.2 GNU Fortran and GCC

GNU Fortran is a part of GCC, the *GNU Compiler Collection*. GCC consists of a collection of front ends for various languages, which translate the source code into a language-independent form called *GENERIC*. This is then processed by a common middle end which provides optimization, and then passed to one of a collection of back ends which generate code for different computer architectures and operating systems.

Functionally, this is implemented with a driver program (`gcc`) which provides the command-line interface for the compiler. It calls the relevant compiler front-end program (e.g., `f951` for Fortran) for each file in the source code, and then calls the assembler and linker as appropriate to produce the compiled output. In a copy of GCC that has been compiled with Fortran language support enabled, `gcc` recognizes files with `.f`, `.for`, `.ftn`, `.f90`, `.f95`, `.f03` and `.f08` extensions as Fortran source code, and compiles it accordingly. A `gfortran` driver program is also provided, which is identical to `gcc` except that it automatically links the Fortran runtime libraries into the compiled program.

Source files with `.f`, `.for`, `.fpp`, `.ftn`, `.F`, `.FOR`, `.FPP`, and `.FTN` extensions are treated as fixed form. Source files with `.f90`, `.f95`, `.f03`, `.f08`, `.F90`, `.F95`, `.F03` and `.F08` extensions are treated as free form. The capitalized versions of either form are run through

preprocessing. Source files with the lower case `.fpp` extension are also run through preprocessing.

This manual specifically documents the Fortran front end, which handles the programming language's syntax and semantics. The aspects of GCC that relate to the optimization passes and the back-end code generation are documented in the GCC manual; see Section "Introduction" in *Using the GNU Compiler Collection (GCC)*. The two manuals together provide a complete reference for the GNU Fortran compiler.

1.3 Standards

Fortran is developed by the Working Group 5 of Sub-Committee 22 of the Joint Technical Committee 1 of the International Organization for Standardization and the International Electrotechnical Commission (IEC). This group is known as WG5 (`http://www.nag.co.uk/sc22wg5/`). Official Fortran standard documents are available for purchase from ISO; a collection of free documents (typically final drafts) are also available on the wiki (`https://gcc.gnu.org/wiki/GFortranStandards`).

The GNU Fortran compiler implements ISO/IEC 1539:1997 (Fortran 95). As such, it can also compile essentially all standard-compliant Fortran 90 and Fortran 77 programs. It also supports the ISO/IEC TR-15581 enhancements to allocatable arrays.

GNU Fortran also supports almost all of ISO/IEC 1539-1:2004 (Fortran 2003) and ISO/IEC 1539-1:2010 (Fortran 2008). It has partial support for features introduced in ISO/IEC 1539:2018 (Fortran 2018), the most recent version of the Fortran language standard, including full support for the Technical Specification `Further Interoperability of Fortran with C` (ISO/IEC TS 29113:2012). More details on support for these standards can be found in the following sections of the documentation.

1.3.1 Fortran 95 status

The Fortran 95 standard specifies in Part 2 (ISO/IEC 1539-2:2000) varying length character strings. While GNU Fortran currently does not support such strings directly, there exist two Fortran implementations for them, which work with GNU Fortran. One can be found at `http://user.astro.wisc.edu/~townsend/static.php?ref=iso-varying-string`.

Deferred-length character strings of Fortran 2003 supports part of the features of `ISO_VARYING_STRING` and should be considered as replacement. (Namely, allocatable or pointers of the type `character(len=:)`.)

Part 3 of the Fortran 95 standard (ISO/IEC 1539-3:1998) defines Conditional Compilation, which is not widely used and not directly supported by the GNU Fortran compiler. You can use the program coco to preprocess such files (`http://www.daniellnagle.com/coco.html`).

1.3.2 Fortran 2003 status

GNU Fortran implements the Fortran 2003 (ISO/IEC 1539-1:2004) standard except for finalization support, which is incomplete. See the wiki page (`https://gcc.gnu.org/wiki/Fortran2003`) for a full list of new features introduced by Fortran 2003 and their implementation status.

1.3.3 Fortran 2008 status

The GNU Fortran compiler supports almost all features of Fortran 2008; the wiki (`https://gcc.gnu.org/wiki/Fortran2008Status`) has some information about the current implementation status. In particular, the following are not yet supported:

- `DO CONCURRENT` and `FORALL` do not recognize a type-spec in the loop header.
- The change to permit any constant expression in subscripts and nested implied-do limits in a `DATA` statement has not been implemented.

1.3.4 Fortran 2018 status

Fortran 2018 (ISO/IEC 1539:2018) is the most recent version of the Fortran language standard. GNU Fortran implements some of the new features of this standard:

- All Fortran 2018 features derived from ISO/IEC TS 29113:2012, "Further Interoperability of Fortran with C", are supported by GNU Fortran. This includes assumed-type and assumed-rank objects and the `SELECT RANK` construct as well as the parts relating to `BIND(C)` functions. See also Section 6.1.6 [Further Interoperability of Fortran with C], page 78.
- GNU Fortran supports a subset of features derived from ISO/IEC TS 18508:2015, "Additional Parallel Features in Fortran":
  - The new atomic ADD, CAS, FETCH and ADD/OR/XOR, OR and XOR intrinsics.
  - The `CO_MIN` and `CO_MAX` and `SUM` reduction intrinsics, and the `CO_BROADCAST` and `CO_REDUCE` intrinsic, except that those do not support polymorphic types or types with allocatable, pointer or polymorphic components.
  - Events (`EVENT POST`, `EVENT WAIT`, `EVENT_QUERY`).
  - Failed images (`FAIL IMAGE`, `IMAGE_STATUS`, `FAILED_IMAGES`, `STOPPED_IMAGES`).
- An `ERROR STOP` statement is permitted in a `PURE` procedure.
- GNU Fortran supports the `IMPLICIT NONE` statement with an `implicit-none-spec-list`.
- The behavior of the `INQUIRE` statement with the `RECL=` specifier now conforms to Fortran 2018.

Part I: Invoking GNU Fortran

2 GNU Fortran Command Options

The `gfortran` command supports all the options supported by the `gcc` command. Only options specific to GNU Fortran are documented here.

See Section "GCC Command Options" in *Using the GNU Compiler Collection (GCC)*, for information on the non-Fortran-specific aspects of the `gcc` command (and, therefore, the `gfortran` command).

All GCC and GNU Fortran options are accepted both by `gfortran` and by `gcc` (as well as any other drivers built at the same time, such as `g++`), since adding GNU Fortran to the GCC distribution enables acceptance of GNU Fortran options by all of the relevant drivers.

In some cases, options have positive and negative forms; the negative form of `-ffoo` would be `-fno-foo`. This manual documents only one of these two forms, whichever one is not the default.

2.1 Option summary

Here is a summary of all the options specific to GNU Fortran, grouped by type. Explanations are in the following sections.

Fortran Language Options

See Section 2.2 [Options controlling Fortran dialect], page 9.

`-fall-intrinsics -fallow-argument-mismatch -fallow-invalid-boz`
`-fbackslash -fcray-pointer -fd-lines-as-code -fd-lines-as-comments`
`-fdec -fdec-char-conversions -fdec-structure -fdec-intrinsic-ints`
`-fdec-static -fdec-math -fdec-include -fdec-format-defaults`
`-fdec-blank-format-item -fdefault-double-8 -fdefault-integer-8`
`-fdefault-real-8 -fdefault-real-10 -fdefault-real-16 -fdollar-ok`
`-ffixed-line-length-`*n* `-ffixed-line-length-none -fpad-source`
`-ffree-form -ffree-line-length-`*n* `-ffree-line-length-none`
`-fimplicit-none -finteger-4-integer-8 -fmax-identifier-length`
`-fmodule-private -ffixed-form -fno-range-check -fopenacc -fopenmp`
`-fopenmp-allocators -fopenmp-simd -freal-4-real-10 -freal-4-real-16`
`-freal-4-real-8 -freal-8-real-10 -freal-8-real-16 -freal-8-real-4`
`-std=`*std* `-ftest-forall-temp -funsigned`

Preprocessing Options

See Section 2.3 [Enable and customize preprocessing], page 14.

`-A-`*question*`[=`*answer*`]`
`-A`*question*`=`*answer* `-C -CC -D`*macro*`[=`*defn*`]`
`-H -P`
`-U`*macro* `-cpp -dD -dI -dM -dN -dU -fworking-directory`
`-imultilib` *dir*
`-iprefix` *file* `-iquote -isysroot` *dir* `-isystem` *dir* `-nocpp`
`-nostdinc`
`-undef`

Error and Warning Options

See Section 2.4 [Options to request or suppress errors and warnings], page 18.

`-Waliasing -Wall -Wampersand -Warray-bounds`
`-Wc-binding-type -Wcharacter-truncation -Wconversion`
`-Wdo-subscript -Wfunction-elimination -Wimplicit-interface`

```
-Wimplicit-procedure -Wintrinsic-shadow -Wuse-without-only
-Wintrinsics-std -Wline-truncation -Wno-align-commons
-Wno-overwrite-recursive -Wno-tabs -Wreal-q-constant -Wsurprising
-Wunderflow -Wunused-parameter -Wrealloc-lhs -Wrealloc-lhs-all
-Wfrontend-loop-interchange -Wtarget-lifetime -fmax-errors=n
-fsyntax-only -pedantic
-pedantic-errors
```

Debugging Options

See Section 2.5 [Options for debugging your program], page 22.

```
-fbacktrace -fdebug-aux-vars -ffpe-trap=list
-ffpe-summary=list
```

Directory Options

See Section 2.6 [Options for directory search], page 24.

```
-Idir  -Jdir -fintrinsic-modules-path dir
```

Link Options

See Section 2.7 [Options for influencing the linking step], page 24.

```
-static-libgfortran  -static-libquadmath
```

Runtime Options

See Section 2.8 [Options for influencing runtime behavior], page 24.

```
-fconvert=conversion -fmax-subrecord-length=length
-frecord-marker=length -fsign-zero
```

Interoperability Options

See Section 2.11 [Options for interoperability], page 34.

```
-fc-prototypes -fc-prototypes-external
```

Code Generation Options

See Section 2.10 [Options for code generation conventions], page 26.

```
-faggressive-function-elimination -fblas-matmul-limit=n
-fbounds-check -ftail-call-workaround -ftail-call-workaround=n
-fcheck-array-temporaries
-fcheck=<all|array-temps|bits|bounds|do|mem|pointer|recursion>
-fcoarray=<none|single|lib> -fexternal-blas -fexternal-blas64 -ff2c
-ffrontend-loop-interchange -ffrontend-optimize
-finit-character=n -finit-integer=n -finit-local-zero
-finit-derived -finit-logical=<true|false>
-finit-real=<zero|inf|-inf|nan|snan>
-finline-intrinsics[=<minloc,maxloc>]
-finline-matmul-limit=n
-finline-arg-packing -fmax-array-constructor=n
-fmax-stack-var-size=n -fno-align-commons -fno-automatic
-fno-protect-parens -fno-underscoring -fsecond-underscore
-fpack-derived -frealloc-lhs -frecursive -frepack-arrays
-fshort-enums -fstack-arrays
```

Developer Options

See Section 2.9 [GNU Fortran Developer Options], page 25.

```
-fdump-fortran-global -fdump-fortran-optimized
-fdump-fortran-original -fdump-parse-tree -save-temps
```

2.2 Options controlling Fortran dialect

The following options control the details of the Fortran dialect accepted by the compiler:

`-ffree-form`
`-ffixed-form`

Specify the layout used by the source file. The free form layout was introduced in Fortran 90. Fixed form was traditionally used in older Fortran programs. When neither option is specified, the source form is determined by the file extension.

`-fall-intrinsics`

This option causes all intrinsic procedures (including the GNU-specific extensions) to be accepted. This can be useful with `-std=` to force standard compliance but get access to the full range of intrinsics available with `gfortran`. As a consequence, `-Wintrinsics-std` is ignored and no user-defined procedure with the same name as any intrinsic is called except when it is explicitly declared `EXTERNAL`.

`-fallow-argument-mismatch`

Some code contains calls to external procedures with mismatches between the calls and the procedure definition, or with mismatches between different calls. Such code is nonconforming, and is usually flagged with an error. This options degrades the error to a warning that can only be disabled by disabling all warnings via `-w`. Only a single occurrence per argument is flagged by this warning. `-fallow-argument-mismatch` is implied by `-std=legacy`.

Using this option is *strongly* discouraged. It is possible to provide standard-conforming code that allows different types of arguments by using an explicit interface and `TYPE(*)`.

`-fallow-invalid-boz`

A BOZ literal constant can occur in a limited number of contexts in standard conforming Fortran. This option degrades an error condition to a warning, and allows a BOZ literal constant to appear where the Fortran standard would otherwise prohibit its use.

`-fd-lines-as-code`
`-fd-lines-as-comments`

Enable special treatment for lines beginning with `d` or `D` in fixed form sources. If the `-fd-lines-as-code` option is given they are treated as if the first column contained a blank. If the `-fd-lines-as-comments` option is given, they are treated as comment lines.

`-fdec` DEC compatibility mode. Enables extensions and other features that mimic the default behavior of older compilers (such as DEC). These features are non-standard and should be avoided at all costs. For details on GNU Fortran's implementation of these extensions see the full documentation.

Other flags enabled by this switch are: `-fdollar-ok -fcray-pointer -fdec-char-conversions -fdec-structure -fdec-intrinsic-ints -fdec-static -fdec-math -fdec-include -fdec-blank-format-item -fdec-format-defaults`

If `-fd-lines-as-code`/`-fd-lines-as-comments` are unset, then `-fdec` also sets `-fd-lines-as-comments`.

`-fdec-char-conversions`
: Enable the use of character literals in assignments and `DATA` statements for non-character variables.

`-fdec-structure`
: Enable DEC `STRUCTURE` and `RECORD` as well as `UNION`, `MAP`, and dot ('.') as a member separator (in addition to '%'). This is provided for compatibility only; Fortran 90 derived types should be used instead where possible.

`-fdec-intrinsic-ints`
: Enable B/I/J/K kind variants of existing integer functions (e.g. `BIAND`, `IIAND`, `JIAND`, etc...). For a complete list of intrinsics see Chapter 8 [Intrinsic Procedures], page 119.

`-fdec-math`
: Obsolete flag. The purpose of this option was to enable legacy math intrinsics such as `COTAN` and degree-valued trigonometric functions (e.g. `TAND`, `ATAND`, etc...) for compatibility with older code. This option is no longer operable. The trigonometric functions are now either part of Fortran 2023 or GNU extensions.

`-fdec-static`
: Enable DEC-style `STATIC` and `AUTOMATIC` attributes to explicitly specify the storage of variables and other objects.

`-fdec-include`
: Enable parsing of `INCLUDE` as a statement in addition to parsing it as `INCLUDE` line. When parsed as `INCLUDE` statement, `INCLUDE` does not have to be on a single line and can use line continuations.

`-fdec-format-defaults`
: Enable format specifiers '`F`', '`G`' and '`I`' to be used without width specifiers; default widths are used instead.

`-fdec-blank-format-item`
: Enable a blank format item at the end of a format specification i.e. nothing following the final comma.

`-fdollar-ok`
: Allow '`$`' as a valid non-first character in a symbol name. Symbols that start with '`$`' are rejected since it is unclear which rules to apply to implicit typing as different vendors implement different rules. Using '`$`' in `IMPLICIT` statements is also rejected.

`-fbackslash`
: Change the interpretation of backslashes in string literals from a single backslash character to "C-style" escape characters. The following combinations are expanded: '`\a`', '`\b`', '`\f`', '`\n`', '`\r`', '`\t`', '`\v`', '`\\`', and '`\0`' to the ASCII characters alert, backspace, form feed, newline, carriage return, horizontal tab, vertical tab, backslash, and NUL, respectively. Additionally, '`\x`*nn*', '`\u`*nnnn*'

and '\U*nnnnnnnn*' (where each *n* is a hexadecimal digit) are translated into the Unicode characters corresponding to the specified code points. All other combinations of a character preceded by '\' are unexpanded.

`-fmodule-private`
: Set the default accessibility of module entities to `PRIVATE`. Use-associated entities are not accessible unless they are explicitly declared as `PUBLIC`.

`-ffixed-line-length-`*n*
: Set column after which characters are ignored in typical fixed-form lines in the source file, and, unless `-fno-pad-source`, through which spaces are assumed (as if padded to that length) after the ends of short fixed-form lines.

  Popular values for *n* include 72 (the standard and the default), 80 (card image), and 132 (corresponding to "extended-source" options in some popular compilers). *n* may also be '`none`', meaning that the entire line is meaningful and that continued character constants never have implicit spaces appended to them to fill out the line. `-ffixed-line-length-0` means the same thing as `-ffixed-line-length-none`.

`-fno-pad-source`
: By default fixed-form lines have spaces assumed (as if padded to that length) after the ends of short fixed-form lines. This is not done either if `-ffixed-line-length-0`, `-ffixed-line-length-none` or if `-fno-pad-source` option is used. With any of those options continued character constants never have implicit spaces appended to them to fill out the line.

`-ffree-line-length-`*n*
: Set column after which characters are ignored in typical free-form lines in the source file. The default value is 132. *n* may be '`none`', meaning that the entire line is meaningful. `-ffree-line-length-0` means the same thing as `-ffree-line-length-none`.

`-fmax-identifier-length=`*n*
: Specify the maximum allowed identifier length. Typical values are 31 (Fortran 95) and 63 (Fortran 2003 and later).

`-fimplicit-none`
: Specify that no implicit typing is allowed, unless overridden by explicit `IMPLICIT` statements. This is the equivalent of adding `implicit none` to the start of every procedure.

`-fcray-pointer`
: Enable the Cray pointer extension, which provides C-like pointer functionality.

`-fopenacc`
: Enable handling of OpenACC directives '`!$acc`' in free-form Fortran and '`!$acc`', '`c$acc`' and '`*$acc`' in fixed-form Fortran. When `-fopenacc` is specified, the compiler generates accelerated code according to the OpenACC Application Programming Interface v2.6 `https://www.openacc.org`. This option implies `-pthread`, and thus is only supported on targets that have support for `-pthread`. The option `-fopenacc` implies `-frecursive`.

`-fopenmp` Enable handling of OpenMP directives '`!$omp`' in Fortran. It additionally enables the conditional compilation sentinel '`!$`' in Fortran. In fixed source form Fortran, the sentinels can also start with '`c`' or '`*`'. When `-fopenmp` is specified, the compiler generates parallel code according to the OpenMP Application Program Interface v4.5 `https://www.openmp.org`. This option implies `-pthread`, and thus is only supported on targets that have support for `-pthread`. `-fopenmp` implies `-fopenmp-simd` and `-frecursive`.

`-fopenmp-allocators`
Enables handling of allocation, reallocation and deallocation of Fortran allocatable and pointer variables that are allocated using the '`!$omp allocators`' and '`!$omp allocate`' constructs. Files containing either directive have to be compiled with this option in addition to `-fopenmp`. Additionally, all files that might deallocate or reallocate a variable that has been allocated with an OpenMP allocator have to be compiled with this option. This includes intrinsic assignment to allocatable variables when reallocation may occur and deallocation due to either of the following: end of scope, explicit deallocation, '`intent(out)`', deallocation of allocatable components etc. Files not changing the allocation status or only for components of a derived type that have not been allocated using those two directives do not need to be compiled with this option. Nor do files that handle such variables after they have been deallocated or allocated by the normal Fortran allocator.

`-fopenmp-simd`
Enable handling of OpenMP's `simd`, `declare simd`, `declare reduction`, `assume`, `ordered`, `scan` and `loop` directive, and of combined or composite directives with `simd` as constituent with `!$omp` in Fortran. It additionally enables the conditional compilation sentinel '`!$`' in Fortran. In fixed source form Fortran, the sentinels can also start with '`c`' or '`*`'. Other OpenMP directives are ignored. Unless `-fopenmp` is additionally specified, the `loop` region binds to the current task region, independent of the specified `bind` clause.

`-fno-range-check`
Disable range checking on results of simplification of constant expressions during compilation. For example, GNU Fortran gives an error at compile time when simplifying `a = 1. / 0`. With this option, no error is given and `a` is assigned the value `+Infinity`. If an expression evaluates to a value outside of the relevant range of [`-HUGE()`:`HUGE()`], then the expression is replaced by `-Inf` or `+Inf` as appropriate. Similarly, `DATA i/Z'FFFFFFFF'/` results in an integer overflow on most systems, but with `-fno-range-check` the value "wraps around" and `i` is initialized to −1 instead.

`-fdefault-integer-8`
Set the default integer and logical types to an 8 byte wide type. This option also affects the kind of integer constants like `42`. Unlike `-finteger-4-integer-8`, it does not promote variables with explicit kind declaration.

`-fdefault-real-8`
: Set the default real type to an 8 byte wide type. This option also affects the kind of non-double real constants like `1.0`. This option promotes the default width of `DOUBLE PRECISION` and double real constants like `1.d0` to 16 bytes if possible. If `-fdefault-double-8` is given along with `fdefault-real-8`, `DOUBLE PRECISION` and double real constants are not promoted. Unlike `-freal-4-real-8`, `fdefault-real-8` does not promote variables with explicit kind declarations.

`-fdefault-real-10`
: Set the default real type to an 10 byte wide type. This option also affects the kind of non-double real constants like `1.0`. This option promotes the default width of `DOUBLE PRECISION` and double real constants like `1.d0` to 16 bytes if possible. If `-fdefault-double-8` is given along with `fdefault-real-10`, `DOUBLE PRECISION` and double real constants are not promoted. Unlike `-freal-4-real-10`, `fdefault-real-10` does not promote variables with explicit kind declarations.

`-fdefault-real-16`
: Set the default real type to an 16 byte wide type. This option also affects the kind of non-double real constants like `1.0`. This option promotes the default width of `DOUBLE PRECISION` and double real constants like `1.d0` to 16 bytes if possible. If `-fdefault-double-8` is given along with `fdefault-real-16`, `DOUBLE PRECISION` and double real constants are not promoted. Unlike `-freal-4-real-16`, `fdefault-real-16` does not promote variables with explicit kind declarations.

`-fdefault-double-8`
: Set the `DOUBLE PRECISION` type and double real constants like `1.d0` to an 8 byte wide type. Do nothing if this is already the default. This option prevents `-fdefault-real-8`, `-fdefault-real-10`, and `-fdefault-real-16`, from promoting `DOUBLE PRECISION` and double real constants like `1.d0` to 16 bytes.

`-finteger-4-integer-8`
: Promote all `INTEGER(KIND=4)` entities to an `INTEGER(KIND=8)` entities. If `KIND=8` is unavailable, then an error is issued. This option should be used with care and may not be suitable for your codes. Areas of possible concern include calls to external procedures, alignment in `EQUIVALENCE` and/or `COMMON`, generic interfaces, BOZ literal constant conversion, and I/O. Inspection of the intermediate representation of the translated Fortran code, produced by `-fdump-tree-original`, is suggested.

`-freal-4-real-8`
`-freal-4-real-10`
`-freal-4-real-16`
`-freal-8-real-4`
`-freal-8-real-10`
`-freal-8-real-16`
: Promote all `REAL(KIND=M)` entities to `REAL(KIND=N)` entities. If `REAL(KIND=N)` is unavailable, then an error is issued. The `-freal-4-` flags also affect the de-

fault real kind and the `-freal-8-` flags also the double-precision real kind. All other real-kind types are unaffected by this option. The promotion is also applied to real literal constants of default and double-precision kind and a specified kind number of 4 or 8, respectively. However, `-fdefault-real-8`, `-fdefault-real-10`, `-fdefault-real-10`, and `-fdefault-double-8` take precedence for the default and double-precision real kinds, both for real literal constants and for declarations without a kind number. Note that for `REAL(KIND=KIND(1.0))` the literal may get promoted and then the result may get promoted again. These options should be used with care and may not be suitable for your codes. Areas of possible concern include calls to external procedures, alignment in `EQUIVALENCE` and/or `COMMON`, generic interfaces, BOZ literal constant conversion, and I/O and calls to intrinsic procedures when passing a value to the `kind=` dummy argument. Inspection of the intermediate representation of the translated Fortran code, produced by `-fdump-fortran-original` or `-fdump-tree-original`, is suggested.

`-std=`*std* Specify the standard to which the program is expected to conform, which may be one of '`f95`', '`f2003`', '`f2008`', '`f2018`', '`f2023`', '`gnu`', or '`legacy`'. The default value for *std* is '`gnu`', which specifies a superset of the latest Fortran standard that includes all of the extensions supported by GNU Fortran, although warnings are given for obsolete extensions not recommended for use in new code. The '`legacy`' value is equivalent but without the warnings for obsolete extensions, and may be useful for old nonstandard programs. The '`f95`', '`f2003`', '`f2008`', '`f2018`', and '`f2023`' values specify strict conformance to the Fortran 95, Fortran 2003, Fortran 2008, Fortran 2018 and Fortran 2023 standards, respectively; errors are given for all extensions beyond the relevant language standard, and warnings are given for the Fortran 77 features that are permitted but obsolescent in later standards. The deprecated option '`-std=f2008ts`' acts as an alias for '`-std=f2018`'. It is only present for backwards compatibility with earlier gfortran versions and should not be used any more. '`-std=f202y`' acts as an alias for '`-std=f2023`' and enables proposed features for testing Fortran 202y. As the Fortran 202y standard develops, implementation might change or the experimental new features might be removed.

`-ftest-forall-temp`
Enhance test coverage by forcing most forall assignments to use temporary.

`-funsigned`
Allow the experimental unsigned extension.

2.3 Enable and customize preprocessing

Many Fortran compilers including GNU Fortran allow passing the source code through a C preprocessor (CPP; sometimes also called the Fortran preprocessor, FPP) to allow for conditional compilation. In the case of GNU Fortran, this is the GNU C Preprocessor in the traditional mode. On systems with case-preserving file names, the preprocessor is automatically invoked if the filename extension is `.F`, `.FOR`, `.FTN`, `.fpp`, `.FPP`, `.F90`, `.F95`, `.F03` or `.F08`. To manually invoke the preprocessor on any file, use `-cpp`, to disable preprocessing on files where the preprocessor is run automatically, use `-nocpp`.

If a preprocessed file includes another file with the Fortran `INCLUDE` statement, the included file is not preprocessed. To preprocess included files, use the equivalent preprocessor statement `#include`.

If GNU Fortran invokes the preprocessor, `__GFORTRAN__` is defined. The macros `__GNUC__`, `__GNUC_MINOR__` and `__GNUC_PATCHLEVEL__` can be used to determine the version of the compiler. See Section "Overview" in *The C Preprocessor* for details.

GNU Fortran supports a number of `INTEGER` and `REAL` kind types in additional to the kind types required by the Fortran standard. The availability of any given kind type is architecture dependent. The following predefined preprocessor macros can be used to conditionally include code for these additional kind types: `__GFC_INT_1__`, `__GFC_INT_2__`, `__GFC_INT_8__`, `__GFC_INT_16__`, `__GFC_REAL_10__`, and `__GFC_REAL_16__`.

While CPP is the de facto standard for preprocessing Fortran code, Part 3 of the Fortran 95 standard (ISO/IEC 1539-3:1998) defines Conditional Compilation, which is not widely used and not directly supported by the GNU Fortran compiler.

The following options control preprocessing of Fortran code:

`-cpp`

`-nocpp` Enable preprocessing. The preprocessor is automatically invoked if the file extension is `.fpp`, `.FPP`, `.F`, `.FOR`, `.FTN`, `.F90`, `.F95`, `.F03` or `.F08`. Use this option to manually enable preprocessing of any kind of Fortran file.

To disable preprocessing of files with any of the above listed extensions, use the negative form: `-nocpp`.

The preprocessor is run in traditional mode. Any restrictions of the file format, especially the limits on line length, apply for preprocessed output as well, so it might be advisable to use the `-ffree-line-length-none` or `-ffixed-line-length-none` options.

`-dM` Instead of the normal output, generate a list of `'#define'` directives for all the macros defined during the execution of the preprocessor, including predefined macros. This gives you a way of finding out what is predefined in your version of the preprocessor. Assuming you have no file `foo.f90`, the command

```
touch foo.f90; gfortran -cpp -E -dM foo.f90
```

shows all the predefined macros.

`-dD` Like `-dM` except in two respects: it does not include the predefined macros, and it outputs both the `#define` directives and the result of preprocessing. Both kinds of output go to the standard output file.

`-dN` Like `-dD`, but emit only the macro names, not their expansions.

`-dU` Like `dD` except that only macros that are expanded, or whose definedness is tested in preprocessor directives, are output; the output is delayed until the use or test of the macro; and `'#undef'` directives are also output for macros tested but undefined at the time.

`-dI` Output `'#include'` directives in addition to the result of preprocessing.

`-fworking-directory`

Enable generation of linemarkers in the preprocessor output that let the compiler know the current working directory at the time of preprocessing. When

this option is enabled, the preprocessor emits, after the initial linemarker, a second linemarker with the current working directory followed by two slashes. GCC uses this directory, when it is present in the preprocessed input, as the directory emitted as the current working directory in some debugging information formats. This option is implicitly enabled if debugging information is enabled, but this can be inhibited with the negated form `-fno-working-directory`. If the `-P` flag is present in the command line, this option has no effect, since no `#line` directives are emitted whatsoever.

`-idirafter` *dir*
: Search *dir* for include files, but do it after all directories specified with `-I` and the standard system directories have been exhausted. *dir* is treated as a system include directory. If dir begins with `=`, then the `=` is replaced by the sysroot prefix; see `--sysroot` and `-isysroot`.

`-imultilib` *dir*
: Use *dir* as a subdirectory of the directory containing target-specific C++ headers.

`-iprefix` *prefix*
: Specify *prefix* as the prefix for subsequent `-iwithprefix` options. If the *prefix* represents a directory, you should include the final `'/'`.

`-isysroot` *dir*
: This option is like the `--sysroot` option, but applies only to header files. See the `--sysroot` option for more information.

`-iquote` *dir*
: Search *dir* only for header files requested with `#include "file"`; they are not searched for `#include <file>`, before all directories specified by `-I` and before the standard system directories. If *dir* begins with `=`, then the `=` is replaced by the sysroot prefix; see `--sysroot` and `-isysroot`.

`-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. If *dir* begins with `=`, then the `=` is replaced by the sysroot prefix; see `--sysroot` and `-isysroot`.

`-nostdinc`
: Do not search the standard system directories for header files. Only the directories you have specified with `-I` options (and the directory of the current file, if appropriate) are searched.

`-undef` Do not predefine any system-specific or GCC-specific macros. The standard predefined macros remain defined.

`-A`*predicate*`=`*answer*
: Make an assertion with the predicate *predicate* and answer *answer*. This form is preferred to the older form -A predicate(answer), which is still supported, because it does not use shell special characters.

`-A-`*predicate*`=`*answer*
: Cancel an assertion with the predicate *predicate* and answer *answer*.

`-C`
: Do not discard comments. All comments are passed through to the output file, except for comments in processed directives, which are deleted along with the directive.

  You should be prepared for side effects when using `-C`; it causes the preprocessor to treat comments as tokens in their own right. For example, comments appearing at the start of what would be a directive line have the effect of turning that line into an ordinary source line, since the first token on the line is no longer a `'#'`.

  Warning: this currently handles C-Style comments only. The preprocessor does not yet recognize Fortran-style comments.

`-CC`
: Do not discard comments, including during macro expansion. This is like `-C`, except that comments contained within macros are also passed through to the output file where the macro is expanded.

  In addition to the side-effects of the `-C` option, the `-CC` option causes all C++-style comments inside a macro to be converted to C-style comments. This is to prevent later use of that macro from inadvertently commenting out the remainder of the source line. The `-CC` option is generally used to support lint comments.

  Warning: this currently handles C- and C++-Style comments only. The preprocessor does not yet recognize Fortran-style comments.

`-D`*name*
: Predefine name as a macro, with definition `1`.

`-D`*name*`=`*definition*
: The contents of *definition* are tokenized and processed as if they appeared during translation phase three in a `'#define'` directive. In particular, the definition is truncated by embedded newline characters.

  If you are invoking the preprocessor from a shell or shell-like program you may need to use the shell's quoting syntax to protect characters such as spaces that have a meaning in the shell syntax.

  If you wish to define a function-like macro on the command line, write its argument list with surrounding parentheses before the equals sign (if any). Parentheses are meaningful to most shells, so you need to quote the option. With sh and csh, `-D'name(args...)=definition'` works.

  `-D` and `-U` options are processed in the order they are given on the command line. All -imacros file and -include file options are processed after all -D and -U options.

`-H`
: Print the name of each header file used, in addition to other normal activities. Each name is indented to show how deep in the `'#include'` stack it is.

`-P`
: Inhibit generation of linemarkers in the output from the preprocessor. This might be useful when running the preprocessor on something that is not C code, and is sent to a program that might be confused by the linemarkers.

`-Uname` Cancel any previous definition of *name*, either built in or provided with a `-D` option.

2.4 Options to request or suppress errors and warnings

Errors are diagnostic messages that report that the GNU Fortran compiler cannot compile the relevant piece of source code. The compiler continues to process the program in an attempt to report further errors to aid in debugging, but does not produce any compiled output.

Warnings are diagnostic messages that report constructions that are not inherently erroneous but that are risky or suggest there is likely to be a bug in the program. Unless `-Werror` is specified, they do not prevent compilation of the program.

You can request many specific warnings with options beginning `-W`, for example `-Wimplicit` to request warnings on implicit declarations. Each of these specific warning options also has a negative form beginning `-Wno-` to turn off warnings; for example, `-Wno-implicit`. This manual lists only one of the two forms, whichever is not the default.

These options control the amount and kinds of errors and warnings produced by GNU Fortran:

`-fmax-errors=n`
: Limits the maximum number of error messages to *n*, at which point GNU Fortran bails out rather than attempting to continue processing the source code. If *n* is 0, there is no limit on the number of error messages produced.

`-fsyntax-only`
: Check the code for syntax errors, but do not actually compile it. This generates module files for each module present in the code, but no other output file.

`-Wpedantic`
`-pedantic`
: Issue warnings for uses of extensions to Fortran. `-pedantic` also applies to C-language constructs where they occur in GNU Fortran source files, such as use of '`\e`' in a character constant within a directive like `#include`.

  Valid Fortran programs should compile properly with or without this option. However, without this option, certain GNU extensions and traditional Fortran features are supported as well. With this option, many of them are rejected.

  Some users try to use `-pedantic` to check programs for conformance. They soon find that it does not do quite what they want—it finds some nonstandard practices, but not all. However, improvements to GNU Fortran in this area are welcome.

  This should be used in conjunction with `-std=f95`, `-std=f2003`, `-std=f2008`, `-std=f2018` or `-std=f2023`.

`-pedantic-errors`
: Like `-pedantic`, except that errors are produced rather than warnings.

`-Wall` Enables commonly used warning options pertaining to usage that we recommend avoiding and that we believe are easy to avoid. This currently includes `-Waliasing`, `-Wampersand`, `-Wconversion`, `-Wsurprising`,

`-Wc-binding-type`, `-Wintrinsics-std`, `-Wtabs`, `-Wintrinsic-shadow`, `-Wline-truncation`, `-Wtarget-lifetime`, `-Winteger-division`, `-Wreal-q-constant`, `-Wunused` and `-Wundefined-do-loop`.

`-Waliasing`

Warn about possible aliasing of dummy arguments. Specifically, it warns if the same actual argument is associated with a dummy argument with `INTENT(IN)` and a dummy argument with `INTENT(OUT)` in a call with an explicit interface.

The following example triggers the warning.

```
interface
  subroutine bar(a,b)
    integer, intent(in) :: a
    integer, intent(out) :: b
  end subroutine
end interface
integer :: a

call bar(a,a)
```

`-Wampersand`

Warn about missing ampersand in continued character constants. The warning is given with `-Wampersand`, `-pedantic`, `-std=f95`, `-std=f2003`, `-std=f2008`, `-std=f2018` and `-std=f2023`. Note: With no ampersand given in a continued character constant, GNU Fortran assumes continuation at the first non-comment, non-whitespace character after the ampersand that initiated the continuation.

`-Warray-temporaries`

Warn about array temporaries generated by the compiler. The information generated by this warning is sometimes useful in optimization, in order to avoid such temporaries.

`-Wc-binding-type`

Warn if the a variable might not be C interoperable. In particular, warn if the variable has been declared using an intrinsic type with default kind instead of using a kind parameter defined for C interoperability in the intrinsic `ISO_C_Binding` module. This option is implied by `-Wall`.

`-Wcharacter-truncation`

Warn when a character assignment truncates the assigned string.

`-Wline-truncation`

Warn when a source code line is truncated. This option is implied by `-Wall`. For free-form source code, the default is `-Werror=line-truncation` such that truncations are reported as error.

`-Wconversion`

Warn about implicit conversions that are likely to change the value of the expression after conversion. Implied by `-Wall`.

`-Wconversion-extra`

Warn about implicit conversions between different types and kinds. This option does *not* imply `-Wconversion`.

`-Wexternal-argument-mismatch`
: Warn about argument mismatches for dummy external procedures. This is implied by `-fc-prototypes-external` because generation of a valid C23 interface is not possible in such a case. Also implied by `-Wall`.

`-Wextra`
: Enables some warning options for usages of language features that may be problematic. This currently includes `-Wcompare-reals`, `-Wunused-parameter` and `-Wdo-subscript`.

`-Wfrontend-loop-interchange`
: Warn when using `-ffrontend-loop-interchange` for performing loop interchanges.

`-Wimplicit-interface`
: Warn if a procedure is called without an explicit interface. Note this only checks that an explicit interface is present. It does not check that the declared interfaces are consistent across program units.

`-Wimplicit-procedure`
: Warn if a procedure is called that has neither an explicit interface nor has been declared as `EXTERNAL`.

`-Winteger-division`
: Warn if a constant integer division truncates its result. As an example, 3/5 evaluates to 0.

`-Wintrinsics-std`
: Warn if `gfortran` finds a procedure named like an intrinsic not available in the currently selected standard (with `-std`) and treats it as `EXTERNAL` procedure because of this. `-fall-intrinsics` can be used to never trigger this behavior and always link to the intrinsic regardless of the selected standard.

`-Wno-overwrite-recursive`
: Do not warn when `-fno-automatic` is used with `-frecursive`. Recursion is broken if the relevant local variables do not have the attribute `AUTOMATIC` explicitly declared. This option can be used to suppress the warning when it is known that recursion is not broken. Useful for build environments that use `-Werror`.

`-Wreal-q-constant`
: Produce a warning if a real-literal-constant contains a `q` exponent-letter.

`-Wsurprising`
: Produce a warning when "suspicious" code constructs are encountered. While technically legal these usually indicate that an error has been made.

  This currently produces a warning under the following circumstances:

  - An `INTEGER`-typed `SELECT CASE` construct has a `CASE` that can never be matched as its lower value is greater than its upper value.
  - A `LOGICAL`-typed `SELECT CASE` construct has three `CASE` statements.
  - A `TRANSFER` specifies a source that is shorter than the destination.

- The type of a function result is declared more than once with the same type. If `-pedantic` or standard-conforming mode is enabled, this is an error.
- A `CHARACTER` variable is declared with negative length.
- With `-fopenmp`, for fixed-form source code, when an `omx` vendor-extension sentinel is encountered. (The equivalent `ompx`, used in free-form source code, is diagnosed by default.)
- With `-fopenacc`, when using named constances with clauses that take a variable as doing so has no effect.

`-Wtabs` By default, tabs are accepted as whitespace, but tabs are not members of the Fortran Character Set. For continuation lines, a tab followed by a digit between 1 and 9 is supported. `-Wtabs` causes a warning to be issued if a tab is encountered. Note, `-Wtabs` is active for `-pedantic`, `-std=f95`, `-std=f2003`, `-std=f2008`, `-std=f2018`, `-std=f2023` and `-Wall`.

`-Wundefined-do-loop`
Warn if a `DO` loop with step either 1 or -1 yields an underflow or an overflow during iteration of an induction variable of the loop. This option is implied by `-Wall`.

`-Wunderflow`
Produce a warning when numerical constant expressions that yield an underflow are encountered during compilation. Enabled by default.

`-Wintrinsic-shadow`
Warn if a user-defined procedure or module procedure has the same name as an intrinsic; in this case, an explicit interface or `EXTERNAL` or `INTRINSIC` declaration might be needed to get calls later resolved to the desired intrinsic/procedure. This option is implied by `-Wall`.

`-Wuse-without-only`
Warn if a `USE` statement has no `ONLY` qualifier and thus implicitly imports all public entities of the used module.

`-Wunused-dummy-argument`
Warn about unused dummy arguments. This option is implied by `-Wall`.

`-Wunused-parameter`
Contrary to `gcc`'s meaning of `-Wunused-parameter`, `gfortran`'s implementation of this option does not warn about unused dummy arguments (see `-Wunused-dummy-argument`), but about unused `PARAMETER` values. `-Wunused-parameter` is implied by `-Wextra` if also `-Wunused` or `-Wall` is used.

`-Walign-commons`
By default, `gfortran` warns about any occasion of variables being padded for proper alignment inside a `COMMON` block. This warning can be turned off via `-Wno-align-commons`. See also `-falign-commons`.

`-Wfunction-elimination`
Warn if any calls to impure functions are eliminated by the optimizations enabled by the `-ffrontend-optimize` option. This option is implied by `-Wextra`.

`-Wrealloc-lhs`
: Warn when the compiler might insert code to for allocation or reallocation of an allocatable array variable of intrinsic type in intrinsic assignments. In hot loops, the Fortran 2003 reallocation feature may reduce the performance. If the array is already allocated with the correct shape, consider using a whole-array array-spec (e.g. `(:,:,:)`) for the variable on the left-hand side to prevent the reallocation check. Note that in some cases the warning is shown, even if the compiler optimizes reallocation checks away. For instance, when the right-hand side contains the same variable multiplied by a scalar. See also `-frealloc-lhs`.

`-Wrealloc-lhs-all`
: Warn when the compiler inserts code to for allocation or reallocation of an allocatable variable; this includes scalars and derived types.

`-Wcompare-reals`
: Warn when comparing real or complex types for equality or inequality. This option is implied by `-Wextra`.

`-Wtarget-lifetime`
: Warn if the pointer in a pointer assignment might be longer than the its target. This option is implied by `-Wall`.

`-Wzerotrip`
: Warn if a `DO` loop is known to execute zero times at compile time. This option is implied by `-Wall`.

`-Wdo-subscript`
: Warn if an array subscript inside a `DO` loop could lead to an out-of-bounds access even if the compiler cannot prove that the statement is actually executed, in cases like

```
real a(3)
do i=1,4
  if (condition(i)) then
    a(i) = 1.2
  end if
end do
```

  This option is implied by `-Wextra`.

`-Werror`
: Turns all warnings into errors.

See Section "Options to Request or Suppress Errors and Warnings" in *Using the GNU Compiler Collection (GCC)*, for information on more options offered by the back end shared by `gfortran`, `gcc` and other GNU compilers.

Some of these have no effect when compiling programs written in Fortran.

2.5 Options for debugging your program

GNU Fortran has various special options that are used for debugging your program.

`-fdebug-aux-vars`
: Renames internal variables created by the gfortran front end and makes them accessible to a debugger. The name of the internal variables then start with

uppercase letters followed by an underscore. This option is useful for debugging the compiler's code generation together with `-fdump-tree-original` and enabling debugging of the executable program by using `-g` or `-ggdb3`.

`-ffpe-trap=`*list*

Specify a list of floating point exception traps to enable. On most systems, if a floating point exception occurs and the trap for that exception is enabled, a `SIGFPE` signal is sent and the program being aborted, producing a core file useful for debugging. *list* is a (possibly empty) comma-separated list of either '`none`' (to clear the set of exceptions to be trapped), or of the following exceptions: '`invalid`' (invalid floating point operation, such as `SQRT(-1.0)`), '`zero`' (division by zero), '`overflow`' (overflow in a floating point operation), '`underflow`' (underflow in a floating point operation), '`inexact`' (loss of precision during operation), and '`denormal`' (operation performed on a denormal value). The first five exceptions correspond to the five IEEE 754 exceptions, whereas the last one ('`denormal`') is not part of the IEEE 754 standard but is available on some common architectures such as x86.

The first three exceptions ('`invalid`', '`zero`', and '`overflow`') often indicate serious errors, and unless the program has provisions for dealing with these exceptions, enabling traps for these three exceptions is probably a good idea.

If the option is used more than once in the command line, the lists are joined: '`ffpe-trap=`*list1* `ffpe-trap=`*list2*' is equivalent to `ffpe-trap=`*list1*,*list2*.

Note that once enabled an exception cannot be disabled (no negative form), except by clearing all traps by specifying '`none`'.

Many, if not most, floating point operations incur loss of precision due to rounding, and hence the `ffpe-trap=inexact` is likely to be uninteresting in practice.

By default no exception traps are enabled.

`-ffpe-summary=`*list*

Specify a list of floating-point exceptions, whose flag status is printed to `ERROR_UNIT` when invoking `STOP` and `ERROR STOP`. *list* can be either '`none`', '`all`' or a comma-separated list of the following exceptions: '`invalid`', '`zero`', '`overflow`', '`underflow`', '`inexact`' and '`denormal`'. (See `-ffpe-trap` for a description of the exceptions.)

If the option is used more than once in the command line, only the last one is used.

By default, a summary for all exceptions but '`inexact`' is shown.

`-fno-backtrace`

When a serious runtime error is encountered or a deadly signal is emitted (segmentation fault, illegal instruction, bus error, floating-point exception, and the other POSIX signals that have the action '`core`'), the Fortran runtime library tries to output a backtrace of the error. `-fno-backtrace` disables the backtrace generation. This option only has influence for compilation of the Fortran main program.

See Section "Options for Debugging Your Program or GCC" in *Using the GNU Compiler Collection (GCC)*, for more information on debugging options.

2.6 Options for directory search

These options affect how GNU Fortran searches for files specified by the `INCLUDE` directive and where it searches for previously compiled modules.

It also affects the search paths used by `cpp` when used to preprocess Fortran source.

`-I`*dir* These affect interpretation of the `INCLUDE` directive (as well as of the `#include` directive of the `cpp` preprocessor).

Also note that the general behavior of `-I` and `INCLUDE` is pretty much the same as of `-I` with `#include` in the `cpp` preprocessor, with regard to looking for `header.gcc` files and other such things.

This path is also used to search for `.mod` files when previously compiled modules are required by a `USE` statement.

See Section "Options for Directory Search" in *Using the GNU Compiler Collection (GCC)*, for information on the `-I` option.

`-J`*dir* This option specifies where to put `.mod` files for compiled modules. It is also added to the list of directories to searched by an `USE` statement.

The default is the current directory.

`-fintrinsic-modules-path` *dir*
This option specifies the location of pre-compiled intrinsic modules, if they are not in the default location expected by the compiler.

2.7 Influencing the linking step

These options come into play when the compiler links object files into an executable output file. They are meaningless if the compiler is not doing a link step.

`-static-libgfortran`
On systems that provide `libgfortran` as a shared and a static library, this option forces the use of the static version. If no shared version of `libgfortran` was built when the compiler was configured, this option has no effect.

`-static-libquadmath`
On systems that provide `libquadmath` as a shared and a static library, this option forces the use of the static version. If no shared version of `libquadmath` was built when the compiler was configured, this option has no effect.

Please note that the `libquadmath` runtime library is licensed under the GNU Lesser General Public License (LGPL), and linking it statically introduces requirements when redistributing the resulting binaries.

2.8 Influencing runtime behavior

These options affect the runtime behavior of programs compiled with GNU Fortran.

`-fconvert=`*conversion*
Specify the representation of data for unformatted files. Valid values for conversion on most systems are: '`native`', the default; '`swap`', swap between big- and little-endian; '`big-endian`', use big-endian representation for unformatted files; '`little-endian`', use little-endian representation for unformatted files.

On POWER systems that suppport `-mabi=ieeelongdouble`, there are additional options, which can be combined with others with commas. Those are

`-fconvert=r16_ieee` Use IEEE 128-bit format for `REAL(KIND=16)`.

`-fconvert=r16_ibm` Use IBM long double format for `REAL(KIND=16)`.

This option has an effect only when used in the main program. The `CONVERT` specifier and the `GFORTRAN_CONVERT_UNIT` environment variable override the default specified by `-fconvert`.

`-frecord-marker=`*length*

Specify the length of record markers for unformatted files. Valid values for *length* are 4 and 8. Default is 4. *This is different from previous versions of* `gfortran`, which specified a default record marker length of 8 on most systems. If you want to read or write files compatible with earlier versions of `gfortran`, use `-frecord-marker=8`.

`-fmax-subrecord-length=`*length*

Specify the maximum length for a subrecord. The maximum permitted value for length is 2147483639, which is also the default. Only really useful for use by the gfortran testsuite.

`-fsign-zero`

When enabled, floating point numbers of value zero with the sign bit set are written as negative number in formatted output and treated as negative in the `SIGN` intrinsic. `-fno-sign-zero` does not print the negative sign of zero values (or values rounded to zero for I/O) and regards zero as positive number in the `SIGN` intrinsic for compatibility with Fortran 77. The default is `-fsign-zero`.

2.9 GNU Fortran Developer Options

GNU Fortran has various special options that are used for debugging the GNU Fortran compiler.

`-fdump-fortran-global`

Output a list of the global identifiers after translating into middle-end representation. Mostly useful for debugging the GNU Fortran compiler itself. The output generated by this option might change between releases. This option may also generate internal compiler errors for features that have only recently been added.

`-fdump-fortran-optimized`

Output the parse tree after front-end optimization. Mostly useful for debugging the GNU Fortran compiler itself. The output generated by this option might change between releases. This option may also generate internal compiler errors for features that have only recently been added.

`-fdump-fortran-original`

Output the internal parse tree after translating the source program into internal representation. This option is mostly useful for debugging the GNU Fortran compiler itself. The output generated by this option might change between

releases. This option may also generate internal compiler errors for features that have only recently been added.

`-fdump-parse-tree`
: Output the internal parse tree after translating the source program into internal representation. Mostly useful for debugging the GNU Fortran compiler itself. The output generated by this option might change between releases. This option may also generate internal compiler errors for features that have only recently been added. This option is deprecated; use `-fdump-fortran-original` instead.

`-save-temps`
: Store the usual "temporary" intermediate files permanently; name them as auxiliary output files, as specified described under GCC `-dumpbase` and `-dumpdir`.

```
gfortran -save-temps -c foo.F90
```

preprocesses input file `foo.F90` to `foo.fii`, compiles to an intermediate `foo.s`, and then assembles to the (implied) output file `foo.o`, whereas:

```
gfortran -save-temps -S foo.F
```

saves the preprocessor output in `foo.fi`, and then compiles to the (implied) output file `foo.s`.

2.10 Options for code generation conventions

These machine-independent options control the interface conventions used in code generation.

Most of them have both positive and negative forms; the negative form of `-ffoo` would be `-fno-foo`. In the table below, only one of the forms is listed—the one that is not the default. You can figure out the other form by either removing `no-` or adding it.

`-fno-automatic`
: Treat each program unit (except those marked as `RECURSIVE`) as if the `SAVE` statement were specified for every local variable and array referenced in it. Does not affect common blocks. (Some Fortran compilers provide this option under the name `-static` or `-save`.) The default, which is `-fautomatic`, uses the stack for local variables smaller than the value given by `-fmax-stack-var-size`. Use the option `-frecursive` to use no static memory.

Local variables or arrays having an explicit `SAVE` attribute are silently ignored unless the `-pedantic` option is added.

`-ff2c`
: Generate code designed to be compatible with code generated by `g77` and `f2c`.

The calling conventions used by `g77` (originally implemented in `f2c`) require functions that return type default `REAL` to actually return the C type `double`, and functions that return type `COMPLEX` to return the values via an extra argument in the calling sequence that points to where to store the return value. Under the default GNU calling conventions, such functions simply return their results as they would in GNU C—default `REAL` functions return the C type `float`, and `COMPLEX` functions return the GNU C type `complex`. Additionally, this option implies the `-fsecond-underscore` option, unless `-fno-second-underscore` is explicitly requested.

This does not affect the generation of code that interfaces with the `libgfortran` library.

Caution: It is not a good idea to mix Fortran code compiled with `-ff2c` with code compiled with the default `-fno-f2c` calling conventions as, calling `COMPLEX` or default `REAL` functions between program parts that were compiled with different calling conventions will break at execution time.

Caution: This breaks code that passes intrinsic functions of type default `REAL` or `COMPLEX` as actual arguments, as the library implementations use the `-fno-f2c` calling conventions.

`-fno-underscoring`

Do not transform names of entities specified in the Fortran source file by appending underscores to them.

With `-funderscoring` in effect, GNU Fortran appends one underscore to external names. This is done to ensure compatibility with code produced by many UNIX Fortran compilers. Note this does not apply to names declared with C binding, or within a module.

Caution: The default behavior of GNU Fortran is incompatible with `f2c` and `g77`, please use the `-ff2c` option if you want object files compiled with GNU Fortran to be compatible with object code created with these tools.

Use of `-fno-underscoring` is not recommended unless you are experimenting with issues such as integration of GNU Fortran into existing system environments (vis-à-vis existing libraries, tools, and so on).

For example, with `-funderscoring`, and assuming that `j()` and `max_count()` are external functions while `my_var` and `lvar` are local variables, a Fortran statement like

```
I = J() + MAX_COUNT (MY_VAR, LVAR)
```

is implemented as something akin to the C code:

```
i = j_() + max_count_(&my_var, &lvar);
```

With `-fno-underscoring`, the same statement is implemented as:

```
i = j() + max_count(&my_var, &lvar);
```

Use of `-fno-underscoring` allows direct specification of user-defined names while debugging and when interfacing GNU Fortran code with other languages.

Note that just because the names match does *not* mean that the interface implemented by GNU Fortran for an external name matches the interface implemented by some other language for that same name. That is, getting code produced by GNU Fortran to link to code produced by some other compiler using this or any other method can be only a small part of the overall solution—getting the code generated by both compilers to agree on issues other than naming can require significant effort, and, unlike naming disagreements, linkers normally cannot detect disagreements in these other areas.

Also, note that with `-fno-underscoring`, the lack of appended underscores introduces the very real possibility that a user-defined external name conflicts with a name in a system library, which could make finding unresolved-reference

bugs quite difficult in some cases—they might occur at program run time, and show up only as buggy behavior at run time.

See Section 6.4 [Naming and argument-passing conventions], page 85, for more information. Also note that declaring symbols as `bind(C)` is a more robust way to interface with code written in other languages or compiled with different Fortran compilers than the command-line options documented in this section.

`-fsecond-underscore`

By default, GNU Fortran appends an underscore to external names. If this option is used, GNU Fortran appends two underscores to names with underscores and one underscore to names with no underscores.

For example, an external name such as `MAX_COUNT` is implemented as a reference to the link-time external symbol `max_count__`, instead of `max_count_`. This is required for compatibility with `g77` and `f2c`, and is implied by use of the `-ff2c` option.

This option has no effect if `-fno-underscoring` is in effect. It is implied by the `-ff2c` option.

`-fcoarray=<`*keyword*`>`

'`none`' Disable coarray support; using coarray declarations and image-control statements produces a compile-time error. (Default)

'`single`' Single-image mode, i.e. `num_images()` is always one.

'`lib`' Library-based coarray parallelization; a suitable GNU Fortran coarray library such as `http://opencoarrays.org` needs to be linked. Alternatively, GCC's `libcaf_single` library can be linked, albeit it only supports a single image.

`-fcheck=<`*keyword*`>`

Enable the generation of run-time checks; the argument shall be a comma-delimited list of the following keywords. Prefixing a check with `no-` disables it if it was activated by a previous specification.

'`all`' Enable all run-time test of `-fcheck`.

'`array-temps`'

Warns at run time when for passing an actual argument a temporary array had to be generated. The information generated by this warning is sometimes useful in optimization, in order to avoid such temporaries.

Note: The warning is only printed once per location.

'`bits`' Enable generation of run-time checks for invalid arguments to the bit manipulation intrinsics.

'`bounds`' Enable generation of run-time checks for array subscripts and against the declared minimum and maximum values. It also checks array indices for assumed and deferred shape arrays against the actual allocated bounds and ensures that all string lengths

are equal for character array constructors without an explicit typespec.

Some checks require that `-fcheck=bounds` is set for the compilation of the main program.

Note: In the future this may also include other forms of checking, e.g., checking substring references.

'`do`' Enable generation of run-time checks for invalid modification of loop iteration variables.

'`mem`' Enable generation of run-time checks for memory allocation. Note: This option does not affect explicit allocations using the `ALLOCATE` statement, which are always checked.

'`pointer`' Enable generation of run-time checks for pointers and allocatables.

'`recursion`'
Enable generation of run-time checks for recursively called subroutines and functions that are not marked as recursive. See also `-frecursive`. Note: This check does not work for OpenMP programs and is disabled if used together with `-frecursive` and `-fopenmp`.

Example: Assuming you have a file `foo.f90`, the command

```
gfortran -fcheck=all,no-array-temps foo.f90
```

compiles the file with all checks enabled as specified above except warnings for generated array temporaries.

`-fbounds-check`
Deprecated alias for `-fcheck=bounds`.

`-ftail-call-workaround`
`-ftail-call-workaround=`*n*
Some C interfaces to Fortran codes violate the gfortran ABI by omitting the hidden character length arguments as described in See Section 6.4.2 [Argument passing conventions], page 85. This can lead to crashes because pushing arguments for tail calls can overflow the stack.

To provide a workaround for existing binary packages, this option disables tail call optimization for gfortran procedures with character arguments. With `-ftail-call-workaround=2` tail call optimization is disabled in all gfortran procedures with character arguments, with `-ftail-call-workaround=1` or equivalent `-ftail-call-workaround` only in gfortran procedures with character arguments that call implicitly prototyped procedures.

Using this option can lead to problems including crashes due to insufficient stack space.

It is *very strongly* recommended to fix the code in question. The `-fc-prototypes-external` option can be used to generate prototypes that conform to gfortran's ABI, for inclusion in the source code.

Support for this option will likely be withdrawn in a future release of gfortran.

The negative form, `-fno-tail-call-workaround` or equivalent `-ftail-call-workaround=0`, can be used to disable this option.

Default is currently `-ftail-call-workaround`, this will change in future releases.

`-fcheck-array-temporaries`
: Deprecated alias for `-fcheck=array-temps`.

`-fmax-array-constructor=`*n*
: This option can be used to increase the upper limit permitted in array constructors. The code below requires this option to expand the array at compile time.

```
program test
implicit none
integer j
integer, parameter :: n = 100000
integer, parameter :: i(n) = (/ (2*j, j = 1, n) /)
print '(10(I0,1X))', i
end program test
```

Caution: This option can lead to long compile times and excessively large object files.

The default value for *n* is 65535.

`-fmax-stack-var-size=`*n*
: This option specifies the size in bytes of the largest array that is put on the stack; if the size is exceeded static memory is used (except in procedures marked as `RECURSIVE`). Use the option `-frecursive` to allow for recursive procedures that do not have a `RECURSIVE` attribute or for parallel programs. Use `-fno-automatic` to never use the stack.

This option currently only affects local arrays declared with constant bounds, and may not apply to all character variables. Future versions of GNU Fortran may improve this behavior.

The default value for *n* is 65536.

`-fstack-arrays`
: Adding this option makes the Fortran compiler put all arrays of unknown size and array temporaries onto stack memory. If your program uses very large local arrays it is possible that you have to extend your runtime limits for stack memory on some operating systems. This flag is enabled by default at optimization level `-Ofast` unless `-fmax-stack-var-size` is specified.

`-fpack-derived`
: This option tells GNU Fortran to pack derived type members as closely as possible. Code compiled with this option is likely to be incompatible with code compiled without this option, and may execute slower.

`-frepack-arrays`
: In some circumstances GNU Fortran may pass assumed shape array sections via a descriptor describing a noncontiguous area of memory. This option adds code to the function prologue to repack the data into a contiguous block at runtime.

This should result in faster accesses to the array. However it can introduce significant overhead to the function call, especially when the passed data is noncontiguous.

`-fshort-enums`
: This option is provided for interoperability with C code that was compiled with the `-fshort-enums` option. It makes GNU Fortran choose the smallest `INTEGER` kind a given enumerator set fits in, and give all its enumerators this kind.

`-finline-arg-packing`
: When passing an assumed-shape argument of a procedure as actual argument to an assumed-size or explicit size or as argument to a procedure that does not have an explicit interface, the argument may have to be packed; that is, put into contiguous memory. An example is the call to `foo` in

```
subroutine foo(a)
   real, dimension(*) :: a
end subroutine foo
subroutine bar(b)
   real, dimension(:) :: b
   call foo(b)
end subroutine bar
```

When `-finline-arg-packing` is in effect, this packing is performed by inline code. This allows for more optimization while increasing code size.

`-finline-arg-packing` is implied by any of the `-O` options except when optimizing for size via `-Os`. If the code contains a very large number of argument that have to be packed, code size and also compilation time may become excessive. If that is the case, it may be better to disable this option. Instances of packing can be found by using `-Warray-temporaries`.

`-fexternal-blas`
: This option makes `gfortran` generate calls to BLAS functions for some matrix operations like `MATMUL`, instead of using our own algorithms, if the size of the matrices involved is larger than a given limit (see `-fblas-matmul-limit`). This may be profitable if an optimized vendor BLAS library is available. The BLAS library has to be specified at link time. This option specifies a BLAS library with integer arguments of default kind (32 bits). It cannot be used together with `-fexternal-blas64`.

`-fexternal-blas64`
: makes `gfortran` generate calls to BLAS functions for some matrix operations like `MATMUL`, instead of using our own algorithms, if the size of the matrices involved is larger than a given limit (see `-fblas-matmul-limit`). This may be profitable if an optimized vendor BLAS library is available. The BLAS library has to be specified at link time. This option specifies a BLAS library with integer arguments of `KIND=8` (64 bits). It cannot be used together with `-fexternal-blas`.

`-fblas-matmul-limit=`*n*
: Only significant when `-fexternal-blas` or `-fexternal-blas64` are in effect. Matrix multiplication of matrices with size larger than or equal to *n* is performed

by calls to BLAS functions, while others are handled by `gfortran` internal algorithms. If the matrices involved are not square, the size comparison is performed using the geometric mean of the dimensions of the argument and result matrices.

The default value for *n* is 30.

`-finline-intrinsics`
`-finline-intrinsics=`*intr1*`,`*intr2*`,...`
Prefer generating inline code over calls to libgfortran functions to implement intrinsics.

Usage of intrinsics can be implemented either by generating a call to the libgfortran library function or by directly generating inline code. For most intrinsics, only a single variant is available, and there is no choice of implementation. However, some intrinsics can use a library function or inline code, where inline code typically offers opportunities for additional optimization over a library function. With `-finline-intrinsics=...` or `-fno-inline-intrinsics=...`, the choice applies only to the intrinsics present in the comma-separated list provided as argument.

For each intrinsic, if no choice of implementation was made through either of the flag variants, a default behavior is chosen depending on optimization: library calls are generated when not optimizing or when optimizing for size; otherwise inline code is preferred.

The set of intrinsics allowed as argument to `-finline-intrinsics=` is currently limited to `MAXLOC` and `MINLOC`. The effect of the flag is moreover limited to calls of those intrinsics without `DIM` argument and with `ARRAY` of a non-`CHARACTER` type. The case of rank-1 argument and `DIM` argument present, i.e. `MAXLOC(A(:),DIM=1)` or `MINLOC(A(:),DIM=1)` is inlined unconditionally for numeric rank-1 array argument `A`.

`-finline-matmul-limit=`*n*
When front-end optimization is active, some calls to the `MATMUL` intrinsic function are inlined. This may result in code size increase if the size of the matrix cannot be determined at compile time, as code for both cases is generated. Setting `-finline-matmul-limit=0` disables inlining in all cases. Setting this option with a value of *n* produces inline code for matrices with size up to *n*. If the matrices involved are not square, the size comparison is performed using the geometric mean of the dimensions of the argument and result matrices.

The default value for *n* is 30. The `-fblas-matmul-limit` can be used to change this value.

`-frecursive`
Allow indirect recursion by forcing all local arrays to be allocated on the stack. This flag cannot be used together with `-fmax-stack-var-size=` or `-fno-automatic`.

`-finit-local-zero`
`-finit-derived`
`-finit-integer=`*n*
`-finit-real=<zero|inf|-inf|nan|snan>`
`-finit-logical=<true|false>`
`-finit-character=`*n*

The `-finit-local-zero` option instructs the compiler to initialize local `INTEGER`, `REAL`, and `COMPLEX` variables to zero, `LOGICAL` variables to false, and `CHARACTER` variables to a string of null bytes. Finer-grained initialization options are provided by the `-finit-integer=`*n*, `-finit-real=<zero|inf|-inf|nan|snan>` (which also initializes the real and imaginary parts of local `COMPLEX` variables), `-finit-logical=<true|false>`, and `-finit-character=`*n* (where *n* is an ASCII character value) options.

With `-finit-derived`, components of derived type variables are initialized according to these flags. Components whose type is not covered by an explicit `-finit-*` flag are treated as described above with `-finit-local-zero`.

These options do not initialize

- objects with the `POINTER` attribute
- allocatable arrays
- variables that appear in an `EQUIVALENCE` statement.

(These limitations may be removed in future releases).

Note that the `-finit-real=nan` option initializes `REAL` and `COMPLEX` variables with a quiet NaN. For a signalling NaN use `-finit-real=snan`; note, however, that compile-time optimizations may convert them into quiet NaN and that trapping needs to be enabled (e.g. via `-ffpe-trap`).

The `-finit-integer` option parses the value into an integer of type `INTEGER(kind=C_LONG)` on the host. Said value is then assigned to the integer variables in the Fortran code, which might result in wraparound if the value is too large for the kind.

Finally, note that enabling any of the `-finit-*` options silences warnings that would have been emitted by `-Wuninitialized` for the affected local variables.

`-falign-commons`

By default, `gfortran` enforces proper alignment of all variables in a `COMMON` block by padding them as needed. On certain platforms this is mandatory, on others it increases performance. If a `COMMON` block is not declared with consistent data types everywhere, this padding can cause trouble, and `-fno-align-commons` can be used to disable automatic alignment. The same form of this option should be used for all files that share a `COMMON` block. To avoid potential alignment issues in `COMMON` blocks, it is recommended to order objects from largest to smallest.

`-fno-protect-parens`

By default the parentheses in expression are honored for all optimization levels such that the compiler does not do any reassociation. Using `-fno-protect-parens` allows the compiler to reorder `REAL` and `COMPLEX` expressions to produce

faster code. Note that for the reassociation optimization `-fno-signed-zeros` and `-fno-trapping-math` need to be in effect. The parentheses protection is enabled by default, unless `-Ofast` is given.

`-frealloc-lhs`
An allocatable left-hand side of an intrinsic assignment is automatically (re)allocated if it is either unallocated or has a different shape. The option is enabled by default except when `-std=f95` is given. See also `-Wrealloc-lhs`.

`-faggressive-function-elimination`
Functions with identical argument lists are eliminated within statements, regardless of whether these functions are marked `PURE` or not. For example, in

```
a = f(b,c) + f(b,c)
```

there is only a single call to `f`. This option only works if `-ffrontend-optimize` is in effect.

`-ffrontend-optimize`
This option performs front-end optimization, based on manipulating parts of the Fortran parse tree. Enabled by default by any `-O` option except `-O0` and `-Og`. Optimizations enabled by this option include:

- inlining calls to `MATMUL`,
- elimination of identical function calls within expressions,
- removing unnecessary calls to `TRIM` in comparisons and assignments,
- replacing `TRIM(a)` with `a(1:LEN_TRIM(a))` and
- short-circuiting of logical operators (`.AND.` and `.OR.`).

It can be deselected by specifying `-fno-frontend-optimize`.

`-ffrontend-loop-interchange`
Attempt to interchange loops in the Fortran front end where profitable. Enabled by default by any `-O` option. At the moment, this option only affects `FORALL` and `DO CONCURRENT` statements with several forall triplets.

See Section "Options for Code Generation Conventions" in *Using the GNU Compiler Collection (GCC)*, for information on more options offered by the back end shared by `gfortran`, `gcc`, and other GNU compilers.

2.11 Options for interoperability with other languages

`-fc-prototypes`
This option generates C prototypes from `BIND(C)` variable declarations, types and procedure interfaces and writes them to standard output. `ENUM` is not yet supported.

The generated prototypes may need inclusion of an appropriate header, such as `<stdint.h>` or `<stdlib.h>`. For types that are not specified using the appropriate kind from the `iso_c_binding` module, a warning is added as a comment to the code.

For function pointers, a pointer to a function returning `int` without an explicit argument list is generated.

Example of use:

```
$ gfortran -fc-prototypes -fsyntax-only foo.f90 > foo.h
```

where the C code intended for interoperating with the Fortran code then uses `#include "foo.h"`.

`-fc-prototypes-external`

This option generates C prototypes from external functions and subroutines and writes them to standard output. This may be useful for making sure that C bindings to Fortran code are correct. This option does not generate prototypes for `BIND(C)` procedures; use `-fc-prototypes` for that.

The generated prototypes may need inclusion of an appropriate header, such as `<stdint.h>` or `<stdlib.h>`.

This is primarily meant for legacy code to ensure that existing C bindings match what `gfortran` emits. The generated C prototypes should be correct for the current version of the compiler, but may not match what other compilers or earlier versions of `gfortran` need. For new development, use of the `BIND(C)` features is recommended.

Example of use:

```
$ gfortran -fc-prototypes-external -fsyntax-only foo.f > foo.h
```

where the C code intended for interoperating with the Fortran code then uses `#include "foo.h"`.

2.12 Environment variables affecting `gfortran`

The `gfortran` compiler currently does not make use of any environment variables to control its operation above and beyond those that affect the operation of `gcc`.

See Section "Environment Variables Affecting GCC" in *Using the GNU Compiler Collection (GCC)*, for information on environment variables.

See Chapter 3 [Runtime], page 37, for environment variables that affect the run-time behavior of programs compiled with GNU Fortran.

3 Runtime: Influencing runtime behavior with environment variables

The behavior of the `gfortran` can be influenced by environment variables.

Malformed environment variables are silently ignored.

3.1 `TMPDIR`—Directory for scratch files

When opening a file with `STATUS='SCRATCH'`, GNU Fortran tries to create the file in one of the potential directories by testing each directory in the order below.

1. The environment variable `TMPDIR`, if it exists.
2. On the MinGW target, the directory returned by the `GetTempPath` function. Alternatively, on the Cygwin target, the `TMP` and `TEMP` environment variables, if they exist, in that order.
3. The `P_tmpdir` macro if it is defined, otherwise the directory `/tmp`.

3.2 `GFORTRAN_STDIN_UNIT`—Unit number for standard input

This environment variable can be used to select the unit number preconnected to standard input. This must be a positive integer. The default value is 5.

3.3 `GFORTRAN_STDOUT_UNIT`—Unit number for standard output

This environment variable can be used to select the unit number preconnected to standard output. This must be a positive integer. The default value is 6.

3.4 `GFORTRAN_STDERR_UNIT`—Unit number for standard error

This environment variable can be used to select the unit number preconnected to standard error. This must be a positive integer. The default value is 0.

