

Specifications of FDPS

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Contents

1	Concept of Document	13
2	Concept of FDPS	14
2.1	Purpose of the development of FDPS	14
2.2	Basic concept	14
2.2.1	Procedures of massively parallel particle simulations	14
2.2.2	Division of tasks between users and FDPS	15
2.2.3	Users' tasks	15
2.2.4	Complement	15
2.3	The structure of a simulation code with FDPS	16
3	Files and directries	17
3.1	Summary	17
3.2	Documents	17
3.3	Source files	17
3.3.1	Extended features	17
3.3.1.1	Particle Mesh scheme	18
3.3.1.2	x86 version Phantom-GRAPE	18
3.3.1.2.1	Low precision	18
3.3.1.2.2	Low precision with cutoff	18
3.3.1.2.3	High precision	18
3.4	Test codes	18
3.5	Sample codes	18
3.5.1	Gravitational N -body simulation	18
3.5.2	SPH Simulation	19
4	Macros at compile time	20
4.1	Summary	20
4.2	Coordinate system	20
4.2.1	Summary	20
4.2.2	3D Cartesian coordinate system	20
4.2.3	2D Cartesian coordinate system	20
4.3	Parallel processing	20

4.3.1	Summary	20
4.3.2	OpenMP	20
4.3.3	MPI	20
5	Namespace	21
5.1	Summary	21
5.2	ParticleSimulator	21
5.2.1	ParticleMesh	21
6	Data Type	22
6.1	Summary	22
6.2	Integer type	22
6.2.1	Overview	22
6.2.2	PS::S32	22
6.2.3	PS::S64	22
6.2.4	PS::U32	22
6.2.5	PS::U64	23
6.3	Floating point type	23
6.3.1	Abstract	23
6.3.2	PS::F32	23
6.3.3	PS::F64	23
6.4	Vector type	23
6.4.1	Abstract	23
6.4.2	PS::Vector2	23
6.4.2.1	Constructor	25
6.4.2.2	Copy constructor	25
6.4.2.3	Assignment operator	26
6.4.2.4	[] operators	26
6.4.2.5	Addition and subtraction	27
6.4.2.6	Scalar multiplication	28
6.4.2.7	Inner and outer products	29
6.4.2.8	Typecast to Vector2<U>	29
6.4.3	PS::Vector3	29
6.4.3.1	Constructor	31
6.4.3.2	Copy constructor	32
6.4.3.3	Assignment operator	32
6.4.3.4	[] operators	32
6.4.3.5	Addition and subtraction	33
6.4.3.6	Scalar multiplication	34
6.4.3.7	Inner and outer product	35
6.4.3.8	Typecast to Vector3<U>	35
6.4.4	Wrappers	36
6.5	Symmetric matrix type	36
6.5.1	Abstract	36
6.5.2	PS::MatrixSym2	36
6.5.2.1	Constructor	37

6.5.2.2	Copy constructor	38
6.5.2.3	Assignment operator	39
6.5.2.4	Addition and subtraction	39
6.5.2.5	Trace	40
6.5.2.6	Typecast to MatrixSym2<U>	40
6.5.3	PS::MatrixSym3	41
6.5.3.1	Constructor	42
6.5.3.2	Copy constructor	43
6.5.3.3	Assignment operator	43
6.5.3.4	Addition and subtraction	43
6.5.3.5	Trace	45
6.5.3.6	Typecast to MatrixSym3<U>	45
6.5.4	Wrappers	45
6.6	PS::SEARCH_MODE type	46
6.6.1	Summary	46
6.6.2	PS::SEARCH_MODE_LONG	46
6.6.3	PS::SEARCH_MODE_LONG_CUTOFF	46
6.6.4	PS::SEARCH_MODE_GATHER	46
6.6.5	PS::SEARCH_MODE_SCATTER	46
6.6.6	PS::SEARCH_MODE_SYMMETRY	47
6.6.7	PS::SEARCH_MODE_LONG_SCATTER	47
6.6.8	PS::SEARCH_MODE_LONG_CUTOFF_SCATTER	47
6.7	Enumerated type	47
6.7.1	Summary	47
6.7.2	PS::BOUNDARY_CONDITION 型	47
6.7.2.1	Summary	47
6.7.2.2	PS::BOUNDARY_CONDITION_OPEN	47
6.7.2.3	PS::BOUNDARY_CONDITION_PERIODIC_X	48
6.7.2.4	PS::BOUNDARY_CONDITION_PERIODIC_Y	48
6.7.2.5	PS::BOUNDARY_CONDITION_PERIODIC_Z	48
6.7.2.6	PS::BOUNDARY_CONDITION_PERIODIC_XY	48
6.7.2.7	PS::BOUNDARY_CONDITION_PERIODIC_XZ	48
6.7.2.8	PS::BOUNDARY_CONDITION_PERIODIC_YZ	48
6.7.2.9	PS::BOUNDARY_CONDITION_PERIODIC_XYZ	48
6.7.2.10	PS::BOUNDARY_CONDITION_SHEARING_BOX	48
6.7.2.11	PS::BOUNDARY_CONDITION_USER_DEFINED	48
6.8	PS::TimeProfile type	49
6.8.1	Abstract	49
6.8.1.1	Addition	49
6.8.1.2	Reduction	49
6.8.1.3	Initialize	50

7 Classes and Functors User-Defined 51

7.1	Summary	51
7.2	FullParticle	51
7.2.1	Summary	51

7.2.2	Premise	51
7.2.3	Required member functions	52
7.2.3.1	Summary	52
7.2.3.2	FP::getPos	52
7.2.3.3	FP::copyFromForce	52
7.2.4	Required member functions for specific cases	53
7.2.4.1	Summary	53
7.2.4.2	Modes other than PS::SEARCH_MODE_LONG for PS::SEARCH_MODE are used	53
7.2.4.2.1	FP::getRSearch	53
7.2.4.3	APIs for file I/O in ParticleSystem are used	53
7.2.4.3.1	FP::readAscii	53
7.2.4.3.2	FP::writeAscii	54
7.2.4.4	ParticleSystem::adjustPositionIntoRootDomain API is used	54
7.2.4.4.1	FP::setPos	54
7.2.4.5	Particle Mesh class, which is an extension of FDPS, is used	55
7.2.4.5.1	FP::getChargeParticleMesh	55
7.2.4.5.2	FP::copyFromForceParticleMesh	55
7.3	EssentialParticleI	55
7.3.1	Summary	55
7.3.2	Premise	56
7.3.3	Required member functions	56
7.3.3.1	Summary	56
7.3.3.2	EPI::getPos	56
7.3.3.3	EPI::copyFromFP	56
7.3.4	Required member functions for specific case	57
7.3.4.1	Summary	57
7.3.4.2	Modes other than PS::SEARCH_MODE_LONG as PS::SEARCH_MODE are used	57
7.3.4.2.1	EPI::getRSearch	57
7.4	EssentialParticleJ	57
7.4.1	Summary	57
7.4.2	Premise	57
7.4.3	Required member functions	58
7.4.3.1	Summary	58
7.4.3.2	EPJ::getPos	58
7.4.3.3	EPJ::copyFromFP	58
7.4.4	Required member functions for specific cases	58
7.4.4.1	Summary	58
7.4.4.2	Modes other than PS::SEARCH_MODE_LONG as PS::SEARCH_MODE are used	59
7.4.4.2.1	EPJ::getRSearch	59
7.4.4.3	Modes other than PS::BOUNDARY_CONDITION_OPEN are used BOUNDARY_CONDITION	59
7.4.4.3.1	EPJ::setPos	59

7.5	Moment	59
7.5.1	Summary	59
7.5.2	Pre-defined class	60
7.5.2.1	Summary	60
7.5.2.2	PS::SEARCH_MODE_LONG	60
7.5.2.2.1	PS::MomentMonopole	60
7.5.2.2.2	PS::MomentQuadrupole	60
7.5.2.2.3	PS::MomentMonopoleGeometricCenter	61
7.5.2.2.4	PS::MomentDipoleGeometricCenter	62
7.5.2.2.5	PS::MomentQuadrupoleGeometricCenter	62
7.5.2.3	PS::SEARCH_MODE_LONG_CUTOFF	63
7.5.2.3.1	PS::MomentMonopoleCutoff	63
7.5.3	Required member functions	63
7.5.3.1	Summary	63
7.5.3.2	Constructor	64
7.5.3.3	Mom::init	64
7.5.3.4	Mom::getPos	64
7.5.3.5	Mom::getCharge	65
7.5.3.6	Mom::accumulateAtLeaf	65
7.5.3.7	Mom::accumulate	65
7.5.3.8	Mom::set	66
7.5.3.9	Mom::accumulateAtLeaf2	66
7.5.3.10	Mom::accumulate2	67
7.6	SuperParticleJ	67
7.6.1	概要	67
7.6.2	Pre-defined class	67
7.6.2.1	PS::SEARCH_MODE_LONG	67
7.6.2.1.1	PS::SPJMonopole	67
7.6.2.1.2	PS::SPJQuadrupole	68
7.6.2.1.3	PS::SPJMonopoleGeometricCenter	69
7.6.2.1.4	PS::SPJDipoleGeometricCenter	69
7.6.2.1.5	PS::SPJQuadrupoleGeometricCenter	70
7.6.2.2	PS::SEARCH_MODE_LONG_CUTOFF	70
7.6.2.2.1	PS::SPJMonopoleCutoff	70
7.6.3	Required member functions	71
7.6.3.1	Summary	71
7.6.3.2	SPJ::getPos	71
7.6.3.3	SPJ::setPos	71
7.6.3.4	SPJ::copyFromMoment	72
7.6.3.5	SPJ::convertToMoment	72
7.6.3.6	SPJ::clear	73
7.7	Force	73
7.7.1	Summary	73
7.7.2	Premise	73
7.7.3	Required member functions	73
7.7.3.1	Result::clear	73

7.8	Header	74
7.8.1	Summary	74
7.8.2	Premise	74
7.8.3	Required member functions for specific case	74
7.8.3.1	Hdr::readAscii	74
7.8.3.2	Hdr::writeAscii	74
7.9	Functor calcForceEpEp	75
7.9.1	Summary	75
7.9.2	Premise	75
7.9.3	gravityEpEp::operator ()	75
7.10	Functor calcForceSpEp	76
7.10.1	Summary	76
7.10.2	Premise	76
7.10.3	gravitySpEp::operator ()	76
7.11	Functor calcForceDispatch	77
7.11.1	Summary	77
7.11.2	The case of short-range interactions	77
7.11.3	Case of long-range interaction	78
7.12	Functor calcForceRetrieve	79
7.12.1	Summary	79
8	Initialization and Finalization of FDPS	80
8.1	General	80
8.2	API	80
8.2.1	PS::Initialize	80
8.2.2	PS::Finalize	80
8.2.3	PS::Abort	81
8.2.4	PS::DisplayInfo	81
9	Classes defined in FDPS and their APIs	82
9.1	Standard Classes	82
9.1.1	Summary	82
9.1.2	DomainInfo Class	82
9.1.2.1	Creation of Object	82
9.1.2.2	API	82
9.1.2.2.1	Initial Setup	82
9.1.2.2.1.1	Constructor	83
9.1.2.2.1.2	PS::DomainInfo::initialize	83
9.1.2.2.1.3	PS::DomainInfo::setNumberOfDomainMultiDimension	84
9.1.2.2.1.4	PS::DomainInfo::setBoundaryCondition	84
9.1.2.2.1.5	PS::DomainInfo::setPosRootDomain	85
9.1.2.2.2	Decomposition of Domain	85
9.1.2.2.2.1	PS::DomainInfo::collectSampleParticle	86
9.1.2.2.2.2	PS::DomainInfo::decomposeDomain	87
9.1.2.2.2.3	PS::DomainInfo::decomposeDomainAll	87
9.1.2.2.3	Time Measurment	88

	9.1.2.2.3.1 PS::DomainInfo::getTimeProfile	89
	9.1.2.2.3.2 PS::DomainInfo::clearTimeProfile	89
	9.1.2.2.4 Obtain Information	89
	9.1.2.2.4.1 PS::DomainInfo::getUsedMemorySize	90
9.1.3	ParticleSystem Class	90
9.1.3.1	Creation of Object	90
9.1.3.2	API	90
	9.1.3.2.1 Initial Setup	90
	9.1.3.2.1.1 Constructor	91
	9.1.3.2.1.2 PS::ParticleSystem::initialize	91
	9.1.3.2.1.3 PS::ParticleSystem:: setAverageTargetNumberOfSampleParticlePerProcess	92
	9.1.3.2.2 Obtain Information	92
	9.1.3.2.2.1 PS::ParticleSystem::operator []	92
	9.1.3.2.2.2 PS::ParticleSystem::getNumberOfParticleLocal . .	93
	9.1.3.2.2.3 PS::ParticleSystem::getNumberOfParticleGlobal . .	93
	9.1.3.2.2.4 PS::DomainInfo::getUsedMemorySize	94
	9.1.3.2.3 File I/O	94
	9.1.3.2.3.1 PS::ParticleSystem::readParticleAscii	95
	9.1.3.2.3.2 PS::ParticleSystem::readParticleBinary	97
	9.1.3.2.3.3 PS::ParticleSystem::writeParticleAscii	97
	9.1.3.2.3.4 PS::ParticleSystem::writeParticleBinary	99
	9.1.3.2.4 Exchange Particles	99
	9.1.3.2.4.1 PS::ParticleSystem::exchangeParticle	99
	9.1.3.2.5 Time Measurement	100
	9.1.3.2.5.1 PS::ParticleSystem::getTimeProfile	100
	9.1.3.2.5.2 PS::ParticleSystem::clearTimeProfile	100
	9.1.3.2.6 Others	101
	9.1.3.2.6.1 PS::ParticleSystem::adjustPositionIntoRootDomain	101
	9.1.3.2.6.2 PS::ParticleSystem::setNumberOfParticleLocal . .	101
9.1.4	TreeForForce Class	102
9.1.4.1	Creation of Object	102
	9.1.4.1.1 PS::SEARCH_MODE_LONG	102
	9.1.4.1.2 PS::SEARCH_MODE_LONG_CUTOFF	103
	9.1.4.1.3 PS::SEARCH_MODE_GATHER	104
	9.1.4.1.4 PS::SEARCH_MODE_SCATTER	104
	9.1.4.1.5 PS::SEARCH_MODE_SYMMETRY	104
9.1.4.2	API	104
	9.1.4.2.1 Initial Setup	105
	9.1.4.2.1.1 Constructor	106
	9.1.4.2.1.2 PS::TreeForForce::initialize	106
	9.1.4.2.2 Low Level APIs	107
	9.1.4.2.2.1 PS::TreeForForce::setParticleLocalTree	108
	9.1.4.2.2.2 PS::TreeForForce::makeLocalTree	108
	9.1.4.2.2.3 PS::TreeForForce::makeGlobalTree	109
	9.1.4.2.2.4 PS::TreeForForce::calcMomentGlobalTree	109

9.1.4.2.2.5	PS::TreeForForce::calcForce	110
9.1.4.2.2.6	PS::TreeForForce::getForce	111
9.1.4.2.3	High Level APIs	111
9.1.4.2.3.1	PS::TreeForForce::calcForceAllAndWriteBack . . .	114
9.1.4.2.3.2	PS::TreeForForce::calcForceAll	117
9.1.4.2.3.3	PS::TreeForForce::calcForceAndWriteBack	119
9.1.4.2.4	Neighbor List	121
9.1.4.2.4.1	getNeighborListOneParticle	121
9.1.4.2.5	Time Measurment	121
9.1.4.2.5.1	PS::TreeForForce::getTimeProfile	122
9.1.4.2.5.2	PS::TreeForForce::clearTimeProfile	122
9.1.4.2.6	Obtain Information	123
9.1.4.2.6.1	PS::TreeForForce::getNumberOfInteractionEPEPLocal	123
9.1.4.2.6.2	PS::TreeForForce::getNumberOfInteractionEPEPGlobal	123
9.1.4.2.6.3	PS::TreeForForce::getNumberOfInteractionEPSPLocal	124
9.1.4.2.6.4	PS::TreeForForce::getNumberOfInteractionEPSPGlobal	124
9.1.4.2.6.5	PS::TreeForForce::clearNumberOfInteraction	125
9.1.4.2.6.6	PS::TreeForForce::getNumberOfWalkLocal	125
9.1.4.2.6.7	PS::TreeForForce::getNumberOfWalkGlobal	125
9.1.4.2.6.8	PS::TreeForForce::getMemSizeUsed	126
9.1.5	Comm Class	126
9.1.5.1	API	126
9.1.5.1.1	PS::Comm::getRank	127
9.1.5.1.2	PS::Comm::getNumberOfProc	127
9.1.5.1.3	PS::Comm::getRankMultiDim	128
9.1.5.1.4	PS::Comm::getNumberOfProcMultiDim	128
9.1.5.1.5	PS::Comm::synchronizeConditionalBranchAND . .	128
9.1.5.1.6	PS::Comm::synchronizeConditionalBranchOR . . .	128
9.1.5.1.7	PS::Comm::getMinValue	129
9.1.5.1.8	PS::Comm::getMaxValue	129
9.1.5.1.9	PS::Comm::getSum	130
9.1.5.1.10	PS::Comm::broadcast	130
9.1.6	Other functions	131
9.1.6.1	Timing function	131
9.1.6.1.1	PS::GetWtime	131
9.2	Extended Classes	131
9.2.1	Summary	131
9.2.2	Particle Mesh Class	131
9.2.2.1	Creation of Object	132
9.2.2.2	API	132
9.2.2.2.1	Initial Setup	132
9.2.2.2.1.1	Constructor	132
9.2.2.2.2	Low Level API	133
9.2.2.2.2.1	PS::PM::ParticleMesh::setDomainInfoParticleMesh	133
9.2.2.2.2.2	PS::PM::ParticleMesh::setParticleParticleMesh . .	134
9.2.2.2.2.3	PS::PM::ParticleMesh::calcMeshForceOnly	134

9.2.2.2.4	PS::PM::ParticleMesh::getForce	134
9.2.2.2.3	High Level API	135
9.2.2.2.3.1	PS::PM::ParticleMesh::calcForceAllAndWriteBack	135
9.2.2.3	Predefined Macros	136
9.2.2.4	How To Use Particle Mesh Class	137
9.2.2.4.1	Compile of Particle Mesh Class	138
9.2.2.4.2	Writing Source Code	138
9.2.2.4.3	Compile of Source Code	138
9.2.2.4.4	Note	138
9.2.3	Phantom-GRAPE for X86	138
10	Detection of Errors	139
10.1	Abstract	139
10.2	Compile time errors	139
10.3	Run time errors	139
10.3.1	PS_ERROR: can not open input file	139
10.3.2	PS_ERROR: can not open output file	140
10.3.3	PS_ERROR: Do not initialize the tree twice	140
10.3.4	PS_ERROR: The opening criterion of the tree must be ≥ 0.0	140
10.3.5	PS_ERROR: The limit number of the particles in the leaf cell must be > 0	140
10.3.6	PS_ERROR: The limit number of particles in ip groups msut be \geq that in leaf cells	140
10.3.7	PS_ERROR: The number of particles of this process is beyond the FDPS limit number	141
10.3.8	PS_ERROR: The forces w/o cutoff can be evaluated only under the open boundary condition	141
10.3.9	PS_ERROR: A particle is out of root domain	141
10.3.10	PS_ERROR: The smoothing factor of an exponential moving average is must between 0 and 1.	141
10.3.11	PS_ERROR: The coodinate of the root domain is inconsistent.	142
11	Known Bugs	143
12	Limitation	144
13	User Support	145
14	License	146
15	Change Log	147
A	Examples of implementation using use-defined classes	148
A.1	Class FullParticle	148
A.1.1	Summary	148
A.1.2	Presumptions	148
A.1.3	Necessary member functons	148

A.1.3.1	Summary	148
A.1.3.2	FP::getPos	148
A.1.3.3	FP::copyFromForce	149
A.1.4	Member functions necessary for some situations	149
A.1.4.1	Summary	149
A.1.4.2	The cases where all the types of PS::SEARCH_MODE but type PS::SEARCH_MODE_LONG are used	150
A.1.4.2.1	FP::getRSearch	150
A.1.4.3	The case where file I/O APIs of class ParticleSystem is used	150
A.1.4.3.1	FP::readAscii	151
A.1.4.3.2	FP::writeAscii	151
A.1.4.4	The case where ParticleSystem::adjustPositionIntoRootDomain is used	152
A.1.4.4.1	FP::setPos	152
A.1.4.5	The case where class Particle Mesh is used	153
A.1.4.5.1	FP::getChargeParticleMesh	153
A.1.4.5.2	FP::copyFromForceParticleMesh	154
A.2	Class EssentialParticleI	154
A.2.1	Summary	154
A.2.2	Presumptions	154
A.2.3	Necessary member functions	155
A.2.3.1	Summary	155
A.2.3.2	EPI::getPos	155
A.2.3.3	EPI::copyFromFP	156
A.2.4	Member functions necessary for some situations	156
A.2.4.1	Summary	156
A.2.4.2	The case where PS::SEARCH_MODE_GATHER and PS::SEARCH_MODE_SYMMETRY are adopted for type PS::SEARCH_MODE	157
A.2.4.2.1	EPI::getRSearch	157
A.3	Class EssentialParticleJ	157
A.3.1	Summary	157
A.3.2	Presumptions	158
A.3.3	Necessary member functions	158
A.3.3.1	Summary	158
A.3.3.2	EPJ::getPos	158
A.3.3.3	EPJ::copyFromFP	159
A.3.4	Member functions necessary for some situations	159
A.3.4.1	Summary	159
A.3.4.2	The cases where all but PS::SEARCH_MODE_LONG are used for data type PS::SEARCH_MODE	160
A.3.4.2.1	EPJ::getRSearch	160
A.3.4.3	The cases where all but PS::BOUNDARY_CONDITION_OPEN are used for data type BOUNDARY_CONDITION	161
A.3.4.3.1	EPJ::setPos	161

A.4	Class Moment	161
A.4.1	Summary	161
A.4.2	Pre-existing classes	162
A.4.2.1	Summary	162
A.4.2.2	PS::SEARCH_MODE_LONG	162
A.4.2.2.1	PS::MomentMonopole	162
A.4.2.2.2	PS::MomentQuadrupole	162
A.4.2.2.3	PS::MomentMonopoleGeometricCenter	163
A.4.2.2.4	PS::MomentDipoleGeometricCenter	164
A.4.2.2.5	PS::MomentQuadrupoleGeometricCenter	164
A.4.2.3	PS::SEARCH_MODE_LONG_CUTOFF	165
A.4.2.3.1	PS::MomentMonopoleCutoff	165
A.4.3	Necessary member functions	165
A.4.3.1	Summary	165
A.4.3.2	Constructor	166
A.4.3.3	Mom::init	167
A.4.3.4	Mom::getPos	167
A.4.3.5	Mom::getCharge	168
A.4.3.6	Mom::accumulateAtLeaf	169
A.4.3.7	Mom::accumulate	169
A.4.3.8	Mom::set	170
A.4.3.9	Mom::accumulateAtLeaf2	171
A.4.3.10	Mom::accumulate2	172
A.5	Class SuperParticleJ	173
A.5.1	Summary	173
A.5.2	Pre-existing classes	173
A.5.2.1	PS::SEARCH_MODE_LONG	173
A.5.2.1.1	PS::SPJMonopole	173
A.5.2.1.2	PS::SPJQuadrupole	174
A.5.2.1.3	PS::SPJMonopoleGeometricCenter	174
A.5.2.1.4	PS::SPJDipoleGeometricCenter	175
A.5.2.1.5	PS::SPJQuadrupoleGeometricCenter	175
A.5.2.2	PS::SEARCH_MODE_LONG_CUTOFF	176
A.5.2.2.1	PS::SPJMonopoleCutoff	176
A.5.3	Necessary member functions	177
A.5.3.1	Summary	177
A.5.3.2	SPJ::getPos	177
A.5.3.3	SPJ::setPos	178
A.5.3.4	SPJ::copyFromMoment	178
A.5.3.5	SPJ::convertToMoment	179
A.5.3.6	SPJ::clear	180
A.6	Class Force	180
A.6.1	Summary	180
A.6.2	Presumptions	180
A.6.3	Necessary member functions	181
A.6.3.1	Result::clear	181

A.7	Class Header	181
A.7.1	Summary	181
A.7.2	Presumptions	181
A.7.3	Member functions necessary for some situations	182
A.7.3.1	Hdr::readAscii	182
A.7.3.2	Hdr::writeAscii	182
A.8	Function object calcForceEpEp	183
A.8.1	Summary	183
A.8.2	Presumptions	183
A.8.3	gravityEpEp::operator ()	183
A.9	Function object calcForceSpEp	185
A.9.1	Summary	185
A.9.2	Presumptions	185
A.9.3	gravitySpEp::operator ()	185
A.10	Functor calcForceDispatch	187
A.10.1	Summary	187
A.10.2	Premises	187
A.10.3	The example	187
A.11	Functor calcForceRetrieve	191
A.11.1	Summary	191
A.11.2	Premises	192

1 Concept of Document

This document is the specification of FDPS (Framework for Developing Particle Simulator), which supports the development of massively parallel particle simulation codes. This document is written by Ataru Tanikawa, Masaki Iwasawa, Natsuki Hosono, Keigo Nitadori, Takayuki Muranushi, and Junichiro Makino at RIKEN Advanced Institute for Computational Science.

This document is structured as follows.

In sections 2, 3, and 4, we present prerequisites for programing with FDPS. In section 2, we show the concept of FDPS. In section 3, we present the file configuration of FDPS. In section 4, we describe how to compile simulation codes with FDPS.

In sections 5, 6, 7, 8, and 9, we present necessary information to develop simulation codes with FDPS. In section 5, we describe the structure of namespaces unused in FDPS. In section 6, we described data types defined in FDPS. In section 7, we introduce user-defined classes and function objects necessary for developing codes with FDPS. In section 8, we describe APIs used to initialize and finalize FDPS. In section 9, we present modules in FDPS and their APIs.

In sections 10, 11, 12, and 13, we present information useful for troubleshooting. In section 10, we describe error messages. In section 11, we present known bugs. In section 12, we describe the limitation of FDPS. In section 13, we present our current system for user supports.

Finally, we describe the license of FDPS in section 14, and the change log of this document in section 15.

2 Concept of FDPS

In this section, we present the design concept of FDPS: the purpose of its development, the basic concept, and the behavior of codes developed using FDPS.

2.1 Purpose of the development of FDPS

In the fields of science and engineering, particle method is used for a wide variety of simulations, such as gravitational N -body simulation, Smoothed Particle Hydrodynamics (SPH) simulation, vortex method, Moving Particle Semi-implicit (MPS) method, molecular dynamics simulation, and so on. We need high-performance particle simulation codes in order to follow physical phenomena with high spatial resolution, and for long timescales.

We cannot avoid parallelization in order to develop high-performance particle simulation codes. For the parallelization, we need to implement the following procedures: dynamic domain decomposition for load balancing, exchange of particles between computing nodes, optimization of communication among nodes, effective use of cache memories and SIMD operation units, and support for accelerators. So far, individual research groups were trying to implement these procedures.

However, the above procedures are necessary for any particle simulation codes. The purpose of the development of FDPS is to provide numerical libraries for implementing these procedures, and reduce researchers' and programmers' burdens. We will be happy if researchers and programmers can use their time more creatively by making use of FDPS.

2.2 Basic concept

In this section, we describe the basic concept of FDPS.

2.2.1 Procedures of massively parallel particle simulations

First, we describe our model of massively parallel particle simulations on FDPS. In particle simulations, the set of ordinary differential equations,

$$\frac{d\mathbf{u}_i}{dt} = \sum_j f(\mathbf{u}_i, \mathbf{u}_j) + \sum_s g(\mathbf{u}_i, \mathbf{v}_s), \quad (1)$$

is numerically integrated, where \mathbf{u}_i is the quantity vector of i -particle. This vector includes quantities of particle i , such as mass, position, and velocity. The function f specifies a force exerted by particle j on particle i . Hereafter, a particle receiving a force is called i -particle, and a particle exerting a force is called particle j . The vector \mathbf{v}_s is the quantity vector of a superparticle which is the representative particle of a group of particles distant from i -particle. The function g specifies a force exerted by a superparticle on a particle. The second term in the left hand side of eq. (1) is non-zero in the case of long-range forces (e.g. gravity and Coulomb force), while it is zero in the case of short-range forces (e.g. pressure of fluid).

Massively parallel simulation codes integrate the above eq. (1) in the following steps (initialization and data I/O are omitted).

1. In the following two steps, we determine which MPI process handles which particles.

- (a) Decompose the whole domain into subdomains, and determine which MPI process handles which subdomains, in order to balance the calculation cost (domain decomposition).
 - (b) MPI processes exchange their particles in order for each MPI process to have particles in its subdomain.
2. Each MPI process gathers quantity vectors of j -particles (\mathbf{u}_j) and superparticles (\mathbf{v}_s) required to calculate forces exerted on i -th i -particle (making interaction lists).
 3. Each MPI process calculates the right hand of eq. (1) for all of its i -particle and obtains $d\mathbf{u}_i/dt$.
 4. Each MPI process performs the time integration of its i -particles by using quantity vectors of \mathbf{u}_i and their derivatives $d\mathbf{u}_i/dt$.
 5. Return to step 1.

2.2.2 Division of tasks between users and FDPS

FDPS handles tasks related to interaction calculation and its efficient parallelization and the user-written code performs the rest. The actual function for interaction calculation is supplied by users. Thus, FDPS deals with domain decomposition and exchange of particles (step 1), and making interaction lists. On the other hand, the user code is responsible for actual calculation of forces (step 3), and time integration (step 4). Users can avoid the development of complicated codes necessary to realize massively parallel program, by utilizing FDPS APIs.

2.2.3 Users' tasks

Users's tasks are as follows.

- Define a particle (section 7). Users need to specify quantities of particles, *i.e.* the quantity vector \mathbf{u}_i in eq. (1), which contains quantities such as position, velocity, acceleration, chemical composition, and particle size.
- Define interaction (section 7). Users need to specify the interaction between particles, *i.e.* the function f and g in eq. (1), such as gravity, Coulomb force, and pressure.
- Call FDPS APIs (section 8 and 9).
- Time integration of particles, diagnostic, output etc.

