

FDPS Fortran Interface Tutorial

Daisuke Namekata, Masaki Iwasawa, Keigo Nitadori, Ataru Tanikawa,
Takayuki Muranushi, Long Wang, Natsuki Hosono, and Jun-ichiro Makino

Particle Simulator Research Team, RIKEN Center for Computational
Science, RIKEN

0 Contents

1	Change Log	5
2	Overview	6
3	Getting Started	7
3.1	Environment	7
3.2	Necessary software	7
3.2.1	Standard functions	7
3.2.1.1	Single thread	7
3.2.1.2	Parallel processing	7
3.2.1.2.1	OpenMP	7
3.2.1.2.2	MPI	8
3.2.1.2.3	MPI+OpenMP	8
3.2.2	Extensions	8
3.2.2.1	Particle Mesh	8
3.3	Install	8
3.3.1	How to get the software	8
3.3.1.1	The latest version	9
3.3.1.2	Previous versions	9
3.3.2	How to install	9
3.4	How to compile and run the sample codes	10
3.4.1	Gravitational N -body simulation	10
3.4.1.1	Summary	10
3.4.1.2	Move to the directory with the sample code	10
3.4.1.3	Edit Makefile	10
3.4.1.4	Run make	12
3.4.1.5	Run the sample code	13
3.4.1.6	Analysis of the result	13
3.4.1.7	To use Phantom-GRAPE for x86	15

3.4.1.8	To use PIKG	15
3.4.2	SPH simulation code	15
3.4.2.1	Summary	15
3.4.2.2	Move to the directory with the sample code	15
3.4.2.3	Edit Makefile	16
3.4.2.4	Run make	16
3.4.2.5	Run the sample code	16
3.4.2.6	Analysis of the result	16
4	How to use	18
4.1	<i>N</i> -body simulation code	18
4.1.1	Location of source files and file structure	18
4.1.2	User-defined types and user-defined functions	18
4.1.2.1	FullParticle type	18
4.1.2.2	calcForceEpEp	20
4.1.2.3	calcForceEpSp	21
4.1.3	The main body of the user program	22
4.1.3.1	Creation of an object of type <code>fdps_controller</code>	22
4.1.3.2	Initialization and Termination of FDPS	22
4.1.3.3	Creation and initialization of FDPS objects	23
4.1.3.3.1	Creation of FDPS objects	23
4.1.3.3.2	Initialization of <code>DomainInfo</code> object	23
4.1.3.3.3	Initialization of <code>ParticleSystem</code> object	24
4.1.3.3.4	Initialization of <code>Tree</code> object	24
4.1.3.4	Initialization of particle data	24
4.1.3.5	Time integration loop	25
4.1.3.5.1	Domain Decomposition	25
4.1.3.5.2	Particle Exchange	26
4.1.3.5.3	Interaction Calculation	26
4.1.3.5.4	Time integration	26
4.1.3.6	Update of particle data	27
4.1.4	Log file	28
4.2	SPH simulation code with fixed smoothing length	28
4.2.1	Location of source files and file structure	28
4.2.2	User-defined types and user-defined functions	28
4.2.2.1	FullParticle type	28
4.2.2.2	EssentialParticleI(J) type	29
4.2.2.3	Force type	30
4.2.2.4	calcForceEpEp	31
4.2.3	The main body of the user program	34
4.2.3.1	Creation of an object of type <code>fdps_controller</code>	34
4.2.3.2	Initialization and termination of FDPS	34
4.2.3.3	Creation and initialization of FDPS objects	34
4.2.3.3.1	Creation of necessary FDPS objects	35
4.2.3.3.2	Initialization of the domain information object	35
4.2.3.3.3	Initialization of <code>ParticleSystem</code> object	36

4.2.3.3.4	Initialization of Tree objects	36
4.2.3.4	Time integration loop	36
4.2.3.4.1	Domain Decomposition	36
4.2.3.4.2	Particle Exchange	36
4.2.3.4.3	Interaction Calculation	36
4.2.4	Compilation of the program	37
4.2.5	Execution	37
4.2.6	Log and output files	38
4.2.7	Visualization	38
5	Sample Codes	39
5.1	N -body simulation	39
5.2	SPH simulation with fixed smoothing length	51
6	Extensions	67
6.1	P ³ M code	67
6.1.1	Location of sample code and working directory	67
6.1.2	User-defined types	67
6.1.2.1	FullParticle type	67
6.1.2.2	EssentialParticleI type	68
6.1.2.3	Force type	69
6.1.2.4	calcForceEpEp	69
6.1.2.5	calcForceEpSp	71
6.1.3	Main body of the sample code	72
6.1.3.1	Creation of an object of type <code>fdps_controller</code>	72
6.1.3.2	Initialization and Termination of FDPS	73
6.1.3.3	Creation and initialization of FDPS objects	73
6.1.3.3.1	Creation of necessary FDPS objects	73
6.1.3.3.2	Initialization of FDPS objects	74
6.1.3.4	Generation of a distribution of particles	75
6.1.3.4.1	Domain Decomposition	75
6.1.3.4.2	Particle Exchange	76
6.1.3.5	Interaction Calculation	76
6.1.3.6	Calculation of relative energy error	77
6.1.4	Compile	77
6.1.5	Run	77
6.1.6	Check the result	77
7	Practical Applications	79
7.1	N -body/SPH code	79
7.1.1	How to run the sample code	79
7.1.1.1	Move to the directory the sample code is placed	79
7.1.1.2	File structure of the sample code	80
7.1.1.3	Edit Makefile	80
7.1.1.4	Create particle data using MAGI	83
7.1.1.5	Run make	84

7.1.1.6	Run the sample code	84
7.1.1.7	Analysis of the result	84
7.1.2	Springel's SPH scheme	84
7.1.3	User-defined types	86
7.1.3.1	FullParticle type	87
7.1.3.2	EssentialParticle type	88
7.1.3.3	Force type	89
7.1.4	Interaction functions	90
7.1.4.1	Interaction function for the gravity calculation	90
7.1.4.2	Interaction function for the density calculation	94
7.1.4.3	Interaction function for the calculation of pressure-gradient acceleration	98
7.1.5	Main body of the sample code	100
7.1.5.1	Creation of an object of type <code>fdps_controller</code>	101
7.1.5.2	Initialization and termination of FDPS	101
7.1.5.3	Creation and initialization of FDPS objects	102
7.1.5.3.1	Creation and initialization of <code>ParticleSystem</code> objects	102
7.1.5.3.2	Creation and initialization of <code>DomainInfo</code> object	102
7.1.5.3.3	Creation and initialization of <code>TreeForForce</code> objects	102
7.1.5.4	Setting initial condition	103
7.1.5.5	Domain decomposition	104
7.1.5.6	Particle exchange	104
7.1.5.7	Interaction calculations	104
7.1.5.8	Time integration	107
8	User Supports	108
8.1	Compile-time problem	108
8.2	Run-time problem	108
8.3	Other cases	108
9	License	109

1 Change Log

- 2017/2/8
 - English version created.
- 2018/07/11
 - Typographical error correction in Section 4:
 - * Some of included source codes are unintentionally truncated (Sec. 4.1, Sec. 4.2)
 - * Names of some directories are wrong
- 2018/08/29
 - Description of N -body/SPH sample code is added. (Sec. 7.1)
- 2018/08/31
 - Description of the Phantom-GRAPE library for x86 is added. (Sec. 3.4.1.7)
- 2019/07/19
 - Description of N -body/SPH sample code is updated. (Sec. 7.1)
- 2020/8/16
 - Description of PIKG is added. (Sec. 3.4.1.8)

2 Overview

In this section, we present the overview of Framework for Developing Particle Simulator (FDPS) and FDPS Fortran interface . FDPS is an application-development framework which helps the application programmers and researchers to develop simulation codes for particle systems. What FDPS does are calculation of the particle-particle interactions and all of the necessary works to parallelize that part on distributed-memory parallel computers with near-ideal load balancing, using hybrid parallel programming model (uses both MPI and OpenMP). Low-cost part of the simulation program, such as the integration of the orbits of particles using the calculated interaction, is taken care by the user-written part of the code.

FDPS support two- and three-dimensional Cartesian coordinates. Supported boundary conditions are open and periodic. For each coordinate, the user can select open or periodic boundary.

The user should specify the functional form of the particle-particle interaction. FDPS divides the interactions into two categories: long-range and short-range. The difference between two categories is that if the grouping of distant particles is used to speedup calculation (long-range) or not (short range).

The long-range force is further divided into two subcategories: with and without a cutoff scale. The long range force without cutoff is what is used for gravitational N -body simulations with open boundary. For periodic boundary, one would usually use TreePM, P³M, PME or other variant, for which the long-range force with cutoff can be used.

The short-range force is divided to four subcategories. By definition, the short-range force has some cutoff length. If the cutoff length is a constant which does not depend on the identity of particles, the force belongs to “constant” class. If the cutoff depends on the source or receiver of the force, it is of “scatter” or “gather” classes. Finally, if the cutoff depends on both the source and receiver in the symmetric way, its class is “symmetric”. Example of a “constant” interaction is the Lennard-Jones potential. Other interactions appear, for example, SPH calculation with adaptive kernel size.

The user writes the code for particle-particle interaction kernel and orbital integration using Fortran 2003 .

3 Getting Started

In this section, we describe the first steps you need to do to start using FDPS and FDPS Fortran interface . We explain the environment (the supported operating systems), the necessary software (compilers etc), and how to compile and run the sample codes.

3.1 Environment

FDPS works on Linux, Mac OS X, Windows (with Cygwin).

3.2 Necessary software

In this section, we describe software necessary to use FDPS, first for standard functions, and then for extensions.

3.2.1 Standard functions

we describe software necessary to use standard functions of FDPS. First for the case of single-thread execution, then for multithread, then for multi-nodes.

3.2.1.1 Single thread

- make
- A C++ compiler (We have tested with gcc version 4.8.3 and K compiler version 1.2.0)
- A Fortran compiler that supports Fortran 2003 Standard and that are interoperable with the above C++ compiler (We have tested with gcc version 4.8.3).
- Python 2.7.5 or later, or, Python 3.4 or later (correct operation is not guaranteed for older Python versions)

3.2.1.2 Parallel processing

3.2.1.2.1 *OpenMP*

- make
- A C++ compiler with OpenMP support (We have tested with gcc version 4.8.3 and K compiler version 1.2.0)
- A Fortran compiler with OpenMP support (it must support Fortran 2003 Standard and be interoperable with the above C++ compiler. We have tested with gcc version 4.8.3).
- Python 2.7.5 or later, or, Python 3.4 or later (correct operation is not guaranteed for older Python versions)

3.2.1.2.2 *MPI*

- make
- A C++ compiler which supports MPI version 1.3 or later. (We have tested with Open MPI 1.6.4 and K compiler version 1.2.0)
- A Fortran compiler which supports MPI version 1.3 or later (it also must support Fortran 2003 Standard and be interoperable with the above C++ compiler. We have tested with OpenMPI 1.6.4).
- Python 2.7.5 or later, or, Python 3.4 or later (correct operation is not guaranteed for older Python versions)

3.2.1.2.3 *MPI+OpenMP*

- make
- A C++ compiler which supports OpenMP and MPI version 1.3 or later. (We have tested with Open MPI 1.6.4 and K compiler version 1.2.0)
- A Fortran compiler which supports OpenMP and MPI version 1.3 or later (it also must support Fortran 2003 Standard and be interoperable with the above C++ compiler. We have tested with OpenMPI 1.6.4).
- Python 2.7.5 or later, or, Python 3.4 or later (correct operation is not guaranteed for older Python versions)

3.2.2 Extensions

Current extension for FDPS is the “Particle Mesh” module. We describe the necessary software for it below.

3.2.2.1 Particle Mesh

- make
- A C++ compiler which supports OpenMP and MPI version 1.3 or later. (We have tested with Open MPI 1.6.4)
- FFTW 3.3 or later

3.3 Install

In this section we describe how to get the FDPS software and how to build it.

3.3.1 How to get the software

We first describe how to get the latest version, and then previous versions. We recommend to use the latest version.

3.3.1.1 The latest version

You can use one of the following ways.

- Using browsers
 1. Click “Download ZIP” in <https://github.com/FDPS/FDPS> to download `FDPS-master.zip`
 2. Move the zip file to the directory under which you want to install FDPS and unzip the file (or place the files using some GUI).
- Using CLI (Command line interface)
 - Using Subversion:

```
$ svn co --depth empty https://github.com/FDPS/FDPS
$ cd FDPS
$ svn up trunk
```

- Using Git

```
$ git clone git://github.com/FDPS/FDPS.git
```

3.3.1.2 Previous versions

You can get previous versions using browsers.

- Previous versions are listed in <https://github.com/FDPS/FDPS/releases>. Click the version you want to download it.
- Extract the files under the directory you want.

3.3.2 How to install

Because FDPS is a header library¹⁾, you do not have to execute the `configure` command. All you need to do is to expand the archive of FDPS in some directory and to setup the include PATH when you compile your codes. An actual procedures can be found in Makefiles of the sample codes explained in § 3.4.

When using FDPS from Fortran, you first must create interface programs to FDPS based on user’s codes. Its procedure is described in Chap. 6 of the specification document `doc_spec_ftn_en.pdf`. Makefiles of the sample codes are written so that the interface programs are automatically generated when `make` are running. We recommend that users use Makefiles of the sample codes as a reference when making your own Makefile.

¹⁾A library that consists of header files only.

3.4 How to compile and run the sample codes

We provide two samples: one for gravitational N -body simulation and the other for SPH. We first describe gravitational N -body simulation and then SPH. Sample codes do not use extensions.

3.4.1 Gravitational N -body simulation

3.4.1.1 Summary

Through the following steps one can use this sample.

- Move to the directory `$(FDPS)/sample/fortran/nbody`. Here, `$(FDPS)` denotes the highest-level directory for FDPS (Note that FDPS is not an environmental variable). The actual value of `$(FDPS)` depends on the way you acquire the software. If you used the browser, the last part is “FDPS-master”. If you used Subversion or Git, it is “trunk” or “FDPS”, respectively.
- Edit `Makefile` in the current directory (`$(FDPS)/sample/fortran/nbody`).
- Run the `make` command to create the executable `nbody.out`.
- Run `nbody.out`
- Check the output.

In addition, we describe the way to use Phantom-GRAPE for x86.

3.4.1.2 Move to the directory with the sample code

Move to `$(FDPS)/sample/fortran/nbody`.

3.4.1.3 Edit Makefile

In the directory, there are two Makefiles: `Makefile` and `Makefile.intel`. The former is for GCC and the latter is for the Intel compilers. In this section, we mainly describe `Makefile` in detail and give an usage note on `Makefile.intel` at the end of this section.

First, we describe the default setting of `Makefile`. There are four Makefile variables that need to be set when compiling the sample code. They are the following. `FC` that stores the command to run a Fortran compiler, `CXX` that stores the command to run a C++ compiler, and `FCFLAGS` and `CXXFLAGS`, in which compiler options for both compilers are stored. The initial values of these variables are as follows:

```
FC=gfortran
CXX=g++
FCFLAGS = -std=f2003 -O3 -ffast-math -funroll-loops -finline-functions
CXXFLAGS = -O3 -ffast-math -funroll-loops $(FDPS_INC)
```

where `$(FDPS_INC)` is the variable storing the include PATH for FDPS. It is already set in this Makefile and you do not need to modify it here.

An executable file can be obtained by executing the `make` command after setting the above four Makefile variables appropriately. Edit `Makefile` according to the following descriptions. The changes depend on if you use OpenMP and/or MPI.

- Without both OpenMP and MPI
 - Set the variable `FC` the command to run your Fortran compiler
 - Set the variable `CXX` the command to run your C++ compiler
- With OpenMP but not with MPI
 - Set the variable `FC` the command to run your Fortran compiler with OpenMP support
 - Set the variable `CXX` the command to run your C++ compiler with OpenMP support
 - Uncomment the line `FCFLAGS += -DPARTICLE_SIMULATOR_THREAD_PARALLEL -fopenmp`
 - Uncomment the line `CXXFLAGS += -DPARTICLE_SIMULATOR_THREAD_PARALLEL -fopenmp`
- With MPI but not with OpenMP
 - Set the variable `FC` the command to run your Fortran compiler that supports MPI
 - Set the variable `CXX` the command to run your C++ compiler that supports MPI
 - Uncomment the line `FCFLAGS += -DPARTICLE_SIMULATOR_MPI_PARALLEL`
 - Uncomment the line `CXXFLAGS += -DPARTICLE_SIMULATOR_MPI_PARALLEL`
- With both OpenMP and MPI
 - Set the variable `FC` the command to run your Fortran compiler that supports both OpenMP and MPI
 - Set the variable `CXX` the command to run your C++ compiler that supports both OpenMP and MPI
 - Uncomment the line `FCFLAGS += -DPARTICLE_SIMULATOR_THREAD_PARALLEL -fopenmp`
 - Uncomment the line `FCFLAGS += -DPARTICLE_SIMULATOR_MPI_PARALLEL`
 - Uncomment the line `CXXFLAGS += -DPARTICLE_SIMULATOR_THREAD_PARALLEL -fopenmp`
 - Uncomment the line `CXXFLAGS += -DPARTICLE_SIMULATOR_MPI_PARALLEL`

Next, we describe useful information when users use this Makefile to compile users' codes. Most important variables when using this Makefile are `FDPS_LOC`, `SRC_USER_DEFINED_TYPE`, and `SRC_USER`. The variable `FDPS_LOC` is used to store the PATH of the top directory of FDPS. Based on the value of `FDPS_LOC`, this Makefile automatically sets a lot of variables related to FDPS, such as the PATH of the directory storing FDPS source files and the PATH of the Python script to generate Fortran interface. Thus, users should set appropriately. The variable `SRC_USER_DEFINED_TYPE` is used to store a list of names of Fortran files in which

user-defined types are implemented, while the variable `SRC_USER` is used to store a list of names of Fortran files in which all the rest are implemented. The reason why we divide users' source files as above is to avoid needless recompilation of FDPS (as a result, we can reduce time required to compile and link users' codes): Because FDPS Fortran interface programs are generated based on user-defined types, we need to recompile of FDPS only when files specified by `SRC_USER_DEFINED_TYPE` are modified. However, there is one thing users should be careful of. When there are dependencies between files specified by `SRC_USER_DEFINED_TYPE` or `SRC_USER`, users must describe these dependencies in Makefile. As for the way of describing dependencies in Makefile, please see the manual of GNU make, for example.

Finally, we describe the usage note for `Makefile.intel`. Except for the initial values of Makefile variables, `Makefile.intel` has the same structure as that of `Makefile`. Hence, users can make use of `Makefile.intel` in the same way as `Makefile` by modifying the values of the variables appropriately. The followings are things to keep in mind when editing Makefile:

- `/opt/intel/bin` should be replaced by the PATH of a directory that stores Intel compilers in your computer system.
- `/opt/intel/include` should be replaced by the PATH of a directory that stores header files used by Intel compilers.
- By default, the value of the variable `LD_FLAGS` is `-L/opt/intel/lib/intel64 -L/usr/lib64 -lifport -lifcore -limf -lsvml -lm -lipgo -lirc -lirc_s`. Among them, the option `-lifcore`²⁾ is necessary for the Intel C++ compiler to link C++ objects and Fortran objects³⁾. When the Intel compiler's libraries are not in the library PATH of the system, users need to specify libraries as `-L/opt/intel/lib/intel64 -L/usr/lib64 -lifport -limf -lsvml -lm -lipgo -lirc -lirc_s`, where `/opt/intel/lib/intel64` is the PATH of directory that stores the Intel compiler's libraries, `/usr/lib64` is the PATH of directory storing the library `libm`. These PATHs depend on the systems users use and therefore users must modify these appropriately. Note that libraries required to compile users' codes (`-l*`) may change depending on the version of Intel compilers and please confirm these.
- As of writing this (2016/12/26), the compile option that invokes OpenMP support is either `-openmp` or `-qopenmp` depending the version of Intel compilers. Recent compilers use the latter option (if the former is specified in this case, the compiler issues a warning of "deprecated").
- Depending on computer systems, all of the necessary settings except for the specification of the option `-lifcore` may be done by environment variables such as `PATH`, `CPATH`, `LD_LIBRARY_PATH`.

3.4.1.4 Run make

Type "make" to run `make`. In the process of `make`, Fortran interface programs are first generated and then they are compiled together with the sample codes.

²⁾`libifcore` is an Intel compiler's Fortran runtime library.

³⁾We have tested this with Intel compilers (ver. 17.0.0 20160721).

3.4.1.5 Run the sample code

- If you are not using MPI, run the following in CLI (terminal)

```
$ ./nbody.out
```

- If you are using MPI, run the following in CLI (terminal)

```
$ MPIRUN -np NPROC ./nbody.out
```

Here, MPIRUN should be `mpirun` or `mpiexec` depending on your MPI configuration, and NPROC is the number of processes you will use.

Upon normal completion, the following output log should appear in stderr. The exact value of the energy error may depend on the system, but it is okay if its absolute value is of the order of 1×10^{-3} .

```
time:      9.5000000000E+000, energy error:   -3.8046534069E-003
time:      9.6250000000E+000, energy error:   -3.9711750200E-003
time:      9.7500000000E+000, energy error:   -3.8223429428E-003
time:      9.8750000000E+000, energy error:   -3.8843099298E-003
MemoryPool::finalize() is completed!
***** FDPS has successfully finished. *****
```

3.4.1.6 Analysis of the result

In the directory `result`, files “snap0000x-proc0000y.dat” have been created. These files store the distribution of particles. Here, x is an integer indicating time and y is an integer indicating MPI process number (y is always 0 if the program is executed without MPI). The output file format is that in each line, index of particle, mass, position (x, y, z) and velocity (vx, vy, vz) are listed.

What is simulated with the default sample is the cold collapse of an uniform sphere with radius three expressed using 1024 particles. Using gnuplot, you can see the particle distribution in the xy plane at time=9:

```
$ cd result
$ cat snap00009-proc* > snap00009.dat
$ gnuplot
> plot "snap00009.dat" using 3:4
```

By plotting the particle distributions at other times, you can see how the initially uniform sphere contracts and then expands again. (Figure 1).

To increase the number of particles to 10000, set the value of the parameter variable `ntot` (defined in the subroutine `f_main()` in the file `f_main.F90`) to 10000, then recompile the sample codes, and run the executable file again.

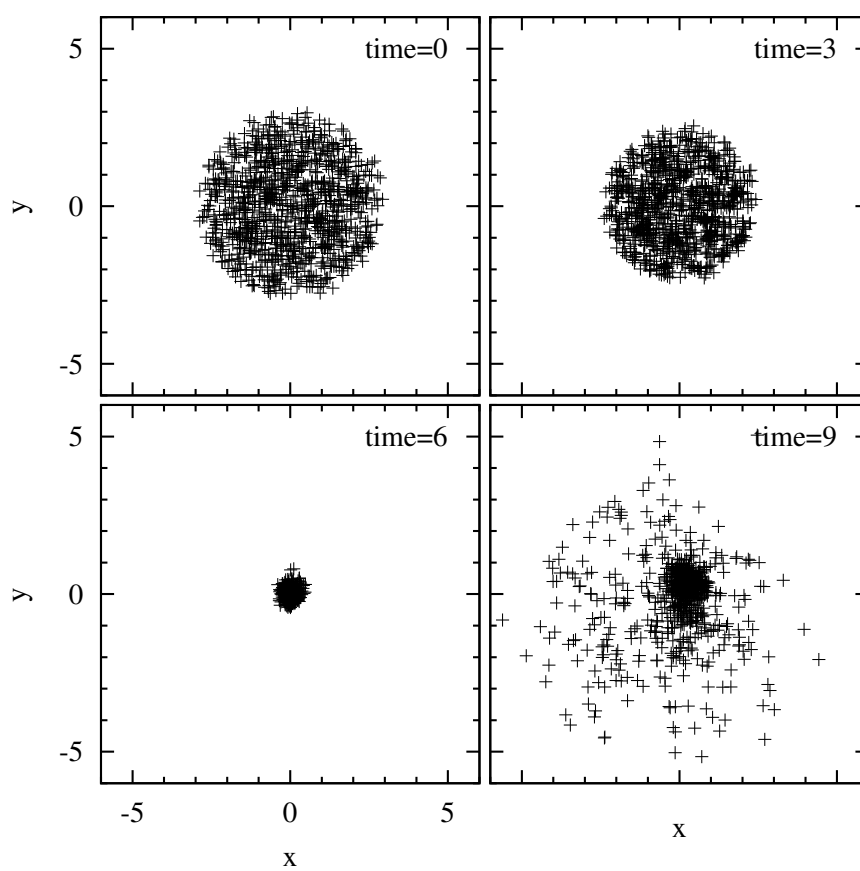


Figure 1:

3.4.1.7 To use Phantom-GRAPe for x86

If you are using a computer with Intel or AMD x86 CPU, you can use Phantom-GRAPe for x86.

Move to the directory `$(FDPS)/src/phantom_grape_x86/G5/newton/libpg5`, edit the Makefile there (if necessary), and run `make` to build the Phantom-GRAPe library `libpg5.a`.

Then go back to directory `$(FDPS)/sample/fortran/nbody`, edit Makefile and remove “#” at the top of the line

`”#use_phantom_grape_x86 = yes”`, and (after removing the existing executable) run `make` again. (Same for with and without OpenMP or MPI). You can run the executable in the same way as that for the executable without Phantom GRAPe.

The performance test on a machine with Intel Core i5-3210M CPU @2.50GHz (2 cores, 4 threads) indicates that, for $N=8192$, the code with Phantom GRAPe is faster than that without Phantom GRAPe by a factor a bit less than five.

3.4.1.8 To use PIKG

PIKG (<https://github.com/FDPS/PIKG>) is a tool to generate a highly-optimized, two-body inter-particle interaction calculation kernel for particle simulations from a simple description of the interaction using a DSL (Domain Specific Language).

In order to use kernels generated by PIKG, open Makefile in directory `$(FDPS)/sample/fortran/nbody` and remove # at the top of the line `#use_pikg_x86 = yes`. Then, (after removing the existing executable) run `make`. (Same for with and without OpenMP or MPI). You can run the executable in the same way as that for the executable without PIKG.

In the default, PIKG generates kernels in `reference` mode. In this mode, unoptimized kernels are generated. To generate kernels optimized for specific architectures such as AVX2 and AVX-512, change `CONVERSION_TYPE` in Makefile and remove # at the top of the line containing `*FLAGS` (where `*` is the usual regular expression symbol).

3.4.2 SPH simulation code

3.4.2.1 Summary

Through the following steps one can use this sample.

- Move to the directory `$(FDPS)/sample/fortran/sph`.
- Edit Makefile in the current directory (`$(FDPS)/sample/fortran/sph`).
- Run `make` command to create the executable `sph.out`.
- Run `sph.out`.
- Check the output.

3.4.2.2 Move to the directory with the sample code

Move to `$(FDPS)/sample/fortran/sph`.

3.4.2.3 Edit Makefile

Edit Makefile following the same description described in § 3.4.1.3.

3.4.2.4 Run make

Type “make” to run **make**. As in *N*-body sample code, in the process of **make**, Fortran interface programs are first generated. Then, they are compiled together with SPH sample codes.

3.4.2.5 Run the sample code

- If you are not using MPI, run the following in CLI (terminal)

```
$ ./sph.out
```

- If you are using MPI, run the following in CLI (terminal)

```
$ MPIRUN -np NPROC ./sph.out
```

Here, **MPIRUN** should be **mpirun** or **mpiexec** depending on your MPI configuration, and **NPROC** is the number of processes you will use.

Upon normal completion, the following output log should appear in stderr.

```
***** FDPS has successfully finished. *****
```

3.4.2.6 Analysis of the result

In the directory **result**, files “snap0000x-proc0000y.dat” have been created. These files store the distribution of particles. Here, *x* and *y* are integers that indicate time and MPI process number, respectively. When executing the program without MPI, *y* is always 0. The output file format is that in each line, index of particle, mass, position (*x*, *y*, *z*), velocity (*vx*, *vy*, *vz*), density, internal energy and pressure are listed.

What is simulated is the three-dimensional shock-tube problem. Using **gnuplot**, you can see the plot of the *x*-coordinate and density of particles at time=40:

```
$ cd result
$ cat snap00040-proc* > snap00040.dat
$ gnuplot
> plot "snap00040.dat" using 3:9
```

When the sample worked correctly, a figure similar to Figure 2 should appear.

