Calibrator

1.1.28

Generated by Doxygen 1.8.8

Sun Nov 1 2015 19:27:25

Contents

Chapter 1

CALIBRATOR (1.1.28 version)

A software to perform calibrations or optimizations of empirical parameters.

AUTHORS

- Javier Burguete Tolosa (jburguete@eead.csic.es)
- Borja Latorre Garcés (borja.latorre@csic.es)

TOOLS AND LIBRARIES REQUIRED TO BUILD THE EXECUTABLE

- gcc or clang (to compile the source code)
- make (to build the executable file)
- autoconf (to generate the Makefile in different operative systems)
- automake (to check the operative system)
- pkg-config (to find the libraries to compile)
- gsl (to generate random numbers)
- libxml (to deal with XML files)
- glib (extended utilities of C to work with data, lists, mapped files, regular expressions, using multicores in shared memory machines, ...)
- genetic (genetic algorithm)

OPTIONAL TOOLS AND LIBRARIES

- gtk+ (to create the interactive GUI tool)
- openmpi or mpich (to run in parallelized tasks on multiple computers)
- doxygen (standard comments format to generate documentation)
- latex (to build the PDF manuals)

FILES

The source code has to have the following files:

- configure.ac: configure generator.
- Makefile.in: Makefile generator.
- config.h.in: config header generator.
- calibrator.c: main source code.
- calibrator.h: main header code.
- interface.h: interface header code.
- build: script to build all.
- logo.png: logo figure.
- logo2.png: alternative logo figure.
- Doxyfile: configuration file to generate doxygen documentation.
- TODO: tasks to do.
- README.md: this file.
- tests/testX/∗: several tests to check the program working.
- locales/∗/LC_MESSAGES/calibrator.po: translation files.
- manuals/∗.png: manual figures.
- manuals/∗.tex: documentation source files.
- applications/∗/∗: several practical application cases.
- check_errors/∗.xml: several mistaken files to check error handling.

BUILDING INSTRUCTIONS

This software has been built and tested in the following operative systems. Probably, it can be built in other systems, distributions, or versions but it has not been tested.

Debian 8 (Linux, kFreeBSD or Hurd)

DragonFly BSD 4.2

FreeBSD 10.2

NetBSD 7.0

1. Download the latest `genetic` doing on a terminal:

   ```
   $ git clone https://github.com/jburguete/genetic.git
   ```

2. Download this repository:

   ```
   $ git clone https://github.com/jburguete/calibrator.git
   ```

3. Link the latest genetic version to genetic:

   ```
   $ cd calibrator/1.1.28
   $ ln -s ../../genetic/0.6.1 genetic
   ```

4. Build doing on a terminal:

> $ ./build

OpenBSD 5.8

1. Select adequate versions:

   > $ export AUTOCONF_VERSION=2.69 AUTOMAKE_VERSION=1.15

2. Then, in a terminal, follow steps 1 to 4 of the previous Debian 8 section.

Microsoft Windows 7 (with MSYS2)

Microsoft Windows 8.1 (with MSYS2)

1. Install `MSYS2` and the required libraries and utilities. You can follow detailed instructions in `install-unix`
2. Then, in a MSYS2 terminal, follow steps 1 to 4 of the previous Debian 8 section.
3. Optional Windows binary package can be built doing in the terminal:

   > $ make windist

MAKING REFERENCE MANUAL INSTRUCTIONS

On UNIX type systems you need `texlive` installed. On Windows systems you need `MiKTeX`.

USER INSTRUCTIONS

- Command line in sequential mode:

  > $ ./calibratorbin [-nthreads X] input_file.xml

- Command line in parallelized mode (where X is the number of threads to open in every node):

  > $ mpirun [MPI options] ./calibratorbin [-nthreads X] input_file.xml

- The syntax of the simulator has to be:

  > $ ./simulator_name input_file_1 [input_file_2] [input_file_3] [input_file_4] output_file

- The syntax of the program to evaluate the objetive function has to be (where the first data in the results file has to be the objective function value):

  > $ ./evaluator_name simulated_file data_file results_file

- On UNIX type systems the GUI application can be open doing on a terminal:

  > $ ./calibrator

INPUT FILE FORMAT

```
<?xml version="1.0"/>
<calibrate simulator="simulator_name" evaluator="evaluator_name" algorithm="algorithm_type" nsimulations="simu
    <experiment name="data_file_1" template1="template_1_1" template2="template_1_2" ... weight="weight_1"/>
    ...
    <experiment name="data_file_N" template1="template_N_1" template2="template_N_2" ... weight="weight_N"/>
    <variable name="variable_1" minimum="min_value" maximum="max_value" precision="precision_digits" sweeps="s
    ...
    <variable name="variable_M" minimum="min_value" maximum="max_value" precision="precision_digits" sweeps="s
</calibrate>
```

- ∗"precision"∗ defined for each variable. Number of precision digits to evaluate the variable. 0 apply for integer numbers.
- ∗"weight"∗ defined for each experiment. Multiplies the objective value obtained for each experiment in the final objective function value.

Implemented algorithms are:

- ∗"sweep"∗: Sweep brutal force algorithm. Requires for each variable:

  > sweeps: number of sweeps to generate for each variable in every experiment.

  The total number of simulations to run is:

  > (number of experiments) x (variable 1 number of sweeps) x ... x (variable n number of sweeps) x (number of iterations)

- ∗"Monte-Carlo"∗: Monte-Carlo brutal force algorithm. Requires on calibrate:

  > nsimulations: number of simulations to run in every experiment.

  The total number of simulations to run is:

  > (number of experiments) x (number of simulations) x (number of iterations)

- Both brutal force algorithms can be iterated to improve convergence by using the following parameters:

  > nbest: number of best simulations to calculate convergence interval on next iteration (default 1).
  > tolerance: tolerance parameter to increase convergence interval (default 0).
  > niterations: number of iterations (default 1).

- ∗"genetic"∗: Genetic algorithm. Requires the following parameters:

  > npopulation: number of population.
  > ngenerations: number of generations.
  > mutation: mutation ratio.
  > reproduction: reproduction ratio.
  > adaptation: adaptation ratio.

  and for each variable:

  > nbits: number of bits to encode each variable.

  The total number of simulations to run is:

  > (number of experiments) x (npopulation) x [1 + (ngenerations - 1) x (mutation + reproduction + adaptation)]

SOME EXAMPLES OF INPUT FILES

Example 1

- The simulator program name is: *pivot*
- The syntax is:

  > $ ./pivot input_file output_file

- The program to evaluate the objective function is: *compare*
- The syntax is:

  > $ ./compare simulated_file data_file result_file

- The calibration is performed with a *sweep brutal force algorithm*.
- The experimental data files are:

  27-48.txt
  42.txt
  52.txt
  100.txt

- Templates to get input files to simulator for each experiment are:

  template1.js
  template2.js
  template3.js
  template4.js

- The variables to calibrate, ranges, c-string format and sweeps number to perform are:

  alpha1, [179.70, 180.20], %.2lf, 5
  alpha2, [179.30, 179.60], %.2lf, 5
  random, [0.00, 0.20], %.2lf, 5
  boot-time, [0.0, 3.0], %.1lf, 5

- Then, the number of simulations to run is: 4x5x5x5x5=2500.
- The input file is:

–

```
<?xml version="1.0"?>
<calibrate simulator="pivot" evaluator="compare" algorithm="sweep">
    <experiment name="27-48.txt" template1="template1.js"/>
    <experiment name="42.txt" template1="template2.js"/>
    <experiment name="52.txt" template1="template3.js"/>
    <experiment name="100.txt" template1="template4.js"/>
    <variable name="alpha1" minimum="179.70" maximum="180.20" format="%.2lf" nsweeps="5"/>
    <variable name="alpha2" minimum="179.30" maximum="179.60" format="%.2lf" nsweeps="5"/>
    <variable name="random" minimum="0.00" maximum="0.20" format="%.2lf" nsweeps="5"/>
    <variable name="boot-time" minimum="0.0" maximum="3.0" format="%.1lf" nsweeps="5"/>
</calibrate>
```

- A template file as *template1.js*:

–

```
{
  "towers" :
  [
    {
      "length"      : 50.11,
      "velocity"    : 0.02738,
      "@variable1@" : @value1@,
      "@variable2@" : @value2@,
      "@variable3@" : @value3@,
      "@variable4@" : @value4@
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.02824,
      "@variable1@" : @value1@,
      "@variable2@" : @value2@,
      "@variable3@" : @value3@,
      "@variable4@" : @value4@
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.03008,
      "@variable1@" : @value1@,
      "@variable2@" : @value2@,
      "@variable3@" : @value3@,
      "@variable4@" : @value4@
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.03753,
      "@variable1@" : @value1@,
      "@variable2@" : @value2@,
      "@variable3@" : @value3@,
      "@variable4@" : @value4@
    }
  ],
  "cycle-time"     : 71.0,
  "plot-time"     : 1.0,
  "comp-time-step": 0.1,
  "active-percent" : 27.48
}
```

- Produce simulator input files to reproduce the experimental data file *27-48.txt* as:

_

```
{
  "towers" :
  [
    {
      "length"      : 50.11,
      "velocity"    : 0.02738,
      "alpha1" : 179.95,
      "alpha2" : 179.45,
      "random" : 0.10,
      "boot-time" : 1.5
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.02824,
      "alpha1" : 179.95,
      "alpha2" : 179.45,
      "random" : 0.10,
      "boot-time" : 1.5
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.03008,
      "alpha1" : 179.95,
      "alpha2" : 179.45,
      "random" : 0.10,
      "boot-time" : 1.5
    },
    {
      "length"    : 50.11,
      "velocity"  : 0.03753,
      "alpha1" : 179.95,
      "alpha2" : 179.45,
      "random" : 0.10,
      "boot-time" : 1.5
    }
  ],
  "cycle-time"     : 71.0,
  "plot-time"     : 1.0,
  "comp-time-step": 0.1,
  "active-percent" : 27.48
}
```

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 4

Data Structure Documentation

4.1 Calibrate Struct Reference

Struct to define the calibration data.

```
#include <calibrator.h>
```

Data Fields

- char ∗ simulator

  Name of the simulator program.
- char ∗ evaluator

  Name of the program to evaluate the objective function.
- char ∗∗ experiment

  Array of experimental data file names.
- char ∗∗ template [MAX_NINPUTS]

  Matrix of template names of input files.
- char ∗∗ label

  Array of variable names.
- unsigned int nvariables

  Variables number.
- unsigned int nexperiments

  Experiments number.
- unsigned int ninputs

  Number of input files to the simulator.
- unsigned int nsimulations

  Simulations number per experiment.
- unsigned int algorithm

  Algorithm type.
- unsigned int ∗ precision

  Array of variable precisions.
- unsigned int ∗ nsweeps

  Array of sweeps of the sweep algorithm.
- unsigned int nstart

  Beginning simulation number of the task.
- unsigned int nend

  Ending simulation number of the task.
- unsigned int ∗ thread

Array of simulation numbers to calculate on the thread.

- unsigned int niterations

  Number of algorithm iterations.
- unsigned int nbest

  Number of best simulations.
- unsigned int nsaveds

  Number of saved simulations.
- unsigned int ∗ simulation_best

  Array of best simulation numbers.
- unsigned long int seed

  Seed of the pseudo-random numbers generator.
- double ∗ value

  Array of variable values.
- double ∗ rangemin

  Array of minimum variable values.
- double ∗ rangemax

  Array of maximum variable values.
- double ∗ rangeminabs

  Array of absolute minimum variable values.
- double ∗ rangemaxabs

  Array of absolute maximum variable values.
- double ∗ error_best

  Array of the best minimum errors.
- double ∗ weight

  Array of the experiment weights.
- double ∗ value_old

  Array of the best variable values on the previous step.
- double ∗ error_old

  Array of the best minimum errors on the previous step.
- double tolerance

  Algorithm tolerance.
- double mutation_ratio

  Mutation probability.
- double reproduction_ratio

  Reproduction probability.
- double adaptation_ratio

  Adaptation probability.
- FILE ∗ file_result

  Result file.
- FILE ∗ file_variables

  Variables file.
- gsl_rng ∗ rng

  GSL random number generator.
- GMappedFile ∗∗ file [MAX_NINPUTS]

  Matrix of input template files.
- GeneticVariable ∗ genetic_variable

  Array of variables for the genetic algorithm.
- int mpi_rank

  Number of MPI task.

4.1.1 Detailed Description

Struct to define the calibration data.

Definition at line 92 of file calibrator.h.

The documentation for this struct was generated from the following file:

- calibrator.h

4.2 Experiment Struct Reference

Struct to define experiment data.

```
#include <interface.h>
```

Data Fields

- char ∗ template [MAX_NINPUTS]

  Array of input template names.
- char ∗ name

  File name.
- double weight

  Weight to calculate the objective function value.

4.2.1 Detailed Description

Struct to define experiment data.

Definition at line 46 of file interface.h.

The documentation for this struct was generated from the following file:

- interface.h

4.3 Input Struct Reference

Struct to define the calibration input file.

```
#include <calibrator.h>
```

Data Fields

- char ∗ simulator

  Name of the simulator program.
- char ∗ evaluator

  Name of the program to evaluate the objective function.
- char ∗∗ experiment

  Array of experimental data file names.
- char ∗∗ template [MAX_NINPUTS]

  Matrix of template names of input files.
- char ∗∗ label

  Array of variable names.

- char ∗ directory

  Working directory.
- char ∗ name

  Input data file name.
- double ∗ rangemin

  Array of minimum variable values.
- double ∗ rangemax

  Array of maximum variable values.
- double ∗ rangeminabs

  Array of absolute minimum variable values.
- double ∗ rangemaxabs

  Array of absolute maximum variable values.
- double ∗ weight

  Array of the experiment weights.
- double tolerance

  Algorithm tolerance.
- double mutation_ratio

  Mutation probability.
- double reproduction_ratio

  Reproduction probability.
- double adaptation_ratio

  Adaptation probability.
- unsigned long int seed

  Seed of the pseudo-random numbers generator.
- unsigned int nvariables

  Variables number.
- unsigned int nexperiments

  Experiments number.
- unsigned int ninputs

  Number of input files to the simulator.
- unsigned int nsimulations

  Simulations number per experiment.
- unsigned int algorithm

  Algorithm type.
- unsigned int ∗ precision

  Array of variable precisions.
- unsigned int ∗ nsweeps

  Array of sweeps of the sweep algorithm.
- unsigned int ∗ nbits

  Array of bits numbers of the genetic algorithm.
- unsigned int niterations

  Number of algorithm iterations.
- unsigned int nbest

  Number of best simulations.

4.3.1 Detailed Description

Struct to define the calibration input file.

Definition at line 54 of file calibrator.h.

The documentation for this struct was generated from the following file:

- calibrator.h

4.4 Options Struct Reference

Struct to define the options dialog.

`#include <interface.h>`

Data Fields

- GtkDialog ∗ dialog

  Main GtkDialog.
- GtkGrid ∗ grid

  Main GtkGrid.
- GtkLabel ∗ label_processors

  Processors number GtkLabel.
- GtkSpinButton ∗ spin_processors

  Processors number GtkSpinButton.
- GtkLabel ∗ label_seed

  Pseudo-random numbers generator seed GtkLabel.
- GtkSpinButton ∗ spin_seed

  Pseudo-random numbers generator seed GtkSpinButton.

4.4.1 Detailed Description

Struct to define the options dialog.

Definition at line 74 of file interface.h.

The documentation for this struct was generated from the following file:

- interface.h

4.5 ParallelData Struct Reference

Struct to pass to the GThreads parallelized function.

`#include <calibrator.h>`

Data Fields

- unsigned int thread

  Thread number.

4.5.1 Detailed Description

Struct to pass to the GThreads parallelized function.

Definition at line 147 of file calibrator.h.

The documentation for this struct was generated from the following file:

- calibrator.h

4.6 Running Struct Reference

Struct to define the running dialog.

```
#include <interface.h>
```

Data Fields

- GtkDialog ∗ dialog

  Main GtkDialog.
- GtkLabel ∗ label

  Label GtkLabel.

4.6.1 Detailed Description

Struct to define the running dialog.

Definition at line 90 of file interface.h.

The documentation for this struct was generated from the following file:

- interface.h

4.7 Variable Struct Reference

Struct to define variable data.

```
#include <interface.h>
```

Data Fields

- char ∗ label

  Variable label.
- double rangemin

  Minimum value.
- double rangemax

  Maximum value.
- double rangeminabs

  Minimum allowed value.
- double rangemaxabs

  Maximum allowed value.
- unsigned int precision

  Precision digits.
- unsigned int nsweeps

  Sweeps number of the sweep algorithm.
- unsigned int nbits

  Bits number of the genetic algorithm.

4.7.1 Detailed Description

Struct to define variable data.

Definition at line 58 of file interface.h.

The documentation for this struct was generated from the following file:

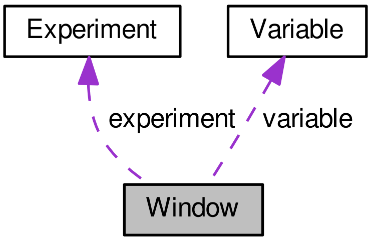
- interface.h

4.8 Window Struct Reference

Struct to define the main window.

`#include <interface.h>`

Collaboration diagram for Window:



Data Fields

- GtkWindow ∗ window

  Main GtkWindow.
- GtkGrid ∗ grid

  Main GtkGrid.
- GtkToolbar ∗ bar_buttons

  GtkToolbar to store the main buttons.
- GtkToolButton ∗ button_open

  Open GtkToolButton.
- GtkToolButton ∗ button_save

  Save GtkToolButton.
- GtkToolButton ∗ button_run

  Run GtkToolButton.
- GtkToolButton ∗ button_options

  Options GtkToolButton.
- GtkToolButton ∗ button_help

  Help GtkToolButton.
- GtkToolButton ∗ button_about

  Help GtkToolButton.
- GtkToolButton ∗ button_exit

Exit GtkToolButton.

- GtkLabel ∗ label_simulator

  Simulator program GtkLabel.
- GtkFileChooserButton ∗ button_simulator

  Simulator program GtkFileChooserButton.
- GtkCheckButton ∗ check_evaluator

  Evaluator program GtkCheckButton.
- GtkFileChooserButton ∗ button_evaluator

  Evaluator program GtkFileChooserButton.
- GtkFrame ∗ frame_algorithm

  GtkFrame to set the algorithm.
- GtkGrid ∗ grid_algorithm

  GtkGrid to set the algorithm.
- GtkRadioButton ∗ button_algorithm [NALGORITHMS]

  Array of GtkButtons to set the algorithm.
- GtkLabel ∗ label_simulations

  GtkLabel to set the simulations number.
- GtkSpinButton ∗ spin_simulations

  GtkSpinButton to set the simulations number.
- GtkLabel ∗ label_iterations

  GtkLabel to set the iterations number.
- GtkSpinButton ∗ spin_iterations

  GtkSpinButton to set the iterations number.
- GtkLabel ∗ label_tolerance

  GtkLabel to set the tolerance.
- GtkSpinButton ∗ spin_tolerance

  GtkSpinButton to set the tolerance.
- GtkLabel ∗ label_bests

  GtkLabel to set the best number.
- GtkSpinButton ∗ spin_bests

  GtkSpinButton to set the best number.
- GtkLabel ∗ label_population

  GtkLabel to set the population number.
- GtkSpinButton ∗ spin_population

  GtkSpinButton to set the population number.
- GtkLabel ∗ label_generations

  GtkLabel to set the generations number.
- GtkSpinButton ∗ spin_generations

  GtkSpinButton to set the generations number.
- GtkLabel ∗ label_mutation

  GtkLabel to set the mutation ratio.
- GtkSpinButton ∗ spin_mutation

  GtkSpinButton to set the mutation ratio.
- GtkLabel ∗ label_reproduction

  GtkLabel to set the reproduction ratio.
- GtkSpinButton ∗ spin_reproduction

  GtkSpinButton to set the reproduction ratio.
- GtkLabel ∗ label_adaptation

  GtkLabel to set the adaptation ratio.
- GtkSpinButton ∗ spin_adaptation

  GtkSpinButton to set the adaptation ratio.

