

AD Studio

Statistical modelling in ADMB and TMB
Version 1.0 (2018-01-17)

Arni Magnusson

This is the manual for AD Studio version 1.0.
The latest edition of the manual is available at:
<http://admb-project.org/tools/adstudio>

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AD Studio is an aggregate of the following software components:

- ADMB 12.0, released under the BSD License.
Source code: <http://ftp.admb-project.org/>
- Emacs 25.3.1, released under the GPL.
Source code: <ftp://ftp.gnu.org/gnu/emacs/>
- Emacs ADMB Mode 12.0-0, released under the Simplified BSD License.
Source code: <https://github.com/admb-project/admb/blob/master/contrib/emacs>
- Emacs AUCT_EX 12.1, released under the GPL.
Source code: <ftp://ftp.gnu.org/gnu/auctex/>
- Emacs Markdown Mode 2.3, released under the GPL.
Source code: <https://github.com/jrblevin/markdown-mode>
- Emacs Speaks Statistics (ESS) 17.11, released under the GPL.
Source code: <http://ess.r-project.org/downloads/ess/>
- Emacs TMB Mode 3.4, released under the GPL.
Source code: <https://github.com/kaskr/adcomp/blob/master/emacs>
- Rtools 3.4 (GCC and GDB), released under the GPL.
Source code: <ftp://ftp.gnu.org/gnu/gcc/> and <ftp://ftp.gnu.org/gnu/gdb/>

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1 Preamble

1.1 Credit

AD Model Builder (ADMB) was written by David Fournier at Otter Research in Canada, and Template Model Builder (TMB) was written by Kasper Kristensen at DTU Aqua in Denmark.

1.2 Simplified Emacs

The main purpose of AD Studio is to make the convenient Emacs features of `admb-mode` and `tmb-mode` available to non-Emacs users. In other words, to disable the standard Emacs behavior.

Experienced Emacs users may prefer to ignore the AD Studio `.emacs` file, and simply install and load ADMB Mode (`admb.el`) and TMB Mode (`tmb.el`) like other Emacs packages. They are written as standard “major modes” that follow all Emacs mode conventions.

1.3 History and name

AD Studio is the unification of two previous software products, ADMB-IDE (Magnusson 2009) and TMB-IDE (Magnusson 2015). The ‘AD’ stands for automatic differentiation and ‘Studio’ is a commonly used synonym for IDE (integrated development environment).

2 AD Studio overview

2.1 Statistical modelling

Developing statistical models in ADMB and TMB is an iterative process that consists of writing, compiling, testing, and debugging. AD Studio has been designed specifically to allow the user to perform these tasks more efficiently than in other working environments. For example, TMB model development involves working on C++ and R code side by side on the screen, but in some editors, such as RStudio, it is not possible to view two source code files at the same time.

GNU Emacs is a complex and powerful editor that comes with particularly good support for C++, R, \LaTeX , backup/version control, and other useful features for statistical computing. The dedicated ADMB and TMB modes provide syntax highlighting, compilation, file manipulation, outline code navigation, templates, and smaller tools for developing models. Emacs users can download `admb-mode.el` and `tmb-mode.el` and start using them right away, after reading the commentary at the top of these files.

The problem with Emacs is that it requires considerable time to learn and configure, although for advanced statistical computing this can be a rewarding investment. As the programmer Larry Wall once said: “If ease of use was the highest goal, we’d all be driving golf carts.” The <http://admb-project.org/tools/editors/emacs> page contains some pointers for setting up and learning Emacs. There are, however, good reasons why many users may not feel like adopting Emacs as their main editor, but would still appreciate a dedicated environment for ADMB and TMB.

The rest of this tutorial demonstrates how AD Studio can be used without learning the details of Emacs. This is achieved with an unusual `.emacs` configuration file that emulates common keybindings of basic editors, while disabling some of the most used Emacs keybindings. This `.emacs` file is therefore not intended for experienced Emacs users, although they may find it an interesting read.

2.2 Software components

AD Model Builder (**ADMB**) and Template Model Builder (**TMB**) are software platforms that utilize automatic differentiation (AD) and Laplace approximation to estimate parameters and random effects in a fast and reliable way. ADMB and TMB generally give the same model fit, but they offer different features. ADMB is a stand-alone application that tends to have better MCMC functionality, while TMB is an R package that has more convenient and faster estimation of random effects.

The **Emacs** editor has dedicated modes for editing different file types and for other tasks. In addition to standard Emacs features, AD Studio includes modes to work with ADMB, \LaTeX , Markdown, R, and TMB.

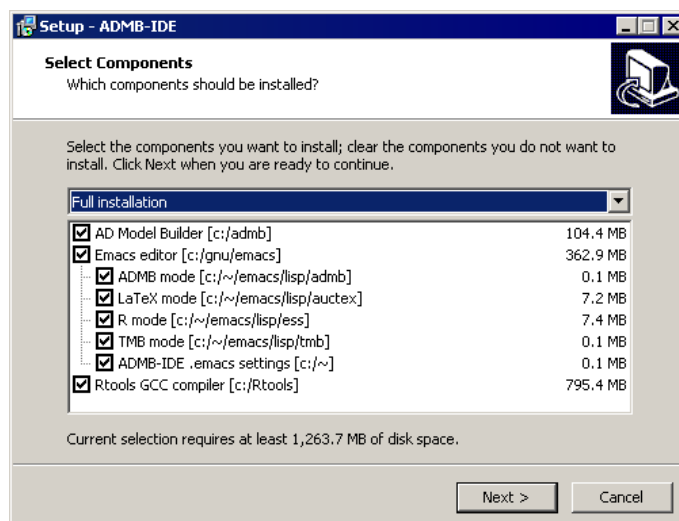
The **GCC** C++ compiler and **GDB** debugger are provided by Rtools. By using the same compiler to build ADMB and TMB models, AD Studio makes it easy to work with ADMB and TMB on the same machine without running into compiler version conflicts.

2.3 Installation

AD Studio consists of components that can be set up individually by hand (Windows, Linux, Mac) or using an installer (Windows).

Installer

The Windows installer `adstudio-10.exe` sets up ADMB, GCC, GDB, Emacs, and the Emacs packages, along with file associations and environment variables to glue everything together. Users are expected to install R and TMB on their own, as these are frequently updated.



Once installed, the software components reside in four different root directories:

Directory	Component
<code>c:/~</code>	Emacs packages and settings
<code>c:/admb</code>	ADMB
<code>c:/gnu</code>	Emacs
<code>c:/Rtools</code>	Rtools

This directory structure can be practical for setting up other free statistical software, such as R. By separating the main program (`c:/gnu/r`) from the user settings (`c:/~/.Rprofile`, `c:/~/Rconsole`) and user libraries (`c:/~/r/library`), the main program can be removed and upgraded without affecting the user setup.

One thing to keep in mind is that the installer modifies the user `PATH` and file associations. In rare cases, users may need to reconfigure these according to taste and needs after installing AD Studio. Advanced users may choose to deselect these options during the installation for this reason.