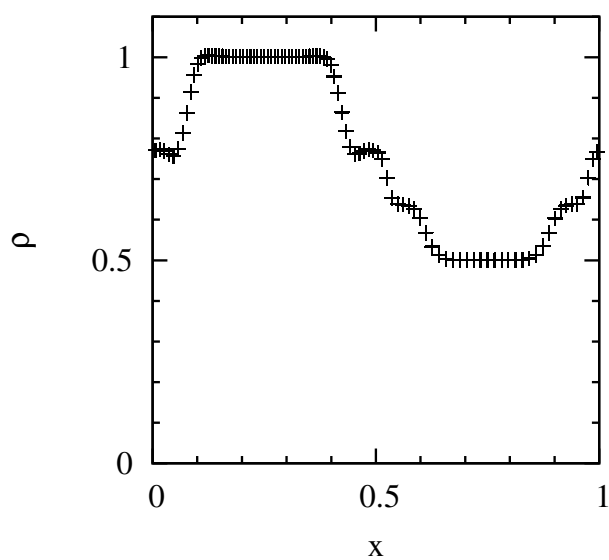


Figure 2:

4 How to use

In this section, we describe the sample codes used in previous section (§ 3) in more detail. Especially, the explanation will focus mainly on derived data types that users must define (hereafter, **user-defined types**) and how to use APIs of Fortran interface to FDPS. In order to avoid duplication of explanation, some matters are explained in § 4.1 only, where we explain the *N*-body sample code. Therefore, we recommend users who are interested in SPH simulation only to read § 4.1.

4.1 *N*-body simulation code

4.1.1 Location of source files and file structure

The source files of the sample code are in the directory `$(FDPS)/sample/fortran/nbody`. The sample code consists of `user_defined.F90` where user-defined types are described, and `f_main.F90` where the other parts of *N*-body simulation code are implemented. In addition to these, there are two Makefiles: `Makefile` (for GCC) and `Makefile.intel` (for Intel compilers).

4.1.2 User-defined types and user-defined functions

In this section, we describe the details of derived data types and subroutines that users must define when performing an *N*-body simulation with FDPS.

4.1.2.1 FullParticle type

You must define a `FullParticle` type. `FullParticle` type should contain all physical quantities necessary for an *N*-body simulation. Listing 1 shows the implementation of `FullParticle` type in our sample code (see `user_defined.F90`).

Listing 1: `FullParticle` type

```

1  type, public, bind(c) :: full_particle !$fdps FP,EPI,EPJ,Force
2  !$fdps copyFromForce full_particle (pot,pot) (acc,acc)
3  !$fdps copyFromFP full_particle (id,id) (mass,mass) (pos,pos)
4  !$fdps clear id=keep, mass=keep, pos=keep, vel=keep
5  integer(kind=c_long_long) :: id
6  real(kind=c_double) mass !$fdps charge
7  type(fdps_f64vec) :: pos !$fdps position
8  type(fdps_f64vec) :: vel !$fdps velocity
9  real(kind=c_double) :: pot
10 type(fdps_f64vec) :: acc
11 end type full_particle

```

When developing a simulation code with FDPS Fortran interface, users must specify which user-defined type (`FullParticle`, `EssentialParticleI`, `EssentialParticleJ`, and `Force` types) a derived data type corresponds to. In FDPS Fortran interface, this is done by adding a **FDPS directive**, which is a Fortran's comment text with a special format, to a derived data type. Because `FullParticle` type is used as `EssentialParticleI` type, `EssentialParticleJ` type,

and **Force** type in this sample code, a FDPS directive specifying that the derived data type acts as any types of user-defined types is described:

```
type, public, bind(c) :: full_particle !$fdps FP,EPI,EPJ,Force
```

FDPS must know which member variable of **FullParticle** type corresponds to which necessary quantity, where **necessary quantities** are defined as the quantities that are necessary in any types of particle simulations (e.g. mass (or charge) and position of a particle), or that are necessary in particular types of particle simulations (e.g. size of a particle). This designation is also done by adding a comment text with a special format to each member variable. In this sample code, in order to specify that member variables **mass**, **pos**, **vel** correspond to mass, position, velocity of a particle, the following directives are described:

```
real(kind=c_double) :: mass !$fdps charge
type(fdps_f64vec) :: pos !$fdps position
type(fdps_f64vec) :: vel !$fdps velocity
```

Note that **velocity** in the directive **!\$fdps velocity** is a just reserved keyword and it does not alter the operation of FDPS at the present moment (hence, the designation is arbitrary).

FDPS copies data from **FullParticle** type to **EssentialParticleI** type and **EssentialParticleJ** type, or from **Force** type to **FullParticle** type. Users must describe FDPS directives that specify how to copy data. In this sample code, the following directives are described:

```
!$fdps copyFromForce full_particle (pot,pot) (acc,acc)
!$fdps copyFromFP full_particle (id,id) (mass,mass) (pos,pos)
```

where the FDPS directive with the keyword **copyFromForce** specifies which member variable of **Force** type is copied to which member variable of **FullParticle** type. Users **always have to** describe this directive in **FullParticle** type. The other directive with the keyword **copyFromFP** specifies how to copy data from **FullParticle** type to **EssentialParticleI** type and **EssentialParticleJ** type. This directive **must always** be described in **EssentialParticleI** type and **EssentialParticleJ** type. It is described here because **FullParticle** type in this sample code acts as **EssentialParticleI** type and **EssentialParticleJ** type.

FullParticle type also acts as **Force** type in this code. There is a FDPS directive that users must describe in **Force** type. It is the directive that specifies how to reset or initialize member variables of **Force** type before the calculation of interactions. In this code, the following directive is described to direct FDPS to zero-clear member variables corresponding to acceleration and potential only.

```
!$fdps clear id=keep, mass=keep, pos=keep, vel=keep
```

where the syntax **mbr=keep** to the right of the keyword **clear** is the syntax to direct FDPS not to change the value of member variable **mbr**.

Further details about the format of FDPS directive can be found in the specification document of FDPS Fortran/C interface, `doc_specs_ftn_en.pdf`.

4.1.2.2 calcForceEpEp

You must define an interaction function `calcForceEpEp` as subroutine in Fortran. It should contain actual code for the calculation of interaction between particles. Listing 2 shows the implementation of `calcForceEpEp` (see `user_defined.F90`).

Listing 2: Function `calcForceEpEp`

```

1  #else
2      subroutine calc_gravity_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
3          implicit none
4          integer(c_int), intent(in), value :: n_ip,n_jp
5          type(full_particle), dimension(n_ip), intent(in) :: ep_i
6          type(full_particle), dimension(n_jp), intent(in) :: ep_j
7          type(full_particle), dimension(n_ip), intent(inout) :: f
8          !* Local variables
9          integer(c_int) :: i,j
10         real(c_double) :: eps2,poti,r3_inv,r_inv
11         type(fdps_f64vec) :: xi,ai,rij
12
13         !* Compute force
14         eps2 = eps_grav * eps_grav
15         do i=1,n_ip
16             xi = ep_i(i)%pos
17             ai = 0.0d0
18             poti = 0.0d0
19             do j=1,n_jp
20                 rij%x = xi%x - ep_j(j)%pos%x
21                 rij%y = xi%y - ep_j(j)%pos%y
22                 rij%z = xi%z - ep_j(j)%pos%z
23                 r3_inv = rij%x*rij%x &
24                     + rij%y*rij%y &
25                     + rij%z*rij%z &
26                     + eps2
27                 r_inv = 1.0d0/sqrt(r3_inv)
28                 r3_inv = r_inv * r_inv
29                 r_inv = r_inv * ep_j(j)%mass
30                 r3_inv = r3_inv * r_inv
31                 ai%x = ai%x - r3_inv * rij%x
32                 ai%y = ai%y - r3_inv * rij%y
33                 ai%z = ai%z - r3_inv * rij%z
34                 poti = poti - r_inv
35                 ! [IMPORTANT NOTE]
36                 !   In the innermost loop, we use the components of vectors
37                 !   directly for vector operations because of the following
38                 !   reason. Except for intel compilers with '-ipo' option,
39                 !   most of Fortran compilers use function calls to perform
40                 !   vector operations like rij = x - ep_j(j)%pos.
41                 !   This significantly slows down the speed of the code.
42                 !   By using the components of vector directly, we can avoid
43                 !   these function calls.
44             end do
45             f(i)%pot = f(i)%pot + poti
46             f(i)%acc = f(i)%acc + ai
47         end do

```

In this sample code, it is implemented as the subroutine `calc_gravity_ep_ep`. Its dummy arguments are an array of `EssentialParticleI` type, the number of `EssentialParticleI` type variables, an array of `EssentialParticleJ` type, the number of `EssentialParticleJ` type variables, an array of `Force` type. Note that all the data types of the dummy arguments corresponding to user-defined types are `full_particle` type because `FullParticle` type acts as the other types of user-defined types in this sample code.

4.1.2.3 calcForceEpSp

You must defined an interaction function `calcForceEpSp` as subroutine in Fortran. It should contain actual code for the calculation of interaction between a particle and a super-particle. Listing 3 shows the implementation of `calcForceEpSp` (see `user_defined.F90`).

Listing 3: `calcForceEpSp`

```

1  !**** Interaction function (particle-super particle)
2  subroutine calc_gravity_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
3      implicit none
4      integer(c_int), intent(in), value :: n_ip,n_jp
5      type(full_particle), dimension(n_ip), intent(in) :: ep_i
6      type(fdps_spj_monopole), dimension(n_jp), intent(in) :: ep_j
7      type(full_particle), dimension(n_ip), intent(inout) :: f
8      !* Local variables
9      integer(c_int) :: i,j
10     real(c_double) :: eps2,poti,r3_inv,r_inv
11     type(fdps_f64vec) :: xi,ai,rij
12
13     eps2 = eps_grav * eps_grav
14     do i=1,n_ip
15         xi = ep_i(i)%pos
16         ai = 0.0d0
17         poti = 0.0d0
18         do j=1,n_jp
19             rij%x = xi%x - ep_j(j)%pos%x
20             rij%y = xi%y - ep_j(j)%pos%y
21             rij%z = xi%z - ep_j(j)%pos%z
22             r3_inv = rij%x*rij%x &
23                     + rij%y*rij%y &
24                     + rij%z*rij%z &
25                     + eps2
26             r_inv = 1.0d0/sqrt(r3_inv)
27             r3_inv = r_inv * r_inv
28             r_inv = r_inv * ep_j(j)%mass
29             r3_inv = r3_inv * r_inv
30             ai%x = ai%x - r3_inv * rij%x
31             ai%y = ai%y - r3_inv * rij%y
32             ai%z = ai%z - r3_inv * rij%z
33             poti = poti - r_inv
34         end do
35         f(i)%pot = f(i)%pot + poti
36         f(i)%acc = f(i)%acc + ai
37     end do

```

In this sample code, it is implemented as the subroutine `calc_gravity_ep_sp`. Its dummy

arguments are an array of `EssentialParticle1` type, the number of `EssentialParticle1` type variables, an array of superparticle type, the number of superparticle type variables, an array of `Force` type. Note that the data types of `EssentialParticle1` type and `Force` type are `full_particle` type because `FullParticle` type acts as these user-defined types in this sample code. Also note that the data type of superparticle type must be consistent with the type of a `Tree` object used in the calculation of interactions.

4.1.3 The main body of the user program

In this section, we describe the functions a user should write in a kind of main routine, `f_main()`, to implement gravitational N -body calculation using the FDPS Fortran interface. The reason why we do not use the term main routine clearly is as follows: If users use FDPS Fortran interface, the user code must be written in the subroutine `f_main()`. Thus the user code dose not include the main routine or main program . However, in practice, the `f_main()` plays the same role as a main routine. Thus here we use the term a kind of main routine. The term main routine is suitable for indicating the top level function of the user code. Hereafter, we call `f_main()` the main routine. The main routine of this sample is written in `f_main.F90`.

4.1.3.1 Creation of an object of type `fdps_controller`

In the FDPS Fortran interface, all APIs of FDPS are provided as member functions in the class `FDPS_controller`. This class is defined in the module `fdps_module` in `FDPS_module.F90`. Thus, in order to use APIs, the user must create an object of type `FDPS_controller`. In this sample, the object of type `FDPS_controller`, `fdps_ctrl`, is created in the main routine. Thus, in the following examples, APIs of FDPS are called as a member function of this object.

Listing 4: Creation of an object of type `fdps_controller`

```

1  subroutine f_main()
2      use fdps_module
3      implicit none
4      !* Local variables
5      type(fdps_controller) :: fdps_ctrl
6
7      ! Do something
8
9  end subroutine f_main

```

Note that the code shown above is an only necessary part from the sample code.

4.1.3.2 Initialization and Termination of FDPS

First, users must initialize FDPS by the following code.

Listing 5: Initialization of FDPS

```

1  call fdps_ctrl%PS_Initialize()

```

Once started, FDPS should be terminated explicitly. In the sample code, FDPS should be terminated just before the termination of the program. To achieve this, user should write the following code at the end of the main routine.

Listing 6: Termination of FDPS

```
1 call fdps_ctrl%ps_finalize()
```

4.1.3.3 Creation and initialization of FDPS objects

Once succeed the initialization, the user needs to create objects used to talk to FDPS. In this section, we describe how to create and initialize these objects.

4.1.3.3.1 Creation of FDPS objects

In an N -body simulation, one needs to create objects of `ParticleSystem` type, `DomainInfo` type, and `Tree` type. In the Fortran interface, these objects can be handled by using identification number contained in integral type variables. Thus, at the beginning, you should prepare integral type variables to contain the identification numbers. We will show an example bellow. These are written in the main routine `f_main.F90` in the sample code.

Listing 7: Creation of FDPS objects

```
1 subroutine f_main()
2   use fdps_module
3   use user_defined_types
4   implicit none
5   !* Local variables
6   integer :: psys_num, dinfo_num, tree_num
7
8   !* Create FDPS objects
9   call fdps_ctrl%create_dinfo(dinfo_num)
10  call fdps_ctrl%create_psys(psys_num, 'full_particle')
11  call fdps_ctrl%create_tree(tree_num, &
12                             "Long,full_particle,full_particle,
13                             full_particle,Monopole")
14 end subroutine f_main
```

Here, the code shown is just a corresponding part of the sample code. As we can see above, to create the object of type `ParticleSystem`, you must give the string of the name of the derived data type corresponding to the type `FullParticle`. As in the case of type `ParticleSystem`, to create the object of type `Tree`, you must give the string which indicates the type of tree as an argument of the API. Note that, in both APIs, the name of the derived data type must be written in lower case.

4.1.3.3.2 Initialization of *DomainInfo* object

Once create the objects, user must initialize these objects. In this sample code, since the boundary condition is not periodic, users have only to call the API `init_dinfo` to initialize the objects.

Listing 8: Initialization of `DomainInfo` object

```
1 call fdps_ctrl%init_dinfo(dinfo_num,coef_ema)
```

Note that the second argument of API `init_dinfo` is a smoothing factor of an exponential moving average operation that is performed in the domain decomposition procedure. The definition of this factor is described in the specification of FDPS (see § 9.1.2 in `doc_spec_cpp_en.pdf`).

4.1.3.3 Initialization of *ParticleSystem* object

Next, you must initialize a `ParticleSystem` object. This is done by calling the API `init_psys`.

Listing 9: Initialization of `ParticleSystem` object

```
1 call fdps_ctrl%init_psys(psys_num)
```

4.1.3.3.4 Initialization of *Tree* object

Next, we must initialize a `Tree` object. The initialization of a `Tree` object is done by calling the API `init_tree`. This API should be given a rough number of particles. In this sample, we set the total number of particles `ntot`:

Listing 10: Initialization of `Tree` object

```
1 call fdps_ctrl%init_tree(tree_num,ntot,theta, &
2                           n_leaf_limit,n_group_limit)
```

The `initialize` method has three optional arguments. Here, we pass these arguments explicitly.

- `theta` — the so-called opening angle criterion for the tree method.
- `n_leaf_limit` — the upper limit for the number of particles in the leaf nodes.
- `n_group_limit` — the upper limit for the number of particles with which the particles use the same interaction list for the force calculation.

4.1.3.4 Initialization of particle data

To initialize particle data, users must give the particle data to the `ParticleSystem` object. This can be done by using APIs `set_nptcl_loc` and `get_psys_fptr` as follows:

Listing 11: Initialization of particle data

```
1 subroutine foo(fdps_ctrl,psys_num)
2   use fdps_vector
3   use fdps_module
4   use user_defined_types
5   implicit none
6   type(fdps_controller), intent(IN) :: fdps_ctrl
7   integer, intent(IN) :: psys_num
8   !* Local variables
9   integer :: i,nptcl_loc
10  type(full_particle), dimension(:), pointer :: ptcl
```

```

11
12     !* Set # of local particles
13     call fdps_ctrl%set_nptcl_loc(psys_num,nptcl_loc)
14
15     !* Get the pointer to full particle data
16     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
17
18     !* Initialize particle data
19     do i=1,nptcl_loc
20         ptcl(i)%pos = ! Do something
21     end do
22
23     !* Release the pointer
24     nullify(ptcl)
25
26 end subroutine foo

```

First, you must allocate the memory to store the particle data. To do so, you have only to call API `set_nptcl_loc`. This API sets the number of local particles (the number of particles assigned to the local process) and allocates enough memory to store the particles. To initialize particle data, the beginning address of the allocated memory is needed. Users can obtain the beginning address by using the API `get_psys_fptr`. Users must receive the beginning address by a Fortran pointer. In the example above, the pointer is prepared as follows:

```
type(full_particle), dimension(:), pointer :: ptcl
```

Once you sets the pointer by the API `get_psys_fptr`, you can use the pointer as an array. In the above example, after initialize particle data, the pointer is freed by the built-in function `nullify`.

4.1.3.5 Time integration loop

In this section we describe the structure of the time integration loop.

4.1.3.5.1 Domain Decomposition

First, the computational domain is decomposed, using the current distribution of particles. In the sample, this is done by API `decompose_domain_all` of the `DomainInfo` object:

Listing 12: Domain Decomposition

```

1 if (mod(num_loop,4) == 0) then
2     call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
3 end if

```

In this sample code, we perform domain decomposition once in 4 main loops in order to reduce the computational cost.

4.1.3.5.2 Particle Exchange

Then, particles are exchanged between processes so that they belong to the process for the domain of their coordinates. To do so, users can use API `exchange_particle` of `ParticleSystem` object.

Listing 13: Particle Exchange

```
1 call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
```

4.1.3.5.3 Interaction Calculation

After the domain decomposition and the particle exchange, an interaction calculation is done. To do so, users can use API `calc_force_all_and_write_back` of `Tree` object.

Listing 14: Interaction Calculation

```
1 subroutine f_main()
2   use, intrinsic :: iso_c_binding
3   use user_defined_types
4   implicit none
5   !* Local variables
6   type(c_funptr) :: pfunc_ep_ep, pfunc_ep_sp
7
8   ! Do something
9
10  pfunc_ep_ep = c_funloc(calc_gravity_pp)
11  pfunc_ep_sp = c_funloc(calc_gravity_psp)
12  call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
13                                              pfunc_ep_ep, &
14                                              pfunc_ep_sp, &
15                                              psys_num,      &
16                                              dinfo_num)
17
18  ! Do something
19
20 end subroutine f_main
```

Here, the second and the third arguments are functions pointers of `calcForceEpEp` and `calcForceEpSp`. The address of the function in C can be obtained using the built-in function `c_funloc`, which is introduced in Fortran 2003. This built-in function is provided by the module `iso_c_binding` and we use `use` statement to use this module. To store the address in C, we need the variables of derived data type `c_funptr`, which is also introduced in Fortran 2003. In this sample, we use variables of type `c_funptr`, `pfunc_ep_ep` and `pfunc_ep_sp`, to store the address in C of `calc_gravity_pp` and `calc_gravity_psp` and give them to the API.

4.1.3.5.4 Time integration

In this sample code, we use the Leapfrog method to integrate the particle system in time. In this method, the time evolution operator can be expressed as $K(\frac{\Delta t}{2})D(\Delta t)K(\frac{\Delta t}{2})$, where Δt is the timestep, $K(\Delta t)$ is the ‘kick’ operator that integrates the velocities of particles

from t to $t + \Delta t$, $D(\Delta t)$ is the ‘drift’ operator that integrates the positions of particles from t to $t + \Delta t$ (e.g. see [Springel \[2005,MNRAS,364,1105\]](#)). In the sample code, these operators are implemented as the subroutines `kick` and `drift`.

At the beginning of the main loop, the positions and the velocities of the particles are updated by the operator $D(\Delta t)K(\frac{\Delta t}{2})$:

Listing 15: Calculation of $D(\Delta t)K(\frac{\Delta t}{2})$ operator

```
1 !* Leapfrog: Kick-Drift
2 call kick(fdps_ctrl,psys_num,0.5d0*dt)
3 time_sys = time_sys + dt
4 call drift(fdps_ctrl,psys_num,dt)
```

Listing 16: Calculation of $D(\Delta t)K(\frac{\Delta t}{2})$ operator

```
1 // Leapfrog: Kick-Drift
2 kick(psys_num,0.5*dt);
3 time_sys += dt;
4 drift(psys_num,dt);
```

After the force calculation, the velocities of the particles are updated by the operator $K(\frac{\Delta t}{2})$:

Listing 17: Calculation of $K(\frac{\Delta t}{2})$ operator

```
1 !* Leapfrog: Kick
2 call kick(fdps_ctrl,psys_num,0.5d0*dt)
```

4.1.3.6 Update of particle data

To update the data of particles in the subroutines such as `kick` or `drift`, you need to access the data of particles contained in the object of type `ParticleSystem`. To do so, the user can follow the same way described in section 4.1.3.4.

Listing 18: Update of particle data

```
1 subroutine foo(fdps_ctrl,psys_num)
2   use fdps_vector
3   use fdps_module
4   use user_defined_types
5   implicit none
6   type(fdps_controller), intent(IN) :: fdps_ctrl
7   integer, intent(IN) :: psys_num
8   !* Local variables
9   integer :: i,nptcl_loc
10  type(full_particle), dimension(:), pointer :: ptcl
11
12  !* Get # of local particles
13  nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
14
15  !* Get the pointer to full particle data
16  call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
17
18  !* Initialize or update particle data
19  do i=1,nptcl_loc
```

```

20      ptcl(i)%pos = ! Do something
21  end do
22
23      !* Release the pointer
24      nullify(ptcl)
25
26 end subroutine foo

```

Using API `get_psys_fptr`, you can obtain the address of particle data contained in the object of `ParticleSystem` as a pointer. The pointer obtained here can be regarded as an array with the size of `npctl_loc`. Thus user can update the particle data as array.

4.1.4 Log file

Once the calculation starts successfully, the time and the energy error are printed in the standard output. The first step is shown in the bellow example.

Listing 19: standard output

```

1 time:      0.0000000000E+000, energy error:  -0.0000000000E+000

```

4.2 SPH simulation code with fixed smoothing length

In this section, we describe the sample code used in the previous section (§ 3), a standard SPH code with fixed smoothing length, in detail.

4.2.1 Location of source files and file structure

The source files of the sample code are in the directory `$(FDPS)/sample/fortran/sph`. The sample code consists of `user_defined.F90` where user-defined types are described, and `f_main.F90` where the main loop etc. of the SPH simulation code are described. In addition, there are two Makefiles: `Makefile` (for GCC) and `Makefile.intel` (for Intel compilers).

4.2.2 User-defined types and user-defined functions

In this section, we describe the derived data types and subroutines that users must define when performing SPH simulations by using of FDPS.

4.2.2.1 FullParticle type

Users must define a `FullParticle` type as a user-defined type. The `FullParticle` type must contain all physical quantities of an SPH particle necessary for the simulation. Listing 20 shows an example implementation of the `FullParticle` type in our sample code (see `user_defined.F90`).

Listing 20: FullParticle type

```

1  !**** Full particle type
2  type, public, bind(c) :: full_particle !$fdps FP
3      !$fdps copyFromForce force_dens (dens,dens)
4      !$fdps copyFromForce force_hydro (acc,acc) (eng_dot,eng_dot) (dt,dt)

```

```

5      real(kind=c_double) :: mass !$fdps charge
6      type(fdps_f64vec) :: pos !$fdps position
7      type(fdps_f64vec) :: vel
8      type(fdps_f64vec) :: acc
9      real(kind=c_double) :: dens
10     real(kind=c_double) :: eng
11     real(kind=c_double) :: pres
12     real(kind=c_double) :: smth !$fdps rsearch
13     real(kind=c_double) :: snds
14     real(kind=c_double) :: eng_dot
15     real(kind=c_double) :: dt
16     integer(kind=c_long_long) :: id
17     type(fdps_f64vec) :: vel_half
18     real(kind=c_double) :: eng_half
19 end type full_particle

```

Unlike the case of the *N*-body simulation sample code, the `FullParticle` type of the SPH simulation sample code does not double as other user-defined types. Thus, to specify that this derived data type is a `FullParticle` type, we append the following directive.

```
type, public, bind(c) :: full_particle !$fdps FP
```

In the SPH simulations, the interaction force is short-range force. Therefore, a search radius is also necessary physical quantity in addition to the position and mass (charge). We can tell FDPS which member variables represent these necessary quantities in the following way:

```

real(kind=c_double) :: mass !$fdps charge
type(fdps_f64vec) :: pos !$fdps position
real(kind=c_double) :: smth !$fdps rsearch

```

As described in the section of the *N*-body simulation code, the keyword `velocity` to specify that a member corresponds to the velocity of a particle is mere a reserved word and not always necessary, we do not specify that in this sample code.

The `FullParticle` type copies data from a `Force` type. Users must specify how the data is copied by using of directives. As we will describe later, there are 2 `Force` types in this SPH sample code. Thus, for each `Force` type, users must write the directives. In this sample code, these are:

```

!$fdps copyFromForce force_dens (dens,dens)
!$fdps copyFromForce force_hydro (acc,acc) (eng_dot,eng_dot) (dt,dt)

```

4.2.2.2 EssentialParticleI(J) type

Users must define an `EssentialParticleI` type. An `EssentialParticleI` type must contain all necessary physical quantities to compute the `Force` as an *i*-particle in its member variables. Moreover in this sample code, it also doubles as an `EssentialParticleJ` type and all necessary physical quantities as a *j*-particle as well need to be included in the member variables. Hereinafter, we simply call this `EssentialParticle` type. Listing 21 shows an example of `EssentialParticle` type of this sample code (see `user_defined.F90`):

Listing 21: EssentialParticle type

```

1  !**** Essential particle type
2  type, public, bind(c) :: essential_particle !$fdps EPI,EPJ
3      !$fdps copyFromFP full_particle (id,id) (pos,pos) (vel,vel) (mass,
4          mass) (smth,smth) (dens,dens) (pres,pres) (snds,snds)
5      integer(kind=c_long_long) :: id !$fdps id
6      type(fdps_f64vec) :: pos !$fdps position
7      type(fdps_f64vec) :: vel
8      real(kind=c_double) :: mass !$fdps charge
9      real(kind=c_double) :: smth !$fdps rsearch
10     real(kind=c_double) :: dens
11     real(kind=c_double) :: pres
12     real(kind=c_double) :: snds
13 end type essential_particle

```

First, users must indicate to FDPS that this derived data type corresponds to both the `EssentialParticle` type and `EssentialParticleJ` type by using the directives. This sample code describes that as follows:

```
type, public, bind(c) :: essential_particle !$fdps EPI,EPJ
```

Next, users must indicate the correspondence between the each of member variable in this derived data type and necessary physical quantity. For this SPH simulation, a search radius needs to be indicated as well. This sample code describes them as follows:

```

type(fdps_f64vec) :: pos !$fdps position
real(kind=c_double) :: mass !$fdps charge
real(kind=c_double) :: smth !$fdps rsearch

```

The `EssentialParticleI` and `EssentialParticleJ` types receive data from the `FullParticle` type. Users must specify the source member variables in the `FullParticle` type and the destination member variable in the `EssentialParticle?` type (?=I,J) that will be copied through the directives. This sample code describes them as follows:

```

!$fdps copyFromFP full_particle (id,id) (pos,pos) (vel,vel) (mass,mass)
(smth,smth) (dens,dens) (pres,pres) (snds,snds)

```

4.2.2.3 Force type

Users must define a `Force` type. A `Force` type must contain all the resultant physical quantities after performing the Force computations. In this sample code, we have 2 force computations; one for the density and the other for the fluid interactions. Thus, we have to define 2 different `Force` types. In Listing 22, we show an example of the `Force` types in this sample code.