- GtkFrame ∗ frame_variable

  Variable GtkFrame.
- GtkGrid ∗ grid_variable

  Variable GtkGrid.
- GtkComboBoxText ∗ combo_variable

  GtkComboBoxEntry to select a variable.
- GtkButton ∗ button_add_variable

  GtkButton to add a variable.
- GtkButton ∗ button_remove_variable

  GtkButton to remove a variable.
- GtkLabel ∗ label_variable

  Variable GtkLabel.
- GtkEntry ∗ entry_variable

  GtkEntry to set the variable name.
- GtkLabel ∗ label_min

  Minimum GtkLabel.
- GtkSpinButton ∗ spin_min

  Minimum GtkSpinButton.
- GtkScrolledWindow ∗ scrolled_min

  Minimum GtkScrolledWindow.
- GtkLabel ∗ label_max

  Maximum GtkLabel.
- GtkSpinButton ∗ spin_max

  Maximum GtkSpinButton.
- GtkScrolledWindow ∗ scrolled_max

  Maximum GtkScrolledWindow.
- GtkCheckButton ∗ check_minabs

  Absolute minimum GtkCheckButton.
- GtkSpinButton ∗ spin_minabs

  Absolute minimum GtkSpinButton.
- GtkScrolledWindow ∗ scrolled_minabs

  Absolute minimum GtkScrolledWindow.
- GtkCheckButton ∗ check_maxabs

  Absolute maximum GtkCheckButton.
- GtkSpinButton ∗ spin_maxabs

  Absolute maximum GtkSpinButton.
- GtkScrolledWindow ∗ scrolled_maxabs

  Absolute maximum GtkScrolledWindow.
- GtkLabel ∗ label_precision

  Precision GtkLabel.
- GtkSpinButton ∗ spin_precision

  Precision digits GtkSpinButton.
- GtkLabel ∗ label_sweeps

  Sweeps number GtkLabel.
- GtkSpinButton ∗ spin_sweeps

  Sweeps number GtkSpinButton.
- GtkLabel ∗ label_bits

  Bits number GtkLabel.
- GtkSpinButton ∗ spin_bits

  Bits number GtkSpinButton.
- GtkFrame ∗ frame_experiment

Experiment GtkFrame.

- GtkGrid ∗ grid_experiment

  Experiment GtkGrid.
- GtkComboBoxText ∗ combo_experiment

  Experiment GtkComboBoxEntry.
- GtkButton ∗ button_add_experiment

  GtkButton to add a experiment.
- GtkButton ∗ button_remove_experiment

  GtkButton to remove a experiment.
- GtkLabel ∗ label_experiment

  Experiment GtkLabel.
- GtkFileChooserButton ∗ button_experiment

  GtkFileChooserButton to set the experimental data file.
- GtkLabel ∗ label_weight

  Weight GtkLabel.
- GtkSpinButton ∗ spin_weight

  Weight GtkSpinButton.
- GtkCheckButton ∗ check_template [MAX_NINPUTS]

  Array of GtkCheckButtons to set the input templates.
- GtkFileChooserButton ∗ button_template [MAX_NINPUTS]

  Array of GtkFileChooserButtons to set the input templates.
- GdkPixbuf ∗ logo

  Logo GdkPixbuf.
- Experiment ∗ experiment

  Array of experiments data.
- Variable ∗ variable

  Array of variables data.
- char ∗ application_directory

  Application directory.
- gulong id_experiment

  Identifier of the combo_experiment signal.
- gulong id_experiment_name

  Identifier of the button_experiment signal.
- gulong id_variable

  Identifier of the combo_variable signal.
- gulong id_variable_label

  Identifier of the entry_variable signal.
- gulong id_template [MAX_NINPUTS]

  Array of identifiers of the check_template signal.
- gulong id_input [MAX_NINPUTS]

  Array of identifiers of the button_template signal.
- unsigned int nexperiments

  Number of experiments.
- unsigned int nvariables

  Number of variables.

4.8.1 Detailed Description

Struct to define the main window.

Definition at line 100 of file interface.h.

The documentation for this struct was generated from the following file:

- interface.h

Chapter 5

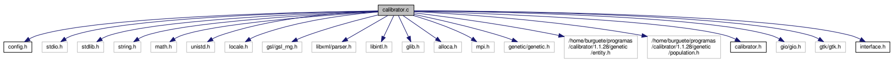
File Documentation

5.1 calibrator.c File Reference

Source file of the calibrator.

```
#include "config.h"
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <math.h>
#include <unistd.h>
#include <locale.h>
#include <gsl/gsl_rng.h>
#include <libxml/parser.h>
#include <libintl.h>
#include <glib.h>
#include <alloca.h>
#include <mpi.h>
#include "genetic/genetic.h"
#include "calibrator.h"
#include <gio/gio.h>
#include <gtk/gtk.h>
#include "interface.h"
```

Include dependency graph for calibrator.c:



Macros

- #define **_GNU_SOURCE**
- #define DEBUG 1

  Macro to debug.
- #define ERROR_TYPE GTK_MESSAGE_ERROR

  Macro to define the error message type.
- #define INFO_TYPE GTK_MESSAGE_INFO

  Macro to define the information message type.
- #define INPUT_FILE "test-ga.xml"

  Macro to define the initial input file.

- #define RM "rm"

  Macro to define the shell remove command.

Functions

- void show_message (char ∗title, char ∗msg, int type)

  Function to show a dialog with a message.
- void show_error (char ∗msg)

  Function to show a dialog with an error message.
- int xml_node_get_int (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

  Function to get an integer number of a XML node property.
- unsigned int xml_node_get_uint (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

  Function to get an unsigned integer number of a XML node property.
- double xml_node_get_float (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

  Function to get a floating point number of a XML node property.
- void xml_node_set_int (xmlNode ∗node, const xmlChar ∗prop, int value)

  Function to set an integer number in a XML node property.
- void xml_node_set_uint (xmlNode ∗node, const xmlChar ∗prop, unsigned int value)

  Function to set an unsigned integer number in a XML node property.
- void xml_node_set_float (xmlNode ∗node, const xmlChar ∗prop, double value)

  Function to set a floating point number in a XML node property.
- void input_new ()

  Function to create a new Input struct.
- void input_free ()

  Function to free the memory of the input file data.
- int input_open (char ∗filename)

  Function to open the input file.
- void calibrate_input (unsigned int simulation, char ∗input, GMappedFile ∗template)

  Function to write the simulation input file.
- double calibrate_parse (unsigned int simulation, unsigned int experiment)

  Function to parse input files, simulating and calculating the \ objective function.
- void calibrate_print ()

  Function to print the results.
- void calibrate_save_variables (unsigned int simulation, double error)

  Function to save in a file the variables and the error.
- void calibrate_best_thread (unsigned int simulation, double value)

  Function to save the best simulations of a thread.
- void calibrate_best_sequential (unsigned int simulation, double value)

  Function to save the best simulations.
- void ∗ calibrate_thread (ParallelData ∗data)

  Function to calibrate on a thread.
- void calibrate_sequential ()

  Function to calibrate sequentially.
- void calibrate_merge (unsigned int nsaveds, unsigned int ∗simulation_best, double ∗error_best)

  Function to merge the 2 calibration results.
- void calibrate_synchronise ()

  Function to synchronise the calibration results of MPI tasks.
- void calibrate_sweep ()

  Function to calibrate with the sweep algorithm.
- void calibrate_MonteCarlo ()

Function to calibrate with the Monte-Carlo algorithm.

- double calibrate_genetic_objective (Entity ∗entity)

  Function to calculate the objective function of an entity.
- void calibrate_genetic ()

  Function to calibrate with the genetic algorithm.
- void calibrate_save_old ()

  Function to save the best results on iterative methods.
- void calibrate_merge_old ()

  Function to merge the best results with the previous step best results on iterative methods.
- void calibrate_refine ()

  Function to refine the search ranges of the variables in iterative algorithms.
- void calibrate_iterate ()

  Function to iterate the algorithm.
- void calibrate_free ()

  Function to free the memory used by Calibrate struct.
- void calibrate_new ()

  Function to open and perform a calibration.
- void input_save (char ∗filename)

  Function to save the input file.
- void options_new ()

  Function to open the options dialog.
- void running_new ()

  Function to open the running dialog.
- int window_save ()

  Function to save the input file.
- void window_run ()

  Function to run a calibration.
- void window_help ()

  Function to show a help dialog.
- void window_about ()

  Function to show an about dialog.
- int window_get_algorithm ()

  Function to get the algorithm number.
- void window_update ()

  Function to update the main window view.
- void window_set_algorithm ()

  Function to avoid memory errors changing the algorithm.
- void window_set_experiment ()

  Function to set the experiment data in the main window.
- void window_remove_experiment ()

  Function to remove an experiment in the main window.
- void window_add_experiment ()

  Function to add an experiment in the main window.
- void window_name_experiment ()

  Function to set the experiment name in the main window.
- void window_weight_experiment ()

  Function to update the experiment weight in the main window.
- void window_inputs_experiment ()

  Function to update the experiment input templates number in the main window.
- void window_template_experiment (void ∗data)

  Function to update the experiment i-th input template in the main window.

- void window_set_variable ()

  Function to set the variable data in the main window.
- void window_remove_variable ()

  Function to remove a variable in the main window.
- void window_add_variable ()

  Function to add a variable in the main window.
- void window_label_variable ()

  Function to set the variable label in the main window.
- void window_precision_variable ()

  Function to update the variable precision in the main window.
- void window_rangemin_variable ()

  Function to update the variable rangemin in the main window.
- void window_rangemax_variable ()

  Function to update the variable rangemax in the main window.
- void window_rangeminabs_variable ()

  Function to update the variable rangeminabs in the main window.
- void window_rangemaxabs_variable ()

  Function to update the variable rangemaxabs in the main window.
- void window_update_variable ()

  Function to update the variable data in the main window.
- int window_read (char ∗filename)

  Function to read the input data of a file.
- void window_open ()

  Function to open the input data.
- void window_new ()

  Function to open the main window.
- int cores_number ()

  Function to obtain the cores number.
- int main (int argn, char ∗∗argc)

  Main function.

Variables

- int ntasks

  Number of tasks.
- unsigned int nthreads

  Number of threads.
- GMutex mutex [1]

  Mutex struct.
- void(∗ calibrate_step)()

  Pointer to the function to perform a calibration algorithm step.
- Input input [1]

  Input struct to define the input file to calibrator.
- Calibrate calibrate [1]

  Calibration data.
- const xmlChar ∗ template [MAX_NINPUTS]

  Array of xmlChar strings with template labels.
- const char ∗ format [NPRECISIONS]

  Array of C-strings with variable formats.
- const double precision [NPRECISIONS]

Array of variable precisions.

- const char ∗ logo []

  Logo pixmap.

- Options options [1]

  Options struct to define the options dialog.

- Running running [1]

  Running struct to define the running dialog.

- Window window [1]

  Window struct to define the main interface window.

5.1.1 Detailed Description

Source file of the calibrator.

Authors

Javier Burguete and Borja Latorre.

Copyright

Copyright 2012-2015, all rights reserved.

Definition in file calibrator.c.

5.1.2 Function Documentation

5.1.2.1 void calibrate_best_sequential (unsigned int *simulation*, double *value*)

Function to save the best simulations.

Parameters

simulation	Simulation number.
value	Objective function value.

Definition at line 1266 of file calibrator.c.

```
{
  unsigned int i, j;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_best_sequential: start\n");
#endif
  if (calibrate->nsaveds < calibrate->nbest
      || value < calibrate->error_best[calibrate->nsaveds - 1])
    {
      if (calibrate->nsaveds < calibrate->nbest)
        ++calibrate->nsaveds;
      calibrate->error_best[calibrate->nsaveds - 1] = value;
      calibrate->simulation_best[calibrate->nsaveds - 1] = simulation;
      for (i = calibrate->nsaveds; --i;)
        {
          if (calibrate->error_best[i] < calibrate->error_best[i - 1])
            {
              j = calibrate->simulation_best[i];
              e = calibrate->error_best[i];
              calibrate->simulation_best[i] = calibrate->simulation_best[i - 1];
              calibrate->error_best[i] = calibrate->error_best[i - 1];
              calibrate->simulation_best[i - 1] = j;
              calibrate->error_best[i - 1] = e;
            }
          else
```

```
            break;
        }
    }
#if DEBUG
  fprintf (stderr, "calibrate_best_sequential: end\n");
#endif
}
```

5.1.2.2 void calibrate_best_thread (unsigned int *simulation,* double *value*)

Function to save the best simulations of a thread.

Parameters

simulation	Simulation number.
value	Objective function value.

Definition at line 1221 of file calibrator.c.

```
{
  unsigned int i, j;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_best_thread: start\n");
#endif
  if (calibrate->nsaveds < calibrate->nbest
      || value < calibrate->error_best[calibrate->nsaveds - 1])
    {
      g_mutex_lock (mutex);
      if (calibrate->nsaveds < calibrate->nbest)
        ++calibrate->nsaveds;
      calibrate->error_best[calibrate->nsaveds - 1] = value;
      calibrate->simulation_best[calibrate->nsaveds - 1] = simulation;
      for (i = calibrate->nsaveds; --i;)
        {
          if (calibrate->error_best[i] < calibrate->error_best[i - 1])
            {
              j = calibrate->simulation_best[i];
              e = calibrate->error_best[i];
              calibrate->simulation_best[i] = calibrate->simulation_best[i - 1];
              calibrate->error_best[i] = calibrate->error_best[i - 1];
              calibrate->simulation_best[i - 1] = j;
              calibrate->error_best[i - 1] = e;
            }
          else
            break;
        }
      g_mutex_unlock (mutex);
    }
#if DEBUG
  fprintf (stderr, "calibrate_best_thread: end\n");
#endif
}
```

5.1.2.3 double calibrate_genetic_objective (Entity ∗ *entity*)

Function to calculate the objective function of an entity.

Parameters

entity	entity data.

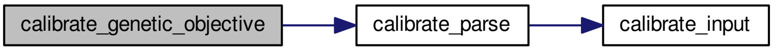
Returns

objective function value.

Definition at line 1575 of file calibrator.c.

```
{
  unsigned int j;
  double objective;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: start\n");
#endif
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      calibrate->value[entity->id * calibrate->nvariables + j]
        = genetic_get_variable (entity, calibrate->genetic_variable + j);
    }
  for (j = 0, objective = 0.; j < calibrate->nexperiments; ++j)
    objective += calibrate_parse (entity->id, j);
  g_mutex_lock (mutex);
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[j]]);
      fprintf (calibrate->file_variables, buffer,
               genetic_get_variable (entity, calibrate->genetic_variable + j));
    }
  fprintf (calibrate->file_variables, "%.14le\n", objective);
  g_mutex_unlock (mutex);
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: end\n");
#endif
  return objective;
}
```

Here is the call graph for this function:



5.1.2.4 void calibrate_input (unsigned int *simulation,* char ∗ *input,* GMappedFile ∗ *template*)

Function to write the simulation input file.

Parameters

simulation	Simulation number.
input	Input file name.
template	Template of the input file name.

Definition at line 970 of file calibrator.c.

```
{
  unsigned int i;
  char buffer[32], value[32], *buffer2, *buffer3, *content;
  FILE *file;
  gsize length;
  GRegex *regex;

#if DEBUG
  fprintf (stderr, "calibrate_input: start\n");
#endif

  // Checking the file
  if (!template)
    goto calibrate_input_end;

  // Opening template
  content = g_mapped_file_get_contents (template);
  length = g_mapped_file_get_length (template);
#if DEBUG
  fprintf (stderr, "calibrate_input: length=%lu\ncontent:\n%s", length,
           content);
00992 #endif
00993   file = fopen (input, "w");
00994 
00995   // Parsing template
00996   for (i = 0; i < calibrate->nvariables; ++i)
00997     {
00998 #if DEBUG
00999       fprintf (stderr, "calibrate_input: variable=%u\n", i);
01000 #endif
01001       snprintf (buffer, 32, "@variable%u@", i + 1);
01002       regex = g_regex_new (buffer, 0, 0, NULL);
01003       if (i == 0)
01004         {
01005           buffer2 = g_regex_replace_literal (regex, content, length, 0,
01006                                              calibrate->label[i], 0, NULL);
01007 #if DEBUG
01008           fprintf (stderr, "calibrate_input: buffer2\n%s", buffer2);
01009 #endif
01010         }
01011       else
01012         {
01013           length = strlen (buffer3);
01014           buffer2 = g_regex_replace_literal (regex, buffer3, length, 0,
01015                                              calibrate->label[i], 0, NULL);
01016           g_free (buffer3);
01017         }
01018       g_regex_unref (regex);
01019       length = strlen (buffer2);
01020       snprintf (buffer, 32, "@value%u@", i + 1);
01021       regex = g_regex_new (buffer, 0, 0, NULL);
01022       snprintf (value, 32, format[calibrate->precision[i]],
01023                 calibrate->value[simulation * calibrate->
      nvariables + i]);
01024 
01025 #if DEBUG
01026       fprintf (stderr, "calibrate_input: value=%s\n", value);
01027 #endif
01028       buffer3 = g_regex_replace_literal (regex, buffer2, length, 0, value,
01029                                          0, NULL);
01030       g_free (buffer2);
01031       g_regex_unref (regex);
01032     }
01033 
01034   // Saving input file
01035   fwrite (buffer3, strlen (buffer3), sizeof (char), file);
01036   g_free (buffer3);
01037   fclose (file);
01038 
01039 calibrate_input_end:
01040 #if DEBUG
01041   fprintf (stderr, "calibrate_input: end\n");
01042 #endif
01043   return;
01044 }
```

5.1.2.5 void calibrate_merge (unsigned int *nsaveds*, unsigned int * *simulation_best*, double * *error_best*)

Function to merge the 2 calibration results.

Parameters

nsaveds	Number of saved results.
simulation_best	Array of best simulation numbers.
error_best	Array of best objective function values.

Definition at line 1382 of file calibrator.c.

```
01384 {
01385   unsigned int i, j, k, s[calibrate->nbest];
01386   double e[calibrate->nbest];
01387 #if DEBUG
01388   fprintf (stderr, "calibrate_merge: start\n");
01389 #endif
01390   i = j = k = 0;
01391   do
01392     {
01393       if (i == calibrate->nsaveds)
01394         {
01395           s[k] = simulation_best[j];
01396           e[k] = error_best[j];
```

```
          ++j;
          ++k;
          if (j == nsaveds)
            break;
        }
      else if (j == nsaveds)
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
          if (i == calibrate->nsaveds)
            break;
        }
      else if (calibrate->error_best[i] > error_best[j])
        {
          s[k] = simulation_best[j];
          e[k] = error_best[j];
          ++j;
          ++k;
        }
      else
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
        }
    }
  while (k < calibrate->nbest);
  calibrate->nsaveds = k;
  memcpy (calibrate->simulation_best, s, k * sizeof (unsigned int));
  memcpy (calibrate->error_best, e, k * sizeof (double));
#if DEBUG
  fprintf (stderr, "calibrate_merge: end\n");
#endif
}
```

5.1.2.6 double calibrate_parse (unsigned int *simulation*, unsigned int *experiment*)

Function to parse input files, simulating and calculating the \ objective function.

Parameters

simulation	Simulation number.
experiment	Experiment number.

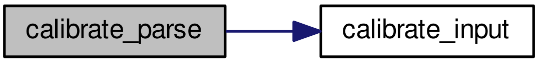
Returns

Objective function value.

Definition at line 1057 of file calibrator.c.

```
{
  unsigned int i;
  double e;
  char buffer[512], input[MAX_NINPUTS][32], output[32], result[32], *buffer2,
    *buffer3, *buffer4;
  FILE *file_result;

#if DEBUG
  fprintf (stderr, "calibrate_parse: start\n");
  fprintf (stderr, "calibrate_parse: simulation=%u experiment=%u\n", simulation,
           experiment);
#endif

  // Opening input files
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      snprintf (&input[i][0], 32, "input-%u-%u-%u", i, simulation, experiment);
#if DEBUG
      fprintf (stderr, "calibrate_parse: i=%u input=%s\n", i, &input[i][0]);
#endif
      calibrate_input (simulation, &input[i][0],
                       calibrate->file[i][experiment]);
    }
  for (; i < MAX_NINPUTS; ++i)
    strcpy (&input[i][0], "");
#if DEBUG
  fprintf (stderr, "calibrate_parse: parsing end\n");
#endif

  // Performing the simulation
  snprintf (output, 32, "output-%u-%u", simulation, experiment);
  buffer2 = g_path_get_dirname (calibrate->simulator);
  buffer3 = g_path_get_basename (calibrate->simulator);
  buffer4 = g_build_filename (buffer2, buffer3, NULL);
  snprintf (buffer, 512, "\"%s\" %s %s %s %s %s %s %s %s %s",
            buffer4, input[0], input[1], input[2], input[3], input[4], input[5],
            input[6], input[7], output);
  g_free (buffer4);
  g_free (buffer3);
  g_free (buffer2);
#if DEBUG
  fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
  system (buffer);

  // Checking the objective value function
  if (calibrate->evaluator)
    {
      snprintf (result, 32, "result-%u-%u", simulation, experiment);
      buffer2 = g_path_get_dirname (calibrate->evaluator);
      buffer3 = g_path_get_basename (calibrate->evaluator);
      buffer4 = g_build_filename (buffer2, buffer3, NULL);
      snprintf (buffer, 512, "\"%s\" %s %s %s",
                buffer4, output, calibrate->experiment[experiment], result);
      g_free (buffer4);
      g_free (buffer3);
      g_free (buffer2);
#if DEBUG
      fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
      system (buffer);
      file_result = fopen (result, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }
  else
    {
      strcpy (result, "");
      file_result = fopen (output, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }

  // Removing files
#if !DEBUG
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      if (calibrate->file[i][0])
        {
          snprintf (buffer, 512, RM " %s", &input[i][0]);
          system (buffer);
        }
    }
  snprintf (buffer, 512, RM " %s %s", output, result);
  system (buffer);
#endif

#if DEBUG
  fprintf (stderr, "calibrate_parse: end\n");
#endif

  // Returning the objective function
  return e * calibrate->weight[experiment];
}
```

Here is the call graph for this function:



5.1.2.7 void calibrate_save_variables (unsigned int *simulation,* double *error*)

Function to save in a file the variables and the error.