Manual setup

Windows users can also set up and configure ADMB, Emacs, and Rtools by hand, starting from the `adstudio-10.zip` kit. The following guidelines may be useful for that:

<http://admb-project.org/docs>
<http://admb-project.org/tools/editors/emacs/install>
<http://admb-project.org/tools/editors/emacs/configure>
<https://cran.r-project.org/bin/windows/Rtools/>

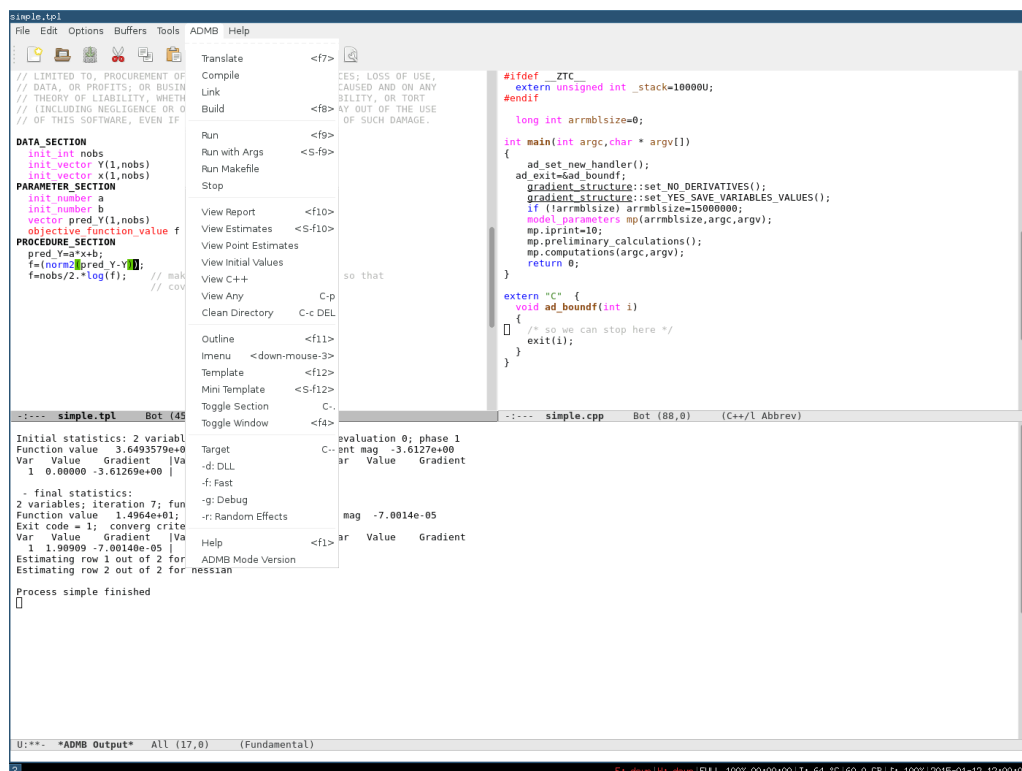
See also the chapters on [Configuration], page 23 and [Troubleshooting], page 24 in this manual.

AD Studio Linux/Mac

Setting up AD Studio for Linux or Mac is equivalent to the “manual setup” described above, so the same guidelines apply. The key steps are:

1. Install ADMB, GNU Emacs, GCC (including the C++ component), and GDB.
2. Download the AD Studio `.emacs` configuration file and place it in `~/ .emacs` to apply the simplified Emacs user interface.
3. Download Emacs packages and place inside `~/emacs/lisp` to provide mode-specific syntax highlighting and commands.

The screenshots in the next chapter are from Windows, but AD Studio looks very similar in Linux:



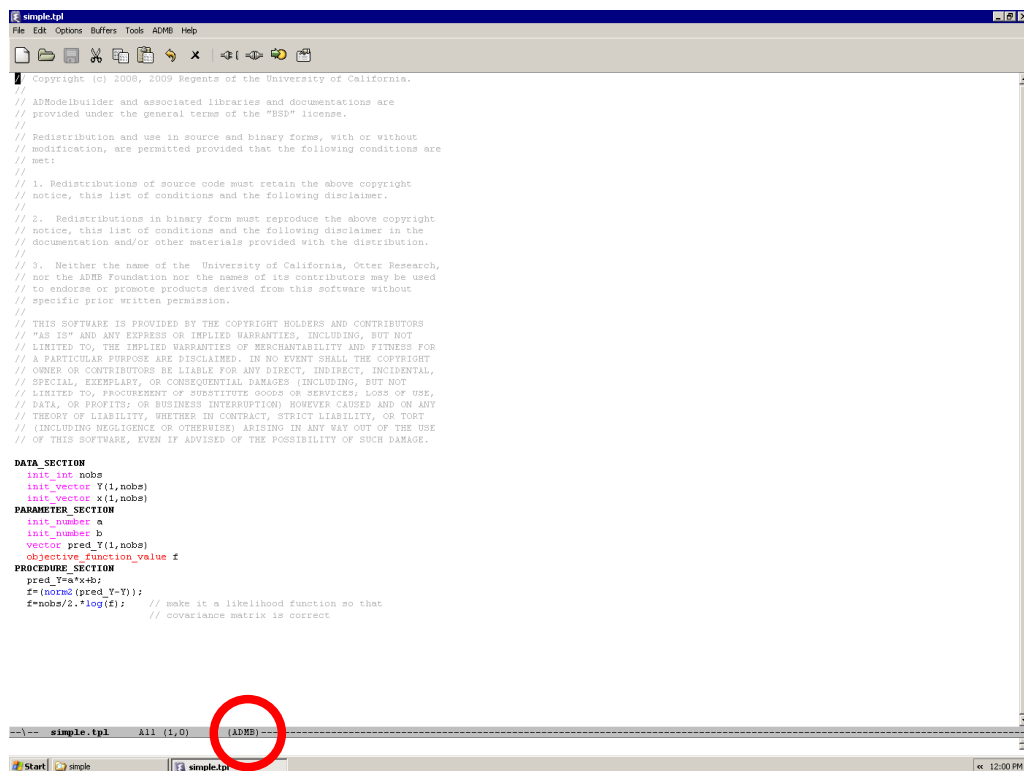
3 ADMB tutorial

3.1 Create a working copy of simple

First open Windows Explorer and create a folder called `c:/simple`. Then navigate to `c:/admb/admb120-gcc493-win64/examples/admb/simple` and copy the model and data files, creating:

```
c:/simple/simple.dat
c:/simple/simple.tpl
```

Now double-click `simple.tpl` in the `c:/simple` folder. The file should open in Emacs in `admb-mode` (see red circle) and the code should be in color:



```

simple.tpl
File Edit Options Buffers Tools ADMB Help

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DATA_SECTION
  init_int nobe
  init_vector Y(1,nobe)
  init_vector x(1,nobe)
PARAMETER_SECTION
  init_number a
  init_number b
  vector pred_Y(1,nobe)
  objective_function_value f
PROCEDURE_SECTION
  pred_Y=a*x+b;
  f=(nobs*(pred_Y-Y));
  f=nobs/2.*log(f); // make it a likelihood function so that
                  // covariance matrix is correct

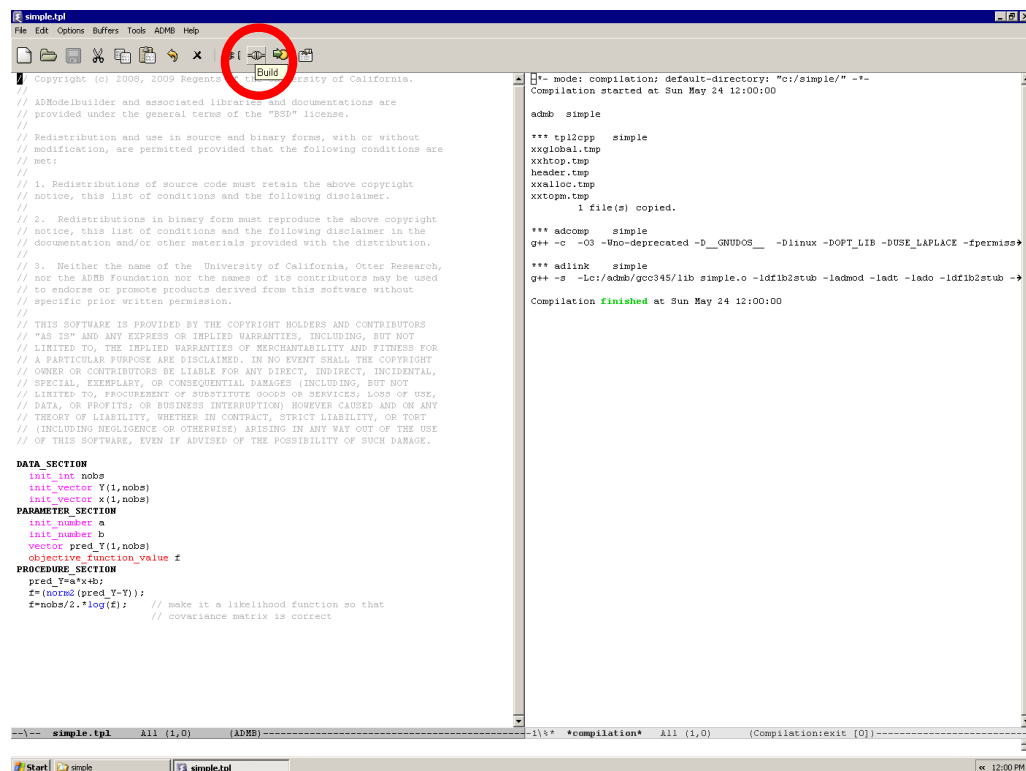
```