Listing 22: Force type

```

1  !**** Force types
2  type, public, bind(c) :: force_dens !$fdps Force
3      !$fdps clear smth=keep

```

```

4      real(kind=c_double) :: dens
5      real(kind=c_double) :: smth
6  end type force_dens
7
8  type, public, bind(c) :: force_hydro !$fdps Force
9      !$fdps clear
10     type(fdps_f64vec) :: acc
11     real(kind=c_double) :: eng_dot
12     real(kind=c_double) :: dt
13 end type force_hydro

```

First, users must indicate with directives that these derived data types correspond to the Force types. In this example, these writes:

```

type, public, bind(c) :: force_dens !$fdps Force
type, public, bind(c) :: force_hydro !$fdps Force

```

For these derived data types to be **Force** types, users **must** indicate the initialization methods for the member variables that are accumulated during the interaction calculations. In this sample code, we indicate that only the accumulator variables — density, acceleration (due to pressure gradient), time-derivative of energy, and time step to be zero-cleared.

```

!$fdps clear smth=keep
!$fdps clear

```

In this example the **Force** type `force_dens` includes a member variable `smth` that indicates the smoothing length. For a fixed length SPH, a member variable for the smoothing length in the **Force** type has nothing to do. We prepare this member variable for the future extension to the variable length SPH for some users. In one of the formulations of the variable length SPH in Springel [2005,MNRAS,364,1105], we need to calculate the smoothing length at the same time we calculate the density. To implement a formulation like that, a **Force** type need to contain a variable for the smoothing length as in this example. In this sample code for fixed length SPH, the member function `clear` will not zero-clear the variable `smth`, so as not to crush the next computation of the density.

4.2.2.4 calcForceEpEp

Users must define a subroutine `calcForceEpEp` in Fortran which specifies the interaction between particles. It should contain actual code for the calculation of interaction between particles. Listing 23 shows the implementation of `calcForceEpEp` (see `user_defined.c`).

Listing 23: Function `calcForceEpEp`

```

1  !**** Interaction function
2  subroutine calc_density(ep_i,n_ip,ep_j,n_jp,f) bind(c)
3      integer(kind=c_int), intent(in), value :: n_ip,n_jp
4      type(essential_particle), dimension(n_ip), intent(in) :: ep_i
5      type(essential_particle), dimension(n_jp), intent(in) :: ep_j
6      type(force_dens), dimension(n_ip), intent(inout) :: f
7      !* Local variables
8      integer(kind=c_int) :: i,j

```

```

9      type(fdps_f64vec) :: dr
10
11      do i=1,n_ip
12          f(i)%dens = 0.0d0
13          do j=1,n_jp
14              dr%x = ep_j(j)%pos%x - ep_i(i)%pos%x
15              dr%y = ep_j(j)%pos%y - ep_i(i)%pos%y
16              dr%z = ep_j(j)%pos%z - ep_i(i)%pos%z
17              f(i)%dens = f(i)%dens &
18                  + ep_j(j)%mass * W(dr,ep_i(i)%smth)
19          end do
20      end do
21
22  end subroutine calc_density
23
24  !**** Interaction function
25  subroutine calc_hydro_force(ep_i,n_ip,ep_j,n_jp,f) bind(c)
26      integer(kind=c_int), intent(in), value :: n_ip,n_jp
27      type(essential_particle), dimension(n_ip), intent(in) :: ep_i
28      type(essential_particle), dimension(n_jp), intent(in) :: ep_j
29      type(force_hydro), dimension(n_ip), intent(inout) :: f
30      !* Local parameters
31      real(kind=c_double), parameter :: C_CFL=0.3d0
32      !* Local variables
33      integer(kind=c_int) :: i,j
34      real(kind=c_double) :: mass_i,mass_j,smth_i,smth_j, &
35          dens_i,dens_j,pres_i,pres_j, &
36          snds_i,snds_j
37      real(kind=c_double) :: povrho2_i,povrho2_j, &
38          v_sig_max,dr_dv,w_ij,v_sig,AV
39      type(fdps_f64vec) :: pos_i,pos_j,vel_i,vel_j, &
40          dr,dv,gradW_ij
41
42      do i=1,n_ip
43          !* Zero-clear
44          v_sig_max = 0.0d0
45          !* Extract i-particle info.
46          pos_i = ep_i(i)%pos
47          vel_i = ep_i(i)%vel
48          mass_i = ep_i(i)%mass
49          smth_i = ep_i(i)%smth
50          dens_i = ep_i(i)%dens
51          pres_i = ep_i(i)%pres
52          snds_i = ep_i(i)%snds
53          povrho2_i = pres_i/(dens_i*dens_i)
54          do j=1,n_jp
55              !* Extract j-particle info.
56              pos_j%x = ep_j(j)%pos%x
57              pos_j%y = ep_j(j)%pos%y
58              pos_j%z = ep_j(j)%pos%z
59              vel_j%x = ep_j(j)%vel%x
60              vel_j%y = ep_j(j)%vel%y
61              vel_j%z = ep_j(j)%vel%z
62              mass_j = ep_j(j)%mass
63              smth_j = ep_j(j)%smth

```

```

64      dens_j = ep_j(j)%dens
65      pres_j = ep_j(j)%pres
66      snds_j = ep_j(j)%snds
67      povrho2_j = pres_j/(dens_j*dens_j)
68      !* Compute dr & dv
69      dr%x = pos_i%x - pos_j%x
70      dr%y = pos_i%y - pos_j%y
71      dr%z = pos_i%z - pos_j%z
72      dv%x = vel_i%x - vel_j%x
73      dv%y = vel_i%y - vel_j%y
74      dv%z = vel_i%z - vel_j%z
75      !* Compute the signal velocity
76      dr_dv = dr%x * dv%x + dr%y * dv%y + dr%z * dv%z
77      if (dr_dv < 0.0d0) then
78          w_ij = dr_dv / sqrt(dr%x * dr%x + dr%y * dr%y + dr%z * dr%z
79              )
80      else
81          w_ij = 0.0d0
82      end if
83      v_sig = snds_i + snds_j - 3.0d0 * w_ij
84      v_sig_max = max(v_sig_max, v_sig)
85      !* Compute the artificial viscosity
86      AV = - 0.5d0*v_sig*w_ij / (0.5d0*(dens_i+dens_j))
87      !* Compute the average of the gradients of kernel
88      gradW_ij = 0.5d0 * (gradW(dr,smth_i) + gradW(dr,smth_j))
89      !* Compute the acceleration and the heating rate
90      f(i)%acc%x = f(i)%acc%x - mass_j*(povrho2_i+povrho2_j+AV)*
91          gradW_ij%x
92      f(i)%acc%y = f(i)%acc%y - mass_j*(povrho2_i+povrho2_j+AV)*
93          gradW_ij%y
94      f(i)%acc%z = f(i)%acc%z - mass_j*(povrho2_i+povrho2_j+AV)*
95          gradW_ij%z
96      f(i)%eng_dot = f(i)%eng_dot &
97          + mass_j * (povrho2_i + 0.5d0*AV) &
98          *(dv%x * gradW_ij%x &
99          +dv%y * gradW_ij%y &
100          +dv%z * gradW_ij%z)
101      end do
102      f(i)%dt = C_CFL*2.0d0*smth_i/(v_sig_max*kernel_support_radius)
103  end do
104  ! [IMPORTANT NOTE]
105  !   In the innermost loop, we use the components of vectors
106  !   directly for vector operations because of the following
107  !   reason. Except for intel compilers with '-ipo' option,
108  !   most of Fortran compilers use function calls to perform
109  !   vector operations like rij = x - ep_j(j)%pos.
110  !   This significantly slows down the speed of the code.
111  !   By using the components of vector directly, we can avoid
112  !   these function calls.
113  end subroutine calc_hydro_force

```

This SPH simulation code includes two different forms of interactions, and hence, two different implementations of `calcForceEpEp` are needed. In either case, the dummy arguments of subroutine are, an array of `EssentialParticle`, the number of `EssentialParticle`, an array of

EssentialParticleJ, the number of EssentialParticleJ, and an array of Force.

4.2.3 The main body of the user program

In this section, we describe subroutines and functions to be called from the main routine of the user program when a user want to do an SPH simulation using FDPS (for the meaning of “main routine” see section 4.1.3) .

4.2.3.1 Creation of an object of type fdps_controller

In order to use APIs of FDPS, a user program should create an object of type `FDPS_controller`. In this sample code, `fdps_ctrl`, an object of type `FDPS_controller`, is created in the main routine.

Listing 24: Creation of an object of type `fdps_controller`

```
1 subroutine f_main()
2   use fdps_module
3   implicit none
4   !* Local variables
5   type(fdps_controller) :: fdps_ctrl
6
7   ! Do something
8
9 end subroutine f_main
```

Note that this code snippet only shows the necessary part of the code from the actual sample code. Also note that all FDPS APIs are called as member functions of this object because of the reason described above.

4.2.3.2 Initialization and termination of FDPS

You should first initialize FDPS by the following code.

Listing 25: Initialization of FDPS

```
1 call fdps_ctrl%PS_Initialize()
```

Once started, FDPS should be explicitly terminated. In this sample, FDPS is terminated just before the termination of the program. To achieve this, you write the following code at the end of the main routine.

Listing 26: Termination of FDPS

```
1 call fdps_ctrl%PS_Finalize()
```

4.2.3.3 Creation and initialization of FDPS objects

After the initialization of FDPS, a user need to create the objects used to talk to FDPS. In this section we describe how to create and initialize these objects.

4.2.3.3.1 Creation of necessary FDPS objects

In an SPH simulation code, one needs to create objects for particles, for domain information, for interaction calculation of Gather type (for density calculation using gather type interaction), and for interaction calculation of Symmetry type (for hydrodynamic interaction calculation using symmetric type interaction). The following is the code to create to them.

Listing 27: Creation of necessary FDPS objects

```

1  subroutine f_main()
2      use fdps_vector
3      use fdps_module
4      use user_defined_types
5      implicit none
6      !* Local variables
7      integer :: psys_num, dinfo_num
8      integer :: dens_tree_num, hydro_tree_num
9
10     !* Create FDPS objects
11     call fdps_ctrl%create_psys(psys_num, 'full_particle')
12     call fdps_ctrl%create_dinfo(dinfo_num)
13     call fdps_ctrl%create_tree(dens_tree_num, &
14                               "Short,dens_force,essential_particle,
15                               essential_particle,Gather")
16     call fdps_ctrl%create_tree(hydro_tree_num, &
17                               "Short,hydro_force,essential_particle,
18                               essential_particle,Symmetry")
19
20 end subroutine f_main

```

Note that here again this code snippet only shows the necessary part of the code from the actual sample code.

API `create_psys` and `create_tree` should receive strings indicating particle type and tree type, respectively. All of names of derived data types in these strings should be in lowercases.

4.2.3.3.2 Initialization of the domain information object

FDPS objects created by a user code should be initialized. Here, we describe the necessary procedures required to initialize a `DomainInfo` object. First, we need to call API `init_dinfo` of `DomainInfo` object. After the initialization of the object, the type of the boundary and the size of the simulation box should be set by calling APIs `set_boundary_condition` and `set_pos_root_domain` of `DomainInfo` object. In this code, we use the periodic boundary for all of x , y and z directions.

Listing 28: Initialization of DomainInfo object

```

1  call fdps_ctrl%init_dinfo(dinfo_num,coef_ema)
2  call fdps_ctrl%set_boundary_condition(dinfo_num,fdps_bc_periodic_xyz)
3  call fdps_ctrl%set_pos_root_domain(dinfo_num,pos_ll,pos_ul)

```

4.2.3.3 Initialization of ParticleSystem object

Next, we need to initialize the `ParticleSystem` object. This is done by the following single line of code:

Listing 29: Initialization of ParticleSystem object

```
1 call fdps_ctrl%init_psys(psys_num)
```

4.2.3.3.4 Initialization of Tree objects

Finally, `Tree` objects should be initialized. This is done by calling API `init_tree` of `Tree` object. This API should be given the rough number of particles. In this sample, we set three times the total number of particles:

Listing 30: Initialization of tree objects

```
1 call fdps_ctrl%init_tree(dens_tree_num,3*ntot,theta,&
2                          n_leaf_limit,n_group_limit)
3 call fdps_ctrl%init_tree(hydro_tree_num,3*ntot,theta,&
4                          n_leaf_limit,n_group_limit)
```

4.2.3.4 Time integration loop

In this section we describe the structure of the time integration loop.

4.2.3.4.1 Domain Decomposition

First, the computational domain is decomposed, using the current distribution of particles. To do so, the API `decompose_domain_all` of `DomainInfo` object is called.

Listing 31: Domain Decomposition

```
1 call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
```

4.2.3.4.2 Particle Exchange

Then particles are exchanged between processes so that they belong to the process for the domain of their coordinates. To do so, the following API `exchange_particle` of `ParticleSystem` object is used.

Listing 32: Particle Exchange

```
1 call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
```

4.2.3.4.3 Interaction Calculation

After the domain decomposition and particle exchange, interaction calculation is done. To do so, the following API `calc_force_all.and.write_back` of `Tree` object is used.

Listing 33: Interaction Calculation

```

1  subroutine f_main()
2      use, intrinsic :: iso_c_binding
3      use user_defined_types
4      implicit none
5      !* Local variables
6      type(c_funptr) :: pfunc_ep_ep
7
8      ! Do something
9
10     pfunc_ep_ep = c_funloc(calc_density)
11     call fdps_ctrl%calc_force_all_and_write_back(dens_tree_num, &
12                                                  pfunc_ep_ep, &
13                                                  psys_num, &
14                                                  dinfo_num)
15     call set_pressure(fdps_ctrl, psys_num)
16     pfunc_ep_ep = c_funloc(calc_hydro_force)
17     call fdps_ctrl%calc_force_all_and_write_back(hydro_tree_num, &
18                                                  pfunc_ep_ep, &
19                                                  psys_num, &
20                                                  dinfo_num)
21
22     ! Do something
23
24 end subroutine f_main

```

For the second argument of API, the function pointer (as in the C language) of function `calcForceEpEp` should be given.

4.2.4 Compilation of the program

Run `make` at the working directory. You can use the Makefile attached to the sample code.

```
$ make
```

4.2.5 Execution

To run the code without MPI, you should execute the following command in the command shell.

```
$ ./sph.out
```

To run the code using MPI, you should execute the following command in the command shell, or follow the document of your system.

```
$ MPIRUN -np NPROC ./sph.out
```

Here, `MPIRUN` represents the command to run your program using MPI such as `mpirun` or `mpiexec`, and `NPROC` is the number of MPI processes.

4.2.6 Log and output files

Log and output files are created under `result` directory.

4.2.7 Visualization

In this section, we describe how to visualize the calculation result using `gnuplot`. To enter the interactive mode of `gnuplot`, execute the following command.

```
$ gnuplot
```

In the interactive mode, you can visualize the result. In the following example, using the 50th snapshot file, we create the plot in which the abscissa is the x coordinate of particles and the ordinate is the density of particles.

```
gnuplot> plot "result/snap00050-proc00000.dat" u 3:9
```

where the integral number after the string of characters `proc` represents the rank number of a MPI process.

5 Sample Codes

5.1 N -body simulation

In this section, we show a sample code for the N -body simulation. This code is the same as what we described in section 4. One can create a working code by cut and paste this code and compile and link the resulted source program.

Listing 34: Sample code of N -body simulation (user_defined.F90)

```

1  !=====
2  !   MODULE: User defined types
3  !=====
4  module user_defined_types
5      use, intrinsic :: iso_c_binding
6      use fdps_vector
7      use fdps_super_particle
8      implicit none
9
10     !* Public variables
11     real(kind=c_double), public :: eps_grav ! gravitational softening
12
13     !**** Full particle type
14     type, public, bind(c) :: full_particle !$fdps FP,EPI,EPJ,Force
15         !$fdps copyFromForce full_particle (pot,pot) (acc,acc)
16         !$fdps copyFromFP full_particle (id,id) (mass,mass) (pos,pos)
17         !$fdps clear id=keep, mass=keep, pos=keep, vel=keep
18         integer(kind=c_long_long) :: id
19         real(kind=c_double) mass !$fdps charge
20         type(fdps_f64vec) :: pos !$fdps position
21         type(fdps_f64vec) :: vel !$fdps velocity
22         real(kind=c_double) :: pot
23         type(fdps_f64vec) :: acc
24     end type full_particle
25
26     #if defined(ENABLE_PHANTOM_GRAPE_X86) !defined(ENABLE_PIKG_KERNEL_X86)
27         contains
28
29         !**** Interaction function (particle-particle)
30     #if defined(ENABLE_PHANTOM_GRAPE_X86)
31         subroutine calc_gravity_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
32     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
33         use omp_lib
34     #endif
35         use phantom_grape_g5_x86
36         implicit none
37         integer(c_int), intent(in), value :: n_ip,n_jp
38         type(full_particle), dimension(n_ip), intent(in) :: ep_i
39         type(full_particle), dimension(n_jp), intent(in) :: ep_j
40         type(full_particle), dimension(n_ip), intent(inout) :: f
41         !* Local variables
42         integer(c_int) :: i,j
43         integer(c_int) :: nipipe,njpipe,devid
44         real(c_double), dimension(3,n_ip) :: xi,ai
45         real(c_double), dimension(n_ip) :: pi

```

```

46     real(c_double), dimension(3,n_jp) :: xj
47     real(c_double), dimension(n_jp) :: mj
48
49     npipe = n_ip
50     npipe = n_jp
51     do i=1,n_ip
52         xi(1,i) = ep_i(i)%pos%x
53         xi(2,i) = ep_i(i)%pos%y
54         xi(3,i) = ep_i(i)%pos%z
55         ai(1,i) = 0.0d0
56         ai(2,i) = 0.0d0
57         ai(3,i) = 0.0d0
58         pi(i)   = 0.0d0
59     end do
60     do j=1,n_jp
61         xj(1,j) = ep_j(j)%pos%x
62         xj(2,j) = ep_j(j)%pos%y
63         xj(3,j) = ep_j(j)%pos%z
64         mj(j)   = ep_j(j)%mass
65     end do
66     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
67         devid = omp_get_thread_num()
68         ! [IMPORTANT NOTE]
69         !   The subroutine calc_gravity_pp is called by a OpenMP thread
70         !   in the FDPS. This means that here is already in the parallel
71         !   region.
72         !   So, you can use omp_get_thread_num() without !$OMP parallel
73         !   directives.
74         !   If you use them, a nested parallel resions is made and the
75         !   gravity
76         !   calculation will not be performed correctly.
77     #else
78         devid = 0
79     #endif
80     call g5_set_xmjMC(devid, 0, n_jp, xj, mj)
81     call g5_set_nMC(devid, n_jp)
82     call g5_calculate_force_on_xMC(devid, xi, ai, pi, n_ip)
83     do i=1,n_ip
84         f(i)%acc%x = f(i)%acc%x + ai(1,i)
85         f(i)%acc%y = f(i)%acc%y + ai(2,i)
86         f(i)%acc%z = f(i)%acc%z + ai(3,i)
87         f(i)%pot   = f(i)%pot   - pi(i)
88     end do
89     end subroutine calc_gravity_ep_ep
90
91     subroutine calc_gravity_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
92     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
93         use omp_lib
94     #endif
95     use phantom_grape_g5_x86
96     implicit none
97     integer(c_int), intent(in), value :: n_ip,n_jp
98     type(full_particle), dimension(n_ip), intent(in) :: ep_i
99     type(fdps_spj_monopole), dimension(n_jp), intent(in) :: ep_j
100    type(full_particle), dimension(n_ip), intent(inout) :: f

```



```

98      !* Local variables
99      integer(c_int) :: i,j
100     integer(c_int) :: npipe,njpipe,devid
101     real(c_double), dimension(3,n_ip) :: xi,ai
102     real(c_double), dimension(n_ip) :: pi
103     real(c_double), dimension(3,n_jp) :: xj
104     real(c_double), dimension(n_jp) :: mj
105
106     npipe = n_ip
107     njpipe = n_jp
108     do i=1,n_ip
109         xi(1,i) = ep_i(i)%pos%x
110         xi(2,i) = ep_i(i)%pos%y
111         xi(3,i) = ep_i(i)%pos%z
112         ai(1,i) = 0.0d0
113         ai(2,i) = 0.0d0
114         ai(3,i) = 0.0d0
115         pi(i)   = 0.0d0
116     end do
117     do j=1,n_jp
118         xj(1,j) = ep_j(j)%pos%x
119         xj(2,j) = ep_j(j)%pos%y
120         xj(3,j) = ep_j(j)%pos%z
121         mj(j)   = ep_j(j)%mass
122     end do
123     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
124         devid = omp_get_thread_num()
125         ! [IMPORTANT NOTE]
126         !   The subroutine calc_gravity_psp is called by a OpenMP thread
127         !   in the FDPS. This means that here is already in the parallel
128         !   region.
129         !   So, you can use omp_get_thread_num() without !$OMP parallel
130         !   directives.
131         !   If you use them, a nested parallel resions is made and the
132         !   gravity
133         !   calculation will not be performed correctly.
134     #else
135         devid = 0
136     #endif
137     call g5_set_xmjMC(devid, 0, n_jp, xj, mj)
138     call g5_set_nMC(devid, n_jp)
139     call g5_calculate_force_on_xMC(devid, xi, ai, pi, n_ip)
140     do i=1,n_ip
141         f(i)%acc%x = f(i)%acc%x + ai(1,i)
142         f(i)%acc%y = f(i)%acc%y + ai(2,i)
143         f(i)%acc%z = f(i)%acc%z + ai(3,i)
144         f(i)%pot   = f(i)%pot   - pi(i)
145     end do
146     end subroutine calc_gravity_ep_sp
147     #else
148     subroutine calc_gravity_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
149         implicit none
150         integer(c_int), intent(in), value :: n_ip,n_jp
151         type(full_particle), dimension(n_ip), intent(in) :: ep_i
152         type(full_particle), dimension(n_jp), intent(in) :: ep_j

```

```

150     type(full_particle), dimension(n_ip), intent(inout) :: f
151     !* Local variables
152     integer(c_int) :: i,j
153     real(c_double) :: eps2,poti,r3_inv,r_inv
154     type(fdps_f64vec) :: xi,ai,rij
155
156     !* Compute force
157     eps2 = eps_grav * eps_grav
158     do i=1,n_ip
159         xi = ep_i(i)%pos
160         ai = 0.0d0
161         poti = 0.0d0
162         do j=1,n_jp
163             rij%x = xi%x - ep_j(j)%pos%x
164             rij%y = xi%y - ep_j(j)%pos%y
165             rij%z = xi%z - ep_j(j)%pos%z
166             r3_inv = rij%x*rij%x &
167                   + rij%y*rij%y &
168                   + rij%z*rij%z &
169                   + eps2
170             r_inv = 1.0d0/sqrt(r3_inv)
171             r3_inv = r_inv * r_inv
172             r_inv = r_inv * ep_j(j)%mass
173             r3_inv = r3_inv * r_inv
174             ai%x = ai%x - r3_inv * rij%x
175             ai%y = ai%y - r3_inv * rij%y
176             ai%z = ai%z - r3_inv * rij%z
177             poti = poti - r_inv
178             ! [IMPORTANT NOTE]
179             !   In the innermost loop, we use the components of vectors
180             !   directly for vector operations because of the following
181             !   reason. Except for intel compilers with '-ipo' option,
182             !   most of Fortran compilers use function calls to perform
183             !   vector operations like rij = x - ep_j(j)%pos.
184             !   This significantly slows down the speed of the code.
185             !   By using the components of vector directly, we can avoid
186             !   these function calls.
187         end do
188         f(i)%pot = f(i)%pot + poti
189         f(i)%acc = f(i)%acc + ai
190     end do
191
192 end subroutine calc_gravity_ep_ep
193
194 !**** Interaction function (particle-super particle)
195 subroutine calc_gravity_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
196     implicit none
197     integer(c_int), intent(in), value :: n_ip,n_jp
198     type(full_particle), dimension(n_ip), intent(in) :: ep_i
199     type(fdps_spj_monopole), dimension(n_jp), intent(in) :: ep_j
200     type(full_particle), dimension(n_ip), intent(inout) :: f
201     !* Local variables
202     integer(c_int) :: i,j
203     real(c_double) :: eps2,poti,r3_inv,r_inv
204     type(fdps_f64vec) :: xi,ai,rij

```

```

205
206     eps2 = eps_grav * eps_grav
207     do i=1,n_ip
208         xi = ep_i(i)%pos
209         ai = 0.0d0
210         poti = 0.0d0
211         do j=1,n_jp
212             rij%x = xi%x - ep_j(j)%pos%x
213             rij%y = xi%y - ep_j(j)%pos%y
214             rij%z = xi%z - ep_j(j)%pos%z
215             r3_inv = rij%x*rij%x &
216                     + rij%y*rij%y &
217                     + rij%z*rij%z &
218                     + eps2
219             r_inv = 1.0d0/sqrt(r3_inv)
220             r3_inv = r_inv * r_inv
221             r_inv = r_inv * ep_j(j)%mass
222             r3_inv = r3_inv * r_inv
223             ai%x = ai%x - r3_inv * rij%x
224             ai%y = ai%y - r3_inv * rij%y
225             ai%z = ai%z - r3_inv * rij%z
226             poti = poti - r_inv
227         end do
228         f(i)%pot = f(i)%pot + poti
229         f(i)%acc = f(i)%acc + ai
230     end do
231
232     end subroutine calc_gravity_ep_sp
233 #endif
234 #endif
235
236 end module user_defined_types

```

Listing 35: Sample code of N -body simulation (f_main.F90)

```

1  !-----
2  !////////// < M A I N   R O U T I N E > //////////
3  !-----
4  subroutine f_main()
5      use fdps_module
6      #if defined(ENABLE_PHANTOM_GRAPE_X86)
7          use phantom_grape_g5_x86
8      #endif
9      #if defined(ENABLE_PIKG_KERNEL_X86)
10         use piking_module_ep_ep
11         use piking_module_ep_sp
12     #endif
13     use user_defined_types
14     implicit none
15     !* Local parameters
16     integer, parameter :: ntot=2**10
17     !-(force parameters)
18     real, parameter :: theta = 0.5
19     integer, parameter :: n_leaf_limit = 8
20     integer, parameter :: n_group_limit = 64
21     !-(domain decomposition)

```

```

22  real, parameter :: coef_ema=0.3
23  !-(timing parameters)
24  double precision, parameter :: time_end = 10.0d0
25  double precision, parameter :: dt = 1.0d0/128.0d0
26  double precision, parameter :: dt_diag = 1.0d0/8.0d0
27  double precision, parameter :: dt_snap = 1.0d0
28  !* Local variables
29  integer :: i,j,k,num_loop,ierr
30  integer :: psys_num,dinfo_num,tree_num
31  integer :: nloc
32  logical :: clear
33  double precision :: ekin0,epot0,etot0
34  double precision :: ekin1,epot1,etot1
35  double precision :: time_diag,time_snap,time_sys
36  double precision :: r,acc
37  type(fdps_controller) :: fdps_ctrl
38  type(full_particle), dimension(:), pointer :: ptcl
39  type(c_funptr) :: pfunc_ep_ep,pfunc_ep_sp
40  !-(IO)
41  character(len=64) :: fname
42  integer(c_int) :: np
43
44  !* Initialize FDPS
45  call fdps_ctrl%PS_Initialize()
46
47  !* Create domain info object
48  call fdps_ctrl%create_dinfo(dinfo_num)
49  call fdps_ctrl%init_dinfo(dinfo_num,coef_ema)
50
51  !* Create particle system object
52  call fdps_ctrl%create_psys(psys_num,'full_particle')
53  call fdps_ctrl%init_psys(psys_num)
54
55  !* Create tree object
56  call fdps_ctrl%create_tree(tree_num, &
57                                "Long,full_particle,full_particle,
                                   full_particle,Monopole")
58  call fdps_ctrl%init_tree(tree_num,ntot,theta, &
59                                n_leaf_limit,n_group_limit)
60
61  !* Make an initial condition
62  call setup_IC(fdps_ctrl,psys_num,ntot)
63
64  !* Domain decomposition and exchange particle
65  call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
66  call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
67
68  #if defined(ENABLE_PHANTOM_GRAPE_X86)
69      call g5_open()
70      call g5_set_eps_to_all(eps_grav);
71  #elif defined(ENABLE_PIKG_KERNEL_X86)
72      call calc_gravity_ep_ep_initialize(eps_grav*eps_grav)
73      call calc_gravity_ep_sp_initialize(eps_grav*eps_grav)
74  #endif
75