3.5 `GFORTRAN_UNBUFFERED_ALL`—Do not buffer I/O on all units

This environment variable controls whether all I/O is unbuffered. If the first letter is '`y`', '`Y`' or '`1`', all I/O is unbuffered. This slows down small sequential reads and writes. If the first letter is '`n`', '`N`' or '`0`', I/O is buffered. This is the default.

3.6 `GFORTRAN_UNBUFFERED_PRECONNECTED`—Do not buffer I/O on preconnected units

The environment variable named `GFORTRAN_UNBUFFERED_PRECONNECTED` controls whether I/O on a preconnected unit (i.e. STDOUT or STDERR) is unbuffered. If the first letter is '`y`', '`Y`' or '`1`', I/O is unbuffered. This slows down small sequential reads and writes. If the first letter is '`n`', '`N`' or '`0`', I/O is buffered. This is the default.

3.7 `GFORTRAN_SHOW_LOCUS`—Show location for runtime errors

If the first letter is '`y`', '`Y`' or '`1`', filename and line numbers for runtime errors are printed. If the first letter is '`n`', '`N`' or '`0`', do not print filename and line numbers for runtime errors. The default is to print the location.

3.8 GFORTRAN_OPTIONAL_PLUS—Print leading + where permitted

If the first letter is 'y', 'Y' or '1', a plus sign is printed where permitted by the Fortran standard. If the first letter is 'n', 'N' or '0', a plus sign is not printed in most cases. Default is not to print plus signs.

3.9 GFORTRAN_LIST_SEPARATOR—Separator for list output

This environment variable specifies the separator when writing list-directed output. It may contain any number of spaces and at most one comma. If you specify this on the command line, be sure to quote spaces, as in

```
$ GFORTRAN_LIST_SEPARATOR='  ,  ' ./a.out
```

when `a.out` is the compiled Fortran program that you want to run. Default is a single space.

3.10 GFORTRAN_CONVERT_UNIT—Set conversion for unformatted I/O

By setting the `GFORTRAN_CONVERT_UNIT` variable, it is possible to change the representation of data for unformatted files. The syntax for the `GFORTRAN_CONVERT_UNIT` variable for most systems is:

```
GFORTRAN_CONVERT_UNIT: mode | mode ';' exception | exception ;
mode: 'native' | 'swap' | 'big_endian' | 'little_endian' ;
exception: mode ':' unit_list | unit_list ;
unit_list: unit_spec | unit_list unit_spec ;
unit_spec: INTEGER | INTEGER '-' INTEGER ;
```

The variable consists of an optional default mode, followed by a list of optional exceptions, which are separated by semicolons from the preceding default and each other. Each exception consists of a format and a comma-separated list of units. Valid values for the modes are the same as for the `CONVERT` specifier:

`NATIVE` Use the native format. This is the default.

`SWAP` Swap between little- and big-endian.

`LITTLE_ENDIAN` Use the little-endian format for unformatted files.

`BIG_ENDIAN` Use the big-endian format for unformatted files.

For POWER systems that support `-mabi=ieeelongdouble`, there are additional options, which can be combined with the others with commas. Those are

`R16_IEEE` Use IEEE 128-bit format for `REAL(KIND=16)`.

`R16_IBM` Use IBM `long double` format for `REAL(KIND=16)`.

A missing mode for an exception is taken to mean `BIG_ENDIAN`. Examples of values for `GFORTRAN_CONVERT_UNIT` are:

`'big_endian'` Do all unformatted I/O in big_endian mode.

`'little_endian;native:10-20,25'` Do all unformatted I/O in little_endian mode, except for units 10 to 20 and 25, which are in native format.

`'10-20'` Units 10 to 20 are big-endian, the rest is native.

`'big_endian,r16_ibm'` Do all unformatted I/O in big-endian mode and use IBM long double for output of `REAL(KIND=16)` values.

Setting the environment variables should be done on the command line or via the `export` command for `sh`-compatible shells and via `setenv` for `csh`-compatible shells.

Example for `sh`:

```
$ gfortran foo.f90
$ GFORTRAN_CONVERT_UNIT='big_endian;native:10-20' ./a.out
```

Example code for `csh`:

```
% gfortran foo.f90
% setenv GFORTRAN_CONVERT_UNIT 'big_endian;native:10-20'
% ./a.out
```

Using anything but the native representation for unformatted data carries a significant speed overhead. If speed in this area matters to you, it is best if you use this only for data that needs to be portable.

See Section 5.1.17 [CONVERT specifier], page 55, for an alternative way to specify the data representation for unformatted files. See Section 2.8 [Runtime Options], page 24, for setting a default data representation for the whole program. The `CONVERT` specifier overrides the `-fconvert` compile options.

Note that the values specified via the `GFORTRAN_CONVERT_UNIT` environment variable override the `CONVERT` specifier in the `OPEN` statement. This is to give control over data formats to users who do not have the source code of their program available.

3.11 GFORTRAN_ERROR_BACKTRACE—Show backtrace on run-time errors

If the `GFORTRAN_ERROR_BACKTRACE` variable is set to '`y`', '`Y`' or '`1`' (only the first letter is relevant) then a backtrace is printed when a serious run-time error occurs. To disable the backtracing, set the variable to '`n`', '`N`', '`0`'. Default is to print a backtrace unless the `-fno-backtrace` compile option was used.

3.12 GFORTRAN_FORMATTED_BUFFER_SIZE—Set buffer size for formatted I/O

The `GFORTRAN_FORMATTED_BUFFER_SIZE` environment variable specifies buffer size in bytes to be used for formatted output. The default value is 8192.

3.13 GFORTRAN_UNFORMATTED_BUFFER_SIZE—Set buffer size for unformatted I/O

The `GFORTRAN_UNFORMATTED_BUFFER_SIZE` environment variable specifies buffer size in bytes to be used for unformatted output. The default value is 131072.

Part II: Language Reference

4 Compiler Characteristics

This chapter describes certain characteristics of the GNU Fortran compiler that are not specified by the Fortran standard, but which might in some way or another become visible to the programmer.

4.1 KIND Type Parameters

The KIND type parameters supported by GNU Fortran for the primitive data types are:

INTEGER 1, 2, 4, 8*, 16*, default: 4**

LOGICAL 1, 2, 4, 8*, 16*, default: 4**

REAL 4, 8, 10*, 16*, default: 4***

COMPLEX 4, 8, 10*, 16*, default: 4***

DOUBLE PRECISION
4, 8, 10*, 16*, default: 8***

CHARACTER
1, 4, default: 1

* not available on all systems
** unless -fdefault-integer-8 is used
*** unless -fdefault-real-8 is used (see Section 2.2 [Fortran Dialect Options], page 9)

The KIND value matches the storage size in bytes, except for COMPLEX where the storage size is twice as much (or both real and imaginary part are a real value of the given size). It is recommended to use the Section 8.246 [SELECTED_CHAR_KIND], page 278, Section 8.247 [SELECTED_INT_KIND], page 279, Section 8.248 [SELECTED_LOGICAL_KIND], page 279, and Section 8.249 [SELECTED_REAL_KIND], page 280, intrinsics or the INT8, INT16, INT32, INT64, REAL32, REAL64, and REAL128 parameters of the ISO_FORTRAN_ENV module instead of the concrete values. The available kind parameters can be found in the constant arrays CHARACTER_KINDS, INTEGER_KINDS, LOGICAL_KINDS and REAL_KINDS in the Section 9.1 [ISO_FORTRAN_ENV], page 311, module. For C interoperability, the kind parameters of the Section 9.2 [ISO_C_BINDING], page 313, module should be used.

4.2 Internal representation of LOGICAL variables

The Fortran standard does not specify how variables of LOGICAL type are represented, beyond requiring that LOGICAL variables of default kind have the same storage size as default INTEGER and REAL variables. The GNU Fortran internal representation is as follows.

A LOGICAL(KIND=N) variable is represented as an INTEGER(KIND=N) variable, however, with only two permissible values: 1 for .TRUE. and 0 for .FALSE.. Any other integer value results in undefined behavior.

See also Section 6.4.2 [Argument passing conventions], page 85, and Section 6.1 [Interoperability with C], page 73.

4.3 Evaluation of logical expressions

The Fortran standard does not require the compiler to evaluate all parts of an expression, if they do not contribute to the final result. For logical expressions with `.AND.` or `.OR.` operators, in particular, GNU Fortran optimizes out function calls (even to impure functions) if the result of the expression can be established without them. However, since not all compilers do that, and such an optimization can potentially modify the program flow and subsequent results, GNU Fortran throws warnings for such situations with the `-Wfunction-elimination` flag.

4.4 `MAX` and `MIN` intrinsics with `REAL` NaN arguments

The Fortran standard does not specify what the result of the `MAX` and `MIN` intrinsics are if one of the arguments is a `NaN`. Accordingly, the GNU Fortran compiler does not specify that either, as this allows for faster and more compact code to be generated. If the programmer wishes to take some specific action in case one of the arguments is a `NaN`, it is necessary to explicitly test the arguments before calling `MAX` or `MIN`, e.g. with the `IEEE_IS_NAN` function from the intrinsic module `IEEE_ARITHMETIC`.

4.5 Thread-safety of the runtime library

GNU Fortran can be used in programs with multiple threads, e.g. by using OpenMP, by calling OS thread handling functions via the `ISO_C_BINDING` facility, or by GNU Fortran compiled library code being called from a multi-threaded program.

The GNU Fortran runtime library, (`libgfortran`), supports being called concurrently from multiple threads with the following exceptions.

During library initialization, the C `getenv` function is used, which need not be thread-safe. Similarly, the `getenv` function is used to implement the `GET_ENVIRONMENT_VARIABLE` and `GETENV` intrinsics. It is the responsibility of the user to ensure that the environment is not being updated concurrently when any of these actions are taking place.

The `EXECUTE_COMMAND_LINE` and `SYSTEM` intrinsics are implemented with the `system` function, which need not be thread-safe. It is the responsibility of the user to ensure that `system` is not called concurrently.

For platforms not supporting thread-safe POSIX functions, further functionality might not be thread-safe. For details, please consult the documentation for your operating system.

The GNU Fortran runtime library uses various C library functions that depend on the locale, such as `strtod` and `snprintf`. In order to work correctly in locale-aware programs that set the locale using `setlocale`, the locale is reset to the default "C" locale while executing a formatted `READ` or `WRITE` statement. On targets supporting the POSIX 2008 per-thread locale functions (e.g. `newlocale`, `uselocale`, `freelocale`), these are used and thus the global locale set using `setlocale` or the per-thread locales in other threads are not affected. However, on targets lacking this functionality, the global LC_NUMERIC locale is set to "C" during the formatted I/O. Thus, on such targets it's not safe to call `setlocale` concurrently from another thread while a Fortran formatted I/O operation is in progress. Also, other threads doing something dependent on the LC_NUMERIC locale might not work correctly if a formatted I/O operation is in progress in another thread.

4.6 Data consistency and durability

This section contains a brief overview of data and metadata consistency and durability issues when doing I/O.

With respect to durability, GNU Fortran makes no effort to ensure that data is committed to stable storage. If this is required, the GNU Fortran programmer can use the intrinsic `FNUM` to retrieve the low level file descriptor corresponding to an open Fortran unit. Then, using e.g. the `ISO_C_BINDING` feature, one can call the underlying system call to flush dirty data to stable storage, such as `fsync` on POSIX, `_commit` on MinGW, or `fcntl(fd, F_FULLSYNC, 0)` on macOS. The following example shows how to call fsync:

```
! Declare the interface for POSIX fsync function
interface
  function fsync (fd) bind(c,name="fsync")
  use iso_c_binding, only: c_int
    integer(c_int), value :: fd
    integer(c_int) :: fsync
  end function fsync
end interface

! Variable declaration
integer :: ret

! Opening unit 10
open (10,file="foo")

! ...
! Perform I/O on unit 10
! ...

! Flush and sync
flush(10)
ret = fsync(fnum(10))

! Handle possible error
if (ret /= 0) stop "Error calling FSYNC"
```

With respect to consistency, for regular files GNU Fortran uses buffered I/O in order to improve performance. This buffer is flushed automatically when full and in some other situations, e.g. when closing a unit. It can also be explicitly flushed with the `FLUSH` statement. Also, the buffering can be turned off with the `GFORTRAN_UNBUFFERED_ALL` and `GFORTRAN_UNBUFFERED_PRECONNECTED` environment variables. Special files, such as terminals and pipes, are always unbuffered. Sometimes, however, further things may need to be done in order to allow other processes to see data that GNU Fortran has written, as follows.

The Windows platform supports a relaxed metadata consistency model, where file metadata is written to the directory lazily. This means that, for instance, the `dir` command can show a stale size for a file. One can force a directory metadata update by closing the unit, or by calling `_commit` on the file descriptor. Note, though, that `_commit` forces all dirty data to stable storage, which is often a very slow operation.

The Network File System (NFS) implements a relaxed consistency model called open-to-close consistency. Closing a file forces dirty data and metadata to be flushed to the server, and opening a file forces the client to contact the server in order to revalidate cached data. `fsync` also forces a flush of dirty data and metadata to the server. Similar to `open`

and `close`, acquiring and releasing `fcntl` file locks, if the server supports them, also forces cache validation and flushing dirty data and metadata.

4.7 Files opened without an explicit `ACTION=` specifier

The Fortran standard says that if an `OPEN` statement is executed without an explicit `ACTION=` specifier, the default value is processor dependent. GNU Fortran behaves as follows:

1. Attempt to open the file with `ACTION='READWRITE'`
2. If that fails, try to open with `ACTION='READ'`
3. If that fails, try to open with `ACTION='WRITE'`
4. If that fails, generate an error

4.8 File operations on symbolic links

This section documents the behavior of GNU Fortran for file operations on symbolic links, on systems that support them.

- Results of `INQUIRE` statements of the "inquire by file" form relate to the target of the symbolic link. For example, `INQUIRE(FILE="foo",EXIST=ex)` sets *ex* to *.true.* if *foo* is a symbolic link pointing to an existing file, and *.false.* if *foo* points to an non-existing file ("dangling" symbolic link).
- Using the `OPEN` statement with a `STATUS="NEW"` specifier on a symbolic link results in an error condition, whether the symbolic link points to an existing target or is dangling.
- If a symbolic link was connected, using the `CLOSE` statement with a `STATUS="DELETE"` specifier causes the symbolic link itself to be deleted, not its target.

4.9 File format of unformatted sequential files

Unformatted sequential files are stored as logical records using record markers. Each logical record consists of one of more subrecords.

Each subrecord consists of a leading record marker, the data written by the user program, and a trailing record marker. The record markers are four-byte integers by default, and eight-byte integers if the `-fmax-subrecord-length=8` option (which exists for backwards compatibility only) is in effect.

The representation of the record markers is that of unformatted files given with the `-fconvert` option, the Section 5.1.17 [CONVERT specifier], page 55, in an `OPEN` statement or the Section 3.10 [GFORTRAN_CONVERT_UNIT], page 38, environment variable.

The maximum number of bytes of user data in a subrecord is 2147483639 (2 GiB - 9) for a four-byte record marker. This limit can be lowered with the `-fmax-subrecord-length` option, although this is rarely useful. If the length of a logical record exceeds this limit, the data is distributed among several subrecords.

The absolute of the number stored in the record markers is the number of bytes of user data in the corresponding subrecord. If the leading record marker of a subrecord contains a negative number, another subrecord follows the current one. If the trailing record marker contains a negative number, then there is a preceding subrecord.

In the most simple case, with only one subrecord per logical record, both record markers contain the number of bytes of user data in the record.

The format for unformatted sequential data can be duplicated using unformatted stream, as shown in the example program for an unformatted record containing a single subrecord:

```
program main
  use iso_fortran_env, only: int32
  implicit none
  integer(int32) :: i
  real, dimension(10) :: a, b
  call random_number(a)
  open (10,file='test.dat',form='unformatted',access='stream')
  inquire (iolength=i) a
  write (10) i, a, i
  close (10)
  open (10,file='test.dat',form='unformatted')
  read (10) b
  if (all (a == b)) print *,'success!'
end program main
```

4.10 Asynchronous I/O

Asynchronous I/O is supported if the program is linked against the POSIX thread library. If that is not the case, all I/O is performed as synchronous. On systems that do not support pthread condition variables, such as AIX, I/O is also performed as synchronous.

On some systems, such as Darwin or Solaris, the POSIX thread library is always linked in, so asynchronous I/O is always performed. On other sytems, such as Linux, it is necessary to specify `-pthread`, `-lpthread` or `-fopenmp` during the linking step.

4.11 Behavior on integer overflow

Integer overflow is prohibited by the Fortran standard. The behavior of gfortran on integer overflow is undefined by default. Traditional code, like linear congruential pseudo-random number generators in old programs that rely on specific, nonstandard behavior may generate unexpected results. The `-fsanitize=undefined` option can be used to detect such code at runtime.

It is recommended to use the intrinsic subroutine `RANDOM_NUMBER` for random number generators or, if the old behavior is desired, to use the `-fwrapv` option. Note that this option can impact performance.

5 Extensions

The two sections below detail the extensions to standard Fortran that are implemented in GNU Fortran, as well as some of the popular or historically important extensions that are not (or not yet) implemented. For the latter case, we explain the alternatives available to GNU Fortran users, including replacement by standard-conforming code or GNU extensions.

5.1 Extensions implemented in GNU Fortran

GNU Fortran implements a number of extensions over standard Fortran. This chapter contains information on their syntax and meaning. There are currently two categories of GNU Fortran extensions, those that provide functionality beyond that provided by any standard, and those that are supported by GNU Fortran purely for backward compatibility with legacy compilers. By default, `-std=gnu` allows the compiler to accept both types of extensions, but to warn about the use of the latter. Specifying either `-std=f95`, `-std=f2003`, `-std=f2008`, or `-std=f2018` disables both types of extensions, and `-std=legacy` allows both without warning. The special compile flag `-fdec` enables additional compatibility extensions along with those enabled by `-std=legacy`.

5.1.1 Old-style kind specifications

GNU Fortran allows old-style kind specifications in declarations. These look like:

```
TYPESPEC*size x,y,z
```

where `TYPESPEC` is a basic type (`INTEGER`, `REAL`, etc.), and where *size* is a byte count corresponding to the storage size of a valid kind for that type. (For `COMPLEX` variables, *size* is the total size of the real and imaginary parts.) The statement then declares `x`, `y` and `z` to be of type `TYPESPEC` with the appropriate kind. This is equivalent to the standard-conforming declaration

```
TYPESPEC(k) x,y,z
```

where `k` is the kind parameter suitable for the intended precision. As kind parameters are implementation-dependent, use the `KIND`, `SELECTED_INT_KIND`, `SELECTED_LOGICAL_KIND` and `SELECTED_REAL_KIND` intrinsics to retrieve the correct value, for instance `REAL*8 x` can be replaced by:

```
INTEGER, PARAMETER :: dbl = KIND(1.0d0)
REAL(KIND=dbl) :: x
```

5.1.2 Old-style variable initialization

GNU Fortran allows old-style initialization of variables of the form:

```
INTEGER i/1/,j/2/
REAL x(2,2) /3*0.,1./
```

The syntax for the initializers is as for the `DATA` statement, but unlike in a `DATA` statement, an initializer only applies to the variable immediately preceding the initialization. In other words, something like `INTEGER I,J/2,3/` is not valid. This style of initialization is only allowed in declarations without double colons (‘`::`’); the double colons were introduced in Fortran 90, which also introduced a standard syntax for initializing variables in type declarations.

Examples of standard-conforming code equivalent to the above example are:

```
! Fortran 90
```

```
      INTEGER :: i = 1, j = 2
      REAL :: x(2,2) = RESHAPE((/0.,0.,0.,1./),SHAPE(x))
! Fortran 77
      INTEGER i, j
      REAL x(2,2)
      DATA i/1/, j/2/, x/3*0.,1./
```

Note that variables that are explicitly initialized in declarations or in `DATA` statements automatically acquire the `SAVE` attribute.

5.1.3 Extensions to namelist

GNU Fortran fully supports the Fortran 95 standard for namelist I/O including array qualifiers, substrings and fully qualified derived types. The output from a namelist write is compatible with namelist read. The output has all names in upper case and indentation to column 1 after the namelist name. The following extensions are permitted:

- Old-style use of '`$`' instead of '`&`'

```
$MYNML
 X(:)%Y(2) = 1.0 2.0 3.0
 CH(1:4) = "abcd"
$END
```

  It should be noted that the default terminator is '`/`' rather than '`&END`'.

- Querying of the namelist when inputting from stdin. After at least one space, entering '`?`' sends to stdout the namelist name and the names of the variables in the namelist:

```
 ?

&mynml
 x
 x%y
 ch
&end
```

  Entering '`=?`' outputs the namelist to stdout, as if `WRITE(*,NML = mynml)` had been called:

```
=?

&MYNML
 X(1)%Y=  0.000000    ,  1.000000    ,  0.000000    ,
 X(2)%Y=  0.000000    ,  2.000000    ,  0.000000    ,
 X(3)%Y=  0.000000    ,  3.000000    ,  0.000000    ,
 CH=abcd,  /
```

  To aid this dialog, when input is from stdin, errors send their messages to stderr and execution continues, even if `IOSTAT` is set.

- `PRINT` namelist is permitted. This causes an error if `-std=f95` is used.

```
PROGRAM test_print
  REAL, dimension (4)  ::  x = (/1.0, 2.0, 3.0, 4.0/)
  NAMELIST /mynml/ x
  PRINT mynml
END PROGRAM test_print
```

- Expanded namelist reads are permitted. This causes an error if `-std=f95` is used. In the following example, the first element of the array is given the value 0.00 and the two succeeding elements are given the values 1.00 and 2.00.

```
&MYNML
```

```
  X(1,1) = 0.00 , 1.00 , 2.00
/
```

When writing a namelist, if no `DELIM=` is specified, by default a double quote is used to delimit character strings. With `-std=f95` or later, the delim status is set to `'none'`. Defaulting to quotes ensures that namelists with character strings can be subsequently read back in accurately.

5.1.4 `X` format descriptor without count field

To support legacy codes, GNU Fortran permits the count field of the `X` edit descriptor in `FORMAT` statements to be omitted. When omitted, the count is implicitly assumed to be one.

```
      PRINT 10, 2, 3
10    FORMAT (I1, X, I1)
```

5.1.5 Commas in `FORMAT` specifications

To support legacy codes, GNU Fortran allows the comma separator to be omitted immediately before and after character string edit descriptors in `FORMAT` statements. A comma with no following format descriptor is permitted if the `-fdec-blank-format-item` is given on the command line. This is considered non-conforming code and is discouraged.

```
      PRINT 10, 2, 3
10    FORMAT ('FOO='I1' BAR='I2)
      print 20, 5, 6
20    FORMAT (I3, I3,)
```

5.1.6 Missing period in `FORMAT` specifications

To support legacy codes, GNU Fortran allows missing periods in format specifications if and only if `-std=legacy` is given on the command line. This is considered non-conforming code and is discouraged.

```
      REAL :: value
      READ(*,10) value
10    FORMAT ('F4')
```

5.1.7 Default widths for 'F', 'G' and 'I' format descriptors

To support legacy codes, GNU Fortran allows width to be omitted from format specifications if and only if `-fdec-format-defaults` is given on the command line. Default widths are used. This is considered non-conforming code and is discouraged.

```
      REAL :: value1
      INTEGER :: value2
      WRITE(*,10) value1, value1, value2
10    FORMAT ('F, G, I')
```

5.1.8 I/O item lists

To support legacy codes, GNU Fortran allows the input item list of the `READ` statement, and the output item lists of the `WRITE` and `PRINT` statements, to start with a comma.

5.1.9 'Q' exponent-letter

GNU Fortran accepts real literal constants with an exponent-letter of 'Q', for example, `1.23Q45`. The constant is interpreted as a `REAL(16)` entity on targets that support this

type. If the target does not support `REAL(16)` but has a `REAL(10)` type, then the real-literal-constant is interpreted as a `REAL(10)` entity. In the absence of `REAL(16)` and `REAL(10)`, an error occurs.

5.1.10 BOZ literal constants

Besides decimal constants, Fortran also supports binary (‘`b`’), octal (‘`o`’) and hexadecimal (‘`z`’) integer constants. The syntax is: ‘`prefix quote digits quote`’, where the prefix is either ‘`b`’, ‘`o`’ or ‘`z`’, quote is either ‘`'`’ or ‘`"`’ and the digits are `0` or `1` for binary, between `0` and `7` for octal, and between `0` and `F` for hexadecimal. (Example: `b'01011101'`.)

Up to Fortran 95, BOZ literal constants were only allowed to initialize integer variables in DATA statements. Since Fortran 2003 BOZ literal constants are also allowed as actual arguments to the `REAL`, `DBLE`, `INT` and `CMPLX` intrinsic functions. The BOZ literal constant is simply a string of bits, which is padded or truncated as needed, during conversion to a numeric type. The Fortran standard states that the treatment of the sign bit is processor dependent. Gfortran interprets the sign bit as a user would expect.

As a deprecated extension, GNU Fortran allows hexadecimal BOZ literal constants to be specified using the ‘`X`’ prefix. That the BOZ literal constant can also be specified by adding a suffix to the string, for example, `Z'ABC'` and `'ABC'X` are equivalent. Additionally, as extension, BOZ literals are permitted in some contexts outside of `DATA` and the intrinsic functions listed in the Fortran standard. Use `-fallow-invalid-boz` to enable the extension.

5.1.11 Real array indices

As an extension, GNU Fortran allows the use of `REAL` expressions or variables as array indices.

5.1.12 Unary operators

As an extension, GNU Fortran allows unary plus and unary minus operators to appear as the second operand of binary arithmetic operators without the need for parenthesis.

```
X = Y * -Z
```

5.1.13 Implicitly convert `LOGICAL` and `INTEGER` values

As an extension for backwards compatibility with other compilers, GNU Fortran allows the implicit conversion of `LOGICAL` values to `INTEGER` values and vice versa. When converting from a `LOGICAL` to an `INTEGER`, `.FALSE.` is interpreted as zero, and `.TRUE.` is interpreted as one. When converting from `INTEGER` to `LOGICAL`, the value zero is interpreted as `.FALSE.` and any nonzero value is interpreted as `.TRUE.`.

```
LOGICAL :: l
l = 1
INTEGER :: i
i = .TRUE.
```

However, there is no implicit conversion of `INTEGER` values in `if`-statements, nor of `LOGICAL` or `INTEGER` values in I/O operations.

5.1.14 Hollerith constants support

GNU Fortran supports Hollerith constants in assignments, `DATA` statements, function and subroutine arguments. A Hollerith constant is written as a string of characters preceded

by an integer constant indicating the character count, and the letter `H` or `h`, and stored in bytewise fashion in a numeric (`INTEGER`, `REAL`, or `COMPLEX`), `LOGICAL` or `CHARACTER` variable. The constant is padded with spaces or truncated to fit the size of the variable in which it is stored.

Examples of valid uses of Hollerith constants:

```
complex*16 x(2)
data x /16Habcdefghijklmnop, 16Hqrstuvwxyz012345/
x(1) = 16HABCDEFGHIJKLMNOP
call foo (4h abc)
```

Examples of Hollerith constants:

```
integer*4 a
a = 0H         ! Invalid, at least one character is needed.
a = 4HAB12     ! Valid
a = 8H12345678 ! Valid, but the Hollerith constant is truncated.
a = 3Hxyz      ! Valid, but the Hollerith constant is padded.
```

In general, Hollerith constants were used to provide a rudimentary facility for handling character strings in early Fortran compilers, prior to the introduction of `CHARACTER` variables in Fortran 77; in those cases, the standard-compliant equivalent is to convert the program to use proper character strings. On occasion, there may be a case where the intent is specifically to initialize a numeric variable with a given byte sequence. In these cases, the same result can be obtained by using the `TRANSFER` statement, as in this example.

```
integer(kind=4) :: a
a = transfer ("abcd", a)     ! equivalent to: a = 4Habcd
```

The use of the `-fdec` option extends support of Hollerith constants to comparisons:

```
integer*4 a
a = 4hABCD
if (a .ne. 4habcd) then
  write(*,*) "no match"
end if
```

Supported types are numeric (`INTEGER`, `REAL`, or `COMPLEX`), and `CHARACTER`.

5.1.15 Character conversion

Allowing character literals to be used in a similar way to Hollerith constants is a nonstandard extension. This feature is enabled using -fdec-char-conversions and only applies to character literals of `kind=1`.

Character literals can be used in `DATA` statements and assignments with numeric (`INTEGER`, `REAL`, or `COMPLEX`) or `LOGICAL` variables. Like Hollerith constants they are copied bytewise fashion. The constant is padded with spaces or truncated to fit the size of the variable in which it is stored.

Examples:

```
integer*4 x
data x / 'abcd' /

x = 'A'       ! Is padded.
x = 'ab1234'  ! Is truncated.
```

5.1.16 Cray pointers

Cray pointers are part of a nonstandard extension that provides a C-like pointer in Fortran. This is accomplished through a pair of variables: an integer "pointer" that holds a memory address, and a "pointee" that is used to dereference the pointer.

Pointer/pointee pairs are declared in statements of the form:

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

or,

```
pointer ( <pointer1> , <pointee1> ), ( <pointer2> , <pointee2> ), ...
```

The pointer is an integer that is intended to hold a memory address. The pointee may be an array or scalar. If an assumed-size array is permitted within the scoping unit, a pointee can be an assumed-size array. That is, the last dimension may be left unspecified by using a `*` in place of a value. A pointee cannot be an assumed shape array. No space is allocated for the pointee.

The pointee may have its type declared before or after the pointer statement, and its array specification (if any) may be declared before, during, or after the pointer statement. The pointer may be declared as an integer prior to the pointer statement. However, some machines have default integer sizes that are different than the size of a pointer, and so the following code is not portable:

```
integer ipt
pointer (ipt, iarr)
```

If a pointer is declared with a kind that is too small, the compiler issues a warning; the resulting binary will probably not work correctly, because the memory addresses stored in the pointers may be truncated. It is safer to omit the first line of the above example; if explicit declaration of `ipt`'s type is omitted, then the compiler ensures that `ipt` is an integer variable large enough to hold a pointer.

Pointer arithmetic is valid with Cray pointers, but it is not the same as C pointer arithmetic. Cray pointers are just ordinary integers, so the user is responsible for determining how many bytes to add to a pointer in order to increment it. Consider the following example:

```
real target(10)
real pointee(10)
pointer (ipt, pointee)
ipt = loc (target)
ipt = ipt + 1
```

The last statement does not set `ipt` to the address of `target(1)`, as it would in C pointer arithmetic. Adding `1` to `ipt` just adds one byte to the address stored in `ipt`.

Any expression involving the pointee is translated to use the value stored in the pointer as the base address.

To get the address of elements, this extension provides an intrinsic function `LOC()`. The `LOC()` function is equivalent to the `&` operator in C, except the address is cast to an integer type:

```
real ar(10)
pointer(ipt, arpte(10))
real arpte
ipt = loc(ar)  ! Makes arpte is an alias for ar
arpte(1) = 1.0 ! Sets ar(1) to 1.0
```

The pointer can also be set by a call to the `MALLOC` intrinsic (see Section 8.190 [MALLOC], page 244).

Cray pointees often are used to alias an existing variable. For example:

```
integer target(10)
integer iarr(10)
pointer (ipt, iarr)
ipt = loc(target)
```

As long as `ipt` remains unchanged, `iarr` is now an alias for `target`. The optimizer, however, does not detect this aliasing, so it is unsafe to use `iarr` and `target` simultaneously. Using a pointee in any way that violates the Fortran aliasing rules or assumptions is invalid. It is the user's responsibility to avoid doing this; the compiler works under the assumption that no such aliasing occurs.

Cray pointers work correctly when there is no aliasing (i.e., when they are used to access a dynamically allocated block of memory), and also in any routine where a pointee is used, but any variable with which it shares storage is not used. Code that violates these rules may not run as the user intends. This is not a bug in the optimizer; any code that violates the aliasing rules is invalid. (Note that this is not unique to GNU Fortran; any Fortran compiler that supports Cray pointers "incorrectly" optimizes code with invalid aliasing.)

There are a number of restrictions on the attributes that can be applied to Cray pointers and pointees. Pointees may not have the `ALLOCATABLE`, `INTENT`, `OPTIONAL`, `DUMMY`, `TARGET`, `INTRINSIC`, or `POINTER` attributes. Pointers may not have the `DIMENSION`, `POINTER`, `TARGET`, `ALLOCATABLE`, `EXTERNAL`, or `INTRINSIC` attributes, nor may they be function results. Pointees may not occur in more than one pointer statement. A pointee cannot be a pointer. Pointees cannot occur in equivalence, common, or data statements.

A Cray pointer may also point to a function or a subroutine. For example, the following excerpt is valid:

```
implicit none
external sub
pointer (subptr,subpte)
external subpte
subptr = loc(sub)
call subpte()
[...]
subroutine sub
[...]
end subroutine sub
```

A pointer may be modified during the course of a program, and this changes the location to which the pointee refers. However, when pointees are passed as arguments, they are treated as ordinary variables in the invoked function. Subsequent changes to the pointer do not change the base address of the array that was passed.

5.1.17 `CONVERT` specifier

GNU Fortran allows the conversion of unformatted data between little- and big-endian representation to facilitate moving of data between different systems. The conversion can be indicated with the `CONVERT` specifier on the `OPEN` statement. See Section 3.10 [GFORTRAN_CONVERT_UNIT], page 38, for an alternative way of specifying the data format via an environment variable.

Valid values for `CONVERT` on most systems are:

`CONVERT='NATIVE'` Use the native format. This is the default.

`CONVERT='SWAP'` Swap between little- and big-endian.

`CONVERT='LITTLE_ENDIAN'` Use the little-endian representation for unformatted files.

`CONVERT='BIG_ENDIAN'` Use the big-endian representation for unformatted files.

On POWER systems that support `-mabi=ieeelongdouble`, there are additional options, which can be combined with the others with commas. Those are

`CONVERT='R16_IEEE'` Use IEEE 128-bit format for `REAL(KIND=16)`.

`CONVERT='R16_IBM'` Use IBM `long double` format for `REAL(KIND=16)`.

Using the option could look like this:

```
open(file='big.dat',form='unformatted',access='sequential', &
     convert='big_endian')
```

The value of the conversion can be queried by using `INQUIRE(CONVERT=ch)`. The values returned are `'BIG_ENDIAN'` and `'LITTLE_ENDIAN'`.

`CONVERT` works between big- and little-endian for `INTEGER` values of all supported kinds and for `REAL` on IEEE systems of kinds 4 and 8. Conversion between different "extended double" types on different architectures such as m68k and x86_64, which GNU Fortran supports as `REAL(KIND=10)` and `REAL(KIND=16)`, probably does not work.

Note that the values specified via the `GFORTRAN_CONVERT_UNIT` environment variable overrides the `CONVERT` specifier in the `OPEN` statement. This is to give control over data formats to users who do not have the source code of their program available.

Using anything but the native representation for unformatted data carries a significant speed overhead. If speed in this area matters to you, it is best if you use this only for data that needs to be portable.

5.1.18 OpenMP

OpenMP (Open Multi-Processing) is an application programming interface (API) that supports multi-platform shared memory multiprocessing programming in C/C++ and Fortran on many architectures, including Unix and Microsoft Windows platforms. It consists of a set of compiler directives, library routines, and environment variables that influence run-time behavior.

GNU Fortran implements all of the OpenMP Application Program Interface v4.5 (`https://openmp.org/specifications/`), and many features from later versions of the OpenMP specification. See Section "OpenMP Implementation Status" in *GNU Offloading and Multi Processing Runtime Library*, for more details about currently supported OpenMP features.

To enable the processing of the OpenMP directive `!$omp` in free-form source code; the `c$omp`, `*$omp` and `!$omp` directives in fixed form; the `!$` conditional compilation sentinels in free form; and the `c$`, `*$` and `!$` sentinels in fixed form, `gfortran` needs to be invoked with the `-fopenmp` option. This option also arranges for automatic linking of the OpenMP runtime library. See *GNU Offloading and Multi Processing Runtime Library*.

The OpenMP Fortran runtime library routines are provided both in a form of a Fortran 90 module named `omp_lib` and in a form of a Fortran `include` file named `omp_lib.h`.

An example of a parallelized loop taken from Appendix A.1 of the OpenMP Application Program Interface v2.5:

```
SUBROUTINE A1(N, A, B)
  INTEGER I, N
  REAL B(N), A(N)
!$OMP PARALLEL DO !I is private by default
  DO I=2,N
    B(I) = (A(I) + A(I-1)) / 2.0
  ENDDO
!$OMP END PARALLEL DO
END SUBROUTINE A1
```

See Section "OpenMP and OpenACC Options" in *Using the GNU Compiler Collection (GCC)*, for additional options useful with `-fopenmp`.

Please note:

- `-fopenmp` implies `-frecursive`, i.e., all local arrays are allocated on the stack. When porting existing code to OpenMP, this may lead to surprising results, especially segmentation faults if the stack size is limited.
- On glibc-based systems, OpenMP-enabled applications cannot be statically linked due to limitations of the underlying pthreads implementation. It might be possible to get a working solution if `-Wl,--whole-archive -lpthread -Wl,--no-whole-archive` is added to the command line. However, this is not supported by GCC and thus not recommended.

5.1.19 OpenACC

OpenACC is an application programming interface (API) that supports offloading of code to accelerator devices. It consists of a set of compiler directives, library routines, and environment variables that influence run-time behavior.

GNU Fortran strives to be compatible with the OpenACC Application Programming Interface v2.6 (`https://www.openacc.org/`).

To enable the processing of the OpenACC directive `!$acc` in free-form source code; the `c$acc`, `*$acc` and `!$acc` directives in fixed form; the `!$` conditional compilation sentinels in free form; and the `c$`, `*$` and `!$` sentinels in fixed form, `gfortran` needs to be invoked with the `-fopenacc` option. This option also arranges for automatic linking of the OpenACC runtime library. See *GNU Offloading and Multi Processing Runtime Library*.

The OpenACC Fortran runtime library routines are provided both in a form of a Fortran 90 module named `openacc` and in a form of a Fortran `include` file named `openacc_lib.h`.

See Section "OpenMP and OpenACC Options" in *Using the GNU Compiler Collection (GCC)*, for additional options useful with `-fopenacc`.

5.1.20 Argument list functions `%VAL`, `%REF` and `%LOC`

GNU Fortran supports argument list functions `%VAL`, `%REF` and `%LOC` statements, for backward compatibility with g77. It is recommended that these should be used only for code that is accessing facilities outside of GNU Fortran, such as operating system or windowing facilities. It is best to constrain such uses to isolated portions of a program–portions that deal specifically and exclusively with low-level, system-dependent facilities. Such portions

might well provide a portable interface for use by the program as a whole, but are themselves not portable, and should be thoroughly tested each time they are rebuilt using a new compiler or version of a compiler.

`%VAL` passes a scalar argument by value, `%REF` passes it by reference and `%LOC` passes its memory location. Since gfortran already passes scalar arguments by reference, `%REF` is in effect a do-nothing. `%LOC` has the same effect as a Fortran pointer.

An example of passing an argument by value to a C subroutine foo.:

```
C
C prototype      void foo_ (float x);
C
      external foo
      real*4 x
      x = 3.14159
      call foo (%VAL (x))
      end
```

For details refer to the g77 manual `https://gcc.gnu.org/onlinedocs/gcc-3.4.6/g77/index.html#Top`.

Also, `c_by_val.f` and its partner `c_by_val.c` of the GNU Fortran testsuite are worth a look.

5.1.21 Read/Write after EOF marker

Some legacy codes rely on allowing `READ` or `WRITE` after the EOF file marker in order to find the end of a file. GNU Fortran normally rejects these codes with a run-time error message and suggests the user consider `BACKSPACE` or `REWIND` to properly position the file before the EOF marker. As an extension, the run-time error may be disabled using -std=legacy.

5.1.22 `STRUCTURE` and `RECORD`

Record structures are a pre-Fortran-90 vendor extension to create user-defined aggregate data types. Support for record structures in GNU Fortran can be enabled with the `-fdec-structure` compile flag. If you have a choice, you should instead use Fortran 90's "derived types", which have a different syntax.

In many cases, record structures can easily be converted to derived types. To convert, replace `STRUCTURE /`*structure-name*`/` by `TYPE` *type-name*. Additionally, replace `RECORD /`*structure-name*`/` by `TYPE(`*type-name*`)`. Finally, in the component access, replace the period (`.`) by the percent sign (`%`).

Here is an example of code using the non portable record structure syntax:

```
! Declaring a structure named ``item'' and containing three fields:
! an integer ID, an description string and a floating-point price.
STRUCTURE /item/
  INTEGER id
  CHARACTER(LEN=200) description
  REAL price
END STRUCTURE

! Define two variables, an single record of type ``item''
! named ``pear'', and an array of items named ``store_catalog''
```

```
RECORD /item/ pear, store_catalog(100)

! We can directly access the fields of both variables
pear.id = 92316
pear.description = "juicy D'Anjou pear"
pear.price = 0.15
store_catalog(7).id = 7831
store_catalog(7).description = "milk bottle"
store_catalog(7).price = 1.2

! We can also manipulate the whole structure
store_catalog(12) = pear
print *, store_catalog(12)
```

This code can easily be rewritten in the Fortran 90 syntax as following:

```
! ``STRUCTURE /name/ ... END STRUCTURE'' becomes
! ``TYPE name ... END TYPE''
TYPE item
  INTEGER id
  CHARACTER(LEN=200) description
  REAL price
END TYPE

! ``RECORD /name/ variable'' becomes ``TYPE(name) variable''
TYPE(item) pear, store_catalog(100)

! Instead of using a dot (.) to access fields of a record, the
! standard syntax uses a percent sign (%)
pear%id = 92316
pear%description = "juicy D'Anjou pear"
pear%price = 0.15
store_catalog(7)%id = 7831
store_catalog(7)%description = "milk bottle"
store_catalog(7)%price = 1.2

! Assignments of a whole variable do not change
store_catalog(12) = pear
print *, store_catalog(12)
```

GNU Fortran implements structures like derived types with the following rules and exceptions:

- Structures act like derived types with the `SEQUENCE` attribute. Otherwise they may contain no specifiers.
- Structures may contain a special field with the name `%FILL`. This creates an anonymous component that cannot be accessed but occupies space just as if a component of the same type was declared in its place, useful for alignment purposes. As an example, the following structure consists of at least sixteen bytes:

```
structure /padded/
```

```
  character(4) start
  character(8) %FILL
  character(4) end
end structure
```

- Structures may share names with other symbols. For example, the following is invalid for derived types, but valid for structures:

```
structure /header/
  ! ...
end structure
record /header/ header
```

- Structure types may be declared nested within another parent structure. The syntax is:

```
structure /type-name/
    ...
    structure [/<type-name>/] <field-list>
...
```

  The type name may be omitted, in which case the structure type itself is anonymous, and other structures of the same type cannot be instantiated. The following shows some examples:

```
structure /appointment/
  ! nested structure definition: app_time is an array of two 'time'
  structure /time/ app_time (2)
    integer(1) hour, minute
  end structure
  character(10) memo
end structure

! The 'time' structure is still usable
record /time/ now
now = time(5, 30)

...

structure /appointment/
  ! anonymous nested structure definition
  structure start, end
    integer(1) hour, minute
  end structure
  character(10) memo
end structure
```

- Structures may contain `UNION` blocks. For more detail see the section on Section 5.1.23 [UNION and MAP], page 61.
- Structures support old-style initialization of components, like those described in Section 5.1.2 [Old-style variable initialization], page 49. For array initializers, an initializer may contain a repeat specification of the form `<literal-integer> * <constant-initializer>`. The value of the integer indicates the number of times to repeat the constant initializer when expanding the initializer list.

5.1.23 `UNION` and `MAP`

Unions are an old vendor extension which were commonly used with the nonstandard Section 5.1.22 [STRUCTURE and RECORD], page 58, extensions. Use of `UNION` and `MAP` is automatically enabled with `-fdec-structure`.

A `UNION` declaration occurs within a structure; within the definition of each union is a number of `MAP` blocks. Each `MAP` shares storage with its sibling maps (in the same union), and the size of the union is the size of the largest map within it, just as with unions in C. The major difference is that component references do not indicate which union or map the component is in (the compiler gets to figure that out).

Here is a small example:

```
structure /myunion/
union
  map
    character(2) w0, w1, w2
  end map
  map
    character(6) long
  end map
end union
end structure

record /myunion/ rec
! After this assignment...
rec.long = 'hello!'

! The following is true:
! rec.w0 === 'he'
! rec.w1 === 'll'
! rec.w2 === 'o!'
```

The two maps share memory, and the size of the union is ultimately six bytes:

```
0    1    2    3    4   5   6     Byte offset
--------------------------------
|    |    |    |    |    |    |
--------------------------------

^    W0   ^    W1   ^    W2   ^
 \-------/ \-------/ \-------/

^              LONG             ^
 \----------------------------/
```

Following is an example mirroring the layout of an Intel x86_64 register:

```
structure /reg/
  union ! U0                ! rax
    map
      character(16) rx
    end map
    map
      character(8) rh         ! rah
      union ! U1
```

```
        map
          character(8) rl     ! ral
        end map
        map
          character(8) ex     ! eax
        end map
        map
          character(4) eh     ! eah
          union ! U2
            map
              character(4) el ! eal
            end map
            map
              character(4) x  ! ax
            end map
            map
              character(2) h  ! ah
              character(2) l  ! al
            end map
          end union
        end map
      end union
    end map
  end union
end structure
record /reg/ a

! After this assignment...
a.rx     =     'AAAAAAAA.BBB.C.D'

! The following is true:
a.rx === 'AAAAAAAA.BBB.C.D'
a.rh === 'AAAAAAAA'
a.rl ===         '.BBB.C.D'
a.ex ===         '.BBB.C.D'
a.eh ===         '.BBB'
a.el ===             '.C.D'
a.x  ===             '.C.D'
a.h  ===             '.C'
a.l  ===               '.D'
```

5.1.24 Type variants for integer intrinsics

Similar to the D/C prefixes to real functions to specify the input/output types, GNU Fortran offers B/I/J/K prefixes to integer functions for compatibility with DEC programs. The types implied by each are:

```
B - INTEGER(kind=1)
```

```
I - INTEGER(kind=2)
J - INTEGER(kind=4)
K - INTEGER(kind=8)
```

GNU Fortran supports these with the flag `-fdec-intrinsic-ints`. Intrinsics for which prefixed versions are available and in what form are noted in Chapter 8 [Intrinsic Procedures], page 119. The complete list of supported intrinsics is here:

Intrinsic	**B**	**I**	**J**	**K**
Section 8.3 [ABS], page 120	BABS	IIABS	JIABS	KIABS
Section 8.55 [BTEST], page 155	BBTEST	BITEST	BJTEST	BKTEST
Section 8.143 [IAND], page 215	BIAND	IIAND	JIAND	KIAND
Section 8.146 [IBCLR], page 217	BBCLR	IIBCLR	JIBCLR	KIBCLR
Section 8.147 [IBITS], page 218	BBITS	IIBITS	JIBITS	KIBITS
Section 8.148 [IBSET], page 218	BBSET	IIBSET	JIBSET	KIBSET
Section 8.151 [IEOR], page 221	BIEOR	IIEOR	JIEOR	KIEOR
Section 8.158 [IOR], page 225	BIOR	IIOR	JIOR	KIOR
Section 8.165 [ISHFT], page 229	BSHFT	IISHFT	JISHFT	KISHFT
Section 8.166 [ISHFTC], page 230	BSHFTC	IISHFTC	JISHFTC	KISHFTC
Section 8.206 [MOD], page 253	BMOD	IMOD	JMOD	KMOD
Section 8.214 [NOT], page 259	BNOT	INOT	JNOT	KNOT
Section 8.235 [REAL], page 272	--	FLOATI	FLOATJ	FLOATK

5.1.25 AUTOMATIC and STATIC attributes

With -fdec-static GNU Fortran supports the DEC extended attributes STATIC and AUTOMATIC to provide explicit specification of entity storage. These follow the syntax of the Fortran standard SAVE attribute.

STATIC is exactly equivalent to SAVE, and specifies that an entity should be allocated in static memory. As an example, STATIC local variables retain their values across multiple calls to a function.

Entities marked AUTOMATIC are stack automatic whenever possible. AUTOMATIC is the default for local variables smaller than -fmax-stack-var-size, unless -fno-automatic is given. This attribute overrides -fno-automatic, -fmax-stack-var-size, and blanket SAVE statements.

Examples:

```
subroutine f
  integer, automatic :: i  ! automatic variable
  integer x, y             ! static variables
  save
  ...
endsubroutine

subroutine f
  integer a, b, c, x, y, z
  static :: x
  save y
  automatic z, c
  ! a, b, c, and z are automatic
  ! x and y are static
endsubroutine

! Compiled with -fno-automatic
subroutine f
  integer a, b, c, d
  automatic :: a
  ! a is automatic; b, c, and d are static
endsubroutine
```

5.1.26 Form feed as whitespace

Historically, legacy compilers allowed insertion of form feed characters ('\f', ASCII 0xC) at the beginning of lines for formatted output to line printers, though the Fortran standard does not mention this. GNU Fortran supports the interpretation of form feed characters in source as whitespace for compatibility.

5.1.27 TYPE as an alias for PRINT

For compatibility, GNU Fortran interprets TYPE statements as PRINT statements with the flag -fdec. With this flag asserted, the following two examples are equivalent:

```
TYPE *, 'hello world'

PRINT *, 'hello world'
```

5.1.28 %LOC as an rvalue

Normally `%LOC` is allowed only in parameter lists. However the intrinsic function `LOC` does the same thing, and is usable as the right-hand-side of assignments. For compatibility, GNU Fortran supports the use of `%LOC` as an alias for the builtin `LOC` with `-std=legacy`. With this feature enabled the following two examples are equivalent:

```
integer :: i, l
l = %loc(i)
call sub(l)
```

```
integer :: i
call sub(%loc(i))
```

5.1.29 .XOR. operator

GNU Fortran supports `.XOR.` as a logical operator with `-std=legacy` for compatibility with legacy code. `.XOR.` is equivalent to `.NEQV.`. That is, the output is true if and only if the inputs differ.

5.1.30 Bitwise logical operators

With `-fdec`, GNU Fortran relaxes the type constraints on logical operators to allow integer operands, and performs the corresponding bitwise operation instead. This flag is for compatibility only, and should be avoided in new code. Consider:

```
INTEGER :: i, j
i = z'33'
j = z'cc'
print *, i .AND. j
```

In this example, compiled with `-fdec`, GNU Fortran replaces the `.AND.` operation with a call to the intrinsic `Section 8.143 [IAND], page 215` function, yielding the bitwise-and of `i` and `j`.

Note that this conversion occurs if at least one operand is of integral type. As a result, a logical operand is converted to an integer when the other operand is an integer in a logical operation. In this case, `.TRUE.` is converted to `1` and `.FALSE.` to `0`.

Here is the mapping of logical operator to bitwise intrinsic used with `-fdec`:

Operator	Intrinsic	Bitwise operation
`.NOT.`	`NOT`	complement (see Section 8.214 [NOT], page 259)
`.AND.`	`IAND`	intersection (see Section 8.143 [IAND], page 215)
`.OR.`	`IOR`	union (see Section 8.158 [IOR], page 225)
`.NEQV.`	`IEOR`	exclusive or (see Section 8.151 [IEOR], page 221)
`.EQV.`	`NOT IEOR`	complement of exclusive or (see Section 8.151 [IEOR], page 221)

5.1.31 Extended I/O specifiers

GNU Fortran supports the additional legacy I/O specifiers `CARRIAGECONTROL`, `READONLY`, and `SHARE` with the compile flag `-fdec`, for compatibility.

`CARRIAGECONTROL`

The `CARRIAGECONTROL` specifier allows a user to control line termination settings between output records for an I/O unit. The specifier has no meaning for

readonly files. When `CARRIAGECONTROL` is specified upon opening a unit for formatted writing, the exact `CARRIAGECONTROL` setting determines what characters to write between output records. The syntax is:

```
OPEN(..., CARRIAGECONTROL=cc)
```

where *cc* is a character expression that evaluates to one of the following values:

`'LIST'`	One line feed between records (default)
`'FORTRAN'`	Legacy interpretation of the first character (see below)
`'NONE'`	No separator between records

With `CARRIAGECONTROL='FORTRAN'`, when a record is written, the first character of the input record is not written, and instead determines the output record separator as follows:

Leading character	**Meaning**	**Output separating character(s)**
`'+'`	Overprinting	Carriage return only
`'-'`	New line	Line feed and carriage return
`'0'`	Skip line	Two line feeds and carriage return
`'1'`	New page	Form feed and carriage return
`'$'`	Prompting	Line feed (no carriage return)
`CHAR(0)`	Overprinting (no advance)	None

`READONLY` The `READONLY` specifier may be given upon opening a unit, and is equivalent to specifying `ACTION='READ'`, except that the file may not be deleted on close (i.e. `CLOSE` with `STATUS="DELETE"`). The syntax is:

```
OPEN(..., READONLY)
```

`SHARE` The `SHARE` specifier allows system-level locking on a unit upon opening it for controlled access from multiple processes/threads. The `SHARE` specifier has several forms:

```
OPEN(..., SHARE=sh)
OPEN(..., SHARED)
OPEN(..., NOSHARED)
```

Where *sh* in the first form is a character expression that evaluates to a value as seen in the table below. The latter two forms are aliases for particular values of *sh*:

Explicit form	**Short form**	**Meaning**
`SHARE='DENYRW'`	`NOSHARED`	Exclusive (write) lock
`SHARE='DENYNONE'`	`SHARED`	Shared (read) lock

In general only one process may hold an exclusive (write) lock for a given file at a time, whereas many processes may hold shared (read) locks for the same file.

The behavior of locking may vary with your operating system. On POSIX systems, locking is implemented with `fcntl`. Consult your corresponding operating system's manual pages for further details. Locking via `SHARE=` is not supported on other systems.

5.1.32 Legacy PARAMETER statements

For compatibility, GNU Fortran supports legacy `PARAMETER` statements without parentheses with `-std=legacy`. A warning is emitted if used with `-std=gnu`, and an error is acknowledged with a real Fortran standard flag (`-std=f95`, etc...). These statements take the following form:

```
implicit real (E)
parameter e = 2.718282
real c
parameter c = 3.0e8
```

5.1.33 Default exponents

For compatibility, GNU Fortran supports a default exponent of zero in real constants with `-fdec`. For example, `9e` would be interpreted as `9e0`, rather than an error.

5.2 Extensions not implemented in GNU Fortran

The long history of the Fortran language, its wide use and broad userbase, the large number of different compiler vendors and the lack of some features crucial to users in the first standards have lead to the existence of a number of important extensions to the language. While some of the most useful or popular extensions are supported by the GNU Fortran compiler, not all existing extensions are supported. This section aims at listing these extensions and offering advice on how best make code that uses them running with the GNU Fortran compiler.

5.2.1 ENCODE and DECODE statements

GNU Fortran does not support the `ENCODE` and `DECODE` statements. These statements are best replaced by `READ` and `WRITE` statements involving internal files (`CHARACTER` variables and arrays), which have been part of the Fortran standard since Fortran 77. For example, replace a code fragment like

```
      INTEGER*1 LINE(80)
      REAL A, B, C
c     ... Code that sets LINE
      DECODE (80, 9000, LINE) A, B, C
 9000 FORMAT (1X, 3(F10.5))
```

with the following:

```
      CHARACTER(LEN=80) LINE
      REAL A, B, C
c     ... Code that sets LINE
      READ (UNIT=LINE, FMT=9000) A, B, C
 9000 FORMAT (1X, 3(F10.5))
```

Similarly, replace a code fragment like

```
      INTEGER*1 LINE(80)
      REAL A, B, C
c     ... Code that sets A, B and C
      ENCODE (80, 9000, LINE) A, B, C
 9000 FORMAT (1X, 'OUTPUT IS ', 3(F10.5))
```

with the following:

```
      CHARACTER(LEN=80) LINE
      REAL A, B, C
```

```
c     ... Code that sets A, B and C
      WRITE (UNIT=LINE, FMT=9000) A, B, C
 9000 FORMAT (1X, 'OUTPUT IS ', 3(F10.5))
```

5.2.2 Variable FORMAT expressions

A variable FORMAT expression is format statement that includes angle brackets enclosing a Fortran expression: FORMAT(I<N>). GNU Fortran does not support this legacy extension. The effect of variable format expressions can be reproduced by using the more powerful (and standard) combination of internal output and string formats. For example, replace a code fragment like this:

```
      WRITE(6,20) INT1
 20   FORMAT(I<N+1>)
```

with the following:

```
c     Variable declaration
      CHARACTER(LEN=20) FMT
c
c     Other code here...
c
      WRITE(FMT,'("(I", I0, ")")') N+1
      WRITE(6,FMT) INT1
```

or with:

```
c     Variable declaration
      CHARACTER(LEN=20) FMT
c
c     Other code here...
c
      WRITE(FMT,*) N+1
      WRITE(6,"(I" // ADJUSTL(FMT) // ")") INT1
```

5.2.3 Alternate complex function syntax

Some Fortran compilers, including g77, let the user declare complex functions with the syntax COMPLEX FUNCTION name*16(), as well as COMPLEX*16 FUNCTION name(). Both are nonstandard legacy extensions. gfortran accepts the latter form, which is more common, but not the former.

5.2.4 Volatile COMMON blocks

Some Fortran compilers, including g77, let the user declare COMMON with the VOLATILE attribute. This is invalid standard Fortran syntax and is not supported by gfortran. Note that gfortran accepts VOLATILE variables in COMMON blocks since revision 4.3.

5.2.5 OPEN(... NAME=)

Some Fortran compilers, including g77, let the user declare OPEN(... NAME=). This is invalid standard Fortran syntax and is not supported by gfortran. OPEN(... NAME=) should be replaced with OPEN(... FILE=).

5.2.6 Q edit descriptor

Some Fortran compilers provide the Q edit descriptor, which transfers the number of characters left within an input record into an integer variable.

A direct replacement of the `Q` edit descriptor is not available in `gfortran`. How to replicate its functionality using standard-conforming code depends on what the intent of the original code is.

Options to replace `Q` may be to read the whole line into a character variable and then counting the number of non-blank characters left using `LEN_TRIM`. Another method may be to use formatted stream, read the data up to the position where the `Q` descriptor occurred, use `INQUIRE` to get the file position, count the characters up to the next `NEW_LINE` and then start reading from the position marked previously.

5.3 Experimental features future Fortran versions

GNU Fortran supports some experimental features that have been proposed and accepted by the J3 standards committee. These exist to give users a chance to try them out, and to provide a reference implementation.

As these features have not been included in the worklist for Fortran 202Y by WG5, there is a chance that a version in any upcoming standard will differ from what GNU Fortran currently implements. These features are therefore currently classified as an extension.

5.3.1 Unsigned integers

If the `-funsigned` option is given, GNU Fortran supports unsigned integers according to J3/24-116 (`https://j3-fortran.org/doc/year/24/24-116.txt`). The data type is called `UNSIGNED`. For an unsigned type with `n` bits, it implements integer arithmetic modulo `2**n`, comparable to the `unsigned` data type in C.

The data type has `KIND` numbers comparable to other Fortran data types, which can be selected via the `SELECTED_UNSIGNED_KIND` function.

Mixed arithmetic, comparisons and assignment between `UNSIGNED` and other types are only possible via explicit conversion. Conversion from `UNSIGNED` to other types is done via type conversion functions like `INT` or `REAL`. Conversion from other types to `UNSIGNED` is done via `UINT`. Unsigned variables cannot be used as index variables in `DO` loops or as array indices.

Unsigned numbers have a trailing `u` as suffix, optionally followed by a `KIND` number separated by an underscore.

Input and output can be done using the '`I`', '`B`', '`O`' and '`Z`' descriptors, plus unformatted I/O.

Here is a small, somewhat contrived example of their use:

```
program main
  use iso_fortran_env, only : uint64
  unsigned(kind=uint64) :: v
  v = huge(v) - 32u_uint64
  print *,v
end program main
```

which outputs the number 18446744073709551583.

Arithmetic operations work on unsigned integers, also for exponentiation. As an extension to J3/24-116.txt, unary minus and exponentiation of unsigned integers are permitted unless `-pedantic` is in force.

In intrinsic procedures, unsigned arguments are typically permitted for arguments for the data to be processed, analogous to the use of `REAL` arguments. Unsigned values are prohibited as index variables in `DO` loops and as array indices.

Unsigned numbers can be read and written using list-directed, formatted and unformatted I/O. For formatted I/O, the '`B`', '`I`', '`O`' and '`Z`' descriptors are valid. Negative values and values that would overflow are rejected with `-pedantic`.

`SELECT CASE` is supported for unsigned integers.

The following intrinsics take unsigned arguments:

- `BGE`, see Section 8.50 [BGE], page 152,
- `BGT`, see Section 8.51 [BGT], page 153,
- `BIT_SIZE`, see Section 8.52 [BIT_SIZE], page 153,
- `BLE`, see Section 8.53 [BLE], page 154,
- `BLT`, see Section 8.54 [BLT], page 154,
- `CMPLX`, see Section 8.66 [CMPLX], page 162,
- `CSHIFT`, see Section 8.85 [CSHIFT], page 176,
- `DIGITS`, see Section 8.90 [DIGITS], page 180,
- `DOT_PRODUCT`, see Section 8.92 [DOT_PRODUCT], page 181,
- `DSHIFTL`, see Section 8.95 [DSHIFTL], page 183,
- `DSHIFTR`, see Section 8.96 [DSHIFTR], page 183,
- `EOSHIFT`, see Section 8.98 [EOSHIFT], page 185,
- `FINDLOC`, see Section 8.113 [FINDLOC], page 195,
- `HUGE`, see Section 8.139 [HUGE], page 212,
- `IALL`, see Section 8.142 [IALL], page 214,
- `IAND`, see Section 8.143 [IAND], page 215,
- `IANY`, see Section 8.144 [IANY], page 216,
- `IBCLR`, see Section 8.146 [IBCLR], page 217,
- `IBITS`, see Section 8.147 [IBITS], page 218,
- `IBSET`, see Section 8.148 [IBSET], page 218,
- `IEOR`, see Section 8.151 [IEOR], page 221,
- `INT`, see Section 8.155 [INT], page 223,
- `IOR`, see Section 8.158 [IOR], page 225,
- `IPARITY`, see Section 8.159 [IPARITY], page 225,
- `ISHFT`, see Section 8.165 [ISHFT], page 229,
- `ISHFTC`, see Section 8.166 [ISHFTC], page 230,
- `MATMUL`, see Section 8.193 [MATMUL], page 245,
- `MAX`, see Section 8.194 [MAX], page 246,
- `MAXLOC`, see Section 8.196 [MAXLOC], page 247,
- `MAXVAL`, see Section 8.197 [MAXVAL], page 248,
- `MERGE`, see Section 8.200 [MERGE], page 250,

- `MERGE_BITS`, see Section 8.201 [MERGE_BITS], page 250,
- `MIN`, see Section 8.202 [MIN], page 251,
- `MINLOC`, see Section 8.204 [MINLOC], page 252,
- `MINVAL`, see Section 8.205 [MINVAL], page 253,
- `MOD`, see Section 8.206 [MOD], page 253,
- `MODULO`, see Section 8.207 [MODULO], page 254,
- `MVBITS`, see Section 8.209 [MVBITS], page 256,
- `NOT`, see Section 8.214 [NOT], page 259,
- `OUT_OF_RANGE`, see Section 8.218 [OUT_OF_RANGE], page 262,
- `PRODUCT`, see Section 8.226 [PRODUCT], page 266,
- `RANDOM_NUMBER`, see Section 8.231 [RANDOM_NUMBER], page 269,
- `RANGE`, see Section 8.233 [RANGE], page 271,
- `REAL`, see Section 8.235 [REAL], page 272,
- `SHIFTA`, see Section 8.253 [SHIFTA], page 282,
- `SHIFTL`, see Section 8.254 [SHIFTL], page 283,
- `SHIFTR`, see Section 8.255 [SHIFTR], page 283,
- `SUM`, see Section 8.272 [SUM], page 294,
- `TRANSPOSE`, see Section 8.287 [TRANSPOSE], page 304,
- `TRANSFER`, see Section 8.286 [TRANSFER], page 303,

The following intrinsics are enabled with `-funsigned`:

- `UINT`, see Section 8.292 [UINT], page 306,
- `UMASKL`, see Section 8.294 [UMASKL], page 307,
- `UMASKR`, see Section 8.295 [UMASKR], page 307,
- `SELECTED_UNSIGNED_KIND`, see Section 8.250 [SELECTED_UNSIGNED_KIND], page 281,

The following constants have been added to the intrinsic `ISO_C_BINDING` module: `c_unsigned`, `c_unsigned_short`, `c_unsigned_char`, `c_unsigned_long`, `c_unsigned_long_long`, `c_uintmax_t`, `c_uint8_t`, `c_uint16_t`, `c_uint32_t`, `c_uint64_t`, `c_uint128_t`, `c_uint_fast8_t`, `c_uint_fast16_t`, `c_uint_fast32_t`, `c_uint_fast64_t`, `c_uint_fast128_t`, `c_uint_least8_t`, `c_uint_least16_t`, `c_uint_least32_t`, `c_uint_least64_t` and `c_uint_least128_t`.

The following constants have been added to the intrinsic `ISO_FORTRAN_ENV` module: `uint8`, `uint16`, `uint32` and `uint64`.

6 Mixed-Language Programming

This chapter is about mixed-language interoperability, but also applies if you link Fortran code compiled by different compilers. In most cases, use of the C Binding features of the Fortran 2003 and later standards is sufficient.

For example, it is possible to mix Fortran code with C++ code as well as C, if you declare the interface functions as `extern "C"` on the C++ side and `BIND(C)` on the Fortran side, and follow the rules for interoperability with C. Note that you cannot manipulate C++ class objects in Fortran or vice versa except as opaque pointers.

You can use the `gfortran` command to link both Fortran and non-Fortran code into the same program, or you can use `gcc` or `g++` if you also add an explicit `-lgfortran` option to link with the Fortran library. If your main program is written in C or some other language instead of Fortran, see Section 6.3 [Non-Fortran Main Program], page 81, below.

6.1 Interoperability with C

Since Fortran 2003 (ISO/IEC 1539-1:2004(E)) there is a standardized way to generate procedure and derived-type declarations and global variables that are interoperable with C (ISO/IEC 9899:1999). The `BIND(C)` attribute has been added to inform the compiler that a symbol shall be interoperable with C; also, some constraints are added. Note, however, that not all C features have a Fortran equivalent or vice versa. For instance, neither C's unsigned integers nor C's functions with variable number of arguments have an equivalent in Fortran.

Note that array dimensions are reversely ordered in C and that arrays in C always start with index 0 while in Fortran they start by default with 1. Thus, an array declaration `A(n,m)` in Fortran matches `A[m][n]` in C and accessing the element `A(i,j)` matches `A[j-1][i-1]`. The element following `A(i,j)` (C: `A[j-1][i-1]`; assuming $i < n$) in memory is `A(i+1,j)` (C: `A[j-1][i]`).

6.1.1 Intrinsic Types

In order to ensure that exactly the same variable type and kind is used in C and Fortran, you should use the named constants for kind parameters that are defined in the `ISO_C_BINDING` intrinsic module. That module contains named constants of character type representing the escaped special characters in C, such as newline. For a list of the constants, see Section 9.2 [ISO_C_BINDING], page 313.

For logical types, please note that the Fortran standard only guarantees interoperability between C99's `_Bool` and Fortran's `C_Bool`-kind logicals and C99 defines that `true` has the value 1 and `false` the value 0. Using any other integer value with GNU Fortran's `LOGICAL` (with any kind parameter) gives an undefined result. (Passing other integer values than 0 and 1 to GCC's `_Bool` is also undefined, unless the integer is explicitly or implicitly casted to `_Bool`.)

6.1.2 Derived Types and struct

For compatibility of derived types with `struct`, use the `BIND(C)` attribute in the type declaration. For instance, the following type declaration

```
USE ISO_C_BINDING
```

```
TYPE, BIND(C) :: myType
  INTEGER(C_INT) :: i1, i2
  INTEGER(C_SIGNED_CHAR) :: i3
  REAL(C_DOUBLE) :: d1
  COMPLEX(C_FLOAT_COMPLEX) :: c1
  CHARACTER(KIND=C_CHAR) :: str(5)
END TYPE
```

matches the following `struct` declaration in C

```
struct {
  int i1, i2;
  /* Note: "char" might be signed or unsigned.  */
  signed char i3;
  double d1;
  float _Complex c1;
  char str[5];
} myType;
```

Derived types with the C binding attribute shall not have the `sequence` attribute, type parameters, the `extends` attribute, nor type-bound procedures. Every component must be of interoperable type and kind and may not have the `pointer` or `allocatable` attribute. The names of the components are irrelevant for interoperability.

As there exist no direct Fortran equivalents, neither unions nor structs with bit field or variable-length array members are interoperable.

6.1.3 Interoperable Global Variables

Variables can be made accessible from C using the C binding attribute, optionally together with specifying a binding name. Those variables have to be declared in the declaration part of a `MODULE`, be of interoperable type, and have neither the `pointer` nor the `allocatable` attribute.

```
MODULE m
  USE myType_module
  USE ISO_C_BINDING
  integer(C_INT), bind(C, name="_MyProject_flags") :: global_flag
  type(myType), bind(C) :: tp
END MODULE
```

Here, `_MyProject_flags` is the case-sensitive name of the variable as seen from C programs while `global_flag` is the case-insensitive name as seen from Fortran. If no binding name is specified, as for *tp*, the C binding name is the (lowercase) Fortran binding name. If a binding name is specified, only a single variable may be after the double colon. Note of warning: You cannot use a global variable to access *errno* of the C library as the C standard allows it to be a macro. Use the `IERRNO` intrinsic (GNU extension) instead.

6.1.4 Interoperable Subroutines and Functions

Subroutines and functions have to have the `BIND(C)` attribute to be compatible with C. The dummy argument declaration is relatively straightforward. However, one needs to be careful because C uses call-by-value by default while Fortran behaves usually similar to call-by-reference. Furthermore, strings and pointers are handled differently.

To pass a variable by value, use the `VALUE` attribute. Thus, the following C prototype

```
int func(int i, int *j)
```

matches the Fortran declaration

```
integer(c_int) function func(i,j)
  use iso_c_binding, only: c_int
  integer(c_int), VALUE :: i
  integer(c_int) :: j
```

Note that pointer arguments also frequently need the `VALUE` attribute, see Section 6.1.5 [Working with C Pointers], page 76.

Strings are handled quite differently in C and Fortran. In C a string is a `NUL`-terminated array of characters while in Fortran each string has a length associated with it and is thus not terminated (by e.g. `NUL`). For example, if you want to use the following C function,

```
#include <stdio.h>
void print_C(char *string) /* equivalent: char string[]  */
{
   printf("%s\n", string);
}
```

to print "Hello World" from Fortran, you can call it using

```
use iso_c_binding, only: C_CHAR, C_NULL_CHAR
interface
  subroutine print_c(string) bind(C, name="print_C")
    use iso_c_binding, only: c_char
    character(kind=c_char) :: string(*)
  end subroutine print_c
end interface
call print_c(C_CHAR_"Hello World"//C_NULL_CHAR)
```

As the example shows, you need to ensure that the string is `NUL` terminated. Additionally, the dummy argument *string* of `print_C` is a length-one assumed-size array; using `character(len=*)` is not allowed. The example above uses `c_char_"Hello World"` to ensure the string literal has the right type; typically the default character kind and `c_char` are the same and thus `"Hello World"` is equivalent. However, the standard does not guarantee this.