simple.tpl All (1,0) (ADMB)

Start simple simple.tpl 12:00 PM

3.2 Build, run, and view the results

Build the model by clicking the  icon, or press f8:



```

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DATA_SECTION
  init_int nobz
  init_vector Y(1,nobz)
  init_vector x(1,nobz)
PARAMETER_SECTION
  init_number a
  init_number b
  vector pred_Y(1,nobz)
  objective_function_value f
PROCEDURE_SECTION
  pred_Y=a*x+b;
  f=(nobz*(pred_Y-Y));
  f=nobz/2.*log(f); // make it a likelihood function so that
                  // covariance matrix is correct

```

```

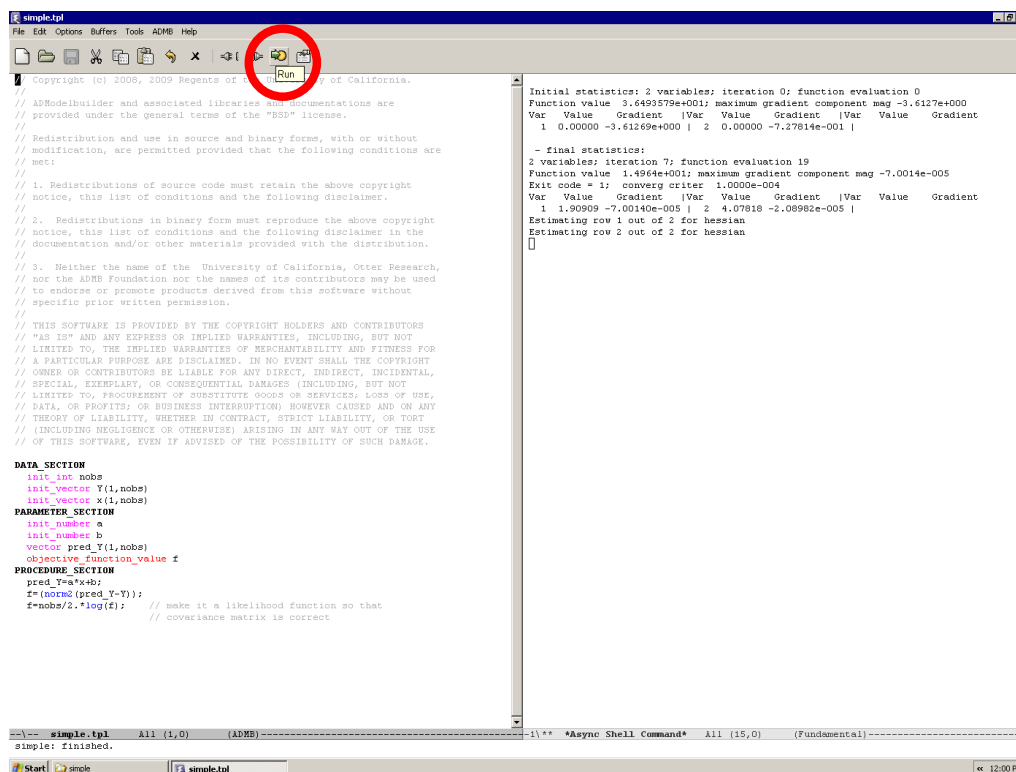
admb simple

*** tpl2cpp simple
xxglobai.tmp
xwhiop.tmp
header.tmp
xxalloc.tmp
xxtopm.tmp
1 file(s) copied.

*** adcomp simple
g++ -c -O3 -Wno-deprecated -D_GNUPOS_ -Dlinux -DOFT_LIB -DUSE_LAPLACE -fpermiss
*** adlink simple
g++ -s -Lc:/admb/gcc345/lib simple.o -ldf1b2stub -ladmod -ladc -ladd -ldf1b2stub ->
Compilation finished at Sun May 24 12:00:00

```

Run the model by clicking the  icon, or press f9:



```

simple.tpl
File Edit Options Buffers Tools ADMB Help

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DATA_SECTION
  init_int noba
  init_vector Y(1,noba)
  init_vector x(1,noba)

PARAMETER_SECTION
  init_number a
  init_number b
  vector pred_Y(1,noba)
  objective_function_value f


PROCEDURE_SECTION
  pred_Y=a*x+b;
  f=(noba*(pred_Y-Y)); // make it a likelihood function so that
                       // covariance matrix is correct

Initial statistics: 2 variables; iteration 0; function evaluation 0
Function value 3.6493579e+001; maximum gradient component mag -3.6127e+000
Var Value Gradient |Var Value Gradient |Var Value Gradient
1 0.00000 -3.61269e+000 | 2 0.00000 -7.27814e-001 |

- final statistics:
2 variables; iteration 7; function evaluation 19
Function value 1.4964e+001; maximum gradient component mag -7.0014e-005
Exit code = 1; converg critr 1.0000e-004
Var Value Gradient |Var Value Gradient |Var Value Gradient
1 1.90909 -7.00140e-005 | 2 4.07818 -2.08982e-005 |
Estimating row 1 out of 2 for hessian
Estimating row 2 out of 2 for hessian



-- simple.tpl All (1,0) (ADMB) --
simple: finished.
Start simple simple
12:00 PM

```

Many ADMB models output their results to a `.rep` report file, and AD Studio provides the  icon and f10 key to open the report file. The `simple` model outputs no report file, but the parameter estimates, standard errors, and correlations are found in the `.cor` file.

This is an opportunity to introduce basic buffer and window management. In Emacs, a buffer is like a page, often representing a file, but sometimes other things, like compilation and command output. The Emacs screen is divided into one or more windows, where each window shows one buffer, while other buffers reside in the background. Explore the *Buffers* menu, as well as buffer-related [Keybindings], page 18. A window can be split in two by selecting *New Window Below* (C-x 2) or *New Window on Right* (C-x 3) in the *File* menu. The escape key lets one window fill the Emacs screen.