Parameters

simulation	Simulation number.
error	Error value.

Definition at line 1193 of file calibrator.c.

```
{
  unsigned int i;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: start\n");
#endif
  for (i = 0; i < calibrate->nvariables; ++i)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[i]]);
      fprintf (calibrate->file_variables, buffer,
               calibrate->value[simulation * calibrate->nvariables + i]);
    }
  fprintf (calibrate->file_variables, "%.14le\n", error);
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: end\n");
#endif
}
```

5.1.2.8 void ∗ calibrate_thread (ParallelData ∗ *data*)

Function to calibrate on a thread.

Parameters

data	Function data.

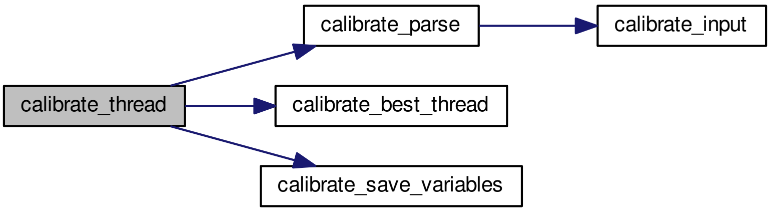
Returns

NULL

Definition at line 1308 of file calibrator.c.

```
{
  unsigned int i, j, thread;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_thread: start\n");
#endif
  thread = data->thread;
#if DEBUG
  fprintf (stderr, "calibrate_thread: thread=%u start=%u end=%u\n", thread,
           calibrate->thread[thread], calibrate->thread[thread + 1]);
#endif
  for (i = calibrate->thread[thread]; i < calibrate->thread[thread + 1]; ++i)
    {
      e = 0.;
      for (j = 0; j < calibrate->nexperiments; ++j)
        e += calibrate_parse (i, j);
      calibrate_best_thread (i, e);
      g_mutex_lock (mutex);
      calibrate_save_variables (i, e);
      g_mutex_unlock (mutex);
#if DEBUG
      fprintf (stderr, "calibrate_thread: i=%u e=%lg\n", i, e);
#endif
    }
#if DEBUG
  fprintf (stderr, "calibrate_thread: end\n");
#endif
  g_thread_exit (NULL);
  return NULL;
}
```

Here is the call graph for this function:



5.1.2.9 int cores_number ( )

Function to obtain the cores number.

Returns

Cores number.

Definition at line 3775 of file calibrator.c.

```
03776 {
03777 #ifdef G_OS_WIN32
03778   SYSTEM_INFO sysinfo;
03779   GetSystemInfo (&sysinfo);
03780   return sysinfo.dwNumberOfProcessors;
03781 #else
03782   return (int) sysconf (_SC_NPROCESSORS_ONLN);
03783 #endif
03784 }
```

5.1.2.10 int input_open (char ∗ *filename*)

Function to open the input file.

Parameters

filename	Input data file name.

Returns

1 on success, 0 on error.

Definition at line 471 of file calibrator.c.

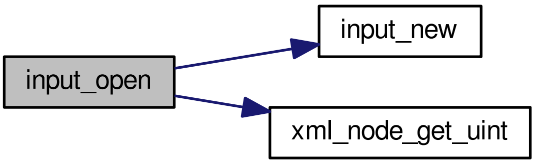
```
00472 {
00473   char buffer2[64];
00474   xmlDoc *doc;
00475   xmlNode *node, *child;
00476   xmlChar *buffer;
00477   char *msg;
00478   int error_code;
00479   unsigned int i;
00480
00481 #if DEBUG
00482   fprintf (stderr, "input_new: start\n");
00483 #endif
00484
00485   // Resetting input data
```

```
  input_new ();

  // Parsing the input file
  doc = xmlParseFile (filename);
  if (!doc)
    {
      msg = gettext ("Unable to parse the input file");
      goto exit_on_error;
    }

  // Getting the root node
  node = xmlDocGetRootElement (doc);
  if (xmlStrcmp (node->name, XML_CALIBRATE))
    {
      msg = gettext ("Bad root XML node");
      goto exit_on_error;
    }

  // Opening simulator program name
  input->simulator = (char *) xmlGetProp (node, XML_SIMULATOR);
  if (!input->simulator)
    {
      msg = gettext ("Bad simulator program");
      goto exit_on_error;
    }

  // Opening evaluator program name
  input->evaluator = (char *) xmlGetProp (node, XML_EVALUATOR);

  // Obtaining pseudo-random numbers generator seed
  if (!xmlHasProp (node, XML_SEED))
    input->seed = DEFAULT_RANDOM_SEED;
  else
    {
      input->seed = xml_node_get_uint (node, XML_SEED, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad pseudo-random numbers generator seed");
          goto exit_on_error;
        }
    }

  // Opening algorithm
  buffer = xmlGetProp (node, XML_ALGORITHM);
  if (!xmlStrcmp (buffer, XML_MONTE_CARLO))
    {
      input->algorithm = ALGORITHM_MONTE_CARLO;

      // Obtaining simulations number
      input->nsimulations
        = xml_node_get_int (node, XML_NSIMULATIONS, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad simulations number");
          goto exit_on_error;
        }
    }
  else if (!xmlStrcmp (buffer, XML_SWEEP))
    input->algorithm = ALGORITHM_SWEEP;
  else if (!xmlStrcmp (buffer, XML_GENETIC))
    {
      input->algorithm = ALGORITHM_GENETIC;

      // Obtaining population
      if (xmlHasProp (node, XML_NPOPULATION))
        {
          input->nsimulations
            = xml_node_get_uint (node, XML_NPOPULATION, &error_code);
          if (error_code || input->nsimulations < 3)
            {
              msg = gettext ("Invalid population number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No population number");
          goto exit_on_error;
        }

      // Obtaining generations
      if (xmlHasProp (node, XML_NGENERATIONS))
        {
          input->niterations
            = xml_node_get_uint (node, XML_NGENERATIONS, &error_code);
          if (error_code || !input->niterations)
            {
              msg = gettext ("Invalid generations number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No generations number");
          goto exit_on_error;
        }

      // Obtaining mutation probability
      if (xmlHasProp (node, XML_MUTATION))
        {
          input->mutation_ratio
            = xml_node_get_float (node, XML_MUTATION, &error_code);
          if (error_code || input->mutation_ratio < 0.
              || input->mutation_ratio >= 1.)
            {
              msg = gettext ("Invalid mutation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No mutation probability");
          goto exit_on_error;
        }

      // Obtaining reproduction probability
      if (xmlHasProp (node, XML_REPRODUCTION))
        {
          input->reproduction_ratio
            = xml_node_get_float (node, XML_REPRODUCTION, &error_code);
          if (error_code || input->reproduction_ratio < 0.
              || input->reproduction_ratio >= 1.0)
            {
              msg = gettext ("Invalid reproduction probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No reproduction probability");
          goto exit_on_error;
        }

      // Obtaining adaptation probability
      if (xmlHasProp (node, XML_ADAPTATION))
        {
          input->adaptation_ratio
            = xml_node_get_float (node, XML_ADAPTATION, &error_code);
          if (error_code || input->adaptation_ratio < 0.
              || input->adaptation_ratio >= 1.)
            {
              msg = gettext ("Invalid adaptation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No adaptation probability");
          goto exit_on_error;
        }

      // Checking survivals
      i = input->mutation_ratio * input->nsimulations;
      i += input->reproduction_ratio * input->
nsimulations;
      i += input->adaptation_ratio * input->
nsimulations;
      if (i > input->nsimulations - 2)
        {
          msg = gettext
            ("No enough survival entities to reproduce the population");
          goto exit_on_error;
        }
    }
  else
    {
      msg = gettext ("Unknown algorithm");
      goto exit_on_error;
    }

  if (input->algorithm == ALGORITHM_MONTE_CARLO
      || input->algorithm == ALGORITHM_SWEEP)
    {

      // Obtaining iterations number
      input->niterations
        = xml_node_get_int (node, XML_NITERATIONS, &error_code);
      if (error_code == 1)
        input->niterations = 1;
      else if (error_code)
        {
          msg = gettext ("Bad iterations number");
          goto exit_on_error;
        }

      // Obtaining best number
      if (xmlHasProp (node, XML_NBEST))
        {
          input->nbest = xml_node_get_uint (node, XML_NBEST, &error_code);
          if (error_code || !input->nbest)
            {
              msg = gettext ("Invalid best number");
              goto exit_on_error;
            }
        }
      else
        input->nbest = 1;

      // Obtaining tolerance
      if (xmlHasProp (node, XML_TOLERANCE))
        {
          input->tolerance
            = xml_node_get_float (node, XML_TOLERANCE, &error_code);
          if (error_code || input->tolerance < 0.)
            {
              msg = gettext ("Invalid tolerance");
              goto exit_on_error;
            }
        }
      else
        input->tolerance = 0.;
    }

  // Reading the experimental data
  for (child = node->children; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_EXPERIMENT))
        break;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
      if (xmlHasProp (child, XML_NAME))
        {
          input->experiment
            = g_realloc (input->experiment,
                         (1 + input->nexperiments) * sizeof (char *));
          input->experiment[input->nexperiments]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No experiment file name");
          goto exit_on_error;
        }
#if DEBUG
      fprintf (stderr, "input_new: experiment=%s\n",
               input->experiment[input->nexperiments]);
#endif
      input->weight = g_realloc (input->weight,
                                 (1 + input->nexperiments) * sizeof (double));
      if (xmlHasProp (child, XML_WEIGHT))
        {
          input->weight[input->nexperiments]
            = xml_node_get_float (child, XML_WEIGHT, &error_code);
          if (error_code)
            {
              msg = gettext ("Bad weight");
              goto exit_on_error;
            }
        }
      else
        input->weight[input->nexperiments] = 1.;
#if DEBUG
      fprintf (stderr, "input_new: weight=%lg\n",
               input->weight[input->nexperiments]);
#endif
      if (!input->nexperiments)
        input->ninputs = 0;
#if DEBUG
      fprintf (stderr, "input_new: template[0]\n");
```

```
#endif
      if (xmlHasProp (child, XML_TEMPLATE1))
        {
          input->template[0]
            = (char **) g_realloc (input->template[0],
                                   (1 + input->nexperiments) * sizeof (char *));
          input->template[0][input->nexperiments]
            = (char *) xmlGetProp (child, template[0]);
#if DEBUG
          fprintf (stderr, "input_new: experiment=%u template1=%s\n",
                   input->nexperiments,
                   input->template[0][input->nexperiments]);
#endif
          if (!input->nexperiments)
            ++input->ninputs;
#if DEBUG
          fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
        }
      else
        {
          msg = gettext ("No experiment template");
          goto exit_on_error;
        }
      for (i = 1; i < MAX_NINPUTS; ++i)
        {
#if DEBUG
          fprintf (stderr, "input_new: template%u\n", i + 1);
#endif
          if (xmlHasProp (child, template[i]))
            {
              if (input->nexperiments && input->ninputs < 2)
                {
                  snprintf (buffer2, 64,
                            gettext ("Experiment %u: bad templates number"),
                            input->nexperiments + 1);
                  msg = buffer2;
                  goto exit_on_error;
                }
              input->template[i] = (char **)
                g_realloc (input->template[i],
                           (1 + input->nexperiments) * sizeof (char *));
              input->template[i][input->nexperiments]
                = (char *) xmlGetProp (child, template[i]);
#if DEBUG
              fprintf (stderr, "input_new: experiment=%u template%u=%s\n",
                       input->nexperiments, i + 1,
                       input->template[i][input->nexperiments]);
#endif
              if (!input->nexperiments)
                ++input->ninputs;
#if DEBUG
              fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
            }
          else if (input->nexperiments && input->ninputs > 1)
            {
              snprintf (buffer2, 64, gettext ("No experiment %u template%u"),
                        input->nexperiments + 1, i + 1);
              msg = buffer2;
              goto exit_on_error;
            }
          else
            break;
        }
      ++input->nexperiments;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
    }
  if (!input->nexperiments)
    {
      msg = gettext ("No calibration experiments");
      goto exit_on_error;
    }

  // Reading the variables data
  for (; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_VARIABLE))
        {
          msg = gettext ("Bad XML node");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_NAME))
        {
          input->label = g_realloc
```

```
            (input->label, (1 + input->nvariables) * sizeof (char *));
          input->label[input->nvariables]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No variable name");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MINIMUM))
        {
          input->rangemin = g_realloc
            (input->rangemin, (1 + input->nvariables) * sizeof (double));
          input->rangeminabs = g_realloc
            (input->rangeminabs, (1 + input->nvariables) * sizeof (double));
          input->rangemin[input->nvariables]
            = xml_node_get_float (child, XML_MINIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MINIMUM))
            {
              input->rangeminabs[input->nvariables]
                = xml_node_get_float (child,
XML_ABSOLUTE_MINIMUM, &error_code);
            }
          else
            input->rangeminabs[input->nvariables] = -G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No minimum range");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MAXIMUM))
        {
          input->rangemax = g_realloc
            (input->rangemax, (1 + input->nvariables) * sizeof (double));
          input->rangemaxabs = g_realloc
            (input->rangemaxabs, (1 + input->nvariables) * sizeof (double));
          input->rangemax[input->nvariables]
            = xml_node_get_float (child, XML_MAXIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MAXIMUM))
            input->rangemaxabs[input->nvariables]
              = xml_node_get_float (child,
XML_ABSOLUTE_MAXIMUM, &error_code);
          else
            input->rangemaxabs[input->nvariables] = G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No maximum range");
          goto exit_on_error;
        }
      input->precision = g_realloc
        (input->precision, (1 + input->nvariables) * sizeof (unsigned int));
      if (xmlHasProp (child, XML_PRECISION))
        input->precision[input->nvariables]
          = xml_node_get_uint (child, XML_PRECISION, &error_code);
      else
        input->precision[input->nvariables] =
DEFAULT_PRECISION;
      if (input->algorithm == ALGORITHM_SWEEP)
        {
          if (xmlHasProp (child, XML_NSWEEPS))
            {
              input->nsweeps = (unsigned int *)
                g_realloc (input->nsweeps,
                           (1 + input->nvariables) * sizeof (unsigned int));
              input->nsweeps[input->nvariables]
                = xml_node_get_uint (child, XML_NSWEEPS, &error_code);
            }
          else
            {
              msg = gettext ("No sweeps number");
              goto exit_on_error;
            }
#if DEBUG
          fprintf (stderr, "input_new: nsweeps=%u nsimulations=%u\n",
                   input->nsweeps[input->nvariables],
input->nsimulations);
#endif
        }
      if (input->algorithm == ALGORITHM_GENETIC)
        {
          // Obtaining bits representing each variable
          if (xmlHasProp (child, XML_NBITS))
            {
              input->nbits = (unsigned int *)
                g_realloc (input->nbits,
00914                            (1 + input->nvariables) * sizeof (unsigned int));
00915               i = xml_node_get_uint (child, XML_NBITS, &error_code);
00916               if (error_code || !i)
00917                 {
00918                   msg = gettext ("Invalid bit number");
00919                   goto exit_on_error;
00920                 }
00921               input->nbits[input->nvariables] = i;
00922             }
00923           else
00924             {
00925               msg = gettext ("No bits number");
00926               goto exit_on_error;
00927             }
00928         }
00929       ++input->nvariables;
00930     }
00931   if (!input->nvariables)
00932     {
00933       msg = gettext ("No calibration variables");
00934       goto exit_on_error;
00935     }
00936
00937   // Getting the working directory
00938   input->directory = g_path_get_dirname (filename);
00939   input->name = g_path_get_basename (filename);
00940
00941   // Closing the XML document
00942   xmlFreeDoc (doc);
00943
00944 #if DEBUG
00945   fprintf (stderr, "input_new: end\n");
00946 #endif
00947   return 1;
00948
00949 exit_on_error:
00950   show_error (msg);
00951   input_free ();
00952 #if DEBUG
00953   fprintf (stderr, "input_new: end\n");
00954 #endif
00955   return 0;
00956 }
```

Here is the call graph for this function:



5.1.2.11 void input_save (char * *filename*)

Function to save the input file.

Parameters

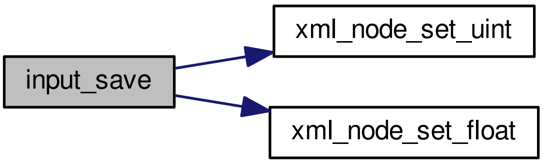
filename	Input file name.

Definition at line 2075 of file calibrator.c.

```
02076 {
02077   unsigned int i, j;
02078   char *buffer;
```

```
  xmlDoc *doc;
  xmlNode *node, *child;
  GFile *file, *file2;

  // Getting the input file directory
  input->name = g_path_get_basename (filename);
  input->directory = g_path_get_dirname (filename);
  file = g_file_new_for_path (input->directory);

  // Opening the input file
  doc = xmlNewDoc ((const xmlChar *) "1.0");

  // Setting root XML node
  node = xmlNewDocNode (doc, 0, XML_CALIBRATE, 0);
  xmlDocSetRootElement (doc, node);

  // Adding properties to the root XML node
  file2 = g_file_new_for_path (input->simulator);
  buffer = g_file_get_relative_path (file, file2);
  g_object_unref (file2);
  xmlSetProp (node, XML_SIMULATOR, (xmlChar *) buffer);
  g_free (buffer);
  if (input->evaluator)
    {
      file2 = g_file_new_for_path (input->evaluator);
      buffer = g_file_get_relative_path (file, file2);
      g_object_unref (file2);
      if (xmlStrlen ((xmlChar *) buffer))
        xmlSetProp (node, XML_EVALUATOR, (xmlChar *) buffer);
      g_free (buffer);
    }
  if (input->seed != DEFAULT_RANDOM_SEED)
    xml_node_set_uint (node, XML_SEED, input->seed);

  // Setting the algorithm
  buffer = (char *) g_malloc (64);
  switch (input->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      xmlSetProp (node, XML_ALGORITHM, XML_MONTE_CARLO);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NSIMULATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    case ALGORITHM_SWEEP:
      xmlSetProp (node, XML_ALGORITHM, XML_SWEEP);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    default:
      xmlSetProp (node, XML_ALGORITHM, XML_GENETIC);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NPOPULATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NGENERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->mutation_ratio);
      xmlSetProp (node, XML_MUTATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->reproduction_ratio);
      xmlSetProp (node, XML_REPRODUCTION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->adaptation_ratio);
      xmlSetProp (node, XML_ADAPTATION, (xmlChar *) buffer);
      break;
    }
  g_free (buffer);

  // Setting the experimental data
  for (i = 0; i < input->nexperiments; ++i)
    {
      child = xmlNewChild (node, 0, XML_EXPERIMENT, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->experiment[i]);
      if (input->weight[i] != 1.)
        xml_node_set_float (child, XML_WEIGHT, input->weight[i]);
      for (j = 0; j < input->ninputs; ++j)
        xmlSetProp (child, template[j], (xmlChar *) input->template[j][i]);
    }

  // Setting the variables data
  for (i = 0; i < input->nvariables; ++i)
    {
      child = xmlNewChild (node, 0, XML_VARIABLE, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->label[i]);
      xml_node_set_float (child, XML_MINIMUM, input->rangemin[i]);
      if (input->rangeminabs[i] != -G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MINIMUM, input->rangeminabs[i]);
      xml_node_set_float (child, XML_MAXIMUM, input->rangemax[i]);
      if (input->rangemaxabs[i] != G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MAXIMUM, input->rangemaxabs[i]);
      if (input->precision[i] != DEFAULT_PRECISION)
        xml_node_set_uint (child, XML_PRECISION, input->precision[i]);
      if (input->algorithm == ALGORITHM_SWEEP)
        xml_node_set_uint (child, XML_NSWEEPS, input->nsweeps[i]);
      else if (input->algorithm == ALGORITHM_GENETIC)
        xml_node_set_uint (child, XML_NBITS, input->nbits[i]);
    }

  // Saving the XML file
  xmlSaveFormatFile (filename, doc, 1);

  // Freeing memory
  xmlFreeDoc (doc);
}
```

Here is the call graph for this function:



5.1.2.12 int main (int *argn*, char ** *argc*)

Main function.