The use of strings is now further illustrated using the C library function `strncpy`, whose prototype is

```
char *strncpy(char *restrict s1, const char *restrict s2, size_t n);
```

The function `strncpy` copies at most *n* characters from string *s2* to *s1* and returns *s1*. In the following example, we ignore the return value:

```
use iso_c_binding
implicit none
character(len=30) :: str,str2
interface
  ! Ignore the return value of strncpy -> subroutine
  ! "restrict" is always assumed if we do not pass a pointer
  subroutine strncpy(dest, src, n) bind(C)
    import
    character(kind=c_char),  intent(out) :: dest(*)
    character(kind=c_char),  intent(in)  :: src(*)
    integer(c_size_t), value, intent(in) :: n
  end subroutine strncpy
end interface
str = repeat('X',30) ! Initialize whole string with 'X'
call strncpy(str, c_char_"Hello World"//C_NULL_CHAR, &
             len(c_char_"Hello World",kind=c_size_t))
```

```
print '(a)', str ! prints: "Hello WorldXXXXXXXXXXXXXXXXXXX"
end
```

The intrinsic procedures are described in Chapter 8 [Intrinsic Procedures], page 119.

6.1.5 Working with C Pointers

C pointers are represented in Fortran via the special opaque derived type `type(c_ptr)` (with private components). C pointers are distinct from Fortran objects with the `POINTER` attribute. Thus one needs to use intrinsic conversion procedures to convert from or to C pointers. For some applications, using an assumed type (`TYPE(*)`) can be an alternative to a C pointer, and you can also use library routines to access Fortran pointers from C. See Section 6.1.6 [Further Interoperability of Fortran with C], page 78.

Here is an example of using C pointers in Fortran:

```
use iso_c_binding
type(c_ptr) :: cptr1, cptr2
integer, target :: array(7), scalar
integer, pointer :: pa(:), ps
cptr1 = c_loc(array(1)) ! The programmer needs to ensure that the
                        ! array is contiguous if required by the C
                        ! procedure
cptr2 = c_loc(scalar)
call c_f_pointer(cptr2, ps)
call c_f_pointer(cptr2, pa, shape=[7])
```

When converting C to Fortran arrays, the one-dimensional `SHAPE` argument has to be passed.

If a pointer is a dummy argument of an interoperable procedure, it usually has to be declared using the `VALUE` attribute. `void*` matches `TYPE(C_PTR), VALUE`, while `TYPE(C_PTR)` alone matches `void**`.

Procedure pointers are handled analogously to pointers; the C type is `TYPE(C_FUNPTR)` and the intrinsic conversion procedures are `C_F_PROCPOINTER` and `C_FUNLOC`.

Let us consider two examples of actually passing a procedure pointer from C to Fortran and vice versa. Note that these examples are also very similar to passing ordinary pointers between both languages. First, consider this code in C:

```
/* Procedure implemented in Fortran.  */
void get_values (void (*)(double));

/* Call-back routine we want called from Fortran.  */
void
print_it (double x)
{
  printf ("Number is %f.\n", x);
}

/* Call Fortran routine and pass call-back to it.  */
void
foobar ()
{
  get_values (&print_it);
}
```

A matching implementation for `get_values` in Fortran that correctly receives the procedure pointer from C and is able to call it, is given in the following `MODULE`:

```
MODULE m
```

```
  IMPLICIT NONE

  ! Define interface of call-back routine.
  ABSTRACT INTERFACE
    SUBROUTINE callback (x)
      USE, INTRINSIC :: ISO_C_BINDING
      REAL(KIND=C_DOUBLE), INTENT(IN), VALUE :: x
    END SUBROUTINE callback
  END INTERFACE

CONTAINS

  ! Define C-bound procedure.
  SUBROUTINE get_values (cproc) BIND(C)
    USE, INTRINSIC :: ISO_C_BINDING
    TYPE(C_FUNPTR), INTENT(IN), VALUE :: cproc

    PROCEDURE(callback), POINTER :: proc

    ! Convert C to Fortran procedure pointer.
    CALL C_F_PROCPOINTER (cproc, proc)

    ! Call it.
    CALL proc (1.0_C_DOUBLE)
    CALL proc (-42.0_C_DOUBLE)
    CALL proc (18.12_C_DOUBLE)
  END SUBROUTINE get_values

END MODULE m
```

Next, we want to call a C routine that expects a procedure pointer argument and pass it a Fortran procedure (that clearly must be interoperable!). Again, the C function may be:

```
int
call_it (int (*func)(int), int arg)
{
  return func (arg);
}
```

It can be used as in the following Fortran code:

```
MODULE m
  USE, INTRINSIC :: ISO_C_BINDING
  IMPLICIT NONE

  ! Define interface of C function.
  INTERFACE
    INTEGER(KIND=C_INT) FUNCTION call_it (func, arg) BIND(C)
      USE, INTRINSIC :: ISO_C_BINDING
      TYPE(C_FUNPTR), INTENT(IN), VALUE :: func
      INTEGER(KIND=C_INT), INTENT(IN), VALUE :: arg
    END FUNCTION call_it
  END INTERFACE

CONTAINS

  ! Define procedure passed to C function.
  ! It must be interoperable!
  INTEGER(KIND=C_INT) FUNCTION double_it (arg) BIND(C)
    INTEGER(KIND=C_INT), INTENT(IN), VALUE :: arg
    double_it = arg + arg
```

```
  END FUNCTION double_it

  ! Call C function.
  SUBROUTINE foobar ()
    TYPE(C_FUNPTR) :: cproc
    INTEGER(KIND=C_INT) :: i

    ! Get C procedure pointer.
    cproc = C_FUNLOC (double_it)

    ! Use it.
    DO i = 1_C_INT, 10_C_INT
      PRINT *, call_it (cproc, i)
    END DO
  END SUBROUTINE foobar

END MODULE m
```

6.1.6 Further Interoperability of Fortran with C

GNU Fortran implements the Technical Specification ISO/IEC TS 29113:2012, which extends the interoperability support of Fortran 2003 and Fortran 2008 and is now part of the 2018 Fortran standard. Besides removing some restrictions and constraints, the Technical Specification adds assumed-type (`TYPE(*)`) and assumed-rank (`DIMENSION(..)`) variables and allows for interoperability of assumed-shape, assumed-rank, and deferred-shape arrays, as well as allocatables and pointers. Objects of these types are passed to `BIND(C)` functions as descriptors with a standard interface, declared in the header file `<ISO_Fortran_binding.h>`.

Note: Currently, GNU Fortran does not use internally the array descriptor (dope vector) as specified in the Technical Specification, but uses an array descriptor with different fields in functions without the `BIND(C)` attribute. Arguments to functions marked `BIND(C)` are converted to the specified form. If you need to access GNU Fortran's internal array descriptor, you can use the Chasm Language Interoperability Tools, `http://chasm-interop.sourceforge.net/`.

6.1.7 Generating C prototypes from Fortran

The options `-fc-prototypes` can be used to write out C declatations and function prototypes for `BIND(C)` entities. The same can be done for writing out prototypes for external procedures using `-fc-prototypes-external`, see Section 2.11 [Interoperability Options], page 34.

Standard Fortran does not specify an interoperable type for C's `unsigned` integer types. For interoperability with unsigned types, GNU Fortran provides unsigned integers, see Section 5.3.1 [Unsigned integers], page 69.

6.2 GNU Fortran Compiler Directives

6.2.1 `ATTRIBUTES` directive

The Fortran standard describes how a conforming program shall behave; however, the exact implementation is not standardized. In order to allow the user to choose specific implementation details, compiler directives can be used to set attributes of variables and

procedures that are not part of the standard. Whether a given attribute is supported and its exact effects depend on both the operating system and on the processor; see Section "C Extensions" in *Using the GNU Compiler Collection (GCC)* for details.

For procedures and procedure pointers, the following attributes can be used to change the calling convention:

- `CDECL` – standard C calling convention
- `STDCALL` – convention where the called procedure pops the stack
- `FASTCALL` – part of the arguments are passed via registers instead using the stack

Besides changing the calling convention, the attributes also influence the decoration of the symbol name, e.g., by a leading underscore or by a trailing at-sign followed by the number of bytes on the stack. When assigning a procedure to a procedure pointer, both should use the same calling convention.

On some systems, procedures and global variables (module variables and `COMMON` blocks) need special handling to be accessible when they are in a shared library. The following attributes are available:

- `DLLEXPORT` – provide a global pointer to a pointer in the DLL
- `DLLIMPORT` – reference the function or variable using a global pointer

For dummy arguments, the `NO_ARG_CHECK` attribute can be used; in other compilers, it is also known as `IGNORE_TKR`. For dummy arguments with this attribute actual arguments of any type and kind (similar to `TYPE(*)`), scalars and arrays of any rank (no equivalent in Fortran standard) are accepted. As with `TYPE(*)`, the argument is unlimited polymorphic and no type information is available. Additionally, the argument may only be passed to dummy arguments with the `NO_ARG_CHECK` attribute and as argument to the `PRESENT` intrinsic function and to `C_LOC` of the `ISO_C_BINDING` module.

Variables with `NO_ARG_CHECK` attribute shall be of assumed-type (`TYPE(*)`; recommended) or of type `INTEGER`, `LOGICAL`, `REAL` or `COMPLEX`. They shall not have the `ALLOCATE`, `CODIMENSION`, `INTENT(OUT)`, `POINTER` or `VALUE` attribute; furthermore, they shall be either scalar or of assumed-size (`dimension(*)`). As `TYPE(*)`, the `NO_ARG_CHECK` attribute requires an explicit interface.

- `NO_ARG_CHECK` – disable the type, kind and rank checking
- `DEPRECATED` – print a warning when using a such-tagged deprecated procedure, variable or parameter; the warning can be suppressed with `-Wno-deprecated-declarations`.
- `NOINLINE` – prevent inlining given function.
- `NORETURN` – add a hint that a given function cannot return.
- `WEAK` – emit the declaration of an external symbol as a weak symbol rather than a global. This is primarily useful in defining library functions that can be overridden in user code, though it can also be used with non-function declarations. The overriding symbol must have the same type as the weak symbol.

The attributes are specified using the syntax

`!GCC$ ATTRIBUTES` *attribute-list* `::` *variable-list*

where in free-form source code only whitespace is allowed before `!GCC$` and in fixed-form source code `!GCC$`, `cGCC$` or `*GCC$` shall start in the first column.

For procedures, the compiler directives shall be placed into the body of the procedure; for variables and procedure pointers, they shall be in the same declaration part as the variable or procedure pointer.

6.2.2 `UNROLL` directive

The syntax of the directive is

```
!GCC$ unroll N
```

You can use this directive to control how many times a loop should be unrolled. It must be placed immediately before a `DO` loop and applies only to the loop that follows. N is an integer constant specifying the unrolling factor. The values of 0 and 1 block any unrolling of the loop.

For `DO CONCURRENT` constructs the unrolling specification applies only to the first loop control variable.

6.2.3 `BUILTIN` directive

The syntax of the directive is

```
!GCC$ BUILTIN (B) attributes simd FLAGS IF('target')
```

You can use this directive to define which middle-end built-ins provide vector implementations. *B* is name of the middle-end built-in. *FLAGS* are optional and must be either `(inbranch)` or `(notinbranch)`. `IF` statement is optional and is used to filter multilib ABIs for the built-in that should be vectorized. Example usage:

```
!GCC$ builtin (sinf) attributes simd (notinbranch) if('x86_64')
```

The purpose of the directive is to provide an API among the GCC compiler and the GNU C Library which would define vector implementations of math routines.

6.2.4 `IVDEP` directive

The syntax of the directive is

```
!GCC$ ivdep
```

This directive tells the compiler to ignore vector dependencies in the following loop. It must be placed immediately before a `DO` loop and applies only to the loop that follows.

Sometimes the compiler may not have sufficient information to decide whether a particular loop is vectorizable due to potential dependencies between iterations. The purpose of the directive is to tell the compiler that vectorization is safe.

For `DO CONCURRENT` constructs this annotation is implicit to all loop control variables.

This directive is intended for annotation of existing code. For new code it is recommended to consider OpenMP SIMD directives as potential alternative.

6.2.5 `VECTOR` directive

The syntax of the directive is

```
!GCC$ vector
```

This directive tells the compiler to vectorize the following loop. It must be placed immediately before a `DO` loop and applies only to the loop that follows.

For `DO CONCURRENT` constructs this annotation applies to all loops specified in the concurrent header.

6.2.6 `NOVECTOR` directive

The syntax of the directive is

```
!GCC$ novector
```

This directive tells the compiler to not vectorize the following loop. It must be placed immediately before a `DO` loop and applies only to the loop that follows.

For `DO CONCURRENT` constructs this annotation applies to all loops specified in the concurrent header.

6.3 Non-Fortran Main Program

Even if you are doing mixed-language programming, it is very likely that you do not need to know or use the information in this section. Since it is about the internal structure of GNU Fortran, it may also change in GCC minor releases.

When you compile a `PROGRAM` with GNU Fortran, a function with the name `main` (in the symbol table of the object file) is generated, which initializes the libgfortran library and then calls the actual program that uses the name `MAIN__`, for historic reasons. If you link GNU Fortran compiled procedures to, e.g., a C or C++ program or to a Fortran program compiled by a different compiler, the libgfortran library is not initialized and thus a few intrinsic procedures do not work properly, e.g. those for obtaining the command-line arguments.

Therefore, if your `PROGRAM` is not compiled with GNU Fortran and the GNU Fortran compiled procedures require intrinsics relying on the library initialization, you need to initialize the library yourself. Using the default options, gfortran calls `_gfortran_set_args` and `_gfortran_set_options`. The initialization of the former is needed if the called procedures access the command line (and for backtracing); the latter sets some flags based on the standard chosen or to enable backtracing. In typical programs, it is not necessary to call any initialization function.

If your `PROGRAM` is compiled with GNU Fortran, you shall not call any of the following functions. The libgfortran initialization functions are shown in C syntax but using C bindings they are also accessible from Fortran.

6.3.1 `_gfortran_set_args` — Save command-line arguments

Synopsis: `void _gfortran_set_args (int argc, char *argv[])`

Description:

`_gfortran_set_args` saves the command-line arguments; this initialization is required if any of the command-line intrinsics is called. Additionally, it shall be called if backtracing is enabled (see `_gfortran_set_options`).

Arguments:

argc	number of command line argument strings
argv	the command-line argument strings; argv[0] is the pathname of the executable itself.

Example:

```
int main (int argc, char *argv[])
{
```

```
  /* Initialize libgfortran.  */
  _gfortran_set_args (argc, argv);
  return 0;
}
```

6.3.2 _gfortran_set_options — Set library option flags

Synopsis: `void _gfortran_set_options (int num, int options[])`

Description:

`_gfortran_set_options` sets several flags related to the Fortran standard to be used, whether backtracing should be enabled and whether range checks should be performed. The syntax allows for upward compatibility since the number of passed flags is specified; for non-passed flags, the default value is used. See also see Section 2.10 [Code Gen Options], page 26. Please note that not all flags are actually used.

Arguments:

num	number of options passed
argv	The list of flag values

option flag list:

option[0]	Allowed standard; can give run-time errors if e.g. an input-output edit descriptor is invalid in a given standard. Possible values are (bitwise or-ed) `GFC_STD_F77` (1), `GFC_STD_F95_OBS` (2), `GFC_STD_F95_DEL` (4), `GFC_STD_F95` (8), `GFC_STD_F2003` (16), `GFC_STD_GNU` (32), `GFC_STD_LEGACY` (64), `GFC_STD_F2008` (128), `GFC_STD_F2008_OBS` (256), `GFC_STD_F2018` (512), `GFC_STD_F2018_OBS` (1024), `GFC_STD_F2018_DEL` (2048), `GFC_STD_F2023` (4096), and `GFC_STD_F2023_DEL` (8192). Default: `GFC_STD_F95_OBS	GFC_STD_F95_DEL	GFC_STD_F95	GFC_STD_F2003	GFC_STD_F2008	GFC_STD_F2008_OBS	GFC_STD_F77	GFC_STD_F2018	GFC_STD_F2018_OBS	GFC_STD_F2018_DEL	GFC_STD_F2023	GFC_STD_F2023_DEL	GFC_STD_GNU	GFC_STD_LEGACY`.
option[1]	Standard-warning flag; prints a warning to standard error. Default: `GFC_STD_F95_DEL	GFC_STD_LEGACY`.
option[2]	If non zero, enable pedantic checking. Default: off.
option[3]	Unused.
option[4]	If non zero, enable backtracing on run-time errors. Default: off. (Default in the compiler: on.) Note: Installs a signal handler and requires command-line initialization using `_gfortran_set_args`.
option[5]	If non zero, supports signed zeros. Default: enabled.

option[6] Enables run-time checking. Possible values are (bitwise or-ed): GFC_RTCHECK_BOUNDS (1), GFC_RTCHECK_ARRAY_TEMPS (2), GFC_RTCHECK_RECURSION (4), GFC_RTCHECK_DO (8), GFC_RTCHECK_POINTER (16), GFC_RTCHECK_MEM (32), GFC_RTCHECK_BITS (64). Default: disabled.

option[7] Unused.

option[8] Show a warning when invoking `STOP` and `ERROR STOP` if a floating-point exception occurred. Possible values are (bitwise or-ed) `GFC_FPE_INVALID` (1), `GFC_FPE_DENORMAL` (2), `GFC_FPE_ZERO` (4), `GFC_FPE_OVERFLOW` (8), `GFC_FPE_UNDERFLOW` (16), `GFC_FPE_INEXACT` (32). Default: None (0). (Default in the compiler: `GFC_FPE_INVALID | GFC_FPE_DENORMAL | GFC_FPE_ZERO | GFC_FPE_OVERFLOW | GFC_FPE_UNDERFLOW`.)

Example:

```
/* Use gfortran 4.9 default options.  */
static int options[] = {68, 511, 0, 0, 1, 1, 0, 0, 31};
_gfortran_set_options (9, &options);
```

6.3.3 `_gfortran_set_convert` — Set endian conversion

Synopsis: `void _gfortran_set_convert (int conv)`

Description:

`_gfortran_set_convert` set the representation of data for unformatted files.

Arguments:

conv Endian conversion, possible values: GFC_CONVERT_NATIVE (0, default), GFC_CONVERT_SWAP (1), GFC_CONVERT_BIG (2), GFC_CONVERT_LITTLE (3).

Example:

```
int main (int argc, char *argv[])
{
  /* Initialize libgfortran.  */
  _gfortran_set_args (argc, argv);
  _gfortran_set_convert (1);
  return 0;
}
```

6.3.4 `_gfortran_set_record_marker` — Set length of record markers

Synopsis: `void _gfortran_set_record_marker (int val)`

Description:

`_gfortran_set_record_marker` sets the length of record markers for unformatted files.

Arguments:

val	Length of the record marker; valid values are 4 and 8. Default is 4.

Example:

```
int main (int argc, char *argv[])
{
  /* Initialize libgfortran.  */
  _gfortran_set_args (argc, argv);
  _gfortran_set_record_marker (8);
  return 0;
}
```

6.3.5 `_gfortran_set_fpe` — Enable floating point exception traps

Synopsis: `void _gfortran_set_fpe (int val)`

Description:

`_gfortran_set_fpe` enables floating point exception traps for the specified exceptions. On most systems, this results in a `SIGFPE` signal being sent and the program being aborted.

Arguments:

option[0]	IEEE exceptions. Possible values are (bitwise ored) zero (0, default) no trapping, `GFC_FPE_INVALID` (1), `GFC_FPE_DENORMAL` (2), `GFC_FPE_ZERO` (4), `GFC_FPE_OVERFLOW` (8), `GFC_FPE_UNDERFLOW` (16), and `GFC_FPE_INEXACT` (32).

Example:

```
int main (int argc, char *argv[])
{
  /* Initialize libgfortran.  */
  _gfortran_set_args (argc, argv);
  /* FPE for invalid operations such as SQRT(-1.0).  */
  _gfortran_set_fpe (1);
  return 0;
}
```

6.3.6 `_gfortran_set_max_subrecord_length` — Set subrecord length

Synopsis: `void _gfortran_set_max_subrecord_length (int val)`

Description:

`_gfortran_set_max_subrecord_length` set the maximum length for a subrecord. This option only makes sense for testing and debugging of unformatted I/O.

Arguments:

val	the maximum length for a subrecord; the maximum permitted value is 2147483639, which is also the default.

Example:

```
int main (int argc, char *argv[])
{
  /* Initialize libgfortran.  */
  _gfortran_set_args (argc, argv);
  _gfortran_set_max_subrecord_length (8);
  return 0;
}
```

6.4 Naming and argument-passing conventions

This section gives an overview about the naming convention of procedures and global variables and about the argument passing conventions used by GNU Fortran. If a C binding has been specified, the naming convention and some of the argument-passing conventions change. If possible, mixed-language and mixed-compiler projects should use the better defined C binding for interoperability. See see Section 6.1 [Interoperability with C], page 73.

6.4.1 Naming conventions

According the Fortran standard, valid Fortran names consist of a letter between `A` to `Z`, `a` to `z`, digits `0`, `1` to `9` and underscores (`_`) with the restriction that names may only start with a letter. As vendor extension, the dollar sign (`$`) is additionally permitted with the option `-fdollar-ok`, but not as first character and only if the target system supports it.

By default, the procedure name is the lowercased Fortran name with an appended underscore (`_`); using `-fno-underscoring` no underscore is appended while `-fsecond-underscore` appends two underscores. Depending on the target system and the calling convention, the procedure might be additionally dressed; for instance, on 32bit Windows with `stdcall`, an at-sign `@` followed by an integer number is appended. For the changing the calling convention, see see Section 6.2 [GNU Fortran Compiler Directives], page 78.

For common blocks, the same convention is used, i.e. by default an underscore is appended to the lowercased Fortran name. Blank commons have the name `__BLNK__`.

For procedures and variables declared in the specification space of a module, the name is formed by `__`, followed by the lowercased module name, `_MOD_`, and the lowercased Fortran name. Note that no underscore is appended.

6.4.2 Argument passing conventions

Subroutines do not return a value (matching C99's `void`) while functions either return a value as specified in the platform ABI or the result variable is passed as hidden argument to the function and no result is returned. A hidden result variable is used when the result variable is an array or of type `CHARACTER`.

Arguments are passed according to the platform ABI. In particular, complex arguments might not be compatible to a struct with two real components for the real and imaginary part. The argument passing matches the one of C99's `_Complex`. Functions with scalar complex result variables return their value and do not use a by-reference argument. Note that with the `-ff2c` option, the argument passing is modified and no longer completely matches the platform ABI. Some other Fortran compilers use `f2c` semantic by default; this might cause problems with interoperability.

GNU Fortran passes most arguments by reference, i.e. by passing a pointer to the data. Note that the compiler might use a temporary variable into which the actual argument has been copied, if required semantically (copy-in/copy-out).

For arguments with `ALLOCATABLE` and `POINTER` attribute (including procedure pointers), a pointer to the pointer is passed such that the pointer address can be modified in the procedure.

For dummy arguments with the `VALUE` attribute: Scalar arguments of the type `INTEGER`, `LOGICAL`, `REAL` and `COMPLEX` are passed by value according to the platform ABI. (As vendor extension and not recommended, using `%VAL()` in the call to a procedure has the same effect.) For `TYPE(C_PTR)` and procedure pointers, the pointer itself is passed such that it can be modified without affecting the caller.

For Boolean (`LOGICAL`) arguments, please note that GCC expects only the integer value 0 and 1. If a GNU Fortran `LOGICAL` variable contains another integer value, the result is undefined. As some other Fortran compilers use -1 for `.TRUE.`, extra care has to be taken – such as passing the value as `INTEGER`. (The same value restriction also applies to other front ends of GCC, e.g. to GCC's C99 compiler for `_Bool` or GCC's Ada compiler for `Boolean`.)

For arguments of `CHARACTER` type, the character length is passed as a hidden argument at the end of the argument list, except when the corresponding dummy argument is declared as `TYPE(*)`. For deferred-length strings, the value is passed by reference, otherwise by value. The character length has the C type `size_t` (or `INTEGER(kind=C_SIZE_T)` in Fortran). Note that this is different to older versions of the GNU Fortran compiler, where the type of the hidden character length argument was a C `int`. In order to retain compatibility with older versions, one can e.g. for the following Fortran procedure

```
subroutine fstrlen (s, a)
   character(len=*) :: s
   integer :: a
   print*, len(s)
end subroutine fstrlen
```

define the corresponding C prototype as follows:

```
#if __GNUC__ > 7
typedef size_t fortran_charlen_t;
#else
typedef int fortran_charlen_t;
#endif

void fstrlen_ (char*, int*, fortran_charlen_t);
```

In order to avoid such compiler-specific details, for new code it is instead recommended to use the ISO_C_BINDING feature.

Note with C binding, `CHARACTER(len=1)` result variables are returned according to the platform ABI and no hidden length argument is used for dummy arguments; with `VALUE`, those variables are passed by value.

For `OPTIONAL` dummy arguments, an absent argument is denoted by a NULL pointer, except for scalar dummy arguments of intrinsic type or derived type (but not `CLASS`) and that have the `VALUE` attribute. For those, a hidden Boolean argument (`logical(kind=C_bool),value`) is used to indicate whether the argument is present.

Arguments that are assumed-shape, assumed-rank or deferred-rank arrays or, with `-fcoarray=lib`, allocatable scalar coarrays use an array descriptor. All other arrays pass

the address of the first element of the array. With `-fcoarray=lib`, the token and the offset belonging to nonallocatable coarrays dummy arguments are passed as hidden argument along the character length hidden arguments. The token is an opaque pointer identifying the coarray and the offset is a passed-by-value integer of kind `C_PTRDIFF_T`, denoting the byte offset between the base address of the coarray and the passed scalar or first element of the passed array.

The arguments are passed in the following order

- Result variable, when the function result is passed by reference
- Character length of the function result, if it is a of type `CHARACTER` and no C binding is used
- The arguments in the order in which they appear in the Fortran declaration
- The present status for optional arguments with value attribute, which are internally passed by value
- The character length and/or coarray token and offset for the first argument which is a `CHARACTER` or a nonallocatable coarray dummy argument, followed by the hidden arguments of the next dummy argument of such a type

7 Coarray Programming

7.1 Type and enum ABI Documentation

7.1.1 caf_token_t

Typedef of type `void *` on the compiler side. Can be any data type on the library side.

7.1.2 caf_register_t

Indicates which kind of coarray variable should be registered.

```
typedef enum caf_register_t {
  CAF_REGTYPE_COARRAY_STATIC,
  CAF_REGTYPE_COARRAY_ALLOC,
  CAF_REGTYPE_LOCK_STATIC,
  CAF_REGTYPE_LOCK_ALLOC,
  CAF_REGTYPE_CRITICAL,
  CAF_REGTYPE_EVENT_STATIC,
  CAF_REGTYPE_EVENT_ALLOC,
  CAF_REGTYPE_COARRAY_ALLOC_REGISTER_ONLY,
  CAF_REGTYPE_COARRAY_ALLOC_ALLOCATE_ONLY
}
caf_register_t;
```

The values `CAF_REGTYPE_COARRAY_ALLOC_REGISTER_ONLY` and `CAF_REGTYPE_COARRAY_ALLOC_ALLOCATE_ONLY` are for allocatable components in derived type coarrays only. The first one sets up the token without allocating memory for allocatable component. The latter one only allocates the memory for an allocatable component in a derived type coarray. The token needs to be set up previously by the REGISTER_ONLY. This allows having allocatable components unallocated on some images. The status of whether an allocatable component is allocated on a remote image can be queried by `_caf_is_present` which used internally by the `ALLOCATED` intrinsic.

7.1.3 caf_deregister_t

```
typedef enum caf_deregister_t {
  CAF_DEREGTYPE_COARRAY_DEREGISTER,
  CAF_DEREGTYPE_COARRAY_DEALLOCATE_ONLY
}
caf_deregister_t;
```

Allows to specify the type of deregistration of a coarray object. The `CAF_DEREGTYPE_COARRAY_DEALLOCATE_ONLY` flag is only allowed for allocatable components in derived type coarrays.

7.1.4 caf_reference_t

The structure used for implementing arbitrary reference chains. A `CAF_REFERENCE_T` allows to specify a component reference or any kind of array reference of any rank supported by gfortran. For array references all kinds as known by the compiler/Fortran standard are supported indicated by a `MODE`.

```
typedef enum caf_ref_type_t {
  /* Reference a component of a derived type, either regular one or an
     allocatable or pointer type.  For regular ones idx in caf_reference_t is
```

```
     set to -1.  */
  CAF_REF_COMPONENT,
  /* Reference an allocatable array.  */
  CAF_REF_ARRAY,
  /* Reference a non-allocatable/non-pointer array.  I.e., the coarray object
     has no array descriptor associated and the addressing is done
     completely using the ref.  */
  CAF_REF_STATIC_ARRAY
} caf_ref_type_t;

typedef enum caf_array_ref_t {
  /* No array ref.  This terminates the array ref.  */
  CAF_ARR_REF_NONE = 0,
  /* Reference array elements given by a vector.  Only for this mode
     caf_reference_t.u.a.dim[i].v is valid.  */
  CAF_ARR_REF_VECTOR,
  /* A full array ref (:).  */
  CAF_ARR_REF_FULL,
  /* Reference a range on elements given by start, end and stride.  */
  CAF_ARR_REF_RANGE,
  /* Only a single item is referenced given in the start member.  */
  CAF_ARR_REF_SINGLE,
  /* An array ref of the kind (i:), where i is an arbitrary valid index in the
     array.  The index i is given in the start member.  */
  CAF_ARR_REF_OPEN_END,
  /* An array ref of the kind (:i), where the lower bound of the array ref
     is given by the remote side.  The index i is given in the end member.  */
  CAF_ARR_REF_OPEN_START
} caf_array_ref_t;

/* References to remote components of a derived type.  */
typedef struct caf_reference_t {
  /* A pointer to the next ref or NULL.  */
  struct caf_reference_t *next;
  /* The type of the reference.  */
  /* caf_ref_type_t, replaced by int to allow specification in fortran FE.  */
  int type;
  /* The size of an item referenced in bytes.  I.e. in an array ref this is
     the factor to advance the array pointer with to get to the next item.
     For component refs this gives just the size of the element referenced.  */
  size_t item_size;
  union {
    struct {
      /* The offset (in bytes) of the component in the derived type.
         Unused for allocatable or pointer components.  */
      ptrdiff_t offset;
      /* The offset (in bytes) to the caf_token associated with this
         component.  NULL, when not allocatable/pointer ref.  */
      ptrdiff_t caf_token_offset;
    } c;
    struct {
      /* The mode of the array ref.  See CAF_ARR_REF_*.  */
      /* caf_array_ref_t, replaced by unsigend char to allow specification in
         fortran FE.  */
     unsigned char mode[GFC_MAX_DIMENSIONS];
      /* The type of a static array.  Unset for array's with descriptors.  */
      int static_array_type;
      /* Subscript refs (s) or vector refs (v).  */
      union {
        struct {
```

```
            /* The start and end boundary of the ref and the stride.  */
            index_type start, end, stride;
          } s;
          struct {
            /* nvec entries of kind giving the elements to reference.  */
            void *vector;
            /* The number of entries in vector.  */
            size_t nvec;
            /* The integer kind used for the elements in vector.  */
            int kind;
          } v;
        } dim[GFC_MAX_DIMENSIONS];
      } a;
    } u;
  } caf_reference_t;
```

The references make up a single linked list of reference operations. The `NEXT` member links to the next reference or NULL to indicate the end of the chain. Component and array refs can be arbitrarily mixed as long as they comply to the Fortran standard.

Notes: The member `STATIC_ARRAY_TYPE` is used only when the `TYPE` is `CAF_REF_STATIC_ARRAY`. The member gives the type of the data referenced. Because no array descriptor is available for a descriptorless array and type conversion still needs to take place the type is transported here.

At the moment `CAF_ARR_REF_VECTOR` is not implemented in the front end for descriptorless arrays. The library caf_single has untested support for it.

7.1.5 `caf_team_t`

Opaque pointer to represent a team-handle. This type is a stand-in for the future implementation of teams. It is about to change without further notice.

7.2 Function ABI Documentation

7.2.1 `_gfortran_caf_init` — Initialization function

Synopsis: `void _gfortran_caf_init (int *argc, char ***argv)`

Description:

This function is called at startup of the program before the Fortran main program, if the latter has been compiled with `-fcoarray=lib`. It takes as arguments the command-line arguments of the program. It is permitted to pass two `NULL` pointers as argument; if non-`NULL`, the library is permitted to modify the arguments.

Arguments:

argc	intent(inout) An integer pointer with the number of arguments passed to the program or `NULL`.
argv	intent(inout) A pointer to an array of strings with the command-line arguments or `NULL`.

Notes: The function is modelled after the initialization function of the Message Passing Interface (MPI) specification. Due to the way coarray registration works, it might not be the first call to the library. If the main program is not written

in Fortran and only a library uses coarrays, it can happen that this function is never called. Therefore, it is recommended that the library does not rely on the passed arguments and whether the call has been done.

7.2.2 `_gfortran_caf_finish` — Finalization function

Synopsis: `void _gfortran_caf_finish (void)`

Description:
This function is called at the end of the Fortran main program, if it has been compiled with the `-fcoarray=lib` option.

Notes: For non-Fortran programs, it is recommended to call the function at the end of the main program. To ensure that the shutdown is also performed for programs where this function is not explicitly invoked, for instance non-Fortran programs or calls to the system's exit() function, the library can use a destructor function. Note that programs can also be terminated using the STOP and ERROR STOP statements; those use different library calls.

7.2.3 `_gfortran_caf_this_image` — Querying the image number

Synopsis: `int _gfortran_caf_this_image (caf_team_t team)`

Description:
Return the current image number in the *team*, or in the current team, if no *team* is given.

Arguments:

team	intent(in), optional; The team this image's number is requested for. If null, the image number in the current team is returned.

Notes: Available since Fortran 2008 without argument; Since Fortran 2018 with optional team argument. Fortran 2008 uses 0 as argument for team, which is permissible, because a team handle is always an opaque pointer, which as a special case can be null here.

7.2.4 `_gfortran_caf_num_images` — Querying the maximal number of images

Synopsis: `int _gfortran_caf_num_images (caf_team_t team, int32_t *team_number)`

Description:
This function returns the number of images in the team given by *team* or *team_number*, if either one is present. If both are null, then the number of images in the current team is returned.

Arguments:

team	intent(in), optional; The team the number of images is requested for. If null, the number of images in the current team is returned.

team_number intent(in), optional; The team id for which the number of teams is requested; if unset, then number of images in the current team is returned.

Notes: When both argument are given, then it is caf-library dependent which argument is examined first. Current implementations prioritize the *team* argument, because it is easier to retrive the number of images from it.

Fortran 2008 or later, with no arguments; Fortran 2018 or later with two arguments.

7.2.5 `_gfortran_caf_image_status` — Query the status of an image

Synopsis: `int _gfortran_caf_image_status (int image, caf_team_t * team)`

Description:

Get the status of the image given by the id *image* of the team given by *team*. Valid results are zero, for image is ok, `STAT_STOPPED_IMAGE` from the ISO_FORTRAN_ENV module to indicate that the image has been stopped and `STAT_FAILED_IMAGE` also from ISO_FORTRAN_ENV to indicate that the image has executed a `FAIL IMAGE` statement.

Arguments:

image	the positive scalar id of the image in the current TEAM.
team	optional; team on the which the inquiry is to be performed.

Notes: This function follows TS18508. Because team-functionality is not yet implemented a null pointer is passed for the *team* argument at the moment.

7.2.6 `_gfortran_caf_failed_images` — Get an array of the indexes of the failed images

Synopsis: `int _gfortran_caf_failed_images (caf_team_t * team, int * kind)`

Description:

Get an array of image indexes in the current *team* that have failed. The array is sorted ascendingly. When *team* is not provided the current team is to be used. When *kind* is provided then the resulting array is of that integer kind else it is of default integer kind. The returns an unallocated size zero array when no images have failed.

Arguments:

team	optional; team on the which the inquiry is to be performed.
image	optional; the kind of the resulting integer array.

Notes: This function follows TS18508. Because team-functionality is not yet implemented a null pointer is passed for the *team* argument at the moment.

7.2.7 _gfortran_caf_stopped_images — Get an array of the indexes of the stopped images

Synopsis: `int _gfortran_caf_stopped_images (caf_team_t * team, int * kind)`

Description:

Get an array of image indexes in the current *team* that have stopped. The array is sorted ascendingly. When *team* is not provided the current team is to be used. When *kind* is provided then the resulting array is of that integer kind else it is of default integer kind. The returns an unallocated size zero array when no images have failed.

Arguments:

team	optional; team on the which the inquiry is to be performed.
image	optional; the kind of the resulting integer array.

Notes: This function follows TS18508. Because team-functionality is not yet implemented a null pointer is passed for the *team* argument at the moment.

7.2.8 _gfortran_caf_register — Registering coarrays

Synopsis: `void _gfortran_caf_register (size_t size, caf_register_t type, caf_token_t *token, gfc_descriptor_t *desc, int *stat, char *errmsg, size_t errmsg_len)`

Description:

Registers memory for a coarray and creates a token to identify the coarray. The routine is called for both coarrays with `SAVE` attribute and using an explicit `ALLOCATE` statement. If an error occurs and *STAT* is a `NULL` pointer, the function shall abort with printing an error message and starting the error termination. If no error occurs and *STAT* is present, it shall be set to zero. Otherwise, it shall be set to a positive value and, if not-`NULL`, *ERRMSG* shall be set to a string describing the failure. The routine shall register the memory provided in the `DATA`-component of the array descriptor *DESC*, when that component is non-`NULL`, else it shall allocate sufficient memory and provide a pointer to it in the `DATA`-component of *DESC*. The array descriptor has rank zero, when a scalar object is to be registered and the array descriptor may be invalid after the call to `_gfortran_caf_register`. When an array is to be allocated the descriptor persists.

For `CAF_REGTYPE_COARRAY_STATIC` and `CAF_REGTYPE_COARRAY_ALLOC`, the passed size is the byte size requested. For `CAF_REGTYPE_LOCK_STATIC`, `CAF_REGTYPE_LOCK_ALLOC` and `CAF_REGTYPE_CRITICAL` it is the array size or one for a scalar.

When `CAF_REGTYPE_COARRAY_ALLOC_REGISTER_ONLY` is used, then only a token for an allocatable or pointer component is created. The `SIZE` parameter is not used then. On the contrary when `CAF_REGTYPE_COARRAY_ALLOC_ALLOCATE_ONLY` is specified, then the *token* needs to be registered by a previous call with regtype `CAF_REGTYPE_COARRAY_ALLOC_REGISTER_ONLY` and either the memory specified in the *DESC*'s data-ptr is registered or allocate when the data-ptr is `NULL`.

Arguments:

size	For normal coarrays, the byte size of the coarray to be allocated; for lock types and event types, the number of elements.
type	one of the caf_register_t types.
token	intent(out) An opaque pointer identifying the coarray.
desc	intent(inout) The (pseudo) array descriptor.
stat	intent(out) For allocatable coarrays, stores the STAT=; may be `NULL`
errmsg	intent(out) When an error occurs, this is set to an error message; may be `NULL`
errmsg_len	the buffer size of errmsg.

Notes: Nonallocatable coarrays have to be registered prior use from remote images. In order to guarantee this, they have to be registered before the main program. This can be achieved by creating constructor functions. That is what GCC does such that also for nonallocatable coarrays the memory is allocated and no static memory is used. The token permits to identify the coarray; to the processor, the token is a nonaliasing pointer. The library can, for instance, store the base address of the coarray in the token, some handle or a more complicated struct. The library may also store the array descriptor *DESC* when its rank is nonzero.

For lock types, the value shall only be used for checking the allocation status. Note that for critical blocks, the locking is only required on one image; in the locking statement, the processor shall always pass an image index of one for critical-block lock variables (`CAF_REGTYPE_CRITICAL`). For lock types and critical-block variables, the initial value shall be unlocked (or, respectively, not in critical section) such as the value false; for event types, the initial state should be no event, e.g. zero.

7.2.9 `_gfortran_caf_deregister` — Deregistering coarrays

Synopsis: `void _gfortran_caf_deregister (caf_token_t *token, caf_deregister_t type, int *stat, char *errmsg, size_t errmsg_len)`

Description:

Called to free or deregister the memory of a coarray; the processor calls this function for automatic and explicit deallocation. In case of an error, this function shall fail with an error message, unless the *STAT* variable is not null. The library is only expected to free memory it allocated itself during a call to `_gfortran_caf_register`.

Arguments:

token	the token to free.
type	the type of action to take for the coarray. A `CAF_DEREGTYPE_COARRAY_DEALLOCATE_ONLY` is allowed only for allocatable or pointer components of derived type coarrays. The action only deallocates the local memory without deleting the token.

stat	intent(out) Stores the STAT=; may be NULL
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL
errmsg_len	the buffer size of errmsg.

Notes: For nonallocatable coarrays this function is never called. If a cleanup is required, it has to be handled via the finish, stop and error stop functions, and via destructors.

7.2.10 `_gfortran_caf_register_accessor` — Register an accessor for remote access

Synopsis: `void _gfortran_caf_register_accessor (const int hash, void (*accessor)(void **, int32_t *, void *, void *, size_t *, size_t *))`

Description:

Identification of access funtions across images is done using a unique hash. For each given hash an accessor has to be registered. This routine is expected to register an accessor function pointer for the given hash in nearly constant time. I.e. it is expected to add the hash and accessor to a buffer and return. Sorting shall be done in `_gfortran_caf_register_accessors_finish`.

Arguments:

hash	intent(in) The unique hash value this accessor is to be identified by.
accessor	intent(in) A pointer to the function on this image. The function has the signature `void accessor (void **dst_ptr, int32_t *free_dst, void *src_ptr, void *get_data, size_t *opt_src_charlen, size_t *opt_dst_charlen)`. GFortran ensures that functions provided to `_gfortran_caf_register_accessor` adhere to this interface.

Notes: This function is required to have a nearly constant runtime complexity, because it will be called to register multiple accessor in a sequence. GFortran ensures that before the first remote accesses commences `_gfortran_caf_register_accessors_finish` is called at least once. It is valid to register further accessors after a call to `_gfortran_caf_register_accessors_finish`. It is invalid to call `_gfortran_caf_register_accessor` after the first remote access has been done. See also Section 7.2.11 [_gfortran_caf_register_accessors_finish], page 96, and Section 7.2.12 [_gfortran_caf_get_remote_function_index], page 97,

7.2.11 `_gfortran_caf_register_accessors_finish` — Finish registering accessor functions

Synopsis: `void _gfortran_caf_register_accessors_finish ()`

Description:

Called to finalize registering of accessor functions. This function is expected to prepare a lookup table that has fast lookup time for the hash supplied to

`_gfortran_caf_get_remote_function_index` and constant access time for indexing operations.

Arguments:

No arguments.

Notes: This function may be called multiple times with and without new hash-accessors- pairs being added. The post-condition after each call has to be that hashes can be looked up quickly and indexing on the lookup table of hash-accessor-pairs is a constant time operation.

7.2.12 `_gfortran_caf_get_remote_function_index` — Get the index of an accessor

Synopsis: `int _gfortran_caf_get_remote_function_index (const int hash)`

Description:

Return the index of the accessor in the lookup table build by Section 7.2.10 [_gfortran_caf_register_accessor], page 96, and Section 7.2.11 [_gfortran_caf_register_accessors_finish], page 96. This function is expected to be fast, because it may be called often. A log(N) lookup time for a given hash is preferred. The reference implementation uses `bsearch ()`, for example. The index returned shall be an array index to be used by Section 7.2.13 [_gfortran_caf_get_from_remote], page 97, i.e. a constant time operation is mandatory for quick access.

The GFortran compiler ensures that `_gfortran_caf_get_remote_function_index` is called once only for each hash and the result be stored in a static variable to prevent future redundant lookups.

Arguments:

hash intent(in) The hash of the accessor desired.

Result: The zero based index to access the accessor funtion in a lookup table. On error, `-1` can be returned.

Notes: The function's complexity is expected to be significantly smaller than N, where N is the number of all accessors registered. Although returning `-1` is valid, will this most likely crash the Fortran program when accessing the -1-th accessor function. It is therefore advised to terminate with an error message, when the hash could not be found.

7.2.13 `_gfortran_caf_get_from_remote` — Getting data from a remote image using a remote side accessor

Synopsis:
```
void _gfortran_caf_get_from_remote (caf_token_t token, const
gfc_descriptor_t *opt_src_desc, const size_t *opt_src_charlen,
const int image_index, const size_t dst_size, void **dst_data,
size_t *opt_dst_charlen, gfc_descriptor_t *opt_dst_desc, const
bool may_realloc_dst, const int getter_index, void *get_data,
const size_t get_data_size, int *stat, caf_team_t *team, int
*team_number)
```

Description:

Called to get a scalar, an array section or a whole array from a remote image identified by the *image_index*.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
opt_src_desc	intent(in) A pointer to the descriptor when the object identified by *token* is an array with a descriptor. The parameter needs to be set to `NULL`, when *token* identifies a scalar.
opt_src_charlen	intent(in) When the object to get is a char array with deferred length, then this parameter needs to be set to point to its length. Else the parameter needs to be set to `NULL`.
image_index	intent(in) The ID of the remote image; must be a positive number. `this_image ()` is valid.
dst_size	intent(in) The size of data expected to be transferred from the remote image. If the data type to get is a string or string array, then this needs to be set to the byte size of each character, i.e. `4` for a `CHARACTER (KIND=4)` string. The length of the string is then returned in `opt_dst_charlen` (also for string arrays).
dst_data	intent(inout) A pointer to the adress the data is stored. To prevent copying of data into an output buffer the adress to the live data is returned here. When a descriptor is provided also its data-member is set to that adress. When *may_realloc_dst* is set, then the memory may be reallocated by the remote function, which needs to be replicated by this function.
opt_dst_charlen	intent(inout) When a char array is returned, this parameter is set to the length where applicable. The value can also be read to prevent reallocation in the accessor.
opt_dst_desc	intent(inout) When a descriptor array is returned, it is stored in the memory pointed to by this optional parameter. When *may_realloc_dst* is set, then the descriptor may be changed, i.e. its bounds, but upto now not its rank.
may_realloc_dst	intent(in) Set when the returned data may require reallocation of the output buffer in *dst_data* or *opt_dst_desc*.
getter_index	intent(in) The index of the accessor to execute as returned by `_gfortran_caf_get_remote_function_index ()`.

get_data intent(inout) Additional data needed in the accessor. I.e., when an array reference uses a local variable *v*, it is transported in this structure and all references in the accessor are rewritten to access the member. The data in the structure of *get_data* may be changed by the accessor, but these changes are lost to the calling Fortran program.

get_data_size intent(in) The size of the *get_data* structure.

stat intent(out) When non-`NULL` give the result of the operation, i.e., zero on success and non-zero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.

team intent(in) The opaque team handle as returned by `FORM TEAM`.

team_number intent(in) The number of the team this access is to be part of.

Notes: It is permitted to have `image_index` equal the current image; the memory to get and the memory to store the data may (partially) overlap. The implementation has to take care that it handles this case, e.g. using `memmove` which handles (partially) overlapping memory.

7.2.14 `_gfortran_caf_is_present_on_remote` — Check that a coarray or a part of it is allocated on the remote image

Synopsis:
```
int32_t _gfortran_caf_is_present_on_remote (caf_token_t token,
const int image_index, const int is_present_index, void *add_data,
const size_t add_data_size)
```

Description:
Check if an allocatable coarray or a component of a derived type coarray is allocated on the remote image identified by the *image_index*. The check is done by calling routine on the remote side.

Arguments:

token intent(in) An opaque pointer identifying the coarray.

image_index intent(in) The ID of the remote image; must be a positive number. `this_image ()` is valid.

is_present_index intent(in) The index of the accessor to execute as returned by `_gfortran_caf_get_remote_function_index ()`.

add_data intent(inout) Additional data needed in the accessor. I.e., when an array reference uses a local variable *v*, it is transported in this structure and all references in the accessor are rewritten to access the member. The data in the structure of *add_data* may be changed by the accessor, but these changes are lost to the calling Fortran program.

add_data_size intent(in) The size of the *add_data* structure.

7.2.15 _gfortran_caf_send_to_remote — Send data to a remote image using a remote side accessor to store it

Synopsis:
```
void _gfortran_caf_send_to_remote (caf_token_t token, gfc_
descriptor_t *opt_dst_desc, const size_t *opt_dst_charlen, const
int image_index, const size_t src_size, const void *src_data, size_t
*opt_src_charlen, const gfc_descriptor_t *opt_src_desc, const
int setter_index, void *add_data, const size_t add_data_size, int
*stat, caf_team_t *team, int *team_number)
```

Description:
Called to send a scalar, an array section or a whole array to a remote image identified by the *image_index*. The call modifies the memory of the remote image.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
opt_dst_desc	intent(inout) A pointer to the descriptor when the object identified by *token* is an array with a descriptor. The parameter needs to be set to `NULL`, when *token* identifies a scalar or is an array without a descriptor.
opt_dst_charlen	intent(in) When the object to send is a char array with deferred length, then this parameter needs to be set to point to its length. Else the parameter needs to be set to `NULL`.
image_index	intent(in) The ID of the remote image; must be a positive number. `this_image ()` is valid.
src_size	intent(in) The size of data expected to be transferred to the remote image. If the data type to get is a string or string array, then this needs to be set to the byte size of each character, i.e. `4` for a `CHARACTER (KIND=4)` string. The length of the string is then given in `opt_src_charlen` (also for string arrays).
src_data	intent(in) A pointer the data to be send to the remote image. When a descriptor is provided in `opt_src_desc` then this parameter can be ignored by the library implementing the coarray functionality.
opt_src_charlen	intent(in) When a char array is send, this parameter is set to its length.
opt_src_desc	intent(in) When a descriptor array is send, then this parameter gives the handle.
setter_index	intent(in) The index of the accessor to execute as returned by `_gfortran_caf_get_remote_function_index ()`.

add_data intent(inout) Additional data needed in the accessor. I.e., when an array reference uses a local variable *v*, it is transported in this structure and all references in the accessor are rewritten to access the member. The data in the structure of *add_data* may be changed by the accessor, but these changes are lost to the calling Fortran program.

add_data_size intent(in) The size of the *add_data* structure.

stat intent(out) When non-`NULL` give the result of the operation, i.e., zero on success and non-zero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.

team intent(in) The opaque team handle as returned by `FORM TEAM`.

team_number intent(in) The number of the team this access is to be part of.

Notes: It is permitted to have `image_index` equal the current image; the memory to send the data to and the memory to read for the data may (partially) overlap. The implementation has to take care that it handles this case, e.g. using `memmove` which handles (partially) overlapping memory.

7.2.16 `_gfortran_caf_transfer_between_remotes` — Initiate data transfer between to remote images

Synopsis:

```
void _gfortran_caf_transfer_between_remotes (caf_token_t dst_
token, gfc_descriptor_t *opt_dst_desc, size_t *opt_dst_charlen,
const int dst_image_index, const int dst_access_index, void *dst_
add_data, const size_t dst_add_data_size, caf_token_t src_token,
const gfc_descriptor_t *opt_src_desc, const size_t *opt_src_
charlen, const int src_image_index, const int src_access_index,
void *src_add_data, const size_t src_add_data_size, const size_t
src_size, const bool scalar_transfer, int *dst_stat, int *src_stat,
caf_team_t *dst_team, int *dst_team_number, caf_team_t *src_team,
int *src_team_number)
```

Description:

Initiates a transfer of data from one remote image to another remote image. The call modifies the memory of the receiving remote image given by `dst_image_index`. The `src_image_index`'s memory is not modified. The call returns when the transfer has commenced.

Arguments:

dst_token intent(in) An opaque pointer identifying the coarray on the receiving image.

opt_dst_desc intent(inout) A pointer to the descriptor when the object identified by *dst_token* is an array with a descriptor. The parameter needs to be set to `NULL`, when *dst_token* identifies a scalar or is an array without a descriptor.

opt_dst_charlen intent(in) When the object to modify on the receiving image is a char array with deferred length, then this parameter needs to be set to point to its length. Else the parameter needs to be set to `NULL`.

dst_image_index intent(in) The ID of the receiving/destination remote image; must be a positive number. `this_image ()` is valid.

dst_access_index intent(in) The index of the accessor to execute on the receiving image as returned by `_gfortran_caf_get_remote_function_index ()`.

dst_add_data intent(inout) Additional data needed in the accessor on the receiving side. I.e., when an array reference uses a local variable *v*, it is transported in this structure and all references in the accessor are rewritten to access the member. The data in the structure of *dst_add_data* may be changed by the accessor, but these changes are lost to the calling Fortran program.

dst_add_data_size intent(in) The size of the *dst_add_data* structure.

src_token intent(in) An opaque pointer identifying the coarray on the sending image.

opt_src_desc intent(inout) A pointer to the descriptor when the object identified by *src_token* is an array with a descriptor. The parameter needs to be set to `NULL`, when *src_token* identifies a scalar or is an array without a descriptor.

opt_src_charlen intent(in) When the object to get from the source image is a char array with deferred length, then this parameter needs to be set to point to its length. Else the parameter needs to be set to `NULL`.

src_image_index intent(in) The ID of the sending/source remote image; must be a positive number. `this_image ()` is valid.

src_access_index intent(in) The index of the accessor to execute on the sending image as returned by `_gfortran_caf_get_remote_function_index ()`.

src_add_data intent(inout) Additional data needed in the accessor on the sending side. I.e., when an array reference uses a local variable *v*, it is transported in this structure and all references in the accessor are rewritten to access the member. The data in the structure of *src_add_data* may be changed by the accessor, but these changes are lost to the calling Fortran program.

src_add_data_size intent(in) The size of the *src_add_data* structure.

src_size intent(in) The size of data expected to be transferred between the images. If the data type to get is a string or string array, then this needs to be set to the byte size of each character, i.e. `4` for a `CHARACTER (KIND=4)` string. The length of the string is then given in `opt_src_charlen` and `opt_dst_charlen` (also for string arrays).

scalar_transfer intent(in) Is set to true when the data to be transfered between the two images is not an array with a descriptor.

dst_stat intent(out) When non-`NULL` give the result of the operation on the receiving side, i.e., zero on success and non-zero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.

src_stat intent(out) When non-`NULL` give the result of the operation on the sending side, i.e., zero on success and non-zero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.

dst_team intent(in) The opaque team handle as returned by `FORM TEAM`.

dst_team_number intent(in) The number of the team this access is to be part of.

src_team intent(in) The opaque team handle as returned by `FORM TEAM`.

src_team_number intent(in) The number of the team this access is to be part of.

Notes: It is permitted to have both `dst_image_index` and `src_image_index` equal the current image; the memory to send the data to and the memory to read for the data may (partially) overlap. The implementation has to take care that it handles this case, e.g. using `memmove` which handles (partially) overlapping memory.

7.2.17 _gfortran_caf_sendget_by_ref — Sending data between remote images using enhanced references on both sides

Synopsis:

```
void _gfortran_caf_sendget_by_ref (caf_token_t dst_token, int
dst_image_index, caf_reference_t *dst_refs, caf_token_t src_token,
int src_image_index, caf_reference_t *src_refs, int dst_kind, int
src_kind, bool may_require_tmp, int *dst_stat, int *src_stat, int
dst_type, int src_type)
```

Description:

Called to send a scalar, an array section or a whole array from a remote image identified by the *src_image_index* to a remote image identified by the *dst_image_index*.

Arguments:

dst_token	intent(in) An opaque pointer identifying the destination coarray.
dst_image_index	intent(in) The ID of the destination remote image; must be a positive number.
dst_refs	intent(in) The references on the remote array to store the data given by the source. Guaranteed to have at least one entry.
src_token	intent(in) An opaque pointer identifying the source coarray.
src_image_index	intent(in) The ID of the source remote image; must be a positive number.
src_refs	intent(in) The references to apply to the remote structure to get the data.
dst_kind	intent(in) Kind of the destination argument
src_kind	intent(in) Kind of the source argument
may_require_tmp	intent(in) The variable is `false` when it is known at compile time that the *dest* and *src* either cannot overlap or overlap (fully or partially) such that walking *src* and *dest* in elementwise order (honoring the stride value) does not lead to wrong results. Otherwise, the value is `true`.
dst_stat	intent(out) when non-`NULL` give the result of the send-operation, i.e., zero on success and nonzero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.
src_stat	intent(out) When non-`NULL` give the result of the get-operation, i.e., zero on success and nonzero on error. When `NULL` and an error occurs, then an error message is printed and the program is terminated.
dst_type	intent(in) Give the type of the destination. When the destination is not an array, than the precise type, e.g. of a component in a derived type, is not known, but provided here.

src_type intent(in) Give the type of the source. When the source is not an array, than the precise type, e.g. of a component in a derived type, is not known, but provided here.

Notes: It is permitted to have the same image index for both *src_image_index* and *dst_image_index*; the memory of the send-to and the send-from might (partially) overlap in that case. The implementation has to take care that it handles this case, e.g. using `memmove` which handles (partially) overlapping memory. If *may_require_tmp* is true, the library might additionally create a temporary variable, unless additional checks show that this is not required (e.g. because walking backward is possible or because both arrays are contiguous and `memmove` takes care of overlap issues).

Note that the assignment of a scalar to an array is permitted. In addition, the library has to handle numeric-type conversion and for strings, padding and different character kinds.

Because of the more complicated references possible some operations may be unsupported by certain libraries. The library is expected to issue a precise error message why the operation is not permitted.

7.2.18 `_gfortran_caf_lock` — Locking a lock variable

Synopsis:
```
void _gfortran_caf_lock (caf_token_t token, size_t index, int
image_index, int *acquired_lock, int *stat, char *errmsg, size_t
errmsg_len)
```

Description:

Acquire a lock on the given image on a scalar locking variable or for the given array element for an array-valued variable. If the *acquired_lock* is `NULL`, the function returns after having obtained the lock. If it is non-`NULL`, then *acquired_lock* is assigned the value true (one) when the lock could be obtained and false (zero) otherwise. Locking a lock variable that has already been locked by the same image is an error.

Arguments:

token intent(in) An opaque pointer identifying the coarray.
index intent(in) Array index; first array index is 0. For scalars, it is always 0.
image_index intent(in) The ID of the remote image; must be a positive number.
acquired_lock intent(out) If not NULL, it returns whether lock could be obtained.
stat intent(out) Stores the STAT=; may be NULL.
errmsg intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len intent(in) the buffer size of errmsg

Notes: This function is also called for critical blocks; for those, the array index is always zero and the image index is one. Libraries are permitted to use other images for critical-block locking variables.

7.2.19 `_gfortran_caf_lock` — Unlocking a lock variable

Synopsis: `void _gfortran_caf_unlock (caf_token_t token, size_t index, int image_index, int *stat, char *errmsg, size_t errmsg_len)`

Description:
Release a lock on the given image on a scalar locking variable or for the given array element for an array-valued variable. Unlocking a lock variable that is unlocked or has been locked by a different image is an error.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
index	intent(in) Array index; first array index is 0. For scalars, it is always 0.
image_index	intent(in) The ID of the remote image; must be a positive number.
stat	intent(out) For allocatable coarrays, stores the STAT=; may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: This function is also called for critical block; for those, the array index is always zero and the image index is one. Libraries are permitted to use other images for critical-block locking variables.

7.2.20 `_gfortran_caf_event_post` — Post an event

Synopsis: `void _gfortran_caf_event_post (caf_token_t token, size_t index, int image_index, int *stat, char *errmsg, size_t errmsg_len)`

Description:
Increment the event count of the specified event variable.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
index	intent(in) Array index; first array index is 0. For scalars, it is always 0.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image, when accessed noncoindexed.
stat	intent(out) Stores the STAT=; may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: This acts like an atomic add of one to the remote image's event variable. The statement is an image-control statement but does not imply sync memory. Still, all preceding push communications of this image to the specified remote image have to be completed before `event_wait` on the remote image returns.

7.2.21 `_gfortran_caf_event_wait` — Wait that an event occurred

Synopsis: `void _gfortran_caf_event_wait (caf_token_t token, size_t index, int until_count, int *stat, char *errmsg, size_t errmsg_len)`

Description:

Wait until the event count has reached at least the specified *until_count*; if so, atomically decrement the event variable by this amount and return.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
index	intent(in) Array index; first array index is 0. For scalars, it is always 0.
until_count	intent(in) The number of events that have to be available before the function returns.
stat	intent(out) Stores the STAT=; may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: This function only operates on a local coarray. It acts like a loop checking atomically the value of the event variable, breaking if the value is greater or equal the requested number of counts. Before the function returns, the event variable has to be decremented by the requested *until_count* value. A possible implementation would be a busy loop for a certain number of spins (possibly depending on the number of threads relative to the number of available cores) followed by another waiting strategy such as a sleeping wait (possibly with an increasing number of sleep time) or, if possible, a futex wait.

The statement is an image-control statement but does not imply sync memory. Still, all preceding push communications of this image to the specified remote image have to be completed before `event_wait` on the remote image returns.

7.2.22 `_gfortran_caf_event_query` — Query event count

Synopsis: `void _gfortran_caf_event_query (caf_token_t token, size_t index, int image_index, int *count, int *stat)`

Description:

Return the event count of the specified event variable.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
index	intent(in) Array index; first array index is 0. For scalars, it is always 0.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image when accessed noncoindexed.
count	intent(out) The number of events currently posted to the event variable.
stat	intent(out) Stores the STAT=; may be NULL.

Notes: The typical use is to check the local event variable to only call `event_wait` when the data is available. However, a coindexed variable is permitted; there is no ordering or synchronization implied. It acts like an atomic fetch of the value of the event variable.

7.2.23 `_gfortran_caf_sync_all` — All-image barrier

Synopsis: `void _gfortran_caf_sync_all (int *stat, char *errmsg, size_t errmsg_len)`

Description:
Synchronization of all images in the current team; the program only continues on a given image after this function has been called on all images of the current team. Additionally, it ensures that all pending data transfers of previous segment have completed.

Arguments:

stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

7.2.24 `_gfortran_caf_sync_images` — Barrier for selected images

Synopsis: `void _gfortran_caf_sync_images (int count, int images[], int *stat, char *errmsg, size_t errmsg_len)`

Description:
Synchronization between the specified images; the program only continues on a given image after this function has been called on all images specified for that image. Note that one image can wait for all other images in the current team (e.g. via `sync images(*)`) while those only wait for that specific image. Additionally, `sync images` ensures that all pending data transfers of previous segments have completed.

Arguments:

count	intent(in) The number of images that are provided in the next argument. For a zero-sized array, the value is zero. For `sync images (*)`, the value is -1.
images	intent(in) An array with the images provided by the user. If *count* is zero, a NULL pointer is passed.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

7.2.25 `_gfortran_caf_sync_memory` — Wait for completion of segment-memory operations

Synopsis: `void _gfortran_caf_sync_memory (int *stat, char *errmsg, size_t errmsg_len)`

Description:
Acts as optimization barrier between different segments. It also ensures that all pending memory operations of this image have been completed.

Arguments:

stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: A simple implementation could be `__asm__ __volatile__ ("":::"memory")` to prevent code movements.

7.2.26 `_gfortran_caf_error_stop` — Error termination with exit code

Synopsis: `void _gfortran_caf_error_stop (int error)`

Description:
Invoked for an `ERROR STOP` statement that has an integer argument. The function should terminate the program with the specified exit code.

Arguments:

error	intent(in) The exit status to be used.

7.2.27 `_gfortran_caf_error_stop_str` — Error termination with string

Synopsis: `void _gfortran_caf_error_stop (const char *string, size_t len)`

Description:
Invoked for an `ERROR STOP` statement that has a string as argument. The function should terminate the program with a nonzero-exit code.

Arguments:

string	intent(in) the error message (not zero terminated)
len	intent(in) the length of the string

7.2.28 `_gfortran_caf_fail_image` — Mark the image failed and end its execution

Synopsis: `void _gfortran_caf_fail_image ()`

Description:
Invoked for an `FAIL IMAGE` statement. The function should terminate the current image.

Notes: This function follows TS18508.

7.2.29 _gfortran_caf_atomic_define — Atomic variable assignment

Synopsis: `void _gfortran_caf_atomic_define (caf_token_t token, size_t offset, int image_index, void *value, int *stat, int type, int kind)`

Description:
Assign atomically a value to an integer or logical variable.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
offset	intent(in) The number of bytes the actual data is shifted compared to the base address of the coarray.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image when used noncoindexed.
value	intent(in) the value to be assigned, passed by reference
stat	intent(out) Stores the status STAT= and may be NULL.
type	intent(in) The data type, i.e. `BT_INTEGER` (1) or `BT_LOGICAL` (2).
kind	intent(in) The kind value (only 4; always `int`)

7.2.30 _gfortran_caf_atomic_ref — Atomic variable reference

Synopsis: `void _gfortran_caf_atomic_ref (caf_token_t token, size_t offset, int image_index, void *value, int *stat, int type, int kind)`

Description:
Reference atomically a value of a kind-4 integer or logical variable.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
offset	intent(in) The number of bytes the actual data is shifted compared to the base address of the coarray.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image when used noncoindexed.
value	intent(out) The variable assigned the atomically referenced variable.
stat	intent(out) Stores the status STAT= and may be NULL.
type	the data type, i.e. `BT_INTEGER` (1) or `BT_LOGICAL` (2).
kind	The kind value (only 4; always `int`)

7.2.31 _gfortran_caf_atomic_cas — Atomic compare and swap

Synopsis: `void _gfortran_caf_atomic_cas (caf_token_t token, size_t offset, int image_index, void *old, void *compare, void *new_val, int *stat, int type, int kind)`

Description:

Atomic compare and swap of a kind-4 integer or logical variable. Assigns atomically the specified value to the atomic variable, if the latter has the value specified by the passed condition value.

Arguments:

token	intent(in) An opaque pointer identifying the coarray.
offset	intent(in) The number of bytes the actual data is shifted compared to the base address of the coarray.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image when used noncoindexed.
old	intent(out) The value the atomic variable had just before the cas operation.
compare	intent(in) The value used for comparison.
new_val	intent(in) The new value for the atomic variable, assigned to the atomic variable, if `compare` equals the value of the atomic variable.
stat	intent(out) Stores the status STAT= and may be NULL.
type	intent(in) the data type, i.e. `BT_INTEGER` (1) or `BT_LOGICAL` (2).
kind	intent(in) The kind value (only 4; always `int`)

7.2.32 `_gfortran_caf_atomic_op` — Atomic operation

Synopsis:

```
void _gfortran_caf_atomic_op (int op, caf_token_t token, size_t
offset, int image_index, void *value, void *old, int *stat, int type,
int kind)
```

Description:

Apply an operation atomically to an atomic integer or logical variable. After the operation, *old* contains the value just before the operation, which, respectively, adds (GFC_CAF_ATOMIC_ADD) atomically the `value` to the atomic integer variable or does a bitwise AND, OR or exclusive OR between the atomic variable and *value*; the result is then stored in the atomic variable.

Arguments:

op	intent(in) the operation to be performed; possible values `GFC_CAF_ATOMIC_ADD` (1), `GFC_CAF_ATOMIC_AND` (2), `GFC_CAF_ATOMIC_OR` (3), `GFC_CAF_ATOMIC_XOR` (4).
token	intent(in) An opaque pointer identifying the coarray.
offset	intent(in) The number of bytes the actual data is shifted compared to the base address of the coarray.
image_index	intent(in) The ID of the remote image; must be a positive number; zero indicates the current image when used noncoindexed.

old	intent(out) The value the atomic variable had just before the atomic operation.
val	intent(in) The new value for the atomic variable, assigned to the atomic variable, if `compare` equals the value of the atomic variable.
stat	intent(out) Stores the status STAT= and may be NULL.
type	intent(in) the data type, i.e. `BT_INTEGER` (1) or `BT_LOGICAL` (2)
kind	intent(in) the kind value (only 4; always `int`)

7.2.33 `_gfortran_caf_co_broadcast` — Sending data to all images

Synopsis:
```
void _gfortran_caf_co_broadcast (gfc_descriptor_t *a, int
source_image, int *stat, char *errmsg, size_t errmsg_len)
```

Description:
Distribute a value from a given image to all other images in the team. Has to be called collectively.

Arguments:

a	intent(inout) An array descriptor with the data to be broadcasted (on *source_image*) or to be received (other images).
source_image	intent(in) The ID of the image from which the data should be broadcasted.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg.

7.2.34 `_gfortran_caf_co_max` — Collective maximum reduction

Synopsis:
```
void _gfortran_caf_co_max (gfc_descriptor_t *a, int result_image,
int *stat, char *errmsg, int a_len, size_t errmsg_len)
```

Description:
Calculates for each array element of the variable *a* the maximum value for that element in the current team; if *result_image* has the value 0, the result shall be stored on all images, otherwise, only on the specified image. This function operates on numeric values and character strings.

Arguments:

a	intent(inout) An array descriptor for the data to be processed. On the destination image(s) the result overwrites the old content.
result_image	intent(in) The ID of the image to which the reduced value should be copied to; if zero, it has to be copied to all images.

stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
a_len	intent(in) the string length of argument *a*
errmsg_len	intent(in) the buffer size of errmsg

Notes: If *result_image* is nonzero, the data in the array descriptor *a* on all images except of the specified one become undefined; hence, the library may make use of this.

7.2.35 `_gfortran_caf_co_min` — Collective minimum reduction

Synopsis: `void _gfortran_caf_co_min (gfc_descriptor_t *a, int result_image, int *stat, char *errmsg, int a_len, size_t errmsg_len)`

Description:

Calculates for each array element of the variable *a* the minimum value for that element in the current team; if *result_image* has the value 0, the result shall be stored on all images, otherwise, only on the specified image. This function operates on numeric values and character strings.

Arguments:

a	intent(inout) An array descriptor for the data to be processed. On the destination image(s) the result overwrites the old content.
result_image	intent(in) The ID of the image to which the reduced value should be copied to; if zero, it has to be copied to all images.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
a_len	intent(in) the string length of argument *a*
errmsg_len	intent(in) the buffer size of errmsg

Notes: If *result_image* is nonzero, the data in the array descriptor *a* on all images except of the specified one become undefined; hence, the library may make use of this.

7.2.36 `_gfortran_caf_co_sum` — Collective summing reduction

Synopsis: `void _gfortran_caf_co_sum (gfc_descriptor_t *a, int result_image, int *stat, char *errmsg, size_t errmsg_len)`

Description:

Calculates for each array element of the variable *a* the sum of all values for that element in the current team; if *result_image* has the value 0, the result shall be stored on all images, otherwise, only on the specified image. This function operates on numeric values only.

Arguments:

a	intent(inout) An array descriptor with the data to be processed. On the destination image(s) the result overwrites the old content.
result_image	intent(in) The ID of the image to which the reduced value should be copied to; if zero, it has to be copied to all images.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: If *result_image* is nonzero, the data in the array descriptor *a* on all images except of the specified one become undefined; hence, the library may make use of this.