```

```

76      /* Compute force at the initial time
77      pfunc_ep_ep = c_funloc(calc_gravity_ep_ep)
78      pfunc_ep_sp = c_funloc(calc_gravity_ep_sp)
79      call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
80                                                    pfunc_ep_ep, &
81                                                    pfunc_ep_sp, &
82                                                    psys_num,    &
83                                                    dinfo_num)
84      /* Compute energies at the initial time
85      clear = .true.
86      call calc_energy(fdps_ctrl,psys_num,etot0,ekin0,epot0,clear)
87
88      /* Time integration
89      time_diag = 0.0d0
90      time_snap = 0.0d0
91      time_sys  = 0.0d0
92      num_loop = 0
93      do
94          /* Output
95          !if (fdps_ctrl%get_rank() == 0) then
96          !    write(*,50)num_loop,time_sys
97          !    50 format('(num_loop, time_sys) = ',i5,1x,1es25.16e3)
98          !end if
99          if ( (time_sys >= time_snap) .or. &
100              (((time_sys + dt) - time_snap) > (time_snap - time_sys)) ) then
101              call output(fdps_ctrl,psys_num)
102              time_snap = time_snap + dt_snap
103          end if
104
105          /* Compute energies and output the results
106          clear = .true.
107          call calc_energy(fdps_ctrl,psys_num,etot1,ekin1,epot1,clear)
108          if (fdps_ctrl%get_rank() == 0) then
109              if ( (time_sys >= time_diag) .or. &
110                  (((time_sys + dt) - time_diag) > (time_diag - time_sys)) )
111                  then
112                      write(*,100)time_sys,(etot1-etot0)/etot0
113                      100 format("time:␣",1es20.10e3,"␣energy␣error:␣",1es20.10e3)
114                      time_diag = time_diag + dt_diag
115                  end if
116              end if
117
118              /* Leapfrog: Kick-Drift
119              call kick(fdps_ctrl,psys_num,0.5d0*dt)
120              time_sys = time_sys + dt
121              call drift(fdps_ctrl,psys_num,dt)
122
123              /* Domain decomposition & exchange particle
124              if (mod(num_loop,4) == 0) then
125                  call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
126              end if
127              call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
128
129              /* Force calculation
130              pfunc_ep_ep = c_funloc(calc_gravity_ep_ep)

```

```

130     pfunc_ep_sp = c_funloc(calc_gravity_ep_sp)
131     call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
132                                                    pfunc_ep_ep, &
133                                                    pfunc_ep_sp, &
134                                                    psys_num,    &
135                                                    dinfo_num)
136     !* Leapfrog: Kick
137     call kick(fdps_ctrl,psys_num,0.5d0*dt)
138
139     !* Update num_loop
140     num_loop = num_loop + 1
141
142     !* Termination
143     if (time_sys >= time_end) then
144         exit
145     end if
146 end do
147
148 #if defined(ENABLE_PHANTOM_GRAPE_X86)
149     call g5_close()
150 #endif
151
152     !* Finalize FDPS
153     call fdps_ctrl%PS_Finalize()
154
155 end subroutine f_main
156
157 !-----
158 !//////////////////// S U B R O U T I N E //////////////////////
159 !//////////////////// < S E T U P _ I C > //////////////////////
160 !-----
161 subroutine setup_IC(fdps_ctrl,psys_num,nptcl_glb)
162     use fdps_vector
163     use fdps_module
164     use user_defined_types
165     implicit none
166     type(fdps_controller), intent(IN) :: fdps_ctrl
167     integer, intent(IN) :: psys_num,nptcl_glb
168     !* Local parameters
169     double precision, parameter :: m_tot=1.0d0
170     double precision, parameter :: rmax=3.0d0,r2max=rmax*rmax
171     !* Local variables
172     integer :: i,j,k,ierr
173     integer :: nprocs,myrank
174     double precision :: r2,cm_mass
175     type(fdps_f64vec) :: cm_pos,cm_vel,pos
176     type(full_particle), dimension(:), pointer :: ptcl
177     character(len=64) :: fname
178
179     !* Get # of MPI processes and rank number
180     nprocs = fdps_ctrl%get_num_procs()
181     myrank = fdps_ctrl%get_rank()
182
183     !* Make an initial condition at RANK 0
184     if (myrank == 0) then

```

```

185      !* Set # of local particles
186      call fdps_ctrl%set_nptcl_loc(psys_num,nptcl_glb)
187
188      !* Create an uniform sphere of particles
189      !** get the pointer to full particle data
190      call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
191      !** initialize Mersenne twister
192      call fdps_ctrl%MT_init_genrand(0)
193      do i=1,nptcl_glb
194          ptcl(i)%id = i
195          ptcl(i)%mass = m_tot/nptcl_glb
196          do
197              ptcl(i)%pos%x = (2.0d0*fdps_ctrl%MT_genrand_res53()-1.0d0) *
198                  rmax
199              ptcl(i)%pos%y = (2.0d0*fdps_ctrl%MT_genrand_res53()-1.0d0) *
200                  rmax
201              ptcl(i)%pos%z = (2.0d0*fdps_ctrl%MT_genrand_res53()-1.0d0) *
202                  rmax
203              r2 = ptcl(i)%pos*ptcl(i)%pos
204              if ( r2 < r2max ) exit
205          end do
206          ptcl(i)%vel = 0.0d0
207      end do
208
209      !* Correction
210      cm_pos = 0.0d0
211      cm_vel = 0.0d0
212      cm_mass = 0.0d0
213      do i=1,nptcl_glb
214          cm_pos = cm_pos + ptcl(i)%mass * ptcl(i)%pos
215          cm_vel = cm_vel + ptcl(i)%mass * ptcl(i)%vel
216          cm_mass = cm_mass + ptcl(i)%mass
217      end do
218      cm_pos = cm_pos/cm_mass
219      cm_vel = cm_vel/cm_mass
220      do i=1,nptcl_glb
221          ptcl(i)%pos = ptcl(i)%pos - cm_pos
222          ptcl(i)%vel = ptcl(i)%vel - cm_vel
223      end do
224
225      !* Output
226      !fname = 'initial.dat'
227      !open(unit=9,file=trim(fname),action='write',status='replace', &
228      !    form='unformatted',access='stream')
229      !open(unit=9,file=trim(fname),action='write',status='replace')
230      !    do i=1,nptcl_glb
231      !        !write(9)ptcl(i)%pos%x,ptcl(i)%pos%y,ptcl(i)%pos%z
232      !        !write(9,'(3es25.16e3)')ptcl(i)%pos%x,ptcl(i)%pos%y,ptcl(i)%pos
233      !            %z
234      !    end do
235      !close(unit=9)
236
237      !* Release the pointer
238      nullify( ptcl )
239

```

```

236     else
237         call fdps_ctrl%set_nptcl_loc(psys_num,0)
238     end if
239
240     !* Set the gravitational softening
241     eps_grav = 1.0d0/32.0d0
242
243 end subroutine setup_IC
244
245 !-----
246 !//////////////////// S U B R O U T I N E //////////////////////
247 !//////////////////// < K I C K > //////////////////////
248 !-----
249 subroutine kick(fdps_ctrl,psys_num,dt)
250     use fdps_vector
251     use fdps_module
252     use user_defined_types
253     implicit none
254     type(fdps_controller), intent(IN) :: fdps_ctrl
255     integer, intent(IN) :: psys_num
256     double precision, intent(IN) :: dt
257     !* Local variables
258     integer :: i,nptcl_loc
259     type(full_particle), dimension(:), pointer :: ptcl
260
261     !* Get # of local particles
262     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
263
264     !* Get the pointer to full particle data
265     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
266     do i=1,nptcl_loc
267         ptcl(i)%vel = ptcl(i)%vel + ptcl(i)%acc * dt
268     end do
269     nullify(ptcl)
270
271 end subroutine kick
272
273 !-----
274 !//////////////////// S U B R O U T I N E //////////////////////
275 !//////////////////// < D R I F T > //////////////////////
276 !-----
277 subroutine drift(fdps_ctrl,psys_num,dt)
278     use fdps_vector
279     use fdps_module
280     use user_defined_types
281     implicit none
282     type(fdps_controller), intent(IN) :: fdps_ctrl
283     integer, intent(IN) :: psys_num
284     double precision, intent(IN) :: dt
285     !* Local variables
286     integer :: i,nptcl_loc
287     type(full_particle), dimension(:), pointer :: ptcl
288
289     !* Get # of local particles
290     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)

```



```

291
292     !* Get the pointer to full particle data
293     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
294     do i=1,nptcl_loc
295         ptcl(i)%pos = ptcl(i)%pos + ptcl(i)%vel * dt
296     end do
297     nullify(ptcl)
298
299 end subroutine drift
300
301 !-----
302 !///////////////////////      S U B R O U T I N E      /////////////////////////
303 !/////////////////////// < C A L C _ E N E R G Y > /////////////////////////
304 !-----
305 subroutine calc_energy(fdps_ctrl,psys_num,etot,ekin,epot,clear)
306     use fdps_vector
307     use fdps_module
308     use user_defined_types
309     implicit none
310     type(fdps_controller), intent(IN) :: fdps_ctrl
311     integer, intent(IN) :: psys_num
312     double precision, intent(INOUT) :: etot,ekin,epot
313     logical, intent(IN) :: clear
314     !* Local variables
315     integer :: i,nptcl_loc
316     double precision :: etot_loc,ekin_loc,epot_loc
317     type(full_particle), dimension(:), pointer :: ptcl
318
319     !* Clear energies
320     if (clear .eqv. .true.) then
321         etot = 0.0d0
322         ekin = 0.0d0
323         epot = 0.0d0
324     end if
325
326     !* Get # of local particles
327     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
328     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
329
330     !* Compute energies
331     ekin_loc = 0.0d0
332     epot_loc = 0.0d0
333     do i=1,nptcl_loc
334         ekin_loc = ekin_loc + ptcl(i)%mass * ptcl(i)%vel * ptcl(i)%vel
335         epot_loc = epot_loc + ptcl(i)%mass * (ptcl(i)%pot + ptcl(i)%mass/
336             eps_grav)
337     end do
338     ekin_loc = ekin_loc * 0.5d0
339     epot_loc = epot_loc * 0.5d0
340     etot_loc = ekin_loc + epot_loc
341     call fdps_ctrl%get_sum(ekin_loc,ekin)
342     call fdps_ctrl%get_sum(epot_loc,epot)
343     call fdps_ctrl%get_sum(etot_loc,etot)
344
345     !* Release the pointer

```

```

345     nullify(ptcl)
346
347 end subroutine calc_energy
348
349 !-----
350 !//////////////////// S U B R O U T I N E //////////////////////
351 !//////////////////// < O U T P U T > //////////////////////
352 !-----
353 subroutine output(fdps_ctrl,psys_num)
354     use fdps_vector
355     use fdps_module
356     use user_defined_types
357     implicit none
358     type(fdps_controller), intent(IN) :: fdps_ctrl
359     integer, intent(IN) :: psys_num
360     !* Local parameters
361     character(len=16), parameter :: root_dir="result"
362     character(len=16), parameter :: file_prefix_1st="snap"
363     character(len=16), parameter :: file_prefix_2nd="proc"
364     !* Local variables
365     integer :: i,nptcl_loc
366     integer :: myrank
367     character(len=5) :: file_num,proc_num
368     character(len=64) :: cmd,sub_dir,fname
369     type(full_particle), dimension(:), pointer :: ptcl
370     !* Static variables
371     integer, save :: snap_num=0
372
373     !* Get the rank number
374     myrank = fdps_ctrl%get_rank()
375
376     !* Get # of local particles
377     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
378
379     !* Get the pointer to full particle data
380     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
381
382     !* Output
383     write(file_num,"(i5.5)")snap_num
384     write(proc_num,"(i5.5)")myrank
385     fname = trim(root_dir) // "/" &
386             // trim(file_prefix_1st) // file_num // "-" &
387             // trim(file_prefix_2nd) // proc_num // ".dat"
388     open(unit=9,file=trim(fname),action='write',status='replace')
389     do i=1,nptcl_loc
390         write(9,100)ptcl(i)%id,ptcl(i)%mass, &
391                 ptcl(i)%pos%x,ptcl(i)%pos%y,ptcl(i)%pos%z, &
392                 ptcl(i)%vel%x,ptcl(i)%vel%y,ptcl(i)%vel%z
393         100 format(i8,1x,7e25.16e3)
394     end do
395     close(unit=9)
396     nullify(ptcl)
397
398     !* Update snap_num
399     snap_num = snap_num + 1

```

```

400
401 end subroutine output

```

5.2 SPH simulation with fixed smoothing length

In this section, we show a sample code for the SPH simulation with fixed smoothing length. This code is the same as what we described in section 4. One can create a working code by cut and paste this code and compile and link the resulted source program.

Listing 36: Sample code of SPH simulation (user_defined.F90)

```

1  !=====
2  !   MODULE: User defined types
3  !=====
4  module user_defined_types
5      use, intrinsic :: iso_c_binding
6      use fdps_vector
7      implicit none
8
9      !* Private parameters
10     real(kind=c_double), parameter, private :: pi=datan(1.0d0)*4.0d0
11     !* Public parameters
12     real(kind=c_double), parameter, public :: kernel_support_radius=2.5d0
13
14     !**** Force types
15     type, public, bind(c) :: force_dens !$fdps Force
16         !$fdps clear smth=keep
17         real(kind=c_double) :: dens
18         real(kind=c_double) :: smth
19     end type force_dens
20
21     type, public, bind(c) :: force_hydro !$fdps Force
22         !$fdps clear
23         type(fdps_f64vec) :: acc
24         real(kind=c_double) :: eng_dot
25         real(kind=c_double) :: dt
26     end type force_hydro
27
28     !**** Full particle type
29     type, public, bind(c) :: full_particle !$fdps FP
30         !$fdps copyFromForce force_dens (dens,dens)
31         !$fdps copyFromForce force_hydro (acc,acc) (eng_dot,eng_dot) (dt,dt)
32         real(kind=c_double) :: mass !$fdps charge
33         type(fdps_f64vec) :: pos !$fdps position
34         type(fdps_f64vec) :: vel
35         type(fdps_f64vec) :: acc
36         real(kind=c_double) :: dens
37         real(kind=c_double) :: eng
38         real(kind=c_double) :: pres
39         real(kind=c_double) :: smth !$fdps rsearch
40         real(kind=c_double) :: snds
41         real(kind=c_double) :: eng_dot
42         real(kind=c_double) :: dt
43         integer(kind=c_long_long) :: id

```

```

44     type(fdps_f64vec) :: vel_half
45     real(kind=c_double) :: eng_half
46 end type full_particle
47
48 !**** Essential particle type
49 type, public, bind(c) :: essential_particle !$fdps EPI,EPJ
50     !$fdps copyFromFP full_particle (id,id) (pos,pos) (vel,vel) (mass,
51         mass) (smth,smth) (dens,dens) (pres,pres) (snds,snds)
52     integer(kind=c_long_long) :: id !$fdps id
53     type(fdps_f64vec) :: pos !$fdps position
54     type(fdps_f64vec) :: vel
55     real(kind=c_double) :: mass !$fdps charge
56     real(kind=c_double) :: smth !$fdps rsearch
57     real(kind=c_double) :: dens
58     real(kind=c_double) :: pres
59     real(kind=c_double) :: snds
60 end type essential_particle
61
62 !* Public routines
63 public :: W
64 public :: gradW
65 public :: calc_density
66 public :: calc_hydro_force
67
68 contains
69
70 !-----
71 pure function W(dr,h)
72     implicit none
73     real(kind=c_double) :: W
74     type(fdps_f64vec), intent(in) :: dr
75     real(kind=c_double), intent(in) :: h
76     !* Local variables
77     real(kind=c_double) :: s,s1,s2
78
79     s = dsqrt(dr%x*dr%x &
80         +dr%y*dr%y &
81         +dr%z*dr%z)/h
82     s1 = 1.0d0 - s
83     if (s1 < 0.0d0) s1 = 0.0d0
84     s2 = 0.5d0 - s
85     if (s2 < 0.0d0) s2 = 0.0d0
86     W = (s1*s1*s1) - 4.0d0*(s2*s2*s2)
87     W = W * 16.0d0/(pi*h*h*h)
88
89 end function W
90
91 !-----
92 pure function gradW(dr,h)
93     implicit none
94     type(fdps_f64vec) :: gradW
95     type(fdps_f64vec), intent(in) :: dr
96     real(kind=c_double), intent(in) :: h
97     !* Local variables
98     real(kind=c_double) :: dr_abs,s,s1,s2,coef

```

```

98
99      dr_abs = dsqrt(dr%x*dr%x &
100                  +dr%y*dr%y &
101                  +dr%z*dr%z)
102      s = dr_abs/h
103      s1 = 1.0d0 - s
104      if (s1 < 0.0d0) s1 = 0.0d0
105      s2 = 0.5d0 - s
106      if (s2 < 0.0d0) s2 = 0.0d0
107      coef = - 3.0d0*(s1*s1) + 12.0d0*(s2*s2)
108      coef = coef * 16.0d0/(pi*h*h*h)
109      coef = coef / (dr_abs*h + 1.0d-6*h)
110      gradW%x = dr%x * coef
111      gradW%y = dr%y * coef
112      gradW%z = dr%z * coef
113
114  end function gradW
115
116  !**** Interaction function
117  subroutine calc_density(ep_i,n_ip,ep_j,n_jp,f) bind(c)
118      integer(kind=c_int), intent(in), value :: n_ip,n_jp
119      type(essential_particle), dimension(n_ip), intent(in) :: ep_i
120      type(essential_particle), dimension(n_jp), intent(in) :: ep_j
121      type(force_dens), dimension(n_ip), intent(inout) :: f
122      !* Local variables
123      integer(kind=c_int) :: i,j
124      type(fdps_f64vec) :: dr
125
126      do i=1,n_ip
127          f(i)%dens = 0.0d0
128          do j=1,n_jp
129              dr%x = ep_j(j)%pos%x - ep_i(i)%pos%x
130              dr%y = ep_j(j)%pos%y - ep_i(i)%pos%y
131              dr%z = ep_j(j)%pos%z - ep_i(i)%pos%z
132              f(i)%dens = f(i)%dens &
133                      + ep_j(j)%mass * W(dr,ep_i(i)%smth)
134          end do
135      end do
136
137  end subroutine calc_density
138
139  !**** Interaction function
140  subroutine calc_hydro_force(ep_i,n_ip,ep_j,n_jp,f) bind(c)
141      integer(kind=c_int), intent(in), value :: n_ip,n_jp
142      type(essential_particle), dimension(n_ip), intent(in) :: ep_i
143      type(essential_particle), dimension(n_jp), intent(in) :: ep_j
144      type(force_hydro), dimension(n_ip), intent(inout) :: f
145      !* Local parameters
146      real(kind=c_double), parameter :: C_CFL=0.3d0
147      !* Local variables
148      integer(kind=c_int) :: i,j
149      real(kind=c_double) :: mass_i,mass_j,smth_i,smth_j, &
150                          dens_i,dens_j,pres_i,pres_j, &
151                          snds_i,snds_j
152      real(kind=c_double) :: povrho2_i,povrho2_j, &

```

```

153                                     v_sig_max,dr_dv,w_ij,v_sig,AV
154  type(fdps_f64vec) :: pos_i,pos_j,vel_i,vel_j, &
155                                     dr,dv,gradW_ij
156
157  do i=1,n_ip
158      !* Zero-clear
159      v_sig_max = 0.0d0
160      !* Extract i-particle info.
161      pos_i = ep_i(i)%pos
162      vel_i = ep_i(i)%vel
163      mass_i = ep_i(i)%mass
164      smth_i = ep_i(i)%smth
165      dens_i = ep_i(i)%dens
166      pres_i = ep_i(i)%pres
167      snds_i = ep_i(i)%snds
168      povrho2_i = pres_i/(dens_i*dens_i)
169      do j=1,n_jp
170          !* Extract j-particle info.
171          pos_j%x = ep_j(j)%pos%x
172          pos_j%y = ep_j(j)%pos%y
173          pos_j%z = ep_j(j)%pos%z
174          vel_j%x = ep_j(j)%vel%x
175          vel_j%y = ep_j(j)%vel%y
176          vel_j%z = ep_j(j)%vel%z
177          mass_j = ep_j(j)%mass
178          smth_j = ep_j(j)%smth
179          dens_j = ep_j(j)%dens
180          pres_j = ep_j(j)%pres
181          snds_j = ep_j(j)%snds
182          povrho2_j = pres_j/(dens_j*dens_j)
183          !* Compute dr & dv
184          dr%x = pos_i%x - pos_j%x
185          dr%y = pos_i%y - pos_j%y
186          dr%z = pos_i%z - pos_j%z
187          dv%x = vel_i%x - vel_j%x
188          dv%y = vel_i%y - vel_j%y
189          dv%z = vel_i%z - vel_j%z
190          !* Compute the signal velocity
191          dr_dv = dr%x * dv%x + dr%y * dv%y + dr%z * dv%z
192          if (dr_dv < 0.0d0) then
193              w_ij = dr_dv / sqrt(dr%x * dr%x + dr%y * dr%y + dr%z * dr%z
194              )
195          else
196              w_ij = 0.0d0
197          end if
198          v_sig = snds_i + snds_j - 3.0d0 * w_ij
199          v_sig_max = max(v_sig_max, v_sig)
200          !* Compute the artificial viscosity
201          AV = - 0.5d0*v_sig*w_ij / (0.5d0*(dens_i+dens_j))
202          !* Compute the average of the gradients of kernel
203          gradW_ij = 0.5d0 * (gradW(dr,smth_i) + gradW(dr,smth_j))
204          !* Compute the acceleration and the heating rate
205          f(i)%acc%x = f(i)%acc%x - mass_j*(povrho2_i+povrho2_j+AV)*
                gradW_ij%x
                f(i)%acc%y = f(i)%acc%y - mass_j*(povrho2_i+povrho2_j+AV)*

```

```

206         gradW_ij%y
207         f(i)%acc%z = f(i)%acc%z - mass_j*(povrho2_i+povrho2_j+AV)*
208             gradW_ij%z
209         f(i)%eng_dot = f(i)%eng_dot &
210             + mass_j * (povrho2_i + 0.5d0*AV) &
211             *(dv%x * gradW_ij%x &
212             +dv%y * gradW_ij%y &
213             +dv%z * gradW_ij%z)
214     end do
215     f(i)%dt = C_CFL*2.0d0*smth_i/(v_sig_max*kernel_support_radius)
216 end do
217 ! [IMPORTANT NOTE]
218 !   In the innermost loop, we use the components of vectors
219 !   directly for vector operations because of the following
220 !   reason. Except for intel compilers with '-ipo' option,
221 !   most of Fortran compilers use function calls to perform
222 !   vector operations like rij = x - ep_j(j)%pos.
223 !   This significantly slows down the speed of the code.
224 !   By using the components of vector directly, we can avoid
225 !   these function calls.
226 end subroutine calc_hydro_force
227 end module user_defined_types

```

Listing 37: Sample code of SPH simulation (f_main.F90)

```

1  !-----
2  !////////// < M A I N   R O U T I N E > //////////
3  !-----
4  subroutine f_main()
5      use fdps_vector
6      use fdps_module
7      use user_defined_types
8      implicit none
9      !* Local parameters
10     !-(force parameters)
11     real, parameter :: theta = 0.5
12     integer, parameter :: n_leaf_limit = 8
13     integer, parameter :: n_group_limit = 64
14     !-(domain decomposition)
15     real, parameter :: coef_ema=0.3
16     !-(IO)
17     integer, parameter :: output_interval=10
18     !* Local variables
19     integer :: i,j,k,ierr
20     integer :: nstep
21     integer :: psys_num,dinfo_num
22     integer :: tree_num_dens,tree_num_hydro
23     integer :: ntot,nloc
24     logical :: clear
25     double precision :: time,dt,end_time
26     type(fdps_f64vec) :: pos_ll,pos_ul
27     type(fdps_controller) :: fdps_ctrl
28     type(full_particle), dimension(:), pointer :: ptcl
29     type(c_funptr) :: pfunc_ep_ep

```

```

30  !-(IO)
31  character(len=64) :: filename
32  !* External routines
33  double precision, external :: get_timestep
34
35  !* Initialize FDPS
36  call fdps_ctrl%PS_Initialize()
37
38  !* Make an instance of ParticleSystem and initialize it
39  call fdps_ctrl%create_psys(psys_num,'full_particle')
40  call fdps_ctrl%init_psys(psys_num)
41
42  !* Make an initial condition and initialize the particle system
43  call setup_IC(fdps_ctrl,psys_num,end_time,pos_ll,pos_ul)
44
45  !* Make an instance of DomainInfo and initialize it
46  call fdps_ctrl%create_dinfo(dinfo_num)
47  call fdps_ctrl%init_dinfo(dinfo_num,coef_ema)
48  call fdps_ctrl%set_boundary_condition(dinfo_num,fdps_bc_periodic_xyz)
49  call fdps_ctrl%set_pos_root_domain(dinfo_num,pos_ll,pos_ul)
50
51  !* Perform domain decomposition and exchange particles
52  call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
53  call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
54
55  !* Make two tree structures
56  ntot = fdps_ctrl%get_nptcl_glb(psys_num)
57  !** dens_tree (used for the density calculation)
58  call fdps_ctrl%create_tree(tree_num_dens, &
59                          "Short,force_dens,essential_particle,
59                          essential_particle,Gather")
60  call fdps_ctrl%init_tree(tree_num_dens,3*ntot,theta, &
61                          n_leaf_limit,n_group_limit)
62
63  !** hydro_tree (used for the force calculation)
64  call fdps_ctrl%create_tree(tree_num_hydro, &
65                          "Short,force_hydro,essential_particle,
65                          essential_particle,Symmetry")
66  call fdps_ctrl%init_tree(tree_num_hydro,3*ntot,theta, &
67                          n_leaf_limit,n_group_limit)
68
69  !* Compute density, pressure, acceleration due to pressure gradient
70  pfunc_ep_ep = c_funloc(calc_density)
71  call fdps_ctrl%calc_force_all_and_write_back(tree_num_dens, &
72                                              pfunc_ep_ep, &
73                                              psys_num, &
74                                              dinfo_num)
75  call set_pressure(fdps_ctrl,psys_num)
76  pfunc_ep_ep = c_funloc(calc_hydro_force)
77  call fdps_ctrl%calc_force_all_and_write_back(tree_num_hydro, &
78                                              pfunc_ep_ep, &
79                                              psys_num, &
80                                              dinfo_num)
81  !* Get timestep
82  dt = get_timestep(fdps_ctrl,psys_num)

```



```

83
84  !* Main loop for time integration
85  nstep = 0; time = 0.0d0
86  do
87      !* Leap frog: Initial Kick & Full Drift
88      call initial_kick(fdps_ctrl,psys_num,dt)
89      call full_drift(fdps_ctrl,psys_num,dt)
90
91      !* Adjust the positions of the SPH particles that run over
92      !   the computational boundaries.
93      call fdps_ctrl%adjust_pos_into_root_domain(psys_num,dinfo_num)
94
95      !* Leap frog: Predict
96      call predict(fdps_ctrl,psys_num,dt)
97
98      !* Perform domain decomposition and exchange particles again
99      call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)
100     call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
101
102     !* Compute density, pressure, acceleration due to pressure gradient
103     pfunc_ep_ep = c_funloc(calc_density)
104     call fdps_ctrl%calc_force_all_and_write_back(tree_num_dens, &
105                                                  pfunc_ep_ep, &
106                                                  psys_num, &
107                                                  dinfo_num)
108
109     call set_pressure(fdps_ctrl,psys_num)
110     pfunc_ep_ep = c_funloc(calc_hydro_force)
111     call fdps_ctrl%calc_force_all_and_write_back(tree_num_dens, &
112                                                  pfunc_ep_ep, &
113                                                  psys_num, &
114                                                  dinfo_num)
115
116     !* Get a new timestep
117     dt = get_timestep(fdps_ctrl,psys_num)
118
119     !* Leap frog: Final Kick
120     call final_kick(fdps_ctrl,psys_num,dt)
121
122     !* Output result files
123     if (mod(nstep,output_interval) == 0) then
124         call output(fdps_ctrl,psys_num,nstep)
125         call check_cnsrvd_vars(fdps_ctrl,psys_num)
126     end if
127
128     !* Output information to STDOUT
129     if (fdps_ctrl%get_rank() == 0) then
130         write(*,200)time,nstep
131         200 format("=====" / &
132                  "timeuu=",1es25.16e3/ &
133                  "nstepu=",i6/ &
134                  "=====")
135     end if
136
137     !* Termination condition
138     if (time >= end_time) exit