2.2.4 Complement

The right hand side of eq. (1), the particle-particle interactions, is strictly of two-body nature. FDPS APIs can not be used to implement three-particle interactions. However, for example, FDPS has APIs to return neighbor lists. Users can calculate three- or more-body interactions, using these neighbor lists.

Calculation steps in section 2.2.1 imply that all particles have one same timestep. FDPS APIs do not support individual timestep scheme. However, users can develop a particle simulation code with individual timestep scheme, using the Particle Particle Particle Tree method.

2.3 The structure of a simulation code with FDPS

We overview the structure of a simple simulation code written using FDPS. In a code with FDPS, three FDPS-supplied classes and several user-defined classes are used.

- DomainInfo class. This class contains the information of all the subdomains, and APIs for domain decomposition.
- ParticleSystem class. This class contains the information of all particles in each MPI process, and APIs for the exchange of particles among MPI processes.
- TreeForForce class. This class contains tree structure made from particle distribution, and APIs for making interaction lists.
- User-defined classes. These classes include the definitions of particles and interactions.

These classes communicate with each other. This is illustrated in fig. 1. The communication in this figure corresponds to steps 1 and 2, and to initialization (step 0).

0. Users give a user-defined particle class to ParticleSystem class, and a function object to TreeForForce class. These are not class inheritance. The particle class is used as a template argument of ParticleSystem class, and the function object is used as an argument of APIs in TreeForForce class.
1. Do load balancing in the following two steps.
 - (a) The user code calls APIs for domain decomposition in DomainInfo class. Particle information is transfered from ParticleSystem class to DomainInfo class (red text and arrows).
 - (b) The user code calls APIs for exchange of particles in ParticleSystem class. Information of subdomains is transfered from DomainInfo class to ParticleSystem class (blue text and arrows).
2. Do the force calculation in the following steps.
 - (a) The user code calls force calculation API.
 - (b) FDPS makes interaction lists in TreeForForce class. Information of subdomains and particles is transferd from DomainInfo and ParticleSystem classes (green text and arrows).
 - (c) FDPS calls an user-defined function object. This API is included in TreeForForce class. Interactions are calculated, and the results are transfered from TreeForForce class to ParticleSystem class (gray text and arrows).

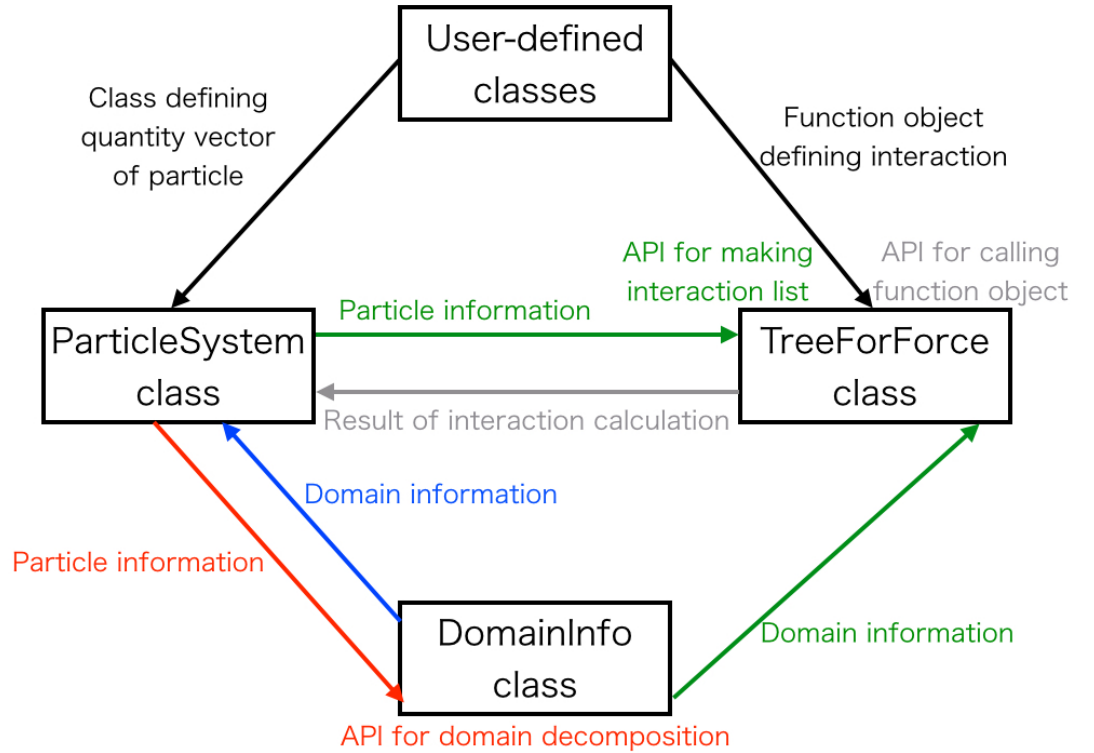


Figure 1: Illustration of module interface and data transfer.

3 Files and directries

3.1 Summary

We describe the directory strutcures and files of FDPS file distribution.

3.2 Documents

Document files are in directory `doc`. Files `doc_tutorial_e.pdf` and `doc_specs_en.pdf` are tutorial and specification, respectively.

3.3 Source files

Source files are in directory `src`. Files related to the standard features are directly under directory `src`. When users include header file `particle_simulator.hpp` in their source files, the standard features become available.

3.3.1 Extended features

Source files related to extended features are in directories in directory `src`. The extended features include Particle Mesh and Phantom-GRAPe version x86.

3.3.1.1 Particle Mesh scheme

Source files related to the Particle Mesh scheme are in directory `particle_mesh`. When users edit `Makefile`, and run `make`, they get header file `particle_mesh_class.hpp` and library `libpm.a`. By including this header file, and linking this library, they can use the features of the Particle Mesh scheme.

3.3.1.2 x86 version Phantom-GRAPE

Source files related to x86 version Phantom-GRAPE are in directory `src/phantom_GRAPE_x86`. This directory has directories containing Phantom-GRAPE libraries for low precision, for low precision with cutoff, and for high precision.

3.3.1.2.1 Low precision

Files are in directory `src/phantom_GRAPE_x86/G5/newton/libpg5`. Users should edit `Makefile` in this directory, and run `make`, to get library `libpg5.a`. Users include header file `gp5util.h` in this directory, and to link library `libpg5.a`, to use this Phantom-GRAPE.

3.3.1.2.2 Low precision with cutoff

Files are in directory `src/phantom_GRAPE_x86/G5/table`. Users should edit `Makefile` in this directory, and run `make`, to get library `libpg5.a`. Users include header file `gp5util.h` in this directory, and to link library `libpg5.a`, to use this Phantom-GRAPE.

3.3.1.2.3 High precision

Files are in directory `src/phantom_GRAPE_x86/G6/libavx`. Users should edit `Makefile` in this directory, and run `make`, to get library `libg6avx.a`. Users include header file `gp6util.h` in this directory, and to link library `libg6avx.a`, to use this Phantom-GRAPE.

3.4 Test codes

Test codes are in directory `tests`. When users run `make check` in this directory, the test suite are executed.

3.5 Sample codes

Sample codes are in directory `sample`. There are two sample codes: gravitational N -body simulation, and SPH simulation.

3.5.1 Gravitational N -body simulation

Source files are in directory `sample/nbody`. In file `doc_tutorial.pdf`, we describe how to use this code.

3.5.2 SPH Simulation

Source files are in directory `sample/sph`. In file `doc_tutorial.pdf`, we describe how to use this code.

4 Macros at compile time

4.1 Summary

Some of the features of FDPS should be specified at the compile time. They are (a) coordinate system and (b) method of parallelization.

4.2 Coordinate system

4.2.1 Summary

Users have alternatives of 2D and 3D Cartesian coordinate systems.

4.2.2 3D Cartesian coordinate system

3D Cartesian coordinate system is used by default.

4.2.3 2D Cartesian coordinate system

2D Cartesian coordinate system can be used by defining `PARTICLE_SIMULATOR_TWO_DIMENSION` as macro.

4.3 Parallel processing

4.3.1 Summary

Users choose whether OpenMP is used or not, and whether MPI is used or not.

4.3.2 OpenMP

OpenMP is disabled by default. If macro `PARTICLE_SIMULATOR_THREAD_PARALLEL` is defined, OpenMP becomes enabled. Compiler option “-fopenmp” is required for GCC compiler.

4.3.3 MPI

MPI is disabled by default. If macro `PARTICLE_SIMULATOR_MPI_PARALLEL` is defined.

5 Namespace

5.1 Summary

In this section, we describe the namespaces used in FDPS. All the FDPS APIs are under namespace `ParticleSimulator`. In the following, we show APIs directly under `ParticleSimulator`, and namespaces nested under `ParticleSimulator`.

5.2 ParticleSimulator

The standard features of FDPS are in namespace `ParticleSimulator`.

Namespace `ParticleSimulator` is abbreviated to `PS` as follows.

```
namespace PS = ParticleSimulator;
```

In this document, we use this abbreviation.

Extended features of FDPS are grouped under nested namespaces. Currently, `ParticleMesh` features is under nested namespace `ParticleMesh`. In the following, we describe this namespace containing the extended features.

5.2.1 ParticleMesh

The features of Particle Mesh are under namespace `ParticleMesh`. This namespace is abbreviated to `PM` as follows.

```
ParticleSimulator {  
    ParticleMesh {  
    }  
    namespace PM = ParticleMesh;  
}
```

In this document, we use this abbreviation.

6 Data Type

6.1 Summary

In this chapter we define data types used in FDPS. The data types include integer types, floating point types, vector types, symmetric matrix types, PS::SEARCH_MODE type, and enumerated types. We recommend users to use these data types. The integer and floating point types can be replaced with data types available in C/C++ languages. PS::SEARCH_MODE and enumerated types must be used. In the following, we describe these data types.

6.2 Integer type

6.2.1 Overview

The integer types are PS::S32, PS::S64, PS::U32, and PS::U64. We describe these data types in this section.

6.2.2 PS::S32

PS::S32, which is 32-bit signed integer, is defined as follows.

Listing 1: S32

```
1 namespace ParticleSimulator {
2     typedef int S32;
3 }
```

6.2.3 PS::S64

PS::S64, which is 64-bit signed integer, is defined as follows.

Listing 2: S64

```
1 namespace ParticleSimulator {
2     typedef long long int S64;
3 }
```

6.2.4 PS::U32

PS::U32, which is 32-bit unsigned integer, is defined as follows.

Listing 3: U32

```
1 namespace ParticleSimulator {
2     typedef unsigned int U32;
3 }
```

6.2.5 PS::U64

PS::U64, which is 64-bit unsigned integer, is defined as follows.

Listing 4: U64

```
1 namespace ParticleSimulator {
2     typedef unsigned long long int U64;
3 }
```

6.3 Floating point type

6.3.1 Abstract

The floating point types are PS::F32 and PS::F64. We described these data types in this section.

6.3.2 PS::F32

PS::F32, which is 32-bit floating point number, is defined as follows.

Listing 5: F32

```
1 namespace ParticleSimulator {
2     typedef float F32;
3 }
```

6.3.3 PS::F64

PS::F64, which is 64-bit floating point number, is defined as follows.

Listing 6: F64

```
1 namespace ParticleSimulator {
2     typedef double F64;
3 }
```

6.4 Vector type

6.4.1 Abstract

The vector types are PS::Vector2 (2D vector) and PS::Vector3 (3D vector). We describe these vector types first. These are template classes, which can take basic datatypes as F32 or F64 as template arguments. We then present wrappers for these vector types.

6.4.2 PS::Vector2

PS::Vector2 has two components: **x** and **y**. We define various APIs and operators for these components. In the following, we list them.

Listing 7: Vector2

```

1 namespace ParticleSimulator{
2     template <typename T>
3     class Vector2{
4     public:
5         // Two member variables
6         T x, y;
7
8         // Constructors
9         Vector2();
10        Vector2(const T _x, const T _y) : x(_x), y(_y) {}
11        Vector2(const T s) : x(s), y(s) {}
12        Vector2(const Vector2 & src) : x(src.x), y(src.y) {}
13
14        // Assignment operator
15        const Vector2 & operator = (const Vector2 & rhs);
16
17        //[] operators
18        const T & opertor[](const int i);
19        T & operator[](const int i);
20
21        // Addition and subtraction
22        Vector2 operator + (const Vector2 & rhs) const;
23        const Vector2 & operator += (const Vector2 & rhs);
24        Vector2 operator - (const Vector2 & rhs) const;
25        const Vector2 & operator -= (const Vector2 & rhs);
26
27        // Scalar multiplication
28        Vector2 operator * (const T s) const;
29        const Vector2 & operator *= (const T s);
30        friend Vector2 operator * (const T s,
31                                   const Vector2 & v);
32        Vector2 operator / (const T s) const;
33        const Vector2 & operator /= (const T s);
34
35        // Inner product (scalar product)
36        T operator * (const Vector2 & rhs) const;
37
38        // Outer product (vector product).
39        // Caution: the return value is a scalar value.
40        T operator ^ (const Vector2 & rhs) const;
41
42        // Typecast to Vector2<U>
43        template <typename U>
44        operator Vector2<U> () const;
45    };

```



```
46 }  
47 namespace PS = ParticleSimulator;
```

6.4.2.1 Constructor

```
template<typename T>  
PS::Vector2<T>::Vector2()
```

- **Argument**

None.

- **Feature**

Default constructor. The member variables `x` and `y` are initialized as 0.

```
template<typename T>  
PS::Vector2<T>::Vector2(const T_x, const T_y)
```

- **Argument**

`_x`: Input. Type `const T`.

`_y`: Input. Type `const T`.

- **Feature**

Values of members `x` and `y` are set to values of arguments `_x` and `_y`, respectively.

```
template<typename T>  
PS::Vector2<T>::Vector2(const T s);
```

- **Argument**

`s`: Input. Type `const T`.

- **Feature**

Values of both of members `x` and `y` are set to the value of argument `s`.

6.4.2.2 Copy constructor

```
template<typename T>  
PS::Vector2<T>::Vector2(const PS::Vector2<T> & src)
```

- **Argument**

`src`: Input. Type `const PS::Vector2<T>`.

- **Feature**

Copy constructor. The new variable will have the same value as `src`.

6.4.2.3 Assignment operator

```
template<typename T>
const PS::Vector2<T> & PS::Vector2<T>::operator =
    (const PS::Vector2<T> & rhs);
```

- **Argument**

`rhs`: Input. Type `const PS::Vector2<T> &`.

- **Return value**

Type `const PS::Vector2<T> &`. Assigns the values of components of `rhs` to its components, and returns the vector itself.

6.4.2.4 [] operators

```
template<typename T>
const T & PS::Vector2<T>::operator[]
    (const int i);
```

- **Argument**

`i`: input. Type `const int`.

- **Return value**

Type `const <T> &`. It returns `i`-component of the vector.

```
template<typename T>
T & PS::Vector2<T>::operator[]
    (const int i);
```

- **Argument**

`i`: input. Type `const int`.

- **Return value**

Type `<T> &`. It returns `i`-component of the vector.

6.4.2.5 Addition and subtraction

```
template<typename T>
PS::Vector2<T> PS::Vector2<T>::operator +
    (const PS::Vector2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type const PS::Vector2<T> &.

- **Return value**

Type PS::Vector2<T>. Add the components of rhs and its components, and return the results.

```
template<typename T>
const PS::Vector2<T> & PS::Vector2<T>::operator +=
    (const PS::Vector2<T> & rhs);
```

- **Argument**

rhs: Input. Type const PS::Vector2<T> &.

- **Return value**

Type const PS::Vector2<T> &. Add the components of rhs to its components, and return itself (lhs is changed).

```
template<typename T>
PS::Vector2<T> PS::Vector2<T>::operator -
    (const PS::Vector2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type const PS::Vector2<T> &.

- **Return value**

Type PS::Vector2<T>. Subtract the components of rhs from its components, and return the results.

```
template<typename T>
const PS::Vector2<T> & PS::Vector2<T>::operator -=
    (const PS::Vector2<T> & rhs);
```

- **Argument**

rhs: Input. Type const PS::Vector2<T> &.

- **Return value**

Type `const PS::Vector2<T> &`. Subtract the components of `rhs` from its components, and return itself (lhs is changed).

6.4.2.6 Scalar multiplication

```
template<typename T>
PS::Vector2<T> PS::Vector2<T>::operator * (const T s) const;
```

- **Argument**

`s`: Input. Type `const T`.

- **Return value**

Type `PS::Vector2<T>`. Multiply its components by `s`, and return the results.

```
template<typename T>
const PS::Vector2<T> & PS::Vector2<T>::operator *= (const T s);
```

- **Argument**

`rhs`: Input. Type `const T`.

- **Return value**

Type `const PS::Vector2<T> &`. Multiply its components by `s`, and return itself (lhs is changed).

```
template<typename T>
PS::Vector2<T> PS::Vector2<T>::operator / (const T s) const;
```

- **Argument**

`s`: Input. Type `const T`.

- **Return value**

Type `PS::Vector2<T>`. Divide its components by `s`, and return the results.

```
template<typename T>
const PS::Vector2<T> & PS::Vector2<T>::operator /= (const T s);
```

- **Argument**

`rhs`: Input. Type `const T`.

- **Return value**

Type `const PS::Vector2<T> &`. Divide its components by `s`, and return itself (lhs is changed).

6.4.2.7 Inner and outer products

```
template<typename T>
T PS::Vector2<T>::operator * (const PS::Vector2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type `const PS::Vector2<T> &`.

- **Return value**

Type `T`. Take inner product of it and `rhs`, and return the result.

```
template<typename T>
T PS::Vector2<T>::operator ^ (const PS::Vector2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type `const PS::Vector2<T> &`.

- **Return value**

Type `T`. Take outer product of it and `rhs`, and return the results.

6.4.2.8 Typecast to Vector2<U>

```
template<typename T>
template <typename U>
PS::Vector2<T>::operator PS::Vector2<U> () const;
```

- **Argument**

None.

- **Return value**

Type `const PS::Vector2<U>`.

- **Feature**

Typecast from type `const PS::Vector2<T>` to type `const PS::Vector2<U>`.

6.4.3 PS::Vector3

`PS::Vector3` has three components: `x`, `y`, and `z`. We define various APIs and operators for these components. In the following, we list them.

Listing 8: Vector3

```
1 namespace ParticleSimulator{
2     template <typename T>
3     class Vector3{
4     public:
5         // Three member variables
6         T x, y, z;
7
8         // Constructor
9         Vector3() : x(T(0)), y(T(0)), z(T(0)) {}
10        Vector3(const T _x, const T _y, const T _z) : x(_x), y(
            _y), z(_z) {}
11        Vector3(const T s) : x(s), y(s), z(s) {}
12        Vector3(const Vector3 & src) : x(src.x), y(src.y), z(
            src.z) {}
13
14        // Assignment operator
15        const Vector3 & operator = (const Vector3 & rhs);
16
17        //[] operators
18        const T & opertor[](const int i);
19        T & operator[](const int i);
20
21        // Addition and subtraction
22        Vector3 operator + (const Vector3 & rhs) const;
23        const Vector3 & operator += (const Vector3 & rhs);
24        Vector3 operator - (const Vector3 & rhs) const;
25        const Vector3 & operator -= (const Vector3 & rhs);
26
27        // Scalar multiplication
28        Vector3 operator * (const T s) const;
29        const Vector3 & operator *= (const T s);
30        friend Vector3 operator * (const T s, const Vector3 & v
            );
31        Vector3 operator / (const T s) const;
32        const Vector3 & operator /= (const T s);
33
34        // Inner product (scalar product)
35        T operator * (const Vector3 & rhs) const;
36
37        // Outer product (vector product).
38        Vector3 operator ^ (const Vector3 & rhs) const;
39
40        // Typecast to Vector3<U>
41        template <typename U>
42        operator Vector3<U> () const;
```

```
43     };  
44 }
```

6.4.3.1 Constructor

```
template<typename T>  
PS::Vector3<T>::Vector3()
```

- **Argument**

None.

- **Feature**

Default constructor. The member variables **x**, **y** and **z** are initialized as 0.

```
template<typename T>  
PS::Vector3<T>::Vector3(const T _x, const T _y, const T _z)
```

- **Argument**

_x: Input. Type `const T`.

_y: Input. Type `const T`.

_z: Input. Type `const T`.

- **Feature**

Values of members **x**, **y** and **z** are set to values of arguments **_x**, **_y** and **_z**, respectively.

```
template<typename T>  
PS::Vector3<T>::Vector3(const T s);
```

- **Argument**

s: Input. Type `const T`.

- **Feature**

Values of members **x**, **y** and **z** are set to the value of argument **s**.

6.4.3.2 Copy constructor

```
template<typename T>
PS::Vector3<T>::Vector3(const PS::Vector3<T> & src)
```

- **Argument**

src: Input. Type `const PS::Vector3<T> &`.

- **Feature**

Copy constructor. The new variable will have the same value as `src`.

6.4.3.3 Assignment operator

```
template<typename T>
const PS::Vector3<T> & PS::Vector3<T>::operator =
    (const PS::Vector3<T> & rhs);
```

- **Argument**

rhs: Input. Type `const PS::Vector3<T> &`.

- **Return value** Type `const PS::Vector3<T> &`. Assigns the values of components of `rhs` to its components, and returns the vector itself.

6.4.3.4 [] operators

```
template<typename T>
const T & PS::Vector3<T>::operator[]
    (const int i);
```

- **Argument**

i: input. Type `const int`.

- **Return value**

Type `const <T> &`. It returns *i*th-component of the vector.

```
template<typename T>
T & PS::Vector3<T>::operator[]
    (const int i);
```


- **Argument**

i: input. Type `const int`.

- **Return value**

Type `<T> &`. It returns *i*th-component of the vector.

6.4.3.5 Addition and subtraction

```
template<typename T>
PS::Vector3<T> PS::Vector3<T>::operator +
    (const PS::Vector3<T> & rhs) const;
```

- **Argument**

rhs: Input. Type `const PS::Vector3<T> &`.

- **Return value**

Type `PS::Vector3<T>`. Add the components of `rhs` and its components, and return the results.

```
template<typename T>
const PS::Vector3<T> & PS::Vector3<T>::operator +=
    (const PS::Vector3<T> & rhs);
```

- **Argument**

rhs: Input. Type `const PS::Vector3<T> &`.

- **Return value**

Type `const PS::Vector3<T> &`. Add the components of `rhs` to its components, and return itself (lhs is changed).

```
template<typename T>
PS::Vector3<T> PS::Vector3<T>::operator -
    (const PS::Vector3<T> & rhs) const;
```

- **引数**

rhs: Input. Type `const PS::Vector3<T> &`.

- **Return value**

Type `PS::Vector3<T>`. Subtract the components of `rhs` from its components, and return the results.

```
template<typename T>
const PS::Vector3<T> & PS::Vector3<T>::operator -=
    (const PS::Vector3<T> & rhs);
```

- **Argument**

rhs: Input. Type const PS::Vector3<T> &.

- **Return value**

Type const PS::Vector3<T> &. Subtract the components of rhs from its components, and return itself (lhs is changed).

6.4.3.6 Scalar multiplication

```
template<typename T>
PS::Vector3<T> PS::Vector3<T>::operator * (const T s) const;
```

- **Argument**

s: Input. Type const T.

- **Return value**

Type PS::Vector3<T>. Multiply its components by s, and return the results.

```
template<typename T>
const PS::Vector3<T> & PS::Vector3<T>::operator *= (const T s);
```

- **Argument**

rhs: Input. Type const T.

- **Return value**

Type const PS::Vector3<T> &. Multiply its components by s, and return itself (lhs is changed).

```
template<typename T>
PS::Vector3<T> PS::Vector3<T>::operator / (const T s) const;
```

- **Argument**

s: Input. Type const T.

- **Return value**

Type `PS::Vector3<T>`. Divide its components by `s`, and return the results.

```
template<typename T>
const PS::Vector3<T> & PS::Vector3<T>::operator /= (const T s);
```

- **Argument**

`rhs`: Input. Type `const T`.

- **Return value**

Type `const PS::Vector3<T> &`. Divide its components by `s`, and return itself (`lhs` is changed).

6.4.3.7 Inner and outer product

```
template<typename T>
T PS::Vector3<T>::operator * (const PS::Vector3<T> & rhs) const;
```

- **Argument**

`rhs`: Input. Type `const PS::Vector3<T> &`.

- **Return value**

Type `T`. Take inner product of it and `rhs`, and return the result.

```
template<typename T>
T PS::Vector3<T>::operator ^ (const PS::Vector3<T> & rhs) const;
```

- **Argument**

`rhs`: Input. Type `const PS::Vector3<T> &`.

- **Return value**

Type `T`. Take outer product of it and `rhs`, and return the results.

6.4.3.8 Typecast to `Vector3<U>`

```
template<typename T>
template <typename U>
PS::Vector3<T>::operator PS::Vector3<U> () const;
```

- **Argument**

None.

- **Return value**

Type `const PS::Vector3<U>`.

- **Feature**

Typecast from type `const PS::Vector3<T>` to `const PS::Vector3<U>`.

6.4.4 Wrappers

The wrappers of vector types are defined as follows.

Listing 9: vectorwrapper

```

1 namespace ParticleSimulator{
2     typedef Vector2<F32> F32vec2;
3     typedef Vector3<F32> F32vec3;
4     typedef Vector2<F64> F64vec2;
5     typedef Vector3<F64> F64vec3;
6 #ifdef PARTICLE_SIMULATOR_TOW_DIMENSION
7     typedef F32vec2 F32vec;
8     typedef F64vec2 F64vec;
9 #else
10    typedef F32vec3 F32vec;
11    typedef F64vec3 F64vec;
12 #endif
13 }
```

`PS::F32vec2`, `PS::F32vec3`, `PS::F64vec2`, and `PS::F64vec3` are, respectively, 2D vector in single precision, 3D vector in single precision, 2D vector in double precision, and 3D vector in double precision. If users set 2D (3D) coordinate system, `PS::F32vec` and `PS::F64vec` is wrappers of `PS::F32vec2` and `PS::F64vec2` (`PS::F32vec3` and `PS::F64vec3`).

6.5 Symmetric matrix type

6.5.1 Abstract

Symmetric matrix types are `PS::MatrixSym2` (2x2 matrix) and `PS::MatrixSym3` (3x3 matrix). We describe these matrix types first and then, we present wrappers for these matrix types.

6.5.2 PS::MatrixSym2

`PS::MatrixSym2` has three components: `xx`, `yy`, and `xy`. We define various APIs and operators for these components. In the following, we list them.

Listing 10: MatrixSym2

```

1 namespace ParticleSimulator{
2     template<class T>
3     class MatrixSym2{
4     public:
5         // Three member variables
6         T xx, yy, xy;
7
8         // Constructors
9         MatrixSym2() : xx(T(0)), yy(T(0)), xy(T(0)) {}
10        MatrixSym2(const T _xx, const T _yy, const T _xy)
11            : xx(_xx), yy(_yy), xy(_xy) {}
12        MatrixSym2(const T s) : xx(s), yy(s), xy(s){}
13        MatrixSym2(const MatrixSym2 & src) : xx(src.xx), yy(src
            .yy), xy(src.xy) {}
14
15        // Assignment operator
16        const MatrixSym2 & operator = (const MatrixSym2 & rhs);
17
18        // Addition and subtraction
19        MatrixSym2 operator + (const MatrixSym2 & rhs) const;
20        const MatrixSym2 & operator += (const MatrixSym2 & rhs)
            const;
21        MatrixSym2 operator - (const MatrixSym2 & rhs) const;
22        const MatrixSym2 & operator -= (const MatrixSym2 & rhs)
            const;
23
24        // Trace
25        T getTrace() const;
26
27        // Typecast to MatrixSym2<U>
28        template <typename U>
29        operator MatrixSym2<U> () const;
30    }
31 }
32 namespace PS = ParticleSimulator;

```

6.5.2.1 Constructor

```

template<typename T>
PS::MatrixSym2<T>::MatrixSym2();

```

- **Argument**

None.

- **Feature**

Default constructor. The member variables `xx`, `yy` and `xy` are initialized as 0.

```
template<typename T>
PS::MatrixSym2<T>::MatrixSym2
    (const T _xx,
     const T _yy,
     const T _xy);
```

- **Argument**

`_xx`: Input. Type `const T`.

`_yy`: Input. Type `const T`.

`_xy`: Input. Type `const T`.

- **Feature**

Values of members `xx`, `yy` and `xy` are set to values of arguments `_xx`, `_yy` and `_xy`, respectively.

```
template<typename T>
PS::MatrixSym2<T>::MatrixSym2(const T s);
```

- **Argument**

`s`: Input. Type `const T`.

- **Feature**

Values of members `xx`, `yy` and `xy` are set to the value of argument `s`.

6.5.2.2 Copy constructor

```
template<typename T>
PS::MatrixSym2<T>::MatrixSym2(const PS::MatrixSym2<T> & src)
```

- **Argument**

`src`: Input. Type `const PS::MatrixSym2<T> &`.

- **Feature**

Copy constructor. The new variable will have the same value as `src`.

6.5.2.3 Assignment operator

```
template<typename T>
const PS::MatrixSym2<T> & PS::MatrixSym2<T>::operator =
    (const PS::MatrixSym2<T> & rhs);
```

- **Argument**

rhs: Input. Type `const PS::MatrixSym2<T> &`.

- **Return value**

Type `const PS::MatrixSym2<T> &`. Assigns the values of components of `rhs` to its components, and returns the vector itself.

6.5.2.4 Addition and subtraction

```
template<typename T>
PS::MatrixSym2<T> PS::MatrixSym2<T>::operator +
    (const PS::MatrixSym2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type `const PS::MatrixSym2<T> &`.

- **Return value**

Type `PS::MatrixSym2<T>`. Add the components of `rhs` and its components, and return the results.

```
template<typename T>
const PS::MatrixSym2<T> & PS::MatrixSym2<T>::operator +=
    (const PS::MatrixSym2<T> & rhs);
```

- **Argument**

rhs: Input. Type `const PS::MatrixSym2<T> &`.

- **Return value**

Type `const PS::MatrixSym2<T> &`. Add the components of `rhs` to its components, and return itself (lhs is changed).

```
template<typename T>
PS::MatrixSym2<T> PS::MatrixSym2<T>::operator -
    (const PS::MatrixSym2<T> & rhs) const;
```

- **Argument**

rhs: Input. Type `const PS::MatrixSym2<T> &`.

- **Return value**

Type `PS::MatrixSym2<T>`. Subtract the components of `rhs` from its components, and return the results.