Try out different ways to open the `.cor` file:

1. Press `escape` to maximize the active window. Then click the  icon or press C-o (Ctrl and o) and select `c:/simple/simple.cor`.
2. Press `escape` to maximize the active window, C-x 3 to split into two windows, and select the window on the right with a mouse click or f6. Click the  icon or press C-o and select `c:/simple/simple.cor`.
3. Click the *ADMB* → *View Estimates* menu entry or press S-f10.
4. Click the *ADMB* → *View Any* menu entry or press C-p, then type `'cor'` and return.

```

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DATA_SECTION
  init_int nobz
  init_vector Y(1,nobz)
  init_vector x(1,nobz)

PARAMETER_SECTION
  init_number a
  init_number b
  vector pred_Y(1,nobz)
  objective_function_value f

PROCEDURE_SECTION
  pred_Y=n*x+b;
  f=(nrm2(pred_Y-T));
  f=nobz/2.*log(f); // make it a likelihood function so that
                  // covariance matrix is correct

The logarithm of the determinant of the hessian = 5.33488
index  name      value      std dev      1      2
1      a  1.9091e+000  1.5547e-001  1.0000
2      b  4.0782e+000  7.0394e-001  -0.7730  1.0000

```

-- simple.tpl All (1,0) (ADMB) ----- simple.cor All (1,0) (Text) -----

Start simple simple.cor 12:00 PM

After viewing, maximize a window by pressing **escape**, or close a window by clicking the **×** icon or pressing **C-w** or **C-f4**.

Note how the ADMB menu and toolbar icons are only available when the active window is in **admb-mode**. Press **f2** at any point to switch a window to **admb-mode**.

3.3 Debug

Types of bugs


Bugs in ADMB models can be categorized by the point of discovery:

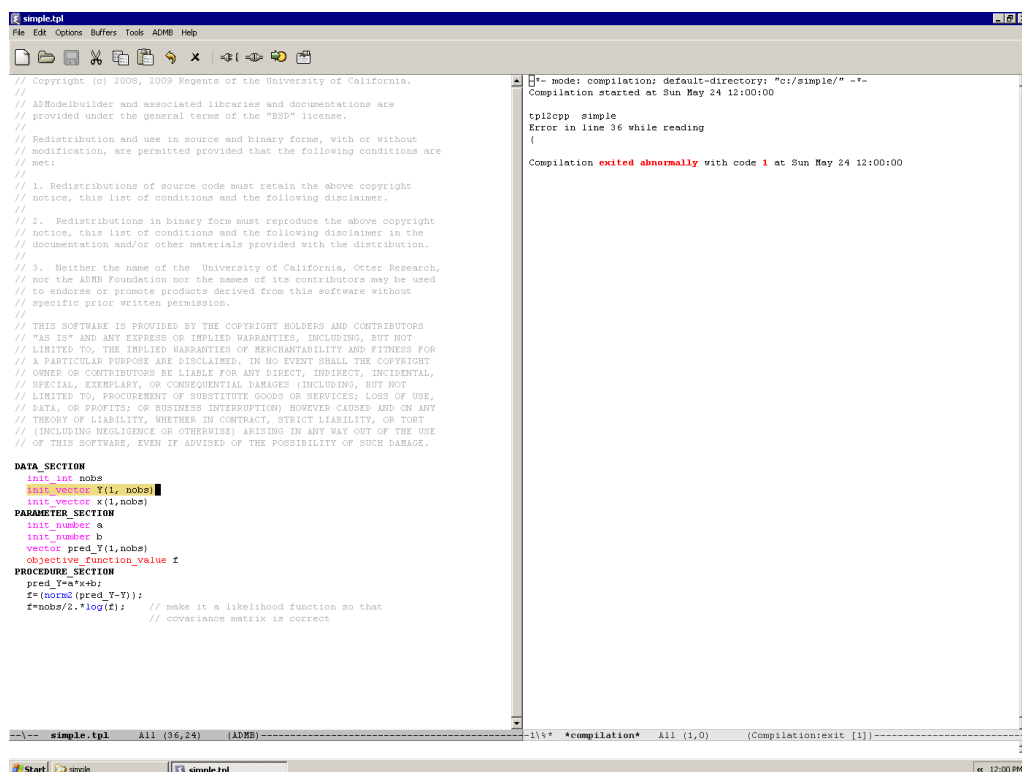
1. `tpl2cpp` reports a bug (cannot translate)
2. `g++` reports a bug (cannot compile or link)
3. The model builds fine, but crashes or writes no output when run (no results)
4. The model runs fine, but not like it is supposed to (strange results)

Locating bugs

- Warnings or error messages indicate line number, or function/variable name
- Insert lines of code that print informative messages during runtime
- Comment out parts of the code
- Use a debugger


Example 1: `tpl2cpp` reports a bug

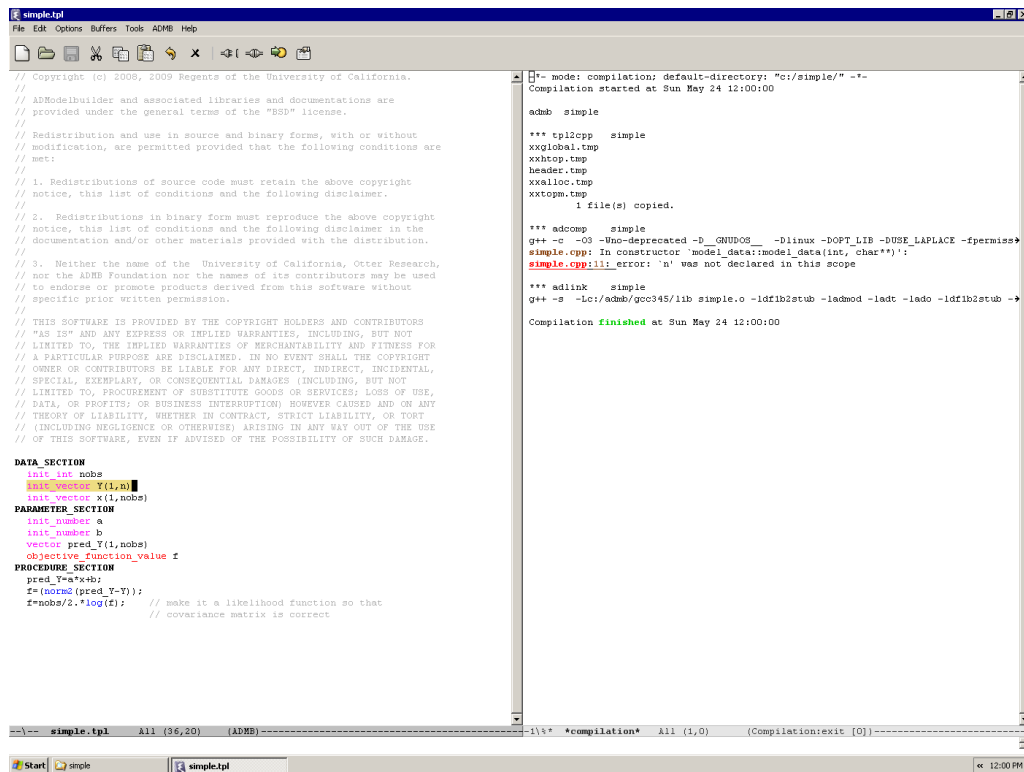
Create a bug by inserting an extra space inside a vector declaration: `init_vector Y(1,nobs)` → `init_vector Y(1, nobs)`. Then click the  icon or press `f7` to translate TPL to C++:



The `tpl2cpp` translator reports an error in line 36 of `simple.tpl`. Click *Edit* → *Go To* → *Goto Line* or press `C-g` to move the cursor to that line, and then remove the unwanted space.