7.2.37 `_gfortran_caf_co_reduce` — Generic collective reduction

Synopsis:
```
void _gfortran_caf_co_reduce (gfc_descriptor_t *a, void * (*opr)
(void *, void *), int opr_flags, int result_image, int *stat, char
*errmsg, int a_len, size_t errmsg_len)
```

Description:

Calculates for each array element of the variable *a* the reduction value for that element in the current team; if *result_image* has the value 0, the result shall be stored on all images, otherwise, only on the specified image. The *opr* is a pure function doing a mathematically commutative and associative operation.

The *opr_flags* denote the following; the values are bitwise ored. `GFC_CAF_BYREF` (1) if the result should be returned by reference; `GFC_CAF_HIDDENLEN` (2) whether the result and argument string lengths shall be specified as hidden arguments; `GFC_CAF_ARG_VALUE` (4) whether the arguments shall be passed by value, `GFC_CAF_ARG_DESC` (8) whether the arguments shall be passed by descriptor.

Arguments:

a	intent(inout) An array descriptor with the data to be processed. On the destination image(s) the result overwrites the old content.
opr	intent(in) Function pointer to the reduction function
opr_flags	intent(in) Flags regarding the reduction function
result_image	intent(in) The ID of the image to which the reduced value should be copied to; if zero, it has to be copied to all images.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.

a_len	intent(in) the string length of argument *a*
errmsg_len	intent(in) the buffer size of errmsg

Notes: If *result_image* is nonzero, the data in the array descriptor *a* on all images except of the specified one become undefined; hence, the library may make use of this.

For character arguments, the result is passed as first argument, followed by the result string length, next come the two string arguments, followed by the two hidden string length arguments. With C binding, there are no hidden arguments and by-reference passing and either only a single character is passed or an array descriptor.

7.2.38 `_gfortran_caf_form_team` — Team creation function

Synopsis: `void _gfortran_caf_form_team (int team_id, caf_team_t *team, int *new_index, int *stat, char *errmsg, size_t errmsg_len)`

Description:

Create a team. All images giving the same *team_id* in a call to `FORM TEAM` will form a new team addressable by the opaque handle *team* which is of type `team_type` from the intrinsic module Section 9.1 [ISO_FORTRAN_ENV], page 311. In the team the image gets the image index given by *new_index* if present. If *new_index* is absent, then an implementation specific index is assigned.

Arguments:

team_id	intent(in) A unique id for each team to form. Images giving the same *team_id* in a call to `FORM TEAM` belong to the same team.
team	intent(out) The opaque pointer to the newly formed team
new_index	intent(in) If non-null gives the unique index of this image in the newly formed team. When no *new_index* is given, the caf-library is free to choose a unique index.
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: The id given in *team_id* has to be unique in all subsequent calls to `FORM TEAM` on the same image. That id is the same used in `TEAM_NUMBER=` of coarray indexes, which motivates the uniqueness.

The index given in *new_index* needs to be unique among all members of team to create. Failing uniqueness may lead to misbehaviour, which depends on the caf-library's implementation. The library is free to implement checks for this, which imposes overhead and therefore may be avoided.

7.2.39 _gfortran_caf_change_team — Team activation function

Synopsis: `void _gfortran_caf_change_team (caf_team_t team, int *stat, char *errmsg, size_t errmsg_len)`

Description:
Actives the team given by *team*, which must be formed but not active yet. This routine starts a new epoch on the coarray memory pool. All coarrays registered from now on, will be freeed once the team is terminated.

Arguments:

team	intent(inout) The opaque pointer to an already formed team
stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

Notes: When an error occurs and *stat* is non-null, it will be set. Nevertheless will the Fortran program continue with the first statement in the change team block.

7.2.40 _gfortran_caf_end_team — Team termination function

Synopsis: `void _gfortran_caf_end_team (int *stat, char *errmsg, size_t errmsg_len)`

Description:
Terminates the last team changed to. The coarray memory epoch is terminated and all coarrays allocated since the execution of `CHANGE TEAM` are freeed.

Arguments:

stat	intent(out) Stores the status STAT= and may be NULL.
errmsg	intent(out) When an error occurs, this is set to an error message; may be NULL.
errmsg_len	intent(in) the buffer size of errmsg

7.2.41 _gfortran_caf_sync_team — Synchronize all images of a given team

Synopsis: `void _gfortran_caf_sync_team (caf_team_t team, int *stat, char *errmsg, size_t errmsg_len)`

Description:
Blocks execution of the image calling `SYNC TEAM` until all images of the team given by *team* have joined the synchronisation call.

Arguments:

team	intent(in) The opaque pointer to an active team
stat	intent(out) Stores the status STAT= and may be NULL.

errmsg intent(out) When an error occurs, this is set to an error message; may be NULL.

errmsg_len intent(in) the buffer size of errmsg

7.2.42 `_gfortran_caf_get_team` — Get the opaque handle of the specified team

Synopsis: `caf_team_t _gfortran_caf_get_team (int32_t *level)`

Description:

Get the current team, when *level* is null, or the team specified by *level* set to `INITIAL_TEAM`, `PARENT_TEAM` or `CURRENT_TEAM` from the `ISO_FORTRAN_ENV` intrinsic module. When being on the `INITIAL_TEAM` and requesting its `PARENT_TEAM`, then the initial team is returned.

Arguments:

level intent(in) If set to one of the levels specified in the `ISO_FORTRAN_ENV` module, the function returns the handle of the given team. Values different from the allowed ones lead to a runtime error.

7.2.43 `_gfortran_caf_team_number` — Get the unique id of the given team

Synopsis: `int _gfortran_caf_team_number (caf_team_t team)`

Description:

The team id given when forming the team Section 7.2.38 [_gfortran_caf_form_team], page 115, of the team specified by *team*, if given, or of the current team, if *team* is absent. It is a runtime error to specify a non-existing team. The team has to be formed, i.e., it is not necessary that it is changed into to get the team number. The initial team has the team number `-1`.

Arguments:

team intent(in) The team for which the team id is desired.

8 Intrinsic Procedures

8.1 Introduction to intrinsic procedures

The intrinsic procedures provided by GNU Fortran include procedures required by the Fortran 95 and later supported standards, and a set of intrinsic procedures for backwards compatibility with G77. Any conflict between a description here and a description in the Fortran standards is unintentional, and the standard(s) should be considered authoritative.

The enumeration of the `KIND` type parameter is processor defined in the Fortran 95 standard. GNU Fortran defines the default integer type and default real type by `INTEGER(KIND=4)` and `REAL(KIND=4)`, respectively. The standard mandates that both data types shall have another kind that has more precision. On typical target architectures supported by `gfortran`, this kind type parameter is `KIND=8`. Hence, `REAL(KIND=8)` and `DOUBLE PRECISION` are equivalent. In the description of generic intrinsic procedures, the kind type parameter is specified by `KIND=*`, and in the description of specific names for an intrinsic procedure the kind type parameter is explicitly given (e.g., `REAL(KIND=4)` or `REAL(KIND=8)`). Finally, for brevity the optional `KIND=` syntax is omitted.

Many of the intrinsic procedures take one or more optional arguments. This document follows the convention used in the Fortran 95 standard, and denotes such arguments by square brackets.

GNU Fortran offers the `-std=` command-line option, which can be used to restrict the set of intrinsic procedures to a given standard. By default, `gfortran` sets the `-std=gnu` option, and so all intrinsic procedures described here are accepted. There is one caveat. For a select group of intrinsic procedures, `g77` implemented both a function and a subroutine. Both classes have been implemented in `gfortran` for backwards compatibility with `g77`. It is noted here that these functions and subroutines cannot be intermixed in a given subprogram. In the descriptions that follow, the applicable standard for each intrinsic procedure is noted.

8.2 `ABORT` — Abort the program

Synopsis: `CALL ABORT`

Description:

`ABORT` causes immediate termination of the program. On operating systems that support a core dump, `ABORT` produces a core dump. It also prints a backtrace, unless `-fno-backtrace` is given.

Class: Subroutine

Return value:

Does not return.

Example:

```
program test_abort
  integer :: i = 1, j = 2
  if (i /= j) call abort
end program test_abort
```

Standard: GNU extension

See also: Section 8.106 [EXIT], page 191,
Section 8.169 [KILL], page 231,
Section 8.43 [BACKTRACE], page 148,

8.3 ABS — Absolute value

Synopsis: `RESULT = ABS(A)`

Description:
`ABS(A)` computes the absolute value of `A`.

Class: Elemental function

Arguments:

A	The type of the argument shall be an `INTEGER`, `REAL`, or `COMPLEX`.

Return value:
The return value is of the same type and kind as the argument except the return value is `REAL` for a `COMPLEX` argument.

Example:

```
program test_abs
  integer :: i = -1
  real :: x = -1.e0
  complex :: z = (-1.e0,0.e0)
  i = abs(i)
  x = abs(x)
  x = abs(z)
end program test_abs
```

Specific names:

Name	Argument	Return type	Standard
`ABS(A)`	`REAL(4) A`	`REAL(4)`	Fortran 77 and later
`CABS(A)`	`COMPLEX(4) A`	`REAL(4)`	Fortran 77 and later
`DABS(A)`	`REAL(8) A`	`REAL(8)`	Fortran 77 and later
`IABS(A)`	`INTEGER(4) A`	`INTEGER(4)`	Fortran 77 and later
`BABS(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIABS(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIABS(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIABS(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension
`ZABS(A)`	`COMPLEX(8) A`	`REAL(8)`	GNU extension
`CDABS(A)`	`COMPLEX(8) A`	`REAL(8)`	GNU extension

Standard: Fortran 77 and later, has overloads that are GNU extensions

8.4 ACCESS — Checks file access modes

Synopsis: `RESULT = ACCESS(NAME, MODE)`

Description:
`ACCESS(NAME, MODE)` checks whether the file *NAME* exists, is readable, writable or executable. Except for the executable check, `ACCESS` can be replaced by Fortran 95's `INQUIRE`.

Class: Inquiry function

Arguments:

NAME	Scalar `CHARACTER` of default kind with the file name. Trailing blank are ignored unless the character `achar(0)` is present, then all characters up to and excluding `achar(0)` are used as file name.
MODE	Scalar `CHARACTER` of default kind with the file access mode, may be any concatenation of `"r"` (readable), `"w"` (writable) and `"x"` (executable), or `" "` to check for existence.

Return value:

Returns a scalar `INTEGER`, which is `0` if the file is accessible in the given mode; otherwise or if an invalid argument has been given for `MODE` the value `1` is returned.

Example:

```
program access_test
  implicit none
  character(len=*), parameter :: file  = 'test.dat'
  character(len=*), parameter :: file2 = 'test.dat  '//achar(0)
  if(access(file,' ') == 0) print *, trim(file),' is exists'
  if(access(file,'r') == 0) print *, trim(file),' is readable'
  if(access(file,'w') == 0) print *, trim(file),' is writable'
  if(access(file,'x') == 0) print *, trim(file),' is executable'
  if(access(file2,'rwx') == 0) &
    print *, trim(file2),' is readable, writable and executable'
end program access_test
```

Standard: GNU extension

8.5 ACHAR — Character in ASCII collating sequence

Synopsis: `RESULT = ACHAR(I [, KIND])`

Description:

`ACHAR(I)` returns the character located at position `I` in the ASCII collating sequence.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `CHARACTER` with a length of one. If the *KIND* argument is present, the return value is of the specified kind and of the default kind otherwise.

Example:

```
program test_achar
```

```
  character c
  c = achar(32)
end program test_achar
```

Notes: See Section 8.149 [ICHAR], page 219, for a discussion of converting between numerical values and formatted string representations.

Standard: Fortran 77 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.63 [CHAR], page 160,
Section 8.141 [IACHAR], page 213,
Section 8.149 [ICHAR], page 219,

8.6 ACOS — Arccosine function

Synopsis: `RESULT = ACOS(X)`

Description:
`ACOS(X)` computes the arccosine of X (inverse of `COS(X)`).

Class: Elemental function

Arguments:

X	The type shall either be `REAL` with a magnitude that is less than or equal to one - or the type shall be `COMPLEX`.

Return value:
The return value is of the same type and kind as X. The real part of the result is in radians and lies in the range $0 \leq \Re \operatorname{acos}(x) \leq \pi$.

Example:

```
program test_acos
  real(8) :: x = 0.866_8
  x = acos(x)
end program test_acos
```

Specific names:

Name	Argument	Return type	Standard
`ACOS(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DACOS(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument Fortran 2008 or later

See also: Inverse function:
Section 8.77 [COS], page 171,
Degrees function:
Section 8.7 [ACOSD], page 122,

8.7 ACOSD — Arccosine function, degrees

Synopsis: `RESULT = ACOSD(X)`

Description:
`ACOSD(X)` computes the arccosine of X in degrees (inverse of `COSD(X)`).

Class: Elemental function

Arguments:

X	The type shall either be `REAL` with a magnitude that is less than or equal to one.

Return value:
The return value is of the same type and kind as *X*. The real part of the result is in degrees and lies in the range $0 \leq \Re \operatorname{acos}(x) \leq 180$.

Example:

```
program test_acosd
  real(8) :: x = 0.866_8
  x = acosd(x)
end program test_acosd
```

Specific names:

Name	Argument	Return type	Standard
`ACOSD(X)`	`REAL(4) X`	`REAL(4)`	Fortran 2023
`DACOSD(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.78 [COSD], page 171,
Radians function:
Section 8.6 [ACOS], page 122,

8.8 `ACOSH` — Inverse hyperbolic cosine function

Synopsis: `RESULT = ACOSH(X)`

Description:
`ACOSH(X)` computes the inverse hyperbolic cosine of *X*.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has the same type and kind as *X*. If *X* is complex, the imaginary part of the result is in radians and lies between $0 \leq \Im \operatorname{acosh}(x) \leq \pi$.

Example:

```
PROGRAM test_acosh
  REAL(8), DIMENSION(3) :: x = (/ 1.0, 2.0, 3.0 /)
  WRITE (*,*) ACOSH(x)
END PROGRAM
```

Specific names:

Name	Argument	Return type	Standard
`DACOSH(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

See also: Inverse function:
Section 8.79 [COSH], page 172,

8.9 ACOSPI — Circular arc cosine function

Description:
`ACOSPI(X)` computes $\text{acos}(x)/\pi$, which is a measure of an angle in half-revolutions.

Standard: Fortran 2023

Class: Elemental function

Syntax: `RESULT = ACOSPI(X)`

Arguments:
X The type shall be `REAL` with $-1 \leq x \leq 1$.

Return value:
The return value has the same type and kind as *X*. It is expressed in half-revolutions and satisfies $0 \leq \text{acospi}(x) \leq 1$.

Example:

```
program test_acospi
  implicit none
  real, parameter :: x = 0.123, y(3) = [0.123, 0.45, 0.8]
  real, parameter :: a = acospi(x), b(3) = acospi(y)
  call foo(x, y)
contains
  subroutine foo(u, v)
    real, intent(in) :: u, v(:)
    real :: f, g(size(v))
    f = acospi(u)
    g = acospi(v)
    if (abs(a - f) > 8 * epsilon(f)) stop 1
    if (any(abs(g - b) > 8 * epsilon(f))) stop 2
  end subroutine foo
end program test_acospi
```

See also: Section 8.23 [ASINPI], page 133,
Section 8.28 [ATAN2PI], page 137,
Section 8.31 [ATANPI], page 139,

8.10 ADJUSTL — Left adjust a string

Synopsis: `RESULT = ADJUSTL(STRING)`

Description:
`ADJUSTL(STRING)` left adjusts a string by removing leading spaces. Spaces are inserted at the end of the string as needed.

Class: Elemental function

Arguments:
STRING The type shall be `CHARACTER`.

Return value:
The return value is of type `CHARACTER` and of the same kind as *STRING* where leading spaces are removed and the same number of spaces are inserted on the end of *STRING*.

Example:

```
program test_adjustl
  character(len=20) :: str = '   gfortran'
  str = adjustl(str)
  print *, str
end program test_adjustl
```

Standard: Fortran 90 and later

See also: Section 8.11 [ADJUSTR], page 125,
Section 8.288 [TRIM], page 304,

8.11 `ADJUSTR` — Right adjust a string

Synopsis: `RESULT = ADJUSTR(STRING)`

Description:
`ADJUSTR(STRING)` right adjusts a string by removing trailing spaces. Spaces are inserted at the start of the string as needed.

Class: Elemental function

Arguments:
STR The type shall be `CHARACTER`.

Return value:
The return value is of type `CHARACTER` and of the same kind as *STRING* where trailing spaces are removed and the same number of spaces are inserted at the start of *STRING*.

Example:

```
program test_adjustr
  character(len=20) :: str = 'gfortran'
  str = adjustr(str)
  print *, str
end program test_adjustr
```

Standard: Fortran 90 and later

See also: Section 8.10 [ADJUSTL], page 124,
Section 8.288 [TRIM], page 304,

8.12 `AIMAG` — Imaginary part of complex number

Synopsis: `RESULT = AIMAG(Z)`

Description:
`AIMAG(Z)` yields the imaginary part of complex argument `Z`. The `IMAG(Z)` and `IMAGPART(Z)` intrinsic functions are provided for compatibility with `g77`, and their use in new code is strongly discouraged.

Class: Elemental function

Arguments:

Z	The type of the argument shall be `COMPLEX`.

Return value:

The return value is of type `REAL` with the kind type parameter of the argument.

Example:

```
program test_aimag
  complex(4) z4
  complex(8) z8
  z4 = cmplx(1.e0_4, 0.e0_4)
  z8 = cmplx(0.e0_8, 1.e0_8)
  print *, aimag(z4), dimag(z8)
end program test_aimag
```

Specific names:

Name	Argument	Return type	Standard
`AIMAG(Z)`	`COMPLEX Z`	`REAL`	Fortran 77 and later
`DIMAG(Z)`	`COMPLEX(8) Z`	`REAL(8)`	GNU extension
`IMAG(Z)`	`COMPLEX Z`	`REAL`	GNU extension
`IMAGPART(Z)`	`COMPLEX Z`	`REAL`	GNU extension

Standard: Fortran 77 and later, has overloads that are GNU extensions

8.13 `AINT` — Truncate to a whole number

Synopsis: `RESULT = AINT(A [, KIND])`

Description:

`AINT(A [, KIND])` truncates its argument to a whole number.

Class: Elemental function

Arguments:

A	The type of the argument shall be `REAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `REAL` with the kind type parameter of the argument if the optional *KIND* is absent; otherwise, the kind type parameter is given by *KIND*. If the magnitude of *X* is less than one, `AINT(X)` returns zero. If the magnitude is equal to or greater than one then it returns the largest whole number that does not exceed its magnitude. The sign is the same as the sign of *X*.

Example:

```
program test_aint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, aint(x4), dint(x8)
```

```
  x8 = aint(x4,8)
end program test_aint
```

Specific names:

Name	Argument	Return type	Standard
AINT(A)	REAL(4) A	REAL(4)	Fortran 77 and later
DINT(A)	REAL(8) A	REAL(8)	Fortran 77 and later

Standard: Fortran 77 and later

8.14 ALARM — Execute a routine after a given delay

Synopsis: `CALL ALARM(SECONDS, HANDLER [, STATUS])`

Description:

`ALARM(SECONDS, HANDLER [, STATUS])` causes external subroutine *HANDLER* to be executed after a delay of *SECONDS* by using `alarm(2)` to set up a signal and `signal(2)` to catch it. If *STATUS* is supplied, it is returned with the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

Class: Subroutine

Arguments:

SECONDS	The type of the argument shall be a scalar `INTEGER`. It is `INTENT(IN)`.
HANDLER	Signal handler (`INTEGER FUNCTION` or `SUBROUTINE`) or dummy/global `INTEGER` scalar. The scalar values may be either `SIG_IGN=1` to ignore the alarm generated or `SIG_DFL=0` to set the default action. It is `INTENT(IN)`.
STATUS	(Optional) *STATUS* shall be a scalar variable of the default `INTEGER` kind. It is `INTENT(OUT)`.

Example:

```
program test_alarm
  external handler_print
  integer i
  call alarm (3, handler_print, i)
  print *, i
  call sleep(10)
end program test_alarm
```

This causes the external routine *handler_print* to be called after 3 seconds.

Standard: GNU extension

8.15 ALL — All values in *MASK* along *DIM* are true

Synopsis: `RESULT = ALL(MASK [, DIM])`

Description:

`ALL(MASK [, DIM])` determines if all the values are true in *MASK* in the array along dimension *DIM*.

Class: Transformational function

Arguments:

MASK	The type of the argument shall be `LOGICAL` and it shall not be scalar.
DIM	(Optional) *DIM* shall be a scalar integer with a value that lies between one and the rank of *MASK*.

Return value:

`ALL(MASK)` returns a scalar value of type `LOGICAL` where the kind type parameter is the same as the kind type parameter of *MASK*. If *DIM* is present, then `ALL(MASK, DIM)` returns an array with the rank of *MASK* minus 1. The shape is determined from the shape of *MASK* where the *DIM* dimension is elided.

(A) `ALL(MASK)` is true if all elements of *MASK* are true. It also is true if *MASK* has zero size; otherwise, it is false.

(B) If the rank of *MASK* is one, then `ALL(MASK,DIM)` is equivalent to `ALL(MASK)`. If the rank is greater than one, then `ALL(MASK,DIM)` is determined by applying `ALL` to the array sections.

Example:

```
program test_all
  logical l
  l = all((/.true., .true., .true./))
  print *, l
  call section
  contains
    subroutine section
      integer a(2,3), b(2,3)
      a = 1
      b = 1
      b(2,2) = 2
      print *, all(a .eq. b, 1)
      print *, all(a .eq. b, 2)
    end subroutine section
end program test_all
```

Standard: Fortran 90 and later

8.16 `ALLOCATED` — Status of an allocatable entity

Synopsis:

```
RESULT = ALLOCATED(ARRAY)
RESULT = ALLOCATED(SCALAR)
```

Description:

`ALLOCATED(ARRAY)` and `ALLOCATED(SCALAR)` check the allocation status of *ARRAY* and *SCALAR*, respectively.

Class: Inquiry function

Arguments:

ARRAY	The argument shall be an `ALLOCATABLE` array.
SCALAR	The argument shall be an `ALLOCATABLE` scalar.

Return value:
The return value is a scalar `LOGICAL` with the default logical kind type parameter. If the argument is allocated, then the result is `.TRUE.`; otherwise, it returns `.FALSE.`

Example:

```
program test_allocated
  integer :: i = 4
  real(4), allocatable :: x(:)
  if (.not. allocated(x)) allocate(x(i))
end program test_allocated
```

Standard: Fortran 90 and later; for the `SCALAR=` keyword and allocatable scalar entities, Fortran 2003 and later.

8.17 `AND` — Bitwise logical AND

Synopsis: `RESULT = AND(I, J)`

Description:
Bitwise logical `AND`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. For integer arguments, programmers should consider the use of the Section 8.143 [IAND], page 215, intrinsic defined by the Fortran standard.

Class: Function

Arguments:

I	The type shall be either a scalar `INTEGER` type or a scalar `LOGICAL` type or a boz-literal-constant.
J	The type shall be the same as the type of *I* or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants. If either *I* or *J* is a boz-literal-constant, then the other argument must be a scalar `INTEGER`.

Return value:
The return type is either a scalar `INTEGER` or a scalar `LOGICAL`. If the kind type parameters differ, then the smaller kind type is implicitly converted to larger kind, and the return has the larger kind. A boz-literal-constant is converted to an `INTEGER` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, occurred.

Example:

```
PROGRAM test_and
  LOGICAL :: T = .TRUE., F = .FALSE.
  INTEGER :: a, b
  DATA a / Z'F' /, b / Z'3' /

  WRITE (*,*) AND(T, T), AND(T, F), AND(F, T), AND(F, F)
  WRITE (*,*) AND(a, b)
END PROGRAM
```

Standard: GNU extension

See also: Fortran 95 elemental function:
Section 8.143 [IAND], page 215,

8.18 ANINT — Nearest whole number

Synopsis: `RESULT = ANINT(A [, KIND])`

Description:
`ANINT(A [, KIND])` rounds its argument to the nearest whole number.

Class: Elemental function

Arguments:

A	The type of the argument shall be `REAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type real with the kind type parameter of the argument if the optional *KIND* is absent; otherwise, the kind type parameter is given by *KIND*. If *A* is greater than zero, `ANINT(A)` returns `AINT(X+0.5)`. If *A* is less than or equal to zero then it returns `AINT(X-0.5)`.

Example:

```
program test_anint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, anint(x4), dnint(x8)
  x8 = anint(x4,8)
end program test_anint
```

Specific names:

Name	Argument	Return type	Standard
`ANINT(A)`	`REAL(4) A`	`REAL(4)`	Fortran 77 and later
`DNINT(A)`	`REAL(8) A`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later

8.19 ANY — Any value in *MASK* along *DIM* is true

Synopsis: `RESULT = ANY(MASK [, DIM])`

Description:
`ANY(MASK [, DIM])` determines if any of the values in the logical array *MASK* along dimension *DIM* are `.TRUE.`.

Class: Transformational function

Arguments:

MASK	The type of the argument shall be `LOGICAL` and it shall not be scalar.
DIM	(Optional) *DIM* shall be a scalar integer with a value that lies between one and the rank of *MASK*.

Return value:

`ANY(MASK)` returns a scalar value of type `LOGICAL` where the kind type parameter is the same as the kind type parameter of *MASK*. If *DIM* is present, then `ANY(MASK, DIM)` returns an array with the rank of *MASK* minus 1. The shape is determined from the shape of *MASK* where the *DIM* dimension is elided.

(A) `ANY(MASK)` is true if any element of *MASK* is true; otherwise, it is false. It also is false if *MASK* has zero size.

(B) If the rank of *MASK* is one, then `ANY(MASK,DIM)` is equivalent to `ANY(MASK)`. If the rank is greater than one, then `ANY(MASK,DIM)` is determined by applying `ANY` to the array sections.

Example:

```
program test_any
  logical l
  l = any((/.true., .true., .true./))
  print *, l
  call section
  contains
    subroutine section
      integer a(2,3), b(2,3)
      a = 1
      b = 1
      b(2,2) = 2
      print *, any(a .eq. b, 1)
      print *, any(a .eq. b, 2)
    end subroutine section
end program test_any
```

Standard: Fortran 90 and later

8.20 `ASIN` — Arcsine function

Synopsis: `RESULT = ASIN(X)`

Description:

`ASIN(X)` computes the arcsine of its X (inverse of `SIN(X)`).

Class: Elemental function

Arguments:

X The type shall be either `REAL` and a magnitude that is less than or equal to one - or be `COMPLEX`.

Return value:

The return value is of the same type and kind as X. The real part of the result is in radians and lies in the range $-\pi/2 \leq \Re \operatorname{asin}(x) \leq \pi/2$.

Example:

```
program test_asin
  real(8) :: x = 0.866_8
  x = asin(x)
end program test_asin
```

Specific names:

Name	Argument	Return type	Standard
`ASIN(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DASIN(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument Fortran 2008 or later

See also: Inverse function:
Section 8.258 [SIN], page 285,
Degrees function:
Section 8.21 [ASIND], page 132,

8.21 `ASIND` — Arcsine function, degrees

Synopsis: `RESULT = ASIND(X)`

Description:
`ASIND(X)` computes the arcsine of its X in degrees (inverse of `SIND(X)`).

Class: Elemental function

Arguments:

X	The type shall be either `REAL` and a magnitude that is less than or equal to one.

Return value:
The return value is of the same type and kind as X. The result is in degrees and lies in the range $-90 \leq \Re \operatorname{asin}(x) \leq 90$.

Example:

```
program test_asind
  real(8) :: x = 0.866_8
  x = asind(x)
end program test_asind
```

Specific names:

Name	Argument	Return type	Standard
`ASIND(X)`	`REAL(4) X`	`REAL(4)`	Fortran 2023
`DASIND(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.259 [SIND], page 286,
Radians function:
Section 8.20 [ASIN], page 131,

8.22 `ASINH` — Inverse hyperbolic sine function

Synopsis: `RESULT = ASINH(X)`

Description:
`ASINH(X)` computes the inverse hyperbolic sine of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:

The return value is of the same type and kind as X. If X is complex, the imaginary part of the result is in radians and lies between $-\pi/2 \leq \Im \operatorname{asinh}(x) \leq \pi/2$.

Example:

```
PROGRAM test_asinh
  REAL(8), DIMENSION(3) :: x = (/ -1.0, 0.0, 1.0 /)
  WRITE (*,*) ASINH(x)
END PROGRAM
```

Specific names:

Name	Argument	Return type	Standard
`DASINH(X)`	`REAL(8) X`	`REAL(8)`	GNU extension.

Standard: Fortran 2008 and later

See also: Inverse function:
Section 8.260 [SINH], page 286,

8.23 `ASINPI` — Circular arc sine function

Description:

`ASINPI(X)` computes $\operatorname{asin}(x)/\pi$, which is a measure of an angle in half-revolutions.

Standard: Fortran 2023

Class: Elemental function

Syntax: `RESULT = ASINPI(X)`

Arguments:

X	The type shall be `REAL` with $-1 \leq x \leq 1$.

Return value:

The return value has the same type and kind as X. It is expressed in half-revolutions and satisfies $-0.5 \leq \operatorname{asinpi}(x) \leq 0.5$.

Example:

```
program test_asinpi
  implicit none
  real, parameter :: x = 0.123, y(3) = [0.123, 0.45, 0.8]
  real, parameter :: a = asinpi(x), b(3) = asinpi(y)
  call foo(x, y)
contains
  subroutine foo(u, v)
    real, intent(in) :: u, v(:)
    real :: f, g(size(v))
    f = asinpi(u)
    g = asinpi(v)
    if (abs(a - f) > 8 * epsilon(f)) stop 1
    if (any(abs(g - b) > 8 * epsilon(f))) stop 2
  end subroutine foo
end program test_asinpi
```

See also: Section 8.9 [ACOSPI], page 124,
Section 8.28 [ATAN2PI], page 137,
Section 8.31 [ATANPI], page 139,

8.24 ASSOCIATED — Status of a pointer or pointer/target pair

Synopsis: `RESULT = ASSOCIATED(POINTER [, TARGET])`

Description:
`ASSOCIATED(POINTER [, TARGET])` determines the status of the pointer *POINTER* or if *POINTER* is associated with the target *TARGET*.

Class: Inquiry function

Arguments:

POINTER	*POINTER* shall have the `POINTER` attribute and it can be of any type.
TARGET	(Optional) *TARGET* shall be a pointer or a target. It must have the same type, kind type parameter, and array rank as *POINTER*.

The association status of neither *POINTER* nor *TARGET* shall be undefined.

Return value:
`ASSOCIATED(POINTER)` returns a scalar value of type `LOGICAL(4)`. There are several cases:

(A) When the optional *TARGET* is not present then `ASSOCIATED(POINTER)` is true if *POINTER* is associated with a target; otherwise, it returns false.

(B) If *TARGET* is present and a scalar target, the result is true if *TARGET* is not a zero-sized storage sequence and the target associated with *POINTER* occupies the same storage units. If *POINTER* is disassociated, the result is false.

(C) If *TARGET* is present and an array target, the result is true if *TARGET* and *POINTER* have the same shape, are not zero-sized arrays, are arrays whose elements are not zero-sized storage sequences, and *TARGET* and *POINTER* occupy the same storage units in array element order. As in case(B), the result is false, if *POINTER* is disassociated.

(D) If *TARGET* is present and an scalar pointer, the result is true if *TARGET* is associated with *POINTER*, the target associated with *TARGET* are not zero-sized storage sequences and occupy the same storage units. The result is false, if either *TARGET* or *POINTER* is disassociated.

(E) If *TARGET* is present and an array pointer, the result is true if target associated with *POINTER* and the target associated with *TARGET* have the same shape, are not zero-sized arrays, are ar-

rays whose elements are not zero-sized storage sequences, and *TARGET* and *POINTER* occupy the same storage units in array element order. The result is false, if either *TARGET* or *POINTER* is disassociated.

Example:

```
program test_associated
   implicit none
   real, target  :: tgt(2) = (/1., 2./)
   real, pointer :: ptr(:)
   ptr => tgt
   if (associated(ptr)     .eqv. .false.) call abort
   if (associated(ptr,tgt) .eqv. .false.) call abort
end program test_associated
```

Standard: Fortran 90 and later

See also: Section 8.215 [NULL], page 259,

8.25 ATAN — Arctangent function

Synopsis:

```
RESULT = ATAN(X)
RESULT = ATAN(Y, X)
```

Description:

`ATAN(X)` computes the arctangent of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`; if Y is present, X shall be REAL.
Y	The type and kind type parameter shall be the same as X.

Return value:

The return value is of the same type and kind as X. If Y is present, the result is identical to `ATAN2(Y,X)`. Otherwise, it is the arctangent of X, where the real part of the result is in radians and lies in the range $-\pi/2 \leq \Re \operatorname{atan}(x) \leq \pi/2$.

Example:

```
program test_atan
  real(8) :: x = 2.866_8
  x = atan(x)
end program test_atan
```

Specific names:

Name	Argument	Return type	Standard
`ATAN(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DATAN(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument and for two arguments Fortran 2008 or later

See also: Inverse function:
Section 8.276 [TAN], page 297,
Degrees function:
Section 8.29 [ATAND], page 138,

8.26 ATAN2 — Arctangent function

Synopsis: `RESULT = ATAN2(Y, X)`

Description:
`ATAN2(Y, X)` computes the principal value of the argument function of the complex number $X+iY$. This function can be used to transform from Cartesian into polar coordinates and allows to determine the angle in the correct quadrant.

Class: Elemental function

Arguments:

Y	The type shall be `REAL`.
X	The type and kind type parameter shall be the same as Y. If Y is zero, then X must be nonzero.

Return value:
The return value has the same type and kind type parameter as Y. It is the principal value of the complex number $X + iY$. If X is nonzero, then it lies in the range $-\pi \leq \mathrm{atan}(x) \leq \pi$. The sign is positive if Y is positive. If Y is zero, then the return value is zero if X is strictly positive, π if X is negative and Y is positive zero (or the processor does not handle signed zeros), and $-\pi$ if X is negative and Y is negative zero. Finally, if X is zero, then the magnitude of the result is $\pi/2$.

Example:

```
program test_atan2
  real(4) :: x = 1.e0_4, y = 0.5e0_4
  x = atan2(y,x)
end program test_atan2
```

Specific names:

Name	Argument	Return type	Standard
`ATAN2(X, Y)`	`REAL(4) X, Y`	`REAL(4)`	Fortran 77 and later
`DATAN2(X, Y)`	`REAL(8) X, Y`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later

See also: Alias:
Section 8.25 [ATAN], page 135,
Degrees function:
Section 8.27 [ATAN2D], page 136,

8.27 ATAN2D — Arctangent function, degrees

Synopsis: `RESULT = ATAN2D(Y, X)`

Description:
`ATAN2D(Y, X)` computes the principal value of the argument function of the complex number $X + iY$ in degrees. This function can be used to transform from Cartesian into polar coordinates and allows to determine the angle in the correct quadrant.

Class: Elemental function

Arguments:

Y	The type shall be `REAL`.
X	The type and kind type parameter shall be the same as Y. If Y is zero, then X must be nonzero.

Return value:
The return value has the same type and kind type parameter as Y. It is the principal value of the complex number $X + iY$. If X is nonzero, then it lies in the range $-180 \leq \text{atan}(x) \leq 180$. The sign is positive if Y is positive. If Y is zero, then the return value is zero if X is strictly positive, 180 if X is negative and Y is positive zero (or the processor does not handle signed zeros), and -180 if X is negative and Y is negative zero. Finally, if X is zero, then the magnitude of the result is 90.

Example:

```
program test_atan2d
  real(4) :: x = 1.e0_4, y = 0.5e0_4
  x = atan2d(y,x)
end program test_atan2d
```

Specific names:

Name	Argument	Return type	Standard
`ATAN2D(X, Y)`	`REAL(4) X, Y`	`REAL(4)`	Fortran 2023
`DATAN2D(X, Y)`	`REAL(8) X, Y`	`REAL(8)`	GNU extension

Standard: Fortran 2023

See also: Alias:
Section 8.29 [ATAND], page 138,
Radians function:
Section 8.26 [ATAN2], page 136,

8.28 `ATAN2PI` — Circular arc tangent function

Description:
`ATAN2PI(Y, X)` computes $\text{atan2}(y, x)/\pi$, and provides a measure of an angle in half-revolutions within the proper quadrant.

Standard: Fortran 2023

Class: Elemental function

Syntax: `RESULT = ATAN2PI(Y, X)`

Arguments:

Y	The type shall be `REAL`.

X	The type and kind type parameter shall be the same as Y. If Y is zero, then X shall be nonzero.

Return value:

The return value has the same type and kind type parameter as Y and satisfies $-1 \leq \text{atan2}(y, x)/\pi \leq 1$.

Example:

```
program test_atan2pi
  real(kind=4) :: x = 1.e0_4, y = 0.5e0_4
  x = atan2pi(y, x)
end program test_atan2pi
```

See also: Section 8.9 [ACOSPI], page 124,
Section 8.23 [ASINPI], page 133,
Section 8.31 [ATANPI], page 139,

8.29 `ATAND` — Arctangent function, degrees

Synopsis:

```
RESULT = ATAND(X)
RESULT = ATAND(Y, X)
```

Description:

`ATAND(X)` computes the arctangent of X in degrees (inverse of Section 8.277 [TAND], page 298).

Class: Elemental function

Arguments:

X	The type shall be `REAL`.
Y	The type and kind type parameter shall be the same as X.

Return value:

The return value is of the same type and kind as X. If Y is present, the result is identical to `ATAN2D(Y, X)`. Otherwise, the result is in degrees and lies in the range $-90 \leq \text{atand}(x) \leq 90$.

Example:

```
program test_atand
  real(8) :: x = 2.866_8
  real(4) :: x1 = 1.e0_4, y1 = 0.5e0_4
  x = atand(x)
  x1 = atand(y1, x1)
end program test_atand
```

Specific names:

Name	Argument	Return type	Standard
`ATAND(X)`	`REAL(4) X`	`REAL(4)`	Fortran 2023
`DATAND(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.277 [TAND], page 298,
Radians function:
Section 8.25 [ATAN], page 135,

8.30 ATANH — Inverse hyperbolic tangent function

Synopsis: `RESULT = ATANH(X)`

Description:
`ATANH(X)` computes the inverse hyperbolic tangent of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as X. If X is complex, the imaginary part of the result is in radians and lies between $-\pi/2 \leq \Im \operatorname{atanh}(x) \leq \pi/2$.

Example:

```
PROGRAM test_atanh
  REAL, DIMENSION(3) :: x = (/ -1.0, 0.0, 1.0 /)
  WRITE (*,*) ATANH(x)
END PROGRAM
```

Specific names:

Name	Argument	Return type	Standard
`DATANH(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

See also: Inverse function:
Section 8.278 [TANH], page 298,

8.31 ATANPI — Circular arc tangent function

Description:
`ATANPI(X)` computes $\operatorname{atan}(x)/\pi$. `ATANPI(Y, X)` computes $\operatorname{atan2}(y, x)/\pi$. These provide a measure of an angle in half-revolutions.

Standard: Fortran 2023

Class: Elemental function

Syntax:

```
RESULT = ATANPI(X)
RESULT = ATANPI(Y, X)
```

Arguments:

Y	The type shall be `REAL`.
X	If Y appears, X shall have the same type and kind as Y. If Y is zero, then X shall not be zero. If Y does not appear in a function reference, then X shall be `REAL`.

Return value:
The return value has the same type and kind as X. It is expressed in half-revolutions and satisfies $-0.5 \leq \text{atanpi}(x) \leq 0.5$.

Example:

```
program test_atanpi
  implicit none
  real, parameter :: x = 0.123, y(3) = [0.123, 0.45, 0.8]
  real, parameter :: a = atanpi(x), b(3) = atanpi(y)
  call foo(x, y)
contains
  subroutine foo(u, v)
    real, intent(in) :: u, v(:)
    real :: f, g(size(v))
    f = atanpi(u)
    g = atanpi(v)
    if (abs(a - f) > 8 * epsilon(f)) stop 1
    if (any(abs(g - b) > 8 * epsilon(f))) stop 2
  end subroutine foo
end program test_atanpi
```

See also: Section 8.9 [ACOSPI], page 124,
Section 8.23 [ASINPI], page 133,
Section 8.28 [ATAN2PI], page 137,

8.32 `ATOMIC_ADD` — Atomic ADD operation

Synopsis: `CALL ATOMIC_ADD (ATOM, VALUE [, STAT])`

Description:
`ATOMIC_ADD(ATOM, VALUE)` atomically adds the value of *VALUE* to the variable *ATOM*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*]
  call atomic_add (atom[1], this_image())
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.36 [ATOMIC_FETCH_ADD], page 143,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.33 [ATOMIC_AND], page 141,
Section 8.40 [ATOMIC_OR], page 146,
Section 8.42 [ATOMIC_XOR], page 148,

8.33 ATOMIC_AND — Atomic bitwise AND operation

Synopsis: `CALL ATOMIC_AND (ATOM, VALUE [, STAT])`

Description:

`ATOMIC_AND(ATOM, VALUE)` atomically defines *ATOM* with the bitwise AND between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*]
  call atomic_and (atom[1], int(b'10100011101'))
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.37 [ATOMIC_FETCH_AND], page 144,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.32 [ATOMIC_ADD], page 140,
Section 8.40 [ATOMIC_OR], page 146,
Section 8.42 [ATOMIC_XOR], page 148,

8.34 ATOMIC_CAS — Atomic compare and swap

Synopsis: `CALL ATOMIC_CAS (ATOM, OLD, COMPARE, NEW [, STAT])`

Description:

`ATOMIC_CAS` compares the variable *ATOM* with the value of *COMPARE*; if the value is the same, *ATOM* is set to the value of *NEW*. Additionally, *OLD* is set

to the value of *ATOM* that was used for the comparison. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of either integer type with `ATOMIC_INT_KIND` kind or logical type with `ATOMIC_LOGICAL_KIND` kind.
OLD	Scalar of the same type and kind as *ATOM*.
COMPARE	Scalar variable of the same type and kind as *ATOM*.
NEW	Scalar variable of the same type as *ATOM*. If kind is different, the value is converted to the kind of *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  logical(atomic_logical_kind) :: atom[*], prev
  call atomic_cas (atom[1], prev, .false., .true.))
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.41 [ATOMIC_REF], page 147,
Section 9.1 [ISO_FORTRAN_ENV], page 311,

8.35 `ATOMIC_DEFINE` — Setting a variable atomically

Synopsis: `CALL ATOMIC_DEFINE (ATOM, VALUE [, STAT])`

Description:

`ATOMIC_DEFINE(ATOM, VALUE)` defines the variable *ATOM* with the value *VALUE* atomically. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of either integer type with `ATOMIC_INT_KIND` kind or logical type with `ATOMIC_LOGICAL_KIND` kind.

VALUE Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
STAT (optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*]
  call atomic_define (atom[1], this_image())
end program atomic
```

Standard: Fortran 2008 and later; with *STAT*, TS 18508 or later

See also: Section 8.41 [ATOMIC_REF], page 147,
Section 8.34 [ATOMIC_CAS], page 141,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.32 [ATOMIC_ADD], page 140,
Section 8.33 [ATOMIC_AND], page 141,
Section 8.40 [ATOMIC_OR], page 146,
Section 8.42 [ATOMIC_XOR], page 148,

8.36 ATOMIC_FETCH_ADD — Atomic ADD operation with prior fetch

Synopsis: `CALL ATOMIC_FETCH_ADD (ATOM, VALUE, OLD [, STAT])`

Description:

`ATOMIC_FETCH_ADD(ATOM, VALUE, OLD)` atomically stores the value of *ATOM* in *OLD* and adds the value of *VALUE* to the variable *ATOM*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind. `ATOMIC_LOGICAL_KIND` kind.

VALUE Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
OLD Scalar of the same type and kind as *ATOM*.
STAT (optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*], old
  call atomic_add (atom[1], this_image(), old)
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.32 [ATOMIC_ADD], page 140,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.37 [ATOMIC_FETCH_AND], page 144,
Section 8.38 [ATOMIC_FETCH_OR], page 144,
Section 8.39 [ATOMIC_FETCH_XOR], page 145,

8.37 ATOMIC_FETCH_AND — Atomic bitwise AND operation with prior fetch

Synopsis: `CALL ATOMIC_FETCH_AND (ATOM, VALUE, OLD [, STAT])`

Description:

`ATOMIC_AND(ATOM, VALUE)` atomically stores the value of *ATOM* in *OLD* and defines *ATOM* with the bitwise AND between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
OLD	Scalar of the same type and kind as *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*], old
  call atomic_fetch_and (atom[1], int(b'10100011101'), old)
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.33 [ATOMIC_AND], page 141,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.36 [ATOMIC_FETCH_ADD], page 143,
Section 8.38 [ATOMIC_FETCH_OR], page 144,
Section 8.39 [ATOMIC_FETCH_XOR], page 145,

8.38 ATOMIC_FETCH_OR — Atomic bitwise OR operation with prior fetch

Synopsis: `CALL ATOMIC_FETCH_OR (ATOM, VALUE, OLD [, STAT])`

Description:
`ATOMIC_OR(ATOM, VALUE)` atomically stores the value of *ATOM* in *OLD* and defines *ATOM* with the bitwise OR between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
OLD	Scalar of the same type and kind as *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*], old
  call atomic_fetch_or (atom[1], int(b'10100011101'), old)
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.40 [ATOMIC_OR], page 146,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.36 [ATOMIC_FETCH_ADD], page 143,
Section 8.37 [ATOMIC_FETCH_AND], page 144,
Section 8.39 [ATOMIC_FETCH_XOR], page 145,

8.39 `ATOMIC_FETCH_XOR` — Atomic bitwise XOR operation with prior fetch

Synopsis: `CALL ATOMIC_FETCH_XOR (ATOM, VALUE, OLD [, STAT])`

Description:
`ATOMIC_XOR(ATOM, VALUE)` atomically stores the value of *ATOM* in *OLD* and defines *ATOM* with the bitwise XOR between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
OLD	Scalar of the same type and kind as *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*], old
  call atomic_fetch_xor (atom[1], int(b'10100011101'), old)
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.42 [ATOMIC_XOR], page 148,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.36 [ATOMIC_FETCH_ADD], page 143,
Section 8.37 [ATOMIC_FETCH_AND], page 144,
Section 8.38 [ATOMIC_FETCH_OR], page 144,

8.40 `ATOMIC_OR` — Atomic bitwise OR operation

Synopsis: `CALL ATOMIC_OR (ATOM, VALUE [, STAT])`

Description:

`ATOMIC_OR(ATOM, VALUE)` atomically defines *ATOM* with the bitwise AND between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*]
  call atomic_or (atom[1], int(b'10100011101'))
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.38 [ATOMIC_FETCH_OR], page 144,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.32 [ATOMIC_ADD], page 140,
Section 8.40 [ATOMIC_OR], page 146,
Section 8.42 [ATOMIC_XOR], page 148,

8.41 ATOMIC_REF — Obtaining the value of a variable atomically

Synopsis: `CALL ATOMIC_REF(VALUE, ATOM [, STAT])`

Description:

`ATOMIC_DEFINE(ATOM, VALUE)` atomically assigns the value of the variable *ATOM* to *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
ATOM	Scalar coarray or coindexed variable of either integer type with `ATOMIC_INT_KIND` kind or logical type with `ATOMIC_LOGICAL_KIND` kind.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  logical(atomic_logical_kind) :: atom[*]
  logical :: val
  call atomic_ref (atom, .false.)
  ! ...
  call atomic_ref (atom, val)
  if (val) then
    print *, "Obtained"
  end if
end program atomic
```

Standard: Fortran 2008 and later; with *STAT*, TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.34 [ATOMIC_CAS], page 141,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.36 [ATOMIC_FETCH_ADD], page 143,
Section 8.37 [ATOMIC_FETCH_AND], page 144,

Section 8.38 [ATOMIC_FETCH_OR], page 144,
Section 8.39 [ATOMIC_FETCH_XOR], page 145,

8.42 ATOMIC_XOR — Atomic bitwise OR operation

Synopsis: `CALL ATOMIC_XOR (ATOM, VALUE [, STAT])`

Description:

`ATOMIC_AND(ATOM, VALUE)` atomically defines *ATOM* with the bitwise XOR between the values of *ATOM* and *VALUE*. When *STAT* is present and the invocation was successful, it is assigned the value 0. If it is present and the invocation has failed, it is assigned a positive value; in particular, for a coindexed *ATOM*, if the remote image has stopped, it is assigned the value of `ISO_FORTRAN_ENV`'s `STAT_STOPPED_IMAGE` and if the remote image has failed, the value `STAT_FAILED_IMAGE`.

Class: Atomic subroutine

Arguments:

ATOM	Scalar coarray or coindexed variable of integer type with `ATOMIC_INT_KIND` kind.
VALUE	Scalar of the same type as *ATOM*. If the kind is different, the value is converted to the kind of *ATOM*.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  integer(atomic_int_kind) :: atom[*]
  call atomic_xor (atom[1], int(b'10100011101'))
end program atomic
```

Standard: TS 18508 or later

See also: Section 8.35 [ATOMIC_DEFINE], page 142,
Section 8.39 [ATOMIC_FETCH_XOR], page 145,
Section 9.1 [ISO_FORTRAN_ENV], page 311,
Section 8.32 [ATOMIC_ADD], page 140,
Section 8.40 [ATOMIC_OR], page 146,
Section 8.42 [ATOMIC_XOR], page 148,

8.43 BACKTRACE — Show a backtrace

Synopsis: `CALL BACKTRACE`

Description:

`BACKTRACE` shows a backtrace at an arbitrary place in user code. Program execution continues normally afterwards. The backtrace information is printed to the unit corresponding to `ERROR_UNIT` in `ISO_FORTRAN_ENV`.

Class: Subroutine

Arguments:

None

Standard: GNU extension

See also: Section 8.2 [ABORT], page 119,

8.44 BESSEL_J0 — Bessel function of the first kind of order 0

Synopsis: `RESULT = BESSEL_J0(X)`

Description:
`BESSEL_J0(X)` computes the Bessel function of the first kind of order 0 of X. This function is available under the name `BESJ0` as a GNU extension.

Class: Elemental function

Arguments:

X		The type shall be `REAL`.

Return value:
The return value is of type `REAL` and lies in the range $-0.4027... \leq Bessel(0,x) \leq 1$. It has the same kind as X.

Example:

```
program test_besj0
  real(8) :: x = 0.0_8
  x = bessel_j0(x)
end program test_besj0
```

Specific names:

Name	Argument	Return type	Standard
`DBESJ0(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

8.45 BESSEL_J1 — Bessel function of the first kind of order 1

Synopsis: `RESULT = BESSEL_J1(X)`

Description:
`BESSEL_J1(X)` computes the Bessel function of the first kind of order 1 of X. This function is available under the name `BESJ1` as a GNU extension.

Class: Elemental function

Arguments:

X		The type shall be `REAL`.

Return value:
The return value is of type `REAL` and lies in the range $-0.5818... \leq Bessel(0,x) \leq 0.5818$. It has the same kind as X.

Example:

```
program test_besj1
  real(8) :: x = 1.0_8
  x = bessel_j1(x)
end program test_besj1
```

Specific names:

Name	Argument	Return type	Standard
DBESJ1(X)	REAL(8) X	REAL(8)	GNU extension

Standard: Fortran 2008

8.46 BESSEL_JN — Bessel function of the first kind

Synopsis:

```
RESULT = BESSEL_JN(N, X)
RESULT = BESSEL_JN(N1, N2, X)
```

Description:

BESSEL_JN(N, X) computes the Bessel function of the first kind of order *N* of *X*. This function is available under the name BESJN as a GNU extension. If *N* and *X* are arrays, their ranks and shapes shall conform.

BESSEL_JN(N1, N2, X) returns an array with the Bessel functions of the first kind of the orders *N1* to *N2*.

Class: Elemental function, except for the transformational function BESSEL_JN(N1, N2, X)

Arguments:

N	Shall be a scalar or an array of type INTEGER.
N1	Shall be a non-negative scalar of type INTEGER.
N2	Shall be a non-negative scalar of type INTEGER.
X	Shall be a scalar or an array of type REAL; for BESSEL_JN(N1, N2, X) it shall be scalar.

Return value:

The return value is a scalar of type REAL. It has the same kind as *X*.

Notes: The transformational function uses a recurrence algorithm which might, for some values of *X*, lead to different results than calls to the elemental function.

Example:

```
program test_besjn
  real(8) :: x = 1.0_8
  x = bessel_jn(5,x)
end program test_besjn
```

Specific names:

Name	Argument	Return type	Standard
DBESJN(N, X)	INTEGER N REAL(8) X	REAL(8)	GNU extension

Standard: Fortran 2008 and later, negative *N* is allowed as GNU extension

8.47 BESSEL_Y0 — Bessel function of the second kind of order 0

Synopsis: RESULT = BESSEL_Y0(X)

Description:
`BESSEL_Y0(X)` computes the Bessel function of the second kind of order 0 of *X*. This function is available under the name `BESY0` as a GNU extension.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value is of type `REAL`. It has the same kind as *X*.

Example:

```
program test_besy0
  real(8) :: x = 0.0_8
  x = bessel_y0(x)
end program test_besy0
```

Specific names:

Name	Argument	Return type	Standard
`DBESY0(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

8.48 `BESSEL_Y1` — Bessel function of the second kind of order 1

Synopsis: `RESULT = BESSEL_Y1(X)`

Description:
`BESSEL_Y1(X)` computes the Bessel function of the second kind of order 1 of *X*. This function is available under the name `BESY1` as a GNU extension.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value is of type `REAL`. It has the same kind as *X*.

Example:

```
program test_besy1
  real(8) :: x = 1.0_8
  x = bessel_y1(x)
end program test_besy1
```

Specific names:

Name	Argument	Return type	Standard
`DBESY1(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

8.49 BESSEL_YN — Bessel function of the second kind

Synopsis:

```
RESULT = BESSEL_YN(N, X)
RESULT = BESSEL_YN(N1, N2, X)
```

Description:

`BESSEL_YN(N, X)` computes the Bessel function of the second kind of order *N* of *X*. This function is available under the name `BESYN` as a GNU extension. If *N* and *X* are arrays, their ranks and shapes shall conform.

`BESSEL_YN(N1, N2, X)` returns an array with the Bessel functions of the first kind of the orders *N1* to *N2*.

Class: Elemental function, except for the transformational function `BESSEL_YN(N1, N2, X)`

Arguments:

N	Shall be a scalar or an array of type `INTEGER` .
N1	Shall be a non-negative scalar of type `INTEGER`.
N2	Shall be a non-negative scalar of type `INTEGER`.
X	Shall be a scalar or an array of type `REAL`; for `BESSEL_YN(N1, N2, X)` it shall be scalar.

Return value:

The return value is a scalar of type `REAL`. It has the same kind as *X*.

Notes: The transformational function uses a recurrence algorithm which might, for some values of *X*, lead to different results than calls to the elemental function.

Example:

```
program test_besyn
  real(8) :: x = 1.0_8
  x = bessel_yn(5,x)
end program test_besyn
```

Specific names:

Name	Argument	Return type	Standard
`DBESYN(N,X)`	`INTEGER N` `REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later, negative *N* is allowed as GNU extension

8.50 BGE — Bitwise greater than or equal to

Synopsis: `RESULT = BGE(I, J)`

Description:

Determines whether an integral is a bitwise greater than or equal to another.

Class: Elemental function

Arguments:

I	Shall be of `INTEGER` or `UNSIGNED` type.
J	Shall be of the same type and kind as *I*.

Return value:
The return value is of type `LOGICAL` and of the default kind.

Notes: For `UNSIGNED` arguments, this function is identical to the `.GE.` and `>=` operators.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.51 [BGT], page 153,
Section 8.53 [BLE], page 154,
Section 8.54 [BLT], page 154,

8.51 `BGT` — Bitwise greater than

Synopsis: `RESULT = BGT(I, J)`

Description:
Determines whether an integral is a bitwise greater than another.

Class: Elemental function

Arguments:

I	Shall be of `INTEGER` or `UNSIGNED` type.
J	Shall be of the same type and kind as *I*.

Return value:
The return value is of type `LOGICAL` and of the default kind.

Notes: For `UNSIGNED` arguments, this function is identical to the `.GT.` and `>` operators.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.50 [BGE], page 152,
Section 8.53 [BLE], page 154,
Section 8.54 [BLT], page 154,

8.52 `BIT_SIZE` — Bit size inquiry function

Synopsis: `RESULT = BIT_SIZE(I)`

Description:
`BIT_SIZE(I)` returns the number of bits (for integers, the precision plus the sign bit) represented by the type of *I*. The result of `BIT_SIZE(I)` is independent of the actual value of *I*.

Class: Inquiry function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.

Return value:
The return value is of type `INTEGER`

Example:

```
program test_bit_size
    integer :: i = 123
    integer :: size
    size = bit_size(i)
    print *, size
end program test_bit_size
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.53 `BLE` — Bitwise less than or equal to

Synopsis: `RESULT = BLE(I, J)`

Description:
Determines whether an integral is a bitwise less than or equal to another.

Class: Elemental function

Arguments:

I	Shall be of `INTEGER` or `UNSIGNED` type.
J	Shall be of the same type and kind as *I*.

Return value:
The return value is of type `LOGICAL` and of the default kind.

Notes: For `UNSIGNED` arguments, this function is identical to the `.LE.` and `<=` operators.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.51 [BGT], page 153,
Section 8.50 [BGE], page 152,
Section 8.54 [BLT], page 154,

8.54 `BLT` — Bitwise less than

Synopsis: `RESULT = BLT(I, J)`

Description:
Determines whether an integral is a bitwise less than another.

Class: Elemental function

Arguments:

I	Shall be of `INTEGER` or `UNSIGNED` type.
J	Shall be of the same type and kind as *I*.

Return value:
The return value is of type `LOGICAL` and of the default kind.

Notes: For `UNSIGNED` arguments, this function is identical to the `.LT.` and `<` operators.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.50 [BGE], page 152,
Section 8.51 [BGT], page 153,
Section 8.53 [BLE], page 154,

8.55 BTEST — Bit test function

Synopsis: `RESULT = BTEST(I, POS)`

Description:
`BTEST(I,POS)` returns logical `.TRUE.` if the bit at *POS* in *I* is set. The counting of the bits starts at 0.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
POS	The type shall be `INTEGER`.

Return value:
The return value is of type `LOGICAL`

Example:

```
program test_btest
    integer :: i = 32768 + 1024 + 64
    integer :: pos
    logical :: bool
    do pos=0,16
        bool = btest(i, pos)
        print *, pos, bool
    end do
end program test_btest
```

Specific names:

Name	Argument	Return type	Standard
`BTEST(I,POS)`	`INTEGER I,POS`	`LOGICAL`	Fortran 95 and later
`BBTEST(I,POS)`	`INTEGER(1) I,POS`	`LOGICAL(1)`	GNU extension
`BITEST(I,POS)`	`INTEGER(2) I,POS`	`LOGICAL(2)`	GNU extension
`BJTEST(I,POS)`	`INTEGER(4) I,POS`	`LOGICAL(4)`	GNU extension
`BKTEST(I,POS)`	`INTEGER(8) I,POS`	`LOGICAL(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions; extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.56 C_ASSOCIATED — Status of a C pointer

Synopsis: `RESULT = C_ASSOCIATED(CPTR1[, CPTR2])`

Description:
`C_ASSOCIATED(CPTR1[, CPTR2])` determines the status of the C pointer *CPTR1* or if *CPTR1* is associated with the target *CPTR2*.

Class: Inquiry function

Arguments:

CPTR1	Scalar of the type `C_PTR` or `C_FUNPTR`.
CPTR2	(Optional) Scalar of the same type as *CPTR1*.

Return value:

The return value is of type `LOGICAL`; it is `.false.` if either *CPTR1* is a C NULL pointer or if *CPTR1* and *CPTR2* point to different addresses.

Example:

```
subroutine association_test(a,b)
  use iso_c_binding, only: c_associated, c_loc, c_ptr
  implicit none
  real, pointer :: a
  type(c_ptr) :: b
  if(c_associated(b, c_loc(a))) &
     stop 'b and a do not point to same target'
end subroutine association_test
```

Standard: Fortran 2003 and later

See also: Section 8.60 [C_LOC], page 158,
Section 8.59 [C_FUNLOC], page 158,

8.57 `C_F_POINTER` — Convert C into Fortran pointer

Synopsis: `CALL C_F_POINTER(CPTR, FPTR[, SHAPE, LOWER])`

Description:

`C_F_POINTER(CPTR, FPTR[, SHAPE, LOWER])` assigns the target of the C pointer *CPTR* to the Fortran pointer *FPTR* and specifies its shape. For an array *FPTR*, the lower bounds are specified by *LOWER* if present and otherwise equal to 1.

Class: Subroutine

Arguments:

CPTR	scalar of the type `C_PTR`. It is `INTENT(IN)`.
FPTR	pointer interoperable with *cptr*. It is `INTENT(OUT)`.
SHAPE	(Optional) Rank-one array of type `INTEGER` with `INTENT(IN)`. It shall be present if and only if *FPTR* is an array. The size must be equal to the rank of *FPTR*.
LOWER	(Optional) Rank-one array of type `INTEGER` with `INTENT(IN)`. It shall not be present if *SHAPE* is not present. The size must be equal to the rank of *FPTR*.

Example:

```
program main
  use iso_c_binding
  implicit none
  interface
    subroutine my_routine(p) bind(c,name='myC_func')
      import :: c_ptr
```

```
      type(c_ptr), intent(out) :: p
    end subroutine
  end interface
  type(c_ptr) :: cptr
  real,pointer :: a(:)
  call my_routine(cptr)
  call c_f_pointer(cptr, a, [12])
end program main
```

Standard: Fortran 2003 and later, with *LOWER* argument Fortran 2023 and later

See also: Section 8.60 [C_LOC], page 158,
Section 8.58 [C_F_PROCPOINTER], page 157,

8.58 C_F_PROCPOINTER — Convert C into Fortran procedure pointer

Synopsis: `CALL C_F_PROCPOINTER(CPTR, FPTR)`

Description:
`C_F_PROCPOINTER(CPTR, FPTR)` Assign the target of the C function pointer *CPTR* to the Fortran procedure pointer *FPTR*.

Class: Subroutine

Arguments:

CPTR	scalar of the type `C_FUNPTR`. It is `INTENT(IN)`.
FPTR	procedure pointer interoperable with *cptr*. It is `INTENT(OUT)`.

Example:

```
program main
  use iso_c_binding
  implicit none
  abstract interface
    function func(a)
      import :: c_float
      real(c_float), intent(in) :: a
      real(c_float) :: func
    end function
  end interface
  interface
     function getIterFunc() bind(c,name="getIterFunc")
       import :: c_funptr
       type(c_funptr) :: getIterFunc
     end function
  end interface
  type(c_funptr) :: cfunptr
  procedure(func), pointer :: myFunc
  cfunptr = getIterFunc()
  call c_f_procpointer(cfunptr, myFunc)
end program main
```

Standard: Fortran 2003 and later

See also: Section 8.60 [C_LOC], page 158,
Section 8.57 [C_F_POINTER], page 156,

8.59 C_FUNLOC — Obtain the C address of a procedure

Synopsis: `RESULT = C_FUNLOC(X)`

Description:
`C_FUNLOC(X)` determines the C address of the argument.

Class: Inquiry function

Arguments:

X		Interoperable function or pointer to such function.

Return value:
The return value is of type `C_FUNPTR` and contains the C address of the argument.

Example:

```
module x
  use iso_c_binding
  implicit none
contains
  subroutine sub(a) bind(c)
    real(c_float) :: a
    a = sqrt(a)+5.0
  end subroutine sub
end module x
program main
  use iso_c_binding
  use x
  implicit none
  interface
    subroutine my_routine(p) bind(c,name='myC_func')
      import :: c_funptr
      type(c_funptr), intent(in) :: p
    end subroutine
  end interface
  call my_routine(c_funloc(sub))
end program main
```

Standard: Fortran 2003 and later

See also: Section 8.56 [C_ASSOCIATED], page 155,
Section 8.60 [C_LOC], page 158,
Section 8.57 [C_F_POINTER], page 156,
Section 8.58 [C_F_PROCPOINTER], page 157,

8.60 C_LOC — Obtain the C address of an object

Synopsis: `RESULT = C_LOC(X)`

Description:
`C_LOC(X)` determines the C address of the argument.

Class: Inquiry function

Arguments:

X Shall have either the POINTER or TARGET attribute. It shall not be a coindexed object. It shall either be a variable with interoperable type and kind type parameters, or be a scalar, nonpolymorphic variable with no length type parameters.

Return value:

The return value is of type `C_PTR` and contains the C address of the argument.

Example:

```
subroutine association_test(a,b)
  use iso_c_binding, only: c_associated, c_loc, c_ptr
  implicit none
  real, pointer :: a
  type(c_ptr) :: b
  if(c_associated(b, c_loc(a))) &
     stop 'b and a do not point to same target'
end subroutine association_test
```

Standard: Fortran 2003 and later

See also: Section 8.56 [C_ASSOCIATED], page 155,
Section 8.59 [C_FUNLOC], page 158,
Section 8.57 [C_F_POINTER], page 156,
Section 8.58 [C_F_PROCPOINTER], page 157,

8.61 `C_SIZEOF` — Size in bytes of an expression

Synopsis: `N = C_SIZEOF(X)`

Description:

`C_SIZEOF(X)` calculates the number of bytes of storage the expression `X` occupies.

Class: Inquiry function of the module `ISO_C_BINDING`

Arguments:

X The argument shall be an interoperable data entity.

Return value:

The return value is of type integer and of the system-dependent kind `C_SIZE_T` (from the `ISO_C_BINDING` module). Its value is the number of bytes occupied by the argument. If the argument has the `POINTER` attribute, the number of bytes of the storage area pointed to is returned. If the argument is of a derived type with `POINTER` or `ALLOCATABLE` components, the return value does not account for the sizes of the data pointed to by these components.

Example:

```
use iso_c_binding
integer(c_int) :: i
real(c_float) :: r, s(5)
print *, (c_sizeof(s)/c_sizeof(r) == 5)
```

```
end
```

The example prints `T` unless you are using a platform where default `REAL` variables are unusually padded.

Standard: Fortran 2008

See also: Section 8.263 [SIZEOF], page 288,
Section 8.271 [STORAGE_SIZE], page 294,

8.62 `CEILING` — Integer ceiling function

Synopsis: `RESULT = CEILING(A [, KIND])`

Description:
`CEILING(A)` returns the least integer greater than or equal to *A*.

Class: Elemental function

Arguments:

A	The type shall be `REAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER(KIND)` if *KIND* is present and a default-kind `INTEGER` otherwise.

Example:

```
program test_ceiling
    real :: x = 63.29
    real :: y = -63.59
    print *, ceiling(x) ! returns 64
    print *, ceiling(y) ! returns -63
end program test_ceiling
```

Standard: Fortran 95 and later

See also: Section 8.114 [FLOOR], page 196,
Section 8.212 [NINT], page 258,

8.63 `CHAR` — Character conversion function

Synopsis: `RESULT = CHAR(I [, KIND])`

Description:
`CHAR(I [, KIND])` returns the character represented by the integer *I*.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `CHARACTER(1)`

Example:

```
program test_char
    integer :: i = 74
    character(1) :: c
    c = char(i)
    print *, i, c ! returns 'J'
end program test_char
```

Specific names:

Name	Argument	Return type	Standard
CHAR(I)	INTEGER I	CHARACTER(LEN=1)	Fortran 77 and later

Notes: See Section 8.149 [ICHAR], page 219, for a discussion of converting between numerical values and formatted string representations.

Standard: Fortran 77 and later

See also: Section 8.5 [ACHAR], page 121,
Section 8.141 [IACHAR], page 213,
Section 8.149 [ICHAR], page 219,

8.64 CHDIR — Change working directory

Synopsis:

```
CALL CHDIR(NAME [, STATUS])
STATUS = CHDIR(NAME)
```

Description:

Change current working directory to a specified path.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

NAME	The type shall be CHARACTER of default kind and shall specify a valid path within the file system.
STATUS	(Optional) INTEGER status flag of the default kind. Returns 0 on success, and a system specific and nonzero error code otherwise.