Parameters

argn	Arguments number.
argc	Arguments pointer.

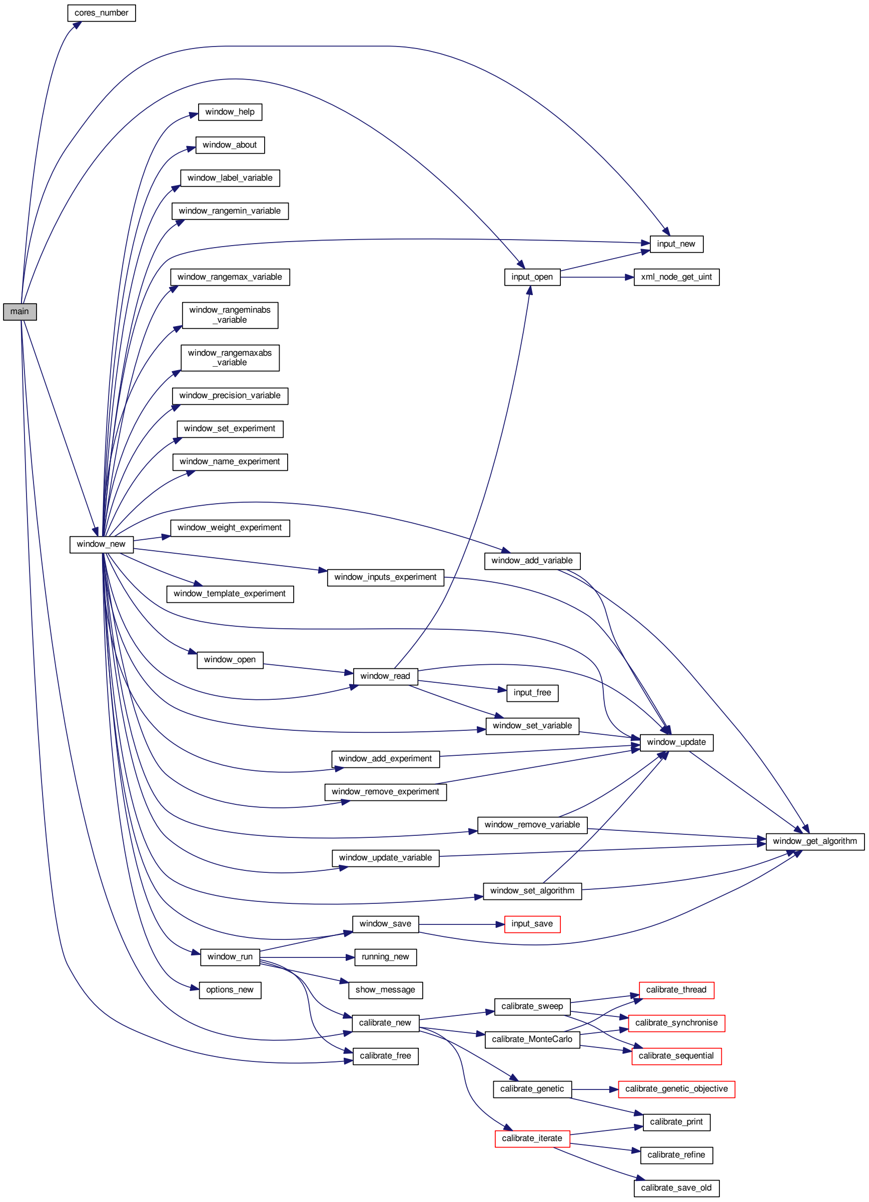
Returns

0 on success, >0 on error.

Definition at line 3796 of file calibrator.c.

```
{
  // Starting pseudo-random numbers generator
  calibrate->rng = gsl_rng_alloc (gsl_rng_taus2);
  calibrate->seed = DEFAULT_RANDOM_SEED;

  // Allowing spaces in the XML data file
  xmlKeepBlanksDefault (0);

  // Starting MPI
#if HAVE_MPI
  MPI_Init (&argn, &argc);
  MPI_Comm_size (MPI_COMM_WORLD, &ntasks);
  MPI_Comm_rank (MPI_COMM_WORLD, &calibrate->mpi_rank);
  printf ("rank=%d tasks=%d\n", calibrate->mpi_rank, ntasks);
#else
  ntasks = 1;
#endif

#if HAVE_GTK

  // Getting threads number
  nthreads = cores_number ();

  // Setting local language and international floating point numbers notation
  setlocale (LC_ALL, "");
  setlocale (LC_NUMERIC, "C");
  window->application_directory = g_get_current_dir ();
  bindtextdomain (PROGRAM_INTERFACE,
                  g_build_filename (window->application_directory,
                                    LOCALE_DIR, NULL));
  bind_textdomain_codeset (PROGRAM_INTERFACE, "UTF-8");
  textdomain (PROGRAM_INTERFACE);

  // Initing GTK+
  gtk_disable_setlocale ();
  gtk_init (&argn, &argc);

  // Opening the main window
  window_new ();
  gtk_main ();

  // Freeing memory
  gtk_widget_destroy (GTK_WIDGET (window->window));
  g_free (window->application_directory);

#else

  // Checking syntax
  if (!(argn == 2 || (argn == 4 && !strcmp (argc[1], "-nthreads"))))
    {
      printf ("The syntax is:\ncalibratorbin [-nthreads x] data_file\n");
      return 1;
    }

  // Getting threads number
  if (argn == 2)
    nthreads = cores_number ();
  else
    nthreads = atoi (argc[2]);
  printf ("nthreads=%u\n", nthreads);

  // Making calibration
  input_new ();
  if (input_open (argc[argn - 1]))
    calibrate_new ();

  // Freeing memory
  calibrate_free ();

#endif

  // Closing MPI
#if HAVE_MPI
  MPI_Finalize ();
#endif

  // Freeing memory
  gsl_rng_free (calibrate->rng);

  // Closing
  return 0;
}
```

Here is the call graph for this function:



5.1.2.13 void show_error (char ∗ *msg*)

Function to show a dialog with an error message.

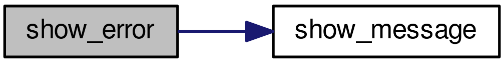
Parameters

msg	Error message.

Definition at line 245 of file calibrator.c.

```
00246 {
00247   show_message (gettext ("ERROR!"), msg, ERROR_TYPE);
00248 }
```

Here is the call graph for this function:



5.1.2.14 void show_message (char ∗ *title,* char ∗ *msg,* int *type*)

Function to show a dialog with a message.

Parameters

title	Title.
msg	Message.
type	Message type.

Definition at line 215 of file calibrator.c.

```
{
#if HAVE_GTK
  GtkMessageDialog *dlg;

  // Creating the dialog
  dlg = (GtkMessageDialog *) gtk_message_dialog_new
    (window->window, GTK_DIALOG_MODAL, type, GTK_BUTTONS_OK, "%s", msg);

  // Setting the dialog title
  gtk_window_set_title (GTK_WINDOW (dlg), title);

  // Showing the dialog and waiting response
  gtk_dialog_run (GTK_DIALOG (dlg));

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));

#else
  printf ("%s: %s\n", title, msg);
#endif
}
```

5.1.2.15 int window_get_algorithm ( )

Function to get the algorithm number.

Returns

Algorithm number.

Definition at line 2444 of file calibrator.c.

```
{
  unsigned int i;
  for (i = 0; i < NALGORITHMS; ++i)
    if (gtk_toggle_button_get_active
        (GTK_TOGGLE_BUTTON (window->button_algorithm[i])))
      break;
  return i;
}
```

5.1.2.16 int window_read (char ∗ *filename*)

Function to read the input data of a file.

Parameters

filename	File name.

Returns

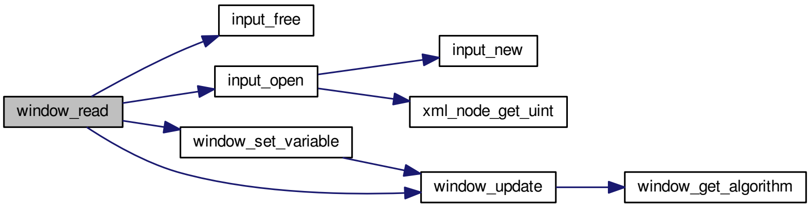
1 on succes, 0 on error.

Definition at line 3160 of file calibrator.c.

```
03161 {
03162   unsigned int i;
03163   char *buffer, *directory, *name;
03164 #if DEBUG
03165   fprintf (stderr, "window_read: start\n");
03166 #endif
03167   directory = name = NULL;
03168   if (input->directory) directory = g_strdup (input->directory);
03169   if (input->name) name = g_strdup (input->name);
03170   input_free ();
03171   if (!input_open (filename))
03172     {
03173 #if DEBUG
03174           fprintf (stderr, "window_read: error reading input file\n");
03175 #endif
03176       buffer = g_build_filename (directory, name, NULL);
03177       if (!input_open (buffer))
03178         {
03179 #if DEBUG
03180           fprintf (stderr, "window_read: error reading backup file\n");
03181 #endif
03182           g_free (buffer);
03183           g_free (name);
03184           g_free (directory);
03185 #if DEBUG
03186           fprintf (stderr, "window_read: end\n");
03187 #endif
03188           return 0;
03189         }
03190       g_free (buffer);
03191     }
03192   g_free (name);
03193   g_free (directory);
03194   buffer = g_build_filename (input->directory, input->simulator, NULL);
03195   puts (buffer);
03196   gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
03197                                  (window->button_simulator), buffer);
03198   g_free (buffer);
03199   gtk_toggle_button_set_active (GTK_TOGGLE_BUTTON (window->check_evaluator),
03200                                 (size_t) input->evaluator);
03201   if (input->evaluator)
03202     {
03203       buffer = g_build_filename (input->directory, input->evaluator, NULL);
03204       gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
03205                                      (window->button_evaluator), buffer);
03206       g_free (buffer);
03207     }
03208   gtk_toggle_button_set_active
03209     (GTK_TOGGLE_BUTTON (window->button_algorithm[input->algorithm]), TRUE);
03210   switch (input->algorithm)
03211     {
03212     case ALGORITHM_MONTE_CARLO:
03213       gtk_spin_button_set_value (window->spin_simulations,
03214                                  (gdouble) input->nsimulations);
03215     case ALGORITHM_SWEEP:
03216       gtk_spin_button_set_value (window->spin_iterations,
03217                                  (gdouble) input->niterations);
03218       gtk_spin_button_set_value (window->spin_bests, (gdouble) input->nbest);
03219       gtk_spin_button_set_value (window->spin_tolerance, input->tolerance);
03220       break;
03221     default:
03222       gtk_spin_button_set_value (window->spin_population,
03223                                  (gdouble) input->nsimulations);
03224       gtk_spin_button_set_value (window->spin_generations,
03225                                  (gdouble) input->niterations);
03226       gtk_spin_button_set_value (window->spin_mutation, input->mutation_ratio);
```

```
      gtk_spin_button_set_value (window->spin_reproduction,
                                 input->reproduction_ratio);
      gtk_spin_button_set_value (window->spin_adaptation,
                                 input->adaptation_ratio);
    }
  g_signal_handler_block (window->combo_experiment, window->id_experiment);
  g_signal_handler_block (window->button_experiment,
                          window->id_experiment_name);
  gtk_combo_box_text_remove_all (window->combo_experiment);
  for (i = 0; i < input->nexperiments; ++i)
    gtk_combo_box_text_append_text (window->combo_experiment,
                                    input->experiment[i]);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  g_signal_handler_unblock (window->combo_experiment, window->id_experiment);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), 0);
  g_signal_handler_block (window->combo_variable, window->id_variable);
  g_signal_handler_block (window->entry_variable, window->id_variable_label);
  gtk_combo_box_text_remove_all (window->combo_variable);
  for (i = 0; i < input->nvariables; ++i)
    gtk_combo_box_text_append_text (window->combo_variable, input->label[i]);
  g_signal_handler_unblock (window->entry_variable, window->id_variable_label);
  g_signal_handler_unblock (window->combo_variable, window->id_variable);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), 0);
  window_set_variable ();
  window_update ();
#if DEBUG
  fprintf (stderr, "window_read: end\n");
#endif
  return 1;
}
```

Here is the call graph for this function:



5.1.2.17 int window_save ( )

Function to save the input file.

Returns

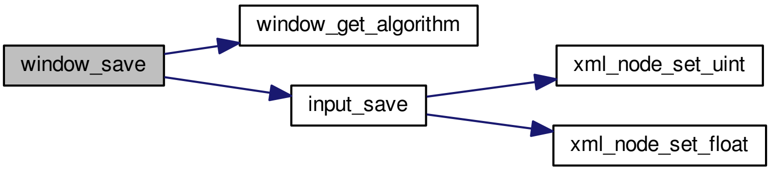
1 on OK, 0 on Cancel.

Definition at line 2263 of file calibrator.c.

```
{
  char *buffer;
  GtkFileChooserDialog *dlg;

#if DEBUG
  fprintf (stderr, "window_save: start\n");
#endif
```

```

  // Opening the saving dialog
  dlg = (GtkFileChooserDialog *)
    gtk_file_chooser_dialog_new (gettext ("Save file"),
                                 window->window,
                                 GTK_FILE_CHOOSER_ACTION_SAVE,
                                 gettext ("_Cancel"),
                                 GTK_RESPONSE_CANCEL,
                                 gettext ("_OK"), GTK_RESPONSE_OK, NULL);
  gtk_file_chooser_set_do_overwrite_confirmation (GTK_FILE_CHOOSER (dlg), TRUE);

  // If OK response then saving
  if (gtk_dialog_run (GTK_DIALOG (dlg)) == GTK_RESPONSE_OK)
    {

      // Adding properties to the root XML node
      input->simulator = gtk_file_chooser_get_filename
        (GTK_FILE_CHOOSER (window->button_simulator));
      if (gtk_toggle_button_get_active
          (GTK_TOGGLE_BUTTON (window->check_evaluator)))
        input->evaluator = gtk_file_chooser_get_filename
          (GTK_FILE_CHOOSER (window->button_evaluator));
      else
        input->evaluator = NULL;

      // Setting the algorithm
      switch (window_get_algorithm ())
        {
        case ALGORITHM_MONTE_CARLO:
          input->algorithm = ALGORITHM_MONTE_CARLO;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_simulations);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->
spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->
spin_bests);
          break;
        case ALGORITHM_SWEEP:
          input->algorithm = ALGORITHM_SWEEP;
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->
spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->
spin_bests);
          break;
        default:
          input->algorithm = ALGORITHM_GENETIC;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_population);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_generations);
          input->mutation_ratio
            = gtk_spin_button_get_value (window->spin_mutation);
          input->reproduction_ratio
            = gtk_spin_button_get_value (window->spin_reproduction);
          input->adaptation_ratio
            = gtk_spin_button_get_value (window->spin_adaptation);
          break;
        }

      // Saving the XML file
      buffer = gtk_file_chooser_get_filename (GTK_FILE_CHOOSER (dlg));
      input_save (buffer);

      // Closing and freeing memory
      g_free (buffer);
      gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
      fprintf (stderr, "window_save: end\n");
#endif
      return 1;
    }

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
  fprintf (stderr, "window_save: end\n");
#endif
  return 0;
}
```

Here is the call graph for this function:



5.1.2.18 void window_template_experiment (void ∗ *data*)

Function to update the experiment i-th input template in the main window.

Parameters

data	Callback data (i-th input template).

Definition at line 2818 of file calibrator.c.

```
{
  unsigned int i, j;
  char *buffer;
  GFile *file1, *file2;
#if DEBUG
  fprintf (stderr, "window_template_experiment: start\n");
#endif
  i = (size_t) data;
  j = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  file1
    = gtk_file_chooser_get_file (GTK_FILE_CHOOSER (window->button_template[i]));
  file2 = g_file_new_for_path (input->directory);
  buffer = g_file_get_relative_path (file2, file1);
  input->template[i][j] = (char *) xmlStrdup ((xmlChar *) buffer);
  g_free (buffer);
  g_object_unref (file2);
  g_object_unref (file1);
#if DEBUG
  fprintf (stderr, "window_template_experiment: end\n");
#endif
}
```

5.1.2.19 double xml_node_get_float (xmlNode ∗ *node*, const xmlChar ∗ *prop*, int ∗ *error_code*)

Function to get a floating point number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Floating point number value.

Definition at line 324 of file calibrator.c.

```
{
```

```
00326   double x = 0.;
00327   xmlChar *buffer;
00328   buffer = xmlGetProp (node, prop);
00329   if (!buffer)
00330     *error_code = 1;
00331   else
00332     {
00333       if (sscanf ((char *) buffer, "%lf", &x) != 1)
00334         *error_code = 2;
00335       else
00336         *error_code = 0;
00337       xmlFree (buffer);
00338     }
00339   return x;
00340 }
```

5.1.2.20 int xml_node_get_int (xmlNode ∗ *node*, const xmlChar ∗ *prop*, int ∗ *error_code*)

Function to get an integer number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Integer number value.

Definition at line 262 of file calibrator.c.

```
00263 {
00264   int i = 0;
00265   xmlChar *buffer;
00266   buffer = xmlGetProp (node, prop);
00267   if (!buffer)
00268     *error_code = 1;
00269   else
00270     {
00271       if (sscanf ((char *) buffer, "%d", &i) != 1)
00272         *error_code = 2;
00273       else
00274         *error_code = 0;
00275       xmlFree (buffer);
00276     }
00277   return i;
00278 }
```

5.1.2.21 int xml_node_get_uint (xmlNode ∗ *node*, const xmlChar ∗ *prop*, int ∗ *error_code*)

Function to get an unsigned integer number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Unsigned integer number value.

Definition at line 293 of file calibrator.c.

```
00294 {
00295   unsigned int i = 0;
00296   xmlChar *buffer;
00297   buffer = xmlGetProp (node, prop);
00298   if (!buffer)
00299     *error_code = 1;
00300   else
00301     {
00302       if (sscanf ((char *) buffer, "%u", &i) != 1)
00303         *error_code = 2;
00304       else
00305         *error_code = 0;
00306       xmlFree (buffer);
00307     }
00308   return i;
00309 }
```

5.1.2.22 void xml_node_set_float (xmlNode * *node,* const xmlChar * *prop,* double *value*)

Function to set a floating point number in a XML node property.

Parameters

node	XML node.
prop	XML property.
value	Floating point number value.

Definition at line 391 of file calibrator.c.

```
00392 {
00393   xmlChar buffer[64];
00394   snprintf ((char *) buffer, 64, "%.14lg", value);
00395   xmlSetProp (node, prop, buffer);
00396 }
```

5.1.2.23 void xml_node_set_int (xmlNode * *node,* const xmlChar * *prop,* int *value*)

Function to set an integer number in a XML node property.

Parameters

node	XML node.
prop	XML property.
value	Integer number value.

Definition at line 353 of file calibrator.c.

```
00354 {
00355   xmlChar buffer[64];
00356   snprintf ((char *) buffer, 64, "%d", value);
00357   xmlSetProp (node, prop, buffer);
00358 }
```

5.1.2.24 void xml_node_set_uint (xmlNode * *node,* const xmlChar * *prop,* unsigned int *value*)

Function to set an unsigned integer number in a XML node property.

Parameters

node	XML node.

prop	XML property.
value	Unsigned integer number value.