Example 2: g++ reports a bug

Create a bug by referring to a nonexistent variable: `init_vector Y(1,nobs) → init_vector Y(1,n)`. Then click the  icon or press **f8** to build the model:



```

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DATA_SECTION
init_int nobs
init_vector Y(1,n)
init_vector x(1,nobs)
PARAMETER_SECTION
init_number a
init_number b
vector pred_Y(1,nobs)
objective_function_value f
PROCEDURE_SECTION
pred_Y=a*x+b;
f=(norm2(pred_Y-Y));
f=nobs/2.*log(f); // make it a likelihood function so that
                  // covariance matrix is correct
  
```

```

mode: compilation; default-directory: "c:/simple/" *-
Compilation started at Sun May 24 12:00:00

admb simple



*** tpicpp simple
xxglobal.tmp
xxhtop.tmp
header.tmp
xxalloc.tmp
xxtopm.tmp
1 file(s) copied.

*** adcomp simple
g++ -c -O3 -Wno-deprecated -D_GNUPOS -Dlinux -DOPT_LIB -DUSE_LAPLACE -fpermiss
simple.cpp: In constructor 'model_data::model_data(int, char*)':
simple.cpp:11: error: 'n' was not declared in this scope

*** adlink simple
g++ -s -Lc:/admb/gcc345/lib simple.o -ldf1b2stub -ladmod -ladc -ladd -ldf1b2stub ->
Compilation finished at Sun May 24 12:00:00
  
```

The **g++** compiler reports an error in line 11 of `simple.cpp`. Click the highlighted filename to open the C++ source file with the cursor in that line. After realizing what the problem is (with the help of the error message *'n' was not declared in this scope*), go back to the ADMB code in `simple.tpl` and change the `'n'` to `'nobs'`.

Example 3: No results

Create a bug by dividing by zero at the top of the DATA_SECTION: `!! cout << 1/0 << endl;`. Then click the  icon or press **f8** to build the model. Ignoring the warning, click  or press **f9** to run the model:

```

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// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

DATA_SECTION
!! cout << 1/0 << endl;
init_int nobe
init_vector Y(1,nobe)
init_vector x(1,nobe)
PARAMETER_SECTION
init_number a
init_number b
vector pred_Y(1,nobe)
Objective_Function_Value f
PROCEDURE_SECTION
pred_Y=a*x+b;
f=(norm2(pred_Y-Y));
f=nobe/2.*log(f); // make it a likelihood function so that
// covariance matrix is correct

```

simple: exited abnormally with code 1.

The shell command `simple` exits abnormally with code 1, a generic code for failure. The easiest way to search for this bug is to insert informative messages in the code, like



```

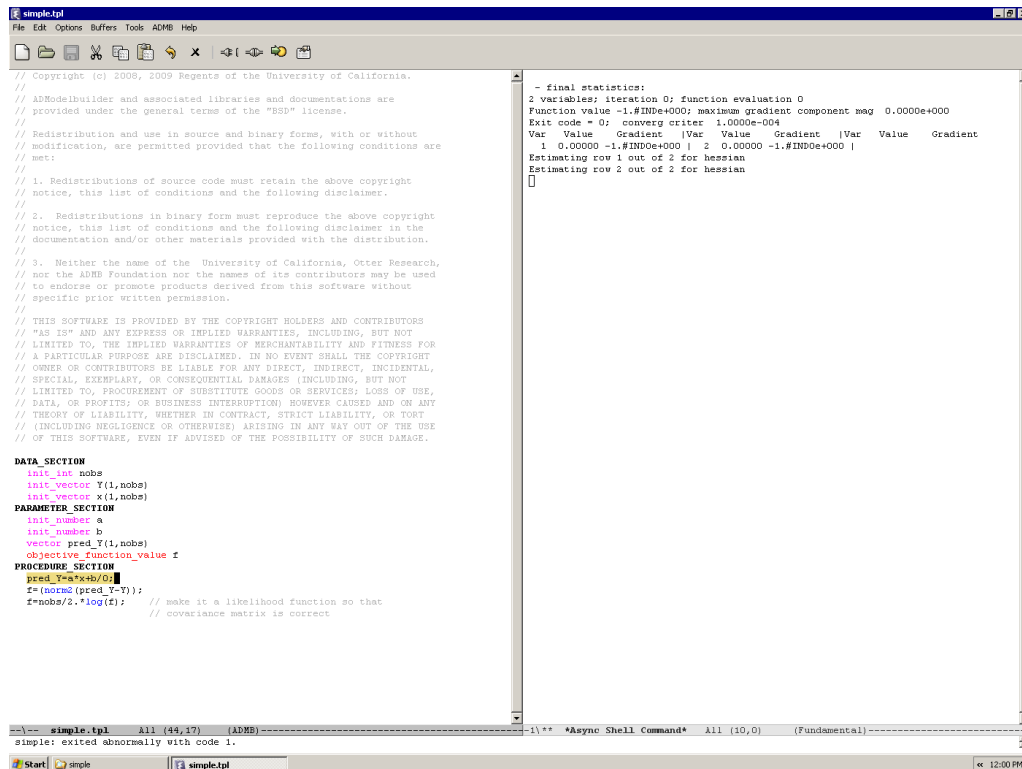
DATA_SECTION
!! cout << "DATA_SECTION begins" << endl;
...
!! cout << "DATA_SECTION ends" << endl;

```

and/or simplify the model, possibly by commenting out parts of the code. After narrowing the search step by step, the problematic line(s) can be changed or removed. To comment or uncomment large parts of code, use the **M-;** keystroke (see [\[Keybindings\]](#), page 18).

Example 4: Strange results

Create a bug by dividing by zero in a `PROCEDURE_SECTION` assignment: `pred_Y=a*x+b;` → `pred_Y=a*x+b/0;`. Then click the  icon or press `f8` to build the model (this time there is no compiler warning). Click  or press `f9` to run the model:



```

// Copyright (c) 2008, 2009 Regents of the University of California.
//
// ADModelBuilder and associated libraries and documentations are
// provided under the general terms of the "BSD" license.
//
// Redistribution and use in source and binary forms, with or without
// modification, are permitted provided that the following conditions are
// met:
//
// 1. Redistributions of source code must retain the above copyright
// notice, this list of conditions and the following disclaimer.
//
// 2. Redistributions in binary form must reproduce the above copyright
// notice, this list of conditions and the following disclaimer in the
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//
// 3. Neither the name of the University of California, Otter Research,
// nor the ADMB Foundation nor the names of its contributors may be used
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// A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
// OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
// SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
// LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
// DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

DATA_SECTION
init_int noba
init_vector Y(1,noba)
init_vector x(1,noba)

PARAMETER_SECTION
init_number a
init_number b
vector pred_Y(1,noba)
objective_function_value f

PROCEDURE_SECTION
pred_Y=a*x+b/0;
f=(noba*(pred_Y-Y));
f=noba/2.*log(f); // make it a likelihood function so that
                  // covariance matrix is correct

- final statistics:
2 variables; iteration 0; function evaluation 0
Function value -1.#INDe+000; maximum gradient component mag 0.0000e+000
Exit code * 0; converg critter 1.0000e-004
Var Value Gradient |Var Value Gradient |Var Value Gradient
1 0.00000 -1.#INDe+000 | 2 0.00000 -1.#INDe+000 |
Estimating row 1 out of 2 for hessian
Estimating row 2 out of 2 for hessian

```

The ADMB on-screen report indicates successful convergence (exit code 0) with an objective function value of ‘-1.#INDe+000’, while Emacs reports failure (exit code 1). The easiest way to search for this bug is to insert informative messages in the code, like

PROCEDURE_SECTION

```

cout << "The value of a   is: " << a   << endl;
cout << "The value of a*x is: " << a*x << endl;
cout << "The value of b   is: " << b   << endl;
cout << "The value of b/0 is: " << b/0 << endl;
cout << "The value of f   is: " << f   << endl;