```
template<typename T>
const PS::MatrixSym2<T> & PS::MatrixSym2<T>::operator -=
    (const PS::MatrixSym2<T> & rhs);
```

- **Argument**

rhs: Input. Type `const PS::MatrixSym2<T> &`.

- **Return value**

Type `const PS::MatrixSym2<T> &`. Subtract the components of `rhs` from its components, and return itself (lhs is changed).

6.5.2.5 Trace

```
template<typename T>
T PS::MatrixSym2<T>::getTrace() const;
```

- **Argument**

None.

- **Return value**

Type `T`.

- **Feature**

Calculate the trace, and return the result.

6.5.2.6 Typecast to `MatrixSym2<U>`

```
template<typename T>
template<typename U>
PS::MatrixSym2<T>::operator PS::MatrixSym2<U> () const;
```

- **Argument**

None.

- **Return value**

Type `const PS::MatrixSym2<U>`.

- **Feature**

Typecast from type `const PS::MatrixSym2<T>` to `const PS::MatrixSym2<U>`.

6.5.3 PS::MatrixSym3

`PS::MatrixSym3` has six components: `xx`, `yy`, `zz`, `xy`, `xz`, and `yz`. We define various APIs and operators for these components. In the following, we list them.

Listing 11: `MatrixSym3`

```

1 namespace ParticleSimulator{
2     template<class T>
3     class MatrixSym3{
4     public:
5         // Six member variables
6         T xx, yy, zz, xy, xz, yz;
7
8         // Constructors
9         MatrixSym3() : xx(T(0)), yy(T(0)), zz(T(0)),
10                      xy(T(0)), xz(T(0)), yz(T(0)) {}
11         MatrixSym3(const T _xx, const T _yy, const T _zz,
12                  const T _xy, const T _xz, const T _yz )
13             : xx(_xx), yy(_yy), zz(_zz),
14             xy(_xy), xz(_xz), yz(_yz) {}
15         MatrixSym3(const T s) : xx(s), yy(s), zz(s),
16                               xy(s), xz(s), yz(s) {}
17         MatrixSym3(const MatrixSym3 & src) :
18             xx(src.xx), yy(src.yy), zz(src.zz),
19             xy(src.xy), xz(src.xz), yz(src.yz) {}
20
21         // Assignment operator
22         const MatrixSym3 & operator = (const MatrixSym3 & rhs);
23
24         // Addition and subtraction
25         MatrixSym3 operator + (const MatrixSym3 & rhs) const;
26         const MatrixSym3 & operator += (const MatrixSym3 & rhs)
27             const;
28         MatrixSym3 operator - (const MatrixSym3 & rhs) const;
29         const MatrixSym3 & operator -= (const MatrixSym3 & rhs)
30             const;
31
32         // Trace
33         T getTrace() const;

```

```

33         // Typecast to MatrixSym3<U>
34         template <typename U>
35         operator MatrixSym3<U> () const;
36     }
37 }
38 namespace PS = ParticleSimulator;

```

6.5.3.1 Constructor

```

template<typename T>
PS::MatrixSym3<T>::MatrixSym3();

```

- **Argument**

None.

- **Feature**

Default constructor. All the member variables are initialized as 0.

```

template<typename T>
PS::MatrixSym3<T>::MatrixSym3(const T _xx,
                               const T _yy,
                               const T _zz,
                               const T _xy,
                               const T _xz,
                               const T _yz);

```

- **Argument**

`_xx`: Input. Type `const T`.

`_yy`: Input. Type `const T`.

`_zz`: Input. Type `const T`.

`_xy`: Input. Type `const T`.

`_xz`: Input. Type `const T`.

`_yz`: Input. Type `const T`.

- **Feature**

Values of members `xx`, `yy`, `zz`, `xy`, `xz` and `yz` are set to values of arguments `_xx`, `_yy`, `_zz`, `_xy`, `xz` and `_yz`, respectively.

```

template<typename T>
PS::MatrixSym3<T>::MatrixSym3(const T s);

```

- **Argument**

`s`: Input. Type `const T`.

- **Feature**

Values of members are set to the value of argument `s`.

6.5.3.2 Copy constructor

```
template<typename T>
PS::MatrixSym3<T>::MatrixSym3(const PS::MatrixSym3<T> & src)
```

- **Argument**

`src`: Input. Type `const PS::MatrixSym3<T> &`.

- **Feature**

Copy constructor. The new variable will have the same value as `src`.

6.5.3.3 Assignment operator

```
template<typename T>
const PS::MatrixSym3<T> & PS::MatrixSym3<T>::operator =
    (const PS::MatrixSym3<T> & rhs);
```

- **Argument**

`rhs`: Input. Type `const PS::MatrixSym3<T> &`.

- **Return value**

Type `const PS::MatrixSym3<T> &`. Assigns the values of components of `rhs` to its components, and returns the vector itself.

6.5.3.4 Addition and subtraction

```
template<typename T>
PS::MatrixSym3<T> PS::MatrixSym3<T>::operator +
    (const PS::MatrixSym3<T> & rhs) const;
```

- **Argument**

`rhs`: Input. Type `const PS::MatrixSym3<T> &`.

- **Return value**

Type `PS::MatrixSym3<T>`. Add the components of `rhs` and its components, and return the results.

```
template<typename T>
const PS::MatrixSym3<T> & PS::MatrixSym3<T>::operator +=
    (const PS::MatrixSym3<T> & rhs);
```

- **Argument**

`rhs`: Input. Type `const PS::MatrixSym3<T> &`.

- **Return value**

Type `const PS::MatrixSym3<T> &`. Add the components of `rhs` to its components, and return itself (lhs is changed).

```
template<typename T>
PS::MatrixSym3<T> PS::MatrixSym3<T>::operator -
    (const PS::MatrixSym3<T> & rhs) const;
```

- **Argument**

`rhs`: Input. Type `const PS::MatrixSym3<T> &`.

- **Return value**

Type `PS::MatrixSym3<T>`. Subtract the components of `rhs` from its components, and return the results.

```
template<typename T>
const PS::MatrixSym3<T> & PS::MatrixSym3<T>::operator -=
    (const PS::MatrixSym3<T> & rhs);
```

- **Argument**

`rhs`: Input. Type `const PS::MatrixSym3<T> &`.

- **Return value**

Type `const PS::MatrixSym3<T> &`. Subtract the components of `rhs` from its components, and return itself (lhs is changed).

6.5.3.5 Trace

```
template<typename T>
T PS::MatrixSym3<T>::getTrace() const;
```

- **Argument**

None.

- **Return value**

Type T.

- **Feature**

Calculate the trace, and return the result.

6.5.3.6 Typecast to MatrixSym3<U>

```
template<typename T>
template<typename U>
PS::MatrixSym3<T>::operator PS::MatrixSym3<U> () const;
```

- **Argument**

None.

- **Return value**

Type const PS::MatrixSym3<U>.

- **Feature**

Typecast from type const PS::MatrixSym3<T> to const PS::MatrixSym3<U>.

6.5.4 Wrappers

The wrappers of symmetric matrix types are defined as follows.

Listing 12: matrixsymwrapper

```
1 namespace ParticleSimulator{
2     typedef MatrixSym2<F32> F32mat2;
3     typedef MatrixSym3<F32> F32mat3;
4     typedef MatrixSym2<F64> F64mat2;
5     typedef MatrixSym3<F64> F64mat3;
6 #ifdef PARTICLE_SIMULATOR_TOW_DIMENSION
7     typedef F32mat2 F32mat;
8     typedef F64mat2 F64mat;
9 #else
```

```

10     typedef F32mat3 F32mat;
11     typedef F64mat3 F64mat;
12 #endif
13 }
14 namespace PS = ParticleSimulator;

```

PS::F32mat2, PS::F32mat3, PS::F64mat2, and PS::F64mat3 are, respectively, 2x2 symmetric matrix in single precision, 3x3 symmetric matrix in single precision, 2x2 symmetric matrix in double precision, and 3x3 symmetric matrix in double precision. If users set 2D (3D) coordinate system, PS::F32mat and PS::F64mat is wrappers of PS::F32mat2 and PS::F64mat2 (PS::F32mat3 and PS::F64mat3).

6.6 PS::SEARCH_MODE type

6.6.1 Summary

In this section, we describe data type PS::SEARCH_MODE. It is used only as template arguments of class PS::TreeForForce. This data type determines the interaction mode of the class. PS::SEARCH_MODE can take the following five values; PS::SEARCH_MODE_LONG, PS::SEARCH_MODE_LONG_CUTOFF, PS::SEARCH_MODE_GATHER, PS::SEARCH_MODE_SCATTER, PS::SEARCH_MODE_SYMMETRY, PS::SEARCH_MODE_LONG_SCATTER and PS::SEARCH_MODE_LONG_CUTOFF_SCATTER, and each of them corresponds to a mode for interaction calculation. In the following, we describe them.

6.6.2 PS::SEARCH_MODE_LONG

This type is used when a group of distant particles is regarded as a superparticle as in the standard Barnes-Hut tree code. This type is for gravitational force and Coulomb's force under open boundary condition.

6.6.3 PS::SEARCH_MODE_LONG_CUTOFF

This type is used when a group of distant particles is regarded as a superparticle, and when its force does not reach to infinity. This type is for gravitational force and Coulomb's force under periodic boundary condition.

6.6.4 PS::SEARCH_MODE_GATHER

This type is used when its force decays to zero at a finite distance, and when the distance is determined by the size of i -particle.

6.6.5 PS::SEARCH_MODE_SCATTER

This type is used when its force decays to zero at a finite distance, and when the distance is determined by the size of j -particle.

6.6.6 PS::SEARCH_MODE_SYMMETRY

This type is used when its force decays to zero at a finite distance, and when the distance is determined by the larger of the sizes of i - and j -particles.

6.6.7 PS::SEARCH_MODE_LONG_SCATTER

Almost the same as `SEARCH_MODE_LONG`, but if the distance between i - and j -particles is smaller than the search radius of j -particle, the j -particle is not included in superparticle.

6.6.8 PS::SEARCH_MODE_LONG_CUTOFF_SCATTER

Not implemented yet.

6.7 Enumerated type

6.7.1 Summary

In this section, we describe enumerated types defined in FDPS. Currently, there is just one datatype. We describe it below.

6.7.2 PS::BOUNDARY_CONDITION 型

6.7.2.1 Summary

Type `BOUNDARY_CONDITION` specifies boundary conditions. The definition is as follows.

Listing 13: boundarycondition

```
1 namespace ParticleSimulator{
2     enum BOUNDARY_CONDITION{
3         BOUNDARY_CONDITION_OPEN ,
4         BOUNDARY_CONDITION_PERIODIC_X ,
5         BOUNDARY_CONDITION_PERIODIC_Y ,
6         BOUNDARY_CONDITION_PERIODIC_Z ,
7         BOUNDARY_CONDITION_PERIODIC_XY ,
8         BOUNDARY_CONDITION_PERIODIC_XZ ,
9         BOUNDARY_CONDITION_PERIODIC_YZ ,
10        BOUNDARY_CONDITION_PERIODIC_XYZ ,
11        BOUNDARY_CONDITION_SHEARING_BOX ,
12        BOUNDARY_CONDITION_USER_DEFINED ,
13    };
14 }
```

We explain each value below.

6.7.2.2 PS::BOUNDARY_CONDITION_OPEN

This specifies the open boundary condition.

6.7.2.3 PS::BOUNDARY_CONDITION_PERIODIC_X

This specifies the periodic boundary condition in the direction of x-axis, and open boundary condition in other directions. The interval is left-bounded and right-unbounded. This is true for all periodic boundary conditions.

6.7.2.4 PS::BOUNDARY_CONDITION_PERIODIC_Y

This specifies the periodic boundary condition in the direction of y-axis, and open boundary condition in other directions.

6.7.2.5 PS::BOUNDARY_CONDITION_PERIODIC_Z

This specifies the periodic boundary condition in the direction of z-axis, and open boundary condition in other directions.

6.7.2.6 PS::BOUNDARY_CONDITION_PERIODIC_XY

This specifies the periodic boundary condition in the directions of x- and y-axes, and open boundary condition in the direction of z-axis.

6.7.2.7 PS::BOUNDARY_CONDITION_PERIODIC_XZ

This specifies the periodic boundary condition in the directions of x- and z-axes, and open boundary condition in the direction of y-axis.

6.7.2.8 PS::BOUNDARY_CONDITION_PERIODIC_YZ

This specifies the periodic boundary condition in the directions of y- and z-axes, and open boundary condition in the direction of x-axis.

6.7.2.9 PS::BOUNDARY_CONDITION_PERIODIC_XYZ

This specifies the periodic boundary condition in all three directions.

6.7.2.10 PS::BOUNDARY_CONDITION_SHEARING_BOX

Not implemented yet.

6.7.2.11 PS::BOUNDARY_CONDITION_USER_DEFINED

Not implemented yet.

6.8 PS::TimeProfile type

6.8.1 Abstract

In this section, we describe data type PS::TimeProfile. This data type is class to store calculation time for each function, and is used for three classes: DomainInfo, ParticleSystem, and TreeForForce. These three classes have “PS::TimeProfile getTimeProfile()”. Users get the calculation time of each function by using the function “getTimeProfile()”.

This class is described as follows.

Listing 14: TimeProfile

```
1 namespace ParticleSimulator{
2     class TimeProfile{
3     public:
4         F64 collect_sample_particle;
5         F64 decompose_domain;
6         F64 exchange_particle;
7         F64 make_local_tree;
8         F64 make_global_tree;
9         F64 calc_force;
10        F64 calc_moment_local_tree;
11        F64 calc_moment_global_tree;
12        F64 make_LET_1st;
13        F64 make_LET_2nd;
14        F64 exchange_LET_1st;
15        F64 exchange_LET_2nd;
16    };
17 }
```

6.8.1.1 Addition

```
PS::TimeProfile PS::TimeProfile::operator +
    (const PS::TimeProfile & rhs) const;
```

- **Argument**

rhs: Input. Type const TimeProfile &.

- **Return value**

Type PS::TimeProfile. Add the components of rhs to its own components, and return the results.

6.8.1.2 Reduction

```
PS::F64 PS::TimeProfile::getTotalTime() const;
```

- **Argument**

None.

- **Return value**

Type PS::F64. Return values of all the member variables.

6.8.1.3 Initialize

```
void PS::TimeProfile::clear();
```

- **Argument**

None.

- **Return value**

None.

- **Feature**

Assign 0 to all the member variables.

7 Classes and Functors User-Defined

7.1 Summary

In this section we provide details of user-defined classes and functors. The user-defined classes are `FullParticle`, `EssentialParticleI`, `EssentialParticleJ`, `Moment`, `SuperParticleJ`, `Force` and `Header` classes. The functors are `calcForceEpEp` and `calcForceSpEp`.

A `FullParticle` class contains all informations of a particle and is a template argument of FDPS-defined classes (see step 0 in Sec. 2.3).

Functors `calcForceEpEp` and `calcForceSpEp` define the interaction between two `EssentialParticle` classes and `SuperParticles` class and `EssentialParticle`, respectively. These functors are argument of FDPS-defined `TreeForForce` (see step 0 in Sec. 2.3). If neither `PS::SEARCH_MODE_LONG` nor `PS::SEARCH_MODE_LONG_CUTOFF` are used, users do not need to define `calcForceSpEp`.

Classes `EssentialParticleI`, `EssentialParticleJ`, `Moment`, `SuperParticleJ` and `Force` are support classes for the interactions between two particles. Classes `EssentialParticleI` and `EssentialParticleJ` contain the quantities of i - and j - particles used for the calculation of interactions. A `Force` class contains the quantities of an i - particle used to store the results of the calculations of interactions. Since these classes contain part of information of `FullParticle`, it is possible to use `FullParticle` in place of these classes. However, `FullParticle` may contain other values which are not used to evaluate the calculations of interactions. It is recommended to use these classes when high performance is desirable. Classes `Moment` and `SuperParticleJ` contain the information of moment and super particle, respectively. These classes are necessary if users require the super particle, *i.e.*, when `PS::SEARCH_MODE_LONG` or `PS::SEARCH_MODE_LONG_CUTOFF` are used. A class `Header` contains the header informations of input/output file.

The rest of this chapter describes how these classes and functors should be implemented. Users must write data transfer functions between these classes and interaction calculation in functor, which are used in the above member functions and functors.

7.2 FullParticle

7.2.1 Summary

The `FullParticle` class contains all information of a particle and is one of the template parameters of FDPS-defined `ParticleSystem` (see step 0 in Sec. 2.3). Users can define arbitrary member variables and member functions, as far as required member functions are defined. Below, we describe the required member functions.

7.2.2 Premise

Let us take FP class as an example of `FullParticle` as below. Users can use an arbitrary name in place of FP.

```
class FP;
```

7.2.3 Required member functions

7.2.3.1 Summary

The member functions `FP::getPos` and `FP::copyFromForce` are required. `FP::getPos` returns the position of a particle. Function `FP::copyFromForce` copies the results of calculation back to `FullParticle`. The examples and descriptions for these member functions are listed below.

7.2.3.2 `FP::getPos`

```
class FP {  
public:  
    PS::F64vec getPos() const;  
};
```

- **Arguments** None.
- **Returns**
PS::F32vec or PS::F64vec. Returns the position of FP class.
- **Behaviour**
Returns the member variables which contains the position of a particle.

7.2.3.3 `FP::copyFromForce`

```
class Force;  
  
class FP {  
public:  
    void copyFromForce(const Force & force);  
};
```

- **Arguments**
force: Input. const Force type.
- **Returns**
None.
- **Behaviour**
Copies back the results of calculation to FP class.

7.2.4 Required member functions for specific cases

7.2.4.1 Summary

In this section we describe the member functions for specific cases listed below;

- Modes other than `PS::SEARCH_MODE_LONG` for `PS::SEARCH_MODE` are used.
- APIs for file I/O in `ParticleSystem` are used.
- `ParticleSystem::adjustPositionIntoRootDomain` API is used.
- Particle Mesh class, which is an extension of `FDPS`, is used.

7.2.4.2 Modes other than `PS::SEARCH_MODE_LONG` for `PS::SEARCH_MODE` are used

7.2.4.2.1 *FP::getRSearch*

```
class FP {  
public:  
    PS::F64 getRSearch() const;  
};
```

- **Arguments**

None.

- **Returns**

`PS::F32vec` or `PS::F64vec`. Returns the value of the member variable which contains neighbor search radius in `FP`.

- **Behaviour**

Returns the value of the member variable which contains neighbor search radius in `FP`.

7.2.4.3 APIs for file I/O in `ParticleSystem` are used

The member functions `readAscii` and `writeAscii` are necessary, if users use `ParticleSystem::readParticleAscii` and `ParticleSystem::writeParticleAscii`. In this section we describe the rules for `readAscii` and `writeAscii`.

7.2.4.3.1 *FP::readAscii*

```
class FP {  
public:  
    void readAscii(FILE *fp);  
};
```

- **Arguments**

fp: FILE * type. A file pointer of input file.

- **Returns**

None.

- **Behaviour**

Inputs the data, id, mass and pos in FP class from an input file.

7.2.4.3.2 *FP::writeAscii*

```
class FP {  
public:  
    void writeAscii(FILE *fp);  
};
```

- **Arguments**

fp: FILE * type. A file pointer of output file.

- **Returns**

None.

- **Behaviour**

Inputs the data, id, mass and pos in FP class to an output file.

7.2.4.4 ParticleSystem::adjustPositionIntoRootDomain API is used

7.2.4.4.1 *FP::setPos*

```
class FP {  
public:  
    void setPos(const PS::F64vec pos_new);  
};
```

- **Arguments**

pos_new: Input. const PS::F32vec or const PS::F64vec. Modified positions of particle by FDPS.

- **Returns**

None.

- **Behaviour**

Replaces the positions in FP class by those modified by FDPS.

7.2.4.5 Particle Mesh class, which is an extension of FDPS, is used

When `Particle Mesh` class is used, `FP::getChargeParticleMesh` and `FP::copyFromForceParticleMesh` must be defined. Below, the rules for these functions are described.

7.2.4.5.1 *FP::getChargeParticleMesh*

```
class FP {
public:
    PS::F64 getChargeParticleMesh() const;
};
```

- **Arguments**

None.

- **Returns**

PS::F32 or PS::F64. Returns the mass or the electric charge of a particle.

7.2.4.5.2 *FP::copyFromForceParticleMesh*

```
class FP {
public:
    void copyFromForceParticleMesh(const PS::F32vec & acc_pm);
};
```

- **Arguments**

acc_pm: const PS::F32vec or const PS::F64vec. Returns the resulting force by Particle Mesh.

- **Returns**

None.

- **Behaviour**

Writes back the resulting force by Particle Mesh to a particle.

7.3 EssentialParticleI

7.3.1 Summary

The `EssentialParticleI` class should contain all information of an i -particle which is necessary to calculate interaction (see step 0 in Sec. 2.3). Class `EssentialParticleI` should have required member functions with specific names, as described below.

7.3.2 Premise

Let us take EPI and FP classes as examples of `EssentialParticleI` and `FullParticle` as below. Users can use arbitrary names in place of EPI and FP.

```
class FP;  
class EPI;
```

7.3.3 Required member functions

7.3.3.1 Summary

The member functions `EPI::getPos` and `EPI::copyFromForce` are required. `EPI::getPos` returns the position of a particle to FDPS. `EPI::copyFromFP` copies the information necessary for the interaction calculation from `FullParticle`. The examples and descriptions for these member functions are listed below.

7.3.3.2 EPI::getPos

```
class EPI {  
public:  
    PS::F64vec getPos() const;  
};
```

- **Arguments**

None.

- **Returns**

PS::F64vec. Returns the position of a particle of EPI class.

7.3.3.3 EPI::copyFromFP

```
class FP;  
class EPI {  
public:  
    void copyFromFP(const FP & fp);  
};
```

- **Arguments**

fp: Input. const FP & type.

- **Returns**

None.

- **Behaviour**

Copies the part of information of FP to `EssentialParticleI`.

7.3.4 Required member functions for specific case

7.3.4.1 Summary

In this section we describe the member functions in the case that `PS::SEARCH_MODE_GATHER` or `PS::SEARCH_MODE_SYMMETRY` are used.

7.3.4.2 Modes other than `PS::SEARCH_MODE_LONG` as `PS::SEARCH_MODE` are used

7.3.4.2.1 *EPI::getRSearch*

```
class EPI {
public:
    PS::F64 getRSearch() const;
};
```

- **Arguments**

None.

- **Returns**

`PS::F32vec` or `PS::F64vec`. Returns the value of the neighbour search radius in `EPI`.

7.4 EssentialParticleJ

7.4.1 Summary

The `EssentialParticleJ` class should contain all information of a j -particle which is necessary to calculate interaction (see step 0 in Sec. 2.3). This class is a subset of `FullParticle` (see, Sec. 7.2). Class `EssentialParticleJ` should have required member functions with specific names, as described below.

7.4.2 Premise

Let us take `EPJ` and `FP` classes as examples of `EssentialParticleJ` and `FullParticle` as below. Users can use arbitrary names in place of `EPJ` and `FP`.

```
class FP;
class EPJ;
```

7.4.3 Required member functions

7.4.3.1 Summary

The member functions `EPJ::getPos` and `EPJ::copyFromForce` are required. `EPJ::getPos` returns the position of a particle to FDPS. `EPJ::copyFromFP` copies the information necessary for the interaction calculation from `FullParticle`. The examples and descriptions for these member functions are listed below.

7.4.3.2 `EPJ::getPos`

```
class EPJ {  
public:  
    PS::F64vec getPos() const;  
};
```

- **Arguments**

None.

- **Returns**

`PS::F64vec`. Returns the position of a particle of `EPJ` class.

7.4.3.3 `EPJ::copyFromFP`

```
class FP;  
class EPJ {  
public:  
    void copyFromFP(const FP & fp);  
};
```

- **Arguments**

`fp`: Input. `const FP & type`.

- **Returns**

None.

- **Behaviour**

Copies the part of information of `FP` to `EPJ`.

7.4.4 Required member functions for specific cases

7.4.4.1 Summary

In this section we describe the member functions in the case that the other mode than `PS::SEARCH_MODE_LONG` as `PS::SEARCH_MODE` or `PS::BOUNDARY_CONDITION_OPEN` as `BOUNDARY_CONDITION`

are used. For the detailed description about pre-defined `Moment` and `SuperParticleJ` classes, see corresponding section.

7.4.4.2 Modes other than `PS::SEARCH_MODE_LONG` as `PS::SEARCH_MODE` are used

7.4.4.2.1 *EPJ::getRSearch*

```
class EPJ {
public:
    PS::F64 getRSearch() const;
};
```

- **Arguments**

None.

- **Returns**

`PS::F32vec` or `PS::F64vec`. Returns the value of the member variable which contains neighbor search radius in EPJ.

7.4.4.3 Modes other than `PS::BOUNDARY_CONDITION_OPEN` are used `BOUNDARY_CONDITION`

7.4.4.3.1 *EPJ::setPos*

```
class EPJ {
public:
    void setPos(const PS::F64vec pos_new);
};
```

- **Arguments**

`pos_new`: Input. `const PS::F32vec` or `const PS::F64vec`. Modified positions of particle by FDPS.

- **Returns**

None.

- **Behaviour**

Replaces the positions in EPJ class by those modified by FDPS.

7.5 Moment

7.5.1 Summary

The class `Moment` encapsulates the values of moment and related quantities of a set of grouped particles (see, step 0 in Sec. 2.3). The examples of moment are monopole, dipole and radius

of the largest particle and so on. This class is used for intermediate variables to make `SuperParticleJ` from `EssentialParticleJ`. Thus, this class has a member function that calculates the moment from `EssentialParticleJ` or `SuperParticleJ`.

Since these processes have prescribed form, FDPS has pre-defined classes. In this section we first describe the pre-defined class and then describe the rules in the case users define it.

7.5.2 Pre-defined class

7.5.2.1 Summary

FDPS has several pre-defined `Moment` classes, which are used if specific case are chosen as `PS::SEARCH_MODE` in `PS::TreeForForce`. Below, we describe about the `Moment` class which can be chosen in each `PS::SEARCH_MODE`.

7.5.2.2 PS::SEARCH_MODE_LONG

7.5.2.2.1 PS::MomentMonopole

This class encapsulates the monopole moment. The reference point for the calculation of monopole is set to center of mass or center of charge.

```
namespace ParticleSimulator {
    class MomentMonopole {
    public:
        F32      mass;
        F32vec   pos;
    };
}
```

- Name of the class `PS::MomentMonopole`
- Members and their information mass: accumulated mass or electron charge.
pos: center of mass or center of charge.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge` and `EssentialParticleJ::getPos` and returns mass/electron charge and position. Users can use an arbitrary name instead of `EssentialParticleJ`.

7.5.2.2.2 PS::MomentQuadrupole

This class encapsulates the monopole and quadrupole moment. The reference point for the calculation of moments is set to the center of mass.

```

namespace ParticleSimulator {
    class MomentQuadrupole {
    public:
        F32    mass;
        F32vec pos;
        F32mat quad;
    };
}

```

- Name of the class `PS::MomentQuadrupole`

- Members and their information

`mass`: accumulated mass.

`pos`: center of mass.

`quad`: accumulated quadrupole.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge` and `EssentialParticleJ::getPos` and returns mass/electron charge and position. Users can use an arbitrary name instead of `EssentialParticleJ`.

7.5.2.2.3 *PS::MomentMonopoleGeometricCenter*

This class encapsulates the monopole moment. The reference point for the calculation of monopole is set to the geometric center.

```

namespace ParticleSimulator {
    class MomentMonopoleGeometricCenter {
    public:
        F32    charge;
        F32vec pos;
    };
}

```

- Name of the class `PS::MomentMonopoleGeometricCenter`

- Members and their information

`charge`: accumulated mass/charge.

`pos`: geometric center.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge` and `EssentialParticleJ::getPos` and returns mass/electron charge and position. Users can use an arbitrary name instead of `EssentialParticleJ`.

7.5.2.2.4 *PS::MomentDipoleGeometricCenter*

This class encapsulates the moments up to dipole. The reference point for the calculation of moments is set to geometric center.

```
namespace ParticleSimulator {  
    class MomentDipoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
        F32vec dipole;  
    };  
}
```

- Name of the class `PS::MomentDipoleGeometricCenter`

- Members and their information

`charge`: accumulated mass/charge.

`pos`: geometric center.

`dipole`: dipole of the particle mass or electron charge.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge` and `EssentialParticleJ::getPos` and returns mass/electron charge and position. Users can use an arbitrary name instead of `EssentialParticleJ`.

7.5.2.2.5 *PS::MomentQuadrupoleGeometricCenter*

This class encapsulates the moments up to quadrupole. The reference point for the calculation of moments is set to geometric center.

```
namespace ParticleSimulator {  
    class MomentQuadrupoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
        F32vec dipole;  
        F32mat quadrupole;  
    };  
}
```

- Name of the class `PS::MomentQuadrupoleGeometricCenter`

- Members and their information

`charge`: accumulated mass/charge.

pos: geometric center.

dipole: dipole of the particle mass or electron charge.

quadrupole: quadrupole of the particle mass or electron charge.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge` and `EssentialParticleJ::getPos` and returns mass/electron charge and position. Users can use an arbitrary name instead of `EssentialParticleJ`.

7.5.2.3 PS::SEARCH_MODE_LONG_CUTOFF

7.5.2.3.1 PS::MomentMonopoleCutoff

This class encapsulates the monopole moment. The reference point for the calculation of monopole is set to center of mass or center of charge.