Example:

```
PROGRAM test_chdir
  CHARACTER(len=255) :: path
  CALL getcwd(path)
  WRITE(*,*) TRIM(path)
  CALL chdir("/tmp")
  CALL getcwd(path)
  WRITE(*,*) TRIM(path)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.129 [GETCWD], page 207,

8.65 CHMOD — Change access permissions of files

Synopsis:

```
CALL CHMOD(NAME, MODE[, STATUS])
STATUS = CHMOD(NAME, MODE)
```

Description:

CHMOD changes the permissions of a file.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

NAME	Scalar CHARACTER of default kind with the file name. Trailing blanks are ignored unless the character achar(0) is present, then all characters up to and excluding achar(0) are used as the file name.
MODE	Scalar CHARACTER of default kind giving the file permission. *MODE* uses the same syntax as the chmod utility as defined by the POSIX standard. The argument shall either be a string of a nonnegative octal number or a symbolic mode.
STATUS	(optional) scalar INTEGER, which is 0 on success and nonzero otherwise.

Return value:

In either syntax, *STATUS* is set to 0 on success and nonzero otherwise.

Example: CHMOD as subroutine

```
program chmod_test
  implicit none
  integer :: status
  call chmod('test.dat','u+x',status)
  print *, 'Status: ', status
end program chmod_test
```

CHMOD as function:

```
program chmod_test
  implicit none
  integer :: status
  status = chmod('test.dat','u+x')
  print *, 'Status: ', status
end program chmod_test
```

Standard: GNU extension

8.66 CMPLX — Complex conversion function

Synopsis: RESULT = CMPLX(X [, Y [, KIND]])

Description:
`CMPLX(X [, Y [, KIND]])` returns a complex number where X is converted to the real component. If Y is present it is converted to the imaginary component. If Y is not present then the imaginary component is set to 0.0. If X is complex then Y must not be present.

Class: Elemental function

Arguments:

X	The type may be `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`.
Y	(Optional; only allowed if X is not `COMPLEX`.) May be `INTEGER`, `REAL` or `UNSIGNED`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of `COMPLEX` type, with a kind equal to *KIND* if it is specified. If *KIND* is not specified, the result is of the default `COMPLEX` kind, regardless of the kinds of X and Y.

Example:

```
program test_cmplx
    integer :: i = 42
    real :: x = 3.14
    complex :: z
    z = cmplx(i, x)
    print *, z, cmplx(x)
end program test_cmplx
```

Standard: Fortran 77 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.75 [COMPLEX], page 169,

8.67 `CO_BROADCAST` — Copy a value to all images the current set of images

Synopsis: `CALL CO_BROADCAST(A, SOURCE_IMAGE [, STAT, ERRMSG])`

Description:
`CO_BROADCAST` copies the value of argument A on the image with image index `SOURCE_IMAGE` to all images in the current team. A becomes defined as if by intrinsic assignment. If the execution was successful and *STAT* is present, it is assigned the value zero. If the execution failed, *STAT* gets assigned a nonzero value and, if present, *ERRMSG* gets assigned a value describing the occurred error.

Class: Collective subroutine

Arguments:

A	INTENT(INOUT) argument; shall have the same dynamic type and type parameters on all images of the current team. If it is an array, it shall have the same shape on all images.
SOURCE_IMAGE	a scalar integer expression. It shall have the same value on all images and refer to an image of the current team.
STAT	(optional) a scalar integer variable
ERRMSG	(optional) a scalar character variable

Example:

```
program test
  integer :: val(3)
  if (this_image() == 1) then
    val = [1, 5, 3]
  end if
  call co_broadcast (val, source_image=1)
  print *, this_image, ":", val
end program test
```

Standard: Technical Specification (TS) 18508 or later

See also: Section 8.68 [CO_MAX], page 164,
Section 8.69 [CO_MIN], page 165,
Section 8.71 [CO_SUM], page 167,
Section 8.70 [CO_REDUCE], page 166,

8.68 `CO_MAX` — Maximal value on the current set of images

Synopsis: `CALL CO_MAX(A [, RESULT_IMAGE, STAT, ERRMSG])`

Description:

`CO_MAX` determines element-wise the maximal value of *A* on all images of the current team. If *RESULT_IMAGE* is present, the maximum values are returned in *A* on the specified image only and the value of *A* on the other images become undefined. If *RESULT_IMAGE* is not present, the value is returned on all images. If the execution was successful and *STAT* is present, it is assigned the value zero. If the execution failed, *STAT* gets assigned a nonzero value and, if present, *ERRMSG* gets assigned a value describing the occurred error.

Class: Collective subroutine

Arguments:

A	shall be an integer, real or character variable, which has the same type and type parameters on all images of the team.
RESULT_IMAGE	(optional) a scalar integer expression; if present, it shall have the same value on all images and refer to an image of the current team.
STAT	(optional) a scalar integer variable
ERRMSG	(optional) a scalar character variable

Example:

```
program test
  integer :: val
  val = this_image ()
  call co_max (val, result_image=1)
  if (this_image() == 1) then
    write(*,*) "Maximal value", val  ! prints num_images()
  end if
end program test
```

Standard: Technical Specification (TS) 18508 or later

See also: Section 8.69 [CO_MIN], page 165,
Section 8.71 [CO_SUM], page 167,
Section 8.70 [CO_REDUCE], page 166,
Section 8.67 [CO_BROADCAST], page 163,

8.69 `CO_MIN` — Minimal value on the current set of images

Synopsis: `CALL CO_MIN(A [, RESULT_IMAGE, STAT, ERRMSG])`

Description:

`CO_MIN` determines element-wise the minimal value of *A* on all images of the current team. If *RESULT_IMAGE* is present, the minimal values are returned in *A* on the specified image only and the value of *A* on the other images become undefined. If *RESULT_IMAGE* is not present, the value is returned on all images. If the execution was successful and *STAT* is present, it is assigned the value zero. If the execution failed, *STAT* gets assigned a nonzero value and, if present, *ERRMSG* gets assigned a value describing the occurred error.

Class: Collective subroutine

Arguments:

A	shall be an integer, real or character variable, which has the same type and type parameters on all images of the team.
RESULT_IMAGE	(optional) a scalar integer expression; if present, it shall have the same value on all images and refer to an image of the current team.
STAT	(optional) a scalar integer variable
ERRMSG	(optional) a scalar character variable

Example:

```
program test
  integer :: val
  val = this_image ()
  call co_min (val, result_image=1)
  if (this_image() == 1) then
    write(*,*) "Minimal value", val  ! prints 1
  end if
end program test
```

Standard: Technical Specification (TS) 18508 or later

See also: Section 8.68 [CO_MAX], page 164,
Section 8.71 [CO_SUM], page 167,
Section 8.70 [CO_REDUCE], page 166,
Section 8.67 [CO_BROADCAST], page 163,

8.70 CO_REDUCE — Reduction of values on the current set of images

Synopsis: `CALL CO_REDUCE(A, OPERATION, [, RESULT_IMAGE, STAT, ERRMSG])`

Description:

`CO_REDUCE` determines element-wise the reduction of the value of *A* on all images of the current team. The pure function passed as *OPERATION* is used to pairwise reduce the values of *A* by passing either the value of *A* of different images or the result values of such a reduction as argument. If *A* is an array, the deduction is done element wise. If *RESULT_IMAGE* is present, the result values are returned in *A* on the specified image only and the value of *A* on the other images become undefined. If *RESULT_IMAGE* is not present, the value is returned on all images. If the execution was successful and *STAT* is present, it is assigned the value zero. If the execution failed, *STAT* gets assigned a nonzero value and, if present, *ERRMSG* gets assigned a value describing the occurred error.

Class: Collective subroutine

Arguments:

A	is an `INTENT(INOUT)` argument and shall be nonpolymorphic. If it is allocatable, it shall be allocated; if it is a pointer, it shall be associated. *A* shall have the same type and type parameters on all images of the team; if it is an array, it shall have the same shape on all images.
OPERATION	pure function with two scalar nonallocatable arguments, which shall be nonpolymorphic and have the same type and type parameters as *A*. The function shall return a nonallocatable scalar of the same type and type parameters as *A*. The function shall be the same on all images and with regards to the arguments mathematically commutative and associative. Note that *OPERATION* may not be an elemental function, unless it is an intrisic function.
RESULT_IMAGE	(optional) a scalar integer expression; if present, it shall have the same value on all images and refer to an image of the current team.
STAT	(optional) a scalar integer variable
ERRMSG	(optional) a scalar character variable

Example:

```
program test
  integer :: val
  val = this_image ()
  call co_reduce (val, result_image=1, operation=myprod)
  if (this_image() == 1) then
    write(*,*) "Product value", val  ! prints num_images() factorial
  end if
contains
  pure function myprod(a, b)
    integer, value :: a, b
    integer :: myprod
    myprod = a * b
  end function myprod
end program test
```

Notes: While the rules permit in principle an intrinsic function, none of the intrinsics in the standard fulfill the criteria of having a specific function, which takes two arguments of the same type and returning that type as result.

Standard: Technical Specification (TS) 18508 or later

See also: Section 8.69 [CO_MIN], page 165,
Section 8.68 [CO_MAX], page 164,
Section 8.71 [CO_SUM], page 167,
Section 8.67 [CO_BROADCAST], page 163,

8.71 `CO_SUM` — Sum of values on the current set of images

Synopsis: `CALL CO_SUM(A [, RESULT_IMAGE, STAT, ERRMSG])`

Description:

`CO_SUM` sums up the values of each element of *A* on all images of the current team. If *RESULT_IMAGE* is present, the summed-up values are returned in *A* on the specified image only and the value of *A* on the other images become undefined. If *RESULT_IMAGE* is not present, the value is returned on all images. If the execution was successful and *STAT* is present, it is assigned the value zero. If the execution failed, *STAT* gets assigned a nonzero value and, if present, *ERRMSG* gets assigned a value describing the occurred error.

Class: Collective subroutine

Arguments:

A	shall be an integer, real or complex variable, which has the same type and type parameters on all images of the team.
RESULT_IMAGE	(optional) a scalar integer expression; if present, it shall have the same value on all images and refer to an image of the current team.
STAT	(optional) a scalar integer variable
ERRMSG	(optional) a scalar character variable

Example:

```
program test
  integer :: val
```

```
  val = this_image ()
  call co_sum (val, result_image=1)
  if (this_image() == 1) then
    write(*,*) "The sum is ", val ! prints (n**2 + n)/2,
                                  ! with n = num_images()
  end if
end program test
```

Standard: Technical Specification (TS) 18508 or later

See also: Section 8.68 [CO_MAX], page 164,
Section 8.69 [CO_MIN], page 165,
Section 8.70 [CO_REDUCE], page 166,
Section 8.67 [CO_BROADCAST], page 163,

8.72 COMMAND_ARGUMENT_COUNT — Get number of command line arguments

Synopsis: `RESULT = COMMAND_ARGUMENT_COUNT()`

Description:
`COMMAND_ARGUMENT_COUNT` returns the number of arguments passed on the command line when the containing program was invoked.

Class: Inquiry function

Arguments:
None

Return value:
The return value is an `INTEGER` of default kind.

Example:

```
program test_command_argument_count
    integer :: count
    count = command_argument_count()
    print *, count
end program test_command_argument_count
```

Standard: Fortran 2003 and later

See also: Section 8.127 [GET_COMMAND], page 205,
Section 8.128 [GET_COMMAND_ARGUMENT], page 206,

8.73 COMPILER_OPTIONS — Options passed to the compiler

Synopsis: `STR = COMPILER_OPTIONS()`

Description:
`COMPILER_OPTIONS` returns a string with the options used for compiling.

Class: Inquiry function of the module `ISO_FORTRAN_ENV`

Arguments:
None

Return value:
The return value is a default-kind string with system-dependent length. It contains the compiler flags used to compile the file that called the `COMPILER_OPTIONS` intrinsic.

Example:

```
use iso_fortran_env
print '(4a)', 'This file was compiled by ', &
             compiler_version(), ' using the options ', &
             compiler_options()
end
```

Standard: Fortran 2008

See also: Section 8.74 [COMPILER_VERSION], page 169,
Section 9.1 [ISO_FORTRAN_ENV], page 311,

8.74 `COMPILER_VERSION` — Compiler version string

Synopsis: `STR = COMPILER_VERSION()`

Description:
`COMPILER_VERSION` returns a string with the name and the version of the compiler.

Class: Inquiry function of the module `ISO_FORTRAN_ENV`

Arguments:
None

Return value:
The return value is a default-kind string with system-dependent length. It contains the name of the compiler and its version number.

Example:

```
use iso_fortran_env
print '(4a)', 'This file was compiled by ', &
             compiler_version(), ' using the options ', &
             compiler_options()
end
```

Standard: Fortran 2008

See also: Section 8.73 [COMPILER_OPTIONS], page 168,
Section 9.1 [ISO_FORTRAN_ENV], page 311,

8.75 `COMPLEX` — Complex conversion function

Synopsis: `RESULT = COMPLEX(X, Y)`

Description:
`COMPLEX(X, Y)` returns a complex number where X is converted to the real component and Y is converted to the imaginary component.

Class: Elemental function

Arguments:

X	The type may be `INTEGER` or `REAL`.
Y	The type may be `INTEGER` or `REAL`.

Return value:

If *X* and *Y* are both of `INTEGER` type, then the return value is of default `COMPLEX` type.

If *X* and *Y* are of `REAL` type, or one is of `REAL` type and one is of `INTEGER` type, then the return value is of `COMPLEX` type with a kind equal to that of the `REAL` argument with the highest precision.

Example:

```
program test_complex
    integer :: i = 42
    real :: x = 3.14
    print *, complex(i, x)
end program test_complex
```

Standard: GNU extension

See also: Section 8.66 [CMPLX], page 162,

8.76 `CONJG` — Complex conjugate function

Synopsis: `Z = CONJG(Z)`

Description:

`CONJG(Z)` returns the conjugate of *Z*. If *Z* is `(x, y)` then the result is `(x, -y)`

Class: Elemental function

Arguments:

Z	The type shall be `COMPLEX`.

Return value:

The return value is of type `COMPLEX`.

Example:

```
program test_conjg
    complex :: z = (2.0, 3.0)
    complex(8) :: dz = (2.71_8, -3.14_8)
    z= conjg(z)
    print *, z
    dz = dconjg(dz)
    print *, dz
end program test_conjg
```

Specific names:

Name	Argument	Return type	Standard
`DCONJG(Z)`	`COMPLEX(8) Z`	`COMPLEX(8)`	GNU extension

Standard: Fortran 77 and later, has an overload that is a GNU extension

8.77 COS — Cosine function

Synopsis: `RESULT = COS(X)`

Description:
`COS(X)` computes the cosine of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.	

Return value:
The return value is of the same type and kind as X. The real part of the result is in radians. If X is of the type `REAL`, the return value lies in the range $-1 \leq \cos(x) \leq 1$.

Example:

```
program test_cos
  real :: x = 0.0
  x = cos(x)
end program test_cos
```

Specific names:

Name	Argument	Return type	Standard
`COS(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DCOS(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later
`CCOS(X)`	`COMPLEX(4) X`	`COMPLEX(4)`	Fortran 77 and later
`ZCOS(X)`	`COMPLEX(8) X`	`COMPLEX(8)`	GNU extension
`CDCOS(X)`	`COMPLEX(8) X`	`COMPLEX(8)`	GNU extension

Standard: Fortran 77 and later, has overloads that are GNU extensions

See also: Inverse function:
Section 8.6 [ACOS], page 122,
Degrees function:
Section 8.78 [COSD], page 171,

8.78 COSD — Cosine function, degrees

Synopsis: `RESULT = COSD(X)`

Description:
`COSD(X)` computes the cosine of X in degrees.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.	

Return value:
The return value is of the same type and kind as X and lies in the range $-1 \leq \text{cosd}(x) \leq 1$.

Example:

```
program test_cosd
  real :: x = 0.0
  x = cosd(x)
end program test_cosd
```

Specific names:

Name	Argument	Return type	Standard
COSD(X)	REAL(4) X	REAL(4)	Fortran 2023
DCOSD(X)	REAL(8) X	REAL(8)	GNU extension
CCOSD(X)	COMPLEX(4) X	COMPLEX(4)	GNU extension
ZCOSD(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension
CDCOSD(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.7 [ACOSD], page 122,
Radians function:
Section 8.77 [COS], page 171,

8.79 COSH — Hyperbolic cosine function

Synopsis: `X = COSH(X)`

Description:
`COSH(X)` computes the hyperbolic cosine of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as X. If X is complex, the imaginary part of the result is in radians. If X is `REAL`, the return value has a lower bound of one, $\cosh(x) \geq 1$.

Example:

```
program test_cosh
  real(8) :: x = 1.0_8
  x = cosh(x)
end program test_cosh
```

Specific names:

Name	Argument	Return type	Standard
COSH(X)	REAL(4) X	REAL(4)	Fortran 77 and later
DCOSH(X)	REAL(8) X	REAL(8)	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument Fortran 2008 or later

See also: Inverse function:
Section 8.8 [ACOSH], page 123,

8.80 COSPI — Circular cosine function

Description:

COSPI(X) computes $\cos(\pi x)$ without performing an explicit multiplication by π. This is achieved through argument reduction where $x = n + r$ with n an integer and $0 \leq r \leq 1$. Due to the properties of floating-point arithmetic, the useful range for X is defined by ABS(X) <= REAL(2,KIND(X))**DIGITS(X).

Standard: Fortran 2023

Class: Elemental function

Syntax: RESULT = COSPI(X)

Arguments:

X	The type shall be REAL.

Return value:

The return value is of the same type and kind as X. The result is in half-revolutions and satisfies $-1 \leq \text{cospi}(x) \leq 1$.

Example:

```
program test_cospi
  real :: x = 0.0
  x = cospi(x)
end program test_cospi
```

See also: Section 8.9 [ACOSPI], page 124,
Section 8.77 [COS], page 171,

8.81 COTAN — Cotangent function

Synopsis: RESULT = COTAN(X)

Description:

COTAN(X) computes the cotangent of X. Equivalent to COS(x) divided by SIN(x), or 1 / TAN(x).

This function is for compatibility only and should be avoided in favor of standard constructs wherever possible.

Class: Elemental function

Arguments:

X	The type shall be REAL or COMPLEX.

Return value:

The return value has same type and kind as X, and its value is in radians.

Example:

```
program test_cotan
  real(8) :: x = 0.165_8
  x = cotan(x)
end program test_cotan
```

Specific names:

Name	Argument	Return type	Standard
`COTAN(X)`	`REAL(4) X`	`REAL(4)`	GNU extension
`DCOTAN(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: GNU extension, enabled with `-fdec-math`.

See also: Converse function:
Section 8.276 [TAN], page 297,
Degrees function:
Section 8.82 [COTAND], page 174,

8.82 `COTAND` — Cotangent function, degrees

Synopsis: `RESULT = COTAND(X)`

Description:

`COTAND(X)` computes the cotangent of X in degrees. Equivalent to `COSD(x)` divided by `SIND(x)`, or `1 / TAND(x)`.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:

The return value has same type and kind as X, and its value is in degrees.

Example:

```
program test_cotand
  real(8) :: x = 0.165_8
  x = cotand(x)
end program test_cotand
```

Specific names:

Name	Argument	Return type	Standard
`COTAND(X)`	`REAL(4) X`	`REAL(4)`	GNU extension
`DCOTAND(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: GNU extension.

This function is for compatibility only and should be avoided in favor of standard constructs wherever possible.

See also: Converse function:
Section 8.277 [TAND], page 298,
Radians function:
Section 8.81 [COTAN], page 173,

8.83 `COUNT` — Count function

Synopsis: `RESULT = COUNT(MASK [, DIM, KIND])`

Description:

Counts the number of `.TRUE.` elements in a logical *MASK*, or, if the *DIM* argument is supplied, counts the number of elements along each row of the

array in the *DIM* direction. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is `0`.

Class: Transformational function

Arguments:

MASK	The type shall be `LOGICAL`.
DIM	(Optional) The type shall be `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the shape of *ARRAY* with the *DIM* dimension removed.

Example:

```
program test_count
    integer, dimension(2,3) :: a, b
    logical, dimension(2,3) :: mask
    a = reshape( (/ 1, 2, 3, 4, 5, 6 /), (/ 2, 3 /))
    b = reshape( (/ 0, 7, 3, 4, 5, 8 /), (/ 2, 3 /))
    print '(3i3)', a(1,:)
    print '(3i3)', a(2,:)
    print *
    print '(3i3)', b(1,:)
    print '(3i3)', b(2,:)
    print *
    mask = a.ne.b
    print '(3l3)', mask(1,:)
    print '(3l3)', mask(2,:)
    print *
    print '(3i3)', count(mask)
    print *
    print '(3i3)', count(mask, 1)
    print *
    print '(3i3)', count(mask, 2)
end program test_count
```

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

8.84 `CPU_TIME` — CPU elapsed time in seconds

Synopsis: `CALL CPU_TIME(TIME)`

Description:

Returns a `REAL` value representing the elapsed CPU time in seconds. This is useful for testing segments of code to determine execution time.

If a time source is available, time is reported with microsecond resolution. If no time source is available, *TIME* is set to `-1.0`.

Note that *TIME* may contain a system-dependent arbitrary offset and may not start with `0.0`. For `CPU_TIME`, the absolute value is meaningless; only differences between subsequent calls to this subroutine, as shown in the example below, should be used.

Class: Subroutine

Arguments:

TIME	The type shall be `REAL` with `INTENT(OUT)`.

Return value:
None

Example:

```
program test_cpu_time
    real :: start, finish
    call cpu_time(start)
        ! put code to test here
    call cpu_time(finish)
    print '("Time = ",f6.3," seconds.")',finish-start
end program test_cpu_time
```

Standard: Fortran 95 and later

See also: Section 8.275 [SYSTEM_CLOCK], page 296,
Section 8.87 [DATE_AND_TIME], page 178,

8.85 `CSHIFT` — Circular shift elements of an array

Synopsis: `RESULT = CSHIFT(ARRAY, SHIFT [, DIM])`

Description:
`CSHIFT(ARRAY, SHIFT [, DIM])` performs a circular shift on elements of *ARRAY* along the dimension of *DIM*. If *DIM* is omitted it is taken to be `1`. *DIM* is a scalar of type `INTEGER` in the range of $1 \leq DIM \leq n$) where n is the rank of *ARRAY*. If the rank of *ARRAY* is one, then all elements of *ARRAY* are shifted by *SHIFT* places. If rank is greater than one, then all complete rank one sections of *ARRAY* along the given dimension are shifted. Elements shifted out one end of each rank one section are shifted back in the other end.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of any type.
SHIFT	The type shall be `INTEGER`.
DIM	The type shall be `INTEGER`.

Notes: *ARRAY* can also be `UNSIGNED`.

Return value:
Returns an array of same type and rank as the *ARRAY* argument.

Example:

```
program test_cshift
    integer, dimension(3,3) :: a
    a = reshape( (/ 1, 2, 3, 4, 5, 6, 7, 8, 9 /), (/ 3, 3 /))
    print '(3i3)', a(1,:)
    print '(3i3)', a(2,:)
    print '(3i3)', a(3,:)
    a = cshift(a, SHIFT=(/1, 2, -1/), DIM=2)
    print *
```

```
    print '(3i3)', a(1,:)
    print '(3i3)', a(2,:)
    print '(3i3)', a(3,:)
end program test_cshift
```

Standard: Fortran 90 and later

8.86 CTIME — Convert a time into a string

Synopsis:

```
CALL CTIME(TIME, RESULT).
RESULT = CTIME(TIME).
```

Description:

CTIME converts a system time value, such as returned by Section 8.283 [TIME8], page 301, to a string. The output is of the form 'Sat Aug 19 18:13:14 1995'.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

TIME	The type shall be of type INTEGER.
RESULT	The type shall be of type CHARACTER and of default kind. It is an INTENT(OUT) argument. If the length of this variable is too short for the time and date string to fit completely, it is blank on procedure return.

Return value:

The converted date and time as a string.

Example:

```
program test_ctime
    integer(8) :: i
    character(len=30) :: date
    i = time8()

    ! Do something, main part of the program

    call ctime(i,date)
    print *, 'Program was started on ', date
end program test_ctime
```

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.137 [GMTIME], page 211,
Section 8.189 [LTIME], page 243,
Section 8.282 [TIME], page 301,
Section 8.283 [TIME8], page 301,

8.87 DATE_AND_TIME — Date and time subroutine

Synopsis: `CALL DATE_AND_TIME([DATE, TIME, ZONE, VALUES])`

Description:

`DATE_AND_TIME(DATE, TIME, ZONE, VALUES)` gets the corresponding date and time information from the real-time system clock. *DATE* is `INTENT(OUT)` and of the form ccyymmdd. *TIME* is `INTENT(OUT)` and of the form hhmmss.sss. *ZONE* is `INTENT(OUT)` and of the form (+-)hhmm, representing the difference with respect to Coordinated Universal Time (UTC). Unavailable time and date parameters return blanks.

VALUES is `INTENT(OUT)` and provides the following:

`VALUES(1)`:	The year, including the century
`VALUES(2)`:	The month of the year
`VALUES(3)`:	The day of the month
`VALUES(4)`:	The time difference from UTC in minutes
`VALUES(5)`:	The hour of the day
`VALUES(6)`:	The minutes of the hour
`VALUES(7)`:	The seconds of the minute
`VALUES(8)`:	The milliseconds of the second

Class: Subroutine

Arguments:

DATE	(Optional) Scalar of type default `CHARACTER`. Recommended length is 8 or larger.
TIME	(Optional) Scalar of type default `CHARACTER`. Recommended length is 10 or larger.
ZONE	(Optional) Scalar of type default `CHARACTER`. Recommended length is 5 or larger.
VALUES	(Optional) Rank-1 array of type `INTEGER` with a decimal exponent range of at least four and array size at least 8.

Return value:

None

Example:

```
program test_time_and_date
    character(8)  :: date
    character(10) :: time
    character(5)  :: zone
    integer,dimension(8) :: values
    ! using keyword arguments
    call date_and_time(date,time,zone,values)
    call date_and_time(DATE=date,ZONE=zone)
    call date_and_time(TIME=time)
    call date_and_time(VALUES=values)
    print '(a,2x,a,2x,a)', date, time, zone
    print '(8i5)', values
end program test_time_and_date
```

Standard: Fortran 90 and later

See also: Section 8.84 [CPU_TIME], page 175,
Section 8.275 [SYSTEM_CLOCK], page 296,

8.88 DBLE — Double conversion function

Synopsis: `RESULT = DBLE(A)`

Description:
`DBLE(A)` Converts *A* to double precision real type.

Class: Elemental function

Arguments:

A	The type shall be `INTEGER`, `REAL`, or `COMPLEX`.

Return value:
The return value is of type double precision real.

Example:

```
program test_dble
    real    :: x = 2.18
    integer :: i = 5
    complex :: z = (2.3,1.14)
    print *, dble(x), dble(i), dble(z)
end program test_dble
```

Standard: Fortran 77 and later

See also: Section 8.235 [REAL], page 272,

8.89 DCMPLX — Double complex conversion function

Synopsis: `RESULT = DCMPLX(X [, Y])`

Description:
`DCMPLX(X [,Y])` returns a double complex number where *X* is converted to the real component. If *Y* is present it is converted to the imaginary component. If *Y* is not present then the imaginary component is set to 0.0. If *X* is complex then *Y* must not be present.

Class: Elemental function

Arguments:

X	The type may be `INTEGER`, `REAL`, or `COMPLEX`.
Y	(Optional if *X* is not `COMPLEX`.) May be `INTEGER` or `REAL`.

Return value:
The return value is of type `COMPLEX(8)`

Example:

```
program test_dcmplx
    integer :: i = 42
    real :: x = 3.14
    complex :: z
    z = cmplx(i, x)
```

```
    print *, dcmplx(i)
    print *, dcmplx(x)
    print *, dcmplx(z)
    print *, dcmplx(x,i)
end program test_dcmplx
```

Standard: GNU extension

8.90 DIGITS — Significant binary digits function

Synopsis: `RESULT = DIGITS(X)`

Description:

`DIGITS(X)` returns the number of significant binary digits of the internal model representation of X. For example, on a system using a 32-bit floating point representation, a default real number would likely return 24.

Class: Inquiry function

Arguments:

X	The type may be `INTEGER`, `REAL` or `UNSIGNED`.

Return value:

The return value is of type `INTEGER`.

Example:

```
program test_digits
    integer :: i = 12345
    real :: x = 3.143
    real(8) :: y = 2.33
    print *, digits(i)
    print *, digits(x)
    print *, digits(y)
end program test_digits
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.91 DIM — Positive difference

Synopsis: `RESULT = DIM(X, Y)`

Description:

`DIM(X,Y)` returns the difference `X-Y` if the result is positive; otherwise returns zero.

Class: Elemental function

Arguments:

X	The type shall be `INTEGER` or `REAL`
Y	The type shall be the same type and kind as X. (As a GNU extension, arguments of different kinds are permitted.)

Return value:

The return value is of type `INTEGER` or `REAL`. (As a GNU extension, kind is the largest kind of the actual arguments.)

Example:

```
program test_dim
    integer :: i
    real(8) :: x
    i = dim(4, 15)
    x = dim(4.345_8, 2.111_8)
    print *, i
    print *, x
end program test_dim
```

Specific names:

Name	Argument	Return type	Standard
DIM(X,Y)	REAL(4) X, Y	REAL(4)	Fortran 77 and later
IDIM(X,Y)	INTEGER(4) X, Y	INTEGER(4)	Fortran 77 and later
DDIM(X,Y)	REAL(8) X, Y	REAL(8)	Fortran 77 and later

Standard: Fortran 77 and later

8.92 DOT_PRODUCT — Dot product function

Synopsis: `RESULT = DOT_PRODUCT(VECTOR_A, VECTOR_B)`

Description:

`DOT_PRODUCT(VECTOR_A, VECTOR_B)` computes the dot product multiplication of two vectors *VECTOR_A* and *VECTOR_B*. The two vectors may be either numeric or logical and must be arrays of rank one and of equal size. If the vectors are `INTEGER`, `REAL` or `UNSIGNED`, the result is `SUM(VECTOR_A*VECTOR_B)`. If the vectors are `COMPLEX`, the result is `SUM(CONJG(VECTOR_A)*VECTOR_B)`. If the vectors are `LOGICAL`, the result is `ANY(VECTOR_A .AND. VECTOR_B)`. If one of *VECTOR_A* or *VECTOR_B* is `UNSIGNED`, the other one shall also be `UNSIGNED`.

Class: Transformational function

Arguments:

VECTOR_A The type shall be numeric or `LOGICAL`, rank 1. If *VECTOR_B* is `UNSIGNED`, *VECTOR_A* shall also be unsigned.

VECTOR_B The type shall if *VECTOR_A* is of numeric type or `LOGICAL` if *VECTOR_A* is of type `LOGICAL`. *VECTOR_B* shall be a rank-one array. If *VECTOR_A* is `UNSIGNED`, *VECTOR_B* shall also be unsigned.

Return value:

If the arguments are numeric, the return value is a scalar of numeric type, `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`. If the arguments are `LOGICAL`, the return value is `.TRUE.` or `.FALSE.`.

Example:

```
program test_dot_prod
```

```
    integer, dimension(3) :: a, b
    a = (/ 1, 2, 3 /)
    b = (/ 4, 5, 6 /)
    print '(3i3)', a
    print *
    print '(3i3)', b
    print *
    print *, dot_product(a,b)
end program test_dot_prod
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.93 `DPROD` — Double product function

Synopsis: `RESULT = DPROD(X, Y)`

Description:
`DPROD(X,Y)` returns the product `X*Y`.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.
Y	The type shall be `REAL`.

Return value:
The return value is of type `REAL(8)`.

Example:

```
program test_dprod
    real :: x = 5.2
    real :: y = 2.3
    real(8) :: d
    d = dprod(x,y)
    print *, d
end program test_dprod
```

Specific names:

Name	Argument	Return type	Standard
`DPROD(X,Y)`	`REAL(4) X, Y`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later

8.94 `DREAL` — Double real part function

Synopsis: `RESULT = DREAL(A)`

Description:
`DREAL(Z)` returns the real part of complex variable *Z*.

Class: Elemental function

Arguments:

A	The type shall be `COMPLEX(8)`.

Return value:
The return value is of type `REAL(8)`.

Example:

```
program test_dreal
    complex(8) :: z = (1.3_8,7.2_8)
    print *, dreal(z)
end program test_dreal
```

Standard: GNU extension

See also: Section 8.12 [AIMAG], page 125,

8.95 DSHIFTL — Combined left shift

Synopsis: `RESULT = DSHIFTL(I, J, SHIFT)`

Description:
`DSHIFTL(I, J, SHIFT)` combines bits of *I* and *J*. The rightmost *SHIFT* bits of the result are the leftmost *SHIFT* bits of *J*, and the remaining bits are the rightmost bits of *I*.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`, `UNSIGNED` or a BOZ constant.
J	Shall be of type `INTEGER`, `UNSIGNED` or a BOZ constant. If both *I* and *J* have `INTEGER` or `UNSIGNED` type, then they shall have the same type and kind type parameter. *I* and *J* shall not both be BOZ constants.
SHIFT	Shall be of type `INTEGER`. It shall be nonnegative. If *I* is not a BOZ constant, then *SHIFT* shall be less than or equal to `BIT_SIZE(I)`; otherwise, *SHIFT* shall be less than or equal to `BIT_SIZE(J)`.

Return value:
The return value is the same type and type kind parameter as *I* or, if *I* is a BOZ constant, *J*.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.96 [DSHIFTR], page 183,

8.96 DSHIFTR — Combined right shift

Synopsis: `RESULT = DSHIFTR(I, J, SHIFT)`

Description:
`DSHIFTR(I, J, SHIFT)` combines bits of *I* and *J*. The leftmost *SHIFT* bits of the result are the rightmost *SHIFT* bits of *I*, and the remaining bits are the leftmost bits of *J*.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`, `UNSIGNED` or a BOZ constant.
J	Shall be of type `INTEGER`, `UNSIGNED` or a BOZ constant. If both *I* and *J* have `INTEGER` or `UNSIGNED` type, then they shall have the same type and kind type parameter. *I* and *J* shall not both be BOZ constants.
SHIFT	Shall be of type `INTEGER`. It shall be nonnegative. If *I* is not a BOZ constant, then *SHIFT* shall be less than or equal to `BIT_SIZE(I)`; otherwise, *SHIFT* shall be less than or equal to `BIT_SIZE(J)`.

Return value:

The return value is the same type and type kind parameter as *I* or, if *I* is a BOZ constant, *J*.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.95 [DSHIFTL], page 183,

8.97 `DTIME` — Execution time subroutine (or function)

Synopsis:

`CALL DTIME(VALUES, TIME)`.
`TIME = DTIME(VALUES)`, (not recommended).

Description:

`DTIME(VALUES, TIME)` initially returns the number of seconds of runtime since the start of the process's execution in *TIME*. *VALUES* returns the user and system components of this time in `VALUES(1)` and `VALUES(2)` respectively. *TIME* is equal to `VALUES(1) + VALUES(2)`.

Subsequent invocations of `DTIME` return values accumulated since the previous invocation.

On some systems, the underlying timings are represented using types with sufficiently small limits that overflows (wrap around) are possible, such as 32-bit types. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program.

Please note that this implementation is thread safe if used within OpenMP directives, i.e., its state is consistent while called from multiple threads. However, if `DTIME` is called from multiple threads, the result is still the time since the last invocation. This may not give the intended results. If possible, use `CPU_TIME` instead.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

VALUES and *TIME* are `INTENT(OUT)` and provide the following:

`VALUES(1)`:	User time in seconds.
`VALUES(2)`:	System time in seconds.
`TIME`:	Run time since start in seconds.

Class: Subroutine, function

Arguments:

VALUES	The type shall be `REAL(4), DIMENSION(2)`.
TIME	The type shall be `REAL(4)`.

Return value:

Elapsed time in seconds since the last invocation or since the start of program execution if not called before.

Example:

```
program test_dtime
    integer(8) :: i, j
    real, dimension(2) :: tarray
    real :: result
    call dtime(tarray, result)
    print *, result
    print *, tarray(1)
    print *, tarray(2)
    do i=1,100000000    ! Just a delay
        j = i * i - i
    end do
    call dtime(tarray, result)
    print *, result
    print *, tarray(1)
    print *, tarray(2)
end program test_dtime
```

Standard: GNU extension

See also: Section 8.84 [CPU_TIME], page 175,

8.98 `EOSHIFT` — End-off shift elements of an array

Synopsis: `RESULT = EOSHIFT(ARRAY, SHIFT [, BOUNDARY, DIM])`

Description:

`EOSHIFT(ARRAY, SHIFT[, BOUNDARY, DIM])` performs an end-off shift on elements of *ARRAY* along the dimension of *DIM*. If *DIM* is omitted it is taken to be `1`. *DIM* is a scalar of type `INTEGER` in the range of $1 \leq DIM \leq n$) where n is the rank of *ARRAY*. If the rank of *ARRAY* is one, then all elements of *ARRAY* are shifted by *SHIFT* places. If rank is greater than one, then all complete rank one sections of *ARRAY* along the given dimension are shifted. Elements shifted out one end of each rank one section are dropped. If *BOUNDARY* is present then the corresponding value of from *BOUNDARY* is copied back in the other end. If *BOUNDARY* is not present then the following are copied in depending on the type of *ARRAY*.

Array Type	*Boundary Value*
Numeric	0 of the type and kind of *ARRAY*.

Logical `.FALSE.`.
Character(*len*)*len* blanks.

Class: Transformational function

Arguments:

ARRAY	May be any type, not scalar.
SHIFT	The type shall be `INTEGER`.
BOUNDARY	Same type as *ARRAY*.
DIM	The type shall be `INTEGER`.

Notes: *ARRAY* can also be `UNSIGNED`.

Return value:
Returns an array of same type and rank as the *ARRAY* argument.

Example:

```
program test_eoshift
    integer, dimension(3,3) :: a
    a = reshape( (/ 1, 2, 3, 4, 5, 6, 7, 8, 9 /), (/ 3, 3 /))
    print '(3i3)', a(1,:)
    print '(3i3)', a(2,:)
    print '(3i3)', a(3,:)
    a = EOSHIFT(a, SHIFT=(/1, 2, 1/), BOUNDARY=-5, DIM=2)
    print *
    print '(3i3)', a(1,:)
    print '(3i3)', a(2,:)
    print '(3i3)', a(3,:)
end program test_eoshift
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.99 `EPSILON` — Epsilon function

Synopsis: `RESULT = EPSILON(X)`

Description:
`EPSILON(X)` returns the smallest number E of the same kind as X such that $1 + E > 1$.

Class: Inquiry function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value is of same type as the argument.

Example:

```
program test_epsilon
    real :: x = 3.143
    real(8) :: y = 2.33
    print *, EPSILON(x)
    print *, EPSILON(y)
end program test_epsilon
```

Standard: Fortran 90 and later

8.100 ERF — Error function

Synopsis: `RESULT = ERF(X)`

Description:
`ERF(X)` computes the error function of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.	

Return value:
The return value is of type `REAL`, of the same kind as X and lies in the range $-1 \leq erf(x) \leq 1$.

Example:

```
program test_erf
  real(8) :: x = 0.17_8
  x = erf(x)
end program test_erf
```

Specific names:

Name	Argument	Return type	Standard
`DERF(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

8.101 ERFC — Error function

Synopsis: `RESULT = ERFC(X)`

Description:
`ERFC(X)` computes the complementary error function of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.	

Return value:
The return value is of type `REAL` and of the same kind as X. It lies in the range $0 \leq erfc(x) \leq 2$.

Example:

```
program test_erfc
  real(8) :: x = 0.17_8
  x = erfc(x)
end program test_erfc
```

Specific names:

Name	Argument	Return type	Standard
`DERFC(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

8.102 ERFC_SCALED — Error function

Synopsis: `RESULT = ERFC_SCALED(X)`

Description:
`ERFC_SCALED(X)` computes the exponentially-scaled complementary error function of *X*.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value is of type `REAL` and of the same kind as *X*.

Example:

```
program test_erfc_scaled
  real(8) :: x = 0.17_8
  x = erfc_scaled(x)
end program test_erfc_scaled
```

Standard: Fortran 2008 and later

8.103 ETIME — Execution time subroutine (or function)

Synopsis:

`CALL ETIME(VALUES, TIME)`.
`TIME = ETIME(VALUES)`, (not recommended).

Description:
`ETIME(VALUES, TIME)` returns the number of seconds of runtime since the start of the process's execution in *TIME*. *VALUES* returns the user and system components of this time in `VALUES(1)` and `VALUES(2)` respectively. *TIME* is equal to `VALUES(1) + VALUES(2)`.

On some systems, the underlying timings are represented using types with sufficiently small limits that overflows (wrap around) are possible, such as 32-bit types. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

VALUES and *TIME* are `INTENT(OUT)` and provide the following:

`VALUES(1)`:	User time in seconds.
`VALUES(2)`:	System time in seconds.
`TIME`:	Run time since start in seconds.

Class: Subroutine, function

Arguments:

VALUES	The type shall be `REAL(4), DIMENSION(2)`.
TIME	The type shall be `REAL(4)`.

Return value:
Elapsed time in seconds since the start of program execution.

Example:

```
program test_etime
    integer(8) :: i, j
    real, dimension(2) :: tarray
    real :: result
    call ETIME(tarray, result)
    print *, result
    print *, tarray(1)
    print *, tarray(2)
    do i=1,100000000    ! Just a delay
        j = i * i - i
    end do
    call ETIME(tarray, result)
    print *, result
    print *, tarray(1)
    print *, tarray(2)
end program test_etime
```

Standard: GNU extension

See also: Section 8.84 [CPU_TIME], page 175,

8.104 EVENT_QUERY — Query whether a coarray event has occurred

Synopsis: `CALL EVENT_QUERY (EVENT, COUNT [, STAT])`

Description:
`EVENT_QUERY` assigns the number of events to *COUNT* that have been posted to the *EVENT* variable and not yet been removed by calling `EVENT WAIT`. When *STAT* is present and the invocation is successful, it is assigned the value 0. If it is present and the invocation fails, it is assigned a positive value and *COUNT* is assigned the value −1.

Class: subroutine

Arguments:

EVENT	(intent(IN)) Scalar of type `EVENT_TYPE`, defined in `ISO_FORTRAN_ENV`; shall not be coindexed.
COUNT	(intent(out))Scalar integer with at least the precision of default integer.
STAT	(optional) Scalar default-kind integer variable.

Example:

```
program atomic
  use iso_fortran_env
  implicit none
  type(event_type) :: event_value_has_been_set[*]
  integer :: cnt
  if (this_image() == 1) then
    call event_query (event_value_has_been_set, cnt)
    if (cnt > 0) write(*,*) "Value has been set"
```

```
  elseif (this_image() == 2) then
    event post (event_value_has_been_set[1])
  end if
end program atomic
```

Standard: TS 18508 or later

8.105 EXECUTE_COMMAND_LINE — Execute a shell command

Synopsis: `CALL EXECUTE_COMMAND_LINE(COMMAND [, WAIT, EXITSTAT, CMDSTAT, CMDMSG ])`

Description:

`EXECUTE_COMMAND_LINE` runs a shell command, synchronously or asynchronously.

The `COMMAND` argument is passed to the shell and executed (The shell is `sh` on Unix systems, and `cmd.exe` on Windows.). If `WAIT` is present and has the value false, the execution of the command is asynchronous if the system supports it; otherwise, the command is executed synchronously using the C library's `system` call.

The three last arguments allow the user to get status information. After synchronous execution, `EXITSTAT` contains the integer exit code of the command, as returned by `system`. `CMDSTAT` is set to zero if the command line was executed (whatever its exit status was). `CMDMSG` is assigned an error message if an error has occurred.

Note that the `system` function need not be thread-safe. It is the responsibility of the user to ensure that `system` is not called concurrently.

For asynchronous execution on supported targets, the POSIX `posix_spawn` or `fork` functions are used. Also, a signal handler for the `SIGCHLD` signal is installed.

Class: Subroutine

Arguments:

COMMAND	Shall be a default `CHARACTER` scalar.
WAIT	(Optional) Shall be a default `LOGICAL` scalar.
EXITSTAT	(Optional) Shall be an `INTEGER` of the default kind.
CMDSTAT	(Optional) Shall be an `INTEGER` of the default kind.
CMDMSG	(Optional) Shall be an `CHARACTER` scalar of the default kind.

Example:

```
program test_exec
  integer :: i

  call execute_command_line ("external_prog.exe", exitstat=i)
  print *, "Exit status of external_prog.exe was ", i

  call execute_command_line ("reindex_files.exe", wait=.false.)
  print *, "Now reindexing files in the background"

end program test_exec
```

Notes:

Because this intrinsic is implemented in terms of the `system` function call, its behavior with respect to signaling is processor dependent. In particular, on POSIX-compliant systems, the `SIGINT` and `SIGQUIT` signals are ignored, and `SIGCHLD` is blocked. As such, if the parent process is terminated, the child process might not be terminated alongside.

Standard: Fortran 2008 and later

See also: Section 8.274 [SYSTEM], page 295,

8.106 `EXIT` — Exit the program with status.

Synopsis: `CALL EXIT([STATUS])`

Description:

`EXIT` causes immediate termination of the program with status. If status is omitted it returns the canonical *success* for the system. All Fortran I/O units are closed.

Class: Subroutine

Arguments:

STATUS Shall be an `INTEGER` of the default kind.

Return value:

`STATUS` is passed to the parent process on exit.

Example:

```
program test_exit
  integer :: STATUS = 0
  print *, 'This program is going to exit.'
  call EXIT(STATUS)
end program test_exit
```

Standard: GNU extension

See also: Section 8.2 [ABORT], page 119,
Section 8.169 [KILL], page 231,

8.107 `EXP` — Exponential function

Synopsis: `RESULT = EXP(X)`

Description:

`EXP(X)` computes the base e exponential of X.

Class: Elemental function

Arguments:

X The type shall be `REAL` or `COMPLEX`.

Return value:

The return value has same type and kind as X.

Example:

```
program test_exp
  real :: x = 1.0
  x = exp(x)
end program test_exp
```

Specific names:

Name	Argument	Return type	Standard
EXP(X)	REAL(4) X	REAL(4)	Fortran 77 and later
DEXP(X)	REAL(8) X	REAL(8)	Fortran 77 and later
CEXP(X)	COMPLEX(4) X	COMPLEX(4)	Fortran 77 and later
ZEXP(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension
CDEXP(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension

Standard: Fortran 77 and later, has overloads that are GNU extensions

8.108 EXPONENT — Exponent function

Synopsis: `RESULT = EXPONENT(X)`

Description:

`EXPONENT(X)` returns the value of the exponent part of X. If X is zero the value returned is zero.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:

The return value is of type default `INTEGER`.

Example:

```
program test_exponent
  real :: x = 1.0
  integer :: i
  i = exponent(x)
  print *, i
  print *, exponent(0.0)
end program test_exponent
```

Standard: Fortran 90 and later

8.109 EXTENDS_TYPE_OF — Query dynamic type for extension

Synopsis: `RESULT = EXTENDS_TYPE_OF(A, MOLD)`

Description:

Query dynamic type for extension.

Class: Inquiry function

Arguments:

A	Shall be an object of extensible declared type or unlimited polymorphic.

MOLD Shall be an object of extensible declared type or unlimited polymorphic.

Return value:
The return value is a scalar of type default logical. It is true if and only if the dynamic type of A is an extension type of the dynamic type of MOLD.

Standard: Fortran 2003 and later

See also: Section 8.241 [SAME_TYPE_AS], page 275,

8.110 FDATE — Get the current time as a string

Synopsis:

```
CALL FDATE(DATE).
DATE = FDATE().
```

Description:
`FDATE(DATE)` returns the current date (using the same format as Section 8.86 [CTIME], page 177) in *DATE*. It is equivalent to `CALL CTIME(DATE, TIME())`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:
DATE The type shall be of type `CHARACTER` of the default kind. It is an `INTENT(OUT)` argument. If the length of this variable is too short for the date and time string to fit completely, it is blank on procedure return.

Return value:
The current date and time as a string.

Example:

```
program test_fdate
    integer(8) :: i, j
    character(len=30) :: date
    call fdate(date)
    print *, 'Program started on ', date
    do i = 1, 100000000 ! Just a delay
        j = i * i - i
    end do
    call fdate(date)
    print *, 'Program ended on ', date
end program test_fdate
```

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.86 [CTIME], page 177,

8.111 FGET — Read a single character in stream mode from stdin

Synopsis:

```
CALL FGET(C [, STATUS])
STATUS = FGET(C)
```

Description:

Read a single character in stream mode from stdin by bypassing normal formatted output. Stream I/O should not be mixed with normal record-oriented (formatted or unformatted) I/O on the same unit; the results are unpredictable.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Note that the `FGET` intrinsic is provided for backwards compatibility with `g77`. GNU Fortran provides the Fortran 2003 Stream facility. Programmers should consider the use of new stream IO feature in new code for future portability. See also Section 1.3.2 [Fortran 2003 status], page 3.

Class: Subroutine, function

Arguments:

C	The type shall be `CHARACTER` and of default kind.
STATUS	(Optional) status flag of type `INTEGER`. Returns 0 on success, -1 on end-of-file, and a system specific positive error code otherwise.

Example:

```
PROGRAM test_fget
  INTEGER, PARAMETER :: strlen = 100
  INTEGER :: status, i = 1
  CHARACTER(len=strlen) :: str = ""

  WRITE (*,*) 'Enter text:'
  DO
    CALL fget(str(i:i), status)
    if (status /= 0 .OR. i > strlen) exit
    i = i + 1
  END DO
  WRITE (*,*) TRIM(str)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.112 [FGETC], page 194,
Section 8.117 [FPUT], page 198,
Section 8.118 [FPUTC], page 199,

8.112 FGETC — Read a single character in stream mode

Synopsis:

```
CALL FGETC(UNIT, C [, STATUS])
STATUS = FGETC(UNIT, C)
```

Description:

Read a single character in stream mode by bypassing normal formatted output. Stream I/O should not be mixed with normal record-oriented (formatted or unformatted) I/O on the same unit; the results are unpredictable.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Note that the `FGET` intrinsic is provided for backwards compatibility with `g77`. GNU Fortran provides the Fortran 2003 Stream facility. Programmers should consider the use of new stream IO feature in new code for future portability. See also Section 1.3.2 [Fortran 2003 status], page 3.

Class: Subroutine, function

Arguments:

UNIT	The type shall be `INTEGER`.
C	The type shall be `CHARACTER` and of default kind.
STATUS	(Optional) status flag of type `INTEGER`. Returns 0 on success, -1 on end-of-file and a system specific positive error code otherwise.

Example:

```
PROGRAM test_fgetc
  INTEGER :: fd = 42, status
  CHARACTER :: c

  OPEN(UNIT=fd, FILE="/etc/passwd", ACTION="READ", STATUS = "OLD")
  DO
    CALL fgetc(fd, c, status)
    IF (status /= 0) EXIT
    call fput(c)
  END DO
  CLOSE(UNIT=fd)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.111 [FGET], page 194,
Section 8.117 [FPUT], page 198,
Section 8.118 [FPUTC], page 199,

8.113 `FINDLOC` — Search an array for a value

Synopsis:

```
RESULT = FINDLOC(ARRAY, VALUE, DIM [, MASK] [,KIND]
[,BACK])
RESULT = FINDLOC(ARRAY, VALUE, [, MASK] [,KIND]
[,BACK])
```

Description:

Determines the location of the element in the array with the value given in the *VALUE* argument, or, if the *DIM* argument is supplied, determines the locations of the elements equal to the *VALUE* argument element along each

row of the array in the *DIM* direction. If *MASK* is present, only the elements for which *MASK* is `.TRUE.` are considered. If more than one element in the array has the value *VALUE*, the location returned is that of the first such element in array element order if the *BACK* is not present or if it is `.FALSE.`. If *BACK* is true, the location returned is that of the last such element. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is an array of zeroes. Similarly, if *DIM* is supplied and all of the elements of *MASK* along a given row are zero, the result value for that row is zero.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of intrinsic type.
VALUE	A scalar of intrinsic type that is in type conformance with *ARRAY*.
DIM	(Optional) Shall be a scalar of type `INTEGER`, with a value between one and the rank of *ARRAY*, inclusive. It may not be an optional dummy argument.
MASK	(Optional) Shall be of type `LOGICAL`, and conformable with *ARRAY*.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.
BACK	(Optional) A scalar of type `LOGICAL`.

Notes: *ARRAY* can also be `UNSIGNED`.

Return value:

If *DIM* is absent, the result is a rank-one array with a length equal to the rank of *ARRAY*. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the size of *ARRAY* with the *DIM* dimension removed. If *DIM* is present and *ARRAY* has a rank of one, the result is a scalar. If the optional argument *KIND* is present, the result is an integer of kind *KIND*, otherwise it is of default kind.

Standard: Fortran 2008 and later

See also: Section 8.196 [MAXLOC], page 247,
Section 8.204 [MINLOC], page 252,

8.114 `FLOOR` — Integer floor function

Synopsis: `RESULT = FLOOR(A [, KIND])`

Description:

`FLOOR(A)` returns the greatest integer less than or equal to *A*.

Class: Elemental function

Arguments:

A	The type shall be `REAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER(KIND)` if *KIND* is present and of default-kind `INTEGER` otherwise.

Example:

```
program test_floor
    real :: x = 63.29
    real :: y = -63.59
    print *, floor(x) ! returns 63
    print *, floor(y) ! returns -64
end program test_floor
```

Standard: Fortran 95 and later

See also: Section 8.62 [CEILING], page 160,
Section 8.212 [NINT], page 258,

8.115 `FLUSH` — Flush I/O unit(s)

Synopsis: `CALL FLUSH(UNIT)`

Description:
Flushes Fortran unit(s) currently open for output. Without the optional argument, all units are flushed, otherwise just the unit specified.

Class: Subroutine

Arguments:
UNIT (Optional) The type shall be `INTEGER`.

Notes: Beginning with the Fortran 2003 standard, there is a `FLUSH` statement that should be preferred over the `FLUSH` intrinsic.

The `FLUSH` intrinsic and the Fortran 2003 `FLUSH` statement have identical effect: they flush the runtime library's I/O buffer so that the data becomes visible to other processes. This does not guarantee that the data is committed to disk.

On POSIX systems, you can request that all data is transferred to the storage device by calling the `fsync` function, with the POSIX file descriptor of the I/O unit as argument (retrieved with GNU intrinsic `FNUM`). The following example shows how:

```
! Declare the interface for POSIX fsync function
interface
  function fsync (fd) bind(c,name="fsync")
  use iso_c_binding, only: c_int
    integer(c_int), value :: fd
    integer(c_int) :: fsync
  end function fsync
end interface

! Variable declaration
integer :: ret

! Opening unit 10
open (10,file="foo")
```

```
! ...
! Perform I/O on unit 10
! ...

! Flush and sync
flush(10)
ret = fsync(fnum(10))

! Handle possible error
if (ret /= 0) stop "Error calling FSYNC"
```

Standard: GNU extension

8.116 FNUM — File number function

Synopsis: `RESULT = FNUM(UNIT)`

Description:

`FNUM(UNIT)` returns the POSIX file descriptor number corresponding to the open Fortran I/O unit `UNIT`.

Class: Function

Arguments:

UNIT The type shall be `INTEGER`.

Return value:

The return value is of type `INTEGER`

Example:

```
program test_fnum
  integer :: i
  open (unit=10, status = "scratch")
  i = fnum(10)
  print *, i
  close (10)
end program test_fnum
```

Standard: GNU extension

8.117 FPUT — Write a single character in stream mode to stdout

Synopsis:

```
CALL FPUT(C [, STATUS])
STATUS = FPUT(C)
```

Description:

Write a single character in stream mode to stdout by bypassing normal formatted output. Stream I/O should not be mixed with normal record-oriented (formatted or unformatted) I/O on the same unit; the results are unpredictable.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Note that the `FGET` intrinsic is provided for backwards compatibility with `g77`. GNU Fortran provides the Fortran 2003 Stream facility. Programmers should

consider the use of new stream IO feature in new code for future portability. See also Section 1.3.2 [Fortran 2003 status], page 3.

Class: Subroutine, function

Arguments:

C	The type shall be `CHARACTER` and of default kind.
STATUS	(Optional) status flag of type `INTEGER`. Returns 0 on success, -1 on end-of-file and a system specific positive error code otherwise.

Example:

```
PROGRAM test_fput
  CHARACTER(len=10) :: str = "gfortran"
  INTEGER :: i
  DO i = 1, len_trim(str)
    CALL fput(str(i:i))
  END DO
END PROGRAM
```

Standard: GNU extension

See also: Section 8.118 [FPUTC], page 199,
Section 8.111 [FGET], page 194,
Section 8.112 [FGETC], page 194,

8.118 `FPUTC` — Write a single character in stream mode

Synopsis:

```
CALL FPUTC(UNIT, C [, STATUS])
STATUS = FPUTC(UNIT, C)
```

Description:

Write a single character in stream mode by bypassing normal formatted output. Stream I/O should not be mixed with normal record-oriented (formatted or unformatted) I/O on the same unit; the results are unpredictable.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Note that the `FGET` intrinsic is provided for backwards compatibility with `g77`. GNU Fortran provides the Fortran 2003 Stream facility. Programmers should consider the use of new stream IO feature in new code for future portability. See also Section 1.3.2 [Fortran 2003 status], page 3.

Class: Subroutine, function

Arguments:

UNIT	The type shall be `INTEGER`.
C	The type shall be `CHARACTER` and of default kind.
STATUS	(Optional) status flag of type `INTEGER`. Returns 0 on success, -1 on end-of-file and a system specific positive error code otherwise.

Example:

```
PROGRAM test_fputc
  CHARACTER(len=10) :: str = "gfortran"
  INTEGER :: fd = 42, i

  OPEN(UNIT = fd, FILE = "out", ACTION = "WRITE", STATUS="NEW")
  DO i = 1, len_trim(str)
    CALL fputc(fd, str(i:i))
  END DO
  CLOSE(fd)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.117 [FPUT], page 198,
Section 8.111 [FGET], page 194,
Section 8.112 [FGETC], page 194,

8.119 FRACTION — Fractional part of the model representation

Synopsis: `Y = FRACTION(X)`

Description:
`FRACTION(X)` returns the fractional part of the model representation of `X`.

Class: Elemental function

Arguments:

X		The type of the argument shall be a `REAL`.

Return value:
The return value is of the same type and kind as the argument. The fractional part of the model representation of `X` is returned; it is `X * REAL(RADIX(X))**(-EXPONENT(X))`.

Example:

```
program test_fraction
  implicit none
  real :: x
  x = 178.1387e-4
  print *, fraction(x), x * real(radix(x))**(-exponent(x))
end program test_fraction
```

Standard: Fortran 90 and later

8.120 FREE — Frees memory

Synopsis: `CALL FREE(PTR)`

Description:
Frees memory previously allocated by `MALLOC`. The `FREE` intrinsic is an extension intended to be used with Cray pointers, and is provided in GNU Fortran to allow user to compile legacy code. For new code using Fortran 95 pointers, the memory de-allocation intrinsic is `DEALLOCATE`.

Class: Subroutine

Arguments:

PTR	The type shall be `INTEGER`. It represents the location of the memory that should be de-allocated.

Return value:
None

Example: See `MALLOC` for an example.

Standard: GNU extension

See also: Section 8.190 [MALLOC], page 244,

8.121 `FSEEK` — Low level file positioning subroutine

Synopsis: `CALL FSEEK(UNIT, OFFSET, WHENCE[, STATUS])`

Description:

Moves *UNIT* to the specified *OFFSET*. If *WHENCE* is set to 0, the *OFFSET* is taken as an absolute value `SEEK_SET`, if set to 1, *OFFSET* is taken to be relative to the current position `SEEK_CUR`, and if set to 2 relative to the end of the file `SEEK_END`. On error, *STATUS* is set to a nonzero value. If *STATUS* the seek fails silently.

This intrinsic routine is not fully backwards compatible with `g77`. In `g77`, the `FSEEK` takes a statement label instead of a *STATUS* variable. If FSEEK is used in old code, change

```
CALL FSEEK(UNIT, OFFSET, WHENCE, *label)
```

to

```
INTEGER :: status
CALL FSEEK(UNIT, OFFSET, WHENCE, status)
IF (status /= 0) GOTO label
```

Please note that GNU Fortran provides the Fortran 2003 Stream facility. Programmers should consider the use of new stream IO feature in new code for future portability. See also Section 1.3.2 [Fortran 2003 status], page 3.

Class: Subroutine

Arguments:

UNIT	Shall be a scalar of type `INTEGER`.
OFFSET	Shall be a scalar of type `INTEGER`.
WHENCE	Shall be a scalar of type `INTEGER`. Its value shall be either 0, 1 or 2.
STATUS	(Optional) shall be a scalar of type `INTEGER(4)`.

Example:

```
PROGRAM test_fseek
  INTEGER, PARAMETER :: SEEK_SET = 0, SEEK_CUR = 1, SEEK_END = 2
  INTEGER :: fd, offset, ierr

  ierr   = 0
  offset = 5
```

```
  fd     = 10

  OPEN(UNIT=fd, FILE="fseek.test")
  CALL FSEEK(fd, offset, SEEK_SET, ierr)  ! move to OFFSET
  print *, FTELL(fd), ierr

  CALL FSEEK(fd, 0, SEEK_END, ierr)       ! move to end
  print *, FTELL(fd), ierr

  CALL FSEEK(fd, 0, SEEK_SET, ierr)       ! move to beginning
  print *, FTELL(fd), ierr

  CLOSE(UNIT=fd)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.123 [FTELL], page 203,

8.122 `FSTAT` — Get file status

Synopsis:

```
CALL FSTAT(UNIT, VALUES [, STATUS])
STATUS = FSTAT(UNIT, VALUES)
```

Description:

`FSTAT` is identical to Section 8.270 [STAT], page 292, except that information about an already opened file is obtained.

The elements in `VALUES` are the same as described by Section 8.270 [STAT], page 292.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

UNIT	An open I/O unit number of type `INTEGER`.
VALUES	The type shall be `INTEGER, DIMENSION(13)` of either kind 4 or kind 8.
STATUS	(Optional) status flag of type `INTEGER` of kind 2 or larger. Returns 0 on success and a system specific error code otherwise.

Example: See Section 8.270 [STAT], page 292, for an example.

Standard: GNU extension

See also: To stat a link:
Section 8.188 [LSTAT], page 242,
To stat a file:
Section 8.270 [STAT], page 292,

8.123 FTELL — Current stream position

Synopsis:

```
CALL FTELL(UNIT, OFFSET)
OFFSET = FTELL(UNIT)
```

Description:

Retrieves the current position within an open file.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

OFFSET	Shall of type `INTEGER`.
UNIT	Shall of type `INTEGER`.

Return value:

In either syntax, *OFFSET* is set to the current offset of unit number *UNIT*, or to -1 if the unit is not currently open.

Example:

```
PROGRAM test_ftell
  INTEGER :: i
  OPEN(10, FILE="temp.dat")
  CALL ftell(10,i)
  WRITE(*,*) i
END PROGRAM
```

Standard: GNU extension

See also: Section 8.121 [FSEEK], page 201,

8.124 GAMMA — Gamma function

Synopsis:

```
X = GAMMA(X)
```

Description:

`GAMMA(X)` computes Gamma (Γ) of X. For positive, integer values of X the Gamma function simplifies to the factorial function $\Gamma(x) = (x-1)!$.

$$\Gamma(x) = \int_0^\infty t^{x-1} \mathrm{e}^{-t}\, \mathrm{d}t$$

Class: Elemental function

Arguments:

X	Shall be of type `REAL` and neither zero nor a negative integer.

Return value:

The return value is of type `REAL` of the same kind as *X*.

Example:

```
program test_gamma
  real :: x = 1.0
  x = gamma(x) ! returns 1.0
end program test_gamma
```

Specific names:

Name	Argument	Return type	Standard
`DGAMMA(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

See also: Logarithm of the Gamma function:
Section 8.185 [LOG_GAMMA], page 241,

8.125 `GERROR` — Get last system error message

Synopsis: `CALL GERROR(RESULT)`

Description:
Returns the system error message corresponding to the last system error. This resembles the functionality of `strerror(3)` in C.

Class: Subroutine

Arguments:
RESULT Shall be of type `CHARACTER` and of default kind.

Example:

```
PROGRAM test_gerror
  CHARACTER(len=100) :: msg
  CALL gerror(msg)
  WRITE(*,*) msg
END PROGRAM
```

Standard: GNU extension

See also: Section 8.152 [IERRNO], page 222,
Section 8.221 [PERROR], page 264,

8.126 `GETARG` — Get command line arguments

Synopsis: `CALL GETARG(POS, VALUE)`

Description:
Retrieve the *POS*-th argument that was passed on the command line when the containing program was invoked.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.128 [GET_COMMAND_ARGUMENT], page 206, intrinsic defined by the Fortran 2003 standard.

Class: Subroutine

Arguments:

POS	Shall be of type `INTEGER` and not wider than the default integer kind; $POS \geq 0$
VALUE	Shall be of type `CHARACTER` and of default kind.

Return value:

After `GETARG` returns, the *VALUE* argument holds the *POS*th command line argument. If *VALUE* cannot hold the argument, it is truncated to fit the length of *VALUE*. If there are less than *POS* arguments specified at the command line, *VALUE* is filled with blanks. If $POS = 0$, *VALUE* is set to the name of the program (on systems that support this feature).

Example:

```
PROGRAM test_getarg
  INTEGER :: i
  CHARACTER(len=32) :: arg

  DO i = 1, iargc()
    CALL getarg(i, arg)
    WRITE (*,*) arg
  END DO
END PROGRAM
```

Standard: GNU extension

See also: GNU Fortran 77 compatibility function:
Section 8.145 [IARGC], page 217,
Fortran 2003 functions and subroutines:
Section 8.127 [GET_COMMAND], page 205,
Section 8.128 [GET_COMMAND_ARGUMENT], page 206,
Section 8.72 [COMMAND_ARGUMENT_COUNT], page 168,

8.127 `GET_COMMAND` — Get the entire command line

Synopsis: `CALL GET_COMMAND([COMMAND, LENGTH, STATUS])`

Description:

Retrieve the entire command line that was used to invoke the program.

Class: Subroutine

Arguments:

COMMAND	(Optional) shall be of type `CHARACTER` and of default kind.
LENGTH	(Optional) Shall be of type `INTEGER` and of default kind.
STATUS	(Optional) Shall be of type `INTEGER` and of default kind.

Return value:

If *COMMAND* is present, stores the entire command line that was used to invoke the program in *COMMAND*. If *LENGTH* is present, it is assigned the length of the command line. If *STATUS* is present, it is assigned 0 upon success

of the command, -1 if *COMMAND* is too short to store the command line, or a positive value in case of an error.

Example:

```
PROGRAM test_get_command
  CHARACTER(len=255) :: cmd
  CALL get_command(cmd)
  WRITE (*,*) TRIM(cmd)
END PROGRAM
```

Standard: Fortran 2003 and later

See also: Section 8.128 [GET_COMMAND_ARGUMENT], page 206,
Section 8.72 [COMMAND_ARGUMENT_COUNT], page 168,

8.128 GET_COMMAND_ARGUMENT — Get command line arguments

Synopsis: `CALL GET_COMMAND_ARGUMENT(NUMBER [, VALUE, LENGTH, STATUS])`

Description:

Retrieve the *NUMBER*-th argument that was passed on the command line when the containing program was invoked.

Class: Subroutine

Arguments:

NUMBER	Shall be a scalar of type `INTEGER` and of default kind, $NUMBER \geq 0$
VALUE	(Optional) Shall be a scalar of type `CHARACTER` and of default kind.
LENGTH	(Optional) Shall be a scalar of type `INTEGER` and of default kind.
STATUS	(Optional) Shall be a scalar of type `INTEGER` and of default kind.

Return value:

After `GET_COMMAND_ARGUMENT` returns, the *VALUE* argument holds the *NUMBER*-th command line argument. If *VALUE* cannot hold the argument, it is truncated to fit the length of *VALUE*. If there are less than *NUMBER* arguments specified at the command line, *VALUE* is filled with blanks. If $NUMBER = 0$, *VALUE* is set to the name of the program (on systems that support this feature). The *LENGTH* argument contains the length of the *NUMBER*-th command line argument. If the argument retrieval fails, *STATUS* is a positive number; if *VALUE* contains a truncated command line argument, *STATUS* is -1; and otherwise the *STATUS* is zero.

Example:

```
PROGRAM test_get_command_argument
  INTEGER :: i
  CHARACTER(len=32) :: arg

  i = 0
  DO
```

```
    CALL get_command_argument(i, arg)
    IF (LEN_TRIM(arg) == 0) EXIT

    WRITE (*,*) TRIM(arg)
    i = i+1
  END DO
END PROGRAM
```

Standard: Fortran 2003 and later

See also: Section 8.127 [GET_COMMAND], page 205,
Section 8.72 [COMMAND_ARGUMENT_COUNT], page 168,

8.129 GETCWD — Get current working directory

Synopsis:

```
CALL GETCWD(C [, STATUS])
STATUS = GETCWD(C)
```

Description:

Get current working directory.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

C	The type shall be `CHARACTER` and of default kind.
STATUS	(Optional) status flag. Returns 0 on success, a system specific and nonzero error code otherwise.

Example:

```
PROGRAM test_getcwd
  CHARACTER(len=255) :: cwd
  CALL getcwd(cwd)
  WRITE(*,*) TRIM(cwd)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.64 [CHDIR], page 161,

8.130 GETENV — Get an environmental variable

Synopsis:

```
CALL GETENV(NAME, VALUE)
```

Description:

Get the *VALUE* of the environmental variable *NAME*.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.131 [GET_ENVIRONMENT_VARIABLE], page 208, intrinsic defined by the Fortran 2003 standard.

Note that `GETENV` need not be thread-safe. It is the responsibility of the user to ensure that the environment is not being updated concurrently with a call to the `GETENV` intrinsic.

Class: Subroutine

Arguments:

NAME	Shall be of type `CHARACTER` and of default kind.
VALUE	Shall be of type `CHARACTER` and of default kind.

Return value:

Stores the value of *NAME* in *VALUE*. If *VALUE* is not large enough to hold the data, it is truncated. If *NAME* is not set, *VALUE* is filled with blanks.

Example:

```
PROGRAM test_getenv
  CHARACTER(len=255) :: homedir
  CALL getenv("HOME", homedir)
  WRITE (*,*) TRIM(homedir)
END PROGRAM
```

Standard: GNU extension

See also: Section 8.131 [GET_ENVIRONMENT_VARIABLE], page 208,

8.131 `GET_ENVIRONMENT_VARIABLE` — Get an environmental variable

Synopsis: `CALL GET_ENVIRONMENT_VARIABLE(NAME[, VALUE, LENGTH, STATUS, TRIM_NAME)`

Description:

Get the *VALUE* of the environmental variable *NAME*.

Note that `GET_ENVIRONMENT_VARIABLE` need not be thread-safe. It is the responsibility of the user to ensure that the environment is not being updated concurrently with a call to the `GET_ENVIRONMENT_VARIABLE` intrinsic.

Class: Subroutine

Arguments:

NAME	Shall be a scalar of type `CHARACTER` and of default kind.
VALUE	(Optional) Shall be a scalar of type `CHARACTER` and of default kind.
LENGTH	(Optional) Shall be a scalar of type `INTEGER` and of default kind.
STATUS	(Optional) Shall be a scalar of type `INTEGER` and of default kind.
TRIM_NAME	(Optional) Shall be a scalar of type `LOGICAL` and of default kind.

Return value:

Stores the value of *NAME* in *VALUE*. If *VALUE* is not large enough to hold the data, it is truncated. If *NAME* is not set, *VALUE* is filled with blanks. Argument *LENGTH* contains the length needed for storing the environment variable *NAME* or zero if it is not present. *STATUS* is -1 if *VALUE* is present

but too short for the environment variable; it is 1 if the environment variable does not exist and 2 if the processor does not support environment variables; in all other cases *STATUS* is zero. If *TRIM_NAME* is present with the value `.FALSE.`, the trailing blanks in *NAME* are significant; otherwise they are not part of the environment variable name.

Example:

```
PROGRAM test_getenv
  CHARACTER(len=255) :: homedir
  CALL get_environment_variable("HOME", homedir)
  WRITE (*,*) TRIM(homedir)
END PROGRAM
```

Standard: Fortran 2003 and later

8.132 `GETGID` — Group ID function

Synopsis: `RESULT = GETGID()`

Description:
Returns the numerical group ID of the current process.

Class: Function

Return value:
The return value of `GETGID` is an `INTEGER` of the default kind.

Example: See `GETPID` for an example.

Standard: GNU extension

See also: Section 8.134 [GETPID], page 210,
Section 8.136 [GETUID], page 211,

8.133 `GETLOG` — Get login name

Synopsis: `CALL GETLOG(C)`

Description:
Gets the username under which the program is running.

Class: Subroutine

Arguments:

C		Shall be of type `CHARACTER` and of default kind.

Return value:
Stores the current user name in *C*. (On systems where POSIX functions `geteuid` and `getpwuid` are not available, and the `getlogin` function is not implemented either, this returns a blank string.)

Example:

```
PROGRAM TEST_GETLOG
  CHARACTER(32) :: login
  CALL GETLOG(login)
  WRITE(*,*) login
END PROGRAM
```

Standard: GNU extension

See also: Section 8.136 [GETUID], page 211,

8.134 GETPID — Process ID function

Synopsis: `RESULT = GETPID()`

Description:
Returns the numerical process identifier of the current process.

Class: Function

Return value:
The return value of `GETPID` is an `INTEGER` of the default kind.

Example:

```
program info
  print *, "The current process ID is ", getpid()
  print *, "Your numerical user ID is ", getuid()
  print *, "Your numerical group ID is ", getgid()
end program info
```

Standard: GNU extension

See also: Section 8.132 [GETGID], page 209,
Section 8.136 [GETUID], page 211,

8.135 GET_TEAM — Get the handle of a team

Synopsis: `RESULT = GET_TEAM([LEVEL])`

Description:
Returns the handle of the current team, if *LEVEL* is not given. Or the team specified by *LEVEL*, where *LEVEL* is one of the constants `INITIAL_TEAM`, `PARENT_TEAM` or `CURRENT_TEAM` from the intrinsic module `ISO_FORTRAN_ENV`. Calling the function with `PARENT_TEAM` while being on the initial team, returns a handle to the initial team. This ensures that always a valid team is returned, given that team handles can neither be checked for validity nor compared with each other or null.

Class: Transformational function

Return value:
An opaque handle of `TEAM_TYPE` from the intrinsic module `ISO_FORTRAN_ENV`.

Example:

```
program info
  use, intrinsic :: iso_fortran_env
  type(team_type) :: init, curr, par, nt

  init = get_team()
  curr = get_team(current_team) ! init equals curr here
  form team(1, nt)
  change team(nt)
    curr = get_team() ! or get_team(current_team)
```

```
      par = get_team(parent_team) ! par equals init here
    end team
  end program info
```

Standard: Fortran 2018 or later

See also: Section 8.281 [THIS_IMAGE], page 300,
Section 9.1 [ISO_FORTRAN_ENV], page 311,

8.136 `GETUID` — User ID function

Synopsis: `RESULT = GETUID()`

Description:
Returns the numerical user ID of the current process.

Class: Function

Return value:
The return value of `GETUID` is an `INTEGER` of the default kind.

Example: See `GETPID` for an example.

Standard: GNU extension

See also: Section 8.134 [GETPID], page 210,
Section 8.133 [GETLOG], page 209,

8.137 `GMTIME` — Convert time to GMT info

Synopsis: `CALL GMTIME(TIME, VALUES)`

Description:
Given a system time value *TIME* (as provided by the Section 8.282 [TIME], page 301, intrinsic), fills *VALUES* with values extracted from it appropriate to the UTC time zone (Universal Coordinated Time, also known in some countries as GMT, Greenwich Mean Time), using `gmtime(3)`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.87 [DATE_AND_TIME], page 178, intrinsic defined by the Fortran 95 standard.

Class: Subroutine

Arguments:

TIME	An `INTEGER` scalar expression corresponding to a system time, with `INTENT(IN)`.
VALUES	A default `INTEGER` array with 9 elements, with `INTENT(OUT)`.

Return value:
The elements of *VALUES* are assigned as follows:

1. Seconds after the minute, range 0–59 or 0–61 to allow for leap seconds
2. Minutes after the hour, range 0–59

3. Hours past midnight, range 0–23
4. Day of month, range 1–31
5. Number of months since January, range 0–11
6. Years since 1900
7. Number of days since Sunday, range 0–6
8. Days since January 1, range 0–365
9. Daylight savings indicator: positive if daylight savings is in effect, zero if not, and negative if the information is not available.

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.86 [CTIME], page 177,
Section 8.189 [LTIME], page 243,
Section 8.282 [TIME], page 301,
Section 8.283 [TIME8], page 301,

8.138 HOSTNM — Get system host name

Synopsis:

```
CALL HOSTNM(C [, STATUS])
STATUS = HOSTNM(NAME)
```

Description:

Retrieves the host name of the system on which the program is running.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

C	Shall of type `CHARACTER` and of default kind.
STATUS	(Optional) status flag of type `INTEGER`. Returns 0 on success, or a system specific error code otherwise.

Return value:

In either syntax, *NAME* is set to the current hostname if it can be obtained, or to a blank string otherwise.

Standard: GNU extension

8.139 HUGE — Largest number of a kind

Synopsis: `RESULT = HUGE(X)`

Description:

`HUGE(X)` returns the largest number that is not an infinity in the model of the type of `X`.

Class: Inquiry function

Arguments:

X	Shall be of type `REAL`, `INTEGER` or `UNSIGNED`.

Return value:
The return value is of the same type and kind as *X*

Example:

```
program test_huge_tiny
  print *, huge(0), huge(0.0), huge(0.0d0)
  print *, tiny(0.0), tiny(0.0d0)
end program test_huge_tiny
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.140 `HYPOT` — Euclidean distance function

Synopsis: `RESULT = HYPOT(X, Y)`

Description:
`HYPOT(X,Y)` is the Euclidean distance function. It is equal to $\sqrt{X^2 + Y^2}$, without undue underflow or overflow.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.
Y	The type and kind type parameter shall be the same as *X*.

