FILE: POOL.F90

```
1 module pool
2
      implicit none
3
      integer, dimension(:), allocatable :: walker_id_pool
5
      integer :: n_walkers, max_walkers
      integer :: walker_id_root, i
  contains
10
      subroutine walker_id_pool_init()
11
12
           allocate(walker_id_pool(max_walkers))
           walker_id_pool(1 : n_walkers) = 0
           do i = n_{walkers} + 1, max_{walkers} - 1
16
               walker_id_pool(i) = i + 1
17
           end do
18
           walker_id_pool(max_walkers) = -1
19
20
           walker_id_root = n_walkers + 1
21
22
      end subroutine
23
24
      subroutine walker_id_pool_push(id)
25
26
           ! Put an id back in the pool. This is the equivalent of
           ! removing a particle.
29
           integer, intent(in) :: id
30
```

```
31
           n_{walkers} = n_{walkers} - 1
           walker_id_pool(id) = walker_id_root
           walker_id_root = id
34
35
      end subroutine
36
37
      subroutine walker_id_pool_pull(id)
38
39
           ! Pull an id from the pool. This is the equivalent of
40
              adding
           ! a particle.
41
42
           integer, intent(out) :: id
           n_{walkers} = n_{walkers} + 1
           id = walker_id_root
           walker_id_root = walker_id_pool(id)
47
           walker_id_pool(id) = 0
48
49
      end subroutine
50
51
52 end module pool
```