```
namespace ParticleSimulator {
    class MomentMonopoleCutoff {
    public:
        F32    mass;
        F32vec pos;
    };
}
```

- Name of the class `PS::MomentMonopoleCutoff`

- Members and their information

mass: accumulated mass or electron charge.

pos: center of mass or center of charge.

- Terms of use

The class `EssentialParticleJ` (see, Sec. 7.4) has `EssentialParticleJ::getCharge`, `EssentialParticleJ::getPos` and `EssentialParticleJ::getRSearch` and returns mass/electron charge, position and cutoff length. Users can use an arbitrary name instead of the name of member functions of `EssentialParticleJ`.

7.5.3 Required member functions

7.5.3.1 Summary

Below, the required member functions of `Moment` class are described. In this section we use the name `Mom` as a `Moment` class.

7.5.3.2 Constructor

```
class Mom {  
public:  
    Mom ();  
};
```

- **Arguments**

None.

- **Returns**

None.

- **Behaviour**

Initialize the instance of **Mom** class.

7.5.3.3 Mom::init

```
class Mom {  
public:  
    void init();  
};
```

- **Arguments**

None.

- **Returns**

None.

- **Behaviour**

Initialize the instance of **Mom** class.

7.5.3.4 Mom::getPos

```
class Mom {  
public:  
    PS::F32vec getPos();  
};
```

- **Arguments**

None.

- **Returns**

PS::F32vec or PS::F64vec. Returns the position of a variable of class.

7.5.3.5 Mom::getCharge

```
class Mom {  
public:  
    PS::F32 getCharge() const;  
};
```

- **Arguments**

None.

- **Returns**

PS::F32 or PS::F64. Returns the mass or charge of a variable of class Mom.

7.5.3.6 Mom::accumulateAtLeaf

```
class Mom {  
public:  
    template <class Tepj>  
    void accumulateAtLeaf(const Tepj & epj);  
};
```

- **Arguments**

epj: Input. const Tepj & type. The object of Tepj.

- **Returns**

None.

- **Behaviour**

Accumulate the multipole moment from EssentialParticleJ.

7.5.3.7 Mom::accumulate

```
class Mom {  
public:  
    void accumulate(const Mom & mom);  
};
```

- **Arguments**

mom: Input. const Mom & type. The instance of Mom class.

- **Returns**

None.

- **Behaviour**

Accumulate the multipole moments in Mom class from Mom class objects.

7.5.3.8 Mom::set

```
class Mom {  
public:  
    void set();  
};
```

- **Arguments**

None.

- **Returns**

None.

- **Behaviour**

Normalize the multipole moments, since the member functions Mom::accumulateAtLeaf and Mom::accumulate do not normalize the multipole moment.

7.5.3.9 Mom::accumulateAtLeaf2

```
class Mom {  
public:  
    template <class Tepj>  
    void accumulateAtLeaf2(const Tepj & epj);  
};
```

- **Arguments**

epj: Input. const Tepj & type. The instance of Teps.

- **Returns**

None.

- **Behaviour**

Accumulate the multipole moments in Mom class from EssentialParticleJ class objects.

7.5.3.10 Mom::accumulate2

```
class Mom {  
public:  
    void accumulate(const Mom & mom);  
};
```

- **Arguments**

mom: Input. `const Mom &` type. The instance of Mom class.

- **Returns**

None.

- **Behaviour**

Accumulate the multipole moments in Mom class from Mom class objects.

7.6 SuperParticleJ

7.6.1 概要

The class `SuperParticleJ` encapsulates the informations of a grouped particles (see, step 0 in Sec. 2.3). This class is required if `PS::SEARCH_MODE_LONG` or `PS::SEARCH_MODE_LONG_CUTOFF` are employed as `PS::SEARCH_MODE`. This class has a member function which is used for data-transfer between FDPS. This class is related to `Moment` class. Thus, this class has member functions which cast the `Moment` class to this class (and vice versa).

Similar to `Moment` class, since this class has prescribed rules, FDPS has pre-defined classes. This section aims to describe the specific member functions both always and in specific case required for `SuperParticleJ`.

7.6.2 Pre-defined class

FDPS has some pre-defined `SuperParticleJ` class. Below, the available classes for each `PS::SEARCH_MODE` are described. First, we described classes which are available for `PS::SEARCH_MODE_LONG` and then for `PS::SEARCH_MODE_LONG_CUTOFF`. In other case `PS::SEARCH_MODE` does not require super particle.

7.6.2.1 PS::SEARCH_MODE_LONG

7.6.2.1.1 PS::SPJMonopole

A `SuperParticleJ` class which is related to `PS::MomentMonopole` class. It contains up to monopole moment.

```

namespace ParticleSimulator {
    class SPJMonopole {
    public:
        F64    mass;
        F64vec pos;
    };
}

```

- Name of the class **PS::SPJMonopole**
- Members and their information
mass: accumulated mass or electron charge.
pos: center of mass or center of charge.
- Terms of use
The same as **PS::MomentMonopole** class.

7.6.2.1.2 *PS::SPJQuadrupole*

A **SuperParticleJ** class which is related to **PS::MomentQuadrupole** class. It contains up to quadrupole moment.

```

namespace ParticleSimulator {
    class SPJQuadrupole {
    public:
        F32    mass;
        F32vec pos;
        F32mat quad;
    };
}

```

- Name of the class **PS::SPJQuadrupole**
- Members and their information
mass: accumulated mass.
pos: center of mass.
quad: accumulated quadrupole.
- Terms of use
The same as **PS::MomentQuadrupole** class.

7.6.2.1.3 *PS::SPJMonopoleGeometricCenter*

A SuperParticleJ class which is related to PS::MomentMonopoleGeometricCenter class. It contains up to quadrupole moment (the reference point is set to geometric center of grouped particles).

```
namespace ParticleSimulator {  
    class SPJMonopoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
    };  
}
```

- Name of the class PS::SPJMonopoleGeometricCenter

- Members and their information

charge: accumulated mass/charge.

pos: geometric center.

- Terms of use

The same as PS::MomentMonopoleGeometricCenter class.

7.6.2.1.4 *PS::SPJDipoleGeometricCenter*

A SuperParticleJ class which is related to PS::MomentDipoleGeometricCenter class. It contains up to dipole moment (the reference point is set to geometric center of grouped particles).

```
namespace ParticleSimulator {  
    class SPJDipoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
        F32vec dipole;  
    };  
}
```

- Name of the class PS::SPJDipoleGeometricCenter

- Members and their information

charge: accumulated mass/charge.

pos: geometric center.

dipole: dipole of the particle mass or electron charge.

- Terms of use

The same as `PS::MomentDipoleGeometricCenter` class.

7.6.2.1.5 *PS::SPJQuadrupoleGeometricCenter*

A `SuperParticleJ` class which is related to `PS::MomentQuadrupoleGeometricCenter` class. It contains up to quadrupole moment (the reference point is set to geometric center of grouped particles).

```
namespace ParticleSimulator {
    class SPJQuadrupoleGeometricCenter {
    public:
        F32      charge;
        F32vec pos;
        F32vec dipole;
        F32mat quadrupole;
    };
}
```

- Name of the class `PS::SPJQuadrupoleGeometricCenter`

- Members and their information

`charge`: accumulated mass/charge.

`pos`: geometric center.

`dipole`: dipole of the particle mass or electron charge.

`quadrupole`: quadrupole of the particle mass or electron charge.

- Terms of use

The same as `PS::MomentQuadrupoleGeometricCenter` class.

7.6.2.2 **PS::SEARCH_MODE_LONG_CUTOFF**

7.6.2.2.1 *PS::SPJMonopoleCutoff*

A `SuperParticleJ` class which is related to `PS::MomentMonopoleCutoff` class. It contains up to monopole moment.

```
namespace ParticleSimulator {
    class SPJMonopoleCutoff {
    public:
        F32      mass;
        F32vec pos;
    };
}
```

- Name of the class `PS::SPJMonopoleCutoff`
- Members and their information
`mass`: accumulated mass or electron charge.
`pos`: center of mass or center of charge.
- Terms of use
The same as `PS::MomentMonopoleCutoff` class.

7.6.3 Required member functions

7.6.3.1 Summary

Below, the required member functions of `SuperParticleJ` class are described. In this section we use the name `SPJ` as a `SuperParticleJ` class.

7.6.3.2 `SPJ::getPos`

```
class SPJ {
public:
    PS::F64vec getPos() const;
};
```

- **Arguments**
None.
- **Returns**
`PS::F32vec` or `PS::F64vec`. Returns the position of a super-particle of class `SPJ`.

7.6.3.3 `SPJ::setPos`

```
class SPJ {
public:
    void setPos(const PS::F64vec pos_new);
};
```

- **Arguments**
`pos_new`: Input. `const PS::F32vec` or `const PS::F64vec`. Modified positions of particle by FDPS.
- **Returns**
None.
- **Behaviour**
Replaces the positions in `SPJ` class by those modified by FDPS.

7.6.3.4 SPJ::copyFromMoment

```
class Mom;
class SPJ {
public:
    void copyFromMoment(const Mom & mom);
};
```

- **Arguments**

mom: Input. const Mom & type. Mom can be both user defined and pre-defined Moment class.

- **Returns**

None.

- **Behaviour**

Copies the informations of Mom class to SPJ.

7.6.3.5 SPJ::convertToMoment

```
class Mom {
public:
    Mom(const PS::F32 m,
         const PS::F32vec & p);
}
class SPJ {
public:
    Mom convertToMoment() const;
};
```

- **Arguments**

None.

- **Returns**

Mom type. The constructor of Mom class.

- **Behaviour**

Returns the constructor of Mom class.

7.6.3.6 SPJ::clear

```
class SPJ {  
public:  
    void clear();  
};
```

- **Arguments**

None.

- **Returns**

None.

- **Behaviour**

Clears the information of SPJ class.

7.7 Force

7.7.1 Summary

The **Force** class contains the results of the calculation of interactions (see, step 0 in Sec. 2.3). In this section we describe the member functions in any case required.

7.7.2 Premise

Let us take **Result** class as an example of **Force** as below. Users can use an arbitrary name instead of **Result**.

7.7.3 Required member functions

The member function **Result::clear** is in any case needed. This function initialize the result on interaction calculations.

7.7.3.1 Result::clear

```
class Result {  
public:  
    void clear();  
};
```

- **Arguments**

None.

- **Returns**

None.

- **Behaviour**

Initializes the result of interaction calculations.

7.8 Header

7.8.1 Summary

Header class defines the format of header of input/output files. This class is required if users use file input/output API provided by FDPS (**ParticleSystem::readParticleAscii** and **ParticleSystem::writeParticleAscii**) and involves header information to input/output file. Below, we describe the descriptions and rules for the member functions required from provided input/output API. There is no functions which is always required.

7.8.2 Premise

Let us take **Hdr** class as an example of **Header** as below. Users can use an arbitrary name in place of **Hdr**.

7.8.3 Required member functions for specific case

7.8.3.1 Hdr::readAscii

```
class Hdr {  
public:  
    PS::S32 readAscii(FILE *fp);  
};
```

- **Arguments**

fp: Input. **FILE *** type. The file pointer of the input file.

- **Returns**

PS::S32 type. Returns the value of number of particles. Returns -1 if header does not contain the number of particle.

- **Behaviour**

Read the header data from the input file.

7.8.3.2 Hdr::writeAscii

```
class Hdr {  
public:  
    void writeAscii(FILE *fp);  
};
```

- **Arguments**

fp: Input. FILE * type. The file pointer of the output file.

- **Returns**

None.

- **Behaviour**

Copies the header information to the output file.

7.9 Functor calcForceEpEp

7.9.1 Summary

Functor calcForceEpEp defines the interaction between two particles. This functor is required for the calculation of interactions (see, step 0 in Sec. 2.3).

7.9.2 Premise

Here one example of gravitational N -body problems are shown. The name of functor calcForceEpEp is gravityEpEp, which is an arbitrary. The class name of EssentialParticleI, EssentialParticleJ and Force are EPI, EPJ and Result.

7.9.3 gravityEpEp::operator ()

Listing 15: calcForceEpEp

```

1 class Result;
2 class EPI;
3 class EPJ;
4 struct gravityEpEp {
5     static PS::F32 eps2;
6     void operator () (const EPI *epi,
7                       const PS::S32 ni,
8                       const EPJ *epj,
9                       const PS::S32 nj,
10                      Result *result)
11 }
12 };
13 PS::F32 gravityEpEp::eps2 = 9.765625e-4;
```

- **Arguments**

epi: Input. const EPI * type or EPI * type. Array of i particles.

ni: Input. const PS::S32 type or PS::S32. The number of i particles.

epj: Input. const EPJ * type or EPJ * type. Array of j particles.

nj: Input. const PS::S32 type or PS::S32 type. Number of j particles.

result: Output. Result * type. Array of the results of interaction.

- **Returns**

None.

- **Behaviour**

Calculates the interaction to i - particle from j - particle.

7.10 Functor calcForceSpEp

7.10.1 Summary

Functor `calcForceSpEp` defines the interaction to a particle from super particle. This functor is required for the calculation of interactions (see, step 0 in Sec. 2.3).

7.10.2 Premise

Here one example of gravitational N -body problems are shown. The superparticles are regarded to be constructed from up to monopole. The name of functor `calcForceSpEp` is `gravitySpEp`, which is an arbitrary. The class name of `EssentialParitlceI`, `SuperParitlceJ` and `Force` are `EPI`, `SPJ` and `Result`.

7.10.3 `gravitySpEp::operator ()`

Listing 16: `calcForceSpEp`

```

1 class Result;
2 class EPI;
3 class SPJ;
4 struct gravitySpEp {
5     static PS::F32 eps2;
6     void operator () (const EPI *epi,
7                      const PS::S32 ni,
8                      const SPJ *spj,
9                      const PS::S32 nj,
10                     Result *result);
11 };

```

- **Arguments**

`epi`: Input. `const EPI * type` or `EPI * type`. Array of i particles.

`ni`: Input. `const PS::S32 type` or `PS::S32`. The number of i particles.

`spj`: Input. `const SPJ * type` or `SPJ * type`. Array of super particle.

`nj`: Input. `const PS::S32 type` or `PS::S32 type`. Number of super particles.

`result`: Output. `Result * type`. Array of the results of interaction.

- **Returns**

None.

- Behaviour

Calculate interactions from super particle to i -th particle.

7.11 Functor calcForceDispatch

7.11.1 Summary

Functor `calcForceDispatch`, paired with functor `calcForceRetrieve`, defines the interaction between two particles. This functor can be used for the calculation of interactions (see, step 0 in Sec. 2.3), instead of `calcForceSpEp` and `calcForceEpEp`. The difference from `calcForceSpEp` and `calcForceEpEp` is that `calcForceDispatch` receives multiple interactions lists and i -particle lists. By doing so, it reduces the number of kernel calls to accelerators such as GPGPU, and improves the efficiency. The name of the functor `calcForceDispatch` is `GravityDispatch`. The name for classes `EssentialParitlceI`, `EssentialParitlceJ` and `SuperParitlceJ` are `EPI`, `EPJ`, and `SPI`, respectively. These names can be changed to any name legal.

7.11.2 The case of short-range interactions

Listing 17: `calcForceDispatch`

```

1 class EPI;
2 class EPJ;
3 PS::S32 HydroforceDispatch(const PS::S32 tag,
4                             const PS::S32 nwalk,
5                             const EPI** epi,
6                             const PS::S32* ni,
7                             const EPJ** epj,
8                             const PS::S32* nj_ep;
9 };

```

- Arguments

`tag`: input. Type `const PS::S3`. The value should be non-negative and less than the value specified by the third argument of function `PS::TreeForForce::calcForce`. Corresponding call to `CalcForceRetrieve()` should use the same value for `tag`.

`nwalk`: input. Type `const PS::S32`. The number of interaction lists. The value should not exceed the value of the sixth argument of `PS::TreeForForce::calcForce` の第六引数の値である。 `PS::TreeForForce::calcForceAllandWriteBackMultiWalk()`.

`epi`: input. Type `const EPI**`. Array of the array of i -particles.

`ni`: input. Type `const PS::S32*`. Array of the numbers of i -particles.

`epj`: input. Type `const EPJ**`. Array of the array of j -particles.

`nj`: input. Type `const PS::S32*`. Array of the number of j -particles.

- **Return value**

Type PS::S32. Should return 0 upon normal completion, and otherwise non-zero value.

- **Function**

Send epi and epj to the accelerator and let the accelerator do the interaction calculation.

7.11.3 Case of long-range interaction

Listing 18: calcForceDispatch

```

1 class EPI;
2 class EPJ;
3 class SPJ;
4 PS::S32 GravityDispatch(const PS::S32    tag,
5                          const PS::S32    nwalk,
6                          const EPI**      epi,
7                          const PS::S32*   ni,
8                          const EPJ**      epj,
9                          const PS::S32*   nj_ep,
10                         const SPJ**      spj,
11                         const PS::S32*   nj_sp);
12 };

```

- **Arguments**

tag: input. Type const PS::S3. The value should be non-negative and less than the value specified by the third argument of function PS::TreeForForce::calcForce. Corresponding call to CalcForceRetrieve() should use the same value for tag.

nwalk: input. Type const PS::S32. The number of interaction lists. The value should not exceed the value of the sixth argument of PS::TreeForForce::calcForce. の第六引数の値である。PS::TreeForForce::calcForceAllandWriteBackMultiWalk().

epi: input. Type const EPI**. Array of the array of i-particles.

ni: input. Type const PS::S32*. Array of the numbers of i-particles.

epj: input. Type const EPJ**. Array of the array of j-particles.

nj: input. Type const PS::S32*. Array of the number of j-paricles.

spj: input. Type const SPJ**. Array of the array of superparticles.

nj_sp: input. Type const PS::S32*. Array of the number of superparicles.

- **Return value**

Type PS::S32. Should return 0 upon normal completion, and otherwise non-zero value.

- **Function**

Send `epi` and `epj` to the accelerator and let the accelerator do the interaction calculation.

7.12 Functor `calcForceRetrieve`

7.12.1 Summary

Functor `calcForceRetrieve` retrieves the result of interaction calculation dispatched by functor `calcForceDispatch`.

The name of functor `calcForceRetrieve` is `GravityRetrieve` and the name of Force class is `Result`

Listing 19: `calcForceDispatch`

```

1 class EPI;
2 class EPJ;
3 class Result;
4 PS::S32 GravityRetrieve(const PS::S32 tag,
5                        const PS::S32 nwalk,
6                        const PS::S32 ni [],
7                        Result result [] []);
8 };

```

- **Arguments**

`tag`: input. Type `const PS::S32`. Should be the same as that for the corresponding call to `CalcForceDispatch()`.

`nwalk`: input. Type `const PS::S32`. The number of interaction lists. Should be the same as that for the corresponding call to `CalcForceDispatch()`.

`ni`: input. Type `const PS::S32*` or `PS::S32*`. Array of the numbers of i-particles.

`result`: output. Type `Result**`.

- **return value** Returns 0 upon normal completion. Otherwise non-zero values are returned.

- **Function**

Store the results calculated by the call to `CalcForceDispatch()` with the same `tag` value to the array `force`.

8 Initialization and Finalization of FDPS

8.1 General

This section describes the APIs of initialization and finalization of FDPS.

8.2 API

8.2.1 PS::Initialize

This API must be called to initialize FDPS.

```
void PS::Initialize
    (PS::S32 & argc,
     char ** & argv);
```

- **arguments**

argc: input. Type PS::S32 &. The total number of arguments on the command line.

argv: input. Type char ** &. The pointer to pointer to strings on the command line.

- **returned value**

void.

- **function**

Initialize FDPS. This API must be called before other APIs of FDPS are called. Note, since MPI::Init is called, that inside this API arguments ‘‘argc’’ and ‘‘argv’’ may change.

8.2.2 PS::Finalize

To finalize FDPS, this API must be called.

```
void PS::Finalize();
```

- **arguments**

void.

- **return value**

void.

- **function**

Finalize FDPS.

8.2.3 PS::Abort

```
void PS::Abort(const PS::S32 err = -1);
```

- **arguments**

err: Input. Type const PS::S32. The termination status of a program. Default value is -1.

- **returned value**

void.

- **function**

Terminate the user program abnormally. The argument is the termination status of the program. Under MPI environment, MPI::Abort() is called, otherwise exit() is called.

8.2.4 PS::DisplayInfo

```
void PS::DisplayInfo();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Show the license and other information of FDPS.

9 Classes defined in FDPS and their APIs

This section describes the classes defined in FDPS and their APIs. The following subsections describe the standard classes and the extension classes of FDPS.

9.1 Standard Classes

9.1.1 Summary

The following subsections describe the four standard classes of FDPS: DomainInfo class, ParticleSystem class, TreeForForce class and Comm class.

9.1.2 DomainInfo Class

This section describes DomainInfo class. This class handles the decomposition of computational domains and keeps their data.

9.1.2.1 Creation of Object

DomainInfo class is declared as below.

Listing 20: DomainInfo0

```
1 namespace ParticleSimulator {  
2     class DomainInfo;  
3 }
```

Next example shows how to create an object of DomainInfo class. Here, the object is named "dinfo".

```
PS::DomainInfo dinfo;
```

9.1.2.2 API

DomainInfo class has the APIs for initialization and decomposition of domain. The following subsections describe them.

9.1.2.2.1 Initial Setup

The APIs for the initial setup of DomainInfo class are declared below.

Listing 21: DomainInfo1

```
1 namespace ParticleSimulator {  
2     class DomainInfo{  
3     public:  
4         DomainInfo();  
5         void initialize(const F32 coef_ema=1.0);  
6         void setNumberOfDomainMultiDimension(const S32 nx,
```

```

7                                     const S32 ny,
8                                     const S32 nz=1);
9     void setBoundaryCondition(enum BOUNDARY_CONDITION bc);
10    void setPosRootDomain(const F32vec & low,
11                           const F32vec & high);
12    };
13 }

```

9.1.2.2.1.1 Constructor

Constructor

```
void PS::DomainInfo::DomainInfo();
```

- **arguments**
void.
- **returned value**
void.
- **function**
Create an object of DomainInfo class.

9.1.2.2.1.2 PS::DomainInfo::initialize

PS::DomainInfo::initialize

```
void PS::DomainInfo::initialize(const PS::F32 coef_ema=1.0);
```

- **arguments**
coef_ema: input. Type const PS::F32. The smoothing factor of an exponential moving average.
- **returned value**
void.
- **function**
Initialize an object of the domain information class. The argument coef_ema is the smoothing factor of exponential moving average and is a constant real value between 0 and 1. If other values are chosen, FDPS sends an error message and terminates the user program. A larger coef_ema weighs newer values rather than older values. In the case of unity, the domains are determined by using the newest values only and in the case of zero, they are determined by using the initial values only. Users call this API only once. The details of this function are described in the paper by Ishiyama, Fukushige & Makino (2009, Publications of the Astronomical Society of Japan, 61, 1319)

9.1.2.2.1.3 *PS::DomainInfo::setNumberOfDomainMultiDimension*

`PS::DomainInfo::setNumberOfDomainMultiDimension`

```
void PS::DomainInfo::setNumberOfDomainMultiDimension
    (const PS::S32 nx,
     const PS::S32 ny,
     const PS::S32 nz=1);
```

- **arguments**

`nx`: Input. Type `const PS::S32`. The number of subdomains along x direction.
`ny`: Input. Type `const PS::S32`. The number of subdomains along y direction.
`nz`: Input. Type `const PS::S32`. The number of subdomains along z direction.
The default value is 1.

- **returned value**

`void`.

- **function**

Set the numbers of subdomains. If the API is not called: `nx`, `ny` and `nz` are determined automatically. If the product of `nx`, `ny` and `nz` is not equal to the total number of MPI processes, FDPS sends an error message and terminates the user program.

9.1.2.2.1.4 *PS::DomainInfo::setBoundaryCondition*

`PS::DomainInfo::setBoundaryCondition`

```
void PS::DomainInfo::setBoundaryCondition
    (enum PS::BOUNDARY_CONDITION bc);
```

- **arguments**

`bc`: input. Type `enum PS::BOUNDARY_CONDITION`. Boundary conditions.

- **returned value**

`void`.

- **function**

Set the boundary condition. FDPS allows boundary conditions defined in Section 6.7.2 (`BOUNDARY_CONDITION_SHEARING_BOX` and `BOUNDARY_CONDITION_USER_DEFINED` have not been implemented yet). If the API is not called, the open boundary is used.

9.1.2.2.1.5 *PS::DomainInfo::setPosRootDomain*

PS::DomainInfo::setPosRootDomain

```
void PS::DomainInfo::setPosRootDomain
    (const PS::F32vec & low,
     const PS::F32vec & high);
```

- **arguments**

low: input. Type const PS::F32vec. Top vertex of the boundary (inclusive).

high: input. Type const PS::F32vec. Bottom vertex of the boundary (exclusive).

- **returned value**

void.

- **function**

Set positions of vertexes of top and bottom of root domain. The API do not need to be called under open boundary condition. Every coordinate of high must be greater than the corresponding coordinate of low. Otherwise, FDPS sends a error message and terminates the user program.

9.1.2.2.2 *Decomposition of Domain*

The APIs of decomposition of domain are declared below:

Listing 22: DomainInfo2

```
1 namespace ParticleSimulator {
2     class DomainInfo{
3     public:
4         template<class Tpsys>
5         void collectSampleParticle(Tpsys & psys,
6                                   const bool clear,
7                                   const F32 weight);
8         template<class Tpsys>
9         void collectSampleParticle(Tpsys & psys,
10                                   const bool clear);
11         template<class Tpsys>
12         void collectSampleParticle(Tpsys & psys);
13
14         void decomposeDomain();
15
16         template<class Tpsys>
17         void decomposeDomainAll(Tpsys & psys,
18                                 const F32 weight);
19         template<class Tpsys>
20         void decomposeDomainAll(Tpsys & psys);
```

```
21     };
22 }
```

9.1.2.2.2.1 *PS::DomainInfo::collectSampleParticle* PS::DomainInfo::collectSampleParticle

```
template<class Tpsys>
void PS::DomainInfo::collectSampleParticle
    (Tpsys & psys,
     const bool clear,
     const PS::F32 weight);
```

- **arguments**

psys: input. Type ParticleSystem &. ParticleSystem class for giving sample particles to decompose domain.

clear: input. Type const bool. A flag to clear the data of sample particles, if set to true.

weight: input. Type const PS::F32. A weight to determine the number of sample particles.

- **returned value**

void.

- **function**

Sample particles from an object of ParticleSystem class. If clear is true, the data of the samples collected before is cleared. Larger weight leads to give more sample particles.

```
template<class Tpsys>
void PS::DomainInfo::collectSampleParticle
    (Tpsys & psys,
     const bool clear);
```

- **arguments**

psys: input. Type ParticleSystem &. An object of ParticleSystem class for giving sample particles to decompose domain.

clear: input. Type const bool. A flag to clear the data of particles, if set to 'true'.

- **returned value**

void.

- **function**

Sample particles from psys. If clear is true, the data are cleared.

```
template<class Tpsys>
void PS::DomainInfo::collectSampleParticle
    (Tpsys & psys);
```

- **arguments**

psys: input. Type ParticleSystem &. An object of ParticleSystem class for giving sample particles to decompose domain.

- **returned value**

void.

- **functions**

Sample particles from psys.

9.1.2.2.2.2 *PS::DomainInfo::decomposeDomain*

PS::DomainInfo::decomposeDomain

```
void PS::DomainInfo::decomposeDomain();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Decompose calculation domains.

9.1.2.2.2.3 *PS::DomainInfo::decomposeDomainAll*

PS::DomainInfo::decomposeDomainAll

```
template<class Tpsys>
void PS::DomainInfo::decomposeDomainAll
    (Tpsys & psys,
     const PS::F32 weight);
```

- **arguments**

psys: input. Type ParticleSystem &. The particle system class giving sample particles for the domain decomposition.

weight: input. Type const PS::F32. The sampling weight.

- **returned value**

void.

- **function**

Sample particles from psys and decompose domains. This API is the combination of PS::DomainInfo::collectSampleParticle and PS::DomainInfo::decomposeDomain.

```
template<class Tpsys>
void PS::DomainInfo::decomposeDomainAll
    (Tpsys & psys);
```

- **arguments**

psys: input. Type ParticleSystem &. The particle system class for giving samples.

- **returned value**

void.

- **function**

Sample particles from "psys" and decompose domains. This API is the combination of PS::DomainInfo::collectSampleParticle and PS::DomainInfo::decomposeDomain.

9.1.2.2.3 Time Measurment

The member functions of collecting information of an object are declared below. When a member function is called, its execution time is set to the private member of TimeProfile class time_profile_. Until the method clearTimeProfile() is called, execution times are accumulated.

Listing 23: DomainInfo3

```
1 namespace ParticleSimulator {
2     class DomainInfo{
3     public:
4         TimeProfile getTimeProfile();
5         void clearTimeProfile();
6     };
7 }
```


9.1.2.2.3.1 *PS::DomainInfo::getTimeProfile*

`PS::DomainInfo::getTimeProfile`

```
PS::TimeProfile PS::DomainInfo::getTimeProfile();
```

- **arguments**

`void.`

- **returned value**

Type `PS::TimeProfile`.

- **function**

Return the copy of the member variable `time_profile_`.

9.1.2.2.3.2 *PS::DomainInfo::clearTimeProfile*

`PS::DomainInfo::clearTimeProfile`

```
void PS::DomainInfo::clearTimeProfile();
```

- **arguments**

`void.`

- **returned value**

`void.`

- **function**

Set all member variables of `time_profile_` to 0.

9.1.2.2.4 *Obtain Information*

The APIs of obtaining information is deleared bellow.

Listing 24: DomainInfo3

```
1 namespace ParticleSimulator {  
2     class DomainInfo{  
3     public:  
4         S64 getMemSizeUsed();  
5     };  
6 }
```

9.1.2.2.4.1 *PS::DomainInfo::getUsedMemorySize*

PS::DomainInfo::getUsedMemorySize

```
PS::S64 PS::DomainInfo::getUsedMemorySize();
```

- **arguments**

void.

- **returned value**

Type PS::S64. Size of used memory of the calling object in the unit of byte.

- **function**

Return the size of used memory of the calling object in the unit of byte.

9.1.3 ParticleSystem Class

This section describes ParticleSystem class. This class is used to keep the information of particles for the exchange of particles.

9.1.3.1 Creation of Object

The particle system class is declared below.

Listing 25: ParticleSystem0

```
1 namespace ParticleSimulator {  
2     template<class Tptcl>  
3     class ParticleSystem;  
4 }
```

The template argument is user-defined FullParticle class

Next example shows how to create an object of ParticleSystem class. Here, the object is named system.