```

```

138
139     !* Update time & step
140     time = time + dt
141     nstep = nstep + 1
142
143 end do
144 call fdps_ctrl%ps_finalize()
145 stop 0
146
147 !* Finalize FDPS
148 call fdps_ctrl%PS_Finalize()
149
150 end subroutine f_main
151
152 !-----
153 !//////////////////// S U B R O U T I N E //////////////////////
154 !//////////////////// < S E T U P _ I C > //////////////////////
155 !-----
156 subroutine setup_IC(fdps_ctrl,psys_num,end_time,pos_ll,pos_ul)
157     use fdps_vector
158     use fdps_module
159     use user_defined_types
160     implicit none
161     type(fdps_controller), intent(IN) :: fdps_ctrl
162     integer, intent(IN) :: psys_num
163     double precision, intent(inout) :: end_time
164     type(fdps_f64vec) :: pos_ll,pos_ul
165     !* Local variables
166     integer :: i
167     integer :: nprocs,myrank
168     integer :: nptcl_glb
169     double precision :: dens_L,dens_R,eng_L,eng_R
170     double precision :: x,y,z,dx,dy,dz
171     double precision :: dx_tgt,dy_tgt,dz_tgt
172     type(full_particle), dimension(:), pointer :: ptcl
173     character(len=64) :: fname
174
175     !* Get # of MPI processes and rank number
176     nprocs = fdps_ctrl%get_num_procs()
177     myrank = fdps_ctrl%get_rank()
178
179     !* Set the box size
180     pos_ll%x = 0.0d0
181     pos_ll%y = 0.0d0
182     pos_ll%z = 0.0d0
183     pos_ul%x = 1.0d0
184     pos_ul%y = pos_ul%x / 8.0d0
185     pos_ul%z = pos_ul%x / 8.0d0
186
187     !* Make an initial condition at RANK 0
188     if (myrank == 0) then
189         !* Set the left and right states
190         dens_L = 1.0d0
191         eng_L = 2.5d0
192         dens_R = 0.5d0

```

```

193     eng_R = 2.5d0
194     !* Set the separation of particle of the left state
195     dx = 1.0d0 / 128.0d0
196     dy = dx
197     dz = dx
198     !* Set the number of local particles
199     nptcl_glb = 0
200     !** (1) Left-half
201     x = 0.0d0
202     do
203         y = 0.0d0
204         do
205             z = 0.0d0
206             do
207                 nptcl_glb = nptcl_glb + 1
208                 z = z + dz
209                 if (z >= pos_ul%z) exit
210             end do
211             y = y + dy
212             if (y >= pos_ul%y) exit
213         end do
214         x = x + dx
215         if (x >= 0.5d0*pos_ul%x) exit
216     end do
217     write(*,*) 'nptcl_glb(L) = ', nptcl_glb
218     !** (2) Right-half
219     x = 0.5d0*pos_ul%x
220     do
221         y = 0.0d0
222         do
223             z = 0.0d0
224             do
225                 nptcl_glb = nptcl_glb + 1
226                 z = z + dz
227                 if (z >= pos_ul%z) exit
228             end do
229             y = y + dy
230             if (y >= pos_ul%y) exit
231         end do
232         x = x + (dens_L/dens_R)*dx
233         if (x >= pos_ul%x) exit
234     end do
235     write(*,*) 'nptcl_glb(L+R) = ', nptcl_glb
236     !* Place SPH particles
237     call fdps_ctrl%set_nptcl_loc(psys_num, nptcl_glb)
238     call fdps_ctrl%get_psys_fptr(psys_num, ptcl)
239     i = 0
240     !** (1) Left-half
241     x = 0.0d0
242     do
243         y = 0.0d0
244         do
245             z = 0.0d0
246             do
247                 i = i + 1

```

```

248         ptcl(i)%id      = i
249         ptcl(i)%pos%x   = x
250         ptcl(i)%pos%y   = y
251         ptcl(i)%pos%z   = z
252         ptcl(i)%dens    = dens_L
253         ptcl(i)%eng     = eng_L
254         z = z + dz
255         if (z >= pos_ul%z) exit
256     end do
257     y = y + dy
258     if (y >= pos_ul%y) exit
259 end do
260 x = x + dx
261 if (x >= 0.5d0*pos_ul%x) exit
262 end do
263 write(*,*) 'nptcl(L)UUU=U', i
264 !** (2) Right-half
265 x = 0.5d0*pos_ul%x
266 do
267     y = 0.0d0
268     do
269         z = 0.0d0
270         do
271             i = i + 1
272             ptcl(i)%id      = i
273             ptcl(i)%pos%x   = x
274             ptcl(i)%pos%y   = y
275             ptcl(i)%pos%z   = z
276             ptcl(i)%dens    = dens_R
277             ptcl(i)%eng     = eng_R
278             z = z + dz
279             if (z >= pos_ul%z) exit
280         end do
281         y = y + dy
282         if (y >= pos_ul%y) exit
283     end do
284     x = x + (dens_L/dens_R)*dx
285     if (x >= pos_ul%x) exit
286 end do
287 write(*,*) 'nptcl(L+R)U=U', i
288 !* Set particle mass and smoothing length
289 do i=1,nptcl_glb
290     ptcl(i)%mass = 0.5d0*(dens_L+dens_R)      &
291                  * (pos_ul%x*pos_ul%y*pos_ul%z) &
292                  / nptcl_glb
293     ptcl(i)%smth = kernel_support_radius * 0.012d0
294 end do
295
296 !* Check the initial distribution
297 !fname = "initial.dat"
298 !open(unit=9,file=trim(fname),action='write',status='replace')
299 !    do i=1,nptcl_glb
300 !        write(9,'(3es25.16e3)')ptcl(i)%pos%x, &
301 !                                ptcl(i)%pos%y, &
302 !                                ptcl(i)%pos%z

```

```

303         !     end do
304         !close(unit=9)
305
306     else
307         call fdps_ctrl%set_nptcl_loc(psys_num,0)
308     end if
309
310     !* Set the end time
311     end_time = 0.12d0
312
313     !* Inform to STDOUT
314     if (fdps_ctrl%get_rank() == 0) then
315         write(*,*) "setup..."
316     end if
317     !call fdps_ctrl%ps_finalize()
318     !stop 0
319
320 end subroutine setup_IC
321
322 !-----
323 !///////////////////////      S U B R O U T I N E      /////////////////////////
324 !/////////////////////// < G E T _ T I M E S T E P > /////////////////////////
325 !-----
326 function get_timestep(fdps_ctrl,psys_num)
327     use fdps_vector
328     use fdps_module
329     use user_defined_types
330     implicit none
331     real(kind=c_double) :: get_timestep
332     type(fdps_controller), intent(in) :: fdps_ctrl
333     integer, intent(in) :: psys_num
334     !* Local variables
335     integer :: i,nptcl_loc
336     type(full_particle), dimension(:), pointer :: ptcl
337     real(kind=c_double) :: dt_loc
338
339     !* Get # of local particles
340     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
341
342     !* Get the pointer to full particle data
343     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
344     dt_loc = 1.0d30
345     do i=1,nptcl_loc
346         dt_loc = min(dt_loc, ptcl(i)%dt)
347     end do
348     nullify(ptcl)
349
350     !* Reduction
351     call fdps_ctrl%get_min_value(dt_loc,get_timestep)
352
353 end function get_timestep
354
355 !-----
356 !///////////////////////      S U B R O U T I N E      /////////////////////////
357 !/////////////////////// < I N I T I A L _ K I C K > /////////////////////////

```

```

358 !-----
359 subroutine initial_kick(fdps_ctrl,psys_num,dt)
360   use fdps_vector
361   use fdps_module
362   use user_defined_types
363   implicit none
364   type(fdps_controller), intent(in) :: fdps_ctrl
365   integer, intent(in) :: psys_num
366   double precision, intent(in) :: dt
367   !* Local variables
368   integer :: i,nptcl_loc
369   type(full_particle), dimension(:), pointer :: ptcl
370
371   !* Get # of local particles
372   nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
373
374   !* Get the pointer to full particle data
375   call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
376   do i=1,nptcl_loc
377     ptcl(i)%vel_half = ptcl(i)%vel + 0.5d0 * dt * ptcl(i)%acc
378     ptcl(i)%eng_half = ptcl(i)%eng + 0.5d0 * dt * ptcl(i)%eng_dot
379   end do
380   nullify(ptcl)
381
382 end subroutine initial_kick
383
384 !-----
385 !/////////////////////// S U B R O U T I N E /////////////////////////
386 !/////////////////////// < F U L L _ D R I F T > /////////////////////////
387 !-----
388 subroutine full_drift(fdps_ctrl,psys_num,dt)
389   use fdps_vector
390   use fdps_module
391   use user_defined_types
392   implicit none
393   type(fdps_controller), intent(in) :: fdps_ctrl
394   integer, intent(in) :: psys_num
395   double precision, intent(in) :: dt
396   !* Local variables
397   integer :: i,nptcl_loc
398   type(full_particle), dimension(:), pointer :: ptcl
399
400   !* Get # of local particles
401   nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
402
403   !* Get the pointer to full particle data
404   call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
405   do i=1,nptcl_loc
406     ptcl(i)%pos = ptcl(i)%pos + dt * ptcl(i)%vel_half
407   end do
408   nullify(ptcl)
409
410 end subroutine full_drift
411
412 !-----

```

```

413 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! S U B R O U T I N E !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
414 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! < P R E D I C T > !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
415 !-----
416 subroutine predict(fdps_ctrl,psys_num,dt)
417   use fdps_vector
418   use fdps_module
419   use user_defined_types
420   implicit none
421   type(fdps_controller), intent(in) :: fdps_ctrl
422   integer, intent(in) :: psys_num
423   double precision, intent(in) :: dt
424   !* Local variables
425   integer :: i,nptcl_loc
426   type(full_particle), dimension(:), pointer :: ptcl
427
428   !* Get # of local particles
429   nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
430
431   !* Get the pointer to full particle data
432   call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
433   do i=1,nptcl_loc
434     ptcl(i)%vel = ptcl(i)%vel + dt * ptcl(i)%acc
435     ptcl(i)%eng = ptcl(i)%eng + dt * ptcl(i)%eng_dot
436   end do
437   nullify(ptcl)
438
439 end subroutine predict
440
441 !-----
442 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! S U B R O U T I N E !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
443 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! < F I N A L _ K I C K > !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
444 !-----
445 subroutine final_kick(fdps_ctrl,psys_num,dt)
446   use fdps_vector
447   use fdps_module
448   use user_defined_types
449   implicit none
450   type(fdps_controller), intent(in) :: fdps_ctrl
451   integer, intent(in) :: psys_num
452   double precision, intent(in) :: dt
453   !* Local variables
454   integer :: i,nptcl_loc
455   type(full_particle), dimension(:), pointer :: ptcl
456
457   !* Get # of local particles
458   nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
459
460   !* Get the pointer to full particle data
461   call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
462   do i=1,nptcl_loc
463     ptcl(i)%vel = ptcl(i)%vel_half + 0.5d0 * dt * ptcl(i)%acc
464     ptcl(i)%eng = ptcl(i)%eng_half + 0.5d0 * dt * ptcl(i)%eng_dot
465   end do
466   nullify(ptcl)
467

```

```

468 end subroutine final_kick
469
470 !-----
471 !/////////////////////// S U B R O U T I N E /////////////////////////
472 !/////////////////////// < S E T _ P R E S S U R E > /////////////////////////
473 !-----
474 subroutine set_pressure(fdps_ctrl,psys_num)
475     use fdps_vector
476     use fdps_module
477     use user_defined_types
478     implicit none
479     type(fdps_controller), intent(in) :: fdps_ctrl
480     integer, intent(in) :: psys_num
481     !* Local parameters
482     double precision, parameter :: hcr=1.4d0
483     !* Local variables
484     integer :: i,nptcl_loc
485     type(full_particle), dimension(:), pointer :: ptcl
486
487     !* Get # of local particles
488     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
489
490     !* Get the pointer to full particle data
491     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
492     do i=1,nptcl_loc
493         ptcl(i)%pres = (hcr - 1.0d0) * ptcl(i)%dens * ptcl(i)%eng
494         ptcl(i)%snds = dsqrt(hcr * ptcl(i)%pres / ptcl(i)%dens)
495     end do
496     nullify(ptcl)
497
498 end subroutine set_pressure
499
500 !-----
501 !/////////////////////// S U B R O U T I N E /////////////////////////
502 !/////////////////////// < O U T P U T > /////////////////////////
503 !-----
504 subroutine output(fdps_ctrl,psys_num,nstep)
505     use fdps_vector
506     use fdps_module
507     use user_defined_types
508     implicit none
509     type(fdps_controller), intent(IN) :: fdps_ctrl
510     integer, intent(IN) :: psys_num
511     integer, intent(IN) :: nstep
512     !* Local parameters
513     character(len=16), parameter :: root_dir="result"
514     character(len=16), parameter :: file_prefix_1st="snap"
515     character(len=16), parameter :: file_prefix_2nd="proc"
516     !* Local variables
517     integer :: i,nptcl_loc
518     integer :: myrank
519     character(len=5) :: file_num,proc_num
520     character(len=64) :: cmd,sub_dir,fname
521     type(full_particle), dimension(:), pointer :: ptcl
522

```



```

523      !* Get the rank number
524      myrank = fdps_ctrl%get_rank()
525
526      !* Get # of local particles
527      nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
528
529      !* Get the pointer to full particle data
530      call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
531
532      !* Output
533      write(file_num,"(i5.5)")nstep
534      write(proc_num,"(i5.5)")myrank
535      fname = trim(root_dir) // "/" &
536              // trim(file_prefix_1st) // file_num // "-" &
537              // trim(file_prefix_2nd) // proc_num // ".dat"
538      open(unit=9,file=trim(fname),action='write',status='replace')
539      do i=1,nptcl_loc
540          write(9,100)ptcl(i)%id,ptcl(i)%mass, &
541                  ptcl(i)%pos%x,ptcl(i)%pos%y,ptcl(i)%pos%z, &
542                  ptcl(i)%vel%x,ptcl(i)%vel%y,ptcl(i)%vel%z, &
543                  ptcl(i)%dens,ptcl(i)%eng,ptcl(i)%pres
544          100 format(i8,1x,10e25.16e3)
545      end do
546      close(unit=9)
547      nullify(ptcl)
548
549 end subroutine output
550
551 !-----
552 !//////////              S U B R O U T I N E              //////////
553 !////////// < C H E C K _ C N S R V D _ V A R S > //////////
554 !-----
555 subroutine check_cnsrvd_vars(fdps_ctrl,psys_num)
556     use fdps_vector
557     use fdps_module
558     use user_defined_types
559     implicit none
560     type(fdps_controller), intent(in) :: fdps_ctrl
561     integer, intent(in) :: psys_num
562     !* Local variables
563     integer :: i,nptcl_loc
564     type(full_particle), dimension(:), pointer :: ptcl
565     type(fdps_f64vec) :: mom_loc,mom
566     real(kind=c_double) :: eng_loc,eng
567
568     !* Get # of local particles
569     nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
570
571     !* Get the pointer to full particle data
572     call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
573     mom_loc = 0.0d0; eng_loc = 0.0d0
574     do i=1,nptcl_loc
575         mom_loc = mom_loc + ptcl(i)%vel * ptcl(i)%mass
576         eng_loc = eng_loc + ptcl(i)%mass &
577                 *(ptcl(i)%eng &

```

```
578                                     +0.5d0*ptcl(i)%vel*ptcl(i)%vel)
579     end do
580     nullify(ptcl)
581
582     !* Reduction & output
583     call fdps_ctrl%get_sum(eng_loc,eng)
584     call fdps_ctrl%get_sum(mom_loc%x,mom%x)
585     call fdps_ctrl%get_sum(mom_loc%y,mom%y)
586     call fdps_ctrl%get_sum(mom_loc%z,mom%z)
587     if (fdps_ctrl%get_rank() == 0) then
588         write(*,100)eng
589         write(*,100)mom%x
590         write(*,100)mom%y
591         write(*,100)mom%z
592         100 format(1es25.16e3)
593     end if
594
595 end subroutine check_cnsrvd_vars
```

6 Extensions

6.1 P³M code

In this section, we explain the usage of a FDPS extension “Particle Mesh” (hereafter PM) using a sample program for P³M(Particle-Particle-Particle-Mesh) method. The sample code calculates the crystal energy of sodium chloride (NaCl) crystal using the P³M method and compares the result with the analytical solution. In the P³M method, the calculation of force and potential energy is performed by splitting into Particle-Particle(PP) part and Particle-Mesh(PM) part. In this sample code, the PP part is calculated by using FDPS standard features and the PM part is computed by using a FDPS extension “PM”. Note that the detail of the extension “PM” is described in § 9.2 of the specification of FDPS and please see it for detail.

6.1.1 Location of sample code and working directory

The sample code is placed at `$(FDPS)/sample/fortran/p3m`. Change the current directory to there.

```
$ cd $(FDPS)/sample/fortran/p3m
```

The sample code consists of `user_defined.F90` where user-defined types and interaction functions are implemented, `f_main.F90` where the other parts of the user code are implemented, and Makefiles for GCC and intel compiler, `Makefile` and `Makefile.intel`.

6.1.2 User-defined types

In this section, we describe derived data types that you need to define in order to perform P³M calculation using FDPS.

6.1.2.1 FullParticle type

You must define a `FullParticle` type. Listing 38 shows the implementation of `FullParticle` type in the sample code. `FullParticle` type must have all physical quantities required to perform a calculation with P³M method.

Listing 38: FullParticle type

```
1  type, public, bind(c) :: nbody_fp !$fdps FP
2      !$fdps copyFromForce nbody_pp_results (pot,pot) (agrv,agrv)
3      !$fdps copyFromForcePM agrv_pm
4      integer(kind=c_long_long) :: id
5      real(kind=c_double) :: m !$fdps charge
6      real(kind=c_double) :: rc !$fdps rsearch
7      type(fdps_f64vec) :: x !$fdps position
8      type(fdps_f64vec) :: v,v_half
9      type(fdps_f64vec) :: agrv
10     real(kind=c_double) :: pot
11     type(fdps_f32vec) :: agrv_pm
12     real(kind=c_float) :: pot_pm
```

13 `end type nbody_fp`

At first, users must specify which user-defined type this derived data type corresponds to. The following directive specify that this derived data type is a `FullParticle` type:

```
type, public, bind(c) :: nbody_fp !$fdps FP
```

In this P³M code, the interaction force is long-range force with cutoff. Therefore, a cutoff radius is also necessary physical quantity in addition to the position and mass (charge). In the current version of FDPS, designation of cutoff radius is done by the same directive used for search radius (see § 4.2). We can tell FDPS which member variables represent these necessary quantities in the following way:

```
real(kind=c_double) :: m !$fdps charge
real(kind=c_double) :: rc !$fdps rsearch
type(fdps_f64vec) :: x !$fdps position
```

`FullParticle` type copies data from a `Force` type. Users must specify how the data is copied by using of directives. Also, when using the FDPS extension “PM” to calculate interaction, users must specify how a `FullParticle` type receives the result of interaction calculation from a “PM” module. In this sample code, there directives are written as follows.

```
!$fdps copyFromForce nbody_pp_results (pot,pot) (agrv,agrv)
!$fdps copyFromForcePM agrv_pm
```

6.1.2.2 EssentialParticleI type

You must define a `EssentialParticleI` type. `EssentialParticleI` type must have member variables that store all physical quantities necessary for an i particle to perform the PP part of the Force calculation. In the sample code, it is also used as `EssentialParticleJ` type. Therefore, it should have member variables that store all physical quantities necessary for a j particle to perform the PP part of the Force calculation. Listing 39 shows the implementation of `EssentialParticleI` type in the sample code.

Listing 39: `EssentialParticleI` 型

```
1   type, public, bind(c) :: nbody_ep !$fdps EPI,EPJ
2   !$fdps copyFromFP nbody_fp (id,id) (m,m) (rc,rc) (x,x)
3   integer(kind=c_long_long) :: id
4   real(kind=c_double) :: m !$fdps charge
5   real(kind=c_double) :: rc !$fdps rsearch
6   type(fdps_f64vec) :: x !$fdps position
7   end type nbody_ep
```

At first, users must tell FDPS this derived data type corresponds to `EssentialParticleI` and `EssentialParticleJ` types using a directive. This is done as follows.

```
type, public, bind(c) :: nbody_ep !$fdps EPI,EPJ
```

Next, users must specify which member variable corresponds to which necessary quantity

using a directive. As described in the explanation of `FullParticle` type, cutoff radius is also necessary quantity. Therefore, the following directives are written in this sample code.

```
real(kind=c_double) :: m !$fdps charge
real(kind=c_double) :: rc !$fdps rsearch
type(fdps_f64vec) :: x !$fdps position
```

Both `EssentialParticleI` and `EssentialParticleJ` types copy data from a `FullParticle` type. Users must specify how data copy is performed by using of directives. In this sample code, the directives are written as follows.

```
!$fdps copyFromFP nbody_fp (id,id) (m,m) (rc,rc) (x,x)
```

6.1.2.3 Force type

You must define a `Force` type. `Force` type must have member variables that store the results of the PP part of the Force calculation. Listing 40 shows the implementation of `Force` type in this sample code. Because we consider Coulomb interaction only, one `Force` type is defined.

Listing 40: Force 型

```
1  type, public, bind(c) :: nbody_pp_results !$fdps Force
2      !$fdps clear
3      real(kind=c_double) :: pot
4      type(fdps_f64vec) :: agrv
5  end type nbody_pp_results
```

At first, users must specify this derived data type is a `Force` type using a directive. In this sample code, it is written as.

```
type, public, bind(c) :: nbody_pp_results !$fdps Force
```

Because this derived data type is a `Force` type, users must specify how member variables are initialized before interaction calculation via directives. In this sample code, we adopt the default initialization for all of the member variables. This is realized by writing a FDPS directive with `clear` keyword only:

```
!$fdps clear
```

6.1.2.4 calcForceEpEp

You must define an interaction function `calcForceEpEp`. `calcForceEpEp` must contain actual code for the PP part of the Force calculation and must be implemented as subroutine. Its arguments is an array of `EssentialParticleI` objects, the number of `EssentialParticleI` objects, an array of `EssentialParticleJ` objects, the number of `EssentialParticleJ` objects, and an array of `Force` objects. Listing 41 shows the implementation of `calcForceEpEp` in this sample code.

Listing 41: Interaction function calcForceEpEp

```

1  subroutine calc_force_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
2      integer(c_int), intent(in), value :: n_ip,n_jp
3      type(nbody_ep), dimension(n_ip), intent(in) :: ep_i
4      type(nbody_ep), dimension(n_jp), intent(in) :: ep_j
5      type(nbody_pp_results), dimension(n_ip), intent(inout) :: f
6      !* Local variables
7      integer(c_int) :: i,j
8      real(c_double) :: rij,rinv,rinv3,xi
9      type(fdps_f64vec) :: dx
10
11      do i=1,n_ip
12          do j=1,n_jp
13              dx%x = ep_i(i)%x%x - ep_j(j)%x%x
14              dx%y = ep_i(i)%x%y - ep_j(j)%x%y
15              dx%z = ep_i(i)%x%z - ep_j(j)%x%z
16              rij = dsqrt(dx%x * dx%x &
17                      +dx%y * dx%y &
18                      +dx%z * dx%z)
19              if ((ep_i(i)%id == ep_j(j)%id) .and. (rij == 0.0d0)) cycle
20              rinv = 1.0d0/rij
21              rinv3 = rinv*rinv*rinv
22              xi = 2.0d0*rij/ep_i(i)%rc
23              f(i)%pot = f(i)%pot + ep_j(j)%m * S2_pcut(xi) * rinv
24              f(i)%agr%v%x = f(i)%agr%v%x + ep_j(j)%m * S2_fcut(xi) * rinv3 *
25                          dx%x
26              f(i)%agr%v%y = f(i)%agr%v%y + ep_j(j)%m * S2_fcut(xi) * rinv3 *
27                          dx%y
28              f(i)%agr%v%z = f(i)%agr%v%z + ep_j(j)%m * S2_fcut(xi) * rinv3 *
29                          dx%z
27          end do
28          !* Self-interaction term
29          f(i)%pot = f(i)%pot - ep_i(i)%m * (208.0d0/(70.0d0*ep_i(i)%rc))
30      end do
31
32  end subroutine calc_force_ep_ep

```

The PP part in the P³M method is a two-body interaction with cutoff (i.e. the interaction is truncated if the distance between the particles is larger than the cutoff distance). Hence, cutoff functions (`S2_pcut()`, `S2_fcut()`) appears in the calculations of potential and acceleration. These cutoff functions must be the ones that are constructed assuming that the particle shape function is $S2(r)$, which is introduced by Hockney & Eastwood (1988)(Eq.(8.3)) and takes the form of

$$S2(r) = \begin{cases} \frac{48}{\pi a^4} \left(\frac{a}{2} - r \right) & r < a/2, \\ 0 & \text{otherwise.} \end{cases} \quad (1)$$

where r is the distance from the center of a particle, a is the scale length of the shape function. When assuming this shape function, the charge density distribution due to a particle, $\rho(r)$, is expressed as $\rho(r) = q S2(r)$, where q is the charge of the particle. Thus, $S2(r)$ shape function gives linear density distribution. The reason why we have to use the cutoff functions that correspond to $S2(r)$ shape function is that the cutoff functions used in the PM part also assumes the $S2(r)$ shape function (the cutoff functions in the PM and PP

parts should be consistent with each other).

The cutoff functions must be defined by a user. Possible implementations for `S2_pcut()` and `S2_fcut()` are given at the beginning of the sample code (see the lines 22-72 in `main.cpp`). In these examples, we used Eqs.(8-72) and (8-75) in Hockney & Eastwood (1988) and we define them such that the PP interaction takes of the form:

$$\Phi_{PP}(\mathbf{r}) = \frac{m}{|\mathbf{r} - \mathbf{r}'|} \text{S2_pcut}(\xi) \quad (2)$$

$$\mathbf{f}_{PP}(\mathbf{r}) = \frac{m(\mathbf{r} - \mathbf{r}')}{|\mathbf{r} - \mathbf{r}'|^3} \text{S2_fcut}(\xi) \quad (3)$$

where $\xi = 2|\mathbf{r} - \mathbf{r}'|/a$. In this sample code, a is expressed as a variable `rc`.

As is clear from Eq.(8-75) in Hockney & Eastwood (1988), the mesh potential ϕ^m has a finite value at $r = 0$ (we omit a factor $1/4\pi\epsilon_0$ here):

$$\phi^m(0) = \frac{208}{70a} \quad (4)$$

This term is taken into account the last line in the i -particle loop:

```
1 f(i)%pot = f(i)%pot - ep_i(i)%m * (208.0d0/(70.0d0*ep_i(i)%rc))
```

Note that this term is necessary to match the numerical result with the analytical solution.

6.1.2.5 calcForceEpSp

You must define an interaction function `calcForceEpSp`⁴⁾. `calcForceEpSp` must contain actual code for particle-superparticle interaction and must be implemented as subroutine. Its arguments is an array of `EssentialParticleI` objects, the number of `EssentialParticleI` objects, an array of `SuperParticleJ` objects, the number of `SuperParticleJ` objects, and an array of `Force` objects. Listing 42 shows the implementation of `calcForceEpSp` in the sample code.

Listing 42: Interaction function `calcForceEpSp`

```
1  subroutine calc_force_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
2      integer(c_int), intent(in), value :: n_ip,n_jp
3      type(nbody_ep), dimension(n_ip), intent(in) :: ep_i
4      type(fdps_spj_monopole_cutoff), dimension(n_jp), intent(in) :: ep_j
5      type(nbody_pp_results), dimension(n_ip), intent(inout) :: f
6      !* Local variables
7      integer(c_int) :: i,j
8      real(c_double) :: rij,rinv,rinv3,xi
9      type(fdps_f64vec) :: dx
10
11      do i=1,n_ip
12          do j=1,n_jp
13              dx%x = ep_i(i)%x%x - ep_j(j)%pos%x
```

⁴⁾As describe at the beginning of this section, the sample code uses P³M for the calculation of interaction. In order to realize it using FDPS, we perform the calculation of interaction with the opening angle criterion θ of 0. Hence, particle-superparticle interaction should not occur. However, API `calc_force_all_and_write_back` requires a function pointer of a subroutine that calculates particle-superparticle interaction. Therefore, we defined `calcForceEpSp` here.

```

14      dx%y = ep_i(i)%x%y - ep_j(j)%pos%y
15      dx%z = ep_i(i)%x%z - ep_j(j)%pos%z
16      rij = dsqrt(dx%x * dx%x &
17                +dx%y * dx%y &
18                +dx%z * dx%z)
19      rinv = 1.0d0/rij
20      rinv3 = rinv*rinv*rinv
21      xi = 2.0d0*rij/ep_i(i)%rc
22      f(i)%pot = f(i)%pot + ep_j(j)%mass * S2_pcut(xi) * rinv
23      f(i)%agrv%x = f(i)%agrv%x + ep_j(j)%mass * S2_fcut(xi) * rinv3
24                * dx%x
25      f(i)%agrv%y = f(i)%agrv%y + ep_j(j)%mass * S2_fcut(xi) * rinv3
26                * dx%y
27      f(i)%agrv%z = f(i)%agrv%z + ep_j(j)%mass * S2_fcut(xi) * rinv3
28                * dx%z
29      end do
30  end do
31  end subroutine calc_force_ep_sp

```

6.1.3 Main body of the sample code

In this section, we explain the main body of the sample code. Before going into details, we first give a simple explanation about the content and the structure of the sample code. As described in § 6.1, this code computes the crystal energy of NaCl crystal using the P³M method and compares the result with the analytical solution. The NaCl crystal is expressed as an uniform grid of particles in this sample code. Na and Cl are placed in the staggered layout. Particles corresponding to Na has a positive charge, while those corresponding to Cl has a negative charge. We place a crystal expressed as an grid of charged particles into a periodic computational box of the sizes $[0,1)^3$ and calculates the crystal energy. The computational accuracy of the crystal energy should depend on the number of particles and the configuration of particles (to the grid used in the PM calculation). Hence, in the sample code, we measure the relative energy errors for a different set of these parameters and output the result of the comparisons into a file.