Return value:
The return value has the same type and kind type parameter as *X*.

Example:

```
program test_hypot
  real(4) :: x = 1.e0_4, y = 0.5e0_4
  x = hypot(x,y)
end program test_hypot
```

Standard: Fortran 2008 and later

8.141 `IACHAR` — Code in ASCII collating sequence

Synopsis: `RESULT = IACHAR(C [, KIND])`

Description:
`IACHAR(C)` returns the code for the ASCII character in the first character position of `C`.

Class: Elemental function

Arguments:

C	Shall be a scalar `CHARACTER`, with `INTENT(IN)`
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Example:

```
program test_iachar
  integer i
  i = iachar(' ')
end program test_iachar
```

Notes: See Section 8.149 [ICHAR], page 219, for a discussion of converting between numerical values and formatted string representations.

Standard: Fortran 95 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.5 [ACHAR], page 121,
Section 8.63 [CHAR], page 160,
Section 8.149 [ICHAR], page 219,

8.142 `IALL` — Bitwise AND of array elements

Synopsis:

```
RESULT = IALL(ARRAY[, MASK])
RESULT = IALL(ARRAY, DIM[, MASK])
```

Description:
Reduces with bitwise AND the elements of *ARRAY* along dimension *DIM* if the corresponding element in *MASK* is `TRUE`.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER` or `UNSIGNED`
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.
MASK	(Optional) shall be of type `LOGICAL` and either be a scalar or an array of the same shape as *ARRAY*.

Return value:
The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the bitwise ALL of all elements in *ARRAY* is returned. Otherwise, an array of rank n-1, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_iall
  INTEGER(1) :: a(2)

  a(1) = b'00100100'
  a(2) = b'01101010'
```

```
  ! prints 00100000
  PRINT '(b8.8)', IALL(a)
END PROGRAM
```

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.144 [IANY], page 216,
Section 8.159 [IPARITY], page 225,
Section 8.143 [IAND], page 215,

8.143 `IAND` — Bitwise logical and

Synopsis: `RESULT = IAND(I, J)`

Description:
Bitwise logical `AND`.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`, `UNSIGNED` or a boz-literal-constant.
J	The type shall be the same type as *I* with the same kind type parameter or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants.

Return value:
The return type is with the kind type parameter of the arguments. A boz-literal-constant is converted to an `INTEGER` or `UNSIGNED` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, or Section 8.292 [UINT], page 306, respectively, occurred.

Example:

```
PROGRAM test_iand
  INTEGER :: a, b
  DATA a / Z'F' /, b / Z'3' /
  WRITE (*,*) IAND(a, b)
END PROGRAM
```

Specific names:

Name	Argument	Return type	Standard
`IAND(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BIAND(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIAND(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIAND(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIAND(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, with boz-literal-constant Fortran 2008 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.158 [IOR], page 225,
Section 8.151 [IEOR], page 221,

Section 8.147 [IBITS], page 218,
Section 8.148 [IBSET], page 218,
Section 8.146 [IBCLR], page 217,
Section 8.214 [NOT], page 259,

8.144 IANY — Bitwise OR of array elements

Synopsis:

```
RESULT = IANY(ARRAY[, MASK])
RESULT = IANY(ARRAY, DIM[, MASK])
```

Description:

Reduces with bitwise OR (inclusive or) the elements of *ARRAY* along dimension *DIM* if the corresponding element in *MASK* is `TRUE`.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER` or `UNSIGNED`
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.
MASK	(Optional) shall be of type `LOGICAL` and either be a scalar or an array of the same shape as *ARRAY*.

Return value:

The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the bitwise OR of all elements in *ARRAY* is returned. Otherwise, an array of rank n-1, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_iany
  INTEGER(1) :: a(2)

  a(1) = b'00100100'
  a(2) = b'01101010'

  ! prints 01101110
  PRINT '(b8.8)', IANY(a)
END PROGRAM
```

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.159 [IPARITY], page 225,
Section 8.142 [IALL], page 214,
Section 8.158 [IOR], page 225,

8.145 IARGC — Get the number of command line arguments

Synopsis: `RESULT = IARGC()`

Description:

`IARGC` returns the number of arguments passed on the command line when the containing program was invoked.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.72 [COMMAND_ARGUMENT_COUNT], page 168, intrinsic defined by the Fortran 2003 standard.

Class: Function

Arguments:

None

Return value:

The number of command line arguments, type `INTEGER(4)`.

Example: See Section 8.126 [GETARG], page 204,

Standard: GNU extension

See also: GNU Fortran 77 compatibility subroutine:
Section 8.126 [GETARG], page 204,
Fortran 2003 functions and subroutines:
Section 8.127 [GET_COMMAND], page 205,
Section 8.128 [GET_COMMAND_ARGUMENT], page 206,
Section 8.72 [COMMAND_ARGUMENT_COUNT], page 168,

8.146 IBCLR — Clear bit

Synopsis: `RESULT = IBCLR(I, POS)`

Description:

`IBCLR` returns the value of *I* with the bit at position *POS* set to zero.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
POS	The type shall be `INTEGER`.

Return value:

The return value is of the same type as *I*.

Specific names:

Name	Argument	Return type	Standard
`IBCLR(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BBCLR(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIBCLR(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIBCLR(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIBCLR(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.147 [IBITS], page 218,
Section 8.148 [IBSET], page 218,
Section 8.143 [IAND], page 215,
Section 8.158 [IOR], page 225,
Section 8.151 [IEOR], page 221,
Section 8.209 [MVBITS], page 256,

8.147 `IBITS` — Bit extraction

Synopsis: `RESULT = IBITS(I, POS, LEN)`

Description:
`IBITS` extracts a field of length *LEN* from *I*, starting from bit position *POS* and extending left for *LEN* bits. The result is right-justified and the remaining bits are zeroed. The value of `POS+LEN` must be less than or equal to the value `BIT_SIZE(I)`.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
POS	The type shall be `INTEGER`.
LEN	The type shall be `INTEGER`.

Return value:
The return value is of type as *I*.

Specific names:

Name	Argument	Return type	Standard
`IBITS(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BBITS(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIBITS(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIBITS(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIBITS(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.52 [BIT_SIZE], page 153,
Section 8.146 [IBCLR], page 217,
Section 8.148 [IBSET], page 218,
Section 8.143 [IAND], page 215,
Section 8.158 [IOR], page 225,
Section 8.151 [IEOR], page 221,

8.148 `IBSET` — Set bit

Synopsis: `RESULT = IBSET(I, POS)`

Description:
IBSET returns the value of *I* with the bit at position *POS* set to one.

Class: Elemental function

Arguments:

I	The type shall be INTEGER or UNSIGNED.
POS	The type shall be INTEGER.

Return value:
The return value is of the same type as *I*.

Specific names:

Name	Argument	Return type	Standard
IBSET(A)	INTEGER A	INTEGER	Fortran 90 and later
BBSET(A)	INTEGER(1) A	INTEGER(1)	GNU extension
IIBSET(A)	INTEGER(2) A	INTEGER(2)	GNU extension
JIBSET(A)	INTEGER(4) A	INTEGER(4)	GNU extension
KIBSET(A)	INTEGER(8) A	INTEGER(8)	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for UNSIGNED (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.146 [IBCLR], page 217,
Section 8.147 [IBITS], page 218,
Section 8.143 [IAND], page 215,
Section 8.158 [IOR], page 225,
Section 8.151 [IEOR], page 221,
Section 8.209 [MVBITS], page 256,

8.149 ICHAR — Character-to-integer conversion function

Synopsis: RESULT = ICHAR(C [, KIND])

Description:
ICHAR(C) returns the code for the character in the first character position of C in the system's native character set. The correspondence between characters and their codes is not necessarily the same across different GNU Fortran implementations.

Class: Elemental function

Arguments:

C	Shall be a scalar CHARACTER, with INTENT(IN)
KIND	(Optional) A scalar INTEGER constant expression indicating the kind parameter of the result.

Return value:
The return value is of type INTEGER and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Example:

```
program test_ichar
```

```
  integer i
  i = ichar(' ')
end program test_ichar
```

Specific names:

Name	Argument	Return type	Standard
ICHAR(C)	CHARACTER C	INTEGER(4)	Fortran 77 and later

Notes: No intrinsic exists to convert between a numeric value and a formatted character string representation – for instance, given the CHARACTER value '154', obtaining an INTEGER or REAL value with the value 154, or vice versa. Instead, this functionality is provided by internal-file I/O, as in the following example:

```
program read_val
  integer value
  character(len=10) string, string2
  string = '154'

  ! Convert a string to a numeric value
  read (string,'(I10)') value
  print *, value

  ! Convert a value to a formatted string
  write (string2,'(I10)') value
  print *, string2
end program read_val
```

Standard: Fortran 77 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.5 [ACHAR], page 121,
Section 8.63 [CHAR], page 160,
Section 8.141 [IACHAR], page 213,

8.150 IDATE — Get current local time subroutine (day/month/year)

Synopsis: `CALL IDATE(VALUES)`

Description:

IDATE(VALUES) Fills *VALUES* with the numerical values at the current local time. The day (in the range 1-31), month (in the range 1-12), and year appear in elements 1, 2, and 3 of *VALUES*, respectively. The year has four significant digits.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.87 [DATE_AND_TIME], page 178, intrinsic defined by the Fortran 95 standard.

Class: Subroutine

Arguments:

VALUES	The type shall be INTEGER, DIMENSION(3) and the kind shall be the default integer kind.

Return value:

Does not return anything.

Example:

```
program test_idate
  integer, dimension(3) :: tarray
  call idate(tarray)
  print *, tarray(1)
  print *, tarray(2)
  print *, tarray(3)
end program test_idate
```

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,

8.151 IEOR — Bitwise logical exclusive or

Synopsis: `RESULT = IEOR(I, J)`

Description:

`IEOR` returns the bitwise Boolean exclusive-OR of *I* and *J*.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`, `UNSIGNED` or a boz-literal-constant.
J	The type shall be the same type as *I* with the same kind type parameter or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants.

Return value:

The return type is with the kind type parameter of the arguments. A boz-literal-constant is converted to an `INTEGER` or `UNSIGNED` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, or Section 8.292 [UINT], page 306, respectively, occurred.

Specific names:

Name	Argument	Return type	Standard
`IEOR(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BIEOR(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIEOR(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIEOR(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIEOR(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, with boz-literal-constant Fortran 2008 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.158 [IOR], page 225,
Section 8.143 [IAND], page 215,
Section 8.147 [IBITS], page 218,
Section 8.148 [IBSET], page 218,
Section 8.146 [IBCLR], page 217,
Section 8.214 [NOT], page 259,

8.152 IERRNO — Get the last system error number

Synopsis: `RESULT = IERRNO()`

Description:
Returns the last system error number, as given by the C `errno` variable.

Class: Function

Arguments:
None

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Standard: GNU extension

See also: Section 8.221 [PERROR], page 264,

8.153 IMAGE_INDEX — Function that converts a cosubscript to an image index

Synopsis: `RESULT = IMAGE_INDEX(COARRAY, SUB)`

Description:
Returns the image index belonging to a cosubscript.

Class: Inquiry function.

Arguments:

COARRAY	Coarray of any type.
SUB	default integer rank-1 array of a size equal to the corank of *COARRAY*.

Return value:
Scalar default integer with the value of the image index that corresponds to the cosubscripts. For invalid cosubscripts the result is zero.

Example:

```
INTEGER :: array[2,-1:4,8,*]
! Writes  28 (or 0 if there are fewer than 28 images)
WRITE (*,*) IMAGE_INDEX (array, [2,0,3,1])
```

Standard: Fortran 2008 and later

See also: Section 8.281 [THIS_IMAGE], page 300,
Section 8.216 [NUM_IMAGES], page 260,

8.154 INDEX — Position of a substring within a string

Synopsis: `RESULT = INDEX(STRING, SUBSTRING [, BACK [, KIND]])`

Description:
Returns the position of the start of the first occurrence of string *SUBSTRING* as a substring in *STRING*, counting from one. If *SUBSTRING* is not present in *STRING*, zero is returned. If the *BACK* argument is present and true, the return value is the start of the last occurrence rather than the first.

Class: Elemental function

Arguments:

STRING	Shall be a scalar `CHARACTER`, with `INTENT(IN)`
SUBSTRING	Shall be a scalar `CHARACTER`, with `INTENT(IN)`
BACK	(Optional) Shall be a scalar `LOGICAL`, with `INTENT(IN)`
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Specific names:

Name	Argument	Return type	Standard
`INDEX(STRING,SUBSTRING)`	`CHARACTER`	`INTEGER(4)`	Fortran 77 and later

Standard: Fortran 77 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.243 [SCAN], page 276,
Section 8.298 [VERIFY], page 309,

8.155 `INT` — Convert to integer type

Synopsis: `RESULT = INT(A [, KIND))`

Description:

Convert to integer type

Class: Elemental function, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69).

Arguments:

A	Shall be of type `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED` or a boz-literal-constant.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

These functions return a `INTEGER` variable or array under the following rules:

(A) If *A* is of type `INTEGER`, `INT(A) = A`

(B) If *A* is of type `REAL` and $|A| < 1$, `INT(A)` equals `0`. If $|A| \geq 1$, then `INT(A)` is the integer whose magnitude is the largest integer that does not exceed the magnitude of *A* and whose sign is the same as the sign of *A*.

(C) If *A* is of type `COMPLEX`, rule B is applied to the real part of *A*.

(D) If *A* is of type `UNSIGNED` and $0 \leq A \leq$ `HUGE(A)`, `INT(A) = A`. Outside that range, the result is interpreted using two's complement.

Example:

```
program test_int
  integer :: i = 42
  complex :: z = (-3.7, 1.0)
  print *, int(i)
  print *, int(z), int(z,8)
end program
```

Specific names:

Name	Argument	Return type	Standard
INT(A)	REAL(4) A	INTEGER	Fortran 77 and later
IFIX(A)	REAL(4) A	INTEGER	Fortran 77 and later
IDINT(A)	REAL(8) A	INTEGER	Fortran 77 and later

Standard: Fortran 77 and later, with boz-literal-constant Fortran 2008 and later.

8.156 INT2 — Convert to 16-bit integer type

Synopsis: `RESULT = INT2(A)`

Description:
Convert to a `KIND=2` integer type. This is equivalent to the standard `INT` intrinsic with an optional argument of `KIND=2`, and is only included for backwards compatibility.

Class: Elemental function

Arguments:

A	Shall be of type `INTEGER`, `REAL`, or `COMPLEX`.

Return value:
The return value is a `INTEGER(2)` variable.

Standard: GNU extension

See also: Section 8.155 [INT], page 223,
Section 8.157 [INT8], page 224,

8.157 INT8 — Convert to 64-bit integer type

Synopsis: `RESULT = INT8(A)`

Description:
Convert to a `KIND=8` integer type. This is equivalent to the standard `INT` intrinsic with an optional argument of `KIND=8`, and is only included for backwards compatibility.

Class: Elemental function

Arguments:

A	Shall be of type `INTEGER`, `REAL`, or `COMPLEX`.

Return value:
The return value is a `INTEGER(8)` variable.

Standard: GNU extension

See also: Section 8.155 [INT], page 223,
Section 8.156 [INT2], page 224,

8.158 IOR — Bitwise logical or

Synopsis: `RESULT = IOR(I, J)`

Description:
`IOR` returns the bitwise Boolean inclusive-OR of *I* and *J*.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`, `UNSIGNED` or a boz-literal-constant.
J	The type shall be the same type as *I* with the same kind type parameter or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants.

Return value:
The return type is `INTEGER` with the kind type parameter of the arguments. A boz-literal-constant is converted to an `INTEGER` or `UNSIGNED` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, or Section 8.292 [UINT], page 306, respectively, occurred.

Specific names:

Name	Argument	Return type	Standard
`IOR(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BIOR(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IIOR(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JIOR(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KIOR(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, with boz-literal-constant Fortran 2008 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.151 [IEOR], page 221,
Section 8.143 [IAND], page 215,
Section 8.147 [IBITS], page 218,
Section 8.148 [IBSET], page 218,
Section 8.146 [IBCLR], page 217,
Section 8.214 [NOT], page 259,

8.159 IPARITY — Bitwise XOR of array elements

Synopsis:

```
RESULT = IPARITY(ARRAY[, MASK])
RESULT = IPARITY(ARRAY, DIM[, MASK])
```

Description:
Reduces with bitwise XOR (exclusive or) the elements of *ARRAY* along dimension *DIM* if the corresponding element in *MASK* is `TRUE`.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER` or `UNSIGNED`.
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.
MASK	(Optional) shall be of type `LOGICAL` and either be a scalar or an array of the same shape as *ARRAY*.

Return value:

The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the bitwise XOR of all elements in *ARRAY* is returned. Otherwise, an array of rank n-1, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_iparity
  INTEGER(1) :: a(2)

  a(1) = int(b'00100100', 1)
  a(2) = int(b'01101010', 1)

  ! prints 01001110
  PRINT '(b8.8)', IPARITY(a)
END PROGRAM
```

Standard: Fortran 2008 and later. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.144 [IANY], page 216,
Section 8.142 [IALL], page 214,
Section 8.151 [IEOR], page 221,
Section 8.220 [PARITY], page 263,

8.160 `IRAND` — Integer pseudo-random number

Synopsis: `RESULT = IRAND(I)`

Description:

`IRAND(FLAG)` returns a pseudo-random number from a uniform distribution between 0 and a system-dependent limit (which is in most cases 2147483647). If *FLAG* is 0, the next number in the current sequence is returned; if *FLAG* is 1, the generator is restarted by `CALL SRAND(0)`; if *FLAG* has any other value, it is used as a new seed with `SRAND`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. It implements a simple modulo generator as provided by `g77`. For new code, one should consider the use of Section 8.231 [RANDOM_NUMBER], page 269, as it implements a superior algorithm.

Class: Function

Arguments:

I Shall be a scalar `INTEGER` of kind 4.

Return value:

The return value is of `INTEGER(kind=4)` type.

Example:

```
program test_irand
  integer,parameter :: seed = 86456

  call srand(seed)
  print *, irand(), irand(), irand(), irand()
  print *, irand(seed), irand(), irand(), irand()
end program test_irand
```

Standard: GNU extension

8.161 IS_CONTIGUOUS — Test whether an array is contiguous

Synopsis: `RESULT = IS_CONTIGUOUS(ARRAY)`

Description:

`IS_CONTIGUOUS` tests whether an array is contiguous.

Class: Inquiry function

Arguments:

ARRAY Shall be an array of any type.

Return value:

Returns a `LOGICAL` of the default kind, which is `.TRUE.` if *ARRAY* is contiguous and false otherwise.

Example:

```
program test
  integer :: a(10)
  a = [1,2,3,4,5,6,7,8,9,10]
  call sub (a)      ! every element, is contiguous
  call sub (a(::2)) ! every other element, is noncontiguous
contains
  subroutine sub (x)
    integer :: x(:)
    if (is_contiguous (x)) then
      write (*,*) 'X is contiguous'
    else
      write (*,*) 'X is not contiguous'
    end if
  end subroutine sub
end program test
```

Standard: Fortran 2008 and later

8.162 IS_IOSTAT_END — Test for end-of-file value

Synopsis: `RESULT = IS_IOSTAT_END(I)`

Description:
IS_IOSTAT_END tests whether an variable has the value of the I/O status "end of file". The function is equivalent to comparing the variable with the IOSTAT_END parameter of the intrinsic module ISO_FORTRAN_ENV.

Class: Elemental function

Arguments:
I Shall be of the type INTEGER.

Return value:
Returns a LOGICAL of the default kind, which is .TRUE. if *I* has the value that indicates an end of file condition for IOSTAT= specifiers, and is .FALSE. otherwise.

Example:

```
PROGRAM iostat
  IMPLICIT NONE
  INTEGER :: stat, i
  OPEN(88, FILE='test.dat')
  READ(88, *, IOSTAT=stat) i
  IF(IS_IOSTAT_END(stat)) STOP 'END OF FILE'
END PROGRAM
```

Standard: Fortran 2003 and later

8.163 IS_IOSTAT_EOR — Test for end-of-record value

Synopsis: RESULT = IS_IOSTAT_EOR(I)

Description:
IS_IOSTAT_EOR tests whether an variable has the value of the I/O status "end of record". The function is equivalent to comparing the variable with the IOSTAT_EOR parameter of the intrinsic module ISO_FORTRAN_ENV.

Class: Elemental function

Arguments:
I Shall be of the type INTEGER.

Return value:
Returns a LOGICAL of the default kind, which is .TRUE. if *I* has the value that indicates an end of file condition for IOSTAT= specifiers, and is .FALSE. otherwise.

Example:

```
PROGRAM iostat
  IMPLICIT NONE
  INTEGER :: stat, i(50)
  OPEN(88, FILE='test.dat', FORM='UNFORMATTED')
  READ(88, IOSTAT=stat) i
  IF(IS_IOSTAT_EOR(stat)) STOP 'END OF RECORD'
END PROGRAM
```

Standard: Fortran 2003 and later

8.164 ISATTY — Whether a unit is a terminal device

Synopsis: `RESULT = ISATTY(UNIT)`

Description:
Determine whether a unit is connected to a terminal device.

Class: Function

Arguments:

UNIT	Shall be a scalar `INTEGER`.

Return value:
Returns `.TRUE.` if the *UNIT* is connected to a terminal device, `.FALSE.` otherwise.

Example:

```
PROGRAM test_isatty
  INTEGER(kind=1) :: unit
  DO unit = 1, 10
    write(*,*) isatty(unit=unit)
  END DO
END PROGRAM
```

Standard: GNU extension

See also: Section 8.289 [TTYNAM], page 305,

8.165 ISHFT — Shift bits

Synopsis: `RESULT = ISHFT(I, SHIFT)`

Description:
`ISHFT` returns a value corresponding to *I* with all of the bits shifted *SHIFT* places. A value of *SHIFT* greater than zero corresponds to a left shift, a value of zero corresponds to no shift, and a value less than zero corresponds to a right shift. If the absolute value of *SHIFT* is greater than `BIT_SIZE(I)`, the value is undefined. Bits shifted out from the left end or right end are lost; zeros are shifted in from the opposite end.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
SHIFT	The type shall be `INTEGER`.

Return value:
The return value is of type of *I*.

Specific names:

Name	Argument	Return type	Standard
`ISHFT(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BSHFT(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IISHFT(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JISHFT(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KISHFT(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.166 [ISHFTC], page 230,

8.166 `ISHFTC` — Shift bits circularly

Synopsis: `RESULT = ISHFTC(I, SHIFT [, SIZE])`

Description:

`ISHFTC` returns a value corresponding to *I* with the rightmost *SIZE* bits shifted circularly *SHIFT* places; that is, bits shifted out one end are shifted into the opposite end. A value of *SHIFT* greater than zero corresponds to a left shift, a value of zero corresponds to no shift, and a value less than zero corresponds to a right shift. The absolute value of *SHIFT* must be less than *SIZE*. If the *SIZE* argument is omitted, it is taken to be equivalent to `BIT_SIZE(I)`.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
SHIFT	The type shall be `INTEGER`.
SIZE	(Optional) The type shall be `INTEGER`; the value must be greater than zero and less than or equal to `BIT_SIZE(I)`.

Return value:

The return value is of the same type as *I*.

Specific names:

Name	Argument	Return type	Standard
`ISHFTC(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BSHFTC(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IISHFTC(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JISHFTC(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KISHFTC(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.165 [ISHFT], page 229,

8.167 `ISNAN` — Test for a NaN

Synopsis: `ISNAN(X)`

Description:

`ISNAN` tests whether a floating-point value is an IEEE Not-a-Number (NaN).

Class: Elemental function

Arguments:

X	Variable of the type `REAL`.

Return value:
Returns a default-kind `LOGICAL`. The returned value is `TRUE` if X is a NaN and `FALSE` otherwise.

Example:

```
program test_nan
  implicit none
  real :: x
  x = -1.0
  x = sqrt(x)
  if (isnan(x)) stop '"x" is a NaN'
end program test_nan
```

Standard: GNU extension

8.168 `ITIME` — Get current local time subroutine (hour/minutes/seconds)

Synopsis: `CALL ITIME(VALUES)`

Description:
`ITIME(VALUES)` Fills *VALUES* with the numerical values at the current local time. The hour (in the range 1-24), minute (in the range 1-60), and seconds (in the range 1-60) appear in elements 1, 2, and 3 of *VALUES*, respectively.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.87 [DATE_AND_TIME], page 178, intrinsic defined by the Fortran 95 standard.

Class: Subroutine

Arguments:

VALUES	The type shall be `INTEGER, DIMENSION(3)` and the kind shall be the default integer kind.

Return value:
Does not return anything.

Example:

```
program test_itime
  integer, dimension(3) :: tarray
  call itime(tarray)
  print *, tarray(1)
  print *, tarray(2)
  print *, tarray(3)
end program test_itime
```

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,

8.169 `KILL` — Send a signal to a process

Synopsis:

```
CALL KILL(PID, SIG [, STATUS])
STATUS = KILL(PID, SIG)
```

Description:
Sends the signal specified by *SIG* to the process *PID*. See `kill(2)`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

PID	Shall be a scalar `INTEGER` with `INTENT(IN)`.
SIG	Shall be a scalar `INTEGER` with `INTENT(IN)`.
STATUS	[Subroutine](Optional) Shall be a scalar `INTEGER`. Returns 0 on success; otherwise a system-specific error code is returned.
STATUS	[Function] The kind type parameter is that of `pid`. Returns 0 on success; otherwise a system-specific error code is returned.

Standard: GNU extension

See also: Section 8.2 [ABORT], page 119,
Section 8.106 [EXIT], page 191,

8.170 `KIND` — Kind of an entity

Synopsis: `K = KIND(X)`

Description:
`KIND(X)` returns the kind value of the entity *X*.

Class: Inquiry function

Arguments:

X	Shall be of type `LOGICAL`, `INTEGER`, `REAL`, `COMPLEX` or `CHARACTER`. It may be scalar or array valued.

Return value:
The return value is a scalar of type `INTEGER` and of the default integer kind.

Example:

```
program test_kind
  integer,parameter :: kc = kind(' ')
  integer,parameter :: kl = kind(.true.)

  print *, "The default character kind is ", kc
  print *, "The default logical kind is ", kl
end program test_kind
```

Standard: Fortran 95 and later

8.171 `LBOUND` — Lower dimension bounds of an array

Synopsis: `RESULT = LBOUND(ARRAY [, DIM [, KIND]])`

Description:
Returns the lower bounds of an array, or a single lower bound along the *DIM* dimension.

Class: Inquiry function

Arguments:

ARRAY	Shall be an array, of any type.
DIM	(Optional) Shall be a scalar `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind. If *DIM* is absent, the result is an array of the lower bounds of *ARRAY*. If *DIM* is present, the result is a scalar corresponding to the lower bound of the array along that dimension. If *ARRAY* is an expression rather than a whole array or array structure component, or if it has a zero extent along the relevant dimension, the lower bound is taken to be 1.

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.290 [UBOUND], page 305,
Section 8.172 [LCOBOUND], page 233,

8.172 `LCOBOUND` — Lower codimension bounds of an array

Synopsis: `RESULT = LCOBOUND(COARRAY [, DIM [, KIND]])`

Description:
Returns the lower bounds of a coarray, or a single lower cobound along the *DIM* codimension.

Class: Inquiry function

Arguments:

ARRAY	Shall be an coarray, of any type.
DIM	(Optional) Shall be a scalar `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind. If *DIM* is absent, the result is an array of the lower cobounds of *COARRAY*. If *DIM* is present, the result is a scalar corresponding to the lower cobound of the array along that codimension.

Standard: Fortran 2008 and later

See also: Section 8.291 [UCOBOUND], page 306,
Section 8.171 [LBOUND], page 232,

8.173 LEADZ — Number of leading zero bits of an integer

Synopsis: `RESULT = LEADZ(I)`

Description:
`LEADZ` returns the number of leading zero bits of an integer.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`.

Return value:
The type of the return value is the default `INTEGER`. If all the bits of `I` are zero, the result value is `BIT_SIZE(I)`.

Example:

```
PROGRAM test_leadz
  WRITE (*,*) BIT_SIZE(1)  ! prints 32
  WRITE (*,*) LEADZ(1)     ! prints 31
END PROGRAM
```

Standard: Fortran 2008 and later

See also: Section 8.52 [BIT_SIZE], page 153,
Section 8.285 [TRAILZ], page 302,
Section 8.222 [POPCNT], page 264,
Section 8.223 [POPPAR], page 265,

8.174 LEN — Length of a character entity

Synopsis: `L = LEN(STRING [, KIND])`

Description:
Returns the length of a character string. If *STRING* is an array, the length of an element of *STRING* is returned. Note that *STRING* need not be defined when this intrinsic is invoked, since only the length, not the content, of *STRING* is needed.

Class: Inquiry function

Arguments:

STRING	Shall be a scalar or array of type `CHARACTER`, with `INTENT(IN)`
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Specific names:

Name	Argument	Return type	Standard
`LEN(STRING)`	`CHARACTER`	`INTEGER`	Fortran 77 and later

Standard: Fortran 77 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.175 [LEN_TRIM], page 235,
Section 8.10 [ADJUSTL], page 124,
Section 8.11 [ADJUSTR], page 125,

8.175 LEN_TRIM — Length of a character entity without trailing blank characters

Synopsis: `RESULT = LEN_TRIM(STRING [, KIND])`

Description:
Returns the length of a character string, ignoring any trailing blanks.

Class: Elemental function

Arguments:

STRING	Shall be a scalar of type `CHARACTER`, with `INTENT(IN)`
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.174 [LEN], page 234,
Section 8.10 [ADJUSTL], page 124,
Section 8.11 [ADJUSTR], page 125,

8.176 LGE — Lexical greater than or equal

Synopsis: `RESULT = LGE(STRING_A, STRING_B)`

Description:
Determines whether one string is lexically greater than or equal to another string, where the two strings are interpreted as containing ASCII character codes. If the String A and String B are not the same length, the shorter is compared as if spaces were appended to it to form a value that has the same length as the longer.

In general, the lexical comparison intrinsics `LGE`, `LGT`, `LLE`, and `LLT` differ from the corresponding intrinsic operators `.GE.`, `.GT.`, `.LE.`, and `.LT.`, in that the latter use the processor's character ordering (which is not ASCII on some targets), whereas the former always use the ASCII ordering.

Class: Elemental function

Arguments:

STRING_A	Shall be of default `CHARACTER` type.
STRING_B	Shall be of default `CHARACTER` type.

Return value:
Returns `.TRUE.` if `STRING_A >= STRING_B`, and `.FALSE.` otherwise, based on the ASCII ordering.

Specific names:

Name	Argument	Return type	Standard
`LGE(STRING_A,STRING_B)`	`CHARACTER`	`LOGICAL`	Fortran 77 and later

Standard: Fortran 77 and later

See also: Section 8.177 [LGT], page 236,
Section 8.179 [LLE], page 237,
Section 8.180 [LLT], page 238,

8.177 `LGT` — Lexical greater than

Synopsis: `RESULT = LGT(STRING_A, STRING_B)`

Description:
Determines whether one string is lexically greater than another string, where the two strings are interpreted as containing ASCII character codes. If the String A and String B are not the same length, the shorter is compared as if spaces were appended to it to form a value that has the same length as the longer.

In general, the lexical comparison intrinsics `LGE`, `LGT`, `LLE`, and `LLT` differ from the corresponding intrinsic operators `.GE.`, `.GT.`, `.LE.`, and `.LT.`, in that the latter use the processor's character ordering (which is not ASCII on some targets), whereas the former always use the ASCII ordering.

Class: Elemental function

Arguments:
STRING_A Shall be of default `CHARACTER` type.
STRING_B Shall be of default `CHARACTER` type.

Return value:
Returns `.TRUE.` if `STRING_A > STRING_B`, and `.FALSE.` otherwise, based on the ASCII ordering.

Specific names:

Name	Argument	Return type	Standard
`LGT(STRING_A,STRING_B)`	`CHARACTER`	`LOGICAL`	Fortran 77 and later

Standard: Fortran 77 and later

See also: Section 8.176 [LGE], page 235,
Section 8.179 [LLE], page 237,
Section 8.180 [LLT], page 238,

8.178 LINK — Create a hard link

Synopsis:

```
CALL LINK(PATH1, PATH2 [, STATUS])
STATUS = LINK(PATH1, PATH2)
```

Description:

Makes a (hard) link from file *PATH1* to *PATH2*. A null character (`CHAR(0)`) can be used to mark the end of the names in *PATH1* and *PATH2*; otherwise, trailing blanks in the file names are ignored. If the *STATUS* argument is supplied, it contains 0 on success or a nonzero error code upon return; see `link(2)`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

PATH1	Shall be of default `CHARACTER` type.
PATH2	Shall be of default `CHARACTER` type.
STATUS	(Optional) Shall be of default `INTEGER` type.

Standard: GNU extension

See also: Section 8.273 [SYMLNK], page 295,
Section 8.296 [UNLINK], page 308,

8.179 LLE — Lexical less than or equal

Synopsis: `RESULT = LLE(STRING_A, STRING_B)`

Description:

Determines whether one string is lexically less than or equal to another string, where the two strings are interpreted as containing ASCII character codes. If the String A and String B are not the same length, the shorter is compared as if spaces were appended to it to form a value that has the same length as the longer.

In general, the lexical comparison intrinsics `LGE`, `LGT`, `LLE`, and `LLT` differ from the corresponding intrinsic operators `.GE.`, `.GT.`, `.LE.`, and `.LT.`, in that the latter use the processor's character ordering (which is not ASCII on some targets), whereas the former always use the ASCII ordering.

Class: Elemental function

Arguments:

STRING_A	Shall be of default `CHARACTER` type.
STRING_B	Shall be of default `CHARACTER` type.

Return value:

Returns `.TRUE.` if `STRING_A <= STRING_B`, and `.FALSE.` otherwise, based on the ASCII ordering.

Specific names:

Name	Argument	Return type	Standard
`LLE(STRING_A,STRING_B)`	`CHARACTER`	`LOGICAL`	Fortran 77 and later

Standard: Fortran 77 and later

See also: Section 8.176 [LGE], page 235,
Section 8.177 [LGT], page 236,
Section 8.180 [LLT], page 238,

8.180 `LLT` — Lexical less than

Synopsis: `RESULT = LLT(STRING_A, STRING_B)`

Description:

Determines whether one string is lexically less than another string, where the two strings are interpreted as containing ASCII character codes. If the String A and String B are not the same length, the shorter is compared as if spaces were appended to it to form a value that has the same length as the longer.

In general, the lexical comparison intrinsics `LGE`, `LGT`, `LLE`, and `LLT` differ from the corresponding intrinsic operators `.GE.`, `.GT.`, `.LE.`, and `.LT.`, in that the latter use the processor's character ordering (which is not ASCII on some targets), whereas the former always use the ASCII ordering.

Class: Elemental function

Arguments:

STRING_A	Shall be of default `CHARACTER` type.
STRING_B	Shall be of default `CHARACTER` type.

Return value:

Returns `.TRUE.` if `STRING_A < STRING_B`, and `.FALSE.` otherwise, based on the ASCII ordering.

Specific names:

Name	Argument	Return type	Standard
`LLT(STRING_A,STRING_B)`	`CHARACTER`	`LOGICAL`	Fortran 77 and later

Standard: Fortran 77 and later

See also: Section 8.176 [LGE], page 235,
Section 8.177 [LGT], page 236,
Section 8.179 [LLE], page 237,

8.181 `LNBLNK` — Index of the last non-blank character in a string

Synopsis: `RESULT = LNBLNK(STRING)`

Description:
Returns the length of a character string, ignoring any trailing blanks. This is identical to the standard `LEN_TRIM` intrinsic, and is only included for backwards compatibility.

Class: Elemental function

Arguments:
STRING Shall be a scalar of type `CHARACTER`, with `INTENT(IN)`

Return value:
The return value is of `INTEGER(kind=4)` type.

Standard: GNU extension

See also: Section 8.154 [INDEX intrinsic], page 222,
Section 8.175 [LEN_TRIM], page 235,

8.182 `LOC` — Returns the address of a variable

Synopsis: `RESULT = LOC(X)`

Description:
`LOC(X)` returns the address of X as an integer.

Class: Inquiry function

Arguments:
X Variable of any type.

Return value:
The return value is of type `INTEGER`, with a `KIND` corresponding to the size (in bytes) of a memory address on the target machine.

Example:

```
program test_loc
  integer :: i
  real :: r
  i = loc(r)
  print *, i
end program test_loc
```

Standard: GNU extension

8.183 `LOG` — Natural logarithm function

Synopsis: `RESULT = LOG(X)`

Description:
`LOG(X)` computes the natural logarithm of X, i.e. the logarithm to the base e.

Class: Elemental function

Arguments:
X The type shall be `REAL` or `COMPLEX`.

Return value:
The return value is of type `REAL` or `COMPLEX`. The kind type parameter is the same as X. If X is `COMPLEX`, the imaginary part ω is in the range $-\pi < \omega \leq \pi$.

Example:

```
program test_log
  real(8) :: x = 2.7182818284590451_8
  complex :: z = (1.0, 2.0)
  x = log(x)    ! yields (approximately) 1
  z = log(z)
end program test_log
```

Specific names:

Name	Argument	Return type	Standard
`ALOG(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 or later
`DLOG(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 or later
`CLOG(X)`	`COMPLEX(4) X`	`COMPLEX(4)`	Fortran 77 or later
`ZLOG(X)`	`COMPLEX(8) X`	`COMPLEX(8)`	GNU extension
`CDLOG(X)`	`COMPLEX(8) X`	`COMPLEX(8)`	GNU extension

Standard: Fortran 77 and later, has GNU extensions

8.184 `LOG10` — Base 10 logarithm function

Synopsis: `RESULT = LOG10(X)`

Description:
`LOG10(X)` computes the base 10 logarithm of X.

Class: Elemental function

Arguments:
X The type shall be `REAL`.

Return value:
The return value is of type `REAL` or `COMPLEX`. The kind type parameter is the same as X.

Example:

```
program test_log10
  real(8) :: x = 10.0_8
  x = log10(x)
end program test_log10
```

Specific names:

Name	Argument	Return type	Standard
`ALOG10(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DLOG10(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later

8.185 LOG_GAMMA — Logarithm of the Gamma function

Synopsis: `X = LOG_GAMMA(X)`

Description:
`LOG_GAMMA(X)` computes the natural logarithm of the absolute value of the Gamma (Γ) function.

Class: Elemental function

Arguments:

X	Shall be of type `REAL` and neither zero nor a negative integer.

Return value:
The return value is of type `REAL` of the same kind as *X*.

Example:

```
program test_log_gamma
  real :: x = 1.0
  x = lgamma(x) ! returns 0.0
end program test_log_gamma
```

Specific names:

Name	Argument	Return type	Standard
`LGAMMA(X)`	`REAL(4) X`	`REAL(4)`	GNU extension
`ALGAMA(X)`	`REAL(4) X`	`REAL(4)`	GNU extension
`DLGAMA(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2008 and later

See also: Gamma function:
Section 8.124 [GAMMA], page 203,

8.186 LOGICAL — Convert to logical type

Synopsis: `RESULT = LOGICAL(L [, KIND])`

Description:
Converts one kind of `LOGICAL` variable to another.

Class: Elemental function

Arguments:

L	The type shall be `LOGICAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is a `LOGICAL` value equal to *L*, with a kind corresponding to *KIND*, or of the default logical kind if *KIND* is not given.

Standard: Fortran 90 and later

See also:
Section 8.155 [INT], page 223,
Section 8.235 [REAL], page 272,
Section 8.66 [CMPLX], page 162,

8.187 LSHIFT — Left shift bits

Synopsis: `RESULT = LSHIFT(I, SHIFT)`

Description:

`LSHIFT` returns a value corresponding to *I* with all of the bits shifted left by *SHIFT* places. *SHIFT* shall be nonnegative and less than or equal to `BIT_SIZE(I)`, otherwise the result value is undefined. Bits shifted out from the left end are lost; zeros are shifted in from the opposite end.

This function has been superseded by the `ISHFT` intrinsic, which is standard in Fortran 95 and later, and the `SHIFTL` intrinsic, which is standard in Fortran 2008 and later.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`.
SHIFT	The type shall be `INTEGER`.

Return value:

The return value is of type `INTEGER` and of the same kind as *I*.

Standard: GNU extension

See also: Section 8.165 [ISHFT], page 229,
Section 8.166 [ISHFTC], page 230,
Section 8.240 [RSHIFT], page 275,
Section 8.253 [SHIFTA], page 282,
Section 8.254 [SHIFTL], page 283,
Section 8.255 [SHIFTR], page 283,

8.188 LSTAT — Get file status

Synopsis:

```
CALL LSTAT(NAME, VALUES [, STATUS])
STATUS = LSTAT(NAME, VALUES)
```

Description:

`LSTAT` is identical to Section 8.270 [STAT], page 292, except that if path is a symbolic link, then the operation is performed on the link itself, not the file that it refers to.

The elements in `VALUES` are the same as described by Section 8.270 [STAT], page 292.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

NAME	The type shall be `CHARACTER` of the default kind, a valid path within the file system.

VALUES The type shall be `INTEGER, DIMENSION(13)` of either kind 4 or kind 8.

STATUS (Optional) status flag of type `INTEGER` of kind 2 or larger. Returns 0 on success and a system specific error code otherwise.

Example: See Section 8.270 [STAT], page 292, for an example.

Standard: GNU extension

See also: To stat an open file:
Section 8.122 [FSTAT], page 202,
To stat a file:
Section 8.270 [STAT], page 292,

8.189 `LTIME` — Convert time to local time info

Synopsis: `CALL LTIME(TIME, VALUES)`

Description:

Given a system time value *TIME* (as provided by the Section 8.282 [TIME], page 301, intrinsic), fills *VALUES* with values extracted from it appropriate to the local time zone using `localtime(3)`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. In new code, programmers should consider the use of the Section 8.87 [DATE_AND_TIME], page 178, intrinsic defined by the Fortran 95 standard.

Class: Subroutine

Arguments:

TIME An `INTEGER` scalar expression corresponding to a system time, with `INTENT(IN)`.

VALUES A default `INTEGER` array with 9 elements, with `INTENT(OUT)`.

Return value:

The elements of *VALUES* are assigned as follows:

1. Seconds after the minute, range 0–59 or 0–61 to allow for leap seconds
2. Minutes after the hour, range 0–59
3. Hours past midnight, range 0–23
4. Day of month, range 1–31
5. Number of months since January, range 0–11
6. Years since 1900
7. Number of days since Sunday, range 0–6
8. Days since January 1, range 0–365
9. Daylight savings indicator: positive if daylight savings is in effect, zero if not, and negative if the information is not available.

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.86 [CTIME], page 177,
Section 8.137 [GMTIME], page 211,
Section 8.282 [TIME], page 301,
Section 8.283 [TIME8], page 301,

8.190 MALLOC — Allocate dynamic memory

Synopsis: `PTR = MALLOC(SIZE)`

Description:
`MALLOC(SIZE)` allocates *SIZE* bytes of dynamic memory and returns the address of the allocated memory. The `MALLOC` intrinsic is an extension intended to be used with Cray pointers, and is provided in GNU Fortran to allow the user to compile legacy code. For new code using Fortran 95 pointers, the memory allocation intrinsic is `ALLOCATE`.

Class: Function

Arguments:
SIZE The type shall be `INTEGER`.

Return value:
The return value is of type `INTEGER(K)`, with K such that variables of type `INTEGER(K)` have the same size as C pointers (`sizeof(void *)`).

Example: The following example demonstrates the use of `MALLOC` and `FREE` with Cray pointers.

```
program test_malloc
  implicit none
  integer i
  real*8 x(*), z
  pointer(ptr_x,x)

  ptr_x = malloc(20*8)
  do i = 1, 20
    x(i) = sqrt(1.0d0 / i)
  end do
  z = 0
  do i = 1, 20
    z = z + x(i)
    print *, z
  end do
  call free(ptr_x)
end program test_malloc
```

Standard: GNU extension

See also: Section 8.120 [FREE], page 200,

8.191 MASKL — Left justified mask

Synopsis: `RESULT = MASKL(I[, KIND])`

Description:
MASKL(I[, KIND]) has its leftmost I bits set to 1, and the remaining bits set to 0.

Class: Elemental function

Arguments:

I	Shall be of type INTEGER.
KIND	Shall be a scalar constant expression of type INTEGER.

Return value:
The return value is of type INTEGER. If *KIND* is present, it specifies the kind value of the return type; otherwise, it is of the default integer kind.

Standard: Fortran 2008 and later

See also: Section 8.192 [MASKR], page 245,

8.192 MASKR — Right justified mask

Synopsis: RESULT = MASKR(I[, KIND])

Description:
MASKL(I[, KIND]) has its rightmost I bits set to 1, and the remaining bits set to 0.

Class: Elemental function

Arguments:

I	Shall be of type INTEGER.
KIND	Shall be a scalar constant expression of type INTEGER.

Return value:
The return value is of type INTEGER. If *KIND* is present, it specifies the kind value of the return type; otherwise, it is of the default integer kind.

Standard: Fortran 2008 and later

See also: Section 8.191 [MASKL], page 244,

8.193 MATMUL — matrix multiplication

Synopsis: RESULT = MATMUL(MATRIX_A, MATRIX_B)

Description:
Performs a matrix multiplication on numeric or logical arguments.

Class: Transformational function

Arguments:

MATRIX_A	An array of INTEGER, REAL, COMPLEX, UNSIGNED or LOGICAL type, with a rank of one or two.

MATRIX_B An array of `INTEGER`, `REAL`, or `COMPLEX` type if *MATRIX_A* is of `INTEGER`, `REAL`, or `COMPLEX` type. Otherwise, if *MATRIX_A* is an array of `UNSIGNED` or `LOGICAL` type, the type shall be the same as that of *MATRIX_A*. The rank shall be one or two, and the first (or only) dimension of *MATRIX_B* shall be equal to the last (or only) dimension of *MATRIX_A*. *MATRIX_A* and *MATRIX_B* shall not both be rank one arrays.

Return value:
The matrix product of *MATRIX_A* and *MATRIX_B*. The type and kind of the result follow the usual type and kind promotion rules, as for the `*` or `.AND.` operators.

Standard: Fortran 90 and later. Extension for`UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.194 `MAX` — Maximum value of an argument list

Synopsis: `RESULT = MAX(A1, A2 [, A3 [, ...]])`

Description:
Returns the argument with the largest (most positive) value.

Class: Elemental function

Arguments:

A1 The type shall be `INTEGER`, `REAL` or `UNSIGNED`.

A2, *A3*, ... An expression of the same type and kind as *A1*. (As a GNU extension, arguments of different kinds are permitted.)

Return value:
The return value corresponds to the maximum value among the arguments, and has the same type and kind as the first argument.

Specific names:

Name	Argument	Return type	Standard
`MAX0(A1)`	`INTEGER(4) A1`	`INTEGER(4)`	Fortran 77 and later
`AMAX0(A1)`	`INTEGER(4) A1`	`REAL(MAX(X))`	Fortran 77 and later
`MAX1(A1)`	`REAL A1`	`INT(MAX(X))`	Fortran 77 and later
`AMAX1(A1)`	`REAL(4) A1`	`REAL(4)`	Fortran 77 and later
`DMAX1(A1)`	`REAL(8) A1`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.196 [MAXLOC], page 247,
Section 8.197 [MAXVAL], page 248,
Section 8.202 [MIN], page 251,

8.195 MAXEXPONENT — Maximum exponent of a real kind

Synopsis: `RESULT = MAXEXPONENT(X)`

Description:
`MAXEXPONENT(X)` returns the maximum exponent in the model of the type of `X`.

Class: Inquiry function

Arguments:

X	Shall be of type `REAL`.

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Example:

```
program exponents
  real(kind=4) :: x
  real(kind=8) :: y

  print *, minexponent(x), maxexponent(x)
  print *, minexponent(y), maxexponent(y)
end program exponents
```

Standard: Fortran 90 and later

8.196 MAXLOC — Location of the maximum value within an array

Synopsis:

```
RESULT = MAXLOC(ARRAY, DIM [, MASK] [,KIND] [,BACK])
RESULT = MAXLOC(ARRAY [, MASK] [,KIND] [,BACK])
```

Description:
Determines the location of the element in the array with the maximum value, or, if the *DIM* argument is supplied, determines the locations of the maximum element along each row of the array in the *DIM* direction. If *MASK* is present, only the elements for which *MASK* is `.TRUE.` are considered. If more than one element in the array has the maximum value, the location returned is that of the first such element in array element order if the *BACK* is not present, or is false; if *BACK* is true, the location returned is that of the last such element. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is an array of zeroes. Similarly, if *DIM* is supplied and all of the elements of *MASK* along a given row are zero, the result value for that row is zero.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL`, `UNSIGNED` or `CHARACTER`.
DIM	(Optional) Shall be a scalar of type `INTEGER`, with a value between one and the rank of *ARRAY*, inclusive. It may not be an optional dummy argument.

MASK	Shall be of type `LOGICAL`, and conformable with *ARRAY*.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.
BACK	(Optional) A scalar of type `LOGICAL`.

Return value:
If *DIM* is absent, the result is a rank-one array with a length equal to the rank of *ARRAY*. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the size of *ARRAY* with the *DIM* dimension removed. If *DIM* is present and *ARRAY* has a rank of one, the result is a scalar. If the optional argument *KIND* is present, the result is an integer of kind *KIND*, otherwise it is of default kind.

Standard: Fortran 95 and later; *ARRAY* of `CHARACTER` and the *KIND* argument are available in Fortran 2003 and later. The *BACK* argument is available in Fortran 2008 and later. Extension for`UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69).

See also: Section 8.113 [FINDLOC], page 195,
Section 8.194 [MAX], page 246,
Section 8.197 [MAXVAL], page 248,

8.197 `MAXVAL` — Maximum value of an array

Synopsis:

```
RESULT = MAXVAL(ARRAY, DIM [, MASK])
RESULT = MAXVAL(ARRAY [, MASK])
```

Description:
Determines the maximum value of the elements in an array value, or, if the *DIM* argument is supplied, determines the maximum value along each row of the array in the *DIM* direction. If *MASK* is present, only the elements for which *MASK* is `.TRUE.` are considered. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is `-HUGE(ARRAY)` if *ARRAY* is of type `INTEGER` or `REAL`, `0` if it is type `UNSIGNED`. or a string of nulls if *ARRAY* is of character type.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL`, `UNSIGNED` or `CHARACTER`.
DIM	(Optional) Shall be a scalar of type `INTEGER`, with a value between one and the rank of *ARRAY*, inclusive. It may not be an optional dummy argument.
MASK	(Optional) Shall be of type `LOGICAL`, and conformable with *ARRAY*.

Return value:
If *DIM* is absent, or if *ARRAY* has a rank of one, the result is a scalar. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the size of *ARRAY* with the *DIM* dimension removed. In all cases, the result is of the same type and kind as *ARRAY*.

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.194 [MAX], page 246,
Section 8.196 [MAXLOC], page 247,

8.198 `MCLOCK` — Time function

Synopsis: `RESULT = MCLOCK()`

Description:
Returns the number of clock ticks since the start of the process, based on the function `clock(3)` in the C standard library.

This intrinsic is not fully portable, such as to systems with 32-bit `INTEGER` types but supporting times wider than 32 bits. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program.

Class: Function

Return value:
The return value is a scalar of type `INTEGER(4)`, equal to the number of clock ticks since the start of the process, or `-1` if the system does not support `clock(3)`.

Standard: GNU extension

See also: Section 8.86 [CTIME], page 177,
Section 8.137 [GMTIME], page 211,
Section 8.189 [LTIME], page 243,
Section 8.198 [MCLOCK], page 249,
Section 8.282 [TIME], page 301,

8.199 `MCLOCK8` — Time function (64-bit)

Synopsis: `RESULT = MCLOCK8()`

Description:
Returns the number of clock ticks since the start of the process, based on the function `clock(3)` in the C standard library.

Warning: this intrinsic does not increase the range of the timing values over that returned by `clock(3)`. On a system with a 32-bit `clock(3)`, `MCLOCK8` returns a 32-bit value, even though it is converted to a 64-bit `INTEGER(8)` value. That means overflows of the 32-bit value can still occur. Therefore, the values returned by this intrinsic might be or become negative or numerically less than previous values during a single run of the compiled program.

Class: Function

Return value:
The return value is a scalar of type `INTEGER(8)`, equal to the number of clock ticks since the start of the process, or `-1` if the system does not support `clock(3)`.

Standard: GNU extension

See also: Section 8.86 [CTIME], page 177,
Section 8.137 [GMTIME], page 211,
Section 8.189 [LTIME], page 243,
Section 8.198 [MCLOCK], page 249,
Section 8.283 [TIME8], page 301,

8.200 `MERGE` — Merge variables

Synopsis: `RESULT = MERGE(TSOURCE, FSOURCE, MASK)`

Description:
Select values from two arrays according to a logical mask. The result is equal to *TSOURCE* if *MASK* is `.TRUE.`, or equal to *FSOURCE* if it is `.FALSE.`.

Class: Elemental function

Arguments:

TSOURCE	May be of any type.
FSOURCE	Shall be of the same type and type parameters as *TSOURCE*.
MASK	Shall be of type `LOGICAL`.

Return value:
The result is of the same type and type parameters as *TSOURCE*.

Standard: Fortran 90 and later

8.201 `MERGE_BITS` — Merge of bits under mask

Synopsis: `RESULT = MERGE_BITS(I, J, MASK)`

Description:
`MERGE_BITS(I, J, MASK)` merges the bits of I and J as determined by the mask. The i-th bit of the result is equal to the i-th bit of I if the i-th bit of *MASK* is 1; it is equal to the i-th bit of J otherwise.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`, `UNSIGNED` or a boz-literal-constant. I and J shall not both be boz-literal-constants.
J	The type shall be the same type as I with the same kind type parameter or a boz-literal-constant.

MASK Shall be of the same type as *I*, *J* or a boz-literal-constant.

Return value:
The result is of the same type and kind as *I*.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.202 `MIN` — Minimum value of an argument list

Synopsis: `RESULT = MIN(A1, A2 [, A3, ...])`

Description:
Returns the argument with the smallest (most negative) value.

Class: Elemental function

Arguments:

A1 The type shall be `INTEGER`, `REAL` or `UNSIGNED`.

A2, *A3*, ... An expression of the same type and kind as *A1*. (As a GNU extension, arguments of different kinds are permitted.)

Return value:
The return value corresponds to the minimum value among the arguments, and has the same type and kind as the first argument.

Specific names:

Name	Argument	Return type	Standard
`MIN0(A1)`	`INTEGER(4) A1`	`INTEGER(4)`	Fortran 77 and later
`AMIN0(A1)`	`INTEGER(4) A1`	`REAL(4)`	Fortran 77 and later
`MIN1(A1)`	`REAL A1`	`INTEGER(4)`	Fortran 77 and later
`AMIN1(A1)`	`REAL(4) A1`	`REAL(4)`	Fortran 77 and later
`DMIN1(A1)`	`REAL(8) A1`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.194 [MAX], page 246,
Section 8.204 [MINLOC], page 252,
Section 8.205 [MINVAL], page 253,

8.203 `MINEXPONENT` — Minimum exponent of a real kind

Synopsis: `RESULT = MINEXPONENT(X)`

Description:
`MINEXPONENT(X)` returns the minimum exponent in the model of the type of `X`.

Class: Inquiry function

Arguments:

X Shall be of type `REAL`.

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Example: See `MAXEXPONENT` for an example.

Standard: Fortran 90 and later

8.204 `MINLOC` — Location of the minimum value within an array

Synopsis:

```
RESULT = MINLOC(ARRAY, DIM [, MASK] [,KIND] [,BACK])
RESULT = MINLOC(ARRAY [, MASK], [,KIND] [,BACK])
```

Description:
Determines the location of the element in the array with the minimum value, or, if the *DIM* argument is supplied, determines the locations of the minimum element along each row of the array in the *DIM* direction. If *MASK* is present, only the elements for which *MASK* is `.TRUE.` are considered. If more than one element in the array has the minimum value, the location returned is that of the first such element in array element order if the *BACK* is not present, or is false; if *BACK* is true, the location returned is that of the last such element. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is an array of zeroes. Similarly, if *DIM* is supplied and all of the elements of *MASK* along a given row are zero, the result value for that row is zero.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL`, `CHARACTER` or `UNSIGNED`.
DIM	(Optional) Shall be a scalar of type `INTEGER`, with a value between one and the rank of *ARRAY*, inclusive. It may not be an optional dummy argument.
MASK	Shall be of type `LOGICAL`, and conformable with *ARRAY*.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.
BACK	(Optional) A scalar of type `LOGICAL`.

Return value:
If *DIM* is absent, the result is a rank-one array with a length equal to the rank of *ARRAY*. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the size of *ARRAY* with the *DIM* dimension removed. If *DIM* is present and *ARRAY* has a rank of one, the result is a scalar. If the optional argument *KIND* is present, the result is an integer of kind *KIND*, otherwise it is of default kind.

Standard: Fortran 90 and later; *ARRAY* of `CHARACTER` and the *KIND* argument are available in Fortran 2003 and later. The *BACK* argument is available in Fortran

2008 and later. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69).

See also: Section 8.113 [FINDLOC], page 195,
Section 8.202 [MIN], page 251,
Section 8.205 [MINVAL], page 253,

8.205 `MINVAL` — Minimum value of an array

Synopsis:

```
RESULT = MINVAL(ARRAY, DIM [, MASK])
RESULT = MINVAL(ARRAY [, MASK])
```

Description:

Determines the minimum value of the elements in an array value, or, if the *DIM* argument is supplied, determines the minimum value along each row of the array in the *DIM* direction. If *MASK* is present, only the elements for which *MASK* is `.TRUE.` are considered. If the array has zero size, or all of the elements of *MASK* are `.FALSE.`, then the result is `HUGE(ARRAY)` if *ARRAY* is numeric, or a string of `CHAR(255)` characters if *ARRAY* is of character type.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL` or `UNSIGNED`.
DIM	(Optional) Shall be a scalar of type `INTEGER`, with a value between one and the rank of *ARRAY*, inclusive. It may not be an optional dummy argument.
MASK	Shall be of type `LOGICAL`, and conformable with *ARRAY*.

Return value:

If *DIM* is absent, or if *ARRAY* has a rank of one, the result is a scalar. If *DIM* is present, the result is an array with a rank one less than the rank of *ARRAY*, and a size corresponding to the size of *ARRAY* with the *DIM* dimension removed. In all cases, the result is of the same type and kind as *ARRAY*.

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.202 [MIN], page 251,
Section 8.204 [MINLOC], page 252,

8.206 `MOD` — Remainder function

Synopsis: `RESULT = MOD(A, P)`

Description:

`MOD(A,P)` computes the remainder of the division of A by P.

Class: Elemental function

Arguments:

A	Shall be a scalar of type `INTEGER`, `REAL` or `UNSIGNED`.
P	Shall be a scalar of the same type and kind as *A* and not equal to zero. (As a GNU extension, arguments of different kinds are permitted.)

Return value:

The return value is the result of `A - (INT(A/P) * P)`. The type and kind of the return value is the same as that of the arguments. The returned value has the same sign as A and a magnitude less than the magnitude of P. (As a GNU extension, kind is the largest kind of the actual arguments.)

Notes: `MOD` and `MODULO` yield identical results if their arguments are `UNSIGNED`.

Example:

```
program test_mod
  print *, mod(17,3)
  print *, mod(17.5,5.5)
  print *, mod(17.5d0,5.5)
  print *, mod(17.5,5.5d0)

  print *, mod(-17,3)
  print *, mod(-17.5,5.5)
  print *, mod(-17.5d0,5.5)
  print *, mod(-17.5,5.5d0)

  print *, mod(17,-3)
  print *, mod(17.5,-5.5)
  print *, mod(17.5d0,-5.5)
  print *, mod(17.5,-5.5d0)
end program test_mod
```

Specific names:

Name	Arguments	Return type	Standard
`MOD(A,P)`	`INTEGER A,P`	`INTEGER`	Fortran 77 and later
`AMOD(A,P)`	`REAL(4) A,P`	`REAL(4)`	Fortran 77 and later
`DMOD(A,P)`	`REAL(8) A,P`	`REAL(8)`	Fortran 77 and later
`BMOD(A,P)`	`INTEGER(1) A,P`	`INTEGER(1)`	GNU extension
`IMOD(A,P)`	`INTEGER(2) A,P`	`INTEGER(2)`	GNU extension
`JMOD(A,P)`	`INTEGER(4) A,P`	`INTEGER(4)`	GNU extension
`KMOD(A,P)`	`INTEGER(8) A,P`	`INTEGER(8)`	GNU extension

Standard: Fortran 77 and later, has overloads that are GNU extensions. Extension for `UNSIGNED`.

See also: Section 8.207 [MODULO], page 254,

8.207 `MODULO` — Modulo function

Synopsis: `RESULT = MODULO(A, P)`

Description:

`MODULO(A,P)` computes the *A* modulo *P*.

Class: Elemental function

Arguments:

A	Shall be a scalar of type `INTEGER` or `REAL`.
P	Shall be a scalar of the same type and kind as *A*. It shall not be zero. (As a GNU extension, arguments of different kinds are permitted.)

Return value:

The type and kind of the result are those of the arguments. (As a GNU extension, kind is the largest kind of the actual arguments.)

If *A* and *P* are of type `INTEGER` or `UNSIGNED`:

`MODULO(A,P)` has the value *R* such that `A=Q*P+R`, where *Q* is an integer and *R* is between 0 (inclusive) and *P* (exclusive).

If *A* and *P* are of type `REAL`:

`MODULO(A,P)` has the value of `A - FLOOR (A / P) * P`.

The returned value has the same sign as P and a magnitude less than the magnitude of P.

Notes: `MOD` and `MODULO` yield identical results if their arguments are `UNSIGNED`.

Example:

```
program test_modulo
  print *, modulo(17,3)
  print *, modulo(17.5,5.5)

  print *, modulo(-17,3)
  print *, modulo(-17.5,5.5)

  print *, modulo(17,-3)
  print *, modulo(17.5,-5.5)
end program
```

Standard: Fortran 95 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.206 [MOD], page 253,

8.208 `MOVE_ALLOC` — Move allocation from one object to another

Synopsis: `CALL MOVE_ALLOC(FROM, TO)`

Description:

`MOVE_ALLOC(FROM, TO)` moves the allocation from *FROM* to *TO*. *FROM* becomes deallocated in the process.

Class: Pure subroutine

Arguments:

FROM	`ALLOCATABLE`, `INTENT(INOUT)`, may be of any type and kind.
TO	`ALLOCATABLE`, `INTENT(OUT)`, shall be of the same type, kind and rank as *FROM*.

Return value:
None

Example:

```
program test_move_alloc
    integer, allocatable :: a(:), b(:)

    allocate(a(3))
    a = [ 1, 2, 3 ]
    call move_alloc(a, b)
    print *, allocated(a), allocated(b)
    print *, b
end program test_move_alloc
```

Standard: Fortran 2003 and later

8.209 `MVBITS` — Move bits from one integer to another

Synopsis: `CALL MVBITS(FROM, FROMPOS, LEN, TO, TOPOS)`

Description:
Moves *LEN* bits from positions *FROMPOS* through `FROMPOS+LEN-1` of *FROM* to positions *TOPOS* through `TOPOS+LEN-1` of *TO*. The portion of argument *TO* not affected by the movement of bits is unchanged. The values of `FROMPOS+LEN-1` and `TOPOS+LEN-1` must be less than `BIT_SIZE(FROM)`.

Class: Elemental subroutine

Arguments:

FROM	The type shall be `INTEGER` or `UNSIGNED`.
FROMPOS	The type shall be `INTEGER`.
LEN	The type shall be `INTEGER`.
TO	The type shall be of the same type and kind as *FROM*.
TOPOS	The type shall be `INTEGER`.

Specific names:

Name	Argument	Return type	Standard
`MVBITS(A)`	`INTEGER A`	`INTEGER`	Fortran 90 and later
`BMVBITS(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`IMVBITS(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JMVBITS(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KMVBITS(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69).

See also: Section 8.146 [IBCLR], page 217,
Section 8.148 [IBSET], page 218,
Section 8.147 [IBITS], page 218,
Section 8.143 [IAND], page 215,
Section 8.158 [IOR], page 225,
Section 8.151 [IEOR], page 221,

8.210 NEAREST — Nearest representable number

Synopsis: `RESULT = NEAREST(X, S)`

Description:
`NEAREST(X, S)` returns the processor-representable number nearest to `X` in the direction indicated by the sign of `S`.

Class: Elemental function

Arguments:

X	Shall be of type `REAL`.
S	Shall be of type `REAL` and not equal to zero.

Return value:
The return value is of the same type as `X`. If `S` is positive, `NEAREST` returns the processor-representable number greater than `X` and nearest to it. If `S` is negative, `NEAREST` returns the processor-representable number smaller than `X` and nearest to it.

Example:

```
program test_nearest
  real :: x, y
  x = nearest(42.0, 1.0)
  y = nearest(42.0, -1.0)
  write (*,"(3(G20.15))") x, y, x - y
end program test_nearest
```

Standard: Fortran 90 and later

8.211 NEW_LINE — New line character

Synopsis: `RESULT = NEW_LINE(C)`

Description:
`NEW_LINE(C)` returns the new-line character.

Class: Inquiry function

Arguments:

C	The argument shall be a scalar or array of the type `CHARACTER`.

Return value:
Returns a *CHARACTER* scalar of length one with the new-line character of the same kind as parameter *C*.

Example:

```
program newline
  implicit none
  write(*,'(A)') 'This is record 1.'//NEW_LINE('A')//'This is record 2.'
end program newline
```

Standard: Fortran 2003 and later

8.212 NINT — Nearest whole number

Synopsis: `RESULT = NINT(A [, KIND])`

Description:
`NINT(A)` rounds its argument to the nearest whole number.

Class: Elemental function

Arguments:

A	The type of the argument shall be `REAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
Returns *A* with the fractional portion of its magnitude eliminated by rounding to the nearest whole number and with its sign preserved, converted to an `INTEGER` of the default kind.

Example:

```
program test_nint
  real(4) x4
  real(8) x8
  x4 = 1.234E0_4
  x8 = 4.321_8
  print *, nint(x4), idnint(x8)
end program test_nint
```

Specific names:

Name	Argument	Return Type	Standard
`NINT(A)`	`REAL(4) A`	`INTEGER`	Fortran 77 and later
`IDNINT(A)`	`REAL(8) A`	`INTEGER`	Fortran 77 and later

Standard: Fortran 77 and later, with *KIND* argument Fortran 90 and later

See also: Section 8.62 [CEILING], page 160,
Section 8.114 [FLOOR], page 196,

8.213 NORM2 — Euclidean vector norms

Synopsis:

`RESULT = NORM2(ARRAY[, DIM])`

Description:
Calculates the Euclidean vector norm (L_2 norm) of *ARRAY* along dimension *DIM*.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `REAL`
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.

Return value:
The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the square root of the sum of all elements in *ARRAY* squared is returned. Otherwise, an array of rank $n-1$, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_sum
  REAL :: x(5) = [ real :: 1, 2, 3, 4, 5 ]
  print *, NORM2(x)  ! = sqrt(55.) ~ 7.416
END PROGRAM
```

Standard: Fortran 2008 and later

8.214 NOT — Logical negation

Synopsis: `RESULT = NOT(I)`

Description:
`NOT` returns the bitwise Boolean inverse of *I*.