```

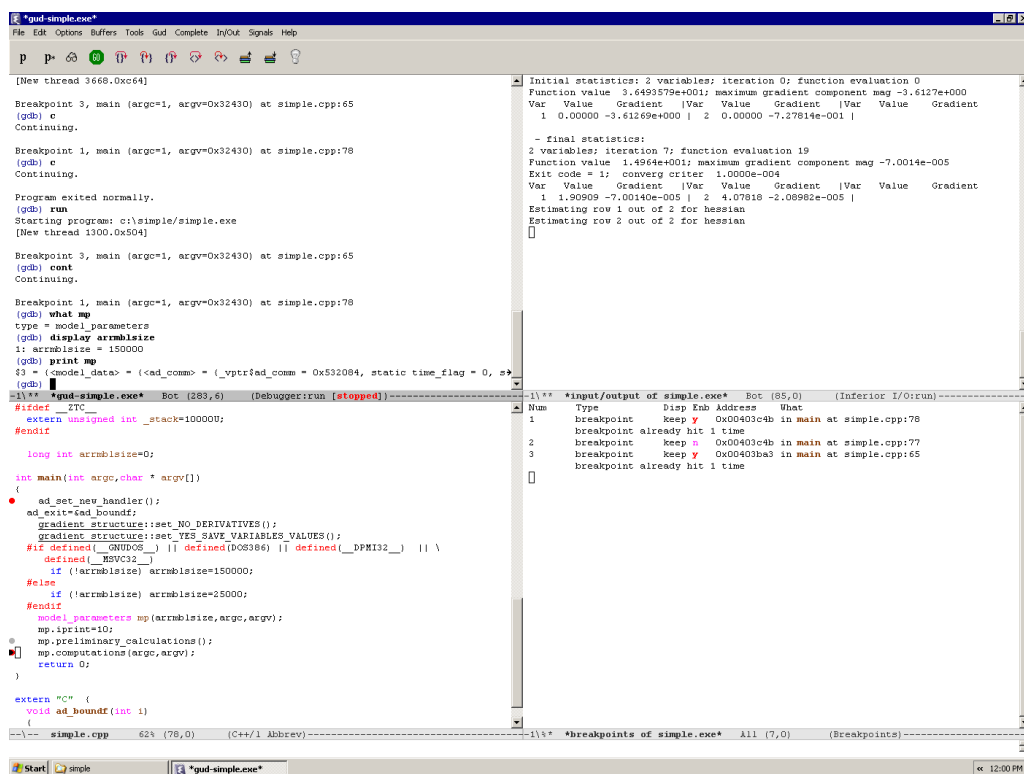
and/or simplify the model, possibly by commenting out parts of the code. A more advanced option is to use a debugger.

GDB: When the going gets tough

GNU Emacs and GCC can interact closely with the GDB debugger—these programs were all created by the same programmer, Richard Stallman. A program must fulfill two conditions before debugging:

- The model executable (e.g., `simple.exe`) must build successfully, so a debugger is only helpful for bugs of type 3 and 4 (see [Types of bugs], page 9).
- The model executable must include debugging symbols. To embed debugging symbols with AD Studio, either select “Debug” compilation from the *ADMB* → *Target* menu, or press `C-- g` (Ctrl and -, then g), followed by `return`.

Using GDB to debug an ADMB model is beyond the scope of this tutorial, but when simpler debugging methods fail, it is time to click *Tools* → *Debugger (GDB)*:



4 TMB tutorial

4.1 Create a working directory

Open AD Studio and create a working directory called `c:/demo`:

```
M-n
c:/demo
C-d
c:/demo
```

The `M-n` keystroke means hold `Alt` and press `n`. This creates a new directory.

The `C-d` keystroke means hold `Ctrl` and press `d`. This sets the current directory.

See [\[Keybindings\]](#), page 18, for a full list of AD Studio keybindings.

4.2 Create a simple model

AD Studio has a built-in example model, which can be used as a minimal template to create a new model. To create a mini template in the current directory, find the menu above the editor window and select `TMB → Mini Template` or press `f12`.

The screen will now split in two parts, which is the default state of a TMB session in AD Studio. The TMB model code (C++) is in the main window and the compilation script (R) in a secondary window. The cursor remains in the TMB model window, which makes TMB-specific commands available via the menu and keybindings.

4.3 Build and run

The compilation script contains R code that compiles and runs the model. There are two alternative ways to build a TMB model:

- `TMB → Build` or `f8`: only build the model
- `TMB → Run` or `f9`: run R script, typically builds (if not already built) and runs the model

Manage buffers

The secondary window is now showing either compilation output or an active R session, but the R script is no longer visible. To switch between the R script, compilation output, and the R session, select `View Script (f11)`, `View Compilation`, or `View R Session` in the TMB menu.

Note how the `TMB` menu is only available when the active window is in `tmb-mode`. Press `f3` at any point to switch a window to `tmb-mode`.

This is a good time to revisit basic buffer and window management. In Emacs, a buffer is like a page, often representing a file, but sometimes other things, like compilation and command output. The Emacs screen is divided into one or more windows, where each window shows one buffer, while other buffers reside in the background. Explore the `Buffers` menu, as well as buffer-related [\[Keybindings\]](#), page 18. A window can be split in two by selecting `New Window Below (C-x 2)` or `New Window on Right (C-x 3)` in the `File` menu. The `escape` key lets one window fill the Emacs screen.

4.4 Debug

To debug a TMB model in AD Studio, select `TMB → Debug` or press `f10`. This starts an R session that invokes the GNU Debugger (GDB). To finish the debugging session, type `quit` in the `(gdb)` prompt.

5 User interface

5.1 Menu

ADMB mode









<i>Menu label</i>	<i>Purpose</i>	<i>Emacs command</i>
Translate	Translate TPL to C++	<code>admb-tp12cpp</code>
Compile	Compile C++ to object code	<code>admb-compile</code>
Link	Link object code to exe	<code>admb-link</code>
Build	Build executable from TPL	<code>admb-make</code>
Run	Run executable	<code>admb-run</code>
Run with Args	Run executable with args	<code>admb-run-args</code>
Run Makefile	Run Makefile in current dir	<code>admb-run-makefile</code>
Stop	Stop current process	<code>admb-kill-process</code>
View Report	Open .rep file	<code>admb-rep</code>
View Estimates	Open .cor file	<code>admb-cor</code>
View Point Estimates	Open .par file	<code>admb-par</code>
View Initial Values	Open .pin file	<code>admb-pin</code>
View C++	Open C++ file	<code>admb-cpp</code>
View Any	Open model file	<code>admb-open</code>
Clean Directory	Remove temporary files	<code>admb-clean</code>
Outline	Navigate with outline	<code>admb-outline</code>
Imenu	Navigate with imenu	<code>imenu</code>
Template	Insert template	<code>admb-template</code>
Mini Template	Insert minimal template	<code>admb-template-mini</code>
Toggle Section	Toggle section indicator	<code>admb-toggle-section</code>
Toggle Window	Toggle secondary window	<code>admb-toggle-window</code>
Target	Choose what to build	<code>admb-set-flags</code>
Help	Show help page	<code>admb-help</code>
ADMB Mode Version	Show ADMB Mode version	<code>admb-mode-version</code>