```
PS::ParticleSystem<FP> system;
```

9.1.3.2 API

DomainInfo class has APIs for initialization, obtaining information, file I/O and exchanging particles. The following subsections describe them.

9.1.3.2.1 *Initial Setup*

The APIs of initialization are declared below.

Listing 26: ParticleSystem1

```
1 namespace ParticleSimulator {
2     template<class Tptcl>
3     class ParticleSystem{
4     public:
5         ParticleSystem();
6         void initialize();
7         void setAverageTargetNumberOfSampleParticlePerProcess
8             (const S32 & nsampleperprocess);
9     };
10 }
```

9.1.3.2.1.1 Constructor

```
template <class Tptcl>
void PS::ParticleSystem<Tptcl>::ParticleSystem();
```

- **arguments**
void.
- **returned value**
void.
- **function**
Create an object of ParticleSystem class.

9.1.3.2.1.2 PS::ParticleSystem::initialize

```
template <class Tptcl>
void PS::ParticleSystem<Tptcl>::initialize();
```

- **arguments**
void.
- **returned value**
void.
- **function**
Initialize an object of ParticleSystem class. Users must call this API once.

9.1.3.2.1.3 *PS::ParticleSystem::*

setAverageTargetNumberOfSampleParticlePerProcess

`PS::ParticleSystem::
setAverageTargetNumberOfSampleParticlePerProcess`

```
template <class Tptcl>  
void PS::ParticleSystem<Tptcl>::setAverageTargetNumberOfSampleParticlePerProcess  
    (const PS::S32 & nsampleperprocess);
```

- **arguments**

`nsampleperprocess`: input. Type `const PS::S32 &`. The average number of sample particles per MPI process.

- **returned value**

`void`.

- **function**

Set the average number of sample particles per MPI process. If this function is not called, the average number is 30.

9.1.3.2.2 *Obtain Information*

The APIs of obtaining information are declared below.

Listing 27: ParticleSystem2

```
1 namespace ParticleSimulator {  
2     template<class Tptcl>  
3     class ParticleSystem{  
4     public:  
5         Tptcl & operator [] (const S32 id);  
6         S32 getNumberOfParticleLocal() const;  
7         S32 getNumberOfParticleGlobal() const;  
8         S64 getMemSizeUsed() const;  
9     };  
10 }
```

9.1.3.2.2.1 *PS::ParticleSystem::operator []*

`PS::ParticleSystem::operator []`

```
template <class Tptcl>  
Tptcl & PS::ParticleSystem<Tptcl>::operator []  
    (const PS::S32 id);
```

- **arguments**

id: input. Type `const PS::S32`. Index of the particle array in the calling object.

- **returned value**

Type `FullParticle &`.

- **function**

Return the reference of the id-th object of `FullParticle` class.

9.1.3.2.2.2 *PS::ParticleSystem::getNumberOfParticleLocal*

`PS::ParticleSystem::getNumberOfParticleLocal`

```
template <class Tptcl>
PS::S32 PS::ParticleSystem<Tptcl>::getNumberOfParticleLocal();
```

- **arguments**

`void`.

- **returned value**

Type `PS::S32`. The number of particles of the calling process.

- **function**

Return the number of particles of the calling process.

9.1.3.2.2.3 *PS::ParticleSystem::getNumberOfParticleGlobal*

`PS::ParticleSystem::getNumberOfParticleGlobal`

```
template <class Tptcl>
PS::S32 PS::ParticleSystem<Tptcl>::getNumberOfParticleGlobal();
```

- **arguments**

`void`.

- **returned value**

Type `PS::S32`. The total number of particles of all processes.

- **function**

Return the total number of particles of all processes.

9.1.3.2.2.4 *PS::DomainInfo::getUsedMemorySize*

PS::DomainInfo::getUsedMemorySize

```
PS::S64 PS::DomainInfo::getUsedMemorySize();
```

- **arguments**

void.

- **returned value**

PS::S64. The size of used memory of the calling object in the unit of byte.

- **function**

Return the size of used memory of the calling object in the unit of byte.

9.1.3.2.3 *File I/O*

The APIs of file I/O are declared below.

Listing 28: ParticleSystem3

```
1 namespace ParticleSimulator {
2     template<class Tptcl>
3     class ParticleSystem{
4     public:
5         template <class Theader>
6         void readParticleAscii(const char * const filename,
7                               const char * const format,
8                               Theader & header);
9         void readParticleAscii(const char * const filename,
10                                const char * const format);
11         template <class Theader>
12         void readParticleAscii(const char * const filename,
13                                Theader & header);
14         void readParticleAscii(const char * const filename);
15         template <class Theader>
16         void writeParticleAscii(const char * const filename,
17                                const char * const format,
18                                const Theader & header);
19         void writeParticleAscii(const char * const filename,
20                                const char * format);
21         template <class Theader>
22         void writeParticleAscii(const char * const filename,
23                                const Theader & header);
24         void writeParticleAscii(const char * const filename);
25     };
26 }
```

9.1.3.2.3.1 *PS::ParticleSystem::readParticleAscii*

PS::ParticleSystem::readParticleAscii

```
template <class Tptcl>
template <class Theader>
void PS::ParticleSystem<Tptcl>::readParticleAscii
    (const char * const filename,
     const char * const format,
     Theader & header);
```

- **arguments**

filename: input. Type const char *. Prefix of a name of an input file.

format: input. Type const char *. File format.

header: input. Type Hdr &. Header information of a file.

- **returned value**

void.

- **function**

Each process reads the input file defined by filename and format and set the information of the particles to FullParticle object.

Format specifier is the same as that of the standard C library. There must be three format specifiers. The first is string type and both the second and third are integer. The first string is set to be filename. The second and third integers are the number of the total processes and the rank id of the calling process, respectively. For instance, if filename is nbody, format is %s_%03d.%03d.init and the number of total process is 64, the process with rank id of 12 reads the file, nbody_064_012.init.

If users use this API, users must define two functions: one is a method of FullParticle, the other is a method of Hdr. For more information, please refer to sections A.1.4.3 and A.7.

```
template <class Tptcl>
void PS::ParticleSystem<Tptcl>::readParticleAscii
    (const char * const filename,
     const char * const format);
```

- **arguments**

filename: input. Type const char *. Name of an input file.

format: input. Type const char *. File format.

- **returned value**

void.

- **function**

Each process reads the input file defined by filename and format and set the information of the particles to FullParticle-type objects.

Format specifier is the same as that of the standard C library. There must be three format specifiers. The first is string type and both the second and third are integer. The first string is set to be filename. The second and third integers are the number of the total processes and the rank id of the calling process, respectively. For instance, if filename is nbody, format is %s_%03d_%03d.init and the number of total process is 64, the process with rank id of 12 reads the file, nbody_064_012.init.

If users use this API, users must define two functions: one is a method of FullParticle class. For more information, please refer to sections A.1.4.3.

```
template <class Tptcl>
template <class Theader>
void PS::ParticleSystem<Tptcl>::readParticleAscii
    (const char * const filename,
     Theader & header);
```

- **arguments**

filename: input. Type const char *. Name of an input file.

header: input. Type Hdr &. Header information of an input file.

- **returned value**

void.

- **function**

The root process reads the information of particles from the input file named filename and send their information to other processes. If a user use this API, the user must define the methods FullParticle::writeAscii and Hdr::writeAscii. For more information, please refer to sections A.1.4.3.

```
template <class Tptcl>
void PS::ParticleSystem<Tptcl>::readParticleAscii
    (const char * const filename);
```

- **arguments**

filename: input. Type const char * const. Name of input file.

- **returned value**

void.

- **function**

The root process reads the information of particles from the input file named filename and send their information to other processes. If users use this API, the users must define the methods PS::FullParticle::writeAscii. For more information, please refer to sections A.1.4.3.

9.1.3.2.3.2 PS::ParticleSystem::readParticleBinary

PS::ParticleSystem::readParticleBinary

Not implemented yet.

9.1.3.2.3.3 PS::ParticleSystem::writeParticleAscii

PS::ParticleSystem::writeParticleAscii

```
template <class Tptcl>
template <class Theader>
void PS::ParticleSystem<Tptcl>::writeParticleAscii
    (const char * const filename,
     const char * const format,
     const Theader & header);
```

- **arguments**

filename: input. Type const char *. Prefix of a name of an input file.

format: input. Type const char *. File format.

header: input. Type Hdr &. Header information of an input file.

- **returned value**

void.

- **function**

Each process writes the information of the FullParticle class in the output file defined by filename and format. The format is the same as that in the method PS::ParticleSystem::readParticleAscii. If users use this API, the users must define the two methods: FullParticle::writeAscii and Hdr::writeAscii. For more information, please refer to sections A.1.4.3.

```
template <class Tptcl>
void PS::ParticleSystem<Tptcl>::writeParticleAscii
    (const char * const filename,
     const char * const format);
```

- **arguments**

filename: input. Type const char * const. Prefix of a name of an output filename.

format: input. Type const char * const. File format.

- **returned value**

void.

- **function**

Each process writes the information of the FullParticle class in the output file defined by filename and format. The format is the same as that in the method PS::ParticleSystem::readParticleAscii. If users use this API, the users must define the methods PS::FullParticle::writeAscii. For more information, please refer to sections A.1.4.3.

```
template <class Tptcl>
template <class Theader>
void PS::ParticleSystem<Tptcl>::writeParticleAscii
    (const char * const filename,
     const Theader & header);
```

- **arguments**

filename: input. Type const char *. Name of an output file.

header: input. Type const Hdr &. Object of Hdr class.

- **returned value**

void.

- **function**

Write the data of the FullParticle class in the calling object and header information defined by header to the output file named filename. If users use this API, the users must define the two methods: FullParticle::writeAscii and Hdr::writeAscii. For more information, please refer to sections A.1.4.3.

```
void PS::ParticleSystem<Tptcl>::writeParticleAscii
    (const char * const filename);
```

- **arguments**

filename: output. Type const char *. Name of an output file.

- **returned value**

void.

- **function**

Write the data of the FullParticle class in the calling object to the output file named filename. If users use this API, the users must define the method PS::FullParticle::writeAscii. For more information, please refer to sections A.1.4.3.

9.1.3.2.3.4 PS::ParticleSystem::writeParticleBinary

PS::ParticleSystem::writeParticleBinary

Not implemented yet.

9.1.3.2.4 Exchange Particles

The APIs of exchange particle are declared below.

Listing 29: ParticleSystem4

```

1 namespace ParticleSimulator {
2     template<class Tptcl>
3     class ParticleSystem{
4     public:
5         template<class Tdinfo>
6         void exchangeParticle(Tdinfo & dinfo);
7     };
8 }
```

9.1.3.2.4.1 PS::ParticleSystem::exchangeParticle

PS::ParticleSystem::exchangeParticle

```

template <class Tptcl>
template <class Tdinfo>
void PS::ParticleSystem<Tptcl>::exchangeParticle
    (Tdinfo & dinfo);
```

- **arguments**

dinfo: input. Type DomainInfo &.

- **returned value**

void.

- **function**

Redistribute particles among MPI processes so that the particles are in appropriate domains.

9.1.3.2.5 Time Measurement

The APIs of Time Measurement are given below. When a member function is called, its execution time is set to the private member `time_profile_`. Until the method, `clearTimeProfile()`, execution times are accumulated.

Listing 30: ParticleSystem3

```
1 namespace ParticleSimulator {  
2     template<class Tptcl>  
3     class ParticleSystem{  
4     private:  
5         TimeProfile time_profile_;  
6     public:  
7         TimeProfile getTimeProfile();  
8         void clearTimeProfile();  
9  
10    };  
11 }
```

9.1.3.2.5.1 *PS::ParticleSystem::getTimeProfile*

PS::ParticleSystem::getTimeProfile

```
PS::TimeProfile PS::ParticleSystem::getTimeProfile();
```

- **arguments**

void.

- **returned value**

Type PS::TimeProfile.

- **function**

Return the copy of the member variable `time_profile_`.

9.1.3.2.5.2 *PS::ParticleSystem::clearTimeProfile*

PS::ParticleSystem::clearTimeProfile

```
void PS::ParticleSystem::clearTimeProfile();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Set all member variables of `time_profile_` to 0.

9.1.3.2.6 Others

Other APIs are declared below.

Listing 31: ParticleSystem4

```

1 namespace ParticleSimulator {
2     template<class Tptcl>
3     class ParticleSystem{
4     public:
5         template<class Tdinfo>
6         void adjustPositionIntoRootDomain
7             (const Tdinfo & dinfo);
8         void setNumberOfParticleLocal(const S32 n);
9     };
10 }
```

9.1.3.2.6.1 *PS::ParticleSystem::adjustPositionIntoRootDomain*

PS::ParticleSystem::adjustPositionIntoRootDomain

```

template <class Tptcl>
template <class Tdinfo>
void ParticleSystem<Tptcl>::adjustPositionIntoRootDomain
    (const Tdinfo & dinfo);
```

- **arguments**

`dinfo`: input. Type `const Tdinfo &`. Object of the domain information class.

- **returned value**

`void`.

- **function**

Under the periodic boundary condition, the particles outside the calculation domain move to appropriate positions.

9.1.3.2.6.2 *PS::ParticleSystem::setNumberOfParticleLocal*

PS::ParticleSystem::setNumberOfParticleLocal

```

template <class Tptcl>
void PS::ParticleSystem<Tptcl>::setNumberOfParticleLocal
    (const PS::S32 n);
```

- arguments

n: input. Type const PS::S32. The number of particles of the calling process.

- returned value

void.

- function

Set the number of particles of the calling process.

9.1.4 TreeForForce Class

This section describes TreeForForce class. This class is a module to calculate interactions between particles.

9.1.4.1 Creation of Object

This class is declared below.

Listing 32: TreeForForce0

```

1 namespace ParticleSimulator {
2     template<class TSearchMode,
3             class TResult,
4             class TEpi,
5             class TEpj,
6             class TMomLocal,
7             class TMomGlobal,
8             class TSpj>
9     class TreeForForce;
10 }
```

The types of template arguments are PS::SEARCH_MODE class (user selected), Force class (user defined), EssentialParticleI class (user defined), EssentialParticleJ class (user defined), Moment class for local tree (user defined), Moment class for global tree (user defined) and SuperParticleJ class (user defined).

Depending on PS::SEARCH_MODE, the wrapper classes to reduce the template arguments are available. Using these wrapper classes is highly recommended.

The following sections describe how to create objects by using the wrappers.

9.1.4.1.1 PS::SEARCH_MODE_LONG

This section describes the wrapper class for PS::SEARCH_MODE_LONG.

Next example shows how to create an object of PS::SEARCH_MODE_LONG class. Here, the object is named system.

```
PS::TreeForForceLong<TResult, TEpi, TEpj, TMom, TSpj>::Normal system;
```

The template arguments are Force class, EssentialParticleI class, EssentialParticleJ class, Moment class for both local and global trees and SuperParticleJ class. FDPS prepare some useful classes of the Moment and the SPJ (see section 7.5, 7.6). Users can use them.

More specialized wrappers are also prepared for some cases.

The next wrapper is for the case that the multipole expansion is up to the monopole and the expansion center is the barycenter of particles.

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::Monopole system;
```

The next wrapper is for the case that the multipole expansion is up to the quadrupole and the expansion center is the barycenter of particles.

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::Quadrupole system;
```

The next wrapper is for the case that the multipole expansion is up to the monopole and the expansion center is the geometric center of particles (not charge-weighted).

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::MonopoleGeometricCenter system;
```

The next wrapper is for the case that the multipole expansion is up to the dipole and the expansion center is the geometric center of particles (not charge-weighted).

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::DipoleGeometricCenter system;
```

The next wrapper is for the case that the multipole expansion is up to the quadrupole and the expansion center is the geometric center of particles (not charge-weighted).

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::QuadrupoleGeometricCenter system;
```

9.1.4.1.2 *PS::SEARCH_MODE_LONG_CUTOFF*

This section describes the wrapper class for PS::SEARCH_MODE_LONG_CUTOFF.

Next example shows how to create an object of PS::SEARCH_MODE_LONG_CUTOFF class. Here, the object is named system.

```
PS::TreeForForceLong<TResult, TEpi, TEpj, TMom, TSpj>::WithCutoff system;
```

The template arguments are Force class, EssentialParticleI class, EssentialParticleJ class, Moment class for both local and global trees and SuperParticleJ class. FDPS prepare some useful classes of Moment and SuperParticleJ (see section 7.5, 7.6). Users can use them.

There is the more specialized wrapper for the case that the multipole expansion is up to the monopole and the expansion center is the barycenter of particles.

```
PS::TreeForForceLong<TResult, TEpi, TEpj>::MonopoleWithCutoff system;
```

9.1.4.1.3 *PS::SEARCH_MODE_GATHER*

This wrapper is for the gather mode search. The template arguments are Force class, EssentialParticleI class and EssentialParticleJ class.

Next example shows how to create an object of PS::SEARCH_MODE_GATHER class. Here, the object is named system.

```
PS::TreeForForceShort<TResult, TEpi, TEpj>::Gather system;
```

9.1.4.1.4 *PS::SEARCH_MODE_SCATTER*

This wrapper is for the scatter mode search. The template arguments are Force class, EssentialParticleI class and EssentialParticleJ class.

Next example shows how to create an object of PS::SEARCH_MODE_SCATTER class. Here, the object is named system.

```
PS::TreeForForceShort<TResult, TEpi, TEpj>::Scatter system;
```

9.1.4.1.5 *PS::SEARCH_MODE_SYMMETRY*

This wrapper is for the symmetry mode search. The template arguments are Force class, EssentialParticleI class and EssentialParticleJ class.

Next example shows how to create an object of PS::SEARCH_MODE_SYMMETRY class. Here, the object is named system.

```
PS::TreeForForceShort<TResult, TEpi, TEpj>::Symmetry system;
```

9.1.4.2 API

This module has APIs for initial setup, calculation of interaction and searching neighbors. The following subsections describe them.

Next examples are declarations of member functions of the TreeForForce class.


```

template <class TSearchMode,
          class TResult,
          class TEpi,
          class TEpj,
          class TMomLocal,
          class TMomGlobal,
          class TSpj>
void PS::TreeForForce<TSearchMode,
                     TEpi,
                     TEpj,
                     TMomLocal,
                     TMomGlobal,
                     TSpj>::MemberFunction1();

template <class TSearchMode,
          class TResult,
          class TEpi,
          class TEpj,
          class TMomLocal,
          class TMomGlobal,
          class TSpj>
template <class TTT>
void PS::TreeForForce<TSearchMode,
                     TEpi,
                     TEpj,
                     TMomLocal,
                     TMomGlobal,
                     TSpj>::MemberFunction2(TTT arg1);

```

In this section, to simplify notation, the template arguments of the `TreeForForce` class are omitted as follows.

```

void PS::TreeForForce::MemberFunction1();

template <class TTT>
void PS::TreeForForce::MemberFunction2(TTT arg1);

```

9.1.4.2.1 Initial Setup

The APIs of initial setup of `TreeForForce` class are declared below.

Listing 33: `TreeForForce1`

```

1 namespace ParticleSimulator {
2     template<class TSearchMode,
3         class TResult,

```

```

4         class TEpi,
5         class TEpj,
6         class TMomLocal,
7         class TMomGlobal,
8         class TSpj>
9     class TreeForForce{
10    public:
11    void TreeForForce();
12    void initialize(const U64 n_glb_tot,
13                  const F32 theta=0.7,
14                  const U32 n_leaf_limit=8,
15                  const U32 n_group_limit=64);
16    };
17 }

```

9.1.4.2.1.1 Constructor

Constructor

```
void PS::TreeForForce::TreeForForce();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Create an object of TreeForForce class.

9.1.4.2.1.2 PS::TreeForForce::initialize

PS::TreeForForce::initialize

```

void PS::TreeForForce::initialize
    (const PS::U64 n_glb_tot,
     const PS::F32 theta=0.7,
     const PS::U32 n_leaf_limit=8,
     const PS::U32 n_group_limit=64);

```

- **arguments**

n_glb_tot: input. Type const PS::U64. Total number of particles for all processes.

theta: input. Type const PS::F32. Opening criterion of tree.

n_leaf_limit: input. Type const PS::U32. The maximum number of particles in leaf cell.

n_group_limit: input. Type const PS::U32. The maximum number of particles which share the same interactions list.

- **returned value**

void.

- **function**

Initialize an object of PS::TreeForForce class.

9.1.4.2.2 Low Level APIs

The low-level APIs for calculating forces are declared below.

Listing 34: TreeForForce1

```
1 namespace ParticleSimulator {
2     template<class TSearchMode,
3             class TResult,
4             class TEpi,
5             class TEpj,
6             class TMomLocal,
7             class TMomGlobal,
8             class TSpj>
9     class TreeForForce{
10    public:
11        template<class Tpsys>
12        void setParticleLocalTree(const Tpsys & psys,
13                                const bool clear=true);
14        template<class Tdinfo>
15        void makeLocalTree(const Tdinfo & dinfo);
16        void makeLocalTree(const F32 l,
17                            const F32vec & c = F32vec(0.0));
18        template<class Tdinfo>
19        void makeGlobalTree(const Tdinfo & dinfo);
20        void calcMomentGlobalTree();
21        template<class Tfunc_ep_ep>
22        void calcForce(Tfunc_ep_ep pfunc_ep_ep,
23                      const bool clear=true);
24        template<class Tfunc_ep_ep, class Tfunc_sp_ep>
25        void calcForce(Tfunc_ep_ep pfunc_ep_ep,
26                      Tfunc_sp_ep pfunc_sp_ep,
27                      const bool clear=true);
28        Tforce getForce(const S32 i);
29    };
30 }
```

9.1.4.2.2.1 *PS::TreeForForce::setParticleLocalTree*

`PS::TreeForForce::setParticleLocalTree`

```
template<class Tpsys>
void PS::TreeForForce::setParticleLocalTree
    (const Tpsys & psys,
     const bool clear = true);
```

- **arguments**

`psys`: input. Type `const ParticleSystem`. Object of `ParticleSystem` class
`clear`: input. Type `const bool`. A flag to clear the data of particles, if set to `true`.

- **returned value**

`void`.

- **function**

Read the data of particles from `psys` and write them to the calling object. If `clear` is `true`, the data recorded are cleared.

9.1.4.2.2.2 *PS::TreeForForce::makeLocalTree*

`PS::TreeForForce::makeLocalTree`

```
template<class Tdinfo>
void PS::TreeForForce::makeLocalTree
    (const Tdinfo & dinfo);
```

- **arguments**

`dinfo`: input. Type `const DomainInfo &`. Object of `DomainInfo` class.

- **returned value**

`void`.

- **function**

Make local tree. The root cell of the local tree is calculated by using `dinfo`.

```
template<class Tdinfo>
void PS::TreeForForce::makeLocalTree
    (const PS::F32 l,
     const PS::F32vec & c = PS::F32vec(0.0));
```

- **arguments**

l: input. Type `const PS::F32`. Length of a side of root cell of local tree.

c: input. Type `PS::F32vec`. Center coordinate of root cell of local tree.

- **returned value**

`void`.

- **function**

Make local tree. The two arguments must be the same for all processes. Otherwise, the results can be wrong.

9.1.4.2.2.3 *PS::TreeForForce::makeGlobalTree*

`PS::TreeForForce::makeGlobalTree`

```
template<class Tdinfo>
void PS::TreeForForce::makeGlobalTree
    (const Tdinfo & dinfo);
```

- **arguments**

dinfo: input. Type `const DomainInfo &`. An object of `DomainInfo` class.

- **returned value**

`void`.

- **function**

Make global tree.

9.1.4.2.2.4 *PS::TreeForForce::calcMomentGlobalTree*

`PS::TreeForForce::calcMomentGlobalTree`

```
void PS::TreeForForce::calcMomentGlobalTree();
```

- **arguments**

`void`.

- **returned value**

`void`.

- **function**

Calculate moments of cells of global tree.

9.1.4.2.2.5 *PS::TreeForForce::calcForce*

`PS::TreeForForce::calcForce`

```
template<class Tfunc_ep_ep>
void PS::TreeForForce::calcForce
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     const bool clear=true);
```

- **arguments**

`pfunc_ep_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const EssentialParticleJ * type`, `const PS::S32 type` and `Result * type`.

`clear`: input. Type `const bool`. A flag to clear the data of particles, if set to true.

- **returned value**

`void`.

- **function**

Calculate forces of all particles of the calling object. This function can be used only if `PS::SEARCH_MODE` is `PS::SEARCH_MODE_GATHER`, `PS::SEARCH_MODE_SCATTER` and `PS::SEARCH_MODE_SYMMETRY`.

```
template<class Tfunc_ep_ep, class Tfunc_sp_ep>
void PS::TreeForForce::calcForce
    (Tfunc_ep_ep pfunc_ep_ep,
     Tfunc_ep_ep pfunc_sp_ep,
     const bool clear=true);
```

- **arguments**

`pfunc_ep_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const EssentialParticleJ * type`, `const PS::S32 type` and `Result * type`.

`pfunc_sp_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const SuperParticleJ * type`, `const PS::S32 type` and `Result * type`.

`clear`: input. Type `const bool`. A flag to clear the data of forces, if set to true.

- **returned value**

void.

- **function**

Calculate forces of all particles loaded in the calling object. This function can be used only if PS::SEARCH_MODE is PS::SEARCH_MODE_GATHER, PS::SEARCH_MODE_SCATT or PS::SEARCH_MODE_SYMMETRY.

9.1.4.2.2.6 PS::TreeForForce::getForce

PS::TreeForForce::getForce

```
TResult PS::TreeForForce::getForce(const PS::S32 i);
```

- **arguments**

i: input. Type const PS::S32. Index of array of particles.

- **returned value**

Type Force. Force on the *i*-th particle.

- **function**

Return the force on the *i*-th particle.

9.1.4.2.3 High Level APIs

The high level APIs for interactions are declared below.

Listing 35: TreeForForce1

```

1 namespace ParticleSimulator {
2     template<class TSearchMode,
3             class TResult,
4             class TEpi,
5             class TEpj,
6             class TMomLocal,
7             class TMomGlobal,
8             class TSpj>
9     class TreeForForce{
10    public:
11        template<class Tfunc_ep_ep,
12                class Tpsys,
13                class Tdinfo>
14        void calcForceAllAndWriteBack
15            (Tfunc_ep_ep pfunc_ep_ep,
16             Tpsys & psys,
17             Tdinfo & dinfo,
```

```

18         const bool clear_force = true);
19     template<class Tfunc_ep_ep,
20             class Tfunc_sp_ep,
21             class Tpsys,
22             class Tdinfo>
23     void calcForceAllAndWriteBack
24         (Tfunc_ep_ep pfunc_ep_ep,
25          Tfunc_sp_ep pfunc_sp_ep,
26          Tpsys & psys,
27          TDinfo & dinfo,
28          const bool clear_force=true);
29     template<class Tfunc_dispatch,
30             class Tfunc_retrieve,
31             class Tpsys,
32             class Tdinfo>
33     void TreeForForce::calcForceAllandWriteBackMultiWalk
34         (Tfunc_dispatch pfunc_dispatch,
35          Tfunc_retrieve pfunc_retrieve,
36          Tpsys & psys,
37          Tdinfo & dinfo,
38          const PS::S32 nwalk,
39          const bool clear=true);
40
41     template<class Tfunc_ep_ep,
42             class Tfunc_sp_ep,
43             class Tpsys,
44             class Tdinfo>
45     void calcForceAll
46         (Tfunc_ep_ep pfunc_ep_ep,
47          Tfunc_sp_ep pfunc_sp_ep,
48          Tpsys & psys,
49          Tdinfo & dinfo,
50          const bool clear_force=true);
51     template<class Tfunc_ep_ep,
52             class Tfunc_sp_ep,
53             class Tpsys,
54             class Tdinfo>
55     void calcForceAll(Tfunc_ep_ep pfunc_ep_ep,
56                      Tfunc_sp_ep pfunc_sp_ep,
57                      Tpsys & psys,
58                      Tdinfo & dinfo,
59                      const bool clear_force=true);
60
61     template<class Tfunc_ep_ep,
62             class Tdinfo>
63     void calcForceMakeingTree

```



```

64         (Tfunc_ep_ep pfunc_ep_ep,
65          Tdinfo & dinfo,
66          const bool clear_force=true);
67     template<class Tfunc_ep_ep,
68             class Tfunc_sp_ep,
69             class Tdinfo>
70     void calcForceMakingTree
71         (Tfunc_ep_ep pfunc_ep_ep,
72          Tfunc_sp_ep pfunc_sp_ep,
73          Tdinfo & dinfo,
74          const bool clear_force=true);
75
76     template<class Tfunc_ep_ep,
77             class Tpsys>
78     void calcForceAndWriteBack
79         (Tfunc_ep_ep pfunc_ep_ep,
80          Tpsys & psys,
81          const bool clear=true);
82     template<class Tfunc_ep_ep,
83             class Tfunc_sp_ep,
84             class Tpsys>
85     void calcForceAndWriteBack
86         (Tfunc_ep_ep pfunc_ep_ep,
87          Tfunc_sp_ep pfunc_sp_ep,
88          Tpsys & psys,
89          const bool clear=true);
90     };
91 }
92 namespace PS = ParticleSimulator;

```

9.1.4.2.3.1 *PS::TreeForForce::calcForceAllAndWriteBack*

PS::TreeForForce::calcForceAllAndWriteBack

```
template<class Tfunc_ep_ep,
        class Tpsys,
        class Tdinfo>
void PS::TreeForForce::calcForceAllandWriteBack
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     Tdinfo & dinfo
     const bool clear=true);
```

- **arguments**

pfunc_ep_ep: input. A Functor of which a returned value is void and of which arguments are const EssentialParticleI * type, const PS::S32 type, const EssentialParticleJ * type, const PS::S32 type and Result * type.

psys: input and output. Type ParticleSystem &. Object of ParticleSystem class.

dinfo: input. Type DomainInfo &. Object of DomainInfo class

clear: input. Type const bool. A flag to clear the data of forces if set to true.

- **returned value**

void.

- **function**

Calculate forces of all particles in psys and write back these forces to psys. This function can be used only if PS::SEARCH_MODE is PS::SEARCH_MODE_GATHER, PS::SEARCH_MODE_SCATTER and PS::SEARCH_MODE_SYMMETRY.

```

template<class Tfunc_ep_ep,
         class Tfunc_sp_ep,
         class Tpsys,
         class Tdinfo>
void PS::TreeForForce::calcForceAllandWriteBack
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tfunc_sp_ep pfunc_sp_ep(TEpi *,
                             const PS::S32,
                             TSpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     Tdinfo & dinfo
     const bool clear=true);

```

- **arguments**

pfunc_ep_ep: input. A Functor of which a returned value is void and of which arguments are const EssentialParticleI * type, const PS::S32 type, const EssentialParticleJ * type, const PS::S32 type and Result * type.

pfunc_sp_ep: input. A Functor of which a returned value is void and of which arguments are const EssentialParticleI * type, const PS::S32 type, const SuperParticleJ * type, const PS::S32 type and Result * type.

psys: input and output. Type ParticleSystem &. An object of ParticleSystem class.

dinfo: input. Type DomainInfo &. An object of DomainInfo class.

clear: input. Type const bool. A flag to clear the data of forces, if set to true.