Class: Elemental function

Arguments:
I The type shall be `INTEGER` or `UNSIGNED`.

Return value:
The return type is `INTEGER`, of the same kind as the argument.

Specific names:

Name	Argument	Return type	Standard
`NOT(A)`	`INTEGER A`	`INTEGER`	Fortran 95 and later
`BNOT(A)`	`INTEGER(1) A`	`INTEGER(1)`	GNU extension
`INOT(A)`	`INTEGER(2) A`	`INTEGER(2)`	GNU extension
`JNOT(A)`	`INTEGER(4) A`	`INTEGER(4)`	GNU extension
`KNOT(A)`	`INTEGER(8) A`	`INTEGER(8)`	GNU extension

Standard: Fortran 90 and later, has overloads that are GNU extensions, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.143 [IAND], page 215,
Section 8.151 [IEOR], page 221,
Section 8.158 [IOR], page 225,
Section 8.147 [IBITS], page 218,
Section 8.148 [IBSET], page 218,
Section 8.146 [IBCLR], page 217,

8.215 NULL — Function that returns an disassociated pointer

Synopsis: `PTR => NULL([MOLD])`

Description:
Returns a disassociated pointer.

If *MOLD* is present, a disassociated pointer of the same type is returned, otherwise the type is determined by context.

In Fortran 95, *MOLD* is optional. Please note that Fortran 2003 includes cases where it is required.

Class: Transformational function

Arguments:

MOLD	(Optional) shall be a pointer of any association status and of any type.

Return value:
A disassociated pointer.

Example:

```
REAL, POINTER, DIMENSION(:) :: VEC => NULL ()
```

Standard: Fortran 95 and later

See also: Section 8.24 [ASSOCIATED], page 134,

8.216 NUM_IMAGES — Function that returns the number of images

Synopsis:

```
RESULT = NUM_IMAGES([TEAM])
RESULT = NUM_IMAGES(TEAM_NUMBER)
```

Description:
Returns the number of images in the current team or the given team.

Class: Transformational function

Arguments:

TEAM	(optional, intent(in)) If present, return the number of images in the given team; if absent, return the number of images in the current team.
TEAM_NUMBER	(optional, intent(in)) The number as given in the `FORM TEAM` statement.

Return value:
Scalar default-kind integer. Can be called without any arguments or a team type argument or a team_number argument.

Example:

```
use, intrinsic :: iso_fortran_env
INTEGER :: value[*]
INTEGER :: i
type(team_type) :: t

! When running with 4 images
```

```
print *, num_images() ! 4

form team (mod(this_image(), 2), t)
print *, num_images(t) ! 2
print *, num_images(-1) ! 4
```

Standard: Fortran 2008 and later. With *TEAM* or *TEAM_NUMBER* argument, Fortran 2018 and later.

See also: Section 8.281 [THIS_IMAGE], page 300,
Section 8.153 [IMAGE_INDEX], page 222,

8.217 `OR` — Bitwise logical OR

Synopsis: `RESULT = OR(I, J)`

Description:

Bitwise logical `OR`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. For integer arguments, programmers should consider the use of the Section 8.158 [IOR], page 225, intrinsic defined by the Fortran standard.

Class: Function

Arguments:

I	The type shall be either a scalar `INTEGER` type or a scalar `LOGICAL` type or a boz-literal-constant.
J	The type shall be the same as the type of *I* or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants. If either *I* and *J* is a boz-literal-constant, then the other argument must be a scalar `INTEGER`.

Return value:

The return type is either a scalar `INTEGER` or a scalar `LOGICAL`. If the kind type parameters differ, then the smaller kind type is implicitly converted to larger kind, and the return has the larger kind. A boz-literal-constant is converted to an `INTEGER` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, occurred.

Example:

```
PROGRAM test_or
  LOGICAL :: T = .TRUE., F = .FALSE.
  INTEGER :: a, b
  DATA a / Z'F' /, b / Z'3' /

  WRITE (*,*) OR(T, T), OR(T, F), OR(F, T), OR(F, F)
  WRITE (*,*) OR(a, b)
END PROGRAM
```

Standard: GNU extension

See also: Fortran 95 elemental function:
Section 8.158 [IOR], page 225,

8.218 OUT_OF_RANGE — Range check for numerical conversion

Synopsis: `RESULT = OUT_OF_RANGE(X, MOLD[, ROUND])`

Description:

`OUT_OF_RANGE(X, MOLD[, ROUND])` determines if the value of `X` can be safely converted to an object with the type of argument `MOLD`.

Class: Elemental function

Arguments:

X	The type shall be either `INTEGER`, `UNSIGNED` or `REAL`.
MOLD	The type shall be a scalar `INTEGER`, `UNSIGNED` or `REAL`. If it is a variable, it need not be defined.
ROUND	(Optional) A scalar `LOGICAL` that shall only be present if *X* is of type `REAL` and *MOLD* is of type `INTEGER` or `UNSIGNED`.

Return value:

The return value is of type `LOGICAL`.

If *MOLD* is of type `INTEGER` or `UNSIGNED`, and *ROUND* is absent or present with the value false, the result is true if and only if the value of *X* is an IEEE infinity or NaN, or if the integer with largest magnitude that lies between zero and *X* inclusive is not representable by objects with the type and kind of *MOLD*.

If *MOLD* is of type `INTEGER` or `UNSIGNED`, and *ROUND* is present with the value true, the result is true if and only if the value of *X* is an IEEE infinity or NaN, or if the integer nearest *X*, or the integer of greater magnitude if two integers are equally near to *X*, is not representable by objects with the type and kind of *MOLD*.

Otherwise, the result is true if and only if the value of *X* is an IEEE infinity or NaN that is not supported by objects of the type and kind of *MOLD*, or if *X* is a finite number and the result of rounding the value of *X* to the model for the kind of *MOLD* has magnitude larger than that of the largest finite number with the same sign as *X* that is representable by objects with the type and kind of *MOLD*.

Example:

```
PROGRAM test_out_of_range
  PRINT *, OUT_OF_RANGE (-128.5, 0_1)           ! Will print: F
  PRINT *, OUT_OF_RANGE (-128.5, 0_1, .TRUE.)   ! Will print: T
END PROGRAM
```

Standard: Fortran 2018

8.219 PACK — Pack an array into an array of rank one

Synopsis: `RESULT = PACK(ARRAY, MASK[,VECTOR])`

Description:

Stores the elements of *ARRAY* in an array of rank one.

The beginning of the resulting array is made up of elements whose *MASK* equals `TRUE`. Afterwards, positions are filled with elements taken from *VECTOR*.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of any type.
MASK	Shall be an array of type `LOGICAL` and of the same size as *ARRAY*. Alternatively, it may be a `LOGICAL` scalar.
VECTOR	(Optional) shall be an array of the same type as *ARRAY* and of rank one. If present, the number of elements in *VECTOR* shall be equal to or greater than the number of true elements in *MASK*. If *MASK* is scalar, the number of elements in *VECTOR* shall be equal to or greater than the number of elements in *ARRAY*.

Return value:

The result is an array of rank one and the same type as that of *ARRAY*. If *VECTOR* is present, the result size is that of *VECTOR*, the number of `TRUE` values in *MASK* otherwise.

Example: Gathering nonzero elements from an array:

```
PROGRAM test_pack_1
  INTEGER :: m(6)
  m = (/ 1, 0, 0, 0, 5, 0 /)
  WRITE(*, FMT="(6(I0, ' '))") pack(m, m /= 0)  ! "1 5"
END PROGRAM
```

Gathering nonzero elements from an array and appending elements from *VECTOR*:

```
PROGRAM test_pack_2
  INTEGER :: m(4)
  m = (/ 1, 0, 0, 2 /)
  ! The following results in "1 2 3 4"
  WRITE(*, FMT="(4(I0, ' '))") pack(m, m /= 0, (/ 0, 0, 3, 4 /))
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.297 [UNPACK], page 308,

8.220 `PARITY` — Reduction with exclusive OR

Synopsis:

```
RESULT = PARITY(MASK[, DIM])
```

Description:

Calculates the parity, i.e. the reduction using `.XOR.`, of *MASK* along dimension *DIM*.

Class: Transformational function

Arguments:

MASK	Shall be an array of type `LOGICAL`

DIM (Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *MASK*.

Return value:

The result is of the same type as *MASK*.

If *DIM* is absent, a scalar with the parity of all elements in *MASK* is returned, i.e. true if an odd number of elements is `.true.` and false otherwise. If *DIM* is present, an array of rank $n-1$, where n equals the rank of *ARRAY*, and a shape similar to that of *MASK* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_sum
  LOGICAL :: x(2) = [ .true., .false. ]
  print *, PARITY(x) ! prints "T" (true).
END PROGRAM
```

Standard: Fortran 2008 and later

8.221 `PERROR` — Print system error message

Synopsis: `CALL PERROR(STRING)`

Description:

Prints (on the C `stderr` stream) a newline-terminated error message corresponding to the last system error. This is prefixed by *STRING*, a colon and a space. See `perror(3)`.

Class: Subroutine

Arguments:

STRING A scalar of type `CHARACTER` and of the default kind.

Standard: GNU extension

See also: Section 8.152 [IERRNO], page 222,

8.222 `POPCNT` — Number of bits set

Synopsis: `RESULT = POPCNT(I)`

Description:

`POPCNT(I)` returns the number of bits set ('1' bits) in the binary representation of `I`.

Class: Elemental function

Arguments:

I Shall be of type `INTEGER`.

Return value:

The return value is of type `INTEGER` and of the default integer kind.

Example:

```
program test_population
```

```
  print *, popcnt(127),       poppar(127)
  print *, popcnt(huge(0_4)), poppar(huge(0_4))
  print *, popcnt(huge(0_8)), poppar(huge(0_8))
end program test_population
```

Standard: Fortran 2008 and later

See also: Section 8.223 [POPPAR], page 265,
Section 8.173 [LEADZ], page 234,
Section 8.285 [TRAILZ], page 302,

8.223 POPPAR — Parity of the number of bits set

Synopsis: `RESULT = POPPAR(I)`

Description:
`POPPAR(I)` returns parity of the integer `I`, i.e. the parity of the number of bits set ('1' bits) in the binary representation of `I`. It is equal to 0 if `I` has an even number of bits set, and 1 for an odd number of '1' bits.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`.

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Example:

```
program test_population
  print *, popcnt(127),       poppar(127)
  print *, popcnt(huge(0_4)), poppar(huge(0_4))
  print *, popcnt(huge(0_8)), poppar(huge(0_8))
end program test_population
```

Standard: Fortran 2008 and later

See also: Section 8.222 [POPCNT], page 264,
Section 8.173 [LEADZ], page 234,
Section 8.285 [TRAILZ], page 302,

8.224 PRECISION — Decimal precision of a real kind

Synopsis: `RESULT = PRECISION(X)`

Description:
`PRECISION(X)` returns the decimal precision in the model of the type of `X`.

Class: Inquiry function

Arguments:

X	Shall be of type `REAL` or `COMPLEX`. It may be scalar or valued.

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Example:

```
program prec_and_range
  real(kind=4) :: x(2)
  complex(kind=8) :: y

  print *, precision(x), range(x)
  print *, precision(y), range(y)
end program prec_and_range
```

Standard: Fortran 90 and later

See also: Section 8.249 [SELECTED_REAL_KIND], page 280,
Section 8.233 [RANGE], page 271,

8.225 PRESENT — Determine whether an optional dummy argument is specified

Synopsis: `RESULT = PRESENT(A)`

Description:
Determines whether an optional dummy argument is present.

Class: Inquiry function

Arguments:

A	May be of any type and may be a pointer, scalar or array value, or a dummy procedure. It shall be the name of an optional dummy argument accessible within the current subroutine or function.

Return value:
Returns either `TRUE` if the optional argument *A* is present, or `FALSE` otherwise.

Example:

```
PROGRAM test_present
  WRITE(*,*) f(), f(42)      ! "F T"
CONTAINS
  LOGICAL FUNCTION f(x)
    INTEGER, INTENT(IN), OPTIONAL :: x
    f = PRESENT(x)
  END FUNCTION
END PROGRAM
```

Standard: Fortran 90 and later

8.226 PRODUCT — Product of array elements

Synopsis:

```
RESULT = PRODUCT(ARRAY[, MASK])
RESULT = PRODUCT(ARRAY, DIM[, MASK])
```

Description:
Multiplies the elements of *ARRAY* along dimension *DIM* if the corresponding element in *MASK* is `TRUE`.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`.
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.
MASK	(Optional) shall be of type `LOGICAL` and either be a scalar or an array of the same shape as *ARRAY*.

Return value:

The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the product of all elements in *ARRAY* is returned. Otherwise, an array of rank n-1, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_product
  INTEGER :: x(5) = (/ 1, 2, 3, 4 ,5 /)
  print *, PRODUCT(x)                     ! all elements, product = 120
  print *, PRODUCT(x, MASK=MOD(x, 2)==1) ! odd elements, product = 15
END PROGRAM
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.272 [SUM], page 294,

8.227 `RADIX` — Base of a model number

Synopsis: `RESULT = RADIX(X)`

Description:

`RADIX(X)` returns the base of the model representing the entity *X*.

Class: Inquiry function

Arguments:

X	Shall be of type `INTEGER` or `REAL`

Return value:

The return value is a scalar of type `INTEGER` and of the default integer kind.

Example:

```
program test_radix
  print *, "The radix for the default integer kind is", radix(0)
  print *, "The radix for the default real kind is", radix(0.0)
end program test_radix
```

Standard: Fortran 90 and later

See also: Section 8.249 [SELECTED_REAL_KIND], page 280,

8.228 RAN — Real pseudo-random number

Description:
For compatibility with HP FORTRAN 77/iX, the `RAN` intrinsic is provided as an alias for `RAND`. See Section 8.229 [RAND], page 268, for complete documentation.

Class: Function

Standard: GNU extension

See also: Section 8.229 [RAND], page 268,
Section 8.231 [RANDOM_NUMBER], page 269,

8.229 RAND — Real pseudo-random number

Synopsis: `RESULT = RAND(I)`

Description:
`RAND(FLAG)` returns a pseudo-random number from a uniform distribution between 0 and 1. If *FLAG* is 0, the next number in the current sequence is returned; if *FLAG* is 1, the generator is restarted by `CALL SRAND(0)`; if *FLAG* has any other value, it is used as a new seed with `SRAND`.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. It implements a simple modulo generator as provided by `g77`. For new code, one should consider the use of Section 8.231 [RANDOM_NUMBER], page 269, as it implements a superior algorithm.

Class: Function

Arguments:

I	Shall be a scalar `INTEGER` of kind 4.

Return value:
The return value is of `REAL` type and the default kind.

Example:

```
program test_rand
  integer,parameter :: seed = 86456

  call srand(seed)
  print *, rand(), rand(), rand(), rand()
  print *, rand(seed), rand(), rand(), rand()
end program test_rand
```

Standard: GNU extension

See also: Section 8.269 [SRAND], page 292,
Section 8.231 [RANDOM_NUMBER], page 269,

8.230 RANDOM_INIT — Initialize a pseudo-random number generator

Synopsis: `CALL RANDOM_INIT(REPEATABLE, IMAGE_DISTINCT)`

Description:
Initializes the state of the pseudorandom number generator used by `RANDOM_NUMBER`.

Class: Subroutine

Arguments:

REPEATABLE Shall be a scalar with a `LOGICAL` type, and it is `INTENT(IN)`. If it is `.true.`, the seed is set to a processor-dependent value that is the same each time `RANDOM_INIT` is called from the same image. The term "same image" means a single instance of program execution. The sequence of random numbers is the same for repeated execution of the program with the same execution environment. If it is `.false.`, the seed is set to a processor-dependent value.

IMAGE_DISTINCT Shall be a scalar with a `LOGICAL` type, and it is `INTENT(IN)`. If it is `.true.`, the seed is set to a processor-dependent value that is distinct from the seed set by a call to `RANDOM_INIT` in another image. If it is `.false.`, the seed is set to a value that is the same on every image calling `RANDOM_INIT`.

Example:

```
program test_random_seed
  implicit none
  real x(3), y(3)
  call random_init(.true., .true.)
  call random_number(x)
  call random_init(.true., .true.)
  call random_number(y)
  ! x and y are the same sequence
  if (any(x /= y)) call abort
end program test_random_seed
```

Standard: Fortran 2018

See also: Section 8.231 [RANDOM_NUMBER], page 269,
Section 8.232 [RANDOM_SEED], page 270,

8.231 `RANDOM_NUMBER` — Pseudo-random number

Synopsis: `CALL RANDOM_NUMBER(HARVEST)`

Description:
For `REAL` argument, returns a single pseudorandom number or an array of pseudorandom numbers from the uniform distribution over the range $0 <= x < 1$.

For `UNSIGNED` argument returns a single pseudorandom number or an array of pseudorandom numbers in over the range of $0 <= x <= HUGE(HARVEST)$.

The runtime-library implements the xoshiro256** pseudorandom number generator (PRNG). This generator has a period of $2^{256}-1$, and when using multiple

threads up to 2^{128} threads can each generate 2^{128} random numbers before any aliasing occurs.

Note that in a multi-threaded program (e.g. using OpenMP directives), each thread has its own random number state. For details of the seeding procedure, see the documentation for the `RANDOM_SEED` intrinsic.

Class: Subroutine

Arguments:

HARVEST Shall be a scalar or an array of type `REAL`.

Example:

```
program test_random_number
  REAL :: r(5,5)
  CALL RANDOM_NUMBER(r)
end program
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.232 [RANDOM_SEED], page 270,
Section 8.230 [RANDOM_INIT], page 268,

8.232 `RANDOM_SEED` — Initialize a pseudo-random number sequence

Synopsis: `CALL RANDOM_SEED([SIZE, PUT, GET])`

Description:

Restarts or queries the state of the pseudorandom number generator used by `RANDOM_NUMBER`.

If `RANDOM_SEED` is called without arguments, it is seeded with random data retrieved from the operating system.

As an extension to the Fortran standard, the GFortran `RANDOM_NUMBER` supports multiple threads. Each thread in a multi-threaded program has its own seed. When `RANDOM_SEED` is called either without arguments or with the *PUT* argument, the given seed is copied into a master seed as well as the seed of the current thread. When a new thread uses `RANDOM_NUMBER` for the first time, the seed is copied from the master seed, and forwarded $N * 2^{128}$ steps to guarantee that the random stream does not alias any other stream in the system, where N is the number of threads that have used `RANDOM_NUMBER` so far during the program execution.

Class: Subroutine

Arguments:

SIZE (Optional) Shall be a scalar and of type default `INTEGER`, with `INTENT(OUT)`. It specifies the minimum size of the arrays used with the *PUT* and *GET* arguments.

PUT (Optional) Shall be an array of type default `INTEGER` and rank one. It is `INTENT(IN)` and the size of the array must be larger than or equal to the number returned by the *SIZE* argument.

GET (Optional) Shall be an array of type default `INTEGER` and rank one. It is `INTENT(OUT)` and the size of the array must be larger than or equal to the number returned by the *SIZE* argument.

Example:

```
program test_random_seed
  implicit none
  integer, allocatable :: seed(:)
  integer :: n

  call random_seed(size = n)
  allocate(seed(n))
  call random_seed(get=seed)
  write (*, *) seed
end program test_random_seed
```

Standard: Fortran 90 and later

See also: Section 8.231 [RANDOM_NUMBER], page 269,
Section 8.230 [RANDOM_INIT], page 268,

8.233 `RANGE` — Decimal exponent range

Synopsis: `RESULT = RANGE(X)`

Description:
`RANGE(X)` returns the decimal exponent range in the model of the type of `X`.

Class: Inquiry function

Arguments:

X Shall be of type `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`.

Return value:
The return value is of type `INTEGER` and of the default integer kind.

Example: See `PRECISION` for an example.

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.249 [SELECTED_REAL_KIND], page 280,
Section 8.224 [PRECISION], page 265,

8.234 `RANK` — Rank of a data object

Synopsis: `RESULT = RANK(A)`

Description:
`RANK(A)` returns the rank of a scalar or array data object.

Class: Inquiry function

Arguments:

A	can be of any type

Return value:

The return value is of type `INTEGER` and of the default integer kind. For arrays, their rank is returned; for scalars zero is returned.

Example:

```
program test_rank
  integer :: a
  real, allocatable :: b(:,:)

  print *, rank(a), rank(b) ! Prints:  0  2
end program test_rank
```

Standard: Technical Specification (TS) 29113

8.235 `REAL` — Convert to real type

Synopsis:

```
RESULT = REAL(A [, KIND])
RESULT = REALPART(Z)
```

Description:

`REAL(A [, KIND])` converts its argument *A* to a real type. The `REALPART` function is provided for compatibility with `g77`, and its use is strongly discouraged.

Class: Elemental function

Arguments:

A	Shall be `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

These functions return a `REAL` variable or array under the following rules:

(A) `REAL(A)` is converted to a default real type if *A* is an integer, real or unsigned variable.

(B) `REAL(A)` is converted to a real type with the kind type parameter of *A* if *A* is a complex variable.

(C) `REAL(A, KIND)` is converted to a real type with kind type parameter *KIND* if *A* is a complex, integer, real or unsigned variable.

Example:

```
program test_real
  complex :: x = (1.0, 2.0)
  print *, real(x), real(x,8), realpart(x)
end program test_real
```

Specific names:

Name	Argument	Return type	Standard
`FLOAT(A)`	`INTEGER(4)`	`REAL(4)`	Fortran 77 and later

`DFLOAT(A)`	`INTEGER(4)`	`REAL(8)`	GNU extension
`FLOATI(A)`	`INTEGER(2)`	`REAL(4)`	GNU extension (-fdec)
`FLOATJ(A)`	`INTEGER(4)`	`REAL(4)`	GNU extension (-fdec)
`FLOATK(A)`	`INTEGER(8)`	`REAL(4)`	GNU extension (-fdec)
`SNGL(A)`	`REAL(8)`	`REAL(4)`	Fortran 77 and later

Standard: Fortran 77 and later, with *KIND* argument Fortran 90 and later, has GNU extensions. Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69).

See also: Section 8.88 [DBLE], page 179,

8.236 `RENAME` — Rename a file

Synopsis:

```
CALL RENAME(PATH1, PATH2 [, STATUS])
STATUS = RENAME(PATH1, PATH2)
```

Description:

Renames a file from file *PATH1* to *PATH2*. A null character (`CHAR(0)`) can be used to mark the end of the names in *PATH1* and *PATH2*; otherwise, trailing blanks in the file names are ignored. If the *STATUS* argument is supplied, it contains 0 on success or a nonzero error code upon return; see `rename(2)`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

PATH1	Shall be of default `CHARACTER` type.
PATH2	Shall be of default `CHARACTER` type.
STATUS	(Optional) Shall be of default `INTEGER` type.

Standard: GNU extension

See also: Section 8.178 [LINK], page 237,

8.237 `REPEAT` — Repeated string concatenation

Synopsis: `RESULT = REPEAT(STRING, NCOPIES)`

Description:

Concatenates *NCOPIES* copies of a string.

Class: Transformational function

Arguments:

STRING	Shall be scalar and of type `CHARACTER`.
NCOPIES	Shall be scalar and of type `INTEGER`.

Return value:

A new scalar of type `CHARACTER` built up from *NCOPIES* copies of *STRING*.

Example:

```
program test_repeat
  write(*,*) repeat("x", 5)   ! "xxxxx"
end program
```

Standard: Fortran 90 and later

8.238 RESHAPE — Function to reshape an array

Synopsis: `RESULT = RESHAPE(SOURCE, SHAPE[, PAD, ORDER])`

Description:

Reshapes *SOURCE* to correspond to *SHAPE*. If necessary, the new array may be padded with elements from *PAD* or permuted as defined by *ORDER*.

Class: Transformational function

Arguments:

SOURCE	Shall be an array of any type.
SHAPE	Shall be of type `INTEGER` and an array of rank one. Its values must be positive or zero.
PAD	(Optional) shall be an array of the same type as *SOURCE*.
ORDER	(Optional) shall be of type `INTEGER` and an array of the same shape as *SHAPE*. Its values shall be a permutation of the numbers from 1 to n, where n is the size of *SHAPE*. If *ORDER* is absent, the natural ordering shall be assumed.

Return value:

The result is an array of shape *SHAPE* with the same type as *SOURCE*.

Example:

```
PROGRAM test_reshape
  INTEGER, DIMENSION(4) :: x
  WRITE(*,*) SHAPE(x)                       ! prints "4"
  WRITE(*,*) SHAPE(RESHAPE(x, (/2, 2/)))    ! prints "2 2"
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.252 [SHAPE], page 282,

8.239 RRSPACING — Reciprocal of the relative spacing

Synopsis: `RESULT = RRSPACING(X)`

Description:

`RRSPACING(X)` returns the reciprocal of the relative spacing of model numbers near *X*.

Class: Elemental function

Arguments:

X	Shall be of type `REAL`.

Return value:
The return value is of the same type and kind as *X*. The value returned is equal to `ABS(FRACTION(X)) * FLOAT(RADIX(X))**DIGITS(X)`.

Standard: Fortran 90 and later

See also: Section 8.265 [SPACING], page 289,

8.240 `RSHIFT` — Right shift bits

Synopsis: `RESULT = RSHIFT(I, SHIFT)`

Description:
`RSHIFT` returns a value corresponding to *I* with all of the bits shifted right by *SHIFT* places. *SHIFT* shall be nonnegative and less than or equal to `BIT_SIZE(I)`, otherwise the result value is undefined. Bits shifted out from the right end are lost. The fill is arithmetic: the bits shifted in from the left end are equal to the leftmost bit, which in two's complement representation is the sign bit.

This function has been superseded by the `SHIFTA` intrinsic, which is standard in Fortran 2008 and later.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`.
SHIFT	The type shall be `INTEGER`.

Return value:
The return value is of type `INTEGER` and of the same kind as *I*.

Standard: GNU extension

See also: Section 8.165 [ISHFT], page 229,
Section 8.166 [ISHFTC], page 230,
Section 8.187 [LSHIFT], page 242,
Section 8.253 [SHIFTA], page 282,
Section 8.255 [SHIFTR], page 283,
Section 8.254 [SHIFTL], page 283,

8.241 `SAME_TYPE_AS` — Query dynamic types for equality

Synopsis: `RESULT = SAME_TYPE_AS(A, B)`

Description:
Query dynamic types for equality.

Class: Inquiry function

Arguments:

A	Shall be an object of extensible declared type or unlimited polymorphic.
B	Shall be an object of extensible declared type or unlimited polymorphic.

Return value:
The return value is a scalar of type default logical. It is true if and only if the dynamic type of A is the same as the dynamic type of B.

Standard: Fortran 2003 and later

See also: Section 8.109 [EXTENDS_TYPE_OF], page 192,

8.242 SCALE — Scale a real value

Synopsis: `RESULT = SCALE(X, I)`

Description:
`SCALE(X,I)` returns `X * RADIX(X)**I`.

Class: Elemental function

Arguments:

X	The type of the argument shall be a `REAL`.
I	The type of the argument shall be a `INTEGER`.

Return value:
The return value is of the same type and kind as *X*. Its value is `X * RADIX(X)**I`.

Example:

```
program test_scale
  real :: x = 178.1387e-4
  integer :: i = 5
  print *, scale(x,i), x*radix(x)**i
end program test_scale
```

Standard: Fortran 90 and later

8.243 SCAN — Scan a string for the presence of a set of characters

Synopsis: `RESULT = SCAN(STRING, SET[, BACK [, KIND]])`

Description:
Scans a *STRING* for any of the characters in a *SET* of characters.

If *BACK* is either absent or equals `FALSE`, this function returns the position of the leftmost character of *STRING* that is in *SET*. If *BACK* equals `TRUE`, the rightmost position is returned. If no character of *SET* is found in *STRING*, the result is zero.

Class: Elemental function

Arguments:

STRING	Shall be of type `CHARACTER`.
SET	Shall be of type `CHARACTER`.
BACK	(Optional) shall be of type `LOGICAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Example:

```
PROGRAM test_scan
  WRITE(*,*) SCAN("FORTRAN", "AO")          ! 2, found 'O'
  WRITE(*,*) SCAN("FORTRAN", "AO", .TRUE.)  ! 6, found 'A'
  WRITE(*,*) SCAN("FORTRAN", "C++")         ! 0, found none
END PROGRAM
```

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.154 [INDEX intrinsic], page 222,
Section 8.298 [VERIFY], page 309,

8.244 SECNDS — Time function

Synopsis: `RESULT = SECNDS (X)`

Description:
`SECNDS(X)` gets the time in seconds from the real-time system clock. *X* is a reference time, also in seconds. If this is zero, the time in seconds from midnight is returned. This function is non-standard and its use is discouraged.

Class: Function

Arguments:

T	Shall be of type `REAL(4)`.
X	Shall be of type `REAL(4)`.

Return value:
None

Example:

```
program test_secnds
    integer :: i
    real(4) :: t1, t2
    print *, secnds (0.0)   ! seconds since midnight
    t1 = secnds (0.0)       ! reference time
    do i = 1, 10000000      ! do something
    end do
    t2 = secnds (t1)        ! elapsed time
    print *, "Something took ", t2, " seconds."
end program test_secnds
```

Standard: GNU extension

8.245 SECOND — CPU time function

Synopsis:

```
CALL SECOND(TIME)
TIME = SECOND()
```

Description:

Returns a `REAL(4)` value representing the elapsed CPU time in seconds. This provides the same functionality as the standard `CPU_TIME` intrinsic, and is only included for backwards compatibility.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

TIME Shall be of type `REAL(4)`.

Return value:

In either syntax, *TIME* is set to the process's current runtime in seconds.

Standard: GNU extension

See also: Section 8.84 [CPU_TIME], page 175,

8.246 `SELECTED_CHAR_KIND` — Choose character kind

Synopsis: `RESULT = SELECTED_CHAR_KIND(NAME)`

Description:

`SELECTED_CHAR_KIND(NAME)` returns the kind value for the character set named *NAME*, if a character set with such a name is supported, or −1 otherwise. Currently, supported character sets include "ASCII" and "DEFAULT", which are equivalent, and "ISO_10646" (Universal Character Set, UCS-4) which is commonly known as Unicode.

Class: Transformational function

Arguments:

NAME Shall be a scalar and of the default character type.

Example:

```
program character_kind
  use iso_fortran_env
  implicit none
  integer, parameter :: ascii = selected_char_kind ("ascii")
  integer, parameter :: ucs4  = selected_char_kind ('ISO_10646')

  character(kind=ascii, len=26) :: alphabet
  character(kind=ucs4,  len=30) :: hello_world

  alphabet = ascii_"abcdefghijklmnopqrstuvwxyz"
  hello_world = ucs4_'Hello World and Ni Hao -- ' &
                // char (int (z'4F60'), ucs4)     &
                // char (int (z'597D'), ucs4)

  write (*,*) alphabet

  open (output_unit, encoding='UTF-8')
  write (*,*) trim (hello_world)
end program character_kind
```

Standard: Fortran 2003 and later

8.247 SELECTED_INT_KIND — Choose integer kind

Synopsis: `RESULT = SELECTED_INT_KIND(R)`

Description:

`SELECTED_INT_KIND(R)` return the kind value of the smallest integer type that can represent all values ranging from -10^R (exclusive) to 10^R (exclusive). If there is no integer kind that accommodates this range, `SELECTED_INT_KIND` returns -1.

Class: Transformational function

Arguments:

R Shall be a scalar and of type `INTEGER`.

Example:

```
program large_integers
  integer,parameter :: k5 = selected_int_kind(5)
  integer,parameter :: k15 = selected_int_kind(15)
  integer(kind=k5) :: i5
  integer(kind=k15) :: i15

  print *, huge(i5), huge(i15)

  ! The following inequalities are always true
  print *, huge(i5) >= 10_k5**5-1
  print *, huge(i15) >= 10_k15**15-1
end program large_integers
```

Standard: Fortran 90 and later

8.248 SELECTED_LOGICAL_KIND — Choose logical kind

Synopsis: `RESULT = SELECTED_LOGICAL_KIND(BITS)`

Description:

`SELECTED_LOGICAL_KIND(BITS)` return the kind value of the smallest logical type whose storage size in bits is at least *BITS*. If there is no such logical kind, `SELECTED_LOGICAL_KIND` returns -1.

Class: Transformational function

Arguments:

BITS Shall be a scalar and of type `INTEGER`.

Example:

```
program logical_kinds
  integer, parameter :: k1 = selected_logical_kind(1)
  integer, parameter :: k40 = selected_logical_kind(40)
  logical(kind=k1) :: l1    ! At least one bit
  logical(kind=k40) :: l40  ! At least 40 bits

  ! What is their actual size?
  print *, storage_size(l1), storage_size(l40)
end program logical_kinds
```

Standard: Fortran 2023 and later

8.249 SELECTED_REAL_KIND — Choose real kind

Synopsis: `RESULT = SELECTED_REAL_KIND([P, R, RADIX])`

Description:

`SELECTED_REAL_KIND(P,R)` returns the kind value of a real data type with decimal precision of at least `P` digits, exponent range of at least `R`, and with a radix of `RADIX`.

Class: Transformational function

Arguments:

P	(Optional) shall be a scalar and of type `INTEGER`.
R	(Optional) shall be a scalar and of type `INTEGER`.
RADIX	(Optional) shall be a scalar and of type `INTEGER`.

Before Fortran 2008, at least one of the arguments *R* or *P* shall be present; since Fortran 2008, they are assumed to be zero if absent.

Return value:

`SELECTED_REAL_KIND` returns the value of the kind type parameter of a real data type with decimal precision of at least `P` digits, a decimal exponent range of at least `R`, and with the requested `RADIX`. If the `RADIX` parameter is absent, real kinds with any radix can be returned. If more than one real data type meet the criteria, the kind of the data type with the smallest decimal precision is returned. If no real data type matches the criteria, the result is

-1 if the processor does not support a real data type with a
precision greater than or equal to `P`, but the `R` and `RADIX` requirements can be fulfilled

-2 if the processor does not support a real type with an exponent
range greater than or equal to `R`, but `P` and `RADIX` are fulfillable

-3 if `RADIX` but not `P` and `R` requirements
are fulfillable

-4 if `RADIX` and either `P` or `R` requirements
are fulfillable

-5 if there is no real type with the given `RADIX`

Example:

```
program real_kinds
  integer,parameter :: p6 = selected_real_kind(6)
  integer,parameter :: p10r100 = selected_real_kind(10,100)
  integer,parameter :: r400 = selected_real_kind(r=400)
  real(kind=p6) :: x
  real(kind=p10r100) :: y
  real(kind=r400) :: z

  print *, precision(x), range(x)
  print *, precision(y), range(y)
  print *, precision(z), range(z)
end program real_kinds
```

Standard: Fortran 90 and later, with `RADIX` Fortran 2008 or later

See also: Section 8.224 [PRECISION], page 265,
Section 8.233 [RANGE], page 271,
Section 8.227 [RADIX], page 267,

8.250 SELECTED_UNSIGNED_KIND — Choose unsigned kind

Synopsis: `RESULT = SELECTED_UNSIGNED_KIND(R)`

Description:
`SELECTED_UNSIGNED_KIND(R)` return the kind value of the smallest integer type that can represent all values ranging from 0 to 10^R (exclusive). If there is no unsigned kind that accommodates this range, `SELECTED_UNSIGNED_KIND` returns -1.

Class: Transformational function

Arguments:

R	Shall be a scalar and of type `INTEGER`.

Example:

```
program large_unsigned
  integer,parameter :: k5 = selected_unsigned_kind(5)
  integer,parameter :: k15 = selected_unsigned_kind(15)
  unsigned(kind=k5) :: i5
  unsigned(kind=k15) :: i15

  print *, huge(i5), huge(i15)
end program large_unsigned
```

Standard: Extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

8.251 SET_EXPONENT — Set the exponent of the model

Synopsis: `RESULT = SET_EXPONENT(X, I)`

Description:
`SET_EXPONENT(X, I)` returns the real number whose fractional part is that of *X* and whose exponent part is *I*.

Class: Elemental function

Arguments:

X	Shall be of type `REAL`.
I	Shall be of type `INTEGER`.

Return value:
The return value is of the same type and kind as *X*. The real number whose fractional part is that of *X* and whose exponent part if *I* is returned; it is `FRACTION(X) * RADIX(X)**I`.

Example:

```
PROGRAM test_setexp
  REAL :: x = 178.1387e-4
  INTEGER :: i = 17
  PRINT *, SET_EXPONENT(x, i), FRACTION(x) * RADIX(x)**i
END PROGRAM
```

Standard: Fortran 90 and later

8.252 SHAPE — Determine the shape of an array

Synopsis: `RESULT = SHAPE(SOURCE [, KIND])`

Description:
Determines the shape of an array.

Class: Inquiry function

Arguments:

SOURCE	Shall be an array or scalar of any type. If *SOURCE* is a pointer it must be associated and allocatable arrays must be allocated.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
An `INTEGER` array of rank one with as many elements as *SOURCE* has dimensions. The elements of the resulting array correspond to the extend of *SOURCE* along the respective dimensions. If *SOURCE* is a scalar, the result is the rank one array of size zero. If *KIND* is absent, the return value has the default integer kind otherwise the specified kind.

Example:

```
PROGRAM test_shape
  INTEGER, DIMENSION(-1:1, -1:2) :: A
  WRITE(*,*) SHAPE(A)             ! (/ 3, 4 /)
  WRITE(*,*) SIZE(SHAPE(42))      ! (/ /)
END PROGRAM
```

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.238 [RESHAPE], page 274,
Section 8.262 [SIZE], page 288,

8.253 SHIFTA — Right shift with fill

Synopsis: `RESULT = SHIFTA(I, SHIFT)`

Description:
`SHIFTA` returns a value corresponding to *I* with all of the bits shifted right by *SHIFT* places. *SHIFT* that be nonnegative and less than or equal to `BIT_SIZE(I)`, otherwise the result value is undefined. Bits shifted out from the right end are lost. The fill is arithmetic: the bits shifted in from the left end are equal to the leftmost bit, which in two's complement representation is the sign bit.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
SHIFT	The type shall be `INTEGER`.

Return value:
The return value is of the same type and kind as *I*.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.254 [SHIFTL], page 283,
Section 8.255 [SHIFTR], page 283,

8.254 `SHIFTL` — Left shift

Synopsis: `RESULT = SHIFTL(I, SHIFT)`

Description:
`SHIFTL` returns a value corresponding to *I* with all of the bits shifted left by *SHIFT* places. *SHIFT* shall be nonnegative and less than or equal to `BIT_SIZE(I)`, otherwise the result value is undefined. Bits shifted out from the left end are lost, and bits shifted in from the right end are set to 0.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER` or `UNSIGNED`.
SHIFT	The type shall be `INTEGER`.

Return value:
The return value is of the same type and kind as *I*.

Standard: Fortran 2008 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.253 [SHIFTA], page 282,
Section 8.255 [SHIFTR], page 283,

8.255 `SHIFTR` — Right shift

Synopsis: `RESULT = SHIFTR(I, SHIFT)`

Description:
`SHIFTR` returns a value corresponding to *I* with all of the bits shifted right by *SHIFT* places. *SHIFT* shall be nonnegative and less than or equal to `BIT_SIZE(I)`, otherwise the result value is undefined. Bits shifted out from the right end are lost, and bits shifted in from the left end are set to 0.

Class: Elemental function

Arguments:

I	The type shall be `INTEGER`.
SHIFT	The type shall be `INTEGER`.

Return value:
The return value is of type `INTEGER` and of the same kind as *I*.

Standard: Fortran 2008 and later

See also: Section 8.253 [SHIFTA], page 282,
Section 8.254 [SHIFTL], page 283,

8.256 SIGN — Sign copying function

Synopsis: `RESULT = SIGN(A, B)`

Description:
`SIGN(A,B)` returns the value of A with the sign of B.

Class: Elemental function

Arguments:

A	Shall be of type `INTEGER` or `REAL`
B	Shall be of the same type and kind as A.

Return value:
The kind of the return value is that of A and B. If $B \geq 0$ then the result is `ABS(A)`, else it is `-ABS(A)`.

Example:

```
program test_sign
  print *, sign(-12,1)
  print *, sign(-12,0)
  print *, sign(-12,-1)

  print *, sign(-12.,1.)
  print *, sign(-12.,0.)
  print *, sign(-12.,-1.)
end program test_sign
```

Specific names:

Name	Arguments	Return type	Standard
`SIGN(A,B)`	`REAL(4) A, B`	`REAL(4)`	Fortran 77 and later
`ISIGN(A,B)`	`INTEGER(4) A, B`	`INTEGER(4)`	Fortran 77 and later
`DSIGN(A,B)`	`REAL(8) A, B`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later

8.257 SIGNAL — Signal handling subroutine (or function)

Synopsis:

```
CALL SIGNAL(NUMBER, HANDLER [, STATUS])
STATUS = SIGNAL(NUMBER, HANDLER)
```

Description:
`SIGNAL(NUMBER, HANDLER [, STATUS])` causes external subroutine *HANDLER* to be executed with a single integer argument passed by value when signal *NUMBER* occurs. If *HANDLER* is an integer, it can be used to turn off handling of signal *NUMBER* or revert to its default action. See `signal(2)`.

If `SIGNAL` is called as a subroutine and the *STATUS* argument is supplied, it is set to the value returned by `signal(2)`.

Class: Subroutine, function

Arguments:

NUMBER	Shall be a scalar integer, with `INTENT(IN)`

HANDLER Signal handler (`INTEGER FUNCTION` or `SUBROUTINE`) or dummy/global `INTEGER` scalar. `INTEGER`. It is `INTENT(IN)`.

STATUS (Optional) *STATUS* shall be a scalar integer. It has `INTENT(OUT)`.

Return value:
The `SIGNAL` function returns the value returned by `signal(2)`.

Example:

```
module m_handler
contains
  ! POSIX.1-2017:  void (*func)(int)
  subroutine handler_print(signum) bind(C)
    use iso_c_binding, only: c_int
    integer(c_int), value :: signum
    print *, 'handler_print invoked with signum =', signum
  end subroutine
end module
program test_signal
  use m_handler
  intrinsic :: signal, sleep
  call signal (12, handler_print)  ! 12 = SIGUSR2 (on some systems)
  call signal (10, 1)  ! 10 = SIGUSR1 and 1 = SIG_IGN (on some systems)

  call sleep (30)
end program test_signal
```

Standard: GNU extension

8.258 `SIN` — Sine function

Synopsis: `RESULT = SIN(X)`

Description:
`SIN(X)` computes the sine of *X*.

Class: Elemental function

Arguments:

X The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as *X*.

Example:

```
program test_sin
  real :: x = 0.0
  x = sin(x)
end program test_sin
```

Specific names:

Name	Argument	Return type	Standard
`SIN(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DSIN(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later
`CSIN(X)`	`COMPLEX(4) X`	`COMPLEX(4)`	Fortran 77 and later

ZSIN(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension
CDSIN(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension

Standard: Fortran 77 and later

See also: Inverse function:
Section 8.20 [ASIN], page 131,
Degrees function:
Section 8.259 [SIND], page 286,

8.259 SIND — Sine function, degrees

Synopsis: `RESULT = SIND(X)`

Description:
`SIND(X)` computes the sine of X in degrees.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value has same type and kind as X, and its value is in degrees.

Example:

```
program test_sind
  real :: x = 0.0
  x = sind(x)
end program test_sind
```

Specific names:

Name	Argument	Return type	Standard
SIND(X)	REAL(4) X	REAL(4)	Fortran 2023
DSIND(X)	REAL(8) X	REAL(8)	GNU extension
CSIND(X)	COMPLEX(4) X	COMPLEX(4)	GNU extension
ZSIND(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension
CDSIND(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.21 [ASIND], page 132,
Radians function:
Section 8.258 [SIN], page 285,

8.260 SINH — Hyperbolic sine function

Synopsis: `RESULT = SINH(X)`

Description:
`SINH(X)` computes the hyperbolic sine of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as *X*.

Example:

```
program test_sinh
  real(8) :: x = - 1.0_8
  x = sinh(x)
end program test_sinh
```

Specific names:

Name	Argument	Return type	Standard
`DSINH(X)`	`REAL(8) X`	`REAL(8)`	Fortran 90 and later

Standard: Fortran 90 and later, for a complex argument Fortran 2008 or later, has a GNU extension

See also: Section 8.22 [ASINH], page 132,

8.261 `SINPI` — Circular sine function

Description:
`SINPI(X)` computes $\sin(\pi x)$ without performing an explicit multiplication by π. This is achieved through argument reduction where $|x| = n + r$ with n an integer and $0 \leq r \leq 1$. Due to the properties of floating-point arithmetic, the useful range for X is defined by `ABS(X) <= REAL(2,KIND(X))**DIGITS(X)`.

Standard: Fortran 2023

Class: Elemental function

Syntax: `RESULT = SINPI(X)`

Arguments:

X	The type shall be `REAL`.

Return value:
The return value is of the same type and kind as *X*. The result is in half-revolutions and satisfies $-1 \leq \mathrm{sinpi}(x) \leq 1$.

Example:

```
program test_sinpi
  real :: x = 0.0
  x = sinpi(x)
end program test_sinpi
```

See also: Section 8.23 [ASINPI], page 133,
Section 8.258 [SIN], page 285,

8.262 SIZE — Determine the size of an array

Synopsis: `RESULT = SIZE(ARRAY[, DIM [, KIND]])`

Description:
Determine the extent of *ARRAY* along a specified dimension *DIM*, or the total number of elements in *ARRAY* if *DIM* is absent.

Class: Inquiry function

Arguments:

ARRAY	Shall be an array of any type. If *ARRAY* is a pointer it must be associated and allocatable arrays must be allocated.
DIM	(Optional) shall be a scalar of type `INTEGER` and its value shall be in the range from 1 to n, where n equals the rank of *ARRAY*.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Example:

```
PROGRAM test_size
  WRITE(*,*) SIZE((/ 1, 2 /))    ! 2
END PROGRAM
```

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.252 [SHAPE], page 282,
Section 8.238 [RESHAPE], page 274,

8.263 SIZEOF — Size in bytes of an expression

Synopsis: `N = SIZEOF(X)`

Description:
`SIZEOF(X)` calculates the number of bytes of storage the expression `X` occupies.

Class: Inquiry function

Arguments:

X	The argument shall be of any type, rank or shape.

Return value:
The return value is of type integer and of the system-dependent kind *C_SIZE_T* (from the *ISO_C_BINDING* module). Its value is the number of bytes occupied by the argument. If the argument has the `POINTER` attribute, the number of bytes of the storage area pointed to is returned. If the argument is of a derived type with `POINTER` or `ALLOCATABLE` components, the return value does not account for the sizes of the data pointed to by these components. If the argument is polymorphic, the size according to the dynamic type is returned.

The argument may not be a procedure or procedure pointer. Note that the code assumes for arrays that those are contiguous; for contiguous arrays, it returns the storage or an array element multiplied by the size of the array.

Example:

```
integer :: i
real :: r, s(5)
print *, (sizeof(s)/sizeof(r) == 5)
end
```

The example prints `.TRUE.` unless you are using a platform where default `REAL` variables are unusually padded.

Standard: GNU extension

See also: Section 8.61 [C_SIZEOF], page 159,
Section 8.271 [STORAGE_SIZE], page 294,

8.264 SLEEP — Sleep for the specified number of seconds

Synopsis: `CALL SLEEP(SECONDS)`

Description:
Calling this subroutine causes the process to pause for *SECONDS* seconds.

Class: Subroutine

Arguments:
SECONDS The type shall be of default `INTEGER`.

Example:

```
program test_sleep
  call sleep(5)
end
```

Standard: GNU extension

8.265 SPACING — Smallest distance between two numbers of a given type

Synopsis: `RESULT = SPACING(X)`

Description:
Determines the distance between the argument X and the nearest adjacent number of the same type.

Class: Elemental function

Arguments:
X Shall be of type `REAL`.

Return value:
The result is of the same type as the input argument X.

Example:

```
PROGRAM test_spacing
```

```
  INTEGER, PARAMETER :: SGL = SELECTED_REAL_KIND(p=6, r=37)
  INTEGER, PARAMETER :: DBL = SELECTED_REAL_KIND(p=13, r=200)

  WRITE(*,*) spacing(1.0_SGL)      ! "1.1920929E-07"          on i686
  WRITE(*,*) spacing(1.0_DBL)      ! "2.220446049250313E-016" on i686
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.239 [RRSPACING], page 274,

8.266 SPLIT — Parse a string into tokens, one at a time

Synopsis: `RESULT = SPLIT(STRING, SET, POS [, BACK])`

Description:

Updates the integer *POS* to the position of the next (or previous) separator in *STRING*.

If *BACK* is absent or is present with the value false, *POS* is assigned the position of the leftmost token delimiter in *STRING* whose position is greater than *POS*, or if there is no such character, it is assigned a value one greater than the length of *STRING*. This identifies a token with starting position one greater than the value of *POS* on invocation, and ending position one less than the value of *POS* on return.

If *BACK* is present with the value true, *POS* is assigned the position of the rightmost token delimiter in *STRING* whose position is less than *POS*, or if there is no such character, it is assigned the value zero. This identifies a token with ending position one less than the value of *POS* on invocation, and starting position one greater than the value of *POS* on return.

Class: Subroutine

Arguments:

STRING	Shall be of type `CHARACTER`.
SET	Shall be of type `CHARACTER`.
POS	Shall be of type `INTEGER`.
BACK	(Optional) Shall be of type `LOGICAL`.

Example:

```
character(len=:), allocatable :: input
character(len=2) :: set = ', '
integer :: p
input = "one,last example"
p = 0
do
  if (p > len(input)) exit
  istart = p + 1
  call split(input, set, p)
  iend = p - 1
  print '(t7, a)', input(istart:iend)
end do
```

Standard: Fortran 2023

See also: Section 8.243 [SCAN], page 276,

8.267 SPREAD — Add a dimension to an array

Synopsis: `RESULT = SPREAD(SOURCE, DIM, NCOPIES)`

Description:
Replicates a *SOURCE* array *NCOPIES* times along a specified dimension *DIM*.

Class: Transformational function

Arguments:

SOURCE	Shall be a scalar or an array of any type and a rank less than seven.
DIM	Shall be a scalar of type `INTEGER` with a value in the range from 1 to n+1, where n equals the rank of *SOURCE*.
NCOPIES	Shall be a scalar of type `INTEGER`.

Return value:
The result is an array of the same type as *SOURCE* and has rank n+1 where n equals the rank of *SOURCE*.

Example:

```
PROGRAM test_spread
  INTEGER :: a = 1, b(2) = (/ 1, 2 /)
  WRITE(*,*) SPREAD(A, 1, 2)           ! "1 1"
  WRITE(*,*) SPREAD(B, 1, 2)           ! "1 1 2 2"
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.297 [UNPACK], page 308,

8.268 SQRT — Square-root function

Synopsis: `RESULT = SQRT(X)`

Description:
`SQRT(X)` computes the square root of *X*.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value is of type `REAL` or `COMPLEX`. The kind type parameter is the same as *X*.

Example:

```
program test_sqrt
  real(8) :: x = 2.0_8
  complex :: z = (1.0, 2.0)
  x = sqrt(x)
  z = sqrt(z)
end program test_sqrt
```

Specific names:

Name	Argument	Return type	Standard
SQRT(X)	REAL(4) X	REAL(4)	Fortran 77 and later
DSQRT(X)	REAL(8) X	REAL(8)	Fortran 77 and later
CSQRT(X)	COMPLEX(4) X	COMPLEX(4)	Fortran 77 and later
ZSQRT(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension
CDSQRT(X)	COMPLEX(8) X	COMPLEX(8)	GNU extension

Standard: Fortran 77 and later

8.269 SRAND — Reinitialize the random number generator

Synopsis: `CALL SRAND(SEED)`

Description:

`SRAND` reinitializes the pseudo-random number generator called by `RAND` and `IRAND`. The new seed used by the generator is specified by the required argument *SEED*.

Class: Subroutine

Arguments:

SEED Shall be a scalar `INTEGER(kind=4)`.

Return value:

Does not return anything.

Example: See `RAND` and `IRAND` for examples.

Notes: The Fortran standard specifies the intrinsic subroutines `RANDOM_SEED` to initialize the pseudo-random number generator and `RANDOM_NUMBER` to generate pseudo-random numbers. These subroutines should be used in new codes.

Please note that in GNU Fortran, these two sets of intrinsics (`RAND`, `IRAND` and `SRAND` on the one hand, `RANDOM_NUMBER` and `RANDOM_SEED` on the other hand) access two independent pseudo-random number generators.

Standard: GNU extension

See also: Section 8.229 [RAND], page 268,
Section 8.232 [RANDOM_SEED], page 270,
Section 8.231 [RANDOM_NUMBER], page 269,

8.270 STAT — Get file status

Synopsis:

```
CALL STAT(NAME, VALUES [, STATUS])
STATUS = STAT(NAME, VALUES)
```

Description:

This function returns information about a file. No permissions are required on the file itself, but execute (search) permission is required on all of the directories in path that lead to the file.

The elements that are obtained and stored in the array `VALUES`:

`VALUES(1)`	Device ID
`VALUES(2)`	Inode number
`VALUES(3)`	File mode
`VALUES(4)`	Number of links
`VALUES(5)`	Owner's uid
`VALUES(6)`	Owner's gid
`VALUES(7)`	ID of device containing directory entry for file (0 if not available)
`VALUES(8)`	File size (bytes)
`VALUES(9)`	Last access time
`VALUES(10)`	Last modification time
`VALUES(11)`	Last file status change time
`VALUES(12)`	Preferred I/O block size (-1 if not available)
`VALUES(13)`	Number of blocks allocated (-1 if not available)

Not all these elements are relevant on all systems. If an element is not relevant, it is returned as 0. If the value of an element would overflow the range of default integer, a -1 is returned instead.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

NAME	The type shall be `CHARACTER`, of the default kind and a valid path within the file system.
VALUES	The type shall be `INTEGER, DIMENSION(13)` of either kind 4 or kind 8.
STATUS	(Optional) status flag of type `INTEGER` of kind 2 or larger. Returns 0 on success and a system specific error code otherwise.

Example:

```
PROGRAM test_stat
  INTEGER, DIMENSION(13) :: buff
  INTEGER :: status

  CALL STAT("/etc/passwd", buff, status)

  IF (status == 0) THEN
    WRITE (*, FMT="('Device ID:',               T30, I19)") buff(1)
    WRITE (*, FMT="('Inode number:',            T30, I19)") buff(2)
    WRITE (*, FMT="('File mode (octal):',       T30, O19)") buff(3)
    WRITE (*, FMT="('Number of links:',         T30, I19)") buff(4)
    WRITE (*, FMT="('Owner''s uid:',            T30, I19)") buff(5)
    WRITE (*, FMT="('Owner''s gid:',            T30, I19)") buff(6)
    WRITE (*, FMT="('Device where located:',    T30, I19)") buff(7)
    WRITE (*, FMT="('File size:',               T30, I19)") buff(8)
    WRITE (*, FMT="('Last access time:',        T30, A19)") CTIME(buff(9))
    WRITE (*, FMT="('Last modification time',   T30, A19)") CTIME(buff(10))
    WRITE (*, FMT="('Last status change time:', T30, A19)") CTIME(buff(11))
```

```
    WRITE (*, FMT="('Preferred block size:',    T30, I19)") buff(12)
    WRITE (*, FMT="('No. of blocks allocated:', T30, I19)") buff(13)
  END IF
END PROGRAM
```

Standard: GNU extension

See also: To stat an open file:
Section 8.122 [FSTAT], page 202,
To stat a link:
Section 8.188 [LSTAT], page 242,

8.271 STORAGE_SIZE — Storage size in bits

Synopsis: `RESULT = STORAGE_SIZE(A [, KIND])`

Description:
Returns the storage size of argument *A* in bits.

Class: Inquiry function

Arguments:

A	Shall be a scalar or array of any type.
KIND	(Optional) shall be a scalar integer constant expression.

Return Value:
The result is a scalar integer with the kind type parameter specified by KIND (or default integer type if KIND is missing). The result value is the size expressed in bits for an element of an array that has the dynamic type and type parameters of A.

Standard: Fortran 2008 and later

See also: Section 8.61 [C_SIZEOF], page 159,
Section 8.263 [SIZEOF], page 288,

8.272 SUM — Sum of array elements

Synopsis:

```
RESULT = SUM(ARRAY[, MASK])
RESULT = SUM(ARRAY, DIM[, MASK])
```

Description:
Adds the elements of *ARRAY* along dimension *DIM* if the corresponding element in *MASK* is `TRUE`.

Class: Transformational function

Arguments:

ARRAY	Shall be an array of type `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED`.
DIM	(Optional) shall be a scalar of type `INTEGER` with a value in the range from 1 to n, where n equals the rank of *ARRAY*.

MASK (Optional) shall be of type `LOGICAL` and either be a scalar or an array of the same shape as *ARRAY*.

Return value:

The result is of the same type as *ARRAY*.

If *DIM* is absent, a scalar with the sum of all elements in *ARRAY* is returned. Otherwise, an array of rank n-1, where n equals the rank of *ARRAY*, and a shape similar to that of *ARRAY* with dimension *DIM* dropped is returned.

Example:

```
PROGRAM test_sum
  INTEGER :: x(5) = (/ 1, 2, 3, 4 ,5 /)
  print *, SUM(x)                         ! all elements, sum = 15
  print *, SUM(x, MASK=MOD(x, 2)==1)      ! odd elements, sum = 9
END PROGRAM
```

Standard: Fortran 90 and later, extension for `UNSIGNED` (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.226 [PRODUCT], page 266,

8.273 `SYMLNK` — Create a symbolic link

Synopsis:

```
CALL SYMLNK(PATH1, PATH2 [, STATUS])
STATUS = SYMLNK(PATH1, PATH2)
```

Description:

Makes a symbolic link from file *PATH1* to *PATH2*. A null character (`CHAR(0)`) can be used to mark the end of the names in *PATH1* and *PATH2*; otherwise, trailing blanks in the file names are ignored. If the *STATUS* argument is supplied, it contains 0 on success or a nonzero error code upon return; see `symlink(2)`. If the system does not supply `symlink(2)`, `ENOSYS` is returned.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

PATH1	Shall be of default `CHARACTER` type.
PATH2	Shall be of default `CHARACTER` type.
STATUS	(Optional) Shall be of default `INTEGER` type.

Standard: GNU extension

See also: Section 8.178 [LINK], page 237,
Section 8.296 [UNLINK], page 308,

8.274 `SYSTEM` — Execute a shell command

Synopsis:

```
CALL SYSTEM(COMMAND [, STATUS])
STATUS = SYSTEM(COMMAND)
```

Description:

Passes the command *COMMAND* to a shell (see `system(3)`). If argument *STATUS* is present, it contains the value returned by `system(3)`, which is presumably 0 if the shell command succeeded. Note that which shell is used to invoke the command is system-dependent and environment-dependent.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Note that the `system` function need not be thread-safe. It is the responsibility of the user to ensure that `system` is not called concurrently.

Class: Subroutine, function

Arguments:

COMMAND	Shall be of default `CHARACTER` type.
STATUS	(Optional) Shall be of default `INTEGER` type.

Standard: GNU extension

See also: Section 8.105 [EXECUTE_COMMAND_LINE], page 190, which is part of the Fortran 2008 standard and should considered in new code for future portability.

8.275 `SYSTEM_CLOCK` — Time function

Synopsis: `CALL SYSTEM_CLOCK([COUNT, COUNT_RATE, COUNT_MAX])`

Description:

Determines the *COUNT* of a processor clock since an unspecified time in the past modulo *COUNT_MAX*, *COUNT_RATE* determines the number of clock ticks per second. If the platform supports a monotonic clock, that clock is used and can, depending on the platform clock implementation, provide up to nanosecond resolution. If a monotonic clock is not available, the implementation falls back to a realtime clock.

COUNT_RATE is system dependent and can vary depending on the kind of the arguments. For *kind=4* arguments (and smaller integer kinds), *COUNT* represents milliseconds, while for *kind=8* arguments (and larger integer kinds), *COUNT* typically represents micro- or nanoseconds depending on resolution of the underlying platform clock. *COUNT_MAX* usually equals `HUGE(COUNT_MAX)`. Note that the millisecond resolution of the *kind=4* version implies that the *COUNT* wraps around in roughly 25 days. In order to avoid issues with the wrap-around and for more precise timing, please use the *kind=8* version.

If there is no clock, or querying the clock fails, *COUNT* is set to `-HUGE(COUNT)`, and *COUNT_RATE* and *COUNT_MAX* are set to zero.

When running on a platform using the GNU C library (glibc) version 2.16 or older, or a derivative thereof, the high resolution monotonic clock is available only when linking with the *rt* library. This can be done explicitly by adding the `-lrt` flag when linking the application, but is also done implicitly when using OpenMP.

On the Windows platform, the version with *kind=4* arguments uses the `GetTickCount` function, whereas the *kind=8* version uses

`QueryPerformanceCounter` and `QueryPerformanceCounterFrequency`. For more information, and potential caveats, please see the platform documentation.

Class: Subroutine

Arguments:

COUNT	(Optional) shall be a scalar of type `INTEGER` with `INTENT(OUT)`.
COUNT_RATE	(Optional) shall be a scalar of type `INTEGER` or `REAL`, with `INTENT(OUT)`.
COUNT_MAX	(Optional) shall be a scalar of type `INTEGER` with `INTENT(OUT)`.

Example:

```
PROGRAM test_system_clock
  INTEGER :: count, count_rate, count_max
  CALL SYSTEM_CLOCK(count, count_rate, count_max)
  WRITE(*,*) count, count_rate, count_max
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.84 [CPU_TIME], page 175,

8.276 `TAN` — Tangent function

Synopsis: `RESULT = TAN(X)`

Description:
`TAN(X)` computes the tangent of *X*.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as *X*, and its value is in radians.

Example:

```
program test_tan
  real(8) :: x = 0.165_8
  x = tan(x)
end program test_tan
```

Specific names:

Name	Argument	Return type	Standard
`TAN(X)`	`REAL(4) X`	`REAL(4)`	Fortran 77 and later
`DTAN(X)`	`REAL(8) X`	`REAL(8)`	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument Fortran 2008 or later

See also: Inverse function:
Section 8.25 [ATAN], page 135,

Degrees function:
Section 8.277 [TAND], page 298,

8.277 TAND — Tangent function, degrees

Synopsis: `RESULT = TAND(X)`

Description:
`TAND(X)` computes the tangent of X in degrees.

Class: Elemental function

Arguments:

X	The type shall be `REAL`.

Return value:
The return value has same type and kind as X.

Example:

```
program test_tand
  real(8) :: x = 45_8
  x = tand(x)
end program test_tand
```

Specific names:

Name	Argument	Return type	Standard
`TAND(X)`	`REAL(4) X`	`REAL(4)`	Fortran 2023
`DTAND(X)`	`REAL(8) X`	`REAL(8)`	GNU extension

Standard: Fortran 2023

See also: Inverse function:
Section 8.29 [ATAND], page 138,
Radians function:
Section 8.276 [TAN], page 297,

8.278 TANH — Hyperbolic tangent function

Synopsis: `X = TANH(X)`

Description:
`TANH(X)` computes the hyperbolic tangent of X.

Class: Elemental function

Arguments:

X	The type shall be `REAL` or `COMPLEX`.

Return value:
The return value has same type and kind as X. If X is complex, the imaginary part of the result is in radians. If X is `REAL`, the return value lies in the range $-1 \leq tanh(x) \leq 1$.

Example:

```
program test_tanh
```

```
  real(8) :: x = 2.1_8
  x = tanh(x)
end program test_tanh
```

Specific names:

Name	Argument	Return type	Standard
TANH(X)	REAL(4) X	REAL(4)	Fortran 77 and later
DTANH(X)	REAL(8) X	REAL(8)	Fortran 77 and later

Standard: Fortran 77 and later, for a complex argument Fortran 2008 or later

See also: Section 8.30 [ATANH], page 139,

8.279 TANPI — Circular tangent function

Description:

TANPI(X) computes $\tan(\pi x)$ without performing an explicit multiplication by π. This is achieved through argument reduction where $|x| = n + r$ with n an integer and $0 \leq r \leq 1$. Due to the properties of floating-point arithmetic, the useful range for X is defined by ABS(X) <= REAL(2,KIND(X))**DIGITS(X).

Standard: Fortran 2023

Class: Elemental function

Syntax: RESULT = TANPI(X)

Arguments:

X	The type shall be REAL.

Return value:

The return value is of the same type and kind as *X*.

Example:

```
program test_tanpi
  real :: x = 0.0
  x = tanpi(x)
end program test_tanpi
```

See also: Section 8.31 [ATANPI], page 139,
Section 8.276 [TAN], page 297,

8.280 TEAM_NUMBER — Retrieve team id of given team

Synopsis:

```
RESULT = TEAM_NUMBER([TEAM])
```

Description:

Returns the team id for the given *TEAM* as assigned by FORM TEAM. If *TEAM* is absent, returns the team number of the current team.

Class: Transformational function

Arguments:

TEAM	(optional, intent(in)) The handle of the team for which the number, aka id, is desired.

Return value:
Default integer. The id as given in a call `FORM TEAM`. Applying `TEAM_NUMBER` to the initial team will result in `-1` to be returned. Returns the id of the current team, if *TEAM* is null.

Example:

```
use, intrinsic :: iso_fortran_env
type(team_type) :: t

print *, team_number() ! -1
form team (99, t)
print *, team_number(t) ! 99
```

Standard: Fortran 2018 and later.

See also: Section 8.135 [GET_TEAM], page 210,
Section 8.280 [TEAM_NUMBER], page 299,

8.281 THIS_IMAGE — Function that returns the cosubscript index of this image

Synopsis:

```
RESULT = THIS_IMAGE([TEAM])
RESULT = THIS_IMAGE(COARRAY [, DIM][, TEAM])
```

Description:
Returns the cosubscript for this image.

Class: Transformational function

Arguments:

TEAM	(optional, intent(in)) The team for which the index of this image is desired. The current team is used, when no team is given.
COARRAY	Coarray of any type (optional; if *DIM* present, required).
DIM	default integer scalar (optional). If present, *DIM* shall be between one and the corank of *COARRAY*.

Return value:
Default integer. If *COARRAY* is not present, it is scalar; if *TEAM* is not present, its value is the image index on the invoking image for the current team; if *TEAM* is present, returns the image index of the invoking image as given to the `FORM TEAM (..., NEW_INDEX=..)` call, or a implementation specific unique number, when `NEW_INDEX=` was absent from `FORM TEAM`. Otherwise when the *COARRAY* is present, if *DIM* is not present, a rank-1 array with corank elements is returned, containing the cosubscripts for *COARRAY* specifying the invoking image (in the team when *TEAM* is present). If *DIM* is present, a scalar is returned, with the value of the *DIM* element of `THIS_IMAGE(COARRAY)`.

Example:

```
INTEGER :: value[*]
```

```
INTEGER :: i
value = THIS_IMAGE()
SYNC ALL
IF (THIS_IMAGE() == 1) THEN
  DO i = 1, NUM_IMAGES()
    WRITE(*,'(2(a,i0))') 'value[', i, '] is ', value[i]
  END DO
END IF

! Check whether the current image is the initial image
IF (THIS_IMAGE(GET_TEAM(INITIAL_TEAM)) /= THIS_IMAGE())
  error stop "something is rotten here"
```

Standard: Fortran 2008 and later. With *TEAM* argument, Fortran 2018 or later

See also: Section 8.216 [NUM_IMAGES], page 260,
Section 8.153 [IMAGE_INDEX], page 222,

8.282 TIME — Time function

Synopsis: `RESULT = TIME()`

Description:

Returns the current time encoded as an integer (in the manner of the function `time(3)` in the C standard library). This value is suitable for passing to Section 8.86 [CTIME], page 177, Section 8.137 [GMTIME], page 211, and Section 8.189 [LTIME], page 243.

This intrinsic is not fully portable, such as to systems with 32-bit `INTEGER` types but supporting times wider than 32 bits. Therefore, the values returned by this intrinsic might be, or become, negative, or numerically less than previous values, during a single run of the compiled program.

See Section 8.283 [TIME8], page 301, for information on a similar intrinsic that might be portable to more GNU Fortran implementations, though to fewer Fortran compilers.

Class: Function

Return value:

The return value is a scalar of type `INTEGER(4)`.

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.86 [CTIME], page 177,
Section 8.137 [GMTIME], page 211,
Section 8.189 [LTIME], page 243,
Section 8.198 [MCLOCK], page 249,
Section 8.283 [TIME8], page 301,

8.283 TIME8 — Time function (64-bit)

Synopsis: `RESULT = TIME8()`

Description:
Returns the current time encoded as an integer (in the manner of the function `time(3)` in the C standard library). This value is suitable for passing to Section 8.86 [CTIME], page 177, Section 8.137 [GMTIME], page 211, and Section 8.189 [LTIME], page 243.

Warning: this intrinsic does not increase the range of the timing values over that returned by `time(3)`. On a system with a 32-bit `time(3)`, `TIME8` returns a 32-bit value, even though it is converted to a 64-bit `INTEGER(8)` value. That means overflows of the 32-bit value can still occur. Therefore, the values returned by this intrinsic might be or become negative or numerically less than previous values during a single run of the compiled program.

Class: Function

Return value:
The return value is a scalar of type `INTEGER(8)`.

Standard: GNU extension

See also: Section 8.87 [DATE_AND_TIME], page 178,
Section 8.86 [CTIME], page 177,
Section 8.137 [GMTIME], page 211,
Section 8.189 [LTIME], page 243,
Section 8.199 [MCLOCK8], page 249,
Section 8.282 [TIME], page 301,

8.284 `TINY` — Smallest positive number of a real kind

Synopsis: `RESULT = TINY(X)`

Description:
`TINY(X)` returns the smallest positive (non zero) number in the model of the type of `X`.

Class: Inquiry function

Arguments:
X Shall be of type `REAL`.

Return value:
The return value is of the same type and kind as *X*

Example: See `HUGE` for an example.

Standard: Fortran 90 and later

8.285 `TRAILZ` — Number of trailing zero bits of an integer

Synopsis: `RESULT = TRAILZ(I)`

Description:
`TRAILZ` returns the number of trailing zero bits of an integer.

Class: Elemental function

Arguments:

I	Shall be of type `INTEGER`.

Return value:

The type of the return value is the default `INTEGER`. If all the bits of `I` are zero, the result value is `BIT_SIZE(I)`.

Example:

```
PROGRAM test_trailz
  WRITE (*,*) TRAILZ(8)  ! prints 3
END PROGRAM
```

Standard: Fortran 2008 and later

See also: Section 8.52 [BIT_SIZE], page 153,
Section 8.173 [LEADZ], page 234,
Section 8.223 [POPPAR], page 265,
Section 8.222 [POPCNT], page 264,

8.286 `TRANSFER` — Transfer bit patterns

Synopsis: `RESULT = TRANSFER(SOURCE, MOLD[, SIZE])`

Description:

Interprets the bitwise representation of *SOURCE* in memory as if it is the representation of a variable or array of the same type and type parameters as *MOLD*.

This is approximately equivalent to the C concept of *casting* one type to another.

Class: Transformational function

Arguments:

SOURCE	Shall be a scalar or an array of any type.
MOLD	Shall be a scalar or an array of any type.
SIZE	(Optional) shall be a scalar of type `INTEGER`.

Return value:

The result has the same type as *MOLD*, with the bit level representation of *SOURCE*. If *SIZE* is present, the result is a one-dimensional array of length *SIZE*. If *SIZE* is absent but *MOLD* is an array (of any size or shape), the result is a one- dimensional array of the minimum length needed to contain the entirety of the bitwise representation of *SOURCE*. If *SIZE* is absent and *MOLD* is a scalar, the result is a scalar.

If the bitwise representation of the result is longer than that of *SOURCE*, then the leading bits of the result correspond to those of *SOURCE* and any trailing bits are filled arbitrarily.

When the resulting bit representation does not correspond to a valid representation of a variable of the same type as *MOLD*, the results are undefined, and subsequent operations on the result cannot be guaranteed to produce sensible behavior. For example, it is possible to create `LOGICAL` variables for which *`VAR`* and `.NOT.`*`VAR`* both appear to be true.

Example:

```
PROGRAM test_transfer
  integer :: x = 2143289344
  print *, transfer(x, 1.0)    ! prints "NaN" on i686
END PROGRAM
```

Standard: Fortran 90 and later

8.287 TRANSPOSE — Transpose an array of rank two

Synopsis: `RESULT = TRANSPOSE(MATRIX)`

Description:
Transpose an array of rank two. Element (i, j) of the result has the value `MATRIX(j, i)`, for all i, j.

Class: Transformational function

Arguments:
MATRIX Shall be an array of any type and have a rank of two.

Return value:
The result has the same type as *MATRIX*, and has shape `(/ m, n /)` if *MATRIX* has shape `(/ n, m /)`.

Standard: Fortran 90 and later

8.288 TRIM — Remove trailing blank characters of a string

Synopsis: `RESULT = TRIM(STRING)`

Description:
Removes trailing blank characters of a string.

Class: Transformational function

Arguments:
STRING Shall be a scalar of type `CHARACTER`.

Return value:
A scalar of type `CHARACTER` that is the length of *STRING* less the number of trailing blanks.

Example:

```
PROGRAM test_trim
  CHARACTER(len=10), PARAMETER :: s = "GFORTRAN  "
  WRITE(*,*) LEN(s), LEN(TRIM(s))  ! "10 8", with/without trailing blanks
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.10 [ADJUSTL], page 124,
Section 8.11 [ADJUSTR], page 125,

8.289 TTYNAM — Get the name of a terminal device

Synopsis:

```
CALL TTYNAM(UNIT, NAME)
NAME = TTYNAM(UNIT)
```

Description:

Get the name of a terminal device. For more information, see `ttyname(3)`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

UNIT	Shall be a scalar `INTEGER`.
NAME	Shall be of type `CHARACTER`.