The structure of the sample code is as follows:

- (1) Create and initialize FDPS objects
- (2) Create a NaCl crystal for given number of particles and configuration (in subroutine `setup_NaCl_crystal()`)
- (3) Compute the potential energy of each particle by the P³M method (In `f_main()`)
- (4) Compute the total energy of the crystal and compare it with the analytical solution (subroutine `calc_energy_error()`)
- (5) Repeat (2)-(4)

In the following, we explain in detail each steps described above.

6.1.3.1 Creation of an object of type `fdps_controller`

In the FDPS Fortran interface, all APIs of FDPS are provided as member functions in the class `FDPS_controller`. This class is defined in the module `fdps_module` in `FDPS_`

module.F90. Thus, in order to use APIs, the user must create an object of type `FDPS_controller`. In this sample, the object of type `FDPS_controller`, `fdps_ctrl`, is created in the main routine. Thus, in the following examples, APIs of FDPS are called as a member function of this object.

Listing 43: Creation of an object of type `fdps_controller`

```

1  subroutine f_main()
2      use fdps_module
3      implicit none
4      !* Local variables
5      type(fdps_controller) :: fdps_ctrl
6
7      ! Do something
8
9  end subroutine f_main

```

Note that the code shown above is an only necessary part from the sample code.

6.1.3.2 Initialization and Termination of FDPS

First, you must initialize FDPS by the following code.

Listing 44: Initialization of FDPS

```

1  fdps_ctrl%ps_initialize();

```

Once started, FDPS should be terminated explicitly. In this sample, FDPS is terminated just before the termination of the program. Hence, you need to write the following code at the end of the main function.

Listing 45: Termination of FDPS

```

1  fdps_ctrl%ps_finalize();

```

6.1.3.3 Creation and initialization of FDPS objects

After the initialization of FDPS, a user need to create the objects used to talk to FDPS. In this section, we describe how to create and initialize these objects.

6.1.3.3.1 Creation of necessary FDPS objects

In the calculation using the P³M method, we must create `ParticleSystem` and `DomainInfo` objects. In addition, `Tree` and `ParticleMesh` objects are also needed to calculate the PP and PM parts of the force calculation.

Listing 46: Creation of FDPS objects

```

1  call fdps_ctrl%create_psys(psys_num, 'nbody_fp')
2  call fdps_ctrl%create_dinfo(dinfo_num)
3  call fdps_ctrl%create_pm(pm_num)
4  call fdps_ctrl%create_tree(tree_num, &
5                                "Long, nbody_pp_results, nbody_ep, nbody_ep,
                                   MonopoleWithCutoff")

```

Note that the code snippet shown above differs from the actual sample code.

6.1.3.3.2 Initialization of FDPS objects

After the creation of FDPS objects, you must initialize these objects before you use them in a user code. In the following, we explain how to initialize each object.

(i) *Initialization of a **ParticleSystem** object* A **ParticleSystem** object is initialized as follows:

Listing 47: Initialization of a **ParticleSystem** object

```
1 call fdps_ctrl%init_psys(psys_num)
```

This is done in the main routine in the sample code.

(ii) *Initialization of a **DomainInfo** object* A **DomainInfo** object is initialized as follows:

Listing 48: Initialization of a **DomainInfo** object

```
1 call fdps_ctrl%init_dinfo(dinfo_num,coef_ema)
```

This is done in the main routine in the sample code.

After the initialization, you need to specify the boundary condition and the size of the simulation box through APIs `set_boundary_condition` and `set_pos_root_domain`. In the sample code, these procedures are performed in subroutine `setup_NaCl_crystal` that sets up the distribution of particles:

```
1 call fdps_ctrl%set_boundary_condition(dinfo_num,fdps_bc_periodic_xyz)
2 pos_ll%x = 0.0d0; pos_ll%y = 0.0d0; pos_ll%z = 0.0d0
3 pos_ul%x = 1.0d0; pos_ul%y = 1.0d0; pos_ul%z = 1.0d0
4 call fdps_ctrl%set_pos_root_domain(dinfo_num,pos_ll,pos_ul)
```

(iii) *Initialization of a **Tree** object* A **Tree** object is initialized by API `init_tree`:

Listing 49: Initialization of a **Tree** object

```
1 call fdps_ctrl%init_tree(tree_num,3*nptcl_loc,theta, &
2                               n_leaf_limit,n_group_limit)
```

You need to give a rough number of particles to this API as the second argument. Here, we set three times the number of local particles at the time of calling. The third argument of this API is an optional argument and represents the opening angle criterion θ for the tree method. In the sample, we do not use the tree method in the PP part of the force calculation. Therefore, we set $\theta = 0$.

(iv) *Initialization of a **ParticleMesh** object* No explicit initialization is needed.

6.1.3.4 Generation of a distribution of particles

In this section, we explain subroutine `setup_NaCl_crystal` that generates a distribution of particles, and FDPS APIs called within it. Given the number of particles per one space dimension and the position of the particle that is nearest to the origin (0,0,0), subroutine `setup_NaCl_crystal` makes a three-dimensional uniform grid of particles. These parameters are specified through an object of derived data type `crystal_parameters`, `NaCl_params`:

```

1  ! In user_defined.F90
2  type, public, bind(c) :: crystal_parameters
3      integer(kind=c_int) :: nptcl_per_side
4      type(fdps_f64vec) :: pos_vertex
5  end type crystal_parameters
6  ! In f_main.F90
7  type(crystal_parameters) :: NaCl_params
8  call setup_NaCl_crystal(fdps_ctrl, &
9                          psys_num, &
10                         dinfo_num, &
11                         NaCl_params)

```

In the first half of subroutine `setup_NaCl_crystal`, it makes an uniform grid of particles based on the value of `NaCl_params`. In this process, we scale the particle charge m to satisfy the relation

$$\frac{2Nm^2}{R_0} = 1, \quad (5)$$

where N is the total number of molecules (the total number of atomic particles is $2N$) and R_0 is the distance to the nearest particle. This scaling is introduced just for convenience: The crystal energy can be written analytically as

$$E = -\frac{N\alpha m^2}{R_0}, \quad (6)$$

where α is the Madelung constant and $\alpha \approx 1.747565$ for the NaCl crystal (e.g. see Kittel (2004) "Introduction to Solid State Physics"). Thus, the crystal energy depends on the total number of particles. This is inconvenient when comparing the calculation result with the analytical solution. By scaling the particle charge as described above, the crystal energy becomes independent from N .

After generating a particle distribution, this function performs domain decomposition and particle exchange using FDPS APIs. In the following, we explain these APIs.

6.1.3.4.1 Domain Decomposition

API `decompose_domain_all` of the `DomainInfo` object is used to perform domain decomposition based on the current distribution of particles:

Listing 50: Domain Decomposition

```

1  call fdps_ctrl%decompose_domain_all(dinfo_num,psys_num)

```

6.1.3.4.2 Particle Exchange

API `exchange_particle` of the `ParticleSystem` object is used to exchange particles based on the current decomposed domains:

Listing 51: Particle Exchange

```
1 call fdps_ctrl%exchange_particle(psys_num,dinfo_num)
```

6.1.3.5 Interaction Calculation

After these procedures are completed, we must perform the interaction calculation. In the sample code, it is performed in the main routine.

Listing 52: Interaction calculation

```
1  !* [4] Compute force and potential with P3M method
2  !* [4-1] Get the pointer to FP and # of local particles
3  nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
4  call fdps_ctrl%get_psys_fptr(psys_num,ptcl)
5  !* [4-2] PP part
6  pfunc_ep_ep = c_funloc(calc_force_ep_ep)
7  pfunc_ep_sp = c_funloc(calc_force_ep_sp)
8  call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
9                                              pfunc_ep_ep, &
10                                             pfunc_ep_sp, &
11                                             psys_num,      &
12                                             dinfo_num)
13 !* [4-3] PM part
14 call fdps_ctrl%calc_pm_force_all_and_write_back(pm_num,      &
15                                             psys_num, &
16                                             dinfo_num)
17 do i=1,nptcl_loc
18   pos32 = ptcl(i)%x
19   call fdps_ctrl%get_pm_potential(pm_num,pos32,ptcl(i)%pot_pm)
20 end do
21 !* [4-4] Compute the total acceleration and potential
22 do i=1,nptcl_loc
23   ptcl(i)%pot = ptcl(i)%pot - ptcl(i)%pot_pm
24   ptcl(i)%agrv = ptcl(i)%agrv - ptcl(i)%agrv_pm
25 end do
```

We use API `calc_force_all_and_write_back` for the PP part and API `calc_pm_force_all_and_write_back` for the PM part. After calculating the PM part, the total acceleration and total potential are computed. Please note that this summation is done by subtraction. The reason why we use subtraction is that the FDPS extension “PM” computes the potential energy assuming gravity. In other words, the FDPS extension “PM” treats a charge with $m(> 0)$ creates negative potential. Hence, *we need to invert the signs of potential energy and acceleration* in order to use the FDPS extension “PM” for the Coulomb interaction calculation.

6.1.3.6 Calculation of relative energy error

The relative error of the crystal energy is computed in the function `calc_energy_error()`, where we assume that the analytical solution is $E_0 \equiv 2E = -1.7475645946332$, which is numerically evaluated by the PM³(Particle-Mesh Multipole Method).

6.1.4 Compile

Before compiling your program, you need to install the [FFTW\(Fast Fourier Transform in the West\) library](#). Then, edit the file `Makefile` in the working directory to set the PATHs of the locations of FFTW and FDPS to the variables `FFTW_LOC` and `FDPS_LOC`. After that, run `make`.

```
$ make
```

The execution file `p3m.x` will be created in the directory `work` if the compilation is succeeded.

6.1.5 Run

You must run your program using MPI with the number of MPI processes is equal to or greater than 2, because of the specification of FDPS extensions. Therefore, you should run the following command:

```
$ MPIRUN -np NPROC ./p3m.x
```

where “MPIRUN” represents the command to run your program using MPI such as `mpirun` or `mpiexec`, and “NPROC” is the number of MPI processes.

6.1.6 Check the result

After the program ended, a file that records the relative error of the crystal energy is output in the directory `work`. Figure 3 shows the dependency of the relative error on the number of particles used.

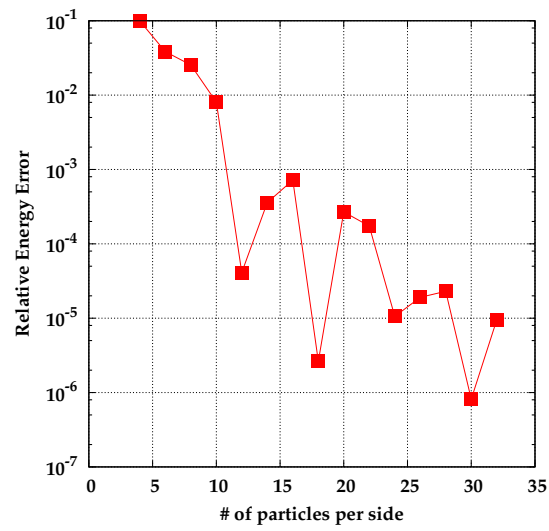


Figure 3: The relative error of the crystal energy as a function of the number of particles per side, where we assume that the number of the PM grids is 16^3 and the cutoff radius is $3/16$.

7 Practical Applications

In previous sections, we have explained fundamental features of FDPS using relatively simple application codes. However, we need to develop a more complex application in actual research, in which for example we need to treat different types of particles. In this section, we will explain advanced features of FDPS using practical applications. To keep the explanations short and simple, we require the readers understand the contents of the previous sections in this document.

7.1 *N*-body/SPH code

In this section, we explain the accompanying sample code for *N*-body/SPH simulation of a disk galaxy. In this code, dark matter and stars, which perform gravitational interaction only, are represented by *N*-body particles, while interstellar gas, which performs both gravitational and hydrodynamic interactions, is represented by SPH particles. The tree method is used for the gravity calculation. The SPH scheme adopted in this code is the one proposed by [Springel & Hernquist \[2002, MNRAS, 333, 649\]](#) and [Springel \[2005, MNRAS, 364, 1105\]](#) (hereafter, we call it Springel's SPH scheme). The readers can understand how to treat different types of particles using FDPS by reading this section.

Below, we first explain the usage of the code. Next, we give a brief explanation of the Springel's SPH scheme. Then, we explain the contents of the sample source codes in detail.

7.1.1 How to run the sample code

As we described, this code simulates the dynamical evolution of a disk galaxy. This code sets the initial distributions of dark matter and stars by reading a file created by [MAGI \(Miki & Umemura \[2018, MNRAS, 475, 2269\]\)](#), which is a software to make an initial condition of a galaxy simulation. On the other hand, the initial gas distribution is set inside the code. Therefore, the following procedures are required to use the code.

- Move to directory `$(FDPS)/sample/fortran/nbody+sph`
- Edit `Makefile` in the current directory
- Create particle data using [MAGI](#) and place it under directory `./magi_data/dat`
- Run the `make` command to create the executable `nbodysph.out`
- Run `nbodysph.out`
- Check the output

Below, we explain each procedure.

7.1.1.1 Move to the directory the sample code is placed

Move to `$(FDPS)/sample/fortran/nbody+sph`.

7.1.1.2 File structure of the sample code

The following is the file structure of the sample code.

```
$ ls | awk '{print $0}'
Makefile
Makefile.K
Makefile.intel
Makefile.ofp
f_main.F90
ic.F90
job.K.sh
job.ofp.sh
leapfrog.F90
macro_defs.h
magi_data/
mathematical_constants.F90
physical_constants.F90
test.py
tipsy_file_reader.cpp
tipsy_file_reader.h
user_defined.F90
```

We explain briefly the content of each source file. In `ic.F90`, subroutines to create initial conditions are implemented. Users can choose an initial condition other than that for a disk galaxy (described later). In `leapfrog.F90`, we implement subroutines necessary to integrate the orbits of particles based on the Leapfrog method. In `macro_defs.h`, we define macros that are used to control numerical simulation. In `f_main.F90`, the main routine is implemented. In `mathematical_constants.F90`, we define some mathematical constants. In `physical_constants.F90`, we define some physical constants. In `tipsy_file_reader.*`, we define functions to read particle data created by MAGI. In `user_defined.F90`, we define user-defined types and interaction functions.

Directory `magi_data` stores a parameter file input to the software MAGI (`magi_data/cfg/*`) and a script file used to run MAGI (`magi_data/sh/run.sh`).

7.1.1.3 Edit Makefile

Edit `Makefile` following the description below.

- Set the variable `CXX` the command to run your C++ compiler.
- Set the variable `FC` the command to run your Fortran compiler.
- Set the variable `CXXFLAGS` compile options of the C++ compiler.
- Set the variable `FCFLAGS` compile options of the Fortran compiler.
- In this code, several macros are used to control numerical simulations. Table 1 lists the names of the macros and their definitions. In addition, there are macros whose states

(i.e. value or defined/undefined states) are automatically set according to the value of macro `INITIAL_CONDITION`. Generally, users do not have to change them. Please see `macro_defs.h` directly for detail.

- Phantom-GRAPe library for x86 can be used for the gravity calculation. To use it, set the variable `use_phantom_grape_x86` yes.

As for the way to specify the use/non-use of OpenMP and MPI, see § [3](#).

Macro name	Defintion
INITIAL_CONDITION	It specifies the type of initial condition or the operation mode of the code. It must take a value from 0 to 3. According to its value, the code operates as follows. 0: an initial condition for a disk galaxy is used, 1: an initial condition for cold collapse test problem is used, 2: an initial condition for Evrard test is used, 3: the code operates in the mode to make a glass-like distribution of SPH particles.
ENABLE_VARIABLE_SMOOTHING_LENGTH	It specifies that smoothing length of SPH particles is variable or not. If it is defined, variable smoothing length is used and the SPH calculation is performed according to the Springel's SPH scheme. If it is not defined, the fixed smoothing length is used and the SPH calculation is done in almost the same way as the sample code described in § 3-4.
USE_ENTROPY	It specifies whether to use entropy or specific internal energy as an independent variable to describe the thermodynamic state of SPH particle. If defined, entropy is used. But, if macro ISOTHERMAL_EOS described below is defined, specific internal energy is forcibly used (specific internal energy is used to calculate pressure).
USE_BALSARA_SWITCH	It specifies whether Balsara switch (Balsara [1995, JCP, 121, 357]) is used or not. If defined, the Balsara switch is used.
USE_PRESCR_OF_THOMAS_COUCHMAN_1992	It specifies whether a simple prescription proposed by Thomas & Couchman [1992, MNRAS, 257, 11] to prevent the tensile instability is used or not. If defined, this prescription is used.
ISOTHERMAL_EOS	It specifies whether isothermal process is assumed or not. If defined, isothermal process is assumed (specific internal energy is assumed to be constant). If not defined, the code solve the entropy equation or the internal energy equation.
READ_DATA_WITH_BYTESWAP	It specifies whether the program reads particle data with performing byte swap (byte swap is applied for each variable of basic data type). If defined, byte swap is performed.

7.1.1.4 Create particle data using MAGI

As described earlier, users need to create particle data using the software MAGI before simulation according to the procedures described below. For users who cannot use MAGI for some reasons, we prepared sample particle data in web sites described below. In the following, we explain each case in detail.

Create particle data using MAGI Create particle data as follows.

1. Download the source file of MAGI from the web side <https://bitbucket.org/ymiki/magi> and install it in appropriate PATH according to the descriptions in Section “How to compile MAGI” in the above web side. But, our N -body/SPH sample code supports TIPSy file format only. Therefore, please build MAGI with `USE_TIPSY_FORMAT=ON`.
2. Edit `./magi_data/sh/run.sh` and set the variable `MAGI_INSTALL_DIR` the PATH of the directory where the `magi` command is stored. Also, set the variable `NTOT` the number of N -body particles (MAGI automatically assigns the numbers of dark matter particles and star particles).
3. Edit `./magi_data/cfg/*` to specify a galaxy model. For detail of the format of input file for MAGI, please see the web side above or Section 2.4 in the original paper Miki & Umemura [2018, MNRAS, 475, 2269]. In the default, galaxy model consists of the following four components (hereafter, we call this **default galaxy model**):
 - (i) Dark matter halo (NFW profile, $M = 10^{12} M_{\odot}$, $r_s = 21.5$ kpc, $r_c = 200$ kpc, $\Delta_c = 10$ kpc)
 - (ii) Stellar bulge (King model, $M = 5 \times 10^{10} M_{\odot}$, $r_s = 0.7$ kpc, $W_0 = 5$)
 - (iii) Thick stellar disk (Sérsic profile, $M = 2.5 \times 10^{10} M_{\odot}$, $r_s = 3.5$ kpc, $n = 1.5$, $z_d = 1$ kpc, $Q_{T,\min} = 1.0$)
 - (iv) Thin stellar disk (exponential disk, $M = 2.5 \times 10^{10} M_{\odot}$, $r_s = 3.5$ kpc, $z_d = 0.5$ kpc, $Q_{T,\min} = 1.0$)

In the default galaxy model, two stellar disks are marginally unstable to a bar-mode in view of the Ostriker-Peebles criterion. Therefore, a simulated galaxy is expected to evolve into a spiral galaxy having a weak bar. In the latest release of MAGI (version 1.1.1 [as of July 19th, 2019]), its default operation mode is changed from previous releases. With this demand, we have replaced parameter f in thick and thin disks by $Q_{T,\min}$, where f is a parameter controlling the velocity dispersion of disk and is used in the previous releases of MAGI to specify the stability of a disk component. $Q_{T,\min}$ is the minimum of Toomre Q value in the disk. (In the sample code in FDPS 5.0d or earlier, we used $f = 0.125$).

4. Move to directory `magi_data` and run the following command:

```
$ ./sh/run.sh
```

5. If MAGI stops successfully, particle data whose extension is `tipsy` will be created in directory `magi_data/dat`.

Download sample particle data form our web sites Download a particle data file from one of the following URLs and place it under directory `./magi_data/dat/`. All of particle data is made with the default galaxy model. Only the number of particles is different for each data.

- $N = 2^{21}$: http://particle.riken.jp/~fdps/magi_data/Galaxy/21/Galaxy.tipsy
- $N = 2^{22}$: http://particle.riken.jp/~fdps/magi_data/Galaxy/22/Galaxy.tipsy
- $N = 2^{23}$: http://particle.riken.jp/~fdps/magi_data/Galaxy/23/Galaxy.tipsy
- $N = 2^{24}$: http://particle.riken.jp/~fdps/magi_data/Galaxy/24/Galaxy.tipsy

7.1.1.5 Run make

Type “make” to run the `make` command.

7.1.1.6 Run the sample code

- If you are not using MPI, run the following in CLI (terminal)

```
$ ./nbodysph.out
```

- If you are using MPI, run the following in CLI (terminal)

```
$ MPIRUN -np NPROC ./nbodysph.out
```

where `MPIRUN` should be `mpirun` or `mpiexec` depending on your MPI configuration, and `NPROC` is the number of processes you will use.

7.1.1.7 Analysis of the result

In the directory `result`, data of N -body and SPH particles are output as files “nbody0000x-proc0000y.dat” and “sph0000x-proc0000y.dat”, where x is an integer representing time and y is an integer representing a process number (MPI rank number). The output file format of N -body particle data is that in each line, index of particle, mass, position (x, y, z), velocity (v_x, v_y, v_z) are listed. The output file format of SPH particle data is that in each line, index of particle, mass, position (x, y, z), velocity (v_x, v_y, v_z), density, specific internal energy, entropy, pressure are listed.

Figure 4 shows the distribution of star and SPH particles at $T = 0.46$ for a disk galaxy simulation with the number of N -body particles is 2^{21} and the number of SPH particles is 2^{18} .

Below, we briefly explain the Springel’s SPH scheme and then explain the implementation of the sample code.

7.1.2 Springel’s SPH scheme

Springel & Hernquist [2002, MNRAS, 333, 649] proposed a formulation of SPH (actually,

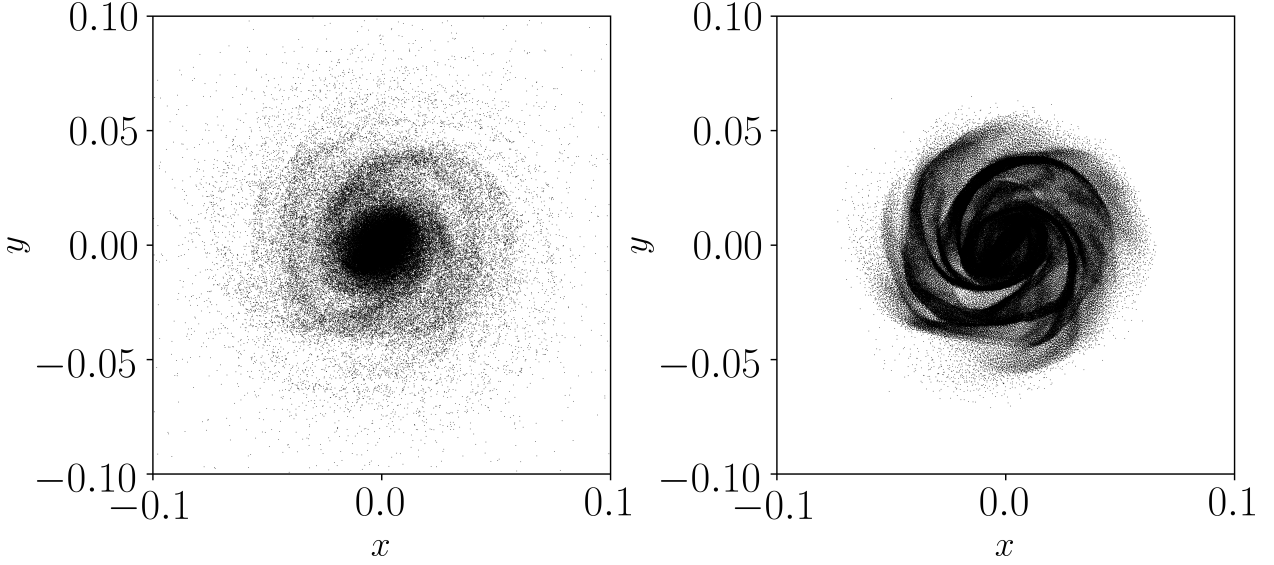


Figure 4: Face-on view of distributions of stars (left) and gas (right) (simulation configuration: the simulation is performed the number of N -body particles is 2^{21} , the number of SPH particles is 2^{18} , isothermal, gas temperature is 10^4 K, mean molecular weight to the mass of hydrogen $\mu = 0.5$)

equation of motion[EoM]) where the total energy and entropy of a system are conserved even if smoothing length changes with time. In this section, we briefly explain their formulation. The outline of the derivation is as follows. Construct a Lagrangian of the system assuming that smoothing length is also independent variable, then solve the Euler-Lagrange equations under N constraints, where N is the number of particles.

More specifically, they consider the Lagrangian

$$L(\mathbf{q}, \dot{\mathbf{q}}) = \frac{1}{2} \sum_{i=1}^N m_i \dot{\mathbf{r}}_i^2 - \frac{1}{\gamma - 1} \sum_{i=1}^N m_i A_i \rho_i^{\gamma-1} \quad (7)$$

where $\mathbf{q} = (\mathbf{r}_1, \dots, \mathbf{r}_N, h_1, \dots, h_N)$ is the generalized coordinates (the subscripts represent the indice of particles), \mathbf{r}_i is the position, h_i is smoothing length, m_i is mass, γ is the ratio of specific heats, ρ_i is density, A_i is called entropy function and it is related with specific internal energy u_i and ρ_i through the equation

$$u_i = \frac{A_i}{\gamma - 1} \rho_i^{\gamma-1} \quad (8)$$

The first and second terms of Eq.(7) represents the kinetic energy and the internal energy of the system, respectively. Because solving the Euler-Lagrangian equation directly using this Lagrangian results in $4N$ equations, which is not undesirable, they introduce the following N constraints.

$$\phi_i = \frac{4\pi}{3} h_i^3 \rho_i - \bar{m} N_{\text{neigh}} = 0 \quad (9)$$

where \bar{m} is the average mass of SPH particles⁵⁾, N_{neigh} is the number of neighbor particles (constant). Under these constraints, using the method of Lagrange multiplier, they solve

⁵⁾This must be treated as constant.

the Euler-Lagrange equations to obtain the following equations of motion:

$$\frac{d\mathbf{v}_i}{dt} = - \sum_{j=1}^N m_j \left[f_i \frac{P_i}{\rho_i^2} \nabla_i W(r_{ij}, h_i) + f_j \frac{P_j}{\rho_j^2} \nabla_i W(r_{ij}, h_j) \right] \quad (10)$$

where P_i is pressure, $r_{ij} = |\mathbf{r}_i - \mathbf{r}_j|$, W is the kernel function, f_i is the so-called ∇h term, defined by

$$f_i = \left(1 + \frac{h_i}{3\rho_i} \frac{\partial \rho_i}{\partial h_i} \right)^{-1} \quad (11)$$

The thermodynamic state of the system is described by the independent variable A_i , the entropy. If the flow is adiabatic, the entropy is constant along the flow except for locations of shock waves where the entropy is increased. [Springel \[2005, MNRAS, 364, 1105\]](#) modeled the increase of the entropy by passing shock waves using the method of artificial viscosity:

$$\frac{dA_i}{dt} = \frac{1}{2} \frac{\gamma - 1}{\rho_i^{\gamma-1}} \sum_{j=1}^N m_j \Pi_{ij} \mathbf{v}_{ij} \cdot \nabla_i \bar{W}_{ij} \quad (12)$$

$$\left. \frac{d\mathbf{v}_i}{dt} \right|_{\text{visc}} = - \sum_{j=1}^N m_j \Pi_{ij} \nabla_i \bar{W}_{ij} \quad (13)$$

where $\mathbf{v}_{ij} = \mathbf{v}_i - \mathbf{v}_j$, \mathbf{v}_i is velocity, $\bar{W}_{ij} = \frac{1}{2}(W(r_{ij}, h_i) + W(r_{ij}, h_j))$. For Π_{ij} , please see the original papers.