Definition at line 372 of file calibrator.c.

```
00373 {
00374   xmlChar buffer[64];
00375   snprintf ((char *) buffer, 64, "%u", value);
00376   xmlSetProp (node, prop, buffer);
00377 }
```

5.1.3 Variable Documentation

5.1.3.1 const char∗ format[NPRECISIONS]

Initial value:

```
= {
  "%.1lg", "%.2lg", "%.3lg", "%.4lg", "%.5lg", "%.6lg", "%.7lg", "%.8lg",
  "%.9lg", "%.10lg", "%.11lg", "%.12lg", "%.13lg", "%.14lg", "%.15lg"
}
```

Array of C-strings with variable formats.

Definition at line 106 of file calibrator.c.

5.1.3.2 const double precision[NPRECISIONS]

Initial value:

```
= {
  1., 0.1, 0.01, 1e-3, 1e-4, 1e-5, 1e-6, 1e-7, 1e-8, 1e-9, 1e-10, 1e-11, 1e-12,
  1e-13, 1e-14
}
```

Array of variable precisions.

Definition at line 111 of file calibrator.c.

5.1.3.3 const xmlChar∗ template[MAX_NINPUTS]

Initial value:

```
= {
  XML_TEMPLATE1, XML_TEMPLATE2, XML_TEMPLATE3,
      XML_TEMPLATE4,
  XML_TEMPLATE5, XML_TEMPLATE6, XML_TEMPLATE7,
      XML_TEMPLATE8
}
```

Array of xmlChar strings with template labels.

Definition at line 99 of file calibrator.c.