Example:

```
PROGRAM test_ttynam
  INTEGER :: unit
  DO unit = 1, 10
    IF (isatty(unit=unit)) write(*,*) ttynam(unit)
  END DO
END PROGRAM
```

Standard: GNU extension

See also: Section 8.164 [ISATTY], page 229,

8.290 UBOUND — Upper dimension bounds of an array

Synopsis: `RESULT = UBOUND(ARRAY [, DIM [, KIND]])`

Description:

Returns the upper bounds of an array, or a single upper bound along the *DIM* dimension.

Class: Inquiry function

Arguments:

ARRAY	Shall be an array, of any type.
DIM	(Optional) Shall be a scalar `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind. If *DIM* is absent, the result is an array of the upper bounds of *ARRAY*. If *DIM* is present, the result is a scalar corresponding to the upper bound of the array along that dimension. If *ARRAY* is an expression rather than a whole array or array structure component, or if it has a zero extent along the relevant dimension, the upper bound is taken to be the number of elements along the relevant dimension.

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.171 [LBOUND], page 232,
Section 8.172 [LCOBOUND], page 233,

8.291 UCOBOUND — Upper codimension bounds of an array

Synopsis: `RESULT = UCOBOUND(COARRAY [, DIM [, KIND]])`

Description:
Returns the upper cobounds of a coarray, or a single upper cobound along the *DIM* codimension.

Class: Inquiry function

Arguments:

ARRAY	Shall be an coarray, of any type.
DIM	(Optional) Shall be a scalar `INTEGER`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:
The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind. If *DIM* is absent, the result is an array of the lower cobounds of *COARRAY*. If *DIM* is present, the result is a scalar corresponding to the lower cobound of the array along that codimension.

Standard: Fortran 2008 and later

See also: Section 8.172 [LCOBOUND], page 233,
Section 8.171 [LBOUND], page 232,

8.292 UINT – Convert to UNSIGNED type

Synopsis: `RESULT = UINT(A [, KIND))`

Description:
Convert to unsigned type

Class: Elemental function

Arguments:

A	Shall be of type `INTEGER`, `REAL`, `COMPLEX` or `UNSIGNED` or a boz-literal-constant.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Standard: Extension.

8.293 UMASK — Set the file creation mask

Synopsis:

```
CALL UMASK(MASK [, OLD])
OLD = UMASK(MASK)
```

Description:
Sets the file creation mask to *MASK*. If called as a function, it returns the old value. If called as a subroutine and argument *OLD* if it is supplied, it is set to the old value. See `umask(2)`.

Class: Subroutine, function

Arguments:

MASK	Shall be a scalar of type `INTEGER`.
OLD	(Optional) Shall be a scalar of type `INTEGER`.

Standard: GNU extension

8.294 `UMASKL` — Unsigned left justified mask

Synopsis: `RESULT = UMASKL(I[, KIND])`

Description:
`UMASKL(I[, KIND])` has its leftmost *I* bits set to 1, and the remaining bits set to 0.

Class: Elemental function

Arguments:

I	Shall be of type `UNSIGNED`.
KIND	Shall be a scalar constant expression of type `INTEGER`.

Return value:
The return value is of type `UNSIGNED`. If *KIND* is present, it specifies the kind value of the return type; otherwise, it is of the default unsigned kind.

Standard: Extension (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.191 [MASKL], page 244,
Section 8.192 [MASKR], page 245,
Section 8.295 [UMASKR], page 307,

8.295 `UMASKR` — Unsigned right justified mask

Synopsis: `RESULT = MASKR(I[, KIND])`

Description:
`UMASKL(I[, KIND])` has its rightmost *I* bits set to 1, and the remaining bits set to 0.

Class: Elemental function

Arguments:

I	Shall be of type `UNSIGNED`.
KIND	Shall be a scalar constant expression of type `INTEGER`.

Return value:
The return value is of type `UNSIGNED`. If *KIND* is present, it specifies the kind value of the return type; otherwise, it is of the default integer kind.

Standard: Extension (see Section 5.3.1 [Unsigned integers], page 69)

See also: Section 8.191 [MASKL], page 244,
Section 8.192 [MASKR], page 245,
Section 8.294 [UMASKL], page 307,

8.296 UNLINK — Remove a file from the file system

Synopsis:

```
CALL UNLINK(PATH [, STATUS])
STATUS = UNLINK(PATH)
```

Description:

Unlinks the file *PATH*. A null character (`CHAR(0)`) can be used to mark the end of the name in *PATH*; otherwise, trailing blanks in the file name are ignored. If the *STATUS* argument is supplied, it contains 0 on success or a nonzero error code upon return; see `unlink(2)`.

This intrinsic is provided in both subroutine and function forms; however, only one form can be used in any given program unit.

Class: Subroutine, function

Arguments:

PATH	Shall be of default `CHARACTER` type.
STATUS	(Optional) Shall be of default `INTEGER` type.

Standard: GNU extension

See also: Section 8.178 [LINK], page 237,
Section 8.273 [SYMLNK], page 295,

8.297 UNPACK — Unpack an array of rank one into an array

Synopsis: `RESULT = UNPACK(VECTOR, MASK, FIELD)`

Description:

Store the elements of *VECTOR* in an array of higher rank.

Class: Transformational function

Arguments:

VECTOR	Shall be an array of any type and rank one. It shall have at least as many elements as *MASK* has `TRUE` values.
MASK	Shall be an array of type `LOGICAL`.
FIELD	Shall be of the same type as *VECTOR* and have the same shape as *MASK*.

Return value:

The resulting array corresponds to *FIELD* with `TRUE` elements of *MASK* replaced by values from *VECTOR* in array element order.

Example:

```
PROGRAM test_unpack
  integer :: vector(2)  = (/1,1/)
  logical :: mask(4)  = (/ .TRUE., .FALSE., .FALSE., .TRUE. /)
  integer :: field(2,2) = 0, unity(2,2)

  ! result: unity matrix
  unity = unpack(vector, reshape(mask, (/2,2/)), field)
END PROGRAM
```

Standard: Fortran 90 and later

See also: Section 8.219 [PACK], page 262,
Section 8.267 [SPREAD], page 291,

8.298 VERIFY — Scan a string for characters not a given set

Synopsis: `RESULT = VERIFY(STRING, SET[, BACK [, KIND]])`

Description:

Verifies that all the characters in *STRING* belong to the set of characters in *SET*.

If *BACK* is either absent or equals `FALSE`, this function returns the position of the leftmost character of *STRING* that is not in *SET*. If *BACK* equals `TRUE`, the rightmost position is returned. If all characters of *STRING* are found in *SET*, the result is zero.

Class: Elemental function

Arguments:

STRING	Shall be of type `CHARACTER`.
SET	Shall be of type `CHARACTER`.
BACK	(Optional) shall be of type `LOGICAL`.
KIND	(Optional) A scalar `INTEGER` constant expression indicating the kind parameter of the result.

Return value:

The return value is of type `INTEGER` and of kind *KIND*. If *KIND* is absent, the return value is of default integer kind.

Example:

```
PROGRAM test_verify
  WRITE(*,*) VERIFY("FORTRAN", "AO")           ! 1, found 'F'
  WRITE(*,*) VERIFY("FORTRAN", "FOO")          ! 3, found 'R'
  WRITE(*,*) VERIFY("FORTRAN", "C++")          ! 1, found 'F'
  WRITE(*,*) VERIFY("FORTRAN", "C++", .TRUE.)  ! 7, found 'N'
  WRITE(*,*) VERIFY("FORTRAN", "FORTRAN")      ! 0' found none
END PROGRAM
```

Standard: Fortran 90 and later, with *KIND* argument Fortran 2003 and later

See also: Section 8.243 [SCAN], page 276,
Section 8.154 [INDEX intrinsic], page 222,

8.299 XOR — Bitwise logical exclusive OR

Synopsis: `RESULT = XOR(I, J)`

Description:

Bitwise logical exclusive or.

This intrinsic routine is provided for backwards compatibility with GNU Fortran 77. For integer arguments, programmers should consider the use of the Section 8.151 [IEOR], page 221, intrinsic and for logical arguments the `.NEQV.` operator, which are both defined by the Fortran standard.

Class: Function

Arguments:

I	The type shall be either a scalar `INTEGER` type or a scalar `LOGICAL` type or a boz-literal-constant.
J	The type shall be the same as the type of *I* or a boz-literal-constant. *I* and *J* shall not both be boz-literal-constants. If either *I* and *J* is a boz-literal-constant, then the other argument must be a scalar `INTEGER`.

Return value:

The return type is either a scalar `INTEGER` or a scalar `LOGICAL`. If the kind type parameters differ, then the smaller kind type is implicitly converted to larger kind, and the return has the larger kind. A boz-literal-constant is converted to an `INTEGER` with the kind type parameter of the other argument as-if a call to Section 8.155 [INT], page 223, occurred.

Example:

```
PROGRAM test_xor
  LOGICAL :: T = .TRUE., F = .FALSE.
  INTEGER :: a, b
  DATA a / Z'F' /, b / Z'3' /

  WRITE (*,*) XOR(T, T), XOR(T, F), XOR(F, T), XOR(F, F)
  WRITE (*,*) XOR(a, b)
END PROGRAM
```

Standard: GNU extension

See also: Fortran 95 elemental function:
Section 8.151 [IEOR], page 221,

9 Intrinsic Modules

9.1 ISO_FORTRAN_ENV

Standard: Fortran 2003 and later, except when otherwise noted

The `ISO_FORTRAN_ENV` module provides the following scalar default-integer named constants:

`ATOMIC_INT_KIND`:
: Default-kind integer constant to be used as kind parameter when defining integer variables used in atomic operations. (Fortran 2008 or later.)

`ATOMIC_LOGICAL_KIND`:
: Default-kind integer constant to be used as kind parameter when defining logical variables used in atomic operations. (Fortran 2008 or later.)

`CHARACTER_KINDS`:
: Default-kind integer constant array of rank one containing the supported kind parameters of the `CHARACTER` type. (Fortran 2008 or later.)

`CHARACTER_STORAGE_SIZE`:
: Size in bits of the character storage unit.

`CURRENT_TEAM`:
: The argument to Section 8.135 [GET_TEAM], page 210, to retrieve a handle of the current team.

`ERROR_UNIT`:
: Identifies the preconnected unit used for error reporting.

`FILE_STORAGE_SIZE`:
: Size in bits of the file-storage unit.

`INTIAL_TEAM`:
: Argument to Section 8.135 [GET_TEAM], page 210, to retrieve a handle of the initial team.

`INPUT_UNIT`:
: Identifies the preconnected unit identified by the asterisk (`*`) in `READ` statement.

`INT8`, `INT16`, `INT32`, `INT64`:
: Kind type parameters to specify an INTEGER type with a storage size of 8, 16, 32, and 64 bits. It is negative if a target platform does not support the particular kind. (Fortran 2008 or later.)

`INTEGER_KINDS`:
: Default-kind integer constant array of rank one containing the supported kind parameters of the `INTEGER` type. (Fortran 2008 or later.)

`IOSTAT_END`:
: The value assigned to the variable passed to the `IOSTAT=` specifier of an input/output statement if an end-of-file condition occurred.

`IOSTAT_EOR`:
: The value assigned to the variable passed to the `IOSTAT=` specifier of an input/output statement if an end-of-record condition occurred.

`IOSTAT_INQUIRE_INTERNAL_UNIT`:
: Scalar default-integer constant, used by `INQUIRE` for the `IOSTAT=` specifier to denote an that a unit number identifies an internal unit. (Fortran 2008 or later.)

`NUMERIC_STORAGE_SIZE`:
: The size in bits of the numeric storage unit.

`LOGICAL_KINDS`:
: Default-kind integer constant array of rank one containing the supported kind parameters of the `LOGICAL` type. (Fortran 2008 or later.)

`OUTPUT_UNIT`:
: Identifies the preconnected unit identified by the asterisk (`*`) in `WRITE` statement.

`PARENT_TEAM`:
: Argument to Section 8.135 [GET_TEAM], page 210, to retrieve a handle to the parent team.

`REAL32`, `REAL64`, `REAL128`:
: Kind type parameters to specify a REAL type with a storage size of 32, 64, and 128 bits. It is negative if a target platform does not support the particular kind. (Fortran 2008 or later.)

`REAL_KINDS`:
: Default-kind integer constant array of rank one containing the supported kind parameters of the `REAL` type. (Fortran 2008 or later.)

`STAT_LOCKED`:
: Scalar default-integer constant used as `STAT=` return value by `LOCK` to denote that the lock variable is locked by the executing image. (Fortran 2008 or later.)

`STAT_LOCKED_OTHER_IMAGE`:
: Scalar default-integer constant used as `STAT=` return value by `UNLOCK` to denote that the lock variable is locked by another image. (Fortran 2008 or later.)

`STAT_STOPPED_IMAGE`:
: Positive, scalar default-integer constant used as `STAT=` return value if the argument in the statement requires synchronization with an image that has initiated termination. (Fortran 2008 or later.)

`STAT_FAILED_IMAGE`:
: Positive, scalar default-integer constant used as `STAT=` return value if the argument in the statement requires communication with an image that is in the failed state. (TS 18508 or later.)

`STAT_UNLOCKED`:
: Scalar default-integer constant used as `STAT=` return value by `UNLOCK` to denote that the lock variable is unlocked. (Fortran 2008 or later.)

`UINT8`, `UINT16`, `UINT32`, `UINT64`:
: Kind type parameters to specify an UNSIGNED type with a storage size of 8, 16, 32, and 64 bits. It is negative if a target platform does not support the particular kind. (Extension, see Section 5.3.1 [Unsigned integers], page 69.)

The module provides the following derived type:

`LOCK_TYPE`:
: Derived type with private components to be use with the `LOCK` and `UNLOCK` statement. A variable of its type has to be always declared as coarray and may not appear in a variable-definition context. (Fortran 2008 or later.)

`TEAM_TYPE`:
: An opaque type for handling teams. Note that a variable of type `TEAM_TYPE` is not comparable with other variables of the same or other types nor with null.

The module also provides the following intrinsic procedures: Section 8.73 [COMPILER_OPTIONS], page 168, and Section 8.74 [COMPILER_VERSION], page 169.

9.2 ISO_C_BINDING

Standard: Fortran 2003 and later, GNU extensions

The following intrinsic procedures are provided by the module; their definition can be found in the section Intrinsic Procedures of this manual.

`C_ASSOCIATED`
`C_F_POINTER`
`C_F_PROCPOINTER`
`C_FUNLOC`

`C_LOC`

`C_SIZEOF`

The `ISO_C_BINDING` module provides the following named constants of type default integer, which can be used as KIND type parameters.

In addition to the integer named constants required by the Fortran 2003 standard and `C_PTRDIFF_T` of TS 29113, GNU Fortran provides as an extension named constants for the 128-bit integer types supported by the C compiler: `C_INT128_T, C_INT_LEAST128_T, C_INT_FAST128_T`. Furthermore, if `_Float128` is supported in C, the named constants `C_FLOAT128` and `C_FLOAT128_COMPLEX` are defined.

Fortran Type	Named constant	C type	Extension
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/unsigned 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_INT128_T	int128_t	Ext.
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	
INTEGER	C_INT_LEAST128_T	int_least128_t	Ext.
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_INT_FAST128_T	int_fast128_t	Ext.
INTEGER	C_INTMAX_T	intmax_t	
INTEGER	C_INTPTR_T	intptr_t	
INTEGER	C_PTRDIFF_T	ptrdiff_t	TS 29113
REAL	C_FLOAT	float	
REAL	C_DOUBLE	double	
REAL	C_LONG_DOUBLE	long double	
REAL	C_FLOAT128	_Float128	Ext.
COMPLEX	C_FLOAT_COMPLEX	float _Complex	
COMPLEX	C_DOUBLE_COMPLEX	double _Complex	
COMPLEX	C_LONG_DOUBLE_COMPLEX	long double _Complex	
COMPLEX	C_FLOAT128_COMPLEX	_Float128 _Complex	Ext.
LOGICAL	C_BOOL	_Bool	
CHARACTER	C_CHAR	char	

GNU Fortran also provides as an extension, named constants for UNSIGNED integers see Section 5.3.1 [Unsigned integers], page 69.

Fortran Type	**Named constant**	**C type**
UNSIGNED	C_UNSIGNED	unsigned int
UNSIGNED	C_UNSIGNED_SHORT	unsigned short
UNSIGNED	C_UNSIGNED_CHAR	unsigned char
UNSINGED	C_UNSIGNED_LONG	unsigned long
UNSINGED	C_UNSIGNED_LONG_LONG	unsigned long long
UNSIGNED	C_UINTMAX_T	uintmax_t
UNSIGNED	C_UINT8_T	uint8_t
UNSIGNED	C_UINT16_T	uint16_t
UNSIGNED	C_UINT32_T	uint32_t
UNSIGNED	C_UINT64_T	uint64_t
UNSIGNED	C_UINT128_T	uint128_t
UNSIGNED	C_UINT_FAST8_T	uint_fast8_t
UNSIGNED	C_UINT_FAST16_T	uint_fast16_t
UNSIGNED	C_UINT_FAST32_T	uint_fast32_t
UNSIGNED	C_UINT_FAST64_T	uint_fast64_t
UNSIGNED	C_UINT_FAST128_T	uint_fast128_t

UNSIGNED	C_UINT_LEAST8_T	uint_least8_t
UNSIGNED	C_UINT_LEAST16_T	uint_least16_t
UNSIGNED	C_UINT_LEAST32_T	uint_least32_t
UNSIGNED	C_UINT_LEAST64_T	uint_least64_t
UNSIGNED	C_UINT_LEAST128_T	uint_least128_t

Additionally, the following parameters of type `CHARACTER(KIND=C_CHAR)` are defined.

Name	C definition	Value
C_NULL_CHAR	null character	'\0'
C_ALERT	alert	'\a'
C_BACKSPACE	backspace	'\b'
C_FORM_FEED	form feed	'\f'
C_NEW_LINE	new line	'\n'
C_CARRIAGE_RETURN	carriage return	'\r'
C_HORIZONTAL_TAB	horizontal tab	'\t'
C_VERTICAL_TAB	vertical tab	'\v'

Moreover, the following two named constants are defined:

Name	Type
C_NULL_PTR	C_PTR
C_NULL_FUNPTR	C_FUNPTR

Both are equivalent to the value `NULL` in C.

9.3 IEEE modules: IEEE_EXCEPTIONS, IEEE_ARITHMETIC, and IEEE_FEATURES

Standard: Fortran 2003 and later

The `IEEE_EXCEPTIONS`, `IEEE_ARITHMETIC`, and `IEEE_FEATURES` intrinsic modules provide support for exceptions and IEEE arithmetic, as defined in Fortran 2003 and later standards, and the IEC 60559:1989 standard (*Binary floating-point arithmetic for microprocessor systems*). These modules are only provided on the following supported platforms:

- i386 and x86_64 processors
- platforms that use the GNU C Library (glibc)
- platforms with support for SysV/386 routines for floating-point interface (including Solaris and BSDs)
- platforms with the AIX OS

For full compliance with the Fortran standards, code using the `IEEE_EXCEPTIONS` or `IEEE_ARITHMETIC` modules should be compiled with the following options: `-fno-unsafe-math-optimizations -frounding-math -fsignaling-nans`.

9.4 OpenMP Modules OMP_LIB and OMP_LIB_KINDS

Standard: OpenMP Application Program Interface v4.5, OpenMP Application Program Interface v5.0 (partially supported), OpenMP Application Program Interface

v5.1 (partially supported) and OpenMP Application Program Interface v5.2 (partially supported).

The OpenMP Fortran runtime library routines are provided both in a form of two Fortran modules, named `OMP_LIB` and `OMP_LIB_KINDS`, and in a form of a Fortran `include` file named `omp_lib.h`. The procedures provided by `OMP_LIB` can be found in the Section "Introduction" in *GNU Offloading and Multi Processing Runtime Library* manual, the named constants defined in the modules are listed below.

For details refer to the actual OpenMP Application Program Interface v4.5 (`https://www.openmp.org/wp-content/uploads/openmp-4.5.pdf`), OpenMP Application Program Interface v5.0 (`https://www.openmp.org/wp-content/uploads/OpenMP-API-Specification-5.0.pdf`), OpenMP Application Program Interface v5.1 (`https://www.openmp.org/wp-content/uploads/OpenMP-API-Specification-5-1.pdf`) and OpenMP Application Program Interface v5.2 (`https://www.openmp.org/wp-content/uploads/OpenMP-API-Specification-5-2.pdf`).

`OMP_LIB_KINDS` provides the following scalar default-integer named constants:

```
omp_allocator_handle_kind
omp_alloctrait_key_kind
omp_alloctrait_val_kind
omp_depend_kind
omp_lock_kind
omp_lock_hint_kind
omp_nest_lock_kind
omp_pause_resource_kind
omp_memspace_handle_kind
omp_proc_bind_kind
omp_sched_kind
omp_sync_hint_kind
```

`OMP_LIB` provides the scalar default-integer named constant `openmp_version` with a value of the form *yyyymm*, where `yyyy` is the year and *mm* the month of the OpenMP version; for OpenMP v4.5 the value is `201511`.

The following derived type:

```
omp_alloctrait
```

The following scalar default-integer named constants:

```
omp_initial_device
omp_invalid_device
```

The following scalar integer named constants of the kind `omp_sched_kind`:

```
omp_sched_static
omp_sched_dynamic
omp_sched_guided
omp_sched_auto
```

And the following scalar integer named constants of the kind `omp_proc_bind_kind`:

```
omp_proc_bind_false
omp_proc_bind_true
omp_proc_bind_primary
omp_proc_bind_master
omp_proc_bind_close
omp_proc_bind_spread
```

The following scalar integer named constants are of the kind `omp_lock_hint_kind`:

```
omp_lock_hint_none
omp_lock_hint_uncontended
omp_lock_hint_contended
omp_lock_hint_nonspeculative
omp_lock_hint_speculative
omp_sync_hint_none
omp_sync_hint_uncontended
omp_sync_hint_contended
omp_sync_hint_nonspeculative
omp_sync_hint_speculative
```

And the following two scalar integer named constants are of the kind `omp_pause_resource_kind`:

```
omp_pause_soft
omp_pause_hard
```

The following scalar integer named constants are of the kind `omp_alloctrait_key_kind`:

```
omp_atk_sync_hint
omp_atk_alignment
omp_atk_access
omp_atk_pool_size
omp_atk_fallback
omp_atk_fb_data
omp_atk_pinned
omp_atk_partition
```

The following scalar integer named constants are of the kind `omp_alloctrait_val_kind`:

`omp_alloctrait_key_kind`:

```
omp_atv_default
omp_atv_false
omp_atv_true
omp_atv_contended
omp_atv_uncontended
omp_atv_serialized
omp_atv_sequential
omp_atv_private
omp_atv_all
omp_atv_thread
omp_atv_pteam
omp_atv_cgroup
omp_atv_default_mem_fb
omp_atv_null_fb
omp_atv_abort_fb
omp_atv_allocator_fb
omp_atv_environment
omp_atv_nearest
omp_atv_blocked
```

The following scalar integer named constants are of the kind `omp_allocator_handle_kind`:

```
omp_null_allocator
omp_default_mem_alloc
omp_large_cap_mem_alloc
omp_const_mem_alloc
omp_high_bw_mem_alloc
omp_low_lat_mem_alloc
omp_cgroup_mem_alloc
omp_pteam_mem_alloc
omp_thread_mem_alloc
```

The following scalar integer named constants are of the kind `omp_memspace_handle_kind`:

```
omp_default_mem_space
omp_large_cap_mem_space
omp_const_mem_space
omp_high_bw_mem_space
omp_low_lat_mem_space
```

9.5 OpenACC Module `OPENACC`

Standard: OpenACC Application Programming Interface v2.6

The OpenACC Fortran runtime library routines are provided both in a form of a Fortran 90 module, named `OPENACC`, and in form of a Fortran `include` file named `openacc_lib.h`. The procedures provided by `OPENACC` can be found in the Section "Introduction" in *GNU Offloading and Multi Processing Runtime Library* manual, the named constants defined in the modules are listed below.

For details refer to the actual OpenACC Application Programming Interface v2.6 (`https://www.openacc.org/`).

`OPENACC` provides the scalar default-integer named constant `openacc_version` with a value of the form *yyyymm*, where `yyyy` is the year and *mm* the month of the OpenACC version; for OpenACC v2.6 the value is `201711`.

Contributing

Free software is only possible if people contribute to efforts to create it. We're always in need of more people helping out with ideas and comments, writing documentation and contributing code.

If you want to contribute to GNU Fortran, have a look at the long lists of projects you can take on. Some of these projects are small, some of them are large; some are completely orthogonal to the rest of what is happening on GNU Fortran, but others are "mainstream" projects in need of enthusiastic hackers. All of these projects are important! We will eventually get around to the things here, but they are also things doable by someone who is willing and able.

Contributors to GNU Fortran

Most of the parser was hand-crafted by *Andy Vaught*, who is also the initiator of the whole project. Thanks Andy! Most of the interface with GCC was written by *Paul Brook*.

The following individuals have contributed code and/or ideas and significant help to the GNU Fortran project (in alphabetical order):

- Janne Blomqvist
- Steven Bosscher
- Paul Brook
- Tobias Burnus
- François-Xavier Coudert
- Bud Davis
- Jerry DeLisle
- Erik Edelmann
- Bernhard Fischer
- Daniel Franke
- Richard Guenther
- Richard Henderson
- Katherine Holcomb
- Jakub Jelinek
- Niels Kristian Bech Jensen
- Steven Johnson
- Steven G. Kargl
- Thomas Koenig
- Asher Langton
- H. J. Lu
- Toon Moene
- Brooks Moses
- Andrew Pinski

- Tim Prince
- Christopher D. Rickett
- Richard Sandiford
- Tobias Schlüter
- Roger Sayle
- Paul Thomas
- Andy Vaught
- Feng Wang
- Janus Weil
- Daniel Kraft

The following people have contributed bug reports, smaller or larger patches, and much needed feedback and encouragement for the GNU Fortran project:

- Bill Clodius
- Dominique d'Humières
- Kate Hedstrom
- Erik Schnetter
- Gerhard Steinmetz
- Joost VandeVondele

Many other individuals have helped debug, test and improve the GNU Fortran compiler over the past few years, and we welcome you to do the same! If you already have done so, and you would like to see your name listed in the list above, please contact us.

Projects

Help build the test suite

Solicit more code for donation to the test suite: the more extensive the testsuite, the smaller the risk of breaking things in the future! We can keep code private on request.

Bug hunting/squishing

Find bugs and write more test cases! Test cases are especially very welcome, because it allows us to concentrate on fixing bugs instead of isolating them. Going through the bugzilla database at `https://gcc.gnu.org/bugzilla/` to reduce testcases posted there and add more information (for example, for which version does the testcase work, for which versions does it fail?) is also very helpful.

Missing features

For a larger project, consider working on the missing features required for Fortran language standards compliance (see Section 1.3 [Standards], page 3), or contributing to the implementation of extensions such as OpenMP (see Section 5.1.18 [OpenMP], page 56) or OpenACC (see Section 5.1.19 [OpenACC], page 57) that are under active development. Again, contributing test cases for these features is useful too!

GNU General Public License

Version 3, 29 June 2007

Copyright © 2007 Free Software Foundation, Inc. https://www.fsf.org

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The GNU General Public License is a free, copyleft license for software and other kinds of works.

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program–to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

   "This License" refers to version 3 of the GNU General Public License.

   "Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

   "The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

   To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

   A "covered work" means either the unmodified Program or a work based on the Program.

   To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

   To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

   An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

   The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

   A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

   All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

   You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

   Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law.

   No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

4. Conveying Verbatim Copies.

   You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

   You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

   You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

   a. The work must carry prominent notices stating that you modified it, and giving a relevant date.

   b. The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

   c. You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.

   d. If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

   A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

   You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

a. Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.

b. Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c. Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d. Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e. Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source.

The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms.

"Additional permissions" are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

   a. Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
   b. Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
   c. Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or

d. Limiting the use for publicity purposes of names of licensors or authors of the material; or

e. Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or

f. Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further restrictions" within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying.

If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11).

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance.

However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so.

10. Automatic Licensing of Downstream Recipients.

    Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License.

    An "entity transaction" is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts.

    You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it.

11. Patents.

    A "contributor" is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's "contributor version".

    A contributor's "essential patent claims" are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

    Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

    In the following three paragraphs, a "patent license" is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To "grant" such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party.

    If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so

available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. "Knowingly relying" means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or your recipient's use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid.

If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it.

A patent license is "discriminatory" if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007.

Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law.

12. No Surrender of Others' Freedom.

    If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy both those terms and this License would be to refrain entirely from conveying the Program.

13. Use with the GNU Affero General Public License.

    Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU Affero General Public License into a single combined work, and to convey the resulting work. The terms of this License will continue to apply to the part which is the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination as such.

14. Revised Versions of this License.

The Free Software Foundation may publish revised and/or new versions of the GNU General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of the GNU General Public License, you may choose any version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Program.

Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version.

15. Disclaimer of Warranty.

    THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. Limitation of Liability.

    IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16.

    If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
one line to give the program's name and a brief idea of what it does.
Copyright (C) year name of author

This program is free software: you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation, either version 3 of the License, or (at
your option) any later version.

This program is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the GNU
General Public License for more details.

You should have received a copy of the GNU General Public License
along with this program.  If not, see https://www.gnu.org/licenses/.
```

Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
program Copyright (C) year name of author
This program comes with ABSOLUTELY NO WARRANTY; for details type ‘show w’.
This is free software, and you are welcome to redistribute it
under certain conditions; type ‘show c’ for details.
```

The hypothetical commands ‘`show w`’ and ‘`show c`’ should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an "about box".

You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see `https://www.gnu.org/licenses/`.

The GNU General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License. But first, please read `https://www.gnu.org/licenses/why-not-lgpl.html`.

GNU Free Documentation License

Version 1.3, 3 November 2008

Copyright © 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc.
https://www.fsf.org

Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document *free* in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or non-commercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released

under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

The "publisher" means any person or entity that distributes copies of the Document to the public.

A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

   If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

   If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

   If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

   It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

   You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

   A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any,

be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.

B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.

C. State on the Title page the name of the publisher of the Modified Version, as the publisher.

D. Preserve all the copyright notices of the Document.

E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.

F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.

G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.

H. Include an unaltered copy of this License.

I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.

J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.

K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.

L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.

M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.

N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.

O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their

titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

   You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

   The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

   In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements."

6. COLLECTIONS OF DOCUMENTS

   You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

   You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

   A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

   If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

   Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

   If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

   You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

   However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

   Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

   Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

    The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See `https://www.gnu.org/copyleft/`.

    Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

    "Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.

    "CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

    "Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.

    An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

    The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

```
Copyright (C)  year  your name.
Permission is granted to copy, distribute and/or modify this document
under the terms of the GNU Free Documentation License, Version 1.3
or any later version published by the Free Software Foundation;
with no Invariant Sections, no Front-Cover Texts, and no Back-Cover
Texts.  A copy of the license is included in the section entitled ``GNU
Free Documentation License''.
```

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the "with...Texts." line with this:

```
with the Invariant Sections being list their titles, with
the Front-Cover Texts being list, and with the Back-Cover Texts
being list.
```

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

Funding Free Software

If you want to have more free software a few years from now, it makes sense for you to help encourage people to contribute funds for its development. The most effective approach known is to encourage commercial redistributors to donate.

Users of free software systems can boost the pace of development by encouraging for-a-fee distributors to donate part of their selling price to free software developers—the Free Software Foundation, and others.

The way to convince distributors to do this is to demand it and expect it from them. So when you compare distributors, judge them partly by how much they give to free software development. Show distributors they must compete to be the one who gives the most.

To make this approach work, you must insist on numbers that you can compare, such as, "We will donate ten dollars to the Frobnitz project for each disk sold." Don't be satisfied with a vague promise, such as "A portion of the profits are donated," since it doesn't give a basis for comparison.

Even a precise fraction "of the profits from this disk" is not very meaningful, since creative accounting and unrelated business decisions can greatly alter what fraction of the sales price counts as profit. If the price you pay is $50, ten percent of the profit is probably less than a dollar; it might be a few cents, or nothing at all.

Some redistributors do development work themselves. This is useful too; but to keep everyone honest, you need to inquire how much they do, and what kind. Some kinds of development make much more long-term difference than others. For example, maintaining a separate version of a program contributes very little; maintaining the standard version of a program for the whole community contributes much. Easy new ports contribute little, since someone else would surely do them; difficult ports such as adding a new CPU to the GNU Compiler Collection contribute more; major new features or packages contribute the most.

By establishing the idea that supporting further development is "the proper thing to do" when distributing free software for a fee, we can assure a steady flow of resources into making more free software.

Copyright © 1994 Free Software Foundation, Inc.
Verbatim copying and redistribution of this section is permitted
without royalty; alteration is not permitted.

Option Index

`gfortran`'s command line options are indexed here without any initial '`-`' or '`--`'. Where an option has both positive and negative forms (such as -foption and -fno-option), relevant entries in the manual are indexed under the most appropriate form; it may sometimes be useful to look up both forms.

A

`A-`*predicate*`=`*answer* ... 16
`allow-invalid-boz` ... 9
`A`*predicate*`=`*answer* ... 16

B

`backslash` ... 10

C

`c-prototypes` ... 34
`c-prototypes-external` ... 35
`CC` ... 17
`cpp` ... 15
`C` ... 17

D

`dD` ... 15
`dI` ... 15
`dM` ... 15
`D`*name* ... 17
`D`*name*`=`*definition* ... 17
`dN` ... 15
`dU` ... 15

F

`faggressive-function-elimination` ... 34
`falign-commons` ... 33
`fall-intrinsics` ... 9
`fallow-argument-mismatch` ... 9
`fblas-matmul-limit` ... 31
`fbounds-check` ... 29
`fcheck` ... 28
`fcheck-array-temporaries` ... 30
`fcoarray` ... 28
`fconvert=`*conversion* ... 24
`fcray-pointer` ... 11
`fd-lines-as-code` ... 9
`fd-lines-as-comments` ... 9
`fdebug-aux-vars` ... 22
`fdec` ... 9
`fdec-blank-format-item` ... 10
`fdec-char-conversions` ... 10
`fdec-format-defaults` ... 10
`fdec-include` ... 10
`fdec-intrinsic-ints` ... 10
`fdec-math` ... 10
`fdec-static` ... 10
`fdec-structure` ... 10
`fdefault-double-8` ... 13
`fdefault-integer-8` ... 12
`fdefault-real-10` ... 13
`fdefault-real-16` ... 13
`fdefault-real-8` ... 12
`fdollar-ok` ... 10
`fdump-fortran-global` ... 25
`fdump-fortran-optimized` ... 25
`fdump-fortran-original` ... 25
`fdump-parse-tree` ... 26
`fexternal-blas` ... 31
`fexternal-blas64` ... 31
`ff2c` ... 26
`ffixed-form` ... 9
`ffixed-line-length-`*n* ... 11
`ffpe-summary=`*list* ... 23
`ffpe-trap=`*list* ... 23
`ffree-form` ... 9
`ffree-line-length-`*n* ... 11
`fimplicit-none` ... 11
`finit-character` ... 32
`finit-derived` ... 32
`finit-integer` ... 32
`finit-local-zero` ... 32
`finit-logical` ... 32
`finit-real` ... 32
`finline-arg-packing` ... 31
`finline-intrinsics` ... 32
`finline-matmul-limit` ... 32
`finteger-4-integer-8` ... 13
`fintrinsic-modules-path` ... 24
`fmax-array-constructor` ... 30
`fmax-errors=`*n* ... 18
`fmax-identifier-length=`*n* ... 11
`fmax-stack-var-size` ... 30
`fmax-subrecord-length=`*length* ... 25
`fmodule-private` ... 11
`fno-automatic` ... 26
`fno-backtrace` ... 23
`fno-protect-parens` ... 33
`fno-underscoring` ... 27
`fopenacc` ... 11
`fopenmp` ... 11
`fopenmp-allocators` ... 12
`fopenmp-simd` ... 12
`fpack-derived` ... 30

fpad-source ... 11
fpp ... 15
frange-check ... 12
freal-4-real-10 ... 13
freal-4-real-16 ... 13
freal-4-real-8 ... 13
freal-8-real-10 ... 13
freal-8-real-16 ... 13
freal-8-real-4 ... 13
frealloc-lhs ... 34
frecord-marker=*length* ... 25
frecursive ... 32
frepack-arrays ... 30
frontend-loop-interchange ... 34
frontend-optimize ... 34
fsecond-underscore ... 28
fshort-enums ... 31
fsign-zero ... 25
fstack-arrays ... 30
fsyntax-only ... 18
ftest-forall-temp ... 14
funsigned ... 14
fworking-directory ... 15

H

H ... 17

I

I*dir* ... 24
idirafter ... 16
imultilib ... 16
iprefix ... 16
iquote ... 16
isysroot ... 16
isystem ... 16

J

J*dir* ... 24

N

nostdinc ... 16

P

pedantic ... 18
pedantic-errors ... 18
P ... 17

S

static-libgfortran ... 24
static-libquadmath ... 24
std=*std* ... 14

T

tail-call-workaround ... 29

U

U*name* ... 17
undef ... 16

W

Waliasing ... 19
Walign-commons ... 21
Wall ... 18
Wampersand ... 19
Warray-temporaries ... 19
Wc-binding-type ... 19
Wcharacter-truncation ... 19
Wcompare-reals ... 22
Wconversion ... 19
Wconversion-extra ... 19
Wdo-subscript ... 22
Werror ... 22
Wexternal-argument-mismatch ... 19
Wextra ... 20
Wfrontend-loop-interchange ... 20
Wfunction-elimination ... 21
Wimplicit-interface ... 20
Wimplicit-procedure ... 20
Winteger-division ... 20
Wintrinsic-shadow ... 21
Wintrinsics-std ... 20
Wline-truncation ... 19
Woverwrite-recursive ... 20
Wpedantic ... 18
Wreal-q-constant ... 20
Wrealloc-lhs ... 21
Wrealloc-lhs-all ... 22
Wsurprising ... 20
Wtabs ... 21
Wtargt-lifetime ... 22
Wundefined-do-loop ... 21
Wunderflow ... 21
Wunused-dummy-argument ... 21
Wunused-parameter ... 21
Wuse-without-only ... 21
Wzerotrip ... 22

Keyword Index

$

$ 10

%

%LOC 57
%REF 57
%VAL 57

&

& 19

,

, conversion, to unsigned 306

_

_gfortran_set_args 81
_gfortran_set_convert 83
_gfortran_set_fpe 84
_gfortran_set_max_subrecord_length 84
_gfortran_set_options 82
_gfortran_set_record_marker 83

A

ABORT 119
absolute value 120
ABS 120
ACCESS 120
ACHAR 121
ACOS 122
ACOSD 122
ACOSH 123
ACOSPI 124
adjust string 124, 125
ADJUSTL 124
ADJUSTR 125
AIMAG 125
AINT 126
ALARM 127
ALGAMA 241
aliasing 19
alignment of COMMON blocks 21, 33
all warnings 18
ALL 127
ALLOCATED 128
allocation, moving 255
allocation, status 128
ALOG 239
ALOG10 240
AMAX0 246
AMAX1 246
AMIN0 251
AMIN1 251
AMOD 253
AND 129
ANINT 130
ANY 130
area hyperbolic cosine 123
area hyperbolic sine 132
area hyperbolic tangent 139
argment mismatch, warnings 19
argument list functions 57
argument mismatch 9
Argument passing conventions 85
arguments, to program 168, 204, 205, 206, 217
array descriptor 78
array, add elements 294
array, AND 214
array, apply condition 127, 130
array, bounds checking 28
array, change dimensions 274
array, combine arrays 250
array, condition testing 127, 130
array, conditionally add elements 294
array, conditionally count elements 174
array, conditionally multiply elements 266
array, contiguity 227
array, count elements 288
array, duplicate dimensions 291
array, duplicate elements 291
array, element counting 174
array, gather elements 262
array, increase dimension 291, 308
array, indices of type real 52
array, location of maximum element 247
array, location of minimum element 252
array, lower bound 232
array, maximum value 248
array, merge arrays 250
array, minimum value 253
array, multiply elements 266
array, number of elements 174, 288
array, OR 216
array, packing 262
array, parity 225
array, permutation 176
array, product 266
array, reduce dimension 262
array, rotate 176
array, scatter elements 308
array, shape 282
array, shift 185
array, shift circularly 176
array, size 288

array, sum 294
array, transmogrify 274
array, transpose 304
array, unpacking 308
array, upper bound 305
array, XOR 225
ASCII collating sequence 121, 213
ASIN 131
ASIND 132
ASINH 132
ASINPI 133
ASSOCIATED 134
association status 134
association status, C pointer 155
assumed-rank 78
assumed-type 78
asynchronous I/O 47
ATAN 135
ATAN2 136
ATAN2D 136
ATAN2PI 137
ATAND 138
ATANH 139
ATANPI 139
Atomic subroutine, add 140
Atomic subroutine, ADD with fetch 143
Atomic subroutine, AND 141
Atomic subroutine, AND with fetch 144
Atomic subroutine, compare and swap 141
Atomic subroutine, define 142
Atomic subroutine, OR 146
Atomic subroutine, OR with fetch 144
Atomic subroutine, reference 147
Atomic subroutine, XOR 148
Atomic subroutine, XOR with fetch 145
ATOMIC_ADD 140
ATOMIC_AND 141
ATOMIC_DEFINE 141, 142
ATOMIC_FETCH_ADD 143
ATOMIC_FETCH_AND 144
ATOMIC_FETCH_OR 144
ATOMIC_FETCH_XOR 145
ATOMIC_OR 146
ATOMIC_REF 147
ATOMIC_XOR 148
ATTRIBUTES directive 78
Authors 321
AUTOMATIC 64

B

BABS 120
backslash 10
BACKSPACE 58
backtrace 23, 148
BACKTRACE 148
base 10 logarithm function 240
BBCLR 217
BBITS 218
BBSET 218
BBTEST 155
BESJ0 149
BESJ1 149
BESJN 150
Bessel function, first kind 149, 150
Bessel function, second kind 150, 151, 152
BESSEL_J0 149
BESSEL_J1 149
BESSEL_JN 150
BESSEL_Y0 150
BESSEL_Y1 151
BESSEL_YN 152
BESY0 150
BESY1 151
BESYN 152
BGE 152
BGT 153
BIAND 215
BIEOR 221
binary representation 264, 265
BIOR 225
bit intrinsics checking 28
BIT_SIZE 153
BITEST 155
bits set 264
bits, AND of array elements 214
bits, clear 217
bits, extract 218
bits, get 218
bits, merge 250
bits, move 256, 303
bits, negate 259
bits, number of 153
bits, OR of array elements 216
bits, set 218
bits, shift 229
bits, shift circular 230
bits, shift left 242, 283
bits, shift right 275, 282, 283
bits, testing 155
bits, unset 217
bits, XOR of array elements 225
bitwise comparison 152, 153, 154
bitwise logical and 129, 215
bitwise logical exclusive or 221, 310
bitwise logical not 259
bitwise logical or 225, 261
BJTEST 155
BKTEST 155
BLE 154
BLT 154
BMOD 253
BMVBITS 256
BNOT 259
bounds checking 28
BOZ literal constants 52

BSHFT ... 229
BSHFTC ... 230
BTEST ... 155
BUILTIN directive ... 80

C

C derived type and struct interoperability ... 73
C interoperability ... 73
C intrinsic type interoperability ... 73
C pointers ... 76
C procedure interoperability ... 74
C prototypes ... 78
C variable interoperability ... 74
C_ASSOCIATED ... 155
C_F_POINTER ... 156
C_F_PROCPOINTER ... 157
C_FUNLOC ... 158
C_LOC ... 158
C_SIZEOF ... 159
CABS ... 120
caf_deregister_t ... 89
caf_reference_t ... 89
caf_register_t ... 89
caf_token_t ... 89
calling convention ... 26
CARRIAGECONTROL ... 65
CCOS ... 171
CCOSD ... 171
CDABS ... 120
CDCOS ... 171
CDCOSD ... 171
CDEXP ... 191
CDLOG ... 239
CDSIN ... 285
CDSIND ... 286
CDSQRT ... 291
ceiling ... 130, 160
CEILING ... 160
CEXP ... 191
character kind ... 278
character set ... 10
CHAR ... 160
CHDIR ... 161
checking array temporaries ... 28
checking subscripts ... 28
CHMOD ... 162
clock ticks ... 249, 296
CLOG ... 239
CMPLX ... 162
CO_BROADCAST ... 163
CO_MAX ... 164
CO_MIN ... 165
CO_REDUCE ... 166
CO_SUM ... 167
Coarray Function ABI ... 91
Coarray type and enum ABI ... 89
Coarray, _gfortran_caf_atomic_cas ... 110
Coarray, _gfortran_caf_atomic_define ... 110
Coarray, _gfortran_caf_atomic_op ... 111
Coarray, _gfortran_caf_atomic_ref ... 110
Coarray, _gfortran_caf_change_team ... 116
Coarray, _gfortran_caf_co_broadcast ... 112
Coarray, _gfortran_caf_co_max ... 112
Coarray, _gfortran_caf_co_min ... 113
Coarray, _gfortran_caf_co_reduce ... 114
Coarray, _gfortran_caf_co_sum ... 113
Coarray, _gfortran_caf_deregister ... 95
Coarray, _gfortran_caf_end_team ... 116
Coarray, _gfortran_caf_error_stop ... 109
Coarray, _gfortran_caf_error_stop_str ... 109
Coarray, _gfortran_caf_event_post ... 106
Coarray, _gfortran_caf_event_query ... 107
Coarray, _gfortran_caf_event_wait ... 107
Coarray, _gfortran_caf_fail_image ... 109
Coarray, _gfortran_caf_failed_images ... 93
Coarray, _gfortran_caf_finish ... 92
Coarray, _gfortran_caf_form_team ... 115
Coarray, _gfortran_caf_get_from_remote ... 97
Coarray, _gfortran_caf_get_remote_function_index ... 97
Coarray, _gfortran_caf_get_team ... 117
Coarray, _gfortran_caf_image_status ... 93
Coarray, _gfortran_caf_init ... 91
Coarray, _gfortran_caf_is_present_on_remote ... 99
Coarray, _gfortran_caf_lock ... 105
Coarray, _gfortran_caf_num_images ... 92
Coarray, _gfortran_caf_register ... 94
Coarray, _gfortran_caf_register_accessor ... 96
Coarray, _gfortran_caf_register_accessors_finish ... 96
Coarray, _gfortran_caf_send_to_remote ... 100
Coarray, _gfortran_caf_sendget_by_ref ... 104
Coarray, _gfortran_caf_stopped_images ... 94
Coarray, _gfortran_caf_sync_all ... 108
Coarray, _gfortran_caf_sync_images ... 108
Coarray, _gfortran_caf_sync_memory ... 109
Coarray, _gfortran_caf_sync_team ... 116
Coarray, _gfortran_caf_team_number ... 117
Coarray, _gfortran_caf_this_image ... 92
Coarray, _gfortran_caf_transfer_between_remotes ... 101
Coarray, _gfortran_caf_unlock ... 106
coarray, GET_TEAM ... 210
coarray, IMAGE_INDEX ... 222
coarray, lower bound ... 233
coarray, NUM_IMAGES ... 260
coarray, TEAM_NUMBER ... 299
coarray, THIS_IMAGE ... 300
coarray, upper bound ... 306
Coarrays ... 89
coarrays ... 28
code generation, conventions ... 26
collating sequence, ASCII ... 121, 213
Collectives, generic reduction ... 166
Collectives, maximal value ... 164

Collectives, minimal value 165
Collectives, sum of values 167
Collectives, value broadcasting 163
command line 190
command options 7
command-line arguments ... 168, 204, 205, 206, 217
command-line arguments, number of 168, 217
COMMAND_ARGUMENT_COUNT 168
COMMON 68
Compiler Directives 78
compiler flags inquiry function 168
compiler, name and version 169
COMPILER_OPTIONS 168
COMPILER_VERSION 169
complex conjugate 170
Complex function 68
complex numbers, conversion to 162, 169, 179
complex numbers, imaginary part 125
complex numbers, real part 182, 272
COMPLEX 169
Conditional compilation 14
conditional compilation 3
CONJG 170
consistency, durability 45
Contributing 321
Contributors 321
conversion 19
conversion, to character 53, 160
conversion, to complex 162, 169, 179
conversion, to integer 52, 213, 219, 223, 224
conversion, to logical 52, 241
conversion, to real 179, 272
conversion, to string 177
CONVERT specifier 55
core, dump 119
COS 171
COSD 171
COSH 172
cosine 171, 173
cosine, degrees 171
cosine, hyperbolic 172
cosine, hyperbolic, inverse 123
cosine, inverse 122
cosine, inverse, degrees 122
COSPI 173
COTAND 174
cotangent 173
cotangent, degrees 174
COTAN 173
COUNT 174
CPP 14
CPU_TIME 175
Credits 321
CSHIFT 176
CSIN 285
CSIND 286
CSQRT 291
CTIME 177
current date 178, 193, 220
current time 178, 193, 231, 301

D

DABS 120
DACOS 122
DACOSD 122
DACOSH 123
DASIN 131
DASIND 132
DASINH 132
DATAN 135
DATAN2 136
DATAN2D 136
DATAND 138
DATANH 139
date, current 178, 193, 220
DATE_AND_TIME 178
DBESJ0 149
DBESJ1 149
DBESJN 150
DBESY0 150
DBESY1 151
DBESYN 152
DBLE 179
DCMPLX 179
DCONJG 170
DCOS 171
DCOSD 171
DCOSH 172
DCOTAN 173
DCOTAND 174
DDIM 180
debugging information options 22
debugging, preprocessor 15
DECODE 67
delayed execution 127, 289
derived type interoperability with C 73
developer options 25
DEXP 191
DFLOAT 272
DGAMMA 203
dialect options 9
DIGITS 180
DIM 180
DIMAG 125
DINT 126
directive, INCLUDE 24
Directives 78
directory, options 24
directory, search paths for inclusion 24
division, modulo 254
division, remainder 253
DLGAMA 241
DLOG 239
DLOG10 240
DMAX1 246

DMIN1 ... 251
DMOD ... 253
DNINT ... 130
dope vector ... 78
dot product ... 181
DOT_PRODUCT ... 181
DPROD ... 182
DREAL ... 182
DSHIFTL ... 183
DSHIFTR ... 183
DSIGN ... 284
DSIN ... 285
DSIND ... 286
DSINH ... 286
DSQRT ... 291
DTAN ... 297
DTAND ... 298
DTANH ... 298
DTIME ... 184
dummy argument, unused ... 21

E

elapsed time ... 184, 277
Elimination of functions with identical argument lists ... 34
ENCODE ... 67
environment variable ... 35, 37, 207, 208
EOF ... 58
EOSHIFT ... 185
EPSILON ... 186
ERF ... 187
ERFC ... 187
ERFC_SCALED ... 188
error function ... 187
error function, complementary ... 187
error function, complementary, exponentially-scaled ... 188
errors, limiting ... 18
escape characters ... 10
ETIME ... 188
Euclidean distance ... 213
Euclidean vector norm ... 258
EVENT_QUERY ... 189
Events, EVENT_QUERY ... 189
EXECUTE_COMMAND_LINE ... 190
EXIT ... 191
exponent ... 67
exponential function ... 191
exponential function, inverse ... 239, 240
EXP ... 191
EXPONENT ... 192
expression size ... 159, 288
EXTENDS_TYPE_OF ... 192
extensions ... 49
extensions, implemented ... 49
extensions, not implemented ... 67
extra warnings ... 20

F

f2c calling convention ... 26, 28
Factorial function ... 203
FDATE ... 193
FDL, GNU Free Documentation License ... 335
FGET ... 194
FGETC ... 194
file format, fixed ... 9, 11
file format, free ... 9, 11
file operation, file number ... 198
file operation, flush ... 197
file operation, position ... 201, 203
file operation, read character ... 194
file operation, seek ... 201
file operation, write character ... 198, 199
file system, access mode ... 120
file system, change access mode ... 162
file system, create link ... 237, 295
file system, file creation mask ... 306
file system, file status ... 202, 242, 292
file system, hard link ... 237
file system, remove file ... 308
file system, rename file ... 273
file system, soft link ... 295
file, symbolic link ... 46
file, unformatted sequential ... 46
findloc ... 195
FINDLOC ... 195
flags inquiry function ... 168
floating point, exponent ... 192
floating point, fraction ... 200
floating point, nearest different ... 257
floating point, relative spacing ... 274, 289
floating point, scale ... 276
floating point, set exponent ... 281
FLOAT ... 272
FLOATI ... 272
FLOATJ ... 272
FLOATK ... 272
floor ... 126, 196
FLOOR ... 196
FLUSH ... 197
FNUM ... 198
form feed whitespace ... 64
FORMAT ... 68
FPP ... 14
FPUT ... 198
FPUTC ... 199
FRACTION ... 200
FREE ... 200
Front-end optimization ... 34
FSEEK ... 201
FSTAT ... 202
FTELL ... 203
function elimination ... 21
function interoperability with C ... 74
Further Interoperability of Fortran with C ... 78
Future Fortran versions ... 69

G

g77 calling convention 26, 28
Gamma function 203
Gamma function, logarithm of 241
GAMMA 203
GCC 2
Generating C prototypes from external procedures 35
Generating C prototypes from Fortran BIND(C) enteties 34
GERROR 204
GET_COMMAND 205
GET_COMMAND_ARGUMENT 206
GET_ENVIRONMENT_VARIABLE 208
GET_TEAM 210
GETARG 204
GETCWD 207
GETENV 207
GETGID 209
GETLOG 209
GETPID 210
GETUID 211
GMTIME 211
GNU Compiler Collection 2
GNU Fortran command options 7
GNU Fortran Compiler Directives 78

H

Hollerith constants 52
HOSTNM 212
HUGE 212
hyperbolic cosine 172
hyperbolic function, cosine 172
hyperbolic function, cosine, inverse 123
hyperbolic function, sine 286
hyperbolic function, sine, inverse 132
hyperbolic function, tangent 298
hyperbolic function, tangent, inverse 139
hyperbolic sine 286
hyperbolic tangent 298
HYPOT 213

I

I/O item lists 51
I/O specifiers 65
IABS 120
IACHAR 213
IALL 214
IAND 215
IANY 216
IARGC 217
IBCLR 217
IBITS 218
IBSET 218
ICHAR 219
IDATE 220
IDIM 180
IDINT 223
IDNINT 258
IEEE, ISNAN 230
IEOR 221
IERRNO 222
IFIX 223
IIABS 120
IIAND 215
IIBCLR 217
IIBITS 218
IIBSET 218
IIEOR 221
IIOR 225
IISHFT 229
IISHFTC 230
IMAGE_INDEX 222
images, cosubscript to image index conversion 222
images, get a handle to a team 210
images, index of this image 300
images, number of 260
IMAG 125
IMAGPART 125
IMOD 253
IMVBITS 256
INCLUDE directive 24
inclusion, directory search paths for 24
INDEX 222
INOT 259
input/output, asynchronous 47
INT2 224
INT8 224
integer kind 279
integer overflow 47
Interoperability 73
interoperability with C 73
interoperability, derived type and struct 73
interoperability, intrinsic type 73
interoperability, subroutine and function 74
interoperability, variable 74
intrinsic 21
intrinsic Modules 311
intrinsic procedures 119
intrinsic type interoperability with C 73
intrinsics, integer 62
INT 223
inverse hyperbolic cosine 123
inverse hyperbolic sine 132
inverse hyperbolic tangent 139
IOR 225
IOSTAT, end of file 227
IOSTAT, end of record 228
IPARITY 225
IRAND 226
IS_IOSTAT_END 227
IS_IOSTAT_EOR 227, 228
ISATTY 229

ISHFT ... 229
ISHFTC ... 230
ISIGN ... 284
ISNAN ... 230
ITIME ... 231
IVDEP directive ... 80

J

JIABS ... 120
JIAND ... 215
JIBCLR ... 217
JIBITS ... 218
JIBSET ... 218
JIEOR ... 221
JIOR ... 225
JISHFT ... 229
JISHFTC ... 230
JMOD ... 253
JMVBITS ... 256
JNOT ... 259

K

KIABS ... 120
KIAND ... 215
KIBCLR ... 217
KIBITS ... 218
KIBSET ... 218
KIEOR ... 221
KILL ... 231
kind ... 43, 232
kind, character ... 278
kind, integer ... 279
kind, logical ... 279
kind, old-style ... 49
kind, real ... 280
kind, unsigned ... 281
KIND ... 232
KIOR ... 225
KISHFT ... 229
KISHFTC ... 230
KMOD ... 253
KMVBITS ... 256
KNOT ... 259

L

L2 vector norm ... 258
language, dialect options ... 9
LBOUND ... 232
LCOBOUND ... 233
LEADZ ... 234
left shift, combined ... 183
LEN ... 234
LEN_TRIM ... 235
lexical comparison of strings ... 235, 236, 237, 238
LGAMMA ... 241
LGE ... 235
LGT ... 236
libf2c calling convention ... 26, 28
libgfortran initialization, set_args ... 81
libgfortran initialization, set_convert ... 83
libgfortran initialization, set_fpe ... 84
libgfortran initialization, set_max_subrecord_length ... 84
libgfortran initialization, set_options ... 82
libgfortran initialization, set_record_marker ... 83
limits, largest number ... 212
limits, smallest number ... 302
linking, static ... 24
LINK ... 237
LLE ... 237
LLT ... 238
LNBLNK ... 238
location of a variable in memory ... 239
LOC ... 65, 239
logarithm function ... 239
logarithm function with base 10 ... 240
logarithm function, inverse ... 191
logical and, bitwise ... 129, 215
logical exclusive or, bitwise ... 221, 310
logical kind ... 279
logical not, bitwise ... 259
logical or, bitwise ... 225, 261
logical, bitwise ... 65
logical, variable representation ... 43
login name ... 209
LOG ... 239
LOG_GAMMA ... 241
LOG10 ... 240
LOGICAL ... 241
loop interchange, Fortran ... 34
loop interchange, warning ... 20
LSHIFT ... 242
LSTAT ... 242
LTIME ... 243

M

Main Program ... 81
MALLOC ... 244
MAP ... 61
mask, left justified ... 244, 307
mask, right justified ... 245, 307
MASKL ... 244
MASKR ... 245
MATMUL ... 245
matrix multiplication ... 245
matrix, transpose ... 304
MAX ... 246
MAX, MIN, NaN ... 44
MAX0 ... 246
MAX1 ... 246
MAXEXPONENT ... 247
maximum value ... 246, 248

MAXLOC ... 247
MAXVAL ... 248
MCLOCK ... 249
MCLOCK8 ... 249
memory checking ... 28
MERGE ... 250
MERGE_BITS ... 250
messages, error ... 18
messages, warning ... 18
MINO ... 251
MIN1 ... 251
MINEXPONENT ... 251
minimum value ... 251, 253
MIN ... 251
MINLOC ... 252
MINVAL ... 253
Mixed-language programming ... 73
model representation, base ... 267
model representation, epsilon ... 186
model representation, largest number ... 212
model representation, maximum exponent ... 247
model representation, minimum exponent ... 251
model representation, precision ... 265
model representation, radix ... 267
model representation, range ... 271
model representation, significant digits ... 180
model representation, smallest number ... 302
module entities ... 11
module search path ... 24
modulo ... 254
MOD ... 253
MODULO ... 254
MOVE_ALLOC ... 255
moving allocation ... 255
multiply array elements ... 266
MVBITS ... 256

N

Namelist ... 50
NAME ... 68
Naming conventions ... 85
natural logarithm function ... 239
NEAREST ... 257
NEW_LINE ... 257
newline ... 257
NINT ... 258
Non-Fortran Main Program ... 81
norm, Euclidean ... 258
NORM2 ... 258
NOSHARED ... 65
NOT ... 259
NOVECTOR directive ... 81
NULL ... 259
NUM_IMAGES ... 260

O

open, action ... 46
OpenACC ... 57
OpenACC accelerator programming ... 11
OpenMP ... 56
OpenMP Allocators ... 12
OpenMP parallel ... 11
OpenMP SIMD ... 12
operators, unary ... 52
operators, xor ... 65
options inquiry function ... 168
options, code generation ... 26
options, debugging ... 22, 25
options, dialect ... 9
options, directory search ... 24
options, errors ... 18
options, Fortran dialect ... 9
options, gfortran command ... 7
options, linking ... 24
options, negative forms ... 7
options, preprocessor ... 14
options, real kind type promotion ... 13
options, run-time ... 26
options, runtime ... 24
options, warnings ... 18
OR ... 261
OUT_OF_RANGE ... 262
output, newline ... 257
overflow handling ... 47

P

PACK ... 262
PARAMETER ... 67
parity ... 265
Parity ... 263
PARITY ... 263
paths, search ... 24
PERROR ... 264
pointer checking ... 28
pointer, C address of pointers ... 157
pointer, C address of procedures ... 158
pointer, C association status ... 155
pointer, convert C to Fortran ... 156
pointer, cray ... 200, 244
pointer, Cray ... 54
pointer, disassociated ... 259
pointer, status ... 134, 259
pointers, C ... 76
POPCNT ... 264
POPPAR ... 265
positive difference ... 180
PRECISION ... 265
Preprocessing ... 14
preprocessing, assertion ... 16
preprocessing, define macros ... 17
preprocessing, include path ... 16
preprocessing, keep comments ... 17

preprocessing, no linemarkers 17
preprocessing, undefine macros 17
preprocessor 14
preprocessor, debugging 15
preprocessor, disable 15
preprocessor, enable 15
preprocessor, include file handling 14
preprocessor, working directory 15
PRESENT 266
private 11
procedure interoperability with C 74
procedure pointer, convert C to Fortran 158
process ID 210
product, double-precision 182
product, matrix 245
product, vector 181
PRODUCT 266
program termination 191
program termination, with core dump 119
prototypes 78

Q

Q edit descriptor 68
'Q' exponent-letter 51

R

radix, real 280
RADIX 267
random number generation 226, 268, 269
random number generation, initialization 268
random number generation, seeding 270, 292
RAN 268
RAND 268
RANDOM_INIT 268
RANDOM_NUMBER 269
RANDOM_SEED 270
range check, numerical conversion 262
range checking 28
RANGE 271
rank 271
RANK 271
read character, stream mode 194
READONLY 65
real kind 280
real number, exponent 192
real number, fraction 200
real number, nearest different 257
real number, relative spacing 274, 289
real number, scale 276
real number, set exponent 281
Reallocate the LHS in assignments 34
Reallocate the LHS in assignments, notification 21
REAL 272
REALPART 272
reassociation of parenthesized expressions 33
record marker 46
RECORD 58
Reduction, XOR 263
remainder 253
RENAME 273
repacking arrays 30
REPEAT 273
RESHAPE 274
REWIND 58
right shift, combined 183
root 291
rounding, ceiling 130, 160
rounding, floor 126, 196
rounding, nearest whole number 258
RRSPACING 274
RSHIFT 275
run-time checking 28

S

SAME_TYPE_AS 275
SAVE statement 26
SCALE 276
SCAN 276
search path 24
search paths, for included files 24
SECNDS 277
SECOND 277
seeding a random number generator 270, 292
SELECTED_CHAR_KIND 278
SELECTED_INT_KIND 279
SELECTED_LOGICAL_KIND 279
SELECTED_REAL_KIND 280
SELECTED_UNSIGNED_KIND 281
sequential, unformatted 46
SET_EXPONENT 281
SHAPE 282
SHARE 65
SHARED 65
shift, left 183, 283
shift, right 183, 283
shift, right with fill 282
SHIFTA 282
SHIFTL 283
SHIFTR 283
sign copying 284
SIGN 284
SIGNAL 284
SIMD 12
SIND 286
sine 285, 287
sine, degrees 286
sine, hyperbolic 286
sine, hyperbolic, inverse 132
sine, inverse 131
sine, inverse, degrees 132
SIN 285
SINH 286

SINPI 287
size of a variable, in bits 153
size of an expression 159, 288
SIZE 288
SIZEOF 288
SLEEP 289
SNGL 272
SPACING 289
SPLIT 290
SPREAD 291
SQRT 291
square-root 291
SRAND 292
Standards 3
statement, SAVE 26
STAT 292
STATIC 64
storage size 294
STORAGE_SIZE 294
stream mode, read character 194
stream mode, write character 198, 199
string, adjust left 124
string, adjust right 125
string, comparison 235, 236, 237, 238
string, concatenate 273
string, find missing set 309
string, find non-blank character 238
string, find subset 276
string, find substring 222
string, length 234
string, length, without trailing whitespace 235
string, remove trailing whitespace 304
string, repeat 273
string, split 290
strings, varying length 3
structure packing 30
STRUCTURE 58
subrecord 46
subroutine interoperability with C 74
subscript checking 28
substring position 222
sum array elements 294
SUM 294
suppressing warnings 18
symbol names 10
symbol names, transforming 27, 28
symbol names, underscores 27, 28
SYMLNK 295
syntax checking 18
system, error handling 204, 222, 264
system, group ID 209
system, host name 212
system, login name 209
system, process ID 210
system, signal handling 284
system, system call 190, 295
system, terminal 229, 305
system, user ID 211
system, working directory 161, 207
SYSTEM 295
SYSTEM_CLOCK 296

T

tabulators 21
TAN 297
TAND 298
tangent 297, 299
tangent, degrees 298
tangent, hyperbolic 298
tangent, hyperbolic, inverse 139
tangent, inverse 135, 136
tangent, inverse, degrees 136, 138
TANH 298
TANPI 299
TEAM_NUMBER 299
teams, index of given team 299
terminate program 191
terminate program, with core dump 119
THIS_IMAGE 300
thread-safety, threads 44
time, clock ticks 249, 296
time, conversion to GMT info 211
time, conversion to local time info 243
time, conversion to string 177
time, current 178, 193, 231, 301
time, elapsed 175, 184, 188, 277
TIME 301
TIME8 301
TINY 302
trace 23
TRAILZ 302
TRANSFER 303
transforming symbol names 27, 28
transpose 304
TRANSPOSE 304
trigonometric function, cosine 171, 173
trigonometric function, cosine, degrees 171
trigonometric function, cosine, inverse 122, 124
trigonometric function, cosine, inverse, degrees 122
trigonometric function, cotangent 173
trigonometric function, cotangent, degrees 174
trigonometric function, sine 285, 287
trigonometric function, sine, degrees 286
trigonometric function, sine, inverse 131, 133
trigonometric function, sine, inverse, degrees .. 132
trigonometric function, tangent 297, 299
trigonometric function, tangent, degrees 298
trigonometric function, tangent, inverse .. 135, 136, 137, 139
trigonometric function, tangent, inverse, degrees 136, 138
TRIM 304
TS 29113 78
TTYNAM 305

type alias print 64
type cast 303

U

UBOUND 305
UCOBOUND 306
UINT 306
UMASK 306
UMASKL 307
UMASKR 307
underflow 21
underscore 27, 28
unformatted sequential 46
UNION 61
UNLINK 308
UNPACK 308
UNROLL directive 80
Unsigned integers 69
unsigned kind 281
unused dummy argument 21
unused parameter 21
user id 211

V

variable attributes 64
variable interoperability with C 74
Varying length strings 3
vector product 181
VECTOR directive 80
VERIFY 309
version of the compiler 169
VOLATILE 68

W

warning, C binding type 19
warnings, aliasing 19
warnings, alignment of COMMON blocks 21
warnings, all 18
warnings, ampersand 19
warnings, argument mismatch 19
warnings, array temporaries 19
warnings, character truncation 19
warnings, conversion 19
warnings, division of integers 20
warnings, extra 20
warnings, function elimination 21
warnings, implicit interface 20
warnings, implicit procedure 20
warnings, integer division 20
warnings, intrinsic 21
warnings, intrinsics of other standards 20
warnings, line truncation 19
warnings, loop interchange 20
warnings, nonstandard intrinsics 20
warnings, overwrite recursive 20
warnings, q exponent-letter 20
warnings, suppressing 18
warnings, suspicious code 20
warnings, tabs 21
warnings, to errors 22
warnings, undefined do loop 21
warnings, underflow 21
warnings, unused dummy argument 21
warnings, unused parameter 21
warnings, use statements 21
write character, stream mode 198, 199

X

XOR 310
XOR reduction 263

Z

ZABS 120
ZCOS 171
ZCOSD 171
zero bits 234, 302
ZEXP 191
ZLOG 239
ZSIN 285
ZSIND 286
ZSQRT 291