TMB mode





<i>Menu label</i>	<i>Purpose</i>	<i>Emacs command</i>
Stop	Stop current process	<code>tmb-kill-process</code>
Clean	Remove *.o, *.so, *.dll	<code>tmb-clean</code>
Compile	Build model	<code>tmb-compile</code>
Run	Run R script	<code>tmb-run</code>
Make	Run makefile	<code>tmb-make</code>
Debug	Debug model with GDB	<code>tmb-debug</code>
Toggle NaN Debug	Toggle NaN exceptions	<code>tmb-toggle-nan-debug</code>
View Script	Show R script	<code>tmb-open</code>
View Compilation	Show compilation output	<code>tmb-show-compilation</code>
View R Session	Show R session	<code>tmb-show-r</code>
Mini Template	Create minimal template	<code>tmb-template-mini</code>
Multi-Window Layout	Arrange three windows	<code>tmb-multi-window</code>
Toggle Window	Toggle secondary window	<code>tmb-toggle-window</code>
Help	Show help page	<code>tmb-help</code>
TMB Mode Version	Show TMB Mode version	<code>tmb-mode-version</code>

5.2 Toolbar





General

<i>Icon</i>	<i>Purpose</i>	<i>Emacs command</i>
	New buffer	<code>new-buffer</code>
	Open file	<code>find-file</code>
	Save file	<code>save-buffer</code>
	Cut	<code>kill-region</code>
	Copy	<code>copy-region-as-kill</code>
	Paste	<code>cua-paste</code>
	Undo/redo	<code>undo</code>
	Close	<code>kill-this-buffer</code>

ADMB mode

<i>Icon</i>	<i>Purpose</i>	<i>Emacs command</i>
	Translate TPL to C++	<code>admb-tp12cpp</code>
	Build executable from TPL	<code>admb-make</code>
	Run executable	<code>admb-run</code>
	Open .rep file	<code>admb-rep</code>

TMB mode

<i>Icon</i>	<i>Purpose</i>	<i>Emacs command</i>
	Remove *.o, *.so, *.dll	<code>tmb-clean</code>
	Build model	<code>tmb-compile</code>
	Run R script	<code>tmb-run</code>
	Debug model with GDB	<code>tmb-debug</code>

5.3 Keybindings

In combinations, ‘S-’ means **Shift**, ‘C-’ means **Ctrl**, and ‘M-’ means the **Alt** key.

<i>Keystroke</i>	<i>Purpose</i>	<i>Emacs command</i>
f1	Reminder about F2 and F3	adstudio-help
S-f1	Show AD Studio version	adstudio-version
f2	ADMB mode	admb-mode
f3	TMB mode	tmb-mode
f4	R mode	R-mode
C-f4	Close	kill-buffer-maybe-window
M-f4	Quit	save-buffers-kill-emacs
f5	Reload	revert-buffer
f6	Other window	other-window
C-f6	Next buffer	next-buffer
C-,	Toggle trailing whitespace	toggle-trailing-whitespace
C-.	Toggle section indicator	which-function-mode
C-a	Select all	mark-whole-buffer
C-b	Next buffer	next-buffer
C-c	Copy	cua--prefix-override-handler
C-d	Change directory	cd
C-e	End	move-end-of-line
C-f	Find, find next	isearch-forward
C-g	Goto line	goto-line
C-h	Emacs help system	help
C-l	Recenter	recenter
C-n	New file	new-buffer
C-o	Open	find-file
C-p	Open in other window	find-file-other-window
C-q	Quit	save-buffers-kill-emacs
C-r	Replace	query-replace
C-s	Save	save-buffer
C-S	Save as	write-file
C-t	Toggle F2 and F3 reminder	adstudio-toggle-reminder
C-v	Paste	cua-paste
C-w	Close	kill-buffer-maybe-window
C-x	Cut	cua--prefix-override-handler
C-x 2	Split window above/below	split-window-vertically
C-x 3	Split window left/right	split-window-horizontally
C-z	Undo/redo	undo
C-return	Rectangle functions	cua-set-rectangle-mark
C-space	Expand recognized words	dabbrev-expand
M-,	Delete trailing whitespace	delete-trailing-spaces
M-;	Comment/uncomment region	comment-dwim
M-n	New folder	make-directory
escape	Cancel dialog, maximize window	keyboard-escape-quit

ADMB mode

<i>Keystroke</i>	<i>Purpose</i>	<i>Emacs command</i>
f1	Help for ADMB mode	admb-help
f7	Translate TPL to C++	admb-tpl2cpp
f8	Build executable from TPL	admb-build
f9	Run executable	admb-run
S-f9	Run executable with args	admb-run-args
f10	Open .rep file	admb-rep
S-f10	Open .cor file	admb-cor
f11	Navigate with outline	admb-outline
S-f11	Navigate with imenu	imenu
f12	Insert template	admb-template
S-f12	Insert minimal template	admb-template-mini
M-backspace	Remove temporary files	admb-clean
M-up	Scroll other screen up	admb-scroll-up
M-down	Scroll other screen down	admb-scroll-down
C--	Toggle compilation flags	admb-toggle-flag
M-w	Toggle secondary window	admb-toggle-window

TMB mode

<i>Keystroke</i>	<i>Purpose</i>	<i>Emacs command</i>
f1	Help for TMB mode	tmb-help
f7	Clean	tmb-clean
f8	Compile	tmb-compile
f9	Run	tmb-run
f10	View script	tmb-open
f11	Debug	tmb-debug
f12	Mini template	tmb-template-mini
M-up	Scroll other screen up	tmb-scroll-up
M-down	Scroll other screen down	tmb-scroll-down
M-m	Multi-window layout	tmb-multi-window
M-w	Toggle secondary window	tmb-toggle-window

Mouse

<i>Mouse button</i>	<i>Purpose</i>	<i>Emacs command</i>
<hr/>		
C-left	Switch buffers	mouse-buffer-menu
right	Navigate with imenu	imenu

6 Hints and tips

6.1 Help pages

Both `admb-mode` and `tmb-mode` come with a help page that is bound to the `f1` key when either of these modes is active. Furthermore, the Emacs help system has a help page for every function and variable, as well as keystrokes:

<code>C-h k</code>	Keystroke
<code>C-h f</code>	Function
<code>C-h a</code>	Search for command
<code>C-h v</code>	Variable

6.2 Files

The keystrokes `C-n`, `C-o`, `C-s`, and `C-w` can be used to create, open, save, and close files. For convenience, `C-p` opens any file that has a similar name as the ADMB/TMB model, for example, `C-p dat` to open `mymodel.dat`. Directories can be created with `M-n` and switched to with `C-d`. To quit AD Studio, press `C-q`.

6.3 Cut, copy, paste

These three commands are essential for editing any text, and they form a major obstacle for users who try Emacs for the first time.

In almost all other editors, `C-x`, `C-c`, and `C-v` are used to cut, copy, and paste. These are the keybindings that the majority of computer users have memorized and use in a wide variety of applications. The default keybindings in Emacs to cut, copy, and paste (`C-w`, `M-w`, `C-y`) are neither intuitive nor easy to memorize at first. Rebinding keystrokes is easy enough in Emacs, except `C-x` and `C-c` are reserved keystrokes in Emacs, to access many of the most important commands. Rebinding those keystrokes is questionable, in the same way it would be questionable for an R package to redefine things like `q()` or `pi`. There is no perfect solution, but the alternatives include:

1. Bite the bullet and learn the Emacs defaults.
2. Define keybindings to cut/copy/paste that feel convenient, but are not `C-x` or `C-c`.
3. Load special `cua-mode` that overrides the reserved defaults and binds `C-x`, `C-c`, and `C-v` to cut, copy, and paste.

AD Studio takes the third option: CUA mode. Among the drawbacks is that text is not reliably copied between applications, not even between Emacs instances. Workarounds include:

- Copy with `C-insert` and paste with `M-insert`.
- Copy with left mouse button, paste with middle button.