- **arguments**

void.

- **function**

Calculate forces of particles in psys and write back these forces to psys. This function can be used only if PS::SEARCH_MODE is PS::SEARCH_MODE_LONG or PS::SEARCH_MODE_LONG_CUTOFF.

```

template<class Tfunc_dispatch,
        class Tfunc_retrieve,
        class Tpsys,
        class Tdinfo>
void PS::TreeForForce::calcForceAllandWriteBackMultiWalk
    (Tfunc_dispatch pfunc_dispatch,
     Tfunc_retrieve pfunc_retrieve,
     const PS::S32 tag_max,
     Tpsys & psys,
     Tdinfo & dinfo,
     const PS::S32 nwalk,
     const bool clear=true);

```

- **Arguments**

`pfunc_dispatch`: Input. Returns void. A functor which receives the arrays of `EssentialParticleI`, `EssentialParticleJ` (and `SuperParticleJ`) and dispatch the interaction calculation. When `PS::SEARCH_MODE` is `PS::SEARCH_MODE_LONG` or `PS::SEARCH_MODE_LONG_CUTOFF`, this function should has the following form:

```

PS::S32 pfunc_dispatch(const PS::S32 tag,
                      const PS::S32 nwalk,
                      const TEpi** iptcl,
                      const PS::S32* ni,
                      const TEpj** jptcl_ep,
                      const PS::S32 nj_ep,
                      const TSpj** jptcl_sp,
                      const PS::S32* nj_sp);

```

This function returns zero upon normal completion.

When `PS::SEARCH_MODE` is `PS::SEARCH_MODE_GATHER` or `PS::SEARCH_MODE_SCATTER`, or `PS::SEARCH_MODE_SYMMETRY`, this function should has the following form:

```

PS::S32 pfunc_dispatch(const PS::S32 tag,
                      const PS::S32 nwalk,
                      const TEpi** iptcl,
                      const PS::S32* ni,
                      const TEpj** jptcl_ep,
                      const PS::S32* nj_ep);

```

This function returns zero upon normal completion.

`pfunc_retrieve`: Input. A functor of type void. Returns the result calculated by the call to `pfunc_dispatch`. This function should have the following form:

```
void pfunc_retrieve(const PS::S32 tag,
                   const PS::S32 nwalk,
                   const PS::S32* ni,
                   TResult** force);
```

Here, tag connects the call to pfunc_dispatch() and that to pfunc_retrieve(). The result of calculation by a call to pfunc_dispatch is retrieved by the call to pfunc_retrieve() with the same value of tag.

tag_max: Input. Type const PS::S32. The maximum number of tags. Tag values between zero and tag_max -1 are allowed. Non-positive value causes error. The current version ignores the value greater than unity and uses tag value of zero only.

psys: input. Type Tpsys & An object of ParticleSystem class.

dinfo: input. Type DomainInfo &. An object of DomainInfo class.

nwalk :input. Type const PS::S32 The maximum number of interaction list to be sent by a single call to dispatch/retrieve.

clear: input. Type const bool. If true, the interaction result array is cleared before starting the calculation. Default is true.

- **Return value**

None

- **Function**

Calculate all interactions between all particles in psys and store the result to psys. The multiwalk method is used for the interaction calculation. The maximum number of the interaction list is nwalk.

9.1.4.2.3.2 PS::TreeForForce::calcForceAll

PS::TreeForForce::calcForceAll

```
template<class Tfunc_ep_ep,
         class Tpsys,
         class Tdinfo>
void PS::TreeForForce::calcForceAll
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     Tdinfo & dinfo
     const bool clear=true);
```

- **arguments**

`pfunc_ep_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const EssentialParticleJ * type`, `const PS::S32 type` and `Result * type`.

`psys`: input and output. Type `ParticleSystem &`. An object of `ParticleSystem` class.

`dinfo`: input. Type `DomainInfo &`. An object of `DomainInfo` class.

`clear`: input. Type `const bool`. A flag to clear the data of forces, if set to true.

- **returned value**

void.

- **function**

Calculate forces of particles in `psys`. This function can be used only if `PS::SEARCH_MODE` is `PS::SEARCH_MODE_SCATTER` or `PS::SEARCH_MODE_SYMMETRY`. This API works similar as that of `PS::TreeForForce::calcForceAllAndWriteBack` without writing back forces to `psys`.

```
template<class Tfunc_ep_ep,
        class Tfunc_sp_ep,
        class Tpsys,
        class Tdinfo>
void PS::TreeForForce::calcForceAll
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tfunc_sp_ep pfunc_sp_ep(TEpi *,
                             const PS::S32,
                             TSpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     Tdinfo & dinfo
     const bool clear=true);
```

- **arguments**

`pfunc_ep_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const EssentialParticleJ * type`, `const PS::S32 type` and `Result * type`.

`pfunc_sp_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const SuperParticleJ * type`, `const PS::S32 type` and `Result * type`.

`psys`: input. Type `ParticleSystem &`. An object of `ParticleSystem` class

`dinfo`: input. Type `DomainInfo &`. An object of `DomainInfo` class

`clear`: input. Type `const bool`. A flag to clear the data of forces, if set to true.

- **returned value**

void.

- **function**

Calculate forces of particles in `psys`. This function can be used only if `PS::SEARCH_MODE` is `PS::SEARCH_MODE_LONG` or `PS::SEARCH_MODE_LONG_CUTOFF`. This API works similar as that of `PS::TreeForForce::calcForceAllAndWriteBack` without writing back forces to `psys`.

9.1.4.2.3.3 *PS::TreeForForce::calcForceAndWriteBack*

`PS::TreeForForce::calcForceAndWriteBack`

```
template<class Tfunc_ep_ep,
         class Tpsys>
void PS::TreeForForce::calcForceAndWriteBack
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     const bool clear=true);
```

- **arguments**

`pfunc_ep_ep`: input. A Functor of which a returned value is void and of which arguments are `const EssentialParticleI * type`, `const PS::S32 type`, `const EssentialParticleJ * type`, `const PS::S32 type` and `Result * type`.

`psys`: input. Type `ParticleSystem &`.

`clear`: input. Type `const bool`. A flag to clear the data of forces, if set to true.

- **returned value**

void.

- **function**

Calculate forces of particles in psys by using the global tree created before. This function can be used only if PS::SEARCH_MODE is PS::SEARCH_MODE_GATHER, PS::SEARCH_MODE_SCATTER or PS::SEARCH_MODE_SYMMETRY. This API works similar as that of PS::TreeForForce::calcForceAllAndWriteBack without reading particle from psys, making the local tree, making global tree and calculate momentum.

```
template<class Tfunc_ep_ep,
         class Tfunc_sp_ep,
         class Tpsys>
void PS::TreeForForce::calcForceAllandWriteBack
    (Tfunc_ep_ep pfunc_ep_ep(TEpi *,
                             const PS::S32,
                             TEpj *,
                             const PS::S32,
                             TResult *),
     Tfunc_sp_ep pfunc_sp_ep(TEpi *,
                             const PS::S32,
                             TSpj *,
                             const PS::S32,
                             TResult *),
     Tpsys & psys,
     const bool clear=true);
```

- **arguments**

pfunc_ep_ep: input. A Functor of which a returned value is void and of which arguments are const EssentialParticleI * type, const PS::S32 type, const EssentialParticleJ * type, const PS::S32 type and Result * type.

pfunc_sp_ep: input. A Functor of which a returned value is void and of which arguments are const EssentialParticleI * type, const PS::S32 type, const SuperParticleJ * type, const PS::S32 type and Result * type.

psys: output. Type ParticleSystem &.

clear: input. Type const bool. A flag to clear the data of forces, if set to true.

- **returned value**

void.

- **function**

Calculate forces of particles in psys by using the global tree created previously. This function can be used only if PS::SEARCH_MODE is PS::SEARCH_MODE_LONG or PS::SEARCH_MODE_LONG_CUTOFF. This API works similar as that of PS::TreeForForce:: without reading particle from psys, making the local tree, making global tree and calculate momentum.

9.1.4.2.4 Neighbor List

9.1.4.2.4.1 *getNeighborListOneParticle*

`getNeighborListOneParticle`

```
template<class Tptcl>
PS::S32 PS::TreeForForce::getNeighborListOneParticle(const Tptcl & ptcl,
                                                    const EPJ * & epj);
```

- **arguments**

ptcl: input. Type Tptcl &. A particle to obtain its neighbor particles.

epj: output. Type const EssentailParticleJ * &. The pointer to the beginning of the array of neighbor particles of ptcl.

- **returned value**

Type PS::S32 &. The number of neighbor particles of ptcl.

- **function**

By using the global tree of the calling object, search the neighbors of ptcl and set the pointer to the beginning of the array of neighbors to epj and return the number of neighbors. Since epj is a pointer of the member of the calling object, useres must not call free() or delete() to epj. This function is thread safe. This function is available only if PS::SEARCH_MODE is PS::SEARCH_MODE_LONG_SCATTER, PS::SEARCH_MODE_LONG_CUTOFF_SCATTER (not implemented yet), PS::SEARCH_MODE_LONG_GATHER (not implemented yet), PS::SEARCH_MODE_LONG_CUTOFF (not implemented yet), PS::SEARCH_MODE_LONG_SYMMETRY (not implemented yet), PS::SEARCH_MODE_LONG_CUTOFF_SYMMETRY (not implemented yet). ptcl needs a member function PS::F64vec getPos() like FullParticle class. If PS::SEARCH_MODE is PS::SEARCH_MODE_LONG_GATHER, PS::SEARCH_MODE_LONG_CUTOFF_GATHER, PS::SEARCH_MODE_LONG_SYMMETRY, PS::SEARCH_MODE_LONG_CUTOFF_SYMMETRY, ptcl also needs a member function PS::F64 getRSearch().

9.1.4.2.5 Time Measurment

The APIs for time measurment are declared below. When a member function is called, its execution time is set to the private member time_profile_. Until the method PS::TreeForForce::clearTimeProfile() is called, execution times are accumulated.

Listing 36: TreeForForce2

```
1 namespace ParticleSimulator {
2     template<class TSearchMode,
3             class TResult,
4             class TEpi,
5             class TEpj,
```

```

6          class TMomLocal,
7          class TMomGlobal,
8          class TSpj>
9      class TreeForForce{
10     public:
11         TimeProfile getTimeProfile();
12         void clearTimeProfile();
13     };
14 }

```

9.1.4.2.5.1 *PS::TreeForForce::getTimeProfile*

PS::TreeForForce::getTimeProfile

```
PS::TimeProfile PS::TreeForForce::getTimeProfile();
```

- **arguments**

void.

- **returned value**

Type PS::TimeProfile.

- **function**

The execution time for creation of local tree, creation of global tree, evaluation of force, evaluation of momenta of local tree, evaluation of momenta of global tree, creation of LET and exchange LET are recorded appropriate members of the private member variable `time_profile_`, `make_local_tree`, `make_global_tree_`, `calc_force_`, `calc_moment_local_tree_`, `calc_moment_global_tree_`, `make_LET_1st_`, `make_LET_2nd_`, `exchange_LET_1st_` and `exchange_LET_2nd_`.

9.1.4.2.5.2 *PS::TreeForForce::clearTimeProfile*

PS::TreeForForce::clearTimeProfile

```
void PS::TreeForForce::clearTimeProfile();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Set all member variables of `time_profile_` to 0.

9.1.4.2.6 Obtain Information

The member functions of obtaining information are declared below.

Listing 37: TreeForForce2

```
1 namespace ParticleSimulator {
2     template<class TSearchMode,
3             class TResult,
4             class TEpi,
5             class TEpj,
6             class TMomLocal,
7             class TMomGlobal,
8             class TSpj>
9     class TreeForForce{
10    public:
11        Count_t getNumberOfInteractionEPEPLocal();
12        Count_t getNumberOfInteractionEPSPLocal();
13        Count_t getNumberOfInteractionEPEPGlobal();
14        Count_t getNumberOfInteractionEPSPGlobal();
15        void clearNumberOfInteraction();
16        S64 getMemSizeTotalUsed();
17    };
18 }
```

9.1.4.2.6.1 PS::TreeForForce::getNumberOfInteractionEPEPLocal

PS::TreeForForce::getNumberOfInteractionEPEPLocal

PS::CountT PS::TreeForForce::getNumberOfInteractionEPEPLocal();

- **arguments**

void.

- **returned value**

Type PS::CountT.

- **function**

Return the number of interactions between EssentialParticleI and EssentialParticleJ in the calling process.

9.1.4.2.6.2 PS::TreeForForce::getNumberOfInteractionEPEPGlobal

PS::TreeForForce::getNumberOfInteractionEPEPGlobal

PS::CountT PS::TreeForForce::getNumberOfInteractionEPEPGlobal();

- **arguments**

void.

- **returned value**

Type PS::CountT.

- **function**

Return the total number of interactions between EssentialParticleI and EssentialParticleJ evaluated in all processes.

9.1.4.2.6.3 *PS::TreeForForce::getNumberOfInteractionEPSPLocal*

PS::TreeForForce::getNumberOfInteractionEPSPLocal

```
PS::Count_t PS::TreeForForce::getNumberOfInteractionEPSPLocal();
```

- **arguments**

void.

- **returned value**

Type PS::CountT.

- **function**

Return the number of interactions between EssentialParticleI and SuperParticleJ in the calling process.

9.1.4.2.6.4 *PS::TreeForForce::getNumberOfInteractionEPSPGlobal*

PS::TreeForForce::getNumberOfInteractionEPSPGlobal

```
PS::S64 PS::TreeForForce::getNumberOfInteractionEPSPGlobal();
```

- **arguments**

void.

- **returned value**

Type PS::CountT.

- **function**

Return the total number of interactions between EssentialParticleI and SPJ, evaluated in all processes.

9.1.4.2.6.5 *PS::TreeForForce::clearNumberOfInteraction*

`PS::TreeForForce::clearNumberOfInteraction`

```
void PS::TreeForForce::clearNumberOfInteraction();
```

- **arguments**

void.

- **returned value**

void.

- **function**

The counter for recording the number of interactions is set to 0.

9.1.4.2.6.6 *PS::TreeForForce::getNumberOfWalkLocal*

`PS::TreeForForce::getNumberOfWalkLocal`

```
PS::Count\_t PS::TreeForForce::getNumberOfWalkLocal();
```

- **arguments**

void.

- **returned value**

Type `PS::CountT`.

- **function**

Return the number of tree traverse for the calling process.

9.1.4.2.6.7 *PS::TreeForForce::getNumberOfWalkGlobal*

`PS::TreeForForce::getNumberOfWalkGlobal`

```
PS::Count\_t PS::TreeForForce::getNumberOfWalkGlobal();
```

- **arguments**

void.

- **returned value**

Type `PS::S64`.

- **function**

Return the total number of tree traverse for all processes.

9.1.4.2.6.8 *PS::TreeForForce::getMemSizeUsed*

PS::TreeForForce::getMemSizeUsed

```
PS::S64 PS::TreeForForce::getMemSizeUsed();
```

- **arguments**

void.

- **returned value**

Type PS::S64.

- **function**

Return the size of used memory of an object in the unit of byte.

9.1.5 Comm Class

This section describes PS::Comm class which is a module used to communicate data among processes and keep the data for communication. Since the singleton pattern is applied in this class, users do not need to create an object.

9.1.5.1 API

The APIs are declared below.

Listing 38: Communication

```
1 namespace ParticleSimulator {
2     class Comm{
3     public:
4         static S32 getRank();
5         static S32 getNumberOfProc();
6         static S32 getRankMultiDim(const S32 id);
7         static S32 getNumberOfProcMultiDim(const S32 id);
8         static bool synchronizeConditionalBranchAND
9             (const bool local);
10        static bool synchronizeConditionalBranchOR
11            (const bool local);
12        template<class T>
13        static T getMinValue(const T val);
14        template<class Tfloat, class Tint>
15        static void getMinValue(const Tfloat f_in,
16                                const Tint i_in,
17                                Tfloat & f_out,
18                                Tint & i_out);
19        template<class T>
20        static T getMaxValue(const T val);
```

```

21         template<class Tfloat, class Tint>
22         static void getMaxValue(const Tfloat f_in,
23                                 const Tint i_in,
24                                 Tfloat & f_out,
25                                 Tint & i_out );
26
27         template<class T>
28         static T getSum(const T val);
29         template<class T>
30         static void broadcast(T * val,
31                               const S32 n,
32                               const S32 src=0);
33     };
34 }

```

9.1.5.1.1 *PS::Comm::getRank*

```
static PS::S32 PS::Comm::getRank();
```

- **arguments**
void.
- **returned value**
Type PS::S32.
- **function**
Return the rank of the calling process.

9.1.5.1.2 *PS::Comm::getNumberOfProc*

```
static PS::S32 PS::Comm::getNumberOfProc();
```

- **arguments**
void.
- **returned value**
Type PS::S32. The total number of processes.
- **function**
Return the total number of processes.

9.1.5.1.3 *PS::Comm::getRankMultiDim*

```
static PS::S32 PS::Comm::getRankMultiDim(const PS::S32 id);
```

- **arguments**

id: input. Type const PS::S32. Id of axes. x-axis:0, y-axis:1, z-axis:2.

- **returned value**

Type PS::S32. The rank of the calling process along id-th axis. In the case of two dimensional simulations, FDPS returns 0 for id=2.

9.1.5.1.4 *PS::Comm::getNumberOfProcMultiDim*

```
static PS::S32 PS::Comm::getNumberOfProcMultiDim(const PS::S32 id);
```

- id: input. Type const PS::S32. id of axes. x-axis:0, y-axis:1, z-axis:2.

- **returned value**

Type PS::S32. The number of processes along id-th axis. In the case of two dimensional simulations, FDPS returns 1 for id=2.

9.1.5.1.5 *PS::Comm::synchronizeConditionalBranchAND*

```
static bool PS::Comm::synchronizeConditionalBranchAND(const bool local)
```

- **arguments**

local: input. Type const bool.

- **returned value**

bool type. Logical product of local over all processes.

- **function**

Return logical product of local over all processes.

9.1.5.1.6 *PS::Comm::synchronizeConditionalBranchOR*

```
static bool PS::Comm::synchronizeConditionalBranchOR(const bool local);
```

- **arguments**

local: input. Type const bool.

- **returned value**

Type bool.

- **function**

Return logical sum of local over all processes.

9.1.5.1.7 *PS::Comm::getMinValue*

```
template <class T>
static T PS::Comm::getMinValue(const T val);
```

- **arguments**

val: input. Type const T. Type T is allowed to be PS::F32, PS::F64, PS::S32, PS::S64, PS::U32 and PS::U64

- **returned value**

Type T. The minimum value of val of all processes.

```
template <class Tfloat, class Tint>
static void PS::Comm::getMinValue(const Tfloat f_in,
                                   const Tint i_in,
                                   Tfloat & f_out,
                                   Tint & i_out);
```

- **arguments**

f_in: input. Type const Tfloat.

i_in: input. Type const Tint.

f_out: output. Type Tfloat &. Tfloat must be PS::F64 or PS::F32. The minimum value of f_in among all processes.

i_out: output. Type Tint &. Tint must be PS::S64, PS::S32, PS::U64 or PS::U32. The rank of the process of which f_in is the minimum.

- **returned value**

void.

9.1.5.1.8 *PS::Comm::getMaxValue*

```
template <class T>
static T PS::Comm::getMaxValue(const T val);
```

- **arguments**

val: input. Type const T.

- **returned value**

Type T. The maximum value of val of all processes.

```
template <class Tfloat, class Tint>
static void PS::Comm::getMaxValue(const Tfloat f_in,
                                   const Tint i_in,
                                   Tfloat & f_out,
                                   Tint & i_out);
```

- **arguments**

f_in: input. Type const Tfloat. Type Tfloat is PS::F32 or PS::F64.

i_in: input. Type const Tint. Type Tint is PS::S32.

f_out: output. Type Tfloat &. The maximum value of f_in among all processes.

i_out: output. Type Tint &. The rank of the process of which f_in is the maximum.

- **returned value**

void.

9.1.5.1.9 *PS::Comm::getSum*

```
template <class T>
static T PS::Comm::getSum(const T val);
```

- **arguments**

val: input. Type const T. Type T is allowed to be PS::S32, PS::S64, PS::F32, PS::F64, PS::U32, PS::U64, PS::F32vec and F64vec.

- **returned value**

Type T. Return the global sum of val.

9.1.5.1.10 *PS::Comm::broadcast*

```
template <class T>
static void PS::Comm::broadcast(T * val,
                                 const PS::S32 n,
                                 const PS::S32 src=0);
```

- **arguments**

val: input. Type T *. Type T is allowed to be any types.
n: input. Type const PS::S32. The number of variables.
src: input. Type const PS::S32. The rank of source process.

- **returned value**

void.

- **function**

Broadcast val for the src-th process.

9.1.6 Other functions

In this section, functions defined directly in the namespace ParticleSimulator are described.

9.1.6.1 Timing function

9.1.6.1.1 PS::GetWtime

```
inline PS::F64 PS::GetWtime();
```

- **Arguments**

None.

- **Return value**

Type PS::F64. Wall-clock time in seconds.

9.2 Extended Classes

9.2.1 Summary

This section describes two extended modules: one is the class for the Particle Mesh scheme and the other is the class for Phantom-GRAPE.

9.2.2 Particle Mesh Class

This section describes ParticleMesh class which is for the evaluation of interactions between particles using the Particle Mesh method. The cutoff of the S-2 type function is applied to the mesh force, and the cutoff radius is fixed to three times the mesh size. The coordinates of particles sent to ParticleMesh class should be in the range of [0,1). The following subsections describe how to create the object for Particle Mesh method, APIs, predefined macros and how to use the class.

9.2.2.1 Creation of Object

ParticleMesh class is declared bellow.

Listing 39: ParticleMesh0

```
1 namespace ParticleSimulator {
2     namespace ParticleMesh {
3         class ParticleMesh;
4     }
5 }
```

Next example shows how to create an object of ParticleMesh class. Here, the object is named pm.

```
PS::PM::ParticleMesh pm;
```

9.2.2.2 API

ParticleMesh class has APIs for initialization and force evaluation. The following subsections describe them.

9.2.2.2.1 Initial Setup

Listing 40: ParticleMesh1

```
1 namespace ParticleSimulator {
2     namespace ParticleMesh {
3         class ParticleMesh{
4             ParticleMesh();
5         };
6     }
7 }
```

9.2.2.2.1.1 Constructor

Constructor

```
void PS::PM::ParticleMesh::ParticleMesh();
```

- arguments
void.
- returned value
void.

- **function**

Create an object of ParticleMesh class.

9.2.2.2.2 Low Level API

The low Level APIs are declared below.

Listing 41: ParticleMesh1

```

1 namespace ParticleSimulator {
2     namespace ParticleMesh {
3         class ParticleMesh{
4             template<class Tdinfo>
5             void setDomainInfoParticleMesh
6                 (const Tdinfo & dinfo);
7             template<class Tpsys>
8             void setParticleParticleMesh
9                 (const Tpsys & psys,
10                  const bool clear=true);
11             void calcMeshForceOnly();
12             F32vec getForce(F32vec pos);
13         };
14     }
15 }
```

9.2.2.2.2.1 PS::PM::ParticleMesh::setDomainInfoParticleMesh

PS::PM::ParticleMesh::setDomainInfoParticleMesh

```

template<class Tdinfo>
void PS::PM::ParticleMesh::setDomainInfoParticleMesh
    (const Tdinfo & dinfo);
```

- **arguments**

dinfo: input. Type const DomainInfo &. An object of DomainInfo class.

- **returned value**

void.

- **function**

Read the data from dinfo.

9.2.2.2.2.2 PS::PM::ParticleMesh::setParticleParticleMesh

PS::PM::ParticleMesh::setParticleParticleMesh

```
template<class Tpsys>
void PS::PM::ParticleMesh::setParticleParticleMesh
    (const Tpsys & psys,
     const bool clear=true);
```

- **arguments**

psys: input. Type const ParticleSystem &. An object of ParticleSystem class.

clear: input. Type const bool. A flag to determine if previous information of particles loaded is cleared.

- **returned value**

void.

- **function**

Read data of particles from psys.

9.2.2.2.3 PS::PM::ParticleMesh::calcMeshForceOnly

PS::PM::ParticleMesh::calcMeshForceOnly

```
void PS::PM::ParticleMesh::calcMeshForceOnly();
```

- **arguments**

void.

- **returned value**

void.

- **function**

Calculate forces on grid points.

9.2.2.2.4 PS::PM::ParticleMesh::getForce

PS::PM::ParticleMesh::getForce

```
PS::F32vec PS::PM::ParticleMesh::getForce
    (PS::F32vec pos);
```

- **arguments**

pos: input. Type PS::F32vec.

- **returned value**

Type PS::F32vec. PM force at the position pos.

- **function**

Return a PM force exerted at the position ‘‘pos”

9.2.2.2.3 High Level API

High level APIs are declared below.

Listing 42: ParticleMesh1

```

1 namespace ParticleSimulator {
2     namespace ParticleMesh {
3         class ParticleMesh{
4             template<class Tpsys,
5                     class Tdinfo>
6             void calcForceAllAndWriteBack
7                 (Tpsys & psys,
8                  const Tdinfo & dinfo);
9         };
10    }
11 }
```

9.2.2.2.3.1 PS::PM::ParticleMesh::calcForceAllAndWriteBack

PS::PM::ParticleMesh::calcForceAllAndWriteBack

```

template<class Tpsys,
        class Tdinfo>
void PS::PM::ParticleMesh::calcForceAllAndWriteBack
    (Tpsys & psys,
     const Tdinfo & dinfo);
```

- **arguments**

psys: input and output. Type ParticleSystem &. An object of the ParticleSystem class.

dinfo: input. Type const DomainInfo &. An object of the DomainInfo class.

- **returned value**

void.

- **function**

Calculate forces between particles of psys and write back the forces to psys.

9.2.2.3 Predefined Macros

There are many macros predefined in this module and users must not define the same name macros. The predefined macros are listed bellow in alphabetical order.

- `BINARY_BOUNDARY`
- `BOUNDARY_COMM_NONBLOCKING`
- `BOUNDARY_SMOOTHING`
- `BUFFER_FOR_TREE`
- `CALCPOT`
- `CLEAN_BOUNDARY_PARTICLE`
- `CONSTANT_TIMESTEP`
- `EXCHANGE_COMM_NONBLOCKING`
- `FFT3D`
- `FFTW3_PARALLEL`
- `FFTW_DOUBLE`
- `FIX_FFTNODE`
- `GADGET_IO`
- `GRAPE_OFF`
- `KCOMPUTER`
- `LONG_ID`
- `MAKE_LIST_PROF`
- `MERGE_SNAPSHOT`
- `MULTI_TIMESTEP`
- `MY_MPI_BARRIER`
- `N128_2H`
- `N256_2H`
- `N256_H`
- `N32_2H`
- `N512_2H`

- NEW_DECOMPOSITION
- NOACC
- NPART_DIFFERENT_DUMP
- OMP_SCHEDULE_DISABLE
- PRINT_TANIKAWA
- REVERSE_ENDIAN_INPUT
- REVERSE_ENDIAN_OUTPUT
- RMM_PM
- SHIFT_INITIAL_BOUNDARY
- STATIC_ARRAY
- TREE2
- TREECONSTRUCTION_PARALLEL
- TREE_PARTICLE_CACHE
- UNIFORM
- UNSTABLE
- USING_MPI_PARTICLE
- VERBOSE_MODE
- VERBOSE_MODE2。

9.2.2.4 How To Use Particle Mesh Class

Through the following steps, one can use this ParticleMesh class.

1. Compile ParticleMesh class.
2. Write a program including FDPS.
3. Compile the program.

The following subsections describe these steps.

9.2.2.4.1 Compile of Particle Mesh Class

Users need to edit the Makefile in `$(FDPS)/src/particle_mesh` appropriately as follows.

- Set the macro `INCLUDE_FFTW` (the directory in which the header file of FFTW is) in Makefile.
- Set the macro `SIZE_OF_MESH` (the number of meshes along one direction) in `param_fdps.h`. Recommended value is $N^{1/3}/2$ (N is the number of the particle).

After editing, users run make command.

If successful, the library `libpm.a` and the header file `particle_mesh.hpp` are created.

9.2.2.4.2 Writing Source Code

Next, users write programs as follows.

- Include the header files created above.
- Add member functions described below to FullParticle class (here, this particle class called FP).
 - `void FP::copyFromForceParticleMesh(const PS::F32vec & force)`. In this function, copy force to arbitrary member variables in FP.
 - `PS::F64 FP::getChargeParticleMesh()`. This function returns mass.

9.2.2.4.3 Compile of Source Code

To compile the programs written above, users need to follow the following steps.

- Specify the path to the header file `particle_mesh.hpp`.
- Link the library `libpm.a`.
- Specify the path to the directory in which the header files of FFTW are.
- Link the FFTW libraries.

9.2.2.4.4 Note

ParticleMesh class does not work if the total number of processes is one.

9.2.3 Phantom-GRAPE for X86

To use the low precision Phantom-GRAPE, refer to Tanikawa et al.(2013, New Astronomy, 19, 74). In this library, interactions with cutoff is also available. To use the high precision Phantom-GRAPE, refer to Tanikawa et al.(2012, New Astronomy, 17, 82).

10 Detection of Errors

10.1 Abstract

FDPS equips features to detect compile time and run time errors. We describe errors detectable by FDPS, and how to deal with these errors. Note that unknown errors possibly happen. At that time, please inform us.

10.2 Compile time errors

(Not written yet)

10.3 Run time errors

In run time error, FDPS outputs error messages in the following format, and terminates the program by `PS::Abort(-1)`.

```
PS_ERROR: ERROR MESSAGE  
function: FUNCTION NAME, line: LINE NUMBER, file: FILE NAME
```

- *ERROR MESSAGE*
Error message.
- *FUNCTION NAME*
Function name in which an error happens.
- *LINE NUMBER*
Line number in which an error happens.
- *FILE NAME*
File name in which an error happens.

We list run time errors below.

10.3.1 PS_ERROR: can not open input file

This message indicates that there is no input file specified by users, when the file input functions in FDPS are called.

The following message follows the error message.