5.2 calibrator.c

```
00001 /*
00002 Calibrator: a software to make calibrations of empirical parameters.
00003
00004 AUTHORS: Javier Burguete and Borja Latorre.
00005
00006 Copyright 2012-2015, AUTHORS.
00007
```

```
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
        documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY AUTHORS ``AS IS'' AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT
SHALL AUTHORS 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.
*/

#define _GNU_SOURCE
#include "config.h"
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <math.h>
#include <unistd.h>
#include <locale.h>
#include <gsl/gsl_rng.h>
#include <libxml/parser.h>
#include <libintl.h>
#include <glib.h>
#ifdef G_OS_WIN32
#include <windows.h>
#elif (!__BSD_VISIBLE)
#include <alloca.h>
#endif
#if HAVE_MPI
#include <mpi.h>
#endif
#include "genetic/genetic.h"
#include "calibrator.h"
#if HAVE_GTK
#include <gio/gio.h>
#include <gtk/gtk.h>
#include "interface.h"
#endif

#define DEBUG 1
#if HAVE_GTK
#define ERROR_TYPE GTK_MESSAGE_ERROR
#define INFO_TYPE GTK_MESSAGE_INFO
#else
#define ERROR_TYPE 0
#define INFO_TYPE 0
#endif
#ifdef G_OS_WIN32
#define INPUT_FILE "test-ga-win.xml"
#define RM "del"
#else
#define INPUT_FILE "test-ga.xml"
#define RM "rm"
#endif

int ntasks;
unsigned int nthreads;
GMutex mutex[1];
void (*calibrate_step) ();
Input input[1];
Calibrate calibrate[1];

const xmlChar *template[MAX_NINPUTS] = {
  XML_TEMPLATE1, XML_TEMPLATE2, XML_TEMPLATE3,
XML_TEMPLATE4,
  XML_TEMPLATE5, XML_TEMPLATE6, XML_TEMPLATE7,
XML_TEMPLATE8
};


const char *format[NPRECISIONS] = {
  "%.1lg", "%.2lg", "%.3lg", "%.4lg", "%.5lg", "%.6lg", "%.7lg", "%.8lg",
  "%.9lg", "%.10lg", "%.11lg", "%.12lg", "%.13lg", "%.14lg", "%.15lg"
};

const double precision[NPRECISIONS] = {
  1., 0.1, 0.01, 1e-3, 1e-4, 1e-5, 1e-6, 1e-7, 1e-8, 1e-9, 1e-10, 1e-11, 1e-12,
  1e-13, 1e-14
};

const char *logo[] = {
  "32 32 3 1",
  "     c None",
  ".    c #0000FF",
  "+    c #FF0000",
  "                                ",
  "                                ",
  "                                ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .     +++     .     ",
  "     .      .    +++++    .     ",
  "     .      .    +++++    .     ",
  "     .      .    +++++    .     ",
  "    +++     .     +++    +++    ",
  "   +++++    .      .    +++++   ",
  "   +++++    .      .    +++++   ",
  "   +++++    .      .    +++++   ",
  "    +++     .      .     +++    ",
  "     .      .      .      .     ",
  "     .     +++     .      .     ",
  "     .    +++++    .      .     ",
  "     .    +++++    .      .     ",
  "     .    +++++    .      .     ",
  "     .     +++     .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "     .      .      .      .     ",
  "                                ",
  "                                ",
  "                                "
};

/*
const char * logo[] = {
"32 32 3 1",
"   c #FFFFFFFFFFFF",
".  c #00000000FFFF",
"X  c #FFFF00000000",
"                                ",
"                                ",
"                                ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .     XXX     .     ",
"     .      .    XXXXX    .     ",
"     .      .    XXXXX    .     ",
"     .      .    XXXXX    .     ",
"    XXX     .     XXX    XXX    ",
"   XXXXX    .      .    XXXXX   ",
"   XXXXX    .      .    XXXXX   ",
"   XXXXX    .      .    XXXXX   ",
"    XXX     .      .     XXX    ",
"     .      .      .      .     ",
"     .     XXX     .      .     ",
"     .    XXXXX    .      .     ",
"     .    XXXXX    .      .     ",
"     .    XXXXX    .      .     ",
"     .     XXX     .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"     .      .      .      .     ",
"                                ",
"                                ",
"                                "};
*/

#if HAVE_GTK
Options options[1];
Running running[1];
Window window[1];
```

```c
#endif

void
show_message (char *title, char *msg, int type)
{
#if HAVE_GTK
  GtkMessageDialog *dlg;

  // Creating the dialog
  dlg = (GtkMessageDialog *) gtk_message_dialog_new
    (window->window, GTK_DIALOG_MODAL, type, GTK_BUTTONS_OK, "%s", msg);

  // Setting the dialog title
  gtk_window_set_title (GTK_WINDOW (dlg), title);

  // Showing the dialog and waiting response
  gtk_dialog_run (GTK_DIALOG (dlg));

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));

#else
  printf ("%s: %s\n", title, msg);
#endif
}

void
show_error (char *msg)
{
  show_message (gettext ("ERROR!"), msg, ERROR_TYPE);
}

int
xml_node_get_int (xmlNode * node, const xmlChar * prop, int *error_code)
{
  int i = 0;
  xmlChar *buffer;
  buffer = xmlGetProp (node, prop);
  if (!buffer)
    *error_code = 1;
  else
    {
      if (sscanf ((char *) buffer, "%d", &i) != 1)
        *error_code = 2;
      else
        *error_code = 0;
      xmlFree (buffer);
    }
  return i;
}

unsigned int
xml_node_get_uint (xmlNode * node, const xmlChar * prop, int *error_code)
{
  unsigned int i = 0;
  xmlChar *buffer;
  buffer = xmlGetProp (node, prop);
  if (!buffer)
    *error_code = 1;
  else
    {
      if (sscanf ((char *) buffer, "%u", &i) != 1)
        *error_code = 2;
      else
        *error_code = 0;
      xmlFree (buffer);
    }
  return i;
}

double
xml_node_get_float (xmlNode * node, const xmlChar * prop, int *error_code)
{
  double x = 0.;
  xmlChar *buffer;
  buffer = xmlGetProp (node, prop);
  if (!buffer)
    *error_code = 1;
  else
    {
      if (sscanf ((char *) buffer, "%lf", &x) != 1)
        *error_code = 2;
      else
        *error_code = 0;
      xmlFree (buffer);
    }
  return x;
}

void
xml_node_set_int (xmlNode * node, const xmlChar * prop, int value)
{
  xmlChar buffer[64];
  snprintf ((char *) buffer, 64, "%d", value);
  xmlSetProp (node, prop, buffer);
}

void
xml_node_set_uint (xmlNode * node, const xmlChar * prop, unsigned int value)
{
  xmlChar buffer[64];
  snprintf ((char *) buffer, 64, "%u", value);
  xmlSetProp (node, prop, buffer);
}

void
xml_node_set_float (xmlNode * node, const xmlChar * prop, double value)
{
  xmlChar buffer[64];
  snprintf ((char *) buffer, 64, "%.14lg", value);
  xmlSetProp (node, prop, buffer);
}

void
input_new ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "input_init: start\n");
#endif
  input->nvariables = input->nexperiments = input->ninputs = 0;
  input->simulator = input->evaluator = input->directory = input->name = NULL;
  input->experiment = input->label = NULL;
  input->precision = input->nsweeps = input->nbits = NULL;
  input->rangemin = input->rangemax = input->rangeminabs = input->rangemaxabs
    = input->weight = NULL;
  for (i = 0; i < MAX_NINPUTS; ++i)
    input->template[i] = NULL;
#if DEBUG
  fprintf (stderr, "input_init: end\n");
#endif
}

void
input_free ()
{
  unsigned int i, j;
#if DEBUG
  fprintf (stderr, "input_free: start\n");
#endif
  g_free (input->name);
  g_free (input->directory);
  for (i = 0; i < input->nexperiments; ++i)
    {
      xmlFree (input->experiment[i]);
      for (j = 0; j < input->ninputs; ++j)
        xmlFree (input->template[j][i]);
    }
  g_free (input->experiment);
  for (i = 0; i < input->ninputs; ++i)
    g_free (input->template[i]);
  for (i = 0; i < input->nvariables; ++i)
    xmlFree (input->label[i]);
  g_free (input->label);
  g_free (input->precision);
  g_free (input->rangemin);
  g_free (input->rangemax);
  g_free (input->rangeminabs);
  g_free (input->rangemaxabs);
  g_free (input->weight);
  g_free (input->nsweeps);
  g_free (input->nbits);
  xmlFree (input->evaluator);
  xmlFree (input->simulator);
  input->nexperiments = input->ninputs = input->nvariables = 0;
#if DEBUG
  fprintf (stderr, "input_free: end\n");
#endif
}

int
input_open (char *filename)
```

```
{
  char buffer2[64];
  xmlDoc *doc;
  xmlNode *node, *child;
  xmlChar *buffer;
  char *msg;
  int error_code;
  unsigned int i;

#if DEBUG
  fprintf (stderr, "input_new: start\n");
#endif

  // Resetting input data
  input_new ();

  // Parsing the input file
  doc = xmlParseFile (filename);
  if (!doc)
    {
      msg = gettext ("Unable to parse the input file");
      goto exit_on_error;
    }

  // Getting the root node
  node = xmlDocGetRootElement (doc);
  if (xmlStrcmp (node->name, XML_CALIBRATE))
    {
      msg = gettext ("Bad root XML node");
      goto exit_on_error;
    }

  // Opening simulator program name
  input->simulator = (char *) xmlGetProp (node, XML_SIMULATOR);
  if (!input->simulator)
    {
      msg = gettext ("Bad simulator program");
      goto exit_on_error;
    }

  // Opening evaluator program name
  input->evaluator = (char *) xmlGetProp (node, XML_EVALUATOR);

  // Obtaining pseudo-random numbers generator seed
  if (!xmlHasProp (node, XML_SEED))
    input->seed = DEFAULT_RANDOM_SEED;
  else
    {
      input->seed = xml_node_get_uint (node, XML_SEED, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad pseudo-random numbers generator seed");
          goto exit_on_error;
        }
    }

  // Opening algorithm
  buffer = xmlGetProp (node, XML_ALGORITHM);
  if (!xmlStrcmp (buffer, XML_MONTE_CARLO))
    {
      input->algorithm = ALGORITHM_MONTE_CARLO;

      // Obtaining simulations number
      input->nsimulations
        = xml_node_get_int (node, XML_NSIMULATIONS, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad simulations number");
          goto exit_on_error;
        }
    }
  else if (!xmlStrcmp (buffer, XML_SWEEP))
    input->algorithm = ALGORITHM_SWEEP;
  else if (!xmlStrcmp (buffer, XML_GENETIC))
    {
      input->algorithm = ALGORITHM_GENETIC;

      // Obtaining population
      if (xmlHasProp (node, XML_NPOPULATION))
        {
          input->nsimulations
            = xml_node_get_uint (node, XML_NPOPULATION, &error_code);
          if (error_code || input->nsimulations < 3)
            {
              msg = gettext ("Invalid population number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No population number");
          goto exit_on_error;
        }

      // Obtaining generations
      if (xmlHasProp (node, XML_NGENERATIONS))
        {
          input->niterations
            = xml_node_get_uint (node, XML_NGENERATIONS, &error_code);
          if (error_code || !input->niterations)
            {
              msg = gettext ("Invalid generations number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No generations number");
          goto exit_on_error;
        }

      // Obtaining mutation probability
      if (xmlHasProp (node, XML_MUTATION))
        {
          input->mutation_ratio
            = xml_node_get_float (node, XML_MUTATION, &error_code);
          if (error_code || input->mutation_ratio < 0.
              || input->mutation_ratio >= 1.)
            {
              msg = gettext ("Invalid mutation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No mutation probability");
          goto exit_on_error;
        }

      // Obtaining reproduction probability
      if (xmlHasProp (node, XML_REPRODUCTION))
        {
          input->reproduction_ratio
            = xml_node_get_float (node, XML_REPRODUCTION, &error_code);
          if (error_code || input->reproduction_ratio < 0.
              || input->reproduction_ratio >= 1.0)
            {
              msg = gettext ("Invalid reproduction probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No reproduction probability");
          goto exit_on_error;
        }

      // Obtaining adaptation probability
      if (xmlHasProp (node, XML_ADAPTATION))
        {
          input->adaptation_ratio
            = xml_node_get_float (node, XML_ADAPTATION, &error_code);
          if (error_code || input->adaptation_ratio < 0.
              || input->adaptation_ratio >= 1.)
            {
              msg = gettext ("Invalid adaptation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No adaptation probability");
          goto exit_on_error;
        }

      // Checking survivals
      i = input->mutation_ratio * input->nsimulations;
      i += input->reproduction_ratio * input->nsimulations;
      i += input->adaptation_ratio * input->nsimulations;
      if (i > input->nsimulations - 2)
        {
          msg = gettext
            ("No enough survival entities to reproduce the population");
          goto exit_on_error;
        }
    }
  else
    {
      msg = gettext ("Unknown algorithm");
      goto exit_on_error;
    }

  if (input->algorithm == ALGORITHM_MONTE_CARLO
      || input->algorithm == ALGORITHM_SWEEP)
    {

      // Obtaining iterations number
      input->niterations
        = xml_node_get_int (node, XML_NITERATIONS, &error_code);
      if (error_code == 1)
        input->niterations = 1;
      else if (error_code)
        {
          msg = gettext ("Bad iterations number");
          goto exit_on_error;
        }

      // Obtaining best number
      if (xmlHasProp (node, XML_NBEST))
        {
          input->nbest = xml_node_get_uint (node, XML_NBEST, &error_code);
          if (error_code || !input->nbest)
            {
              msg = gettext ("Invalid best number");
              goto exit_on_error;
            }
        }
      else
        input->nbest = 1;

      // Obtaining tolerance
      if (xmlHasProp (node, XML_TOLERANCE))
        {
          input->tolerance
            = xml_node_get_float (node, XML_TOLERANCE, &error_code);
          if (error_code || input->tolerance < 0.)
            {
              msg = gettext ("Invalid tolerance");
              goto exit_on_error;
            }
        }
      else
        input->tolerance = 0.;
    }

  // Reading the experimental data
  for (child = node->children; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_EXPERIMENT))
        break;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
      if (xmlHasProp (child, XML_NAME))
        {
          input->experiment
            = g_realloc (input->experiment,
                         (1 + input->nexperiments) * sizeof (char *));
          input->experiment[input->nexperiments]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No experiment file name");
          goto exit_on_error;
        }
#if DEBUG
      fprintf (stderr, "input_new: experiment=%s\n",
               input->experiment[input->nexperiments]);
#endif
      input->weight = g_realloc (input->weight,
                                 (1 + input->nexperiments) * sizeof (double));
      if (xmlHasProp (child, XML_WEIGHT))
        {
          input->weight[input->nexperiments]
            = xml_node_get_float (child, XML_WEIGHT, &error_code);
          if (error_code)
            {
              msg = gettext ("Bad weight");
              goto exit_on_error;
            }
        }
      else
        input->weight[input->nexperiments] = 1.;
#if DEBUG
      fprintf (stderr, "input_new: weight=%lg\n",
               input->weight[input->nexperiments]);
#endif
      if (!input->nexperiments)
        input->ninputs = 0;
#if DEBUG
      fprintf (stderr, "input_new: template[0]\n");
#endif
      if (xmlHasProp (child, XML_TEMPLATE1))
        {
          input->template[0]
            = (char **) g_realloc (input->template[0],
                                   (1 + input->nexperiments) * sizeof (char *));
          input->template[0][input->nexperiments]
            = (char *) xmlGetProp (child, template[0]);
#if DEBUG
          fprintf (stderr, "input_new: experiment=%u template1=%s\n",
                   input->nexperiments,
                   input->template[0][input->nexperiments]);
#endif
          if (!input->nexperiments)
            ++input->ninputs;
#if DEBUG
          fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
        }
      else
        {
          msg = gettext ("No experiment template");
          goto exit_on_error;
        }
      for (i = 1; i < MAX_NINPUTS; ++i)
        {
#if DEBUG
          fprintf (stderr, "input_new: template%u\n", i + 1);
#endif
          if (xmlHasProp (child, template[i]))
            {
              if (input->nexperiments && input->ninputs < 2)
                {
                  snprintf (buffer2, 64,
                            gettext ("Experiment %u: bad templates number"),
                            input->nexperiments + 1);
                  msg = buffer2;
                  goto exit_on_error;
                }
              input->template[i] = (char **)
                g_realloc (input->template[i],
                           (1 + input->nexperiments) * sizeof (char *));
              input->template[i][input->nexperiments]
                = (char *) xmlGetProp (child, template[i]);
#if DEBUG
              fprintf (stderr, "input_new: experiment=%u template%u=%s\n",
                       input->nexperiments, i + 1,
                       input->template[i][input->nexperiments]);
#endif
              if (!input->nexperiments)
                ++input->ninputs;
#if DEBUG
              fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
            }
          else if (input->nexperiments && input->ninputs > 1)
            {
              snprintf (buffer2, 64, gettext ("No experiment %u template%u"),
                        input->nexperiments + 1, i + 1);
              msg = buffer2;
              goto exit_on_error;
            }
          else
            break;
        }
      ++input->nexperiments;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
    }
  if (!input->nexperiments)
    {
      msg = gettext ("No calibration experiments");
      goto exit_on_error;
    }

  // Reading the variables data
  for (; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_VARIABLE))
        {
          msg = gettext ("Bad XML node");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_NAME))
        {
          input->label = g_realloc
            (input->label, (1 + input->nvariables) * sizeof (char *));
          input->label[input->nvariables]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No variable name");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MINIMUM))
        {
          input->rangemin = g_realloc
            (input->rangemin, (1 + input->nvariables) * sizeof (double));
          input->rangeminabs = g_realloc
            (input->rangeminabs, (1 + input->nvariables) * sizeof (double));
          input->rangemin[input->nvariables]
            = xml_node_get_float (child, XML_MINIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MINIMUM))
            {
              input->rangeminabs[input->nvariables]
                = xml_node_get_float (child,
XML_ABSOLUTE_MINIMUM, &error_code);
            }
          else
            input->rangeminabs[input->nvariables] = -G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No minimum range");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MAXIMUM))
        {
          input->rangemax = g_realloc
            (input->rangemax, (1 + input->nvariables) * sizeof (double));
          input->rangemaxabs = g_realloc
            (input->rangemaxabs, (1 + input->nvariables) * sizeof (double));
          input->rangemax[input->nvariables]
            = xml_node_get_float (child, XML_MAXIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MAXIMUM))
            input->rangemaxabs[input->nvariables]
              = xml_node_get_float (child,
XML_ABSOLUTE_MAXIMUM, &error_code);
          else
            input->rangemaxabs[input->nvariables] = G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No maximum range");
          goto exit_on_error;
        }
      input->precision = g_realloc
        (input->precision, (1 + input->nvariables) * sizeof (unsigned int));
      if (xmlHasProp (child, XML_PRECISION))
        input->precision[input->nvariables]
          = xml_node_get_uint (child, XML_PRECISION, &error_code);
      else
        input->precision[input->nvariables] =
DEFAULT_PRECISION;
      if (input->algorithm == ALGORITHM_SWEEP)
        {
          if (xmlHasProp (child, XML_NSWEEPS))
            {
              input->nsweeps = (unsigned int *)
                g_realloc (input->nsweeps,
                           (1 + input->nvariables) * sizeof (unsigned int));
              input->nsweeps[input->nvariables]
                = xml_node_get_uint (child, XML_NSWEEPS, &error_code);
            }
          else
            {
              msg = gettext ("No sweeps number");
              goto exit_on_error;
            }
#if DEBUG
```

```
          fprintf (stderr, "input_new: nsweeps=%u nsimulations=%u\n",
                   input->nsweeps[input->nvariables], input->
nsimulations);
#endif
        }
      if (input->algorithm == ALGORITHM_GENETIC)
        {
          // Obtaining bits representing each variable
          if (xmlHasProp (child, XML_NBITS))
            {
              input->nbits = (unsigned int *)
                g_realloc (input->nbits,
                           (1 + input->nvariables) * sizeof (unsigned int));
              i = xml_node_get_uint (child, XML_NBITS, &error_code);
              if (error_code || !i)
                {
                  msg = gettext ("Invalid bit number");
                  goto exit_on_error;
                }
              input->nbits[input->nvariables] = i;
            }
          else
            {
              msg = gettext ("No bits number");
              goto exit_on_error;
            }
        }
      ++input->nvariables;
    }
  if (!input->nvariables)
    {
      msg = gettext ("No calibration variables");
      goto exit_on_error;
    }

  // Getting the working directory
  input->directory = g_path_get_dirname (filename);
  input->name = g_path_get_basename (filename);

  // Closing the XML document
  xmlFreeDoc (doc);

#if DEBUG
  fprintf (stderr, "input_new: end\n");
#endif
  return 1;

exit_on_error:
  show_error (msg);
  input_free ();
#if DEBUG
  fprintf (stderr, "input_new: end\n");
#endif
  return 0;
}

void
calibrate_input (unsigned int simulation, char *input, GMappedFile * template)
{
  unsigned int i;
  char buffer[32], value[32], *buffer2, *buffer3, *content;
  FILE *file;
  gsize length;
  GRegex *regex;

#if DEBUG
  fprintf (stderr, "calibrate_input: start\n");
#endif

  // Checking the file
  if (!template)
    goto calibrate_input_end;

  // Opening template
  content = g_mapped_file_get_contents (template);
  length = g_mapped_file_get_length (template);
#if DEBUG
  fprintf (stderr, "calibrate_input: length=%lu\ncontent:\n%s", length,
           content);
#endif
  file = fopen (input, "w");

  // Parsing template
  for (i = 0; i < calibrate->nvariables; ++i)
    {
#if DEBUG
      fprintf (stderr, "calibrate_input: variable=%u\n", i);
```

```
#endif
      snprintf (buffer, 32, "@variable%u@", i + 1);
      regex = g_regex_new (buffer, 0, 0, NULL);
      if (i == 0)
        {
          buffer2 = g_regex_replace_literal (regex, content, length, 0,
                                             calibrate->label[i], 0, NULL);
#if DEBUG
          fprintf (stderr, "calibrate_input: buffer2\n%s", buffer2);
#endif
        }
      else
        {
          length = strlen (buffer3);
          buffer2 = g_regex_replace_literal (regex, buffer3, length, 0,
                                             calibrate->label[i], 0, NULL);
          g_free (buffer3);
        }
      g_regex_unref (regex);
      length = strlen (buffer2);
      snprintf (buffer, 32, "@value%u@", i + 1);
      regex = g_regex_new (buffer, 0, 0, NULL);
      snprintf (value, 32, format[calibrate->precision[i]],
                calibrate->value[simulation * calibrate->nvariables + i]);

#if DEBUG
      fprintf (stderr, "calibrate_input: value=%s\n", value);
#endif
      buffer3 = g_regex_replace_literal (regex, buffer2, length, 0, value,
                                         0, NULL);
      g_free (buffer2);
      g_regex_unref (regex);
    }

  // Saving input file
  fwrite (buffer3, strlen (buffer3), sizeof (char), file);
  g_free (buffer3);
  fclose (file);

calibrate_input_end:
#if DEBUG
  fprintf (stderr, "calibrate_input: end\n");
#endif
  return;
}

double
calibrate_parse (unsigned int simulation, unsigned int experiment)
{
  unsigned int i;
  double e;
  char buffer[512], input[MAX_NINPUTS][32], output[32], result[32], *buffer2,
    *buffer3, *buffer4;
  FILE *file_result;

#if DEBUG
  fprintf (stderr, "calibrate_parse: start\n");
  fprintf (stderr, "calibrate_parse: simulation=%u experiment=%u\n", simulation,
           experiment);
#endif

  // Opening input files
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      snprintf (&input[i][0], 32, "input-%u-%u-%u", i, simulation, experiment);
#if DEBUG
      fprintf (stderr, "calibrate_parse: i=%u input=%s\n", i, &input[i][0]);
#endif
      calibrate_input (simulation, &input[i][0],
                       calibrate->file[i][experiment]);
    }
  for (; i < MAX_NINPUTS; ++i)
    strcpy (&input[i][0], "");
#if DEBUG
  fprintf (stderr, "calibrate_parse: parsing end\n");
#endif

  // Performing the simulation
  snprintf (output, 32, "output-%u-%u", simulation, experiment);
  buffer2 = g_path_get_dirname (calibrate->simulator);
  buffer3 = g_path_get_basename (calibrate->simulator);
  buffer4 = g_build_filename (buffer2, buffer3, NULL);
  snprintf (buffer, 512, "\"%s\" %s %s %s %s %s %s %s %s %s",
            buffer4, input[0], input[1], input[2], input[3], input[4], input[5],
            input[6], input[7], output);
  g_free (buffer4);
  g_free (buffer3);
  g_free (buffer2);
#if DEBUG
  fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
  system (buffer);

  // Checking the objective value function
  if (calibrate->evaluator)
    {
      snprintf (result, 32, "result-%u-%u", simulation, experiment);
      buffer2 = g_path_get_dirname (calibrate->evaluator);
      buffer3 = g_path_get_basename (calibrate->evaluator);
      buffer4 = g_build_filename (buffer2, buffer3, NULL);
      snprintf (buffer, 512, "\"%s\" %s %s %s",
                buffer4, output, calibrate->experiment[experiment], result);
      g_free (buffer4);
      g_free (buffer3);
      g_free (buffer2);
#if DEBUG
      fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
      system (buffer);
      file_result = fopen (result, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }
  else
    {
      strcpy (result, "");
      file_result = fopen (output, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }

  // Removing files
#if !DEBUG
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      if (calibrate->file[i][0])
        {
          snprintf (buffer, 512, RM " %s", &input[i][0]);
          system (buffer);
        }
    }
  snprintf (buffer, 512, RM " %s %s", output, result);
  system (buffer);
#endif

#if DEBUG
  fprintf (stderr, "calibrate_parse: end\n");
#endif

  // Returning the objective function
  return e * calibrate->weight[experiment];
}

void
calibrate_print ()
{
  unsigned int i;
  char buffer[512];
#if HAVE_MPI
  if (!calibrate->mpi_rank)
    {
#endif
      printf ("THE BEST IS\n");
      fprintf (calibrate->file_result, "THE BEST IS\n");
      printf ("error=%.15le\n", calibrate->error_old[0]);
      fprintf (calibrate->file_result, "error=%.15le\n",
               calibrate->error_old[0]);
      for (i = 0; i < calibrate->nvariables; ++i)
        {
          snprintf (buffer, 512, "%s=%s\n",
                    calibrate->label[i], format[calibrate->precision[i]]);
          printf (buffer, calibrate->value_old[i]);
          fprintf (calibrate->file_result, buffer, calibrate->value_old[i]);
        }
      fflush (calibrate->file_result);
#if HAVE_MPI
    }
#endif
}

void
calibrate_save_variables (unsigned int simulation, double error)
{
  unsigned int i;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: start\n");
#endif
  for (i = 0; i < calibrate->nvariables; ++i)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[i]]);
      fprintf (calibrate->file_variables, buffer,
               calibrate->value[simulation * calibrate->nvariables + i]);
    }
  fprintf (calibrate->file_variables, "%.14le\n", error);
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: end\n");
#endif
}

void
calibrate_best_thread (unsigned int simulation, double value)
{
  unsigned int i, j;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_best_thread: start\n");
#endif
  if (calibrate->nsaveds < calibrate->nbest
      || value < calibrate->error_best[calibrate->nsaveds - 1])
    {
      g_mutex_lock (mutex);
      if (calibrate->nsaveds < calibrate->nbest)
        ++calibrate->nsaveds;
      calibrate->error_best[calibrate->nsaveds - 1] = value;
      calibrate->simulation_best[calibrate->nsaveds - 1] = simulation;
      for (i = calibrate->nsaveds; --i;)
        {
          if (calibrate->error_best[i] < calibrate->error_best[i - 1])
            {
              j = calibrate->simulation_best[i];
              e = calibrate->error_best[i];
              calibrate->simulation_best[i] = calibrate->
simulation_best[i - 1];
              calibrate->error_best[i] = calibrate->error_best[i - 1];
              calibrate->simulation_best[i - 1] = j;
              calibrate->error_best[i - 1] = e;
            }
          else
            break;
        }
      g_mutex_unlock (mutex);
    }
#if DEBUG
  fprintf (stderr, "calibrate_best_thread: end\n");
#endif
}

void
calibrate_best_sequential (unsigned int simulation, double value)
{
  unsigned int i, j;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_best_sequential: start\n");
#endif
  if (calibrate->nsaveds < calibrate->nbest
      || value < calibrate->error_best[calibrate->nsaveds - 1])
    {
      if (calibrate->nsaveds < calibrate->nbest)
        ++calibrate->nsaveds;
      calibrate->error_best[calibrate->nsaveds - 1] = value;
      calibrate->simulation_best[calibrate->nsaveds - 1] = simulation;
      for (i = calibrate->nsaveds; --i;)
        {
          if (calibrate->error_best[i] < calibrate->error_best[i - 1])
            {
              j = calibrate->simulation_best[i];
              e = calibrate->error_best[i];
              calibrate->simulation_best[i] = calibrate->
simulation_best[i - 1];
              calibrate->error_best[i] = calibrate->error_best[i - 1];
              calibrate->simulation_best[i - 1] = j;
              calibrate->error_best[i - 1] = e;
            }
          else
            break;
        }
    }
#if DEBUG
```

```
  fprintf (stderr, "calibrate_best_sequential: end\n");
#endif
}

void *
calibrate_thread (ParallelData * data)
{
  unsigned int i, j, thread;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_thread: start\n");
#endif
  thread = data->thread;
#if DEBUG
  fprintf (stderr, "calibrate_thread: thread=%u start=%u end=%u\n", thread,
           calibrate->thread[thread], calibrate->thread[thread + 1]);
#endif
  for (i = calibrate->thread[thread]; i < calibrate->thread[thread + 1]; ++i)
    {
      e = 0.;
      for (j = 0; j < calibrate->nexperiments; ++j)
        e += calibrate_parse (i, j);
      calibrate_best_thread (i, e);
      g_mutex_lock (mutex);
      calibrate_save_variables (i, e);
      g_mutex_unlock (mutex);
#if DEBUG
      fprintf (stderr, "calibrate_thread: i=%u e=%lg\n", i, e);
#endif
    }
#if DEBUG
  fprintf (stderr, "calibrate_thread: end\n");
#endif
  g_thread_exit (NULL);
  return NULL;
}

void
calibrate_sequential ()
{
  unsigned int i, j;
  double e;
#if DEBUG
  fprintf (stderr, "calibrate_sequential: start\n");
  fprintf (stderr, "calibrate_sequential: nstart=%u nend=%u\n",
           calibrate->nstart, calibrate->nend);
#endif
  for (i = calibrate->nstart; i < calibrate->nend; ++i)
    {
      e = 0.;
      for (j = 0; j < calibrate->nexperiments; ++j)
        e += calibrate_parse (i, j);
      calibrate_best_sequential (i, e);
      calibrate_save_variables (i, e);
#if DEBUG
      fprintf (stderr, "calibrate_sequential: i=%u e=%lg\n", i, e);
#endif
    }
#if DEBUG
  fprintf (stderr, "calibrate_sequential: end\n");
#endif
}

void
calibrate_merge (unsigned int nsaveds, unsigned int *simulation_best,
                 double *error_best)
{
  unsigned int i, j, k, s[calibrate->nbest];
  double e[calibrate->nbest];
#if DEBUG
  fprintf (stderr, "calibrate_merge: start\n");
#endif
  i = j = k = 0;
  do
    {
      if (i == calibrate->nsaveds)
        {
          s[k] = simulation_best[j];
          e[k] = error_best[j];
          ++j;
          ++k;
          if (j == nsaveds)
            break;
        }
      else if (j == nsaveds)
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
          if (i == calibrate->nsaveds)
            break;
        }
      else if (calibrate->error_best[i] > error_best[j])
        {
          s[k] = simulation_best[j];
          e[k] = error_best[j];
          ++j;
          ++k;
        }
      else
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
        }
    }
  while (k < calibrate->nbest);
  calibrate->nsaveds = k;
  memcpy (calibrate->simulation_best, s, k * sizeof (unsigned int));
  memcpy (calibrate->error_best, e, k * sizeof (double));
#if DEBUG
  fprintf (stderr, "calibrate_merge: end\n");
#endif
}

#if HAVE_MPI
void
calibrate_synchronise ()
{
  unsigned int i, nsaveds, simulation_best[calibrate->nbest];
  double error_best[calibrate->nbest];
  MPI_Status mpi_stat;
#if DEBUG
  fprintf (stderr, "calibrate_synchronise: start\n");
#endif
  if (calibrate->mpi_rank == 0)
    {
      for (i = 1; i < ntasks; ++i)
        {
          MPI_Recv (&nsaveds, 1, MPI_INT, i, 1, MPI_COMM_WORLD, &mpi_stat);
          MPI_Recv (simulation_best, nsaveds, MPI_INT, i, 1,
                    MPI_COMM_WORLD, &mpi_stat);
          MPI_Recv (error_best, nsaveds, MPI_DOUBLE, i, 1,
                    MPI_COMM_WORLD, &mpi_stat);
          calibrate_merge (nsaveds, simulation_best, error_best);
        }
    }
  else
    {
      MPI_Send (&calibrate->nsaveds, 1, MPI_INT, 0, 1, MPI_COMM_WORLD);
      MPI_Send (calibrate->simulation_best, calibrate->nsaveds, MPI_INT, 0, 1,
                MPI_COMM_WORLD);
      MPI_Send (calibrate->error_best, calibrate->nsaveds, MPI_DOUBLE, 0, 1,
                MPI_COMM_WORLD);
    }
#if DEBUG
  fprintf (stderr, "calibrate_synchronise: end\n");
#endif
}
#endif

void
calibrate_sweep ()
{
  unsigned int i, j, k, l;
  double e;
  GThread *thread[nthreads];
  ParallelData data[nthreads];
#if DEBUG
  fprintf (stderr, "calibrate_sweep: start\n");
#endif
  for (i = 0; i < calibrate->nsimulations; ++i)
    {
      k = i;
      for (j = 0; j < calibrate->nvariables; ++j)
        {
          l = k % calibrate->nsweeps[j];
          k /= calibrate->nsweeps[j];
          e = calibrate->rangemin[j];
          if (calibrate->nsweeps[j] > 1)
            e += l * (calibrate->rangemax[j] - calibrate->rangemin[j])
              / (calibrate->nsweeps[j] - 1);
          calibrate->value[i * calibrate->nvariables + j] = e;
        }
    }
  calibrate->nsaveds = 0;
  if (nthreads <= 1)
    calibrate_sequential ();
  else
    {
      for (i = 0; i < nthreads; ++i)
        {
          data[i].thread = i;
          thread[i]
            = g_thread_new (NULL, (void (*)) calibrate_thread, &data[i]);
        }
      for (i = 0; i < nthreads; ++i)
        g_thread_join (thread[i]);
    }
#if HAVE_MPI
  // Communicating tasks results
  calibrate_synchronise ();
#endif
#if DEBUG
  fprintf (stderr, "calibrate_sweep: end\n");
#endif
}

void
calibrate_MonteCarlo ()
{
  unsigned int i, j;
  GThread *thread[nthreads];
  ParallelData data[nthreads];
#if DEBUG
  fprintf (stderr, "calibrate_MonteCarlo: start\n");
#endif
  for (i = 0; i < calibrate->nsimulations; ++i)
    for (j = 0; j < calibrate->nvariables; ++j)
      calibrate->value[i * calibrate->nvariables + j]
        = calibrate->rangemin[j] + gsl_rng_uniform (calibrate->rng)
        * (calibrate->rangemax[j] - calibrate->rangemin[j]);
  calibrate->nsaveds = 0;
  if (nthreads <= 1)
    calibrate_sequential ();
  else
    {
      for (i = 0; i < nthreads; ++i)
        {
          data[i].thread = i;
          thread[i]
            = g_thread_new (NULL, (void (*)) calibrate_thread, &data[i]);
        }
      for (i = 0; i < nthreads; ++i)
        g_thread_join (thread[i]);
    }
#if HAVE_MPI
  // Communicating tasks results
  calibrate_synchronise ();
#endif
#if DEBUG
  fprintf (stderr, "calibrate_MonteCarlo: end\n");
#endif
}

double
calibrate_genetic_objective (Entity * entity)
{
  unsigned int j;
  double objective;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: start\n");
#endif
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      calibrate->value[entity->id * calibrate->nvariables + j]
        = genetic_get_variable (entity, calibrate->genetic_variable + j);
    }
  for (j = 0, objective = 0.; j < calibrate->nexperiments; ++j)
    objective += calibrate_parse (entity->id, j);
  g_mutex_lock (mutex);
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[j]]);
      fprintf (calibrate->file_variables, buffer,
               genetic_get_variable (entity, calibrate->genetic_variable + j));
    }
  fprintf (calibrate->file_variables, "%.14le\n", objective);
  g_mutex_unlock (mutex);
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: end\n");
#endif
  return objective;
}

void
calibrate_genetic ()
{
  char *best_genome;
  double best_objective, *best_variable;
#if DEBUG
  fprintf (stderr, "calibrate_genetic: start\n");
  fprintf (stderr, "calibrate_genetic: ntasks=%u nthreads=%u\n", ntasks,
           nthreads);
  fprintf (stderr,
           "calibrate_genetic: nvariables=%u population=%u generations=%u\n",
           calibrate->nvariables, calibrate->nsimulations,
           calibrate->niterations);
  fprintf (stderr,
           "calibrate_genetic: mutation=%lg reproduction=%lg adaptation=%lg\n",
           calibrate->mutation_ratio, calibrate->reproduction_ratio,
           calibrate->adaptation_ratio);
#endif
  genetic_algorithm_default (calibrate->nvariables,
                             calibrate->genetic_variable,
                             calibrate->nsimulations,
                             calibrate->niterations,
                             calibrate->mutation_ratio,
                             calibrate->reproduction_ratio,
                             calibrate->adaptation_ratio,
                             &calibrate_genetic_objective,
                             &best_genome, &best_variable, &best_objective);
#if DEBUG
  fprintf (stderr, "calibrate_genetic: the best\n");
#endif
  calibrate->error_old = (double *) g_malloc (sizeof (double));
  calibrate->value_old
    = (double *) g_malloc (calibrate->nvariables * sizeof (double));
  calibrate->error_old[0] = best_objective;
  memcpy (calibrate->value_old, best_variable,
          calibrate->nvariables * sizeof (double));
  g_free (best_genome);
  g_free (best_variable);
  calibrate_print ();
#if DEBUG
  fprintf (stderr, "calibrate_genetic: end\n");
#endif
}

void
calibrate_save_old ()
{
  unsigned int i, j;
#if DEBUG
  fprintf (stderr, "calibrate_save_old: start\n");
#endif
  memcpy (calibrate->error_old, calibrate->error_best,
          calibrate->nbest * sizeof (double));
  for (i = 0; i < calibrate->nbest; ++i)
    {
      j = calibrate->simulation_best[i];
      memcpy (calibrate->value_old + i * calibrate->nvariables,
              calibrate->value + j * calibrate->nvariables,
              calibrate->nvariables * sizeof (double));
    }
#if DEBUG
  for (i = 0; i < calibrate->nvariables; ++i)
    fprintf (stderr, "calibrate_save_old: best variable %u=%lg\n",
             i, calibrate->value_old[i]);
  fprintf (stderr, "calibrate_save_old: end\n");
#endif
}

void
calibrate_merge_old ()
{
  unsigned int i, j, k;
  double v[calibrate->nbest * calibrate->nvariables], e[calibrate->nbest],
    *enew, *eold;
#if DEBUG
  fprintf (stderr, "calibrate_merge_old: start\n");
#endif
  enew = calibrate->error_best;
  eold = calibrate->error_old;
  i = j = k = 0;
  do
    {
      if (*enew < *eold)
        {
          memcpy (v + k * calibrate->nvariables,
                  calibrate->value
                  + calibrate->simulation_best[i] * calibrate->
nvariables,
                  calibrate->nvariables * sizeof (double));
          e[k] = *enew;
          ++k;
          ++enew;
          ++i;
        }
      else
        {
          memcpy (v + k * calibrate->nvariables,
                  calibrate->value_old + j * calibrate->nvariables,
                  calibrate->nvariables * sizeof (double));
          e[k] = *eold;
          ++k;
          ++eold;
          ++j;
        }
    }
  while (k < calibrate->nbest);
  memcpy (calibrate->value_old, v, k * calibrate->nvariables * sizeof (double));
  memcpy (calibrate->error_old, e, k * sizeof (double));
#if DEBUG
  fprintf (stderr, "calibrate_merge_old: end\n");
#endif
}

void
calibrate_refine ()
{
  unsigned int i, j;
  double d;
#if HAVE_MPI
  MPI_Status mpi_stat;
#endif
#if DEBUG
  fprintf (stderr, "calibrate_refine: start\n");
#endif
#if HAVE_MPI
  if (!calibrate->mpi_rank)
    {
#endif
      for (j = 0; j < calibrate->nvariables; ++j)
        {
          calibrate->rangemin[j] = calibrate->rangemax[j]
            = calibrate->value_old[j];
        }
      for (i = 0; ++i < calibrate->nbest;)
        {
          for (j = 0; j < calibrate->nvariables; ++j)
            {
              calibrate->rangemin[j]
                = fmin (calibrate->rangemin[j],
                        calibrate->value_old[i * calibrate->nvariables + j]);
              calibrate->rangemax[j]
                = fmax (calibrate->rangemax[j],
                        calibrate->value_old[i * calibrate->nvariables + j]);
            }
        }
      for (j = 0; j < calibrate->nvariables; ++j)
        {
          d = 0.5 * calibrate->tolerance
            * (calibrate->rangemax[j] - calibrate->rangemin[j]);
          calibrate->rangemin[j] -= d;
          calibrate->rangemin[j]
            = fmax (calibrate->rangemin[j], calibrate->rangeminabs[j]);
          calibrate->rangemax[j] += d;
          calibrate->rangemax[j]
            = fmin (calibrate->rangemax[j], calibrate->rangemaxabs[j]);
          printf ("%s min=%lg max=%lg\n", calibrate->label[j],
                  calibrate->rangemin[j], calibrate->rangemax[j]);
          fprintf (calibrate->file_result, "%s min=%lg max=%lg\n",
                   calibrate->label[j], calibrate->rangemin[j],
                   calibrate->rangemax[j]);
        }
#if HAVE_MPI
      for (i = 1; i < ntasks; ++i)
        {
          MPI_Send (calibrate->rangemin, calibrate->nvariables, MPI_DOUBLE, i,
                    1, MPI_COMM_WORLD);
          MPI_Send (calibrate->rangemax, calibrate->nvariables, MPI_DOUBLE, i,
                    1, MPI_COMM_WORLD);
        }
    }
  else
    {
      MPI_Recv (calibrate->rangemin, calibrate->nvariables, MPI_DOUBLE, 0, 1,
                MPI_COMM_WORLD, &mpi_stat);
      MPI_Recv (calibrate->rangemax, calibrate->nvariables, MPI_DOUBLE, 0, 1,
                MPI_COMM_WORLD, &mpi_stat);
    }
#endif
#if DEBUG
  fprintf (stderr, "calibrate_refine: end\n");
#endif
}

void
calibrate_iterate ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "calibrate_iterate: start\n");
#endif
  calibrate->error_old
    = (double *) g_malloc (calibrate->nbest * sizeof (double));
  calibrate->value_old = (double *)
    g_malloc (calibrate->nbest * calibrate->nvariables * sizeof (double));
  calibrate_step ();
  calibrate_save_old ();
  calibrate_refine ();
  calibrate_print ();
  for (i = 1; i < calibrate->niterations; ++i)
    {
      calibrate_step ();
      calibrate_merge_old ();
      calibrate_refine ();
      calibrate_print ();
    }
#if DEBUG
  fprintf (stderr, "calibrate_iterate: end\n");
#endif
}

void
calibrate_free ()
{
  unsigned int i, j;
#if DEBUG
  fprintf (stderr, "calibrate_free: start\n");
#endif
  for (i = 0; i < calibrate->nexperiments; ++i)
    {
      for (j = 0; j < calibrate->ninputs; ++j)
        g_mapped_file_unref (calibrate->file[j][i]);
    }
  for (i = 0; i < calibrate->ninputs; ++i)
    g_free (calibrate->file[i]);
  g_free (calibrate->error_old);
  g_free (calibrate->value_old);
  g_free (calibrate->value);
  g_free (calibrate->genetic_variable);
#if DEBUG
  fprintf (stderr, "calibrate_free: end\n");
#endif
}

void
calibrate_new ()
{
  unsigned int i, j, *nbits;

#if DEBUG
  fprintf (stderr, "calibrate_new: start\n");
#endif

  // Initing pseudo-random numbers generator
  gsl_rng_set (calibrate->rng, calibrate->seed);

  // Replacing the working dir
  chdir (input->directory);

  // Obtaining the simulator file
  calibrate->simulator = input->simulator;

  // Obtaining the evaluator file
  calibrate->evaluator = input->evaluator;

  // Obtaining the pseudo-random numbers generator seed
  calibrate->seed = input->seed;

  // Reading the algorithm
  calibrate->algorithm = input->algorithm;
  switch (calibrate->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      calibrate_step = calibrate_MonteCarlo;
      break;
    case ALGORITHM_SWEEP:
      calibrate_step = calibrate_sweep;
      break;
    default:
      calibrate_step = calibrate_genetic;
      calibrate->mutation_ratio = input->mutation_ratio;
      calibrate->reproduction_ratio = input->reproduction_ratio;
      calibrate->adaptation_ratio = input->adaptation_ratio;
    }
  calibrate->nsimulations = input->nsimulations;
  calibrate->niterations = input->niterations;
  calibrate->nbest = input->nbest;
  calibrate->tolerance = input->tolerance;

  calibrate->simulation_best
    = (unsigned int *) alloca (calibrate->nbest * sizeof (unsigned int));
  calibrate->error_best
    = (double *) alloca (calibrate->nbest * sizeof (double));

  // Reading the experimental data
#if DEBUG
  fprintf (stderr, "calibrate_new: current directory=%s\n",
           g_get_current_dir ());
#endif
  calibrate->nexperiments = input->nexperiments;
  calibrate->ninputs = input->ninputs;
  calibrate->experiment = input->experiment;
  calibrate->weight = input->weight;
  for (i = 0; i < input->ninputs; ++i)
    {
      calibrate->template[i] = input->template[i];
      calibrate->file[i]
        = g_malloc (input->nexperiments * sizeof (GMappedFile *));
    }
  for (i = 0; i < input->nexperiments; ++i)
    {
#if DEBUG
      fprintf (stderr, "calibrate_new: i=%u\n", i);
      fprintf (stderr, "calibrate_new: experiment=%s\n",
               calibrate->experiment[i]);
      fprintf (stderr, "calibrate_new: weight=%lg\n", calibrate->weight[i]);
#endif
      for (j = 0; j < input->ninputs; ++j)
        {
#if DEBUG
          fprintf (stderr, "calibrate_new: template%u\n", j + 1);
          fprintf (stderr, "calibrate_new: experiment=%u template%u=%s\n",
                   i, j + 1, calibrate->template[j][i]);
#endif
          calibrate->file[j][i]
            = g_mapped_file_new (input->template[j][i], 0, NULL);
        }
    }

  // Reading the variables data
#if DEBUG
  fprintf (stderr, "calibrate_new: reading variables\n");
#endif
  calibrate->nvariables = input->nvariables;
  calibrate->label = input->label;
  calibrate->rangemin = input->rangemin;
  calibrate->rangeminabs = input->rangeminabs;
  calibrate->rangemax = input->rangemax;
  calibrate->rangemaxabs = input->rangemaxabs;
  calibrate->precision = input->precision;
  calibrate->nsweeps = input->nsweeps;
  nbits = input->nbits;
  if (input->algorithm == ALGORITHM_SWEEP)
    calibrate->nsimulations = 1;
  else if (input->algorithm == ALGORITHM_GENETIC)
    for (i = 0; i < input->nvariables; ++i)
      {
        if (calibrate->algorithm == ALGORITHM_SWEEP)
          {
            calibrate->nsimulations *= input->nsweeps[i];
#if DEBUG
            fprintf (stderr, "calibrate_new: nsweeps=%u nsimulations=%u\n",
                     calibrate->nsweeps[i], calibrate->nsimulations);
#endif
          }
      }

  // Allocating values
#if DEBUG
  fprintf (stderr, "calibrate_new: allocating variables\n");
  fprintf (stderr, "calibrate_new: nvariables=%u\n", calibrate->nvariables);
#endif
  calibrate->genetic_variable = NULL;
  if (calibrate->algorithm == ALGORITHM_GENETIC)
    {
      calibrate->genetic_variable = (GeneticVariable *)
        g_malloc (calibrate->nvariables * sizeof (GeneticVariable));
      for (i = 0; i < calibrate->nvariables; ++i)
        {
#if DEBUG
          fprintf (stderr, "calibrate_new: i=%u min=%lg max=%lg nbits=%u\n",
                   i, calibrate->rangemin[i], calibrate->rangemax[i], nbits[i]);
#endif
          calibrate->genetic_variable[i].minimum = calibrate->
rangemin[i];
          calibrate->genetic_variable[i].maximum = calibrate->
rangemax[i];
          calibrate->genetic_variable[i].nbits = nbits[i];
        }
    }
#if DEBUG
  fprintf (stderr, "calibrate_new: nvariables=%u nsimulations=%u\n",
           calibrate->nvariables, calibrate->nsimulations);
#endif
  calibrate->value = (double *) g_malloc (calibrate->nsimulations *
                                          calibrate->nvariables *
                                          sizeof (double));

  // Calculating simulations to perform on each task
#if HAVE_MPI
#if DEBUG
  fprintf (stderr, "calibrate_new: rank=%u ntasks=%u\n",
           calibrate->mpi_rank, ntasks);
#endif
  calibrate->nstart = calibrate->mpi_rank * calibrate->
nsimulations / ntasks;
  calibrate->nend = (1 + calibrate->mpi_rank) * calibrate->
nsimulations
    / ntasks;
#else
  calibrate->nstart = 0;
  calibrate->nend = calibrate->nsimulations;
#endif
#if DEBUG
  fprintf (stderr, "calibrate_new: nstart=%u nend=%u\n", calibrate->nstart,
           calibrate->nend);
#endif

  // Calculating simulations to perform on each thread
  calibrate->thread
    = (unsigned int *) alloca ((1 + nthreads) * sizeof (unsigned int));
  for (i = 0; i <= nthreads; ++i)
    {
      calibrate->thread[i] = calibrate->nstart
        + i * (calibrate->nend - calibrate->nstart) / nthreads;
#if DEBUG
      fprintf (stderr, "calibrate_new: i=%u thread=%u\n", i,
               calibrate->thread[i]);
#endif
    }

  // Opening result files
  calibrate->file_result = fopen ("result", "w");
  calibrate->file_variables = fopen ("variables", "w");

  // Performing the algorithm
  switch (calibrate->algorithm)
    {
      // Genetic algorithm
    case ALGORITHM_GENETIC:
      calibrate_genetic ();
      break;

      // Iterative algorithm
    default:
      calibrate_iterate ();
```

```c
    }

  // Closing result files
  fclose (calibrate->file_variables);
  fclose (calibrate->file_result);

#if DEBUG
  fprintf (stderr, "calibrate_new: end\n");
#endif
}

#if HAVE_GTK

void
input_save (char *filename)
{
  unsigned int i, j;
  char *buffer;
  xmlDoc *doc;
  xmlNode *node, *child;
  GFile *file, *file2;

  // Getting the input file directory
  input->name = g_path_get_basename (filename);
  input->directory = g_path_get_dirname (filename);
  file = g_file_new_for_path (input->directory);

  // Opening the input file
  doc = xmlNewDoc ((const xmlChar *) "1.0");

  // Setting root XML node
  node = xmlNewDocNode (doc, 0, XML_CALIBRATE, 0);
  xmlDocSetRootElement (doc, node);

  // Adding properties to the root XML node
  file2 = g_file_new_for_path (input->simulator);
  buffer = g_file_get_relative_path (file, file2);
  g_object_unref (file2);
  xmlSetProp (node, XML_SIMULATOR, (xmlChar *) buffer);
  g_free (buffer);
  if (input->evaluator)
    {
      file2 = g_file_new_for_path (input->evaluator);
      buffer = g_file_get_relative_path (file, file2);
      g_object_unref (file2);
      if (xmlStrlen ((xmlChar *) buffer))
        xmlSetProp (node, XML_EVALUATOR, (xmlChar *) buffer);
      g_free (buffer);
    }
  if (input->seed != DEFAULT_RANDOM_SEED)
    xml_node_set_uint (node, XML_SEED, input->seed);

  // Setting the algorithm
  buffer = (char *) g_malloc (64);
  switch (input->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      xmlSetProp (node, XML_ALGORITHM, XML_MONTE_CARLO);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NSIMULATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    case ALGORITHM_SWEEP:
      xmlSetProp (node, XML_ALGORITHM, XML_SWEEP);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    default:
      xmlSetProp (node, XML_ALGORITHM, XML_GENETIC);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NPOPULATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NGENERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->mutation_ratio);
      xmlSetProp (node, XML_MUTATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->reproduction_ratio);