6.4 Undo/redo

The undo command in AD Studio does both undo and redo. When undo is performed repeatedly, it goes further back in the undo history. Any command other than undo will interrupt this sequence, and from that point the previous undo commands become ordinary changes that can be undone, equivalent to redo. Try, for example, copying some text and then paste it three times. Now undo three times, interrupt with a harmless key like the `up` arrow, and then undo again to redo. To undo all changes since last save, it's easiest to reload using the `f5` key.

6.5 Comment/uncomment

The `M-;` key comments or uncomments the highlighted code region, depending on whether the region is already commented or not.

6.6 Secondary window

The default state of an AD Studio session is with the screen split in two parts, with the ADMB/TMB model code (TPL/C++) in the main window and something else in a secondary window. This secondary window can be navigated without leaving the main window, using intuitive keybindings: `M-up`, `M-down`, `M-pgup`, `M-pgdn`, `M-home`, `M-end`.

If the secondary window contains compilation output, `M-up` and `M-down` will navigate between error messages instead of lines.

6.7 Alt key

AD Studio does not emulate exactly the way many editors open menus with the `Alt` key. To open the *Edit* menu, for example, it is not enough to press `Alt` and `e` simultaneously. AD Studio provides four ways to open the *Edit* menu:

1. Mouse click on the menu bar
2. Tap `Alt` first and then `e` (Windows)
3. Hold `Alt` and tap `e` twice (Windows)
4. Hold `Alt` and tap `f`, then release `Alt` and tap `right` arrow (Linux)

The idea behind AD Studio, however, is that users can memorize intuitive keystrokes to undo, cut, copy, paste, find, replace, and goto line, without opening the *Edit* menu. Also don't forget that AD Studio is open source, so users are free to modify any part of the program, including the keybindings defined in the `.emacs` file.

6.8 Vi keybindings

Longtime users of the Vi editor can turn on Emacs `viper-mode`, which is a full-featured Vi emulator for Emacs.

7 Configuration

7.1 Personal .emacs file

AD Studio is intended for people who don't know Emacs, are not interested in learning it, and will only use it to work with ADMB. The design goal is that AD Studio should work out of the box and get the job done with minimum fuss.

It is, however, in the nature of modellers to experiment and improve. Users who modify the original .emacs file are no longer using AD Studio, but Emacs with packages and a personal .emacs file. One reason to modify the .emacs file or write a new one from scratch is to install additional Emacs packages. Another reason is to redefine the keybindings, perhaps closer to the Emacs defaults. Other reasons include setting fonts and colors, setting user variables, or defining new user functions. Users with a personal .emacs file can update ADMB, GCC, GDB, Emacs and packages independently.

Note that it is not advisable to configure Emacs by clicking *Options* → *Save Options* or *Options* → *Customize Emacs*. Editing the .emacs file directly is a more reliable and transparent approach. See <http://admb-project.org/tools/editors/emacs> for guidelines.

Example

The **f10** key in **admb-mode** runs **admb-rep** to open a report file:

```
(local-set-key [f10] 'admb-rep) ; menu-bar-open
```

The semicolon starts a comment, reminding that the default behavior of Emacs is to run **menu-bar-open** when **f10** is pressed. In AD Studio, it is easy to activate the menu bar with the mouse or the **Alt** key, so **f10** can be used for something else.

Some users may find it practical to open the report file in an external browser, rather than inside AD Studio. The report file is often best viewed in a large window, and the AD Studio windows are somewhat busy showing other things. It is easy to rebind the **f10** key,

```
(local-set-key [f10] 'admb-rep-browser) ; menu-bar-open
```

but as mentioned in the documentation of **admb-rep-browser**, the **.rep** file ending in Windows may need to be associated with the desired browser program, Firefox or the like.

7.2 Custom startup

It can be practical to have AD Studio available, while using a personal .emacs file for most Emacs sessions. For example, an experienced Emacs user may want to test how AD Studio works, or demonstrate it to colleagues, without constantly shuffling .emacs files. In Windows, one can place the AD Studio .emacs file in **c:/~/adstudio** and then start AD Studio with the shell command:

```
c:/gnu/emacs/bin/runemacs.exe -Q -l c:/~/adstudio/.emacs
```

The **-Q** option tells Emacs to ignore the default startup file(s) and **-l** tells it to load a Lisp file. This command can be used in a start menu or desktop shortcut, with the **c:/~/icons/ad.ico** decorative icon, and similar tricks can be used in Linux and Mac.

8 Troubleshooting

8.1 General usage

The ADMB/TMB menu and toolbar icons disappear

These only appear when the current buffer is in `admb-mode` or `tmb-mode`. Either switch to a source code buffer that is already in `admb-mode` or `tmb-mode`, or press `f2` or `f3` in the current buffer. Other modes may have special menus and toolbar icons that are useful for that mode, see for example the [\[GDB screenshot\]](#), page 13.

The Tab key does not indent code properly

ADMB Mode does not know the appropriate indentation of every line, so generally users indent their code manually using `Space` and `Backspace`. The `Tab` key is programmed to insert a number of spaces, as suggested by the previous line, which is sometimes useful.

Lines end with strange `^M` characters

This is how Emacs shows Dos line endings, although in most cases Dos line endings are handled more gracefully. It could be that the file contains mixed line endings (both Dos and Unix), and the simplest solution is to delete all `^M` characters. This can be done using the `M-`, key that deletes all trailing whitespace. It could also be that the Emacs variable `file-name-buffer-file-type-alist` matches the `.tpl` file ending, and the simplest solution is to set that variable to `nil`.

Clicking (*ADMB* → *Run Makefile*) or (*TMB* → *Make*) returns an error

Makefiles are a sophisticated build automation tool, not required for general ADMB or TMB usage. This command invokes the `make` program that looks for a file called `Makefile`. If the `make` program or the makefile is not found, an error is returned. This feature is provided for advanced users who have prepared a makefile in the working directory.

8.2 Configuration

Double-clicking a `.tpl` file does not open it in Emacs

The `.tpl` file ending needs to be associated with Emacs. This can be done with registry entries or in Windows Explorer folder options.

Emacs cannot load `admb-mode` or `tmb-mode`

The directory containing the `admb.el` file needs to be in the Emacs variable `load-path`, and the `admb-mode` command needs to be autoloaded in the `.emacs` configuration file. The same holds for `tmb.el` and other Emacs packages.

ADMB compilation commands not recognized

The `PATH` environment variable needs to point to the directories containing the compilation programs (`tpl2cpp`, `tpl2rem`), scripts (`admb`, `adcomp`, `adlink`), and the `g++` program. Likewise, the `ADMB_HOME` environment variable needs to point to the main ADMB directory. Windows environment variables can be set using Dos scripts like `c:/~/bat/admb-set.bat`, or by right-clicking the My Computer icon, then *Properties* → *Advanced* → *Environment Variables* → *User variables* → *New*.

Limited user (i.e., non-administrator) accounts in Windows can also prevent the ADMB-IDE installer from setting the environment variables `ADMB_HOME` and `PATH`. In those cases, the right-click-properties method described above can be used to set the variables after the installation. Many Linux distributions include only the C component of GCC, so users need to install the optional C++ component before using ADMB.

Conflicting compilers and libraries

When developing models using ADMB or TMB, it is important to have only one C++ compiler in the `PATH`. Likewise, a maximum of one version of ADMB should be in the `PATH`. Otherwise, errors will occur as objects and libraries of different versions are linked together.

AD Studio uses the C++ compiler that comes with Rtools, which should be used for compiling both ADMB and TMB models. If other C++ compilers are on the machine, it may be necessary to remove them the `PATH`, either by modifying the `PATH` environment variable, or temporarily renaming directories.

9 References

ADMB

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