The procedures of SPH calculation is summarized as follows:

- (1) Solve Eq.(9) and the following equation self-consistently to determine the density ρ_i and the smoothing length h_i .

$$\rho_i = \sum_{j=1}^N m_j W(r_{ij}, h_i) \quad (14)$$

- (2) Calculate ∇h term defined by Eq.(11).
- (3) Calculate the right-hand side of Eqs.(10), (12), (13).
- (4) Update the positions, velocities, entropies of SPH particles.

In the remaining sections, we first explain the implementations of user-defined classes and interaction functions. Then, we explain the implementation of the main routine where we explain how to treat different types of particles in FDPS.

7.1.3 User-defined types

All user-defined types are defined in `user_defined.F90`. Here, we explain the types of user-defined types used in this code. As described earlier, this code use two types of particles, N -body and SPH particles. Thus, this code defines **two** `FullParticle` types (`fp_nbody` type for N -body particles and `fp_sph` type for SPH particles). The number of types of *physical* interactions are two, the gravitational and hydrodynamic interactions. But, as

explained in § 4, we need to perform (at least) two interaction calculations (for density and acceleration) in SPH calculations. Therefore, the code defines **three** Force types (`force_grav` type for the gravity calculation, `force_dens` type for the density calculation, and `force_hydro` type for the calculation of acceleration due to pressure gradient (hereafter we call it pressure-gradient acceleration for simplicity)). For simplicity, this code uses one derived data type for both `EssentialParticleI` type and `EssentialParticleJ` type (hereafter, we call them together `EssentialParticle` type). Also this code uses the same `EssentialParticle` type for the calculations of density and pressure-gradient acceleration. Therefore, the number of types of `EssentialParticle` types is **two** (`ep_grav` type for the gravity calculation and `ep_hydro` type for SPH calculation).

Below, we explain the implementation of each user defined type.

7.1.3.1 FullParticle type

First, we explain derived data type `fp_nbody`, which is used to store the information of N -body particles. This data type contains all physical quantities that a N -body particle should have as member variables. Listing 53 shows the implementation of `fp_nbody` type. The definitions of the member variables are almost the same as those of N -body sample code introduced in § 3-4. Thus, please see the corresponding section for detail.

Listing 53: FullParticle type (`fp_nbody` type)

```

1  !**** Full particle type
2  type, public, bind(c) :: fp_nbody !$fdps FP
3      !$fdps copyFromForce force_grav (acc,acc) (pot,pot)
4      integer(kind=c_long_long) :: id !$fdps id
5      real(kind=c_double) :: mass !$fdps charge
6      type(fdps_f64vec) :: pos !$fdps position
7      type(fdps_f64vec) :: vel
8      type(fdps_f64vec) :: acc
9      real(kind=c_double) :: pot
10 end type fp_nbody

```

Next, we explain derived data type `fp_sph`, which is used to store the information of SPH particles. This data type contains all physical quantities that a SPH particle should have as member variables. Listing 54 shows the implementation of `fp_sph` type. The definitions of main member variables are as follows: `id` (identification number), `mass` (mass), `pos` (position[\mathbf{r}_i]), `vel` (velocity[\mathbf{v}_i]), `acc_grav` (gravitational acceleration), `pot_grav` (gravitational potential), `acc_hydro` (pressure-gradient acceleration), `dens` (density[ρ_i]), `eng` (specific internal energy[u_i]), `ent` (entropy function [hereafter, entropy][A_i]), `pres` (pressure[P_i]), `smth` (smoothing length⁶[h_i]), `gradh` (∇h term[f_i]), `divv` ($(\nabla \cdot \mathbf{v})_i$, where the subscript i means that the derivative is performed at particle position), `rotrv` ($(\nabla \times \mathbf{v})_i$), `balsw` (coefficient for Balsara switch and its definition is the same as $f(a)$ in Balsara [1995, JCP, 121, 357]), `snds` (sound speed), `eng_dot` (time rate of change of `eng`), `ent_dot` (time rate of change of `ent`), `dt` (the maximum allowable time step to integrate the orbit of this particle).

The following points should be noted.

⁶)It is defined as the distance from the center of a particle where the value of the SPH kernel function is 0.

- SPH particles are involved with three types of interaction calculations (gravity, density, pressure-gradient acceleration). Thus, **three** types of `copyFromForce` directives are written.

Listing 54: FullParticle type (fp_sph type)

```

1  type, public, bind(c) :: fp_sph !$fdps FP
2      !$fdps copyFromForce force_grav (acc,acc_grav) (pot,pot_grav)
3      !$fdps copyFromForce force_dens (flag,flag) (dens,dens) (smth,smth)
4      !$fdps copyFromForce force_hydro (acc,acc_hydro) (eng_dot,eng_dot) (
5          ent_dot,ent_dot) (dt,dt)
6      integer(kind=c_long_long) :: id !$fdps id
7      real(kind=c_double) :: mass !$fdps charge
8      type(fdps_f64vec) :: pos !$fdps position
9      type(fdps_f64vec) :: vel
10     type(fdps_f64vec) :: acc_grav
11     real(kind=c_double) :: pot_grav
12     type(fdps_f64vec) :: acc_hydro
13     integer(kind=c_int) :: flag
14     real(kind=c_double) :: dens
15     real(kind=c_double) :: eng
16     real(kind=c_double) :: ent
17     real(kind=c_double) :: pres
18     real(kind=c_double) :: smth
19     real(kind=c_double) :: gradh
20     real(kind=c_double) :: divv
21     type(fdps_f64vec) :: rotv
22     real(kind=c_double) :: balsw
23     real(kind=c_double) :: snds
24     real(kind=c_double) :: eng_dot
25     real(kind=c_double) :: ent_dot
26     real(kind=c_double) :: dt
27     type(fdps_f64vec) :: vel_half
28     real(kind=c_double) :: eng_half
29     real(kind=c_double) :: ent_half
30 end type fp_sph

```

7.1.3.2 EssentialParticle type

First, we explain derived data type `ep_grav`, which is used for the gravity calculation. This data type has all physical quantities that *i*- and *j*-particles should have in order to perform gravity calculation as member variables. Listing 55 shows the implementation of `ep_grav` type. `EssentialParticle` type should have `copyFromFP` directive(s) to specify the way of copy data from `FullParticle` type(s). In this code, there are two `FullParticle` types and hence **two** `copyFromFP` directives are written.

Listing 55: EssentialParticle type (ep_grav type)

```

1  type, public, bind(c) :: ep_grav !$fdps EPI,EPJ
2      !$fdps copyFromFP fp_nbody (id,id) (mass,mass) (pos,pos)
3      !$fdps copyFromFP fp_sph (id,id) (mass,mass) (pos,pos)
4      integer(kind=c_long_long) :: id !$fdps id

```

```

5      real(kind=c_double) :: mass !$fdps charge
6      type(fdps_f64vec) :: pos !$fdps position
7  end type ep_grav

```

Next, we explain derived data type `ep_hydro`, which is used for the calculations of density and pressure-gradient acceleration. This data type has all physical quantities that *i*- and *j*-partiles should have in order to perform the calculations of density and pressure-gradient acceleration. Listing 56 shows the implementation of `ep_hydro` type.

Listing 56: EssentialParticle type (`ep_hydro` type)

```

1  type, public, bind(c) :: ep_hydro !$fdps EPI,EPJ
2      !$fdps copyFromFP fp_sph (id,id) (pos,pos) (vel,vel) (mass,mass) (
3          smth,smth) (dens,dens) (pres,pres) (gradh,gradh) (snds,snds) (
4          balsw,balsw)
5      integer(kind=c_long_long) :: id !$fdps id
6      type(fdps_f64vec) :: pos !$fdps position
7      type(fdps_f64vec) :: vel
8      real(kind=c_double) :: mass !$fdps charge
9      real(kind=c_double) :: smth !$fdps rsearch
10     real(kind=c_double) :: dens
11     real(kind=c_double) :: pres
12     real(kind=c_double) :: gradh
13     real(kind=c_double) :: snds
14     real(kind=c_double) :: balsw
15 end type ep_hydro

```

7.1.3.3 Force type

First, we explain derived data type `force_grav`, which is a `Force` type used for the gravity calculation. This data type must have all physical quantities that are obtained as the result of the gravity calculation. Listing 57 shows the implementation of `force_grav` type.

Listing 57: Force type (`force_grav` type)

```

1  type, public, bind(c) :: force_grav !$fdps Force
2      !$fdps clear
3      type(fdps_f64vec) :: acc
4      real(kind=c_double) :: pot
5  end type force_grav

```

Next, we explain derived data type `force_dens`, which is a `Force` type used for the density calculation. This data type must have all physical quantities that are obtained as the result of the density calculation. Listing 58 shows the implementation of `force_dens` type. In the Springel's SPH scheme, the smoothing length h_i changes depending on the density at the position of a particle, ρ_i . In other words, h_i is also updated with ρ_i . Therefore, there is member variable `smth` to store updated smoothing length. In this code, we calculate ∇h term, $(\nabla \cdot \mathbf{v})_i$ $(\nabla \times \mathbf{v})_i$ at the same time (if `USE_BALSARA_SWITCH` is defined). Thus, there are member variables `gradh`, `divv`, `rotv` to store them. Member variable `flag` is used to store the result of iteration calculation of ρ_i and h_i (for detail, see § 7.1.4.2).

Listing 58: Force type (force_dens type)

```

1  type, public, bind(c) :: force_dens !$fdps Force
2      !$fdps clear smth=keep
3      integer(kind=c_int) :: flag
4      real(kind=c_double) :: dens
5      real(kind=c_double) :: smth
6      real(kind=c_double) :: gradh
7      real(kind=c_double) :: divv
8      type(fdps_f64vec) :: rotv
9  end type force_dens

```

Finally, we explain derived data type `force_hydro`, which is a `Force` type used for the calculation of pressure-gradient acceleration. This data type must have all physical quantities that are obtained as the result of the calculation of pressure-gradient acceleration. Listing 59 shows the implementation of `force_hydro` type.

Listing 59: Force type (force_hydro type)

```

1  type, public, bind(c) :: force_hydro !$fdps Force
2      !$fdps clear
3      type(fdps_f64vec) :: acc
4      real(kind=c_double) :: eng_dot
5      real(kind=c_double) :: ent_dot
6      real(kind=c_double) :: dt
7  end type force_hydro

```

7.1.4 Interaction functions

All interaction functions are implemented in `user_defined.F90`. There are **three** types of interaction functions. Below, we explain them.

7.1.4.1 Interaction function for the gravity calculation

Interaction functions for the gravity calculation are implemented as subroutines `calc_gravity_ep_ep` and `calc_gravity_ep_sp`. Listing 60 shows the implementation. The implementation is almost the same as that of the N -body sample code introduced in § 3-4. For detail, please the corresponding section.

Listing 60: Interaction function for the gravity calculation

```

1  #if defined(ENABLE_PHANTOM_GRAPE_X86)
2      subroutine calc_gravity_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
3  #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
4      use omp_lib
5  #endif
6      use phantom_grape_g5_x86
7      implicit none
8      integer(c_int), intent(in), value :: n_ip,n_jp
9      type(ep_grav), dimension(n_ip), intent(in) :: ep_i
10     type(ep_grav), dimension(n_jp), intent(in) :: ep_j
11     type(force_grav), dimension(n_ip), intent(inout) :: f
12     !* Local variables
13     integer(c_int) :: i,j

```

```

14     integer(c_int) :: npipe,njpipe,devid
15     real(c_double), dimension(3,n_ip) :: xi,ai
16     real(c_double), dimension(n_ip) :: pi
17     real(c_double), dimension(3,n_jp) :: xj
18     real(c_double), dimension(n_jp) :: mj
19
20     npipe = n_ip
21     njpipe = n_jp
22     do i=1,n_ip
23         xi(1,i) = ep_i(i)%pos%x
24         xi(2,i) = ep_i(i)%pos%y
25         xi(3,i) = ep_i(i)%pos%z
26         ai(1,i) = 0.0d0
27         ai(2,i) = 0.0d0
28         ai(3,i) = 0.0d0
29         pi(i)   = 0.0d0
30     end do
31     do j=1,n_jp
32         xj(1,j) = ep_j(j)%pos%x
33         xj(2,j) = ep_j(j)%pos%y
34         xj(3,j) = ep_j(j)%pos%z
35         mj(j)   = ep_j(j)%mass
36     end do
37     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
38         devid = omp_get_thread_num()
39         ! [IMPORTANT NOTE]
40         !   The subroutine calc_gravity_ep_ep is called by a OpenMP thread
41         !   in the FDPS. This means that here is already in the parallel
42         !   region.
43         !   So, you can use omp_get_thread_num() without !$OMP parallel
44         !   directives.
45         !   If you use them, a nested parallel regions is made and the
46         !   gravity
47         !   calculation will not be performed correctly.
48     #else
49         devid = 0
50     #endif
51     call g5_set_xmjMC(devid, 0, n_jp, xj, mj)
52     call g5_set_nMC(devid, n_jp)
53     call g5_calculate_force_on_xMC(devid, xi, ai, pi, n_ip)
54     do i=1,n_ip
55         f(i)%acc%x = f(i)%acc%x + ai(1,i)
56         f(i)%acc%y = f(i)%acc%y + ai(2,i)
57         f(i)%acc%z = f(i)%acc%z + ai(3,i)
58         f(i)%pot   = f(i)%pot   - pi(i)
59     end do
60     end subroutine calc_gravity_ep_ep
61
62     subroutine calc_gravity_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
63     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
64         use omp_lib
65     #endif
66     use phantom_grape_g5_x86
67     implicit none
68     integer(c_int), intent(in), value :: n_ip,n_jp

```

```

66     type(ep_grav), dimension(n_ip), intent(in) :: ep_i
67     type(fdps_spj_monopole), dimension(n_jp), intent(in) :: ep_j
68     type(force_grav), dimension(n_ip), intent(inout) :: f
69     !* Local variables
70     integer(c_int) :: i,j
71     integer(c_int) :: npipe,njpipe,devid
72     real(c_double), dimension(3,n_ip) :: xi,ai
73     real(c_double), dimension(n_ip) :: pi
74     real(c_double), dimension(3,n_jp) :: xj
75     real(c_double), dimension(n_jp) :: mj
76
77     npipe = n_ip
78     njpipe = n_jp
79     do i=1,n_ip
80         xi(1,i) = ep_i(i)%pos%x
81         xi(2,i) = ep_i(i)%pos%y
82         xi(3,i) = ep_i(i)%pos%z
83         ai(1,i) = 0.0d0
84         ai(2,i) = 0.0d0
85         ai(3,i) = 0.0d0
86         pi(i)   = 0.0d0
87     end do
88     do j=1,n_jp
89         xj(1,j) = ep_j(j)%pos%x
90         xj(2,j) = ep_j(j)%pos%y
91         xj(3,j) = ep_j(j)%pos%z
92         mj(j)   = ep_j(j)%mass
93     end do
94     #if defined(PARTICLE_SIMULATOR_THREAD_PARALLEL) && defined(_OPENMP)
95         devid = omp_get_thread_num()
96         ! [IMPORTANT NOTE]
97         !   The subroutine calc_gravity_ep_sp is called by a OpenMP thread
98         !   in the FDPS. This means that here is already in the parallel
99         !   region.
100        !   So, you can use omp_get_thread_num() without !$OMP parallel
101        !   directives.
102        !   If you use them, a nested parallel resions is made and the
103        !   gravity
104        !   calculation will not be performed correctly.
105     #else
106         devid = 0
107     #endif
108     call g5_set_xmjMC(devid, 0, n_jp, xj, mj)
109     call g5_set_nMC(devid, n_jp)
110     call g5_calculate_force_on_xMC(devid, xi, ai, pi, n_ip)
111     do i=1,n_ip
112         f(i)%acc%x = f(i)%acc%x + ai(1,i)
113         f(i)%acc%y = f(i)%acc%y + ai(2,i)
114         f(i)%acc%z = f(i)%acc%z + ai(3,i)
115         f(i)%pot   = f(i)%pot   - pi(i)
116     end do
117     end subroutine calc_gravity_ep_sp
118 #else
119     subroutine calc_gravity_ep_ep(ep_i,n_ip,ep_j,n_jp,f) bind(c)
120         integer(kind=c_int), intent(in), value :: n_ip,n_jp

```

```

118     type(ep_grav), dimension(n_ip), intent(in) :: ep_i
119     type(ep_grav), dimension(n_jp), intent(in) :: ep_j
120     type(force_grav), dimension(n_ip), intent(inout) :: f
121     !* Local variables
122     integer(kind=c_int) :: i,j
123     real(kind=c_double) :: eps2,poti,r3_inv,r_inv
124     type(fdps_f64vec) :: xi,ai,rij
125     !* Compute force
126     eps2 = eps_grav * eps_grav
127     do i=1,n_ip
128         xi%x = ep_i(i)%pos%x
129         xi%y = ep_i(i)%pos%y
130         xi%z = ep_i(i)%pos%z
131         ai%x = 0.0d0
132         ai%y = 0.0d0
133         ai%z = 0.0d0
134         poti = 0.0d0
135         do j=1,n_jp
136             rij%x = xi%x - ep_j(j)%pos%x
137             rij%y = xi%y - ep_j(j)%pos%y
138             rij%z = xi%z - ep_j(j)%pos%z
139             r3_inv = rij%x*rij%x &
140                     + rij%y*rij%y &
141                     + rij%z*rij%z &
142                     + eps2
143             r_inv = 1.0d0/dsqrt(r3_inv)
144             r3_inv = r_inv * r_inv
145             r_inv = r_inv * ep_j(j)%mass
146             r3_inv = r3_inv * r_inv
147             ai%x = ai%x - r3_inv * rij%x
148             ai%y = ai%y - r3_inv * rij%y
149             ai%z = ai%z - r3_inv * rij%z
150             poti = poti - r_inv
151         end do
152         f(i)%acc%x = f(i)%acc%x + ai%x
153         f(i)%acc%y = f(i)%acc%y + ai%y
154         f(i)%acc%z = f(i)%acc%z + ai%z
155         f(i)%pot = f(i)%pot + poti
156     end do
157 end subroutine calc_gravity_ep_ep
158
159 subroutine calc_gravity_ep_sp(ep_i,n_ip,ep_j,n_jp,f) bind(c)
160     integer(kind=c_int), intent(in), value :: n_ip,n_jp
161     type(ep_grav), dimension(n_ip), intent(in) :: ep_i
162     type(fdps_spj_monopole), dimension(n_jp), intent(in) :: ep_j
163     type(force_grav), dimension(n_ip), intent(inout) :: f
164     !* Local variables
165     integer(kind=c_int) :: i,j
166     real(kind=c_double) :: eps2,poti,r3_inv,r_inv
167     type(fdps_f64vec) :: xi,ai,rij
168     !* Compute force
169     eps2 = eps_grav * eps_grav
170     do i=1,n_ip
171         xi%x = ep_i(i)%pos%x
172         xi%y = ep_i(i)%pos%y

```

```

173      xi%z = ep_i(i)%pos%z
174      ai%x = 0.0d0
175      ai%y = 0.0d0
176      ai%z = 0.0d0
177      poti = 0.0d0
178      do j=1,n_jp
179          rij%x = xi%x - ep_j(j)%pos%x
180          rij%y = xi%y - ep_j(j)%pos%y
181          rij%z = xi%z - ep_j(j)%pos%z
182          r3_inv = rij%x*rij%x &
183                  + rij%y*rij%y &
184                  + rij%z*rij%z &
185                  + eps2
186          r_inv = 1.0d0/dsqrt(r3_inv)
187          r3_inv = r_inv * r_inv
188          r_inv = r_inv * ep_j(j)%mass
189          r3_inv = r3_inv * r_inv
190          ai%x = ai%x - r3_inv * rij%x
191          ai%y = ai%y - r3_inv * rij%y
192          ai%z = ai%z - r3_inv * rij%z
193          poti = poti - r_inv
194      end do
195      f(i)%acc%x = f(i)%acc%x + ai%x
196      f(i)%acc%y = f(i)%acc%y + ai%y
197      f(i)%acc%z = f(i)%acc%z + ai%z
198      f(i)%pot = f(i)%pot + poti
199  end do
200  end subroutine calc_gravity_ep_sp
201 #endif

```

7.1.4.2 Interaction function for the density calculation

Interaction function for the density calculation is implemented as subroutine `calc_density`. Listing 61 shows its implementation. The implementation actually used differs depending on the state of macro `ENABLE_VARIABLE_SMOOTHING_LENGTH`. If this macro is not defined, an implementation for fixed smoothing length is used. Its source code is almost the same as the interaction function for the density calculation of the SPH sample code described in § 3-4. Thus, we omit explanation for this case. Below, we explain an implementation used for the case that the above macro is defined.

As described in § 7.1.2, we need to determine the density ρ_i and smoothing length h_i at the same time by solving Eqs.(14) and (9) self-consistently. For this, we need to perform an iterative calculation. This calculation is performed in the infinite `do-endo` loop in the code. As you'll see by reading the source code of subroutine `calc_density_wrapper` in `f_main.F90`, this sample code performs the density calculation after multiplying the smoothing lengths of all particles by a constant `SCF_smth` in order to make the density calculation efficiently. By this, we can change h_i between 0 and $h_{\max, \text{alw}} \equiv \text{SCF_smth} \times h_{i,0}$, during the iteration, where $h_{i,0}$ is the value of the smoothing length of particle i before we multiply by `SCF_smth`. This is because all of particles that is eligible to be j -particles are contained in the current j -particle list (`ep_j`). If the iteration does not converge for some particle i , we cannot determine ρ_i and h_i for this particle by using the current j particle list because the value

of the smoothing length we want to obtain will be larger than $h_{\max, \text{alw}}$. In this case, we need to perform the density calculation again after increasing $h_{i,0}$. This “outer” iteration is performed in subroutine `calc_density_wrapper` in `f_main.F90`. We will describe this subroutine in § 7.1.5.

After the infinite `do-endo` loop, this subroutine performs the calculations of ∇h , $(\nabla \cdot \mathbf{v})_i$, and $(\nabla \times \mathbf{v})_i$.

Listing 61: Interaction function for the density calculation

```

1  subroutine calc_density(ep_i,n_ip,ep_j,n_jp,f) bind(c)
2      integer(kind=c_int), intent(in), value :: n_ip,n_jp
3      type(ep_hydro), dimension(n_ip), intent(in) :: ep_i
4      type(ep_hydro), dimension(n_jp), intent(in) :: ep_j
5      type(force_dens), dimension(n_ip), intent(inout) :: f
6      !* Local parameters
7      real(kind=c_double), parameter :: eps=1.0d-6
8      !* Local variables
9      integer(kind=c_int) :: i,j
10     integer(kind=c_int) :: n_unchanged
11     real(kind=c_double) :: M,M_trgt
12     real(kind=c_double) :: dens,drho_dh
13     real(kind=c_double) :: h,h_max_alw,h_L,h_U,dh,dh_prev
14     type(fdps_f64vec) :: dr,dv,gradW_i
15
16     #if defined(ENABLE_VARIABLE_SMOOTHING_LENGTH)
17         real(kind=c_double), dimension(n_jp) :: mj,rij
18         M_trgt = mass_avg * N_neighbor
19         do i=1,n_ip
20             dens = 0.0d0
21             h_max_alw = ep_i(i)%smth ! maximum allowance
22             h = h_max_alw / SCF_smth
23             ! Note that we increase smth by a factor of scf_smth
24             ! before calling calc_density().
25             h_L = 0.0d0
26             h_U = h_max_alw
27             dh_prev = 0.0d0
28             n_unchanged = 0
29             ! Software cache
30             do j=1,n_jp
31                 mj(j) = ep_j(j)%mass
32                 dr%x = ep_i(i)%pos%x - ep_j(j)%pos%x
33                 dr%y = ep_i(i)%pos%y - ep_j(j)%pos%y
34                 dr%z = ep_i(i)%pos%z - ep_j(j)%pos%z
35                 rij(j) = dsqrt(dr%x * dr%x &
36                             +dr%y * dr%y &
37                             +dr%z * dr%z)
38             end do
39             iteration_loop: do
40                 ! Calculate density
41                 dens = 0.0d0
42                 do j=1,n_jp
43                     dens = dens + mj(j) * W(rij(j), h)
44                 end do
45                 ! Check if the current value of the smoohting length
                     satisfies

```

```

46      ! Eq.(5) in Springel (2005).
47      M = 4.0d0 * pi * h * h * dens / 3.0d0
48      if ((h < h_max_alw) .and. (dabs(M/M_trgt - 1.0d0) < eps))
49          then
50              ! In this case, Eq.(5) holds within a specified accuracy
51              .
52              f(i)%flag = 1
53              f(i)%dens = dens
54              f(i)%smth = h
55              exit iteration_loop
56          end if
57          if (((h == h_max_alw) .and. (M < M_trgt)) .or. (n_unchanged
58              == 4)) then
59              ! In this case, we skip this particle forcibly.
60              ! In order to determine consistently the density
61              ! and the smoohting length for this particle,
62              ! we must re-perform calcForceAllAndWriteBack().
63              f(i)%flag = 0
64              f(i)%dens = dens
65              f(i)%smth = h_max_alw
66              exit iteration_loop
67          end if
68          ! Update h_L & h_U
69          if (M < M_trgt) then
70              if (h_L < h) h_L = h
71          else if (M_trgt < M) then
72              if (h < h_U) h_U = h
73          end if
74          dh = h_U - h_L
75          if (dh == dh_prev) then
76              n_unchanged = n_unchanged + 1
77          else
78              dh_prev = dh
79              n_unchanged = 0
80          end if
81          ! Update smoothing length
82          h = ((3.0d0 * M_trgt)/(4.0d0 * pi * dens))*(1.0d0/3.0d0)
83          if ((h <= h_L) .or. (h == h_U)) then
84              ! In this case, we switch to the bisection search.
85              ! The inclusion of '=' in the if statement is very
86              ! important to escape a limit cycle.
87              h = 0.5d0 * (h_L + h_U)
88          else if (h_U < h) then
89              h = h_U
90          end if
91      end do iteration_loop
92      ! Calculate grad-h term
93      if (f(i)%flag == 1) then
94          drho_dh = 0.0d0
95          do j=1,n_jp
96              drho_dh = drho_dh + mj(j) * dWdh(rij(j), h)
97          end do
98          f(i)%gradh = 1.0d0 / (1.0d0 + (h * drho_dh) / (3.0d0 * dens)
99              )
100      else

```



```

97         f(i)%gradh = 1.0d0 ! dummy value
98     end if
99     ! Compute \div v & \rot v for Balsara switch
100 #if defined(USE_BALSARA_SWITCH)
101     do j=1,n_jp
102         dr%x = ep_i(i)%pos%x - ep_j(j)%pos%x
103         dr%y = ep_i(i)%pos%y - ep_j(j)%pos%y
104         dr%z = ep_i(i)%pos%z - ep_j(j)%pos%z
105         dv%x = ep_i(i)%vel%x - ep_j(j)%vel%x
106         dv%y = ep_i(i)%vel%y - ep_j(j)%vel%y
107         dv%z = ep_i(i)%vel%z - ep_j(j)%vel%z
108         gradW_i = gradW(dr, f(i)%smth)
109         f(i)%divv = f(i)%divv - mj(j) * (dv%x * gradW_i%x &
110                                         +dv%y * gradW_i%y &
111                                         +dv%z * gradW_i%z)
112         f(i)%rotr%x = f(i)%rotr%x - mj(j) * (dv%y * gradW_i%z - dv%z
113                                         * gradW_i%y)
114         f(i)%rotr%y = f(i)%rotr%y - mj(j) * (dv%z * gradW_i%x - dv%x
115                                         * gradW_i%z)
116         f(i)%rotr%z = f(i)%rotr%z - mj(j) * (dv%x * gradW_i%y - dv%y
117                                         * gradW_i%x)
118     end do
119     f(i)%divv = f(i)%divv / f(i)%dens
120     f(i)%rotr%x = f(i)%rotr%x / f(i)%dens
121     f(i)%rotr%y = f(i)%rotr%y / f(i)%dens
122     f(i)%rotr%z = f(i)%rotr%z / f(i)%dens
123 #endif
124 end do
125 #else
126 double precision :: mj,rij
127 do i=1,n_ip
128     f(i)%dens = 0.0d0
129     do j=1,n_jp
130         dr%x = ep_j(j)%pos%x - ep_i(i)%pos%x
131         dr%y = ep_j(j)%pos%y - ep_i(i)%pos%y
132         dr%z = ep_j(j)%pos%z - ep_i(i)%pos%z
133         rij = dsqrt(dr%x * dr%x &
134                 +dr%y * dr%y &
135                 +dr%z * dr%z)
136         f(i)%dens = f(i)%dens &
137                 + ep_j(j)%mass * W(rij,ep_i(i)%smth)
138     end do
139     f(i)%smth = ep_i(i)%smth
140     f(i)%gradh = 1.0d0
141     ! Compute \div v & \rot v for Balsara switch
142 #if defined(USE_BALSARA_SWITCH)
143     do j=1,n_jp
144         mj = ep_j(j)%mass
145         dr%x = ep_i(i)%pos%x - ep_j(j)%pos%x
146         dr%y = ep_i(i)%pos%y - ep_j(j)%pos%y
147         dr%z = ep_i(i)%pos%z - ep_j(j)%pos%z
148         dv%x = ep_i(i)%vel%x - ep_j(j)%vel%x
149         dv%y = ep_i(i)%vel%y - ep_j(j)%vel%y
150         dv%z = ep_i(i)%vel%z - ep_j(j)%vel%z
151         gradW_i = gradW(dr, f(i)%smth)

```

```

149      f(i)%divv = f(i)%divv - mj * (dv%x * gradW_i%x &
150                                   +dv%y * gradW_i%y &
151                                   +dv%z * gradW_i%z)
152      f(i)%rotr%x = f(i)%rotr%x - mj * (dv%y * gradW_i%z - dv%z *
      gradW_i%y)
153      f(i)%rotr%y = f(i)%rotr%y - mj * (dv%z * gradW_i%x - dv%x *
      gradW_i%z)
154      f(i)%rotr%z = f(i)%rotr%z - mj * (dv%x * gradW_i%y - dv%y *
      gradW_i%x)
155      end do
156      f(i)%divv = f(i)%divv / f(i)%dens
157      f(i)%rotr%x = f(i)%rotr%x / f(i)%dens
158      f(i)%rotr%y = f(i)%rotr%y / f(i)%dens
159      f(i)%rotr%z = f(i)%rotr%z / f(i)%dens
160 #endif
161      end do
162 #endif

```

7.1.4.3 Interaction function for the calculation of pressure-gradient acceleration

Interaction function for the calculation of pressure-gradient acceleration is implemented as subroutine `calc_hydro_force`. Listing 62 shows its implementation. This performs the calculations of the right hand sides of Eqs.(10), (12), and (13), and `dt` according to Eq.(16) in [Springel \[2005, MNRAS, 364, 1105\]](#) (for `dt`, see the definition of `fp_sph` type).