```
input file: ‘‘input file name’’
```

10.3.2 PS_ERROR: can not open output file

This message indicates that there is no output file specified by users, when the file output functions in FDPS are called.

The following message follows the error message.

```
output file:  'output file name'
```

10.3.3 PS_ERROR: Do not initialize the tree twice

This message indicates that `PS::TreeForForce::initialize(...)` is called twice for the same tree object. Users can call this function only once.

10.3.4 PS_ERROR: The opening criterion of the tree must be ≥ 0.0

This message indicates that a negative value is input into opening criterion of tree for long-distance force modes.

The following message follows the above message to the standard error.

```
theta= 'input value for opening criterion'  
SEARCH_MODE: 'data type for search mode'  
Force:  'Type name for tree force'  
EPI: 'type name for EPI'  
EPJ: 'type name for EPJ'  
SPJ: 'type name for SPJ'
```

10.3.5 PS_ERROR: The limit number of the particles in the leaf cell must be > 0

This message indicates that a negative value is input into maximum particle number for a tree leaf cell.

The following message follows the above message to the standard error.

```
n_leaf_limit='input value for the maximum particle number in tree leaf  
cell'  
SEARCH_MODE: 'data type for search mode'  
Force:  'Type name for tree force'  
EPI: 'type name for EPI'  
EPJ: 'type name for EPJ'  
SPJ: 'type name for SPJ'
```

10.3.6 PS_ERROR: The limit number of particles in ip groups must be \geq that in leaf cells

This message indicates that the maximum particle number for a leaf cell is more than the maximum particle number for a i -group particle number, and when long-distant

force modes are chosen.

The following message follows the above message to the standard error.

```
n_leaf_limit=''Input the maximum particle number in a leaf cell''
n_grp_limit=''Input the maximum particle number in a i-group particle
number''
SEARCH_MODE: ''data type for search mode''
Force: ''Type name for tree force''
EPI: ''type name for EPI''
EPJ: ''type name for EPJ''
SPJ: ''type name for SPJ''
```

10.3.7 PS_ERROR: The number of particles of this process is beyond the FDPS limit number

This message indicates that users deal with more than $2G(G=2^{30})$ particles per MPI process.

10.3.8 PS_ERROR: The forces w/o cutoff can be evaluated only under the open boundary condition

This message indicates that users set long-distance force without cutoff under periodic boundary condition.

10.3.9 PS_ERROR: A particle is out of root domain

This message indicates that when the user program set the root domain by using function

`PS::DomainInfo::setRootDomain(...)`, any particle is outside the root domain. Particularly under periodic boundary condition, the user program should shift particles from outside of the root domain to inside. For this purpose, we recommend the use of function `PS::ParticleSystem::adjustPositionIntoRootDomain(...)`.

The following message follows the above message to the standard error.

```
position of the particle=''position of particles outside''
position of the root domain=''coordinates of the root domain''
```

10.3.10 PS_ERROR: The smoothing factor of an exponential moving average is must between 0 and 1.

This message indicates that users set the value which is less than 0 or greater than 1 as the smoothing factor of an exponential moving average by using function `PS::DomainInfo::initialize(...)`.

The following message follows the above message to the standard error.

The smoothing factor of an exponential moving average=''The smoothing factor''

10.3.11 PS ERROR: The coordinate of the root domain is inconsistent.

This message indicates that users set the coordinate of the lower vertex to be greater than the corresponding coordinate of the higher vertex by using function `PS::DomainInfo::setPosRootDomain(...)`.

The following message follows the above message for the standard error.

The coordinate of the low vertex of the rood domain=''The coordinate of the lower vertex'' The coordinate of the high vertex of the rood domain=''The coordinate of the higher vertex''

11 Known Bugs

12 Limitation

- Safe performance of integer types unique to FDPS is ensured, only when users adopt GCC and K compilers.

13 User Support

14 License

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15 Change Log

- 2015/03/13
 - Correct `getRsearch` to `getRSearch`. (section 7).
 - Add a function `PS::Abort` (section 8).
- 2015/03/17
 - Release version 1.0
- 2015/03/18
 - Modify the licence related to class `Particle Mesh`.
- 2015/03/20
 - Add the description of `PS::Comm::broadcast`.
- 2015/04/01
 - Add a caution that class `Particle Mesh` does not work in the case of 1 MPI process.
- 2015/10/07
 - Add the description of PM method. Section 9.2.2.
- 2015/12/01
 - Add the description of Multiwalk method. Sections A.10, A.11, 9.1.4.2.3.1, 7.11, 7.12.

A Examples of implementation using use-defined classes

A.1 Class FullParticle

A.1.1 Summary

Class FullParticle has all the data of a particle, and a user-defined class given to FDPS with procedure 0 in section 2.3. Users can attach any member variables and functions to this class. However, they need to define several member functions with fixed names. This is because FDPS accesses information of class FullParticle, using these member functions. In what follows, we describe presumptions in this section, necessary member functions, and member functions necessary for some situations.

A.1.2 Presumptions

In this section, we use class FP as an example of class FullParticle. Users can change the name of FP as they like.

```
class FP;
```

A.1.3 Necessary member functions

A.1.3.1 Summary

Necessary member functions are functions `FP::getPos` and `FP::copyFromForce`. Using the function `FP::getPos`, FDPS reads a position from class FullParticle. Using the function `FP::copyFromForce`, FDPS writes results of interaction calculation to class FullParticle. We present description examples of these functions.

A.1.3.2 FP::getPos

```
class FP {  
public:  
    PS::F64vec getPos() const;  
};
```

- Arguments

None

- Return value

Types `PS::F32vec` or `PS::F64vec`. A member variable keeping a position of class FP object.

- Behavior

Return a member variable keeping a position of class FP object.

A.1.3.3 FP::copyFromForce

```
class Force {
public:
    PS::F64vec acc;
    PS::F64    pot;
};
class FP {
public:
    PS::F64vec acceleration;
    PS::F64    potential;
    void copyFromForce(const Force & force) {
        this->acceleration = force.acc;
        this->potential     = force.pot;
    }
};
```

- **Presumptions**

Class Force has results of interaction calculation of a particle.

- **Arguments**

force: input. Type const Force. The variable force has results of interaction calculation of a particle.

- **Return value**

なし。

- **Behavior**

Write results of interaction calculation of a particle to class FP object. The member variables acc and pot in class Force correspond to the member variables of acceleration and potential in class FP, respectively.

- **Remarks**

The names of ‘‘Force’’ and its member variables are mutable. The names of member variables of class FP are also mutable. The argument name of member function FP::copyFromForce is mutable.

A.1.4 Member functions necessary for some situations

A.1.4.1 Summary

We describe member functions necessary for some situations. These situations are where all the types of PS::SEARCH_MODE but type PS::SEARCH_MODE_LONG are used, where file I/O APIs of class ParticleSystem are used, where ParticleSystem::adjustPosition is used, and where class Particle Mesh is used.

A.1.4.2 The cases where all the types of PS::SEARCH_MODE but type PS::SEARCH_MODE_LONG are used

A.1.4.2.1 *FP::getRSearch*

```
class FP {
public:
    PS::F64 search_radius;
    PS::F64 getRSearch() const {
        return this->search_radius;
    }
};
```

- **Presumptions**

A member variable `search_radius` is a radius of a particle which is used to search for neighbor particles of a particle. The data type of the `search_radius` is types PS::F32 or PS::F64.

- **Arguments**

None

- **Return value**

Types PS::F32 or PS::F64. A member variable of class FP object which has a radius of a particle to search for neighbor particles.

- **Behavior**

Return the member variable of class FP object which has a radius of a particle to search for its neighbor particles.

- **Remarks**

The name of member variable `search_radius` is mutable.

A.1.4.3 The case where file I/O APIs of class ParticleSystem is used

Member function `readAscii` and `writeAscii` are necessary when `ParticleSystem::readParticle` and `ParticleSystem::writeParticleAscii` are used, respectively. In what follows, we describe how to describe the function `readAscii` and `writeAscii`.

A.1.4.3.1 *FP::readAscii*

```
class FP {
public:
    PS::S32 id;
    PS::F64 mass;
    PS::F64vec pos;
    void readAscii(FILE *fp) {
        fscanf(fp, "%d%lf%lf%lf%lf", &this->id, &this->mass,
            &this->pos[0], &this->pos[1], &this->pos[2]);
    }
};
```

- **Presumptions**

In the input file of particle data, the first, second, third, fourth, and fifth columns contain particle IDs, masses, and three components of positions, respectively. File format is Ascii. 3D Cartesian coordinate system is adopted.

- **Arguments**

fp: type FILE *. File pointer which points to an input file with particle data.

- **Return value**

None.

- **Behavior**

Read information of id, mass, and pos of class FP from an input file.

- **Remarks**

None.

A.1.4.3.2 *FP::writeAscii*

```
class FP {
public:
    PS::S32 id;
    PS::F64 mass;
    PS::F64vec pos;
    void writeAscii(FILE *fp) {
        fscanf(fp, "%d %lf %lf %lf %lf", this->id, this->mass,
            this->pos[0], this->pos[1], this->pos[2]);
    }
};
```

- **Presumptions**

In the output file of particle data, the first, second, third, fourth, and fifth columns contain particle IDs, masses, and three components of positions, respectively. File format is Ascii. 3D Cartesian coordinate system is adopted.

- **Arguments**

fp: type FILE *. File pointer which points to an output file with particle data.

- **Return value**

None.

- **Behavior**

Write information of id, mass, and pos of class FP to an output file.

- **Remarks**

None.

A.1.4.4 The case where ParticleSystem::adjustPositionIntoRootDomain is used

A.1.4.4.1 *FP::setPos*

```
class FP {
public:
    PS::F64vec pos;
    void setPos(const PS::F64vec pos_new) {
        this->pos = pos_new;
    }
};
```

- **Presumptions**

The member variable pos is a position of a particle. Its data type is PS::F32vec or PS::F64vec.

- **Arguments**

pos_new: input. Type const PS::F32vec or const PS::F64vec. Position data modified by FDPS.

- **Return value**

None.

- **Behavior**

Write position data modified by FDPS to class FP object.

- **Remarks**

The name of member variable `pos` is mutable. The argument name of `pos_new` is mutable. If the data types of `pos` and `pos_new` are different, it may not work well.

A.1.4.5 The case where class Particle Mesh is used

When class Particle Mesh is used, member functions `FP::getChargeParticleMesh` and `FP::copyFromForceParticleMesh` are necessary. In the following, we describe how to describe them.

A.1.4.5.1 *FP::getChargeParticleMesh*

```
class FP {  
public:  
    PS::F64 mass;  
    PS::F64 getChargeParticleMesh() const {  
        return this->mass;  
    }  
};
```

- **Presumptions**

The member variable `mass` has particle mass or charge. Its data type is `PS::F32` or `PS::F64`.

- **Arguments**

None.

- **Return value**

Types `PS::F32` or `PS::F64`. Return particle mass or charge.

- **Behavior**

Return a member variable keeping particle mass or charge.

- **Remarks**

The variable name of `mass` is mutable.

A.1.4.5.2 *FP::copyFromForceParticleMesh*

```
class FP {
public:
    PS::F64vec accelerationFromPM;
    void copyFromForceParticleMesh(const PS::F32vec & acc_pm) {
        this->accelerationFromPM = acc_pm;
    }
};
```

- **Presumptions**

The member variable `accelerationFromPM` has force data exerted on a particle. Its data type is `PS::F32vec` or `PS::F64vec`.

- **Arguments**

`acc_pm`: type `const PS::F32vec` or `const PS::F64vec`. Results of class `Particle Mesh`.

- **Return value**

None.

- **Behavior**

Write a force on a particle from class `Particle Mesh` to the member variable.

- **Remarks**

The variable name of `acc_pm` is mutable. The argument name `acc_pm` is mutable.

A.2 Class EssentialParticleI

A.2.1 Summary

Class `EssentialParticleI` has *i*-particle data, and is necessary when users define particle-particle interaction (procedure 0 in section 2.3). The data set of class `EssentialParticleI` is a subset of the data set of class `FullParticle`. FDPS accesses the data variables of class `EssentialParticleI`. In what follows, we describe the presumptions in this section, necessary member functions, and member functions necessary for some situations.

A.2.2 Presumptions

In this section, we use class `EPI` and `FP` as examples of classes `EssentialParticleI` and `FullParticle`, respectively. The names `EPI` and `FP` are mutable.

The classes `EPI` and `FP` are declared as follows.

```
class FP;
class EPI;
```

A.2.3 Necessary member functions

A.2.3.1 Summary

The member functions `EPI::getPos` and `EPI::copyfromFP` are necessary. FDPS uses the former to read position data in class `EPI`, and the latter to write class `FP` data to class `EPI`. We present how to describe these functions.

A.2.3.2 `EPI::getPos`

```
class EPI {  
public:  
    PS::F64vec pos;  
    PS::F64vec getPos() const {  
        return this->pos;  
    }  
};
```

- **Presumptions**

The member variable `pos` is particle position. Its data type is `PS::F64vec`.

- **Arguments**

None.

- **Return value**

Type `PS::F64vec`. Member variable keeping position data of class `EPI`.

- **Behavior**

Return a memeber variable with position data of class `EPI` object.

- **Remarks**

The variable name `pos` is mutable.

A.2.3.3 EPI::copyFromFP

```
class FP {
public:
    PS::S64    identity;
    PS::F64    mass;
    PS::F64vec position;
    PS::F64vec velocity;
    PS::F64vec acceleration;
    PS::F64    potential;
};

class EPI {
public:
    PS::S64    id;
    PS::F64vec pos;
    void copyFromFP(const FP & fp) {
        this->id = fp.identity;
        this->pos = fp.position;
    }
};
```

- **Presumptions**

The member variable `identity` and `position` in class `FP` correspond to the member variables `id` and `pos` in class `EPI`.

- **Arguments**

`fp`: input. Type `const FP &`. Information of class `FP` object.

- **Return value**

None.

- **Behavior**

Write a part of particle data of class `FP` to class `EPI` object.

- **Remarks**

The member variables of classes `FP` and `EPI` are mutable. The argument name of `EPI::copyFromFP` is mutable. The particle data of class `EPI` is a subset of the particle data of class `FP`.

A.2.4 Member functions necessary for some situations

A.2.4.1 Summary

In this section, we describe member functions necessary for some situations. The situations are where `PS::SEARCH_MODE_GATHER` and `PS::SEARCH_MODE_SYMMETRY` are adopted for type `PS::SEARCH_MODE`.

A.2.4.2 The case where PS::SEARCH_MODE_GATHER and PS::SEARCH_MODE_SYMMETRY are adopted for type PS::SEARCH_MODE

A.2.4.2.1 *EPI::getRSearch*

```
class EPI {
public:
    PS::F64 search_radius;
    PS::F64 getRSearch() const {
        return this->search_radius;
    }
};
```

- **Presumptions**

A member variable `search_radius` is a radius of a particle which is used to search for neighbor particles of a particle. The data type of the `search_radius` is types PS::F32 or PS::F64.

- **Arguments**

None.

- **Return value**

Types PS::F32 or PS::F64. A member variable of class EPI object which has a radius of a particle to search for neighbor particles.

- **Behavior**

Return the member variable of class EPI object which has a radius of a particle to search for its neighbor particles.

- **Remarks**

The name of member variable `search_radius` is mutable.

A.3 Class EssentialParticleJ

A.3.1 Summary

Class `EssentialParticleJ` has j -particle data necessary for interaction calculations, and is necessary for the definition of interactions (procedure 0 in section 2.3). The data of class `EssentialParticleJ` is a subset of the data of class `FullParticle` (section 7.2). FDPS accesses the data of this class. For this purpose, class `EssentialParticleJ` must have some member functions. In the following, we describe the presumptions of this section, necessary member functions, and member functions necessary for some situations.

A.3.2 Presumptions

In this section, we use class EPJ and FP as examples of classes EssentialParticleJ and FullParticle, respectively. The class names of EPJ and FP are mutable.

The declarations of EPJ and FP are as follows.

```
class FP;  
class EPJ;
```

A.3.3 Necessary member functions

A.3.3.1 Summary

Necessary member functions are EPJ::getPos and EPJ::copyfromFP. Using the former function, FDPS reads the position data of class FP, and write it to class EPJ. Using the latter function, FDPS reads the various data of class FP, and write them to class EPJ. We describe these functions in this section.

A.3.3.2 EPJ::getPos

```
class EPJ {  
public:  
    PS::F64vec pos;  
    PS::F64vec getPos() const {  
        return this->pos;  
    }  
};
```

- **Presumptions**

Member variable pos is the position data of one particle. Its data type is PS::F64vec.

- **Arguments**

None.

- **Return value**

Type PS::F64vec. Member variable keeping position data.

- **Behavior**

Return position data of class EPJ object.

- **Remarks**

The member variable name of pos is mutable.

A.3.3.3 EPJ::copyFromFP

```
class FP {
public:
    PS::S64    identity;
    PS::F64    mass;
    PS::F64vec position;
    PS::F64vec velocity;
    PS::F64vec acceleration;
    PS::F64    potential;
};
class EPJ {
public:
    PS::S64    id;
    PS::F64    m;
    PS::F64vec pos;
    void copyFromFP(const FP & fp) {
        this->id  = fp.identity;
        this->m   = fp.mass;
        this->pos = fp.position;
    }
};
```

- **Presumptions**

Member variables of identity, mass, and position in class FP correspond to those of id, m, and pos in class EPJ.

- **Arguments**

fp: input. Type const FP &. The variable keeping the data of class FP object.

- **Return value**

None.

- **Behavior**

Read a part of the data of class FP object, and write them to class EPJ object.

- **Remarks**

The member variable names of classes FP and EPJ are mutable. The argument name of a member function EPJ::copyFromFP is mutable.

A.3.4 Member functions necessary for some situations

A.3.4.1 Summary

In this section, we describe member functions necessary for some situations. The situations are where users adopt all but PS::SEARCH_MODEL_LONG for data type

PS::SEARCH_MODE, and where they adopt all but PS::BOUNDARY_CONDITION_OPEN for data type BOUNDARY_CONDITION. We do not describe member functions necessary for situations where pre-existing Moment and SuperParticleJ classes. These member functions are explained in sections 7.5 and 7.6.

A.3.4.2 The cases where all but PS::SEARCH_MODE_LONG are used for data type PS::SEARCH_MODE

A.3.4.2.1 EPJ::getRSearch

```
class EPJ {
public:
    PS::F64 search_radius;
    PS::F64 getRSearch() const {
        return this->search_radius;
    }
};
```

- **Presumptions**

The member variable `search_radius` is a radius of a particle. Neighbor particles of the particle are defined as those inside the particle. The data type of `search_radius` may be PS::F32 or PS::F64.

- **Arguments**

None.

- **Return value**

Data types PS::F32 or PS::F64. A radius of a particle.

- **Behavior**

Return a radius of particle.

- **Remarks**

The member variable name of `search_radius` is mutable.

A.3.4.3 The cases where all but PS::BOUNDARY_CONDITION_OPEN are used for data type BOUNDARY_CONDITION

A.3.4.3.1 EPJ::setPos

```
class EPJ {
public:
    PS::F64vec pos;
    void setPos(const PS::F64vec pos_new) {
        this->pos = pos_new;
    }
};
```

- **Presumptions**

The member variable pos is a position data of a particle. The data type of pos may be PS::F32vec or PS::F64vec. The original data of the variable pos is a member variable of class FP, position. This data type may be PS::F32vec or PS::F64vec.

- **Arguments**

pos_new: Input. Type const PS::F32vec or const PS::F64vec. Position data modified by FDPS.

- **Return value**

None.

- **Behavior**

FDPS writes modified position data to a position data of class EPJ.

- **Remarks**

The member variable name of pos is mutable. The argument name of pos_new is mutable.

A.4 Class Moment

A.4.1 Summary

Class Moment has moment data of several particles close to each other, and is necessary for the definition of interaction (procedure 0 in section 2.3). Examples of moment data are monopole and dipole of several particles, and the maximum size of these particles. This class plays a role like intermediate variables between classes EssentialParticleJ and SuperParticleJ. Necessary member functions of this class are, for example, a member function which reads some data from class EssnetialPart and calculate moment of particles.

Some classes are pre-existing. We first describe these classes. Next, we describe how to make class Moment, and what member functions are needed.

A.4.2 Pre-existing classes

A.4.2.1 Summary

There are several pre-existing classes. These classes are available when some PS::SEARCH_MODE types are adopted. In the following, we describe class Moment available when PS::SEARCH_MODE_LONG and PS::SEARCH_MODE_LONG_CUTOFF are adopted. When the other PS::SEARCH_MODE are adopted, users need not to program, considering class Moment.

A.4.2.2 PS::SEARCH_MODE_LONG

A.4.2.2.1 PS::MomentMonopole

This class has moment up to monopole. When this moment is calculated, the center of the coordinate is taken to the center of mass or charge. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {  
    class MomentMonopole {  
    public:  
        F32    mass;  
        F32vec pos;  
    };  
}
```

- Class name PS::MomentMonopole
- Member variables and their information
mass: the total mass or charge of particles close to each other.
pos: the center of mass or charge of particles close to each other.

- Use conditions

Class EssentialParticleJ (section 7.4) has member functions EssentialParticleJ::get and EssentialParticleJ::getPos.

A.4.2.2.2 PS::MomentQuadrupole

This class has moment up to quadrupole. When this moment is calculated, the center of the coordinate is taken to the center of mass or charge. In the following, we describe an overview of this class.

```

namespace ParticleSimulator {
    class MomentQuadrupole {
    public:
        F32    mass;
        F32vec pos;
        F32mat quad;
    };
}

```

- Class name PS::MomentQuadrupole

- Member variables and their information

mass: the total mass of particles close to each other.

pos: the center of mass of particles close to each other.

quad: the quadrupole of mass of particles close to each other.

- Use conditions

Class EssentialParticleJ (section 7.4) has member functions EssentialParticleJ::get and EssentialParticleJ::getPos.

A.4.2.2.3 PS::MomentMonopoleGeometricCenter

This class has moment up to monopole. When this moment is calculated, the center of the coordinate is taken to the geometric center of particles. In the following, we describe an overview of this class.

```

namespace ParticleSimulator {
    class MomentMonopoleGeometricCenter {
    public:
        F32    charge;
        F32vec pos;
    };
}

```

- Class name PS::MomentMonopoleGeometricCenter

- Member variables and their information

charge: the total mass or charge of particles close to each other.

pos: the geometric center of particles close to each other.

- Use conditions

Class EssentialParticleJ (section 7.4) has member functions EssentialParticleJ::get and EssentialParticleJ::getPos.

A.4.2.2.4 *PS::MomentDipoleGeometricCenter*

This class has moment up to dipole. When this moment is calculated, the center of the coordinate is taken to the geometric center of particles. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {  
    class MomentDipoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
        F32vec dipole;  
    };  
}
```

- Class name

PS::MomentDipoleGeometricCenter

- Member variables and their information

charge: the total mass or charge of particles close to each other.

pos: the geometric center of particles close to each other.

dipole: dipole of particle masses or charges.

- Use conditions

Class EssentialParticleJ (section 7.4) has member functions EssentialParticleJ::get and EssentialParticleJ::getPos.

A.4.2.2.5 *PS::MomentQuadrupoleGeometricCenter*

This class has moment up to quadrupole. When this moment is calculated, the center of the coordinate is taken to the geometric center of particles. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {  
    class MomentQuadrupoleGeometricCenter {  
    public:  
        F32    charge;  
        F32vec pos;  
        F32vec dipole;  
        F32mat quadrupole;  
    };  
}
```

- Class name

PS::MomentQuadrupoleGeometricCenter

- Member variables and their information

charge: the total mass or charge of particles close to each other.

pos: the geometric center of particles close to each other.

dipole: dipole of particle masses or charges.

quadrupole: quadrupole of particle masses or charges.

- Use conditions

Class `EssentialParticleJ` (section 7.4) has member functions `EssentialParticleJ::get` and `EssentialParticleJ::getPos`.

A.4.2.3 PS::SEARCH_MODE_LONG_CUTOFF

A.4.2.3.1 PS::MomentMonopoleCutoff

This class has moment up to monopole. When this moment is calculated, the center of the coordinate is taken to the center of mass or charge. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {
    class MomentMonopoleCutoff {
    public:
        F32    mass;
        F32vec pos;
    };
}
```

- Class name

`PS::MomentMonopoleCutoff`

- Member variables and their information

mass: the total mass or charge of particles close to each other.

pos: the center of mass or charge of particles close to each other.

- Use conditions

Class `EssentialParticleJ` (section 7.4) has member functions `EssentialParticleJ::get` and `EssentialParticleJ::getPos`.

A.4.3 Necessary member functions

A.4.3.1 Summary

In the following, we describe necessary member functions when users define class `Moment`. As an example, we use `Mom` for class `Moment` name. This name is mutable.

A.4.3.2 Constructor

```
class Mom {  
public:  
    PS::F32    mass;  
    PS::F32vec pos;  
    Mom () {  
        mass = 0.0;  
        pos  = 0.0;  
    }  
};
```

- **Presumptions**

Member variables `mass` and `pos` are mass and position information of class `Mom`, respectively.

- **Arguments**

None.

- **Return value**

None.

- **Behavior**

Initialize class `Mom` object.

- **Remarks**

The member variable names are mutable. Some member variables can be added.

```
class Mom {  
public:  
    PS::F32    mass;  
    PS::F32vec pos;  
    Mom(const PS::F32 m,  
        const PS::F32vec & p) {  
        mass = m;  
        pos  = p;  
    }  
};
```

- **Presumptions**

Member variables `mass` and `pos` are mass and position information of class `Mom`, respectively.

- **Arguments**

m: input. Type const PS::F32. Mass.
p: Input. Type const PS::F32vec &. Position.

- **Return value**

None.

- **Behavior**

Initialize class Mom object.

- **Remarks**

The member variable names are mutable. Some member variables can be added.

A.4.3.3 Mom::init

```
class Mom {  
public:  
    void init();  
};
```

- **Presumptions**

None.

- **Arguments**

None.

- **Return value**

None.

- **Behavior**

Initialize class Mom object.

- **Remarks**

None.

A.4.3.4 Mom::getPos

```
class Mom {  
public:  
    PS::F32vec pos;  
    PS::F32vec getPos() const {  
        return pos;  
    }  
};
```

- **Presumptions**

A member variable `pos` is a representative position of particles close to each other. This data type is `PS::F32vec` or `PS::F64vec`.

- **Arguments**

None.

- **Return value**

`PS::F32vec` or `PS::F64vec`. The member variable `pos`.

- **Behavior**

Return the member variable `pos`.

- **Remarks**

The member variable name is mutable.

A.4.3.5 Mom::getCharge

```
class Mom {  
public:  
    PS::F32 mass;  
    PS::F32 getCharge() const {  
        return mass;  
    }  
};
```

- **Presumptions**

A member variable `mass` is the total mass or charge of particles close to each other. This data type is `PS::F32` or `PS::F64`.

- **Arguments**

None.

- **Return value**

Type `PS::F32` or `PS::F64`. The member variable `mass`.

- **Behavior**

Return the member variable `mass`.

- **Remarks**

The member variable name is mutable.

A.4.3.6 Mom::accumulateAtLeaf

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    template <class Tepj>
    void accumulateAtLeaf(const Tepj & epj) {
        mass += epj.getCharge();
        pos  += epj.getPos();
    }
};
```

- **Presumptions**

A member variable mass is the total mass or charge of particles close to each other. This data type is PS::F32 or PS::F64. A member variable pos is a representative position of particles close to each other. This data type is PS::F32vec or PS::F64vec. Class EssentialParticleJ is inserted into the template argument Tepj, and has member functions getCharge and getPos.

- **Arguments**

epj: input. Type const Tepj &. An object of class Tpj.

- **Return value**

None.

- **Behavior**

Calculate moment from an object of class EssentialParticleJ.

- **Remarks**

The member variable names mass and pos are mutable. The argument name epj is mutable.

A.4.3.7 Mom::accumulate

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    void accumulate(const Mom & mom) {
        mass += mom.mass;
        pos  += mom.mass * mom.pos;
    }
};
```

- **Presumptions**

A member variable `mass` is the total mass or charge of particles close to each other. This data type is `PS::F32` or `PS::F64`. A member variable `pos` is the center of mass of particles close to each other. This data type is `PS::F32vec` or `PS::F64vec`. Class `EssentialParticleJ` is inserted into the template argument `Tepj`, and has member functions `getCharge` and `getPos`.

- **Arguments**

`mom`: input. Type `const Mom &`. An object of class `Mom`.

- **Return value**

None.

- **Behavior**

Calculate information of class `Mom` from an object of class `Mom`.

- **Remarks**

The member variable names `mass` and `pos` are mutable. The argument name `epj` is mutable.

A.4.3.8 `Mom::set`

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    void set() {
        pos = pos / mass;
    }
};
```

- **Presumptions**

A member variable `mass` is the total mass or charge of particles close to each other. This data type is `PS::F32` or `PS::F64`. A member variable `pos` is the center of mass of particles close to each other. This data type is `PS::F32vec` or `PS::F64vec`. Class `EssentialParticleJ` is inserted into the template argument `Tepj`, and has member functions `getCharge` and `getPos`.

- **Arguments**

None.

- **Return value**

None.

- **Behavior**

Normalize position data of moment, since they are not normalized in the member functions in `Mom::accumulateAtLeaf` and `Mom::accumulate`.

- **Remarks**

The member variable names `mass` and `pos` are mutable. The argument name `epj` is mutable.

A.4.3.9 `Mom::accumulateAtLeaf2`

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    PS::F32mat quad;
    template <class Tepj>
    void accumulateAtLeaf2(const Tepj & epj) {
        PS::F64 ctmp    = epj.getCharge();
        PS::F64vec ptmp = epj.getPos() - pos;
        PS::F64 cx = ctmp * ptmp.x;
        PS::F64 cy = ctmp * ptmp.y;
        PS::F64 cz = ctmp * ptmp.z;
        quad.xx += cx * ptmp.x;
        quad.yy += cy * ptmp.y;
        quad.zz += cz * ptmp.z;
        quad.xy += cx * ptmp.y;
        quad.xz += cx * ptmp.z;
        quad.yz += cy * ptmp.z;
    }
};
```

- **Presumptions**

A member variable `mass` is the total mass or charge of particles close to each other. This data type is `PS::F32` or `PS::F64`. A member variable `pos` is a representative position of particles close to each other. This data type is `PS::F32vec` or `PS::F64vec`. This has been already obtained in the member function `Mom::accumulateAtLeaf`. A member variable `quad` is quadrupole of particles close to each other. This data type is `PS::F32mat` or `PS::F64mat`. Class `EssentialParticleJ` is inserted into the template argument `Tepj`, and has member functions `getCharge` and `getPos`.

- **Arguments**

`epj`: input. Type `const Tepj &`. An object of class `Tepj`.

- **Return value**

None.

- **Behavior**

Calculate moment from an object of class EssentialParticleJ.

- **Remarks**

The member variable names mass, pos and quad are mutable. The argument name epj is mutable.

A.4.3.10 Mom::accumulate2

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    PS::F32mat quad;
    void accumulate(const Mom & mom) {
        PS::F64 mtmp    = mom.mass;
        PS::F64vec ptmp = mom.pos - pos;
        PS::F64 cx = mtmp * ptmp.x;
        PS::F64 cy = mtmp * ptmp.y;
        PS::F64 cz = mtmp * ptmp.z;
        quad.xx += cx * ptmp.x + mom.quad.xx;
        quad.yy += cy * ptmp.y + mom.quad.yy;
        quad.zz += cz * ptmp.z + mom.quad.zz;
        quad.xy += cx * ptmp.y + mom.quad.xy;
        quad.xz += cx * ptmp.z + mom.quad.xz;
        quad.yz += cy * ptmp.z + mom.quad.yz;
    }
};
```

- **Presumptions**

A member variable mass is the total mass or charge of particles close to each other. This data type is PS::F32 or PS::F64. A member variable pos is a representative position of particles close to each other. This data type is PS::F32vec or PS::F64vec. This has been already obtained in the member function Mom::accumulate. A member variable quad is quadrupole of particles close to each other. This data type is PS::F32mat or PS::F64mat.

- **Arguments**

mom: input. Type const Mom &. An object of class Mom.

- **Return value**

None.

- Behavior

Calculate information of class Mom from an object of class Mom

- Remarks

The member variable names mass, pos and quad are mutable.

A.5 Class SuperParticleJ

A.5.1 Summary

Class SuperParticleJ has information of superparticle which is a representative of particles close to each other. This is required for the definition of interaction (procedure 0 in section 2.3). This class is necessary only when PS::SEARCH_MODE_LONG and

PS::SEARCH_MODE_LONG_CUTOFF are adopted for type PS::SEARCH_MODE. This class has member functions communicating position data with FDPS. Information of classes SuperParticleJ and Moment pairs up. Therefore, this class has member functions which transform from data of class Moment to that of class SuperParticleJ, and vice versa.

Some classes are pre-existing. We first describe these classes. Next, we describe how to make class SuperParticleJ, and what member functions are needed.

A.5.2 Pre-existing classes

There are several pre-existing classes. These classes are available when some PS::SEARCH_MODE types are adopted. In the following, we describe class SuperParticleJ available when

PS::SEARCH_MODE_LONG and PS::SEARCH_MODE_LONG_CUTOFF are adopted. When the other PS::SEARCH_MODE are adopted, users need not to program, considering class SuperParticleJ

A.5.2.1 PS::SEARCH_MODE_LONG

A.5.2.1.1 PS::SPJMonopole

This class has moment up to monopole, and is paired with class PS::MomentMonopole. We overview this class as follows.

```
namespace ParticleSimulator {
    class SPJMonopole {
    public:
        F64    mass;
        F64vec pos;
    };
}
```

- Class name PS::SPJMonopole

- Member variables and their information
 - mass: the total mass or charge of particles close to each other.
 - pos: the center of mass or charge of particles close to each other.
- Use conditions
 - The same as class PS::MomentMonopole.

A.5.2.1.2 PS::SPJQuadrupole

This class has monopole and quadrupole moments, and is paired with class PS::MomentQuadrupole. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {
  class SPJQuadrupole {
  public:
    F32    mass;
    F32vec pos;
    F32mat quad;
  };
}
```

- Class name PS::SPJQuadrupole
- Member variables and their information
 - mass: the total mass of particles close to each other.
 - pos: the center of mass of particles close to each other.
 - quad: the quadrupole of mass of particles close to each other.
- Use conditions
 - The same as class PS::MomentQuadrupole.

A.5.2.1.3 PS::SPJMonopoleGeometricCenter

This class has moment up to monopole, and is paired with class PS::MomentMonopoleGeometricCenter. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {
  class SPJMonopoleGeometricCenter {
  public:
    F32    charge;
    F32vec pos;
  };
}
```

- Class name
PS::SPJMonopoleGeometricCenter
- Member variables and their information
charge: the total mass or charge of particles close to each other.
pos: the geometric center of particles close to each other.
- Use conditions
The same as class PS::MomentMonopoleGeometricCenter.

A.5.2.1.4 PS::SPJDipoleGeometricCenter

This class has moment up to dipole, and is paired with class PS::MomentDipoleGeometricCenter. In the following, we describe an overview of this class.

```
namespace ParticleSimulator {
    class SPJDipoleGeometricCenter {
    public:
        F32    charge;
        F32vec pos;
        F32vec dipole;
    };
}
```

- Class name
PS::SPJDipoleGeometricCenter
- Member variables and their information
charge: the total mass or charge of particles close to each other.
pos: the geometric center of particles close to each other.
dipole: dipole of particle masses or charges.
- Use conditions
The same as class PS::MomentDipoleGeometricCenter.

A.5.2.1.5 PS::SPJQuadrupoleGeometricCenter

This class has moment up to quadrupole, and is paired with class PS::MomentQuadrupoleGeometricCenter. In the following, we describe an overview of this class.

```

namespace ParticleSimulator {
    class SPJQuadrupoleGeometricCenter {
    public:
        F32    charge;
        F32vec pos;
        F32vec dipole;
        F32mat quadrupole;
    };
}

```

- Class name
PS::SPJQuadrupoleGeometricCenter
- Member variables and their information
charge: the total mass or charge of particles close to each other.
pos: the geometric center of particles close to each other.
dipole: dipole of particle masses or charges.
quadrupole: quadrupole of particle masses or charges.
- Use conditions
The same as class PS::MomentQuadrupoleGeometricCenter.

A.5.2.2 PS::SEARCH_MODE_LONG_CUTOFF

A.5.2.2.1 PS::SPJMonopoleCutoff

This class has moment up to monopole, and is paired with class PS::MomentMonopoleCutoff. In the following, we describe an overview of this class.

```

namespace ParticleSimulator {
    class SPJMonopoleCutoff {
    public:
        F32    mass;
        F32vec pos;
    };
}

```

- Class name
PS::SPJMonopoleCutoff
- Member variables and their information
mass: the total mass or charge of particles close to each other.
pos: the center of mass or charge of particles close to each other.

- Use conditions

The same as class `PS::MomentMonopoleCutoff`.

A.5.3 Necessary member functions

A.5.3.1 Summary

We describe necessary member functions when users make class `SuperParticleJ`. We use class `SPJ` for an example of class `SuperParticleJ`. This name is mutable.

A.5.3.2 `SPJ::getPos`

```
class SPJ {  
public:  
    PS::F64vec pos;  
    PS::F64vec getPos() const {  
        return this->pos;  
    }  
};
```

- Presumptions

Member variables `pos` is position information of this class. This data type is `PS::F32vec` or `PS::F64vec`.

- Arguments

None.

- Return value

Type `PS::F32vec` or `PS::F64vec`. Member variable keeping position data of class `SPJ`.

- Behavior

Return position data of an object of class `SPJ`.

- Remarks

The member variable name is mutable.

A.5.3.3 SPJ::setPos

```
class SPJ {
public:
    PS::F64vec pos;
    void setPos(const PS::F64vec pos_new) {
        this->pos = pos_new;
    }
};
```

- **Presumptions**

A member variable pos is position data of a particle. This data type is PS::F32vec or PS::F64vec.

- **Arguments**

pos_new: input. Type const PS::F32vec or const PS::F64vec. Position modified by FDPS.

- **Return value**

None.

- **Behavior**

Write position data modified by FDPS to position data of an object of class SPJ.

- **Remarks**

The member variable name is mutable. The argument name is mutable.

A.5.3.4 SPJ::copyFromMoment

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
}
class SPJ {
public:
    PS::F32    mass;
    PS::F32vec pos;
    void copyFromMoment(const Mom & mom) {
        mass = mom.mass;
        pos  = mom.pos;
    }
};
```

- **Presumptions**

None.

- **Arguments**

mom: input. Type `const Mom &`. User-defined class `Moment`.

- **Return value**

None.

- **Behavior**

Copy an object of class `Mom` to that of class `SPJ`.

- **Remarks**

Class name `Mom` is mutable. Member variables of classes `Mom` and `SPJ` are mutable. The argument name of the function `SPJ::copyFromMoment` is mutable.

A.5.3.5 `SPJ::convertToMoment`

```
class Mom {
public:
    PS::F32    mass;
    PS::F32vec pos;
    Mom(const PS::F32 m,
        const PS::F32vec & p) {
        mass = m;
        pos  = p;
    }
}
class SPJ {
public:
    PS::F32    mass;
    PS::F32vec pos;
    Mom convertToMoment() const {
        return Mom(mass, pos);
    }
};
```

- **Presumptions**

None.

- **Arguments**

None.

- **Return value**

Type `Mom`. Constructor of class `Mom`.

- **Behavior**

Return the constructor of class Mom.

- **Remarks**

Class name Mom is mutable. Member variable names of classes Mom and SPJ are mutable. The argument name of the function SPJ::copyFromMoment is mutable. Pre-definition of the constructor of class Mom is necessary.

A.5.3.6 SPJ::clear

```
class SPJ {
public:
    PS::F32    mass;
    PS::F32vec pos;
    void clear() {
        mass = 0.0;
        pos  = 0.0;
    }
};
```

- **Presumptions**

None.

- **Arguments**

None.

- **Return value**

None.

- **Behavior**

Clear information of an object of class SPJ.

- **Remarks**

Member variable names are mutable.

A.6 Class Force

A.6.1 Summary

This class has results of interaction calculations, and is necessary for the definition of interaction (procedure 0 in section 2.3). We describe presumptions in this section, and necessary member functions.

A.6.2 Presumptions

We use class Result as an example of class Force. This name is mutable.

A.6.3 Necessary member functions

A necessary member function is `Result::clear`. This function initializes results of interaction calculations.

A.6.3.1 `Result::clear`

```
class Result {
public:
    PS::F32vec acc;
    PS::F32    pot;
    void clear() {
        acc = 0.0;
        pot = 0.0;
    }
};
```

- **Presumptions**

Member variables are `acc` and `pot`.

- **Arguments**

None.

- **Return value**

None.

- **Behavior**

Initialize member variables.

- **Remarks**

The member variable names are mutable.

A.7 Class Header

A.7.1 Summary

Class Header defines a format of a header of I/O files. This class is used in file I/O APIs of class `ParticleSystem`. These APIs are `ParticleSystem::readParticleAscii` and `ParticleSystem::writeParticleAscii`. We present presumptions in this section and member functions necessary when users use these APIs.

A.7.2 Presumptions

We use class `Hdr` as an example of class `Header`. This name is mutable.

A.7.3 Member functions necessary for some situations

A.7.3.1 Hdr::readAscii

```
class Hdr {
public:
    PS::S32 nparticle;
    PS::F64 time;
    PS::S32 readAscii(FILE *fp) {
        fscanf(fp, "%d%lf", &this->nparticle, &this->time);
        return this->nparticle;
    }
};
```

- **Presumptions**

This header has the number of particles ‘‘nparticle’’ and time ‘‘time’’.

- **Arguments**

fp: input. Type FILE *. File pointer to an input file.

- **Return value**

Type PS::S32. Return the number of particles, and return -1 unless there is the number of particles in the header.

- **Behavior**

Read the header information from the input file of particle data.

- **Remarks**

The member variable names are mutable. It is undefined when the return value is neither the number of particles and -1.

A.7.3.2 Hdr::writeAscii

```
class Hdr {
public:
    PS::S32 nparticle;
    PS::F64 time;
    void writeAscii(FILE *fp) {
        fprintf(fp, "%d %lf", this->nparticle, this->time);
    }
};
```

- **Presumptions**

This header has the number of particles ‘‘nparticle’’ and time ‘‘time’’.

- **Arguments**

fp: input. Type FILE *. File pointer to an output file.

- **Return value**

None.

- **Behavior**

Write the header information to the output file.

- **Remarks**

The member variable names are mutable.

A.8 Function object calcForceEpEp

A.8.1 Summary

Function object calcForceEpEp presents an interaction, and is necessary for the definition of the interaction (procedure 0 in section 2.3). In what follows, we describe how to describe this.

A.8.2 Presumptions

We show the function object for calculating gravitational N -body simulation. The object name is gravityEpEp, and is mutable. We use classes EPI and EPJ for classes EssentialParitlceI and EssentialParitlceJ, respectively.

A.8.3 gravityEpEp::operator ()

Listing 43: calcForceEpEp

```
1 class Result {
2 public:
3     PS::F32vec acc;
4 };
5 class EPI {
6 public:
7     PS::S32 id;
8     PS::F32vec pos;
9 };
10 class EPJ {
11 public:
12     PS::S32 id;
13     PS::F32 mass;
14     PS::F32vec pos;
15 };
16 struct gravityEpEp {
17     static PS::F32 eps2;
```

```

18 void operator () (const EPI *epi,
19                  const PS::S32 ni,
20                  const EPJ *epj,
21                  const PS::S32 nj,
22                  Result *result) {
23
24     for(PS::S32 i = 0; i < ni; i++) {
25         PS::S32 ii = epi[i].id;
26         PS::F32vec xi = epi[i].pos;
27         PS::F32vec ai = 0.0;
28         for(PS::S32 j = 0; j < nj; j++) {
29             PS::S32 jj = epj[j].id;
30             PS::F32 mj = epj[j].mass;
31             PS::F32vec xj = epj[j].pos;
32
33             PS::F32vec dx = xi - xj;
34             PS::F32 r2 = dx * dx + eps2;
35             PS::F32 rinv = (ii != jj) ? 1. / sqrt(r2)
36                             : 0.0;
37
38             ai += mj * rinv * rinv * rinv * dx;
39         }
40         result.acc = ai;
41     }
42 }
43 };
44 PS::F32 gravityEpEp::eps2 = 9.765625e-4;

```

• Presumptions

Member functions necessary for classes Result, EPI, and EPJ are omitted. A member variable acc in class Result is gravitational acceleration from j -particle to i -particle. Member variables id and pos in classes EPI and EPJ are particle ID and position, respectively. A member variable mass in class EPJ is mass of j -particle. A member variable eps2 in function object gravityEpEp is square of gravitational softening. Users need not to consider multi-threading, since multi-threading is defined outside this function object.

• Arguments

epi: input. Type const EPI * or EPI *. Array of i -particle data.
ni: input. Type const PS::S32 or PS::S32. The number of i -particles.
epj: input. Type const EPJ * or EPJ *. Array of j -particle data.
nj: input. Type const PS::S32 or PS::S32. The number of j -particles.
result: output. Type Result *. Array of results of interactions of i -particles.

- **Return value**

None.

- **Behavior**

Calculate forces exerted by j -particles on i -particles.

- **Remarks**

All the argument names are mutable. The contents of the function object are mutable.

A.9 Function object calcForceSpEp

A.9.1 Summary

Function object calcForceSpEp presents forces exerted by superparticles on particles, and is necessary for the definition of the interaction (procedure 0 in section 2.3). In what follows, we describe how to describe this.

A.9.2 Presumptions

We show the function object for calculating gravitational N -body simulation. The object name is gravitySpEp, and is mutable. We use classes EPI and SPJ for classes EssentialParitlceI and SuperParitlceJ, respectively.

A.9.3 gravitySpEp::operator ()

Listing 44: calcForceSpEp

```

1 class Result {
2 public:
3     PS::F32vec accfromspj;
4 };
5 class EPI {
6 public:
7     PS::S32 id;
8     PS::F32vec pos;
9 };
10 class SPJ {
11 public:
12     PS::F32 mass;
13     PS::F32vec pos;
14 };
15 struct gravitySpEp {
16     static PS::F32 eps2;
17     void operator () (const EPI *epi,
18                     const PS::S32 ni,
19                     const SPJ *spj,
```

```

20         const PS::S32 nj,
21         Result *result) {
22
23     for(PS::S32 i = 0; i < ni; i++) {
24         PS::F32vec xi = epi[i].pos;
25         PS::F32vec ai = 0.0;
26         for(PS::S32 j = 0; j < nj; j++) {
27             PS::F32    mj = spj[j].mass;
28             PS::F32vec xj = spj[j].pos;
29
30             PS::F32vec dx    = xi - xj;
31             PS::F32    r2    = dx * dx + eps2;
32             PS::F32    rinv  = 1. / sqrt(r2);
33
34             ai += mj * rinv * rinv * rinv * dx;
35         }
36         result.accfromspj = ai;
37     }
38 }
39 };
40 PS::F32 gravitySpEp::eps2 = 9.765625e-4;

```

- **Presumptions**

Member functions necessary for classes Result, EPI, and SPJ are omitted. A member variable accfromspj in class Result is gravitational acceleration from superparticle to *i*-particle. Member variables pos in classes EPI and SPJ are particle position. A member variable mass in class SPJ is mass of superparticle. A member variable eps2 in function object gravitySpEp is square of gravitational softening. Users need not to consider multi-threading, since multi-threading is defined outside this function object.

- **Arguments**

epi: input. Type const EPI * or EPI *. Array of *i*-particle data.
ni: input. Type const PS::S32 or PS::S32. The number of *i*-particles.
spj: input. Type const SPJ * or SPJ *. Array of superparticle data.
nj: input. Type const PS::S32 or PS::S32. The number of superparticles.
result: output. Type Result *. Array of results of interactions of *i*-particles.

- **Return value**

None.

- **Behavior**

Calculate forces exerted by superparticles on *i*-particles.

- **Remarks**

All the argument names are mutable. The contents of the function object are mutable.

A.10 Functor calcForceDispatch

A.10.1 Summary

Functor calcForceDispatch is used in the case when some accelerator hardware is used for the interaction calculation. It sends the particles to the accelerator and startup the interaction calculation kernel on the accelerator. In the following, we present an example implementation of this function.

A.10.2 Premises

Here we present one example of using Cuda to implement gravitational interaction between particles. The name of functor calcForceDispatch is CalcForceDispatch. The names for classes EssentialParticleI, SuperParticleJ, and Force are EPI, SPJ, and Result, respectively. These names can be changed to any names legal within C++ grammar.

A.10.3 The example

Listing 45: calcForceDispatch

```
1
2 class EpiGPU{
3 public:
4     float2 pos[3];
5     int id_walk;
6 };
7
8 class EpjGPU{
9 public:
10     float mass;
11     float2 pos[3];
12 };
13
14 class ForceGPU{
15 public:
16     float2 acc[3];
17     float2 pot;
18 };
19
20 __global__ void ForceKernel(const EpiGPU * epi,
21                             const EpjGPU * epj,
22                             const int    * nj_disp,
```

```

23             ForceGPU      * force,
24             const float eps2){
25     int id_i = blockDim.x * blockIdx.x + threadIdx.x;
26     const EpiGPU & ip = epi[id_i];
27     float2 poti;
28     float2 acci[3];
29     poti = acci[0] = acci[1] = acci[2] = make_float2(0.0, 0.0);
30     const int j_head = nj_disp[ip.id_walk];
31     const int j_tail = nj_disp[ip.id_walk+1];
32     const int nj = j_tail - j_head;
33     for(int j=j_head; j<j_tail; j++){
34         EpjGPU jp = epj[j];
35         const float dx = (jp.pos[0].x - ip.pos[0].x) + (jp.pos
36             [0].y - ip.pos[0].y);
37         const float dy = (jp.pos[1].x - ip.pos[1].x) + (jp.pos
38             [1].y - ip.pos[1].y);
39         const float dz = (jp.pos[2].x - ip.pos[2].x) + (jp.pos
40             [2].y - ip.pos[2].y);
41         const float r2 = ((eps2 + dx*dx) + dy*dy) + dz*dz;
42         const float r_inv = rsqrtf(r2);
43         const float pij = jp.mass * r_inv * (r2 > eps2);
44         const float r2_inv = r_inv * r_inv;
45         const float pij_r3_inv = pij * r2_inv;
46         const float ax = pij_r3_inv * dx;
47         const float ay = pij_r3_inv * dy;
48         const float az = pij_r3_inv * dz;
49         poti = float2_accum(poti, pij);
50         acci[0] = float2_accum(acci[0], ax);
51         acci[1] = float2_accum(acci[1], ay);
52         acci[2] = float2_accum(acci[2], az);
53     }
54     poti = float2_regularize(poti);
55     acci[0] = float2_regularize(acci[0]);
56     acci[1] = float2_regularize(acci[1]);
57     acci[2] = float2_regularize(acci[2]);
58     force[id_i].pot = poti;
59     force[id_i].acc[0] = acci[0];
60     force[id_i].acc[1] = acci[1];
61     force[id_i].acc[2] = acci[2];
62 }
63
64 static ForceGPU * force_d;
65 static ForceGPU * force_h;
66 static EpiGPU * epi_d;
67 static EpiGPU * epi_h;
68 static EpjGPU * epj_d;

```

```

66 static EpjGPU * epj_h;
67 static int * ni_disp_h;
68 static int * nj_disp_d;
69 static int * nj_disp_h;
70
71 int DispatchKernelWithSP(const PS::S32 tag,
72                          const int n_walk,
73                          const EPIGrav ** epi,
74                          const int * n_epi,
75                          const EPJGrav ** epj,
76                          const int * n_epj,
77                          const PS::SPJMonopole ** spj,
78                          const int * n_spj){
79     static bool first = true;
80     assert(n_walk <= N_WALK_LIMIT);
81     if(first){
82         CUDA_SAFE_CALL( cudaMalloc( (void**)&nj_disp_d, (
83             N_WALK_LIMIT+1)*sizeof(int) ) );
84         CUDA_SAFE_CALL( cudaMallocHost( (void**)&ni_disp_h, (
85             N_WALK_LIMIT+1)*sizeof(int) ) );
86         CUDA_SAFE_CALL( cudaMallocHost( (void**)&nj_disp_h, (
87             N_WALK_LIMIT+1)*sizeof(int) ) );
88         CUDA_SAFE_CALL( cudaMalloc( (void**)&epi_d,
89             NI_LIMIT*sizeof(EpiGPU) ) );
90         CUDA_SAFE_CALL( cudaMalloc( (void**)&epj_d,
91             NJ_LIMIT*sizeof(EpjGPU) ) );
92         CUDA_SAFE_CALL( cudaMalloc( (void**)&force_d,
93             NI_LIMIT*sizeof(ForceGPU) ) );
94         CUDA_SAFE_CALL( cudaMallocHost( (void**)&epi_h,
95             NI_LIMIT*sizeof(EpiGPU) ) );
96         CUDA_SAFE_CALL( cudaMallocHost( (void**)&epj_h,
97             NJ_LIMIT*sizeof(EpjGPU) ) );
98         CUDA_SAFE_CALL( cudaMallocHost( (void**)&force_h,
99             NI_LIMIT*sizeof(ForceGPU) ) );
100         first = false;
101     }
102     const float eps2 = EPIGrav::eps * EPIGrav::eps;
103     ni_disp_h[0] = nj_disp_h[0] = 0;
104     for(int i=0; i<n_walk; i++){
105         ni_disp_h[i+1] = ni_disp_h[i] + n_epi[i];
106         nj_disp_h[i+1] = nj_disp_h[i] + n_epj[i] + n_spj[i];
107     }
108     int ni_tot = ni_disp_h[n_walk];
109     const int ni_tot_reg = ni_disp_h[n_walk] + ( (ni_tot%
110         N_THREAD_GPU != 0) ? (N_THREAD_GPU - (ni_tot%
111         N_THREAD_GPU)) : 0);

```

```

101     assert(ni_tot_reg <= NI_LIMIT);
102     assert(nj_disp_h[n_walk] <= NJ_LIMIT);
103     ni_tot = 0;
104     int nj_tot = 0;
105     for(int iw=0; iw<n_walk; iw++){
106         for(int ip=0; ip<n_epi[iw]; ip++){
107             epi_h[ni_tot].pos[0] = float2_split(epi[iw][ip].
108                 pos.x);
109             epi_h[ni_tot].pos[1] = float2_split(epi[iw][ip].
110                 pos.y);
111             epi_h[ni_tot].pos[2] = float2_split(epi[iw][ip].
112                 pos.z);
113             epi_h[ni_tot].id_walk = iw;
114             force_h[ni_tot].acc[0] = force_h[ni_tot].acc[1]
115                 = force_h[ni_tot].acc[2] = force_h[ni_tot].pot
116                 = make_float2(0.0, 0.0);
117             ni_tot++;
118         }
119         for(int jp=0; jp<n_epj[iw]; jp++){
120             epj_h[nj_tot].mass = epj[iw][jp].mass;
121             epj_h[nj_tot].pos[0] = float2_split(epj[iw][jp].
122                 pos.x);
123             epj_h[nj_tot].pos[1] = float2_split(epj[iw][jp].
124                 pos.y);
125             epj_h[nj_tot].pos[2] = float2_split(epj[iw][jp].
126                 pos.z);
127             nj_tot++;
128         }
129         for(int jp=0; jp<n_spj[iw]; jp++){
130             epj_h[nj_tot].mass = spj[iw][jp].getCharge();
131             epj_h[nj_tot].pos[0] = float2_split(spj[iw][jp].
132                 getPos().x);
133             epj_h[nj_tot].pos[1] = float2_split(spj[iw][jp].
134                 getPos().y);
135             epj_h[nj_tot].pos[2] = float2_split(spj[iw][jp].
136                 getPos().z);
137             nj_tot++;
138         }
139     }
140     for(int ip=ni_tot; ip<ni_tot_reg; ip++){
141         epi_h[ni_tot].pos[0] = epi_h[ni_tot].pos[1] = epi_h[
142             ni_tot].pos[2] = make_float2(0.0, 0.0);
143         epi_h[ni_tot].id_walk = 0;
144         force_h[ni_tot].acc[0] = force_h[ni_tot].acc[1]
145             = force_h[ni_tot].acc[2] = force_h[ni_tot].pot =
146             make_float2(0.0, 0.0);

```

```

135     }
136     CUDA_SAFE_CALL( cudaMemcpy(epi_d, epi_h, ni_tot_reg*sizeof(
        EpiGPU), cudaMemcpyHostToDevice) );
137     CUDA_SAFE_CALL( cudaMemcpy(epj_d, epj_h, nj_tot*sizeof(
        EpjGPU), cudaMemcpyHostToDevice) );
138     CUDA_SAFE_CALL( cudaMemcpy(nj_disp_d, nj_disp_h, (n_walk+1)
        *sizeof(int), cudaMemcpyHostToDevice) );
139     const int n_grid = ni_tot_reg/N_THREAD_GPU + ((ni_tot_reg%
        N_THREAD_GPU == 0) ? 0 : 1);
140     dim3 size_grid(n_grid, 1, 1);
141     dim3 size_thread(N_THREAD_GPU, 1, 1);
142     ForceKernel<<<size_grid, size_thread>>> (epi_d, epj_d,
        nj_disp_d, force_d, float(eps2));
143
144     return 0;
145 }

```

- **Arguments**

tag: input. Type const PS::S32. Corresponding call to CalcForceRetrieve() should use the same value for tag

nwalk: input. Type const PS::S32. The number of interaction lists.

epi: input. Type const EPI** or EPI**. Array of the array of i-particles.

ni: input. Type const PS::S32* or PS::S32*. Array of the numbers of i-particles.

spj: input. Type const EPJ** or EPJ**. Array of the array of j-particles.

nj: input. Type const PS::S32* or PS::S32*. Array of the number of j-paricles.

- **return value** Returns 0 upon normal completion. Otherwise non-zero values are returned.

- **Function**

Send epi and epj to the accelerator and let the accelerator do the interaction calculation.

- **Remarks**

All the argument names are mutable. The contents of the function object are mutable.

A.11 Functor calcForceRetrieve

A.11.1 Summary

Functor calcForceRetrieve retrieves the results calculated on the accelerator. In the following, we present an example implementattion of this function.

A.11.2 Premises

Here we present one example of using Cuda to implement gravitational interaction between particles. The name of functor `calcForceRetrieve` is `RetrieveKernel`. The name for the class `Force` is `ForceGrav`. These name can be changed to any names legal within C++ grammar.

Listing 46: `calcForceRetrieve`

```
1 int RetrieveKernel(const PS::S32 tag,
2                   const PS::S32 n_walk,
3                   const PS::S32 * ni,
4                   ForceGrav ** force){
5     int ni_tot = 0;
6     for(int i=0; i<n_walk; i++){
7         ni_tot += ni[i];
8     }
9     CUDA_SAFE_CALL( cudaMemcpy(force_h, force_d, ni_tot*
10                             sizeof(ForceGPU), cudaMemcpyDeviceToHost) );
11     int n_cnt = 0;
12     for(int iw=0; iw<n_walk; iw++){
13         for(int ip=0; ip<ni[iw]; ip++){
14             force[iw][ip].acc.x = (double)force_h[n_cnt].acc
15                                 [0].x + (double)force_h[n_cnt].acc[0].y;
16             force[iw][ip].acc.y = (double)force_h[n_cnt].acc
17                                 [1].x + (double)force_h[n_cnt].acc[1].y;
18             force[iw][ip].acc.z = (double)force_h[n_cnt].acc
19                                 [2].x + (double)force_h[n_cnt].acc[2].y;
20             force[iw][ip].pot = (double)force_h[n_cnt].pot.x
21                               + (double)force_h[n_cnt].pot.y;
22             force[iw][ip].pot *= -1.0;
23             n_cnt++;
24         }
25     }
26     return 0;
27 }
```

- **Arguments**

`tag`: input. Type `const PS::S32`. Corresponding call to `CalcForceDispatch()` should use the same value for `tag`

`nwalk`: input. Type `const PS::S32`. The number of interaction lists.

`ni`: input. Type `const PS::S32*` or `PS::S32*`. Array of the numbers of i-particles.

`force`: output. Type `Result**`.

- **return value** Returns 0 upon normal completion. Otherwise non-zero values are returned.

- **Function**

Store the results calculated on the accielerator to the array force.

- **Remarks**

All the argument names are mutable. The contents of the function object are mutable.