Listing 62: Interaction function for the calculation of pressure-gradient acceleration

```

1  !**** Interaction function
2  subroutine calc_hydro_force(ep_i,n_ip,ep_j,n_jp,f) bind(c)
3      integer(kind=c_int), intent(in), value :: n_ip,n_jp
4      type(ep_hydro), dimension(n_ip), intent(in) :: ep_i
5      type(ep_hydro), dimension(n_jp), intent(in) :: ep_j
6      type(force_hydro), dimension(n_ip), intent(inout) :: f
7      !* Local variables
8      integer(kind=c_int) :: i,j
9      real(kind=c_double) :: mass_i,mass_j,smth_i,smth_j, &
10                          dens_i,dens_j,pres_i,pres_j, &
11                          gradh_i,gradh_j,balsw_i,balsw_j, &
12                          snds_i,snds_j
13      real(kind=c_double) :: povrho2_i,povrho2_j, &
14                          v_sig_max,dr_dv,w_ij,v_sig,AV
15      type(fdps_f64vec) :: pos_i,pos_j,vel_i,vel_j, &
16                          dr,dv,gradW_i,gradW_j,gradW_ij
17      do i=1,n_ip
18          !* Zero-clear
19          v_sig_max = 0.0d0
20          !* Extract i-particle info.
21          pos_i = ep_i(i)%pos
22          vel_i = ep_i(i)%vel
23          mass_i = ep_i(i)%mass
24          smth_i = ep_i(i)%smth
25          dens_i = ep_i(i)%dens
26          pres_i = ep_i(i)%pres
27          gradh_i = ep_i(i)%gradh

```

```

28     balsw_i = ep_i(i)%balsw
29     snds_i  = ep_i(i)%snds
30     povrho2_i = pres_i/(dens_i*dens_i)
31     do j=1,n_jp
32         !* Extract j-particle info.
33         pos_j%x = ep_j(j)%pos%x
34         pos_j%y = ep_j(j)%pos%y
35         pos_j%z = ep_j(j)%pos%z
36         vel_j%x = ep_j(j)%vel%x
37         vel_j%y = ep_j(j)%vel%y
38         vel_j%z = ep_j(j)%vel%z
39         mass_j  = ep_j(j)%mass
40         smth_j  = ep_j(j)%smth
41         dens_j  = ep_j(j)%dens
42         pres_j  = ep_j(j)%pres
43         gradh_j = ep_j(j)%gradh
44         balsw_j = ep_j(j)%balsw
45         snds_j  = ep_j(j)%snds
46         povrho2_j = pres_j/(dens_j*dens_j)
47         !* Compute dr & dv
48         dr%x = pos_i%x - pos_j%x
49         dr%y = pos_i%y - pos_j%y
50         dr%z = pos_i%z - pos_j%z
51         dv%x = vel_i%x - vel_j%x
52         dv%y = vel_i%y - vel_j%y
53         dv%z = vel_i%z - vel_j%z
54         !* Compute the signal velocity
55         dr_dv = dr%x * dv%x + dr%y * dv%y + dr%z * dv%z
56         if (dr_dv < 0.0d0) then
57             w_ij = dr_dv / sqrt(dr%x * dr%x + dr%y * dr%y + dr%z * dr%z
58                 )
59         else
60             w_ij = 0.0d0
61         end if
62         v_sig = snds_i + snds_j - 3.0d0 * w_ij
63         v_sig_max = max(v_sig_max, v_sig)
64         !* Compute the artificial viscosity
65         AV = - 0.5d0*v_sig*w_ij / (0.5d0*(dens_i+dens_j)) * 0.5d0*(
66             balsw_i+balsw_j)
67         !* Compute the average of the gradients of kernel
68         gradW_i = gradW(dr,smth_i)
69         gradW_j = gradW(dr,smth_j)
70         gradW_ij%x = 0.5d0 * (gradW_i%x + gradW_j%x)
71         gradW_ij%y = 0.5d0 * (gradW_i%y + gradW_j%y)
72         gradW_ij%z = 0.5d0 * (gradW_i%z + gradW_j%z)
73         !* Compute the acceleration and the heating rate
74         f(i)%acc%x = f(i)%acc%x - mass_j*(gradh_i * povrho2_i *
75             gradW_i%x &
76             +gradh_j * povrho2_j *
77                 gradW_j%x &
78                 +AV * gradW_ij%x)
79         f(i)%acc%y = f(i)%acc%y - mass_j*(gradh_i * povrho2_i *
80             gradW_i%y &
81             +gradh_j * povrho2_j *
82                 gradW_j%y &

```

```

77                                     +AV * gradW_ij%y)
78      f(i)%acc%z = f(i)%acc%z - mass_j*(gradh_i * povrho2_i *
79                                     gradW_i%z &
80                                     +gradh_j * povrho2_j *
81                                     gradW_j%z &
82                                     +AV * gradW_ij%z)
83                                     &
84      f(i)%eng_dot = f(i)%eng_dot
85                                     + mass_j * gradh_i * povrho2_i * (dv%x * gradW_i%
86                                     x &
87                                     +dv%y * gradW_i%
88                                     y &
89                                     +dv%z * gradW_i%
90                                     z) &
91      + mass_j * 0.5d0 * AV * (dv%x * gradW_ij%x
92      &
93      +dv%y * gradW_ij%y
94      &
95      +dv%z * gradW_ij%z)
96      f(i)%ent_dot = f(i)%ent_dot &
97      + 0.5 * mass_j * AV * (dv%x * gradW_ij%x &
98      +dv%y * gradW_ij%y &
99      +dv%z * gradW_ij%z)
100  end do
101  f(i)%ent_dot = f(i)%ent_dot &
102  * (specific_heat_ratio - 1.0d0) &
103  / dens_i**(specific_heat_ratio - 1.0d0)
104  f(i)%dt = CFL_hydro*2.0d0*smth_i/v_sig_max
105 end do

```

7.1.5 Main body of the sample code

In this section, we describe the main body of the sample code implemented mainly in `f_main.F90`. Before entering a detailed explanation, we describe here the overall structure of the code. As described in the beginning of § 7.1, this code performs a N -body/SPH simulation of a disk galaxy. Thus, in the default, the code sets an initial condition for a disk galaxy. But, initial conditions for simple test calculations are also prepared in the code. More specifically, the code supports the following four types of initial conditions:

- (a) Initial condition for a disk galaxy simulation. It is selected when `-DINITIAL_CONDITION=0` is specified at the compile-time. The initial condition is created in subroutine `galaxy_IC` in `ic.F90`. The initial distributions of dark matter and star particles are set by reading a file created by MAGI. The initial distribution of gas (SPH) particles is determined in the subroutine. In the default, an exponential disk ($M = 10^{10} M_{\odot}$, $R_s = 7$ kpc [scale radius], $R_t = 12.5$ kpc [truncation radius], $z_d = 0.4$ kpc [scale height], $z_t = 1$ kpc [truncation height]) is created with the number of SPH particles of 2^{18} .
- (b) Initial condition for cold collapse test. It is selected when `-DINITIAL_CONDITION=1` is specified at the compile-time. The initial condition is created in subroutine `cold_collapse_test_IC` in `ic.F90`.
- (c) Initial condition for the Evrard test (§ 3.3 in [Evrard \[1988,MNRAS,235,911\]](#)). It is selected when `-DINITIAL_CONDITION=2` is specified at the compile-time. This initial

condition is created in subroutine `Evrard_test_IC` in `ic.F90`. There are two options for the way of creating an initial condition. We can specify the way by manually set the value of the last argument of the function 0 or 1. If 0 is given, the function creates the density profile of the Evrard gas sphere by rescaling the positions of particles which are placed in a grid. If 1 is specified, it creates the density profile by rescaling the positions of particles which are distributed glass-like. In order to use the second option, we have to create particle data by executing the code with the mode described in the next item.

- (d) Operation mode to create a glass-like distribution of SPH particles in a box of $[-1, 1]^3$. This mode is selected when `-DINITIAL_CONDITION=3` is specified at the compile-time. The initial condition is created in subroutine `make_glass_IC` in `ic.F90`.

The structure of the sample code is as follows:

- (1) Create and initialize FDPS objects
- (2) Initialize the Phantom-GRAPE library for x86 if needed
- (3) Read a data file of N -body particles and make an initial condition
- (4) Calculate the motions of particles until the end time we specify

Below, we explain each item in detail.

7.1.5.1 Creation of an object of type `fdps_controller`

In order to use APIs of FDPS, a user program should create an object of type `FDPS_controller`. In this sample code, `fdps_ctrl`, an object of type `FDPS_controller`, is created in the main routine.

Listing 63: Creation of an object of type `fdps_controller`

```

1  subroutine f_main()
2      use fdps_module
3      implicit none
4      !* Local variables
5      type(fdps_controller) :: fdps_ctrl
6
7      ! Do something
8
9  end subroutine f_main

```

Note that this code snippet only shows the necessary part of the code from the actual sample code. Also note that all FDPS APIs are called as member functions of this object because of the reason described above.

7.1.5.2 Initialization and and termination of FDPS

We need first to initialize FDPS by calling API `ps_initialize`:

Listing 64: Initialize FDPS

```

1  call fdps_ctrl%ps_initialize();

```

Once started, FDPS should be explicitly terminated by calling API `ps_finalize`. This sample code terminates FDPS just before the termination of the program. You can find the following code at the last part of `f_main.F90`.

Listing 65: Finalize FDPS

```
1 call fdps_ctrl%ps_finalize();
```

7.1.5.3 Creation and initialization of FDPS objects

After the initialization of FDPS, a user need to create the objects used to talk to FDPS. In this section, we describe how to create and initialize these objects.

7.1.5.3.1 Creation and initialization of *ParticleSystem* objects

This sample code uses different *ParticleSystem* objects to manage N -body and SPH particles. Two integer variables `psys_num_nbody` and `psys_num_sph` are used to store the identification numbers for *ParticleSystem* objects for N -body and SPH particles, respectively. Using these variables, the creation and the initialization of the objects are done as follows.

Listing 66: Creation and initialization of *ParticleSystem* objects

```
1 call fdps_ctrl%create_psys(psys_num_nbody, 'fp_nbody')
2 call fdps_ctrl%init_psys(psys_num_nbody)
3 call fdps_ctrl%create_psys(psys_num_sph, 'fp_sph')
4 call fdps_ctrl%init_psys(psys_num_sph)
```

7.1.5.3.2 Creation and initialization of *DomainInfo* object

This sample code decomposes the computational domain so that the *total* (N -body + SPH) particle distribution is divided equally. In this case, we need one *DomainInfo* object. Thus, using one integer variable `dinfo_num`, the creation and initialization of *DomainInfo* object are performed as follows.

Listing 67: Creation and initialization of *DomainInfo* object

```
1 call fdps_ctrl%create_dinfo(dinfo_num)
2 call fdps_ctrl%init_dinfo(dinfo_num, coef_ema)
```

7.1.5.3.3 Creation and initialization of *TreeForForce* objects

The code uses three types of *TreeForForce* objects and they are used for the gravity calculation, the density calculation, and the calculation of pressure-gradient acceleration. When initializing a *TreeForForce* object, we must pass a typical number of particles used in the interaction calculation as the second argument of API `init_tree`. For *TreeForForce* object `tree_num_grav`, the value that is three times of the number of local particles (N -body + SPH) is passed. On the other hand, for *TreeForForce* objects `tree_num_dens` and `tree_num_hydro`, the value that is three times of the number of local SPH particles is passed.

Listing 68: Creation and initialization of *TreeForForce* objects

```
1 nptcl_loc_sph = max(fdps_ctrl%get_nptcl_loc(psys_num_sph), 1)
2 nptcl_loc_nbody = fdps_ctrl%get_nptcl_loc(psys_num_nbody)
3 nptcl_loc_all = nptcl_loc_nbody + nptcl_loc_sph
```

```

4  !** tree for gravity calculation
5  call fdps_ctrl%create_tree(tree_num_grav, &
6                                "Long,force_grav,ep_grav,ep_grav,Monopole")
7  call fdps_ctrl%init_tree(tree_num_grav, 3*nptcl_loc_all, theta, &
8                                n_leaf_limit, n_group_limit)
9  !** tree for the density calculation
10 call fdps_ctrl%create_tree(tree_num_dens, &
11                                "Short,force_dens,ep_hydro,ep_hydro,Gather")
12 call fdps_ctrl%init_tree(tree_num_dens, 3*nptcl_loc_sph, theta, &
13                                n_leaf_limit, n_group_limit)
14
15 !** tree for the hydrodynamic force calculation
16 call fdps_ctrl%create_tree(tree_num_hydro, &
17                                "Short,force_hydro,ep_hydro,ep_hydro,
18                                Symmetry")
19 call fdps_ctrl%init_tree(tree_num_hydro, 3*nptcl_loc_sph, theta, &
20                                n_leaf_limit, n_group_limit)

```

7.1.5.4 Setting initial condition

The initial condition is set in subroutine `setup_IC`, which internally calls a different subroutine depending on the value of macro `INITIAL_CONDITION`. The correspondence relation between the name of a internally-called subroutine and the value of the macro has been described already in the beginning part of § 7.1.5. The arguments `time_dump`, `dt_dump`, `time_end` represents the initial time of data output, the time interval of data output, and the end time of the simulation, respectively. These must be set in this subroutine. Also, the boundary condition, the gravitational softening (`eps_grav`), the maximum allowable time step of the system (`dt_max`) are set in this subroutine (a user does not necessarily set `dt_max`).

Listing 69: Setting initial condition

```

1 call setup_IC(psys_num_nbody, psys_num_sph, dinfo_num, &
2               time_dump, dt_dump, time_end);

```

In what follows, we describe some of points to remember for subroutine `galaxy_IC`.

- MAGI outputs particle data in its code unit. The information about the MAGI's code unit is described in file `./magi_data/doc/unit.txt` (see section "Computational unit"). This file is created when executing MAGI. The variables `magi_unit_mass`, `magi_unit_leng`, `magi_unit_time` in the subroutine must be consistent with the MAGI's code unit.
- The subroutine reads particle data from file of the name of `./magi_data/dat/Galaxy.tipsy` in the default. If you make the code read a different file, please change the source code manually.
- The subroutine generates an initial gas distribution which has exponential profile along both R ($\equiv \sqrt{x^2 + y^2}$) and z directions. The variables `Rs` and `zd` represents the scale lengths. The variables `Rt` and `zt` represents the truncation (cutoff) lengths.

- The initial thermodynamic state is specified by both the initial gas temperature `temp` and the mean molecular weight relative to the mass of hydrogen atom `mu`. Regardless of the state of the macro `USE_ENTROPY`, a user must specify the thermodynamic state of SPH particles via the specific internal energy (member variable `eng` in `fp_sph` type) [the sample code automatically does this]. If the macro `USE_ENTROPY` is defined, the initial value of the entropy is automatically set by subroutine `set_entropy` called in the subroutine `f_main()`, using the initial value of the specific internal energy and the calculated density. On the other hand, if the macro is not defined, the value of `eng` set in the subroutine `galaxy_IC` is treated as the initial value of the specific internal energy.

7.1.5.5 Domain decomposition

When there are different types of `ParticleSystem` objects, the domain decomposition based on the combined distribution of particles can be realized by using APIs `collect_sample_particle` and `decompose_domain`. First, a user have to collect sample particles from each `ParticleSystem` object using API `collect_sample_particle`. Here, we must pass `.false.` to the third argument of this API for the second or later `ParticleSystem` object because the previous information is cleared without this. After collecting sample particles from all of `ParticleSystem` objects, call API `decompose_domain` to perform domain decomposition.

Listing 70: Domain decomposition

```
1 call fdps_ctrl%collect_sample_particle(dinfo_num, psys_num_nbody, clear)
2 call fdps_ctrl%collect_sample_particle(dinfo_num, psys_num_sph, unclear)
3 call fdps_ctrl%decompose_domain(dinfo_num)
```

7.1.5.6 Particle exchange

In order to perform particle exchange based on the previous-calculated domain information, it is only necessary to call API `exchange_particle`.

Listing 71: Particle exchange

```
1 call fdps_ctrl%exchange_particle(psys_num_nbody, dinfo_num)
2 call fdps_ctrl%exchange_particle(psys_num_sph, dinfo_num)
```

7.1.5.7 Interaction calculations

After the domain decomposition and particle exchange, interaction calculations are done. Below, we show the implementation of the interaction calculations just after setting the initial condition. At first, the code performs the gravity calculation. Then, it performs the calculations of density and pressure-gradient acceleration.

Listing 72: Interaction calculations

```
1  !** Gravity calculation
2  t_start = fdps_ctrl%get_wtime()
3  #if defined(ENABLE_GRAVITY_INTERACT)
```

```

4  call fdps_ctrl%set_particle_local_tree(tree_num_grav, psys_num_nbody)
5  call fdps_ctrl%set_particle_local_tree(tree_num_grav, psys_num_sph,
      unclear)
6  pfunc_ep_ep = c_funloc(calc_gravity_ep_ep)
7  pfunc_ep_sp = c_funloc(calc_gravity_ep_sp)
8  call fdps_ctrl%calc_force_making_tree(tree_num_grav, &
9                                     pfunc_ep_ep, &
10                                    pfunc_ep_sp, &
11                                    dinfo_num)
12  nptcl_loc_nbody = fdps_ctrl%get_nptcl_loc(psys_num_nbody)
13  call fdps_ctrl%get_psys_fptr(psys_num_nbody, ptcl_nbody)
14  do i=1,nptcl_loc_nbody
15      call fdps_ctrl%get_force(tree_num_grav, i, f_grav)
16      ptcl_nbody(i)%acc%x = f_grav%acc%x
17      ptcl_nbody(i)%acc%y = f_grav%acc%y
18      ptcl_nbody(i)%acc%z = f_grav%acc%z
19      ptcl_nbody(i)%pot    = f_grav%pot
20  end do
21  offset = nptcl_loc_nbody
22  nptcl_loc_sph = fdps_ctrl%get_nptcl_loc(psys_num_sph)
23  call fdps_ctrl%get_psys_fptr(psys_num_sph, ptcl_sph)
24  do i=1,nptcl_loc_sph
25      call fdps_ctrl%get_force(tree_num_grav, i + offset, f_grav)
26      ptcl_sph(i)%acc_grav%x = f_grav%acc%x
27      ptcl_sph(i)%acc_grav%y = f_grav%acc%y
28      ptcl_sph(i)%acc_grav%z = f_grav%acc%z
29      ptcl_sph(i)%pot_grav    = f_grav%pot
30  end do
31  #endif
32  t_grav = fdps_ctrl%get_wtime() - t_start
33  !** SPH calculations
34  t_start = fdps_ctrl%get_wtime()
35  #if defined(ENABLE_HYDRO_INTERACT)
36  call calc_density_wrapper(psys_num_sph, dinfo_num, tree_num_dens)
37  call set_entropy(psys_num_sph)
38  call set_pressure(psys_num_sph)
39  pfunc_ep_ep = c_funloc(calc_hydro_force)
40  call fdps_ctrl%calc_force_all_and_write_back(tree_num_hydro, &
41                                              pfunc_ep_ep, &
42                                              psys_num_sph, &
43                                              dinfo_num)
44  #endif
45  t_hydro = fdps_ctrl%get_wtime() - t_start

```

First, we explain the part of the implementation for the gravity calculation. In the gravity calculation, both N -body and SPH particles are involved. In order to perform an interaction calculation between different types of particles, we must use in combination TreeForForce object's APIs `set_particle_local_tree` and `calc_force_making_tree`. We first pass the particle information stored in each ParticleSystem object to a TreeForForce object using API `set_particle_local_tree`. Here, we must pass `.false.` to the third argument of this API for the second or later ParticleSystem objects because all of the previously-passed information is cleared without this. After finishing calling this API for all of ParticleSystem objects that are involved in the gravity calculation, call API `calc_force_making_tree` to perform the interaction calculation. In order to obtain

the result of the interaction calculation, we need to use API `get_force`. This API takes an integral argument i , and it writes the force of the i th particle read by API `set_particle_local_tree` in the address specified by the third argument of the API. Hence, we must use appropriate offset to obtain the results of the interaction calculation of the second or later `ParticleSystem`.

Next, we explain the part of the implementation for the calculations of density and pressure-gradient acceleration. These interaction calculations involves only single type of particles, SPH particles. Therefore, we can use API `calc_force_all_and_write_back`, which is frequently used in the sample code introduced in this document. For the calculation of pressure-gradient acceleration, the code performs this API in the subroutine `f_main()`. On the other hand, we need to handle the case that the iteration calculation of ρ_i and h_i does not converge for some particles as described in § 7.1.4. This handling is done in the subroutine `calc_density_wrapper`. The implementation of this subroutine is shown below. The implementation actually used differs depending on the state of the macro `ENABLE_VARIABLE_SMOOTHING_LENGTH`. If it is not defined, the code calls API `calc_force_all_and_write_back` only once because in this case the code performs SPH calculation as the fixed smoothing length SPH code. If the macro is defined, the code calls the API repeatedly until ρ_i and h_i of all the particles are self-consistently determined. The member variable `flag` stores the result of the iteration calculation and the value of 1 means that the iteration converges successfully. So, the code stops the infinite `do-endo` loop when the number of SPH particles whose `flag` has the value of 1 agrees with the total number of SPH particles.

Listing 73: Subroutine `calc_density_wrapper`

```

1  subroutine calc_density_wrapper(psys_num,dinfo_num,tree_num)
2      use fdps_vector
3      use fdps_module
4      use user_defined_types
5      implicit none
6      integer, intent(in) :: psys_num,dinfo_num,tree_num
7      !* Local variables
8      integer :: i,nptcl_loc,nptcl_glb
9      integer :: n_compl_loc,n_compl
10     type(fdps_controller) :: fdps_ctrl
11     type(fp_sph), dimension(:), pointer :: ptcl
12     type(c_funptr) :: pfunc_ep_ep
13
14     #if defined(ENABLE_VARIABLE_SMOOTHING_LENGTH)
15         nptcl_loc = fdps_ctrl%get_nptcl_loc(psys_num)
16         nptcl_glb = fdps_ctrl%get_nptcl_glb(psys_num)
17         call fdps_ctrl%get_psys_fptr(psys_num, ptcl)
18         pfunc_ep_ep = c_funloc(calc_density)
19         ! Determine the density and the smoothing length
20         ! so that Eq.(6) in Springel (2005) holds within a specified accuracy.
21         do
22             ! Increase smoothing length
23             do i=1,nptcl_loc
24                 ptcl(i)%smth = scf_smth * ptcl(i)%smth
25             end do
26             ! Compute density, etc.
27             call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
28                 pfunc_ep_ep, &

```

```
29                                     psys_num,      &
30                                     dinfo_num)
31     ! Check convergence
32     n_compl_loc = 0; n_compl = 0
33     do i=1,nptcl_loc
34         if (ptcl(i)%flag == 1) n_compl_loc = n_compl_loc + 1
35     end do
36     call fdps_ctrl%get_sum(n_compl_loc, n_compl)
37     if (n_compl == nptcl_glb) exit
38 end do
39 !* Release the pointer
40 nullify(ptcl)
41 #else
42 pfunc_ep_ep = c_funloc(calc_density)
43 call fdps_ctrl%calc_force_all_and_write_back(tree_num,      &
44                                               pfunc_ep_ep, &
45                                               psys_num,      &
46                                               dinfo_num)
47 #endif
48
49 end subroutine calc_density_wrapper
```

subroutine `set_entropy` is called only once just after setting an initial condition. As described earlier, this subroutine is used to set the initial value of the entropy. Because we need the initial density to set the initial value of the entropy using Eq. (8), this subroutine is placed just after subroutine `calc_density_wrapper`. After this, the entropy becomes the independent variable to describe the thermodynamic state of gas if the macro `USE_ENTROPY` is defined.

7.1.5.8 Time integration

This code performs the time integration using the Leapfrog method (see § 4.1.3.5.4 for this method). In this code, $D(\cdot)$ operator is implemented as the subroutine `full_drift`, while $K(\cdot)$ operator is implemented as subroutines `initial_kick` and `final_kick`.

8 User Supports

We accept questions and comments on FDPS at the following mail address:

fdps-support@mail.jmlab.jp

Please provide us with the following information.

8.1 Compile-time problem

- Compiler environment (version of the compiler, compile options etc)
- Error message at the compile time
- (if possible) the source code

8.2 Run-time problem

- Run-time environment
- Run-time error message
- (if possible) the source code

8.3 Other cases

For other problems, please do not hesitate to contact us. We sincerely hope that you'll find FDPS useful for your research.

9 License

This software is MIT licensed. Please cite Iwasawa et al. (2016, Publications of the Astronomical Society of Japan, 68, 54) and Namekata et al. (2018, Publications of the Astronomical Society of Japan, 70, 70) if you use the standard functions only.

The extended feature “Particle Mesh” is implemented by using a module of GREEM code (Developers: Tomoaki Ishiyama and Keigo Nitadori) (Ishiyama, Fukushima & Makino 2009, Publications of the Astronomical Society of Japan, 61, 1319; Ishiyama, Nitadori & Makino, 2012 SC’12 Proceedings of the International Conference on High Performance Computing, Networking Storage and Analysis, No. 5). GREEM code is developed based on the code in Yoshikawa & Fukushima (2005, Publications of the Astronomical Society of Japan, 57, 849). Please cite these three literatures if you use the extended feature “Particle Mesh”.

Please cite Tanikawa et al.(2012, New Astronomy, 17, 82) and Tanikawa et al.(2012, New Astronomy, 19, 74) if you use the extended feature “Phantom-GRAPE for x86”.

Copyright (c) <2015-> <FDPS developer team>

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED “AS IS”, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.