      xmlSetProp (node, XML_REPRODUCTION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->adaptation_ratio);
      xmlSetProp (node, XML_ADAPTATION, (xmlChar *) buffer);
      break;
    }
  g_free (buffer);

  // Setting the experimental data
  for (i = 0; i < input->nexperiments; ++i)
    {
      child = xmlNewChild (node, 0, XML_EXPERIMENT, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->experiment[i]);
      if (input->weight[i] != 1.)
        xml_node_set_float (child, XML_WEIGHT, input->weight[i]);
      for (j = 0; j < input->ninputs; ++j)
        xmlSetProp (child, template[j], (xmlChar *) input->template[j][i]);
    }

  // Setting the variables data
  for (i = 0; i < input->nvariables; ++i)
    {
      child = xmlNewChild (node, 0, XML_VARIABLE, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->label[i]);
      xml_node_set_float (child, XML_MINIMUM, input->rangemin[i]);
      if (input->rangeminabs[i] != -G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MINIMUM, input->rangeminabs[i]);
      xml_node_set_float (child, XML_MAXIMUM, input->rangemax[i]);
      if (input->rangemaxabs[i] != G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MAXIMUM, input->rangemaxabs[i]);
      if (input->precision[i] != DEFAULT_PRECISION)
        xml_node_set_uint (child, XML_PRECISION, input->precision[i]);
      if (input->algorithm == ALGORITHM_SWEEP)
        xml_node_set_uint (child, XML_NSWEEPS, input->nsweeps[i]);
      else if (input->algorithm == ALGORITHM_GENETIC)
        xml_node_set_uint (child, XML_NBITS, input->nbits[i]);
    }

  // Saving the XML file
  xmlSaveFormatFile (filename, doc, 1);

  // Freeing memory
  xmlFreeDoc (doc);
}

void
options_new ()
{
  options->label_processors
    = (GtkLabel *) gtk_label_new (gettext ("Processors number"));
  options->spin_processors
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 64., 1.);
  gtk_spin_button_set_value (options->spin_processors, (gdouble) nthreads);
  options->label_seed = (GtkLabel *)
    gtk_label_new (gettext ("Pseudo-random numbers generator seed"));
  options->spin_seed = (GtkSpinButton *)
    gtk_spin_button_new_with_range (0., (gdouble) G_MAXULONG, 1.);
  gtk_spin_button_set_value (options->spin_seed, (gdouble) input->seed);
  options->grid = (GtkGrid *) gtk_grid_new ();
  gtk_grid_attach (options->grid, GTK_WIDGET (options->label_processors),
                   0, 0, 1, 1);
  gtk_grid_attach (options->grid, GTK_WIDGET (options->spin_processors),
                   1, 0, 1, 1);
  gtk_grid_attach (options->grid, GTK_WIDGET (options->label_seed), 0, 1, 1, 1);
  gtk_grid_attach (options->grid, GTK_WIDGET (options->spin_seed), 1, 1, 1, 1);
  gtk_widget_show_all (GTK_WIDGET (options->grid));
  options->dialog = (GtkDialog *)
    gtk_dialog_new_with_buttons (gettext ("Options"),
                                 window->window,
                                 GTK_DIALOG_MODAL,
                                 gettext ("_OK"), GTK_RESPONSE_OK,
                                 gettext ("_Cancel"), GTK_RESPONSE_CANCEL,
                                 NULL);
  gtk_container_add
    (GTK_CONTAINER (gtk_dialog_get_content_area (options->dialog)),
     GTK_WIDGET (options->grid));
  if (gtk_dialog_run (options->dialog) == GTK_RESPONSE_OK)
    {
      nthreads = gtk_spin_button_get_value_as_int (options->spin_processors);
      input->seed
        = (unsigned long int) gtk_spin_button_get_value (options->spin_seed);
    }
  gtk_widget_destroy (GTK_WIDGET (options->dialog));
}

void
running_new ()
{
#if DEBUG
  fprintf (stderr, "running_new: start\n");
#endif
  running->label = (GtkLabel *) gtk_label_new (gettext ("Calculating ..."));
  running->dialog = (GtkDialog *)
    gtk_dialog_new_with_buttons (gettext ("Calculating"),
                                 window->window, GTK_DIALOG_MODAL, NULL, NULL);
  gtk_container_add
    (GTK_CONTAINER (gtk_dialog_get_content_area (running->dialog)),
     GTK_WIDGET (running->label));
  gtk_widget_show_all (GTK_WIDGET (running->dialog));
#if DEBUG
  fprintf (stderr, "running_new: end\n");
#endif
}

int
window_save ()
{
  char *buffer;
  GtkFileChooserDialog *dlg;

#if DEBUG
  fprintf (stderr, "window_save: start\n");
#endif

  // Opening the saving dialog
  dlg = (GtkFileChooserDialog *)
    gtk_file_chooser_dialog_new (gettext ("Save file"),
                                 window->window,
                                 GTK_FILE_CHOOSER_ACTION_SAVE,
                                 gettext ("_Cancel"),
                                 GTK_RESPONSE_CANCEL,
                                 gettext ("_OK"), GTK_RESPONSE_OK, NULL);
  gtk_file_chooser_set_do_overwrite_confirmation (GTK_FILE_CHOOSER (dlg), TRUE);

  // If OK response then saving
  if (gtk_dialog_run (GTK_DIALOG (dlg)) == GTK_RESPONSE_OK)
    {

      // Adding properties to the root XML node
      input->simulator = gtk_file_chooser_get_filename
        (GTK_FILE_CHOOSER (window->button_simulator));
      if (gtk_toggle_button_get_active
          (GTK_TOGGLE_BUTTON (window->check_evaluator)))
        input->evaluator = gtk_file_chooser_get_filename
          (GTK_FILE_CHOOSER (window->button_evaluator));
      else
        input->evaluator = NULL;

      // Setting the algorithm
      switch (window_get_algorithm ())
        {
        case ALGORITHM_MONTE_CARLO:
          input->algorithm = ALGORITHM_MONTE_CARLO;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_simulations);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->
spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->
spin_bests);
          break;
        case ALGORITHM_SWEEP:
          input->algorithm = ALGORITHM_SWEEP;
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->
spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->
spin_bests);
          break;
        default:
          input->algorithm = ALGORITHM_GENETIC;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_population);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_generations);
          input->mutation_ratio
```

```
            = gtk_spin_button_get_value (window->spin_mutation);
          input->reproduction_ratio
            = gtk_spin_button_get_value (window->spin_reproduction);
          input->adaptation_ratio
            = gtk_spin_button_get_value (window->spin_adaptation);
          break;
        }

      // Saving the XML file
      buffer = gtk_file_chooser_get_filename (GTK_FILE_CHOOSER (dlg));
      input_save (buffer);

      // Closing and freeing memory
      g_free (buffer);
      gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
      fprintf (stderr, "window_save: end\n");
#endif
      return 1;
    }

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
  fprintf (stderr, "window_save: end\n");
#endif
  return 0;
}

void
window_run ()
{
  unsigned int i;
  char *msg, *msg2, buffer[64], buffer2[64];
#if DEBUG
  fprintf (stderr, "window_run: start\n");
#endif
  if (!window_save ())
    {
#if DEBUG
      fprintf (stderr, "window_run: end\n");
#endif
      return;
    }
  running_new ();
  while (gtk_events_pending ())
    gtk_main_iteration ();
  calibrate_new ();
  gtk_widget_destroy (GTK_WIDGET (running->dialog));
  snprintf (buffer, 64, "error=%.15le\n", calibrate->error_old[0]);
  msg2 = g_strdup (buffer);
  for (i = 0; i < calibrate->nvariables; ++i, msg2 = msg)
    {
      snprintf (buffer, 64, "%s=%s\n",
                calibrate->label[i], format[calibrate->precision[i]]);
      snprintf (buffer2, 64, buffer, calibrate->value_old[i]);
      msg = g_strconcat (msg2, buffer2, NULL);
      g_free (msg2);
    }
  show_message (gettext ("Best result"), msg2, INFO_TYPE);
  g_free (msg2);
  calibrate_free ();
#if DEBUG
  fprintf (stderr, "window_run: end\n");
#endif
}

void
window_help ()
{
  char *buffer, *buffer2;
  buffer2 = g_build_filename (window->application_directory, "manuals",
                              gettext ("user-manual.pdf"), NULL);
  buffer = g_filename_to_uri (buffer2, NULL, NULL);
  g_free (buffer2);
  gtk_show_uri (NULL, buffer, GDK_CURRENT_TIME, NULL);
  g_free (buffer);
}

void
window_about ()
{
  gchar *authors[] = {
    "Javier Burguete Tolosa (jburguete@eead.csic.es)",
    "Borja Latorre Garcés (borja.latorre@csic.es)",
    NULL
  };
  gtk_show_about_dialog (window->window,
                         "program_name",
                         "Calibrator",
                         "comments",
                         gettext ("A software to make calibrations of "
                                  "empirical parameters"),
                         "authors", authors,
                         "translator-credits",
                         "Javier Burguete Tolosa (jburguete@eead.csic.es)",
                         "version", "1.1.28", "copyright",
                         "Copyright 2012-2015 Javier Burguete Tolosa",
                         "logo", window->logo,
                         "website-label", gettext ("Website"),
                         "website",
                         "https://github.com/jburguete/calibrator", NULL);
}

int
window_get_algorithm ()
{
  unsigned int i;
  for (i = 0; i < NALGORITHMS; ++i)
    if (gtk_toggle_button_get_active
        (GTK_TOGGLE_BUTTON (window->button_algorithm[i])))
      break;
  return i;
}

void
window_update ()
{
  unsigned int i;
  gtk_widget_set_sensitive
    (GTK_WIDGET (window->button_evaluator),
     gtk_toggle_button_get_active (GTK_TOGGLE_BUTTON
                                   (window->check_evaluator)));
  gtk_widget_hide (GTK_WIDGET (window->label_simulations));
  gtk_widget_hide (GTK_WIDGET (window->spin_simulations));
  gtk_widget_hide (GTK_WIDGET (window->label_iterations));
  gtk_widget_hide (GTK_WIDGET (window->spin_iterations));
  gtk_widget_hide (GTK_WIDGET (window->label_tolerance));
  gtk_widget_hide (GTK_WIDGET (window->spin_tolerance));
  gtk_widget_hide (GTK_WIDGET (window->label_bests));
  gtk_widget_hide (GTK_WIDGET (window->spin_bests));
  gtk_widget_hide (GTK_WIDGET (window->label_population));
  gtk_widget_hide (GTK_WIDGET (window->spin_population));
  gtk_widget_hide (GTK_WIDGET (window->label_generations));
  gtk_widget_hide (GTK_WIDGET (window->spin_generations));
  gtk_widget_hide (GTK_WIDGET (window->label_mutation));
  gtk_widget_hide (GTK_WIDGET (window->spin_mutation));
  gtk_widget_hide (GTK_WIDGET (window->label_reproduction));
  gtk_widget_hide (GTK_WIDGET (window->spin_reproduction));
  gtk_widget_hide (GTK_WIDGET (window->label_adaptation));
  gtk_widget_hide (GTK_WIDGET (window->spin_adaptation));
  gtk_widget_hide (GTK_WIDGET (window->label_sweeps));
  gtk_widget_hide (GTK_WIDGET (window->spin_sweeps));
  gtk_widget_hide (GTK_WIDGET (window->label_bits));
  gtk_widget_hide (GTK_WIDGET (window->spin_bits));
  i = gtk_spin_button_get_value_as_int (window->spin_iterations);
  switch (window_get_algorithm ())
    {
    case ALGORITHM_MONTE_CARLO:
      gtk_widget_show (GTK_WIDGET (window->label_simulations));
      gtk_widget_show (GTK_WIDGET (window->spin_simulations));
      gtk_widget_show (GTK_WIDGET (window->label_iterations));
      gtk_widget_show (GTK_WIDGET (window->spin_iterations));
      if (i > 1)
        {
          gtk_widget_show (GTK_WIDGET (window->label_tolerance));
          gtk_widget_show (GTK_WIDGET (window->spin_tolerance));
          gtk_widget_show (GTK_WIDGET (window->label_bests));
          gtk_widget_show (GTK_WIDGET (window->spin_bests));
        }
      break;
    case ALGORITHM_SWEEP:
      gtk_widget_show (GTK_WIDGET (window->label_iterations));
      gtk_widget_show (GTK_WIDGET (window->spin_iterations));
      gtk_widget_show (GTK_WIDGET (window->label_tolerance));
      gtk_widget_show (GTK_WIDGET (window->spin_tolerance));
      if (i > 1)
        {
          gtk_widget_show (GTK_WIDGET (window->label_tolerance));
          gtk_widget_show (GTK_WIDGET (window->spin_tolerance));
          gtk_widget_show (GTK_WIDGET (window->label_bests));
          gtk_widget_show (GTK_WIDGET (window->spin_bests));
        }
      gtk_widget_show (GTK_WIDGET (window->label_sweeps));
      gtk_widget_show (GTK_WIDGET (window->spin_sweeps));
      break;
    default:
      gtk_widget_show (GTK_WIDGET (window->label_population));
      gtk_widget_show (GTK_WIDGET (window->spin_population));
      gtk_widget_show (GTK_WIDGET (window->label_generations));
      gtk_widget_show (GTK_WIDGET (window->spin_generations));
      gtk_widget_show (GTK_WIDGET (window->label_mutation));
      gtk_widget_show (GTK_WIDGET (window->spin_mutation));
      gtk_widget_show (GTK_WIDGET (window->label_reproduction));
      gtk_widget_show (GTK_WIDGET (window->spin_reproduction));
      gtk_widget_show (GTK_WIDGET (window->label_adaptation));
      gtk_widget_show (GTK_WIDGET (window->spin_adaptation));
      gtk_widget_show (GTK_WIDGET (window->label_bits));
      gtk_widget_show (GTK_WIDGET (window->spin_bits));
    }
  gtk_widget_set_sensitive
    (GTK_WIDGET (window->button_remove_experiment), input->nexperiments > 1);
  gtk_widget_set_sensitive
    (GTK_WIDGET (window->button_remove_variable), input->nvariables > 1);
  for (i = 0; i < input->ninputs; ++i)
    {
      gtk_widget_show (GTK_WIDGET (window->check_template[i]));
      gtk_widget_show (GTK_WIDGET (window->button_template[i]));
      gtk_widget_set_sensitive (GTK_WIDGET (window->check_template[i]), 0);
      gtk_widget_set_sensitive (GTK_WIDGET (window->button_template[i]), 1);
      g_signal_handler_block
        (window->check_template[i], window->id_template[i]);
      g_signal_handler_block (window->button_template[i], window->id_input[i]);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_template[i]), 1);
      g_signal_handler_unblock
        (window->button_template[i], window->id_input[i]);
      g_signal_handler_unblock
        (window->check_template[i], window->id_template[i]);
    }
  if (i > 0)
    {
      gtk_widget_set_sensitive (GTK_WIDGET (window->check_template[i - 1]), 1);
      gtk_widget_set_sensitive
        (GTK_WIDGET (window->button_template[i - 1]),
         gtk_toggle_button_get_active
         GTK_TOGGLE_BUTTON (window->check_template[i - 1]));
    }
  if (i < MAX_NINPUTS)
    {
      gtk_widget_show (GTK_WIDGET (window->check_template[i]));
      gtk_widget_show (GTK_WIDGET (window->button_template[i]));
      gtk_widget_set_sensitive (GTK_WIDGET (window->check_template[i]), 1);
      gtk_widget_set_sensitive
        (GTK_WIDGET (window->button_template[i]),
         gtk_toggle_button_get_active
         GTK_TOGGLE_BUTTON (window->check_template[i]));
      g_signal_handler_block
        (window->check_template[i], window->id_template[i]);
      g_signal_handler_block (window->button_template[i], window->id_input[i]);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_template[i]), 0);
      g_signal_handler_unblock
        (window->button_template[i], window->id_input[i]);
      g_signal_handler_unblock
        (window->check_template[i], window->id_template[i]);
    }
  while (++i < MAX_NINPUTS)
    {
      gtk_widget_hide (GTK_WIDGET (window->check_template[i]));
      gtk_widget_hide (GTK_WIDGET (window->button_template[i]));
    }
  gtk_widget_set_sensitive
    (GTK_WIDGET (window->spin_minabs),
     gtk_toggle_button_get_active (GTK_TOGGLE_BUTTON (window->check_minabs)));
  gtk_widget_set_sensitive
    (GTK_WIDGET (window->spin_maxabs),
     gtk_toggle_button_get_active (GTK_TOGGLE_BUTTON (window->check_maxabs)));
}

void
window_set_algorithm ()
{
  unsigned int i;
  i = window_get_algorithm ();
  switch (i)
    {
```

```
    case ALGORITHM_SWEEP:
      input->nsweeps = (unsigned int *) g_realloc
        (input->nsweeps, input->nvariables * sizeof (unsigned int));
      break;
    case ALGORITHM_GENETIC:
      input->nbits = (unsigned int *) g_realloc
        (input->nbits, input->nvariables * sizeof (unsigned int));
    }
  window_update ();
}

void
window_set_experiment ()
{
  unsigned int i, j;
  char *buffer1, *buffer2;
#if DEBUG
  fprintf (stderr, "window_set_experiment: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  gtk_spin_button_set_value (window->spin_weight, input->weight[i]);
  buffer1 = gtk_combo_box_text_get_active_text (window->combo_experiment);
  buffer2 = g_build_filename (input->directory, buffer1, NULL);
  g_free (buffer1);
  g_signal_handler_block
    (window->button_experiment, window->id_experiment_name);
  gtk_file_chooser_set_filename
    (GTK_FILE_CHOOSER (window->button_experiment), buffer2);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  g_free (buffer2);
  for (j = 0; j < input->ninputs; ++j)
    {
      g_signal_handler_block (window->button_template[j], window->
id_input[j]);
      buffer2
        = g_build_filename (input->directory, input->template[j][i], NULL);
      gtk_file_chooser_set_filename
        (GTK_FILE_CHOOSER (window->button_template[j]), buffer2);
      g_free (buffer2);
      g_signal_handler_unblock
        (window->button_template[j], window->id_input[j]);
    }
#if DEBUG
  fprintf (stderr, "window_set_experiment: end\n");
#endif
}

void
window_remove_experiment ()
{
  unsigned int i, j;
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  g_signal_handler_block (window->combo_experiment, window->
id_experiment);
  gtk_combo_box_text_remove (window->combo_experiment, i);
  g_signal_handler_unblock (window->combo_experiment, window->
id_experiment);
  xmlFree (input->experiment[i]);
  --input->nexperiments;
  for (j = i; j < input->nexperiments; ++j)
    {
      input->experiment[j] = input->experiment[j + 1];
      input->weight[j] = input->weight[j + 1];
    }
  j = input->nexperiments - 1;
  if (i > j)
    i = j;
  for (j = 0; j < input->ninputs; ++j)
    g_signal_handler_block (window->button_template[j], window->
id_input[j]);
  g_signal_handler_block
    (window->button_experiment, window->id_experiment_name);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), i);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  for (j = 0; j < input->ninputs; ++j)
    g_signal_handler_unblock (window->button_template[j], window->
id_input[j]);
  window_update ();
}

void
window_add_experiment ()
{
  unsigned int i, j;
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  g_signal_handler_block (window->combo_experiment, window->id_experiment);
  gtk_combo_box_text_insert_text
    (window->combo_experiment, i, input->experiment[i]);
  g_signal_handler_unblock (window->combo_experiment, window->id_experiment);
  input->experiment = (char **) g_realloc
    (input->experiment, (input->nexperiments + 1) * sizeof (char *));
  input->weight = (double *) g_realloc
    (input->weight, (input->nexperiments + 1) * sizeof (double));
  for (j = input->nexperiments - 1; j > i; --j)
    {
      input->experiment[j + 1] = input->experiment[j];
      input->weight[j + 1] = input->weight[j];
    }
  input->experiment[j + 1]
    = (char *) xmlStrdup ((xmlChar *) input->experiment[j]);
  input->weight[j + 1] = input->weight[j];
  ++input->nexperiments;
  for (j = 0; j < input->ninputs; ++j)
    g_signal_handler_block (window->button_template[j], window->id_input[j]);
  g_signal_handler_block
    (window->button_experiment, window->id_experiment_name);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), i + 1);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  for (j = 0; j < input->ninputs; ++j)
    g_signal_handler_unblock (window->button_template[j], window->id_input[j]);
  window_update ();
}

void
window_name_experiment ()
{
  unsigned int i;
  char *buffer;
  GFile *file1, *file2;
#if DEBUG
  fprintf (stderr, "window_name_experiment: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  file1
    = gtk_file_chooser_get_file (GTK_FILE_CHOOSER (window->button_experiment));
  file2 = g_file_new_for_path (input->directory);
  buffer = g_file_get_relative_path (file2, file1);
  g_signal_handler_block (window->combo_experiment, window->id_experiment);
  gtk_combo_box_text_remove (window->combo_experiment, i);
  gtk_combo_box_text_insert_text (window->combo_experiment, i, buffer);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), i);
  g_signal_handler_unblock (window->combo_experiment, window->id_experiment);
  g_free (buffer);
  g_object_unref (file2);
  g_object_unref (file1);
#if DEBUG
  fprintf (stderr, "window_name_experiment: end\n");
#endif
}

void
window_weight_experiment ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_weight_experiment: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  input->weight[i] = gtk_spin_button_get_value (window->spin_weight);
#if DEBUG
  fprintf (stderr, "window_weight_experiment: end\n");
#endif
}

void
window_inputs_experiment ()
{
  unsigned int j;
#if DEBUG
  fprintf (stderr, "window_inputs_experiment: start\n");
#endif
  j = input->ninputs - 1;
  if (j
      && !gtk_toggle_button_get_active (GTK_TOGGLE_BUTTON
                                        (window->check_template[j])))
    --input->ninputs;
  if (input->ninputs < MAX_NINPUTS
      && gtk_toggle_button_get_active (GTK_TOGGLE_BUTTON
                                        (window->check_template[j])))
    {
      ++input->ninputs;
      for (j = 0; j < input->ninputs; ++j)
        {
          input->template[j] = (char **)
            g_realloc (input->template[j], input->nvariables * sizeof (char *));
        }
    }
  window_update ();
#if DEBUG
  fprintf (stderr, "window_inputs_experiment: end\n");
#endif
}

void
window_template_experiment (void *data)
{
  unsigned int i, j;
  char *buffer;
  GFile *file1, *file2;
#if DEBUG
  fprintf (stderr, "window_template_experiment: start\n");
#endif
  i = (size_t) data;
  j = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  file1
    = gtk_file_chooser_get_file (GTK_FILE_CHOOSER (window->button_template[i]));
  file2 = g_file_new_for_path (input->directory);
  buffer = g_file_get_relative_path (file2, file1);
  input->template[i][j] = (char *) xmlStrdup ((xmlChar *) buffer);
  g_free (buffer);
  g_object_unref (file2);
  g_object_unref (file1);
#if DEBUG
  fprintf (stderr, "window_template_experiment: end\n");
#endif
}

void
window_set_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_set_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  g_signal_handler_block (window->entry_variable, window->
id_variable_label);
  gtk_entry_set_text (window->entry_variable, input->label[i]);
  g_signal_handler_unblock (window->entry_variable, window->
id_variable_label);
  gtk_spin_button_set_value (window->spin_min, input->rangemin[i]);
  gtk_spin_button_set_value (window->spin_max, input->rangemax[i]);
  if (input->rangeminabs[i] != -G_MAXDOUBLE)
    {
      gtk_spin_button_set_value (window->spin_minabs, input->
rangeminabs[i]);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_minabs), 1);
    }
  else
    {
      gtk_spin_button_set_value (window->spin_minabs, -G_MAXDOUBLE);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_minabs), 0);
    }
  if (input->rangemaxabs[i] != G_MAXDOUBLE)
    {
      gtk_spin_button_set_value (window->spin_maxabs, input->
rangemaxabs[i]);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_maxabs), 1);
    }
  else
    {
      gtk_spin_button_set_value (window->spin_maxabs, G_MAXDOUBLE);
      gtk_toggle_button_set_active
        (GTK_TOGGLE_BUTTON (window->check_maxabs), 0);
    }
  gtk_spin_button_set_value (window->spin_precision, input->
precision[i]);
  switch (input->algorithm)
    {
```

```
    case ALGORITHM_SWEEP:
      gtk_spin_button_set_value (window->spin_sweeps,
                                 (gdouble) input->nsweeps[i]);
      break;
    case ALGORITHM_GENETIC:
      gtk_spin_button_set_value (window->spin_bits, (gdouble) input->nbits[i]);
      break;
    }
  window_update ();
#if DEBUG
  fprintf (stderr, "window_set_variable: end\n");
#endif
}

void
window_remove_variable ()
{
  unsigned int i, j;
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  g_signal_handler_block (window->combo_variable, window->id_variable);
  gtk_combo_box_text_remove (window->combo_variable, i);
  g_signal_handler_unblock (window->combo_variable, window->id_variable);
  xmlFree (input->label[i]);
  --input->nvariables;
  for (j = i; j < input->nvariables; ++j)
    {
      input->label[j] = input->label[j + 1];
      input->rangemin[j] = input->rangemin[j + 1];
      input->rangemax[j] = input->rangemax[j + 1];
      input->rangeminabs[j] = input->rangeminabs[j + 1];
      input->rangemaxabs[j] = input->rangemaxabs[j + 1];
      input->precision[j] = input->precision[j + 1];
      switch (window_get_algorithm ())
        {
        case ALGORITHM_SWEEP:
          input->nsweeps[j] = input->nsweeps[j + 1];
          break;
        case ALGORITHM_GENETIC:
          input->nbits[j] = input->nbits[j + 1];
        }
    }
  j = input->nvariables - 1;
  if (i > j)
    i = j;
  g_signal_handler_block (window->entry_variable, window->id_variable_label);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), i);
  g_signal_handler_unblock (window->entry_variable, window->id_variable_label);
  window_update ();
}

void
window_add_variable ()
{
  unsigned int i, j;
#if DEBUG
  fprintf (stderr, "window_add_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  g_signal_handler_block (window->combo_variable, window->id_variable);
  gtk_combo_box_text_insert_text (window->combo_variable, i, input->label[i]);
  g_signal_handler_unblock (window->combo_variable, window->id_variable);
  input->label = (char **) g_realloc
    (input->label, (input->nvariables + 1) * sizeof (char *));
  input->rangemin = (double *) g_realloc
    (input->rangemin, (input->nvariables + 1) * sizeof (double));
  input->rangemax = (double *) g_realloc
    (input->rangemax, (input->nvariables + 1) * sizeof (double));
  input->rangeminabs = (double *) g_realloc
    (input->rangeminabs, (input->nvariables + 1) * sizeof (double));
  input->rangemaxabs = (double *) g_realloc
    (input->rangemaxabs, (input->nvariables + 1) * sizeof (double));
  input->precision = (unsigned int *) g_realloc
    (input->precision, (input->nvariables + 1) * sizeof (unsigned int));
  for (j = input->nvariables - 1; j > i; --j)
    {
      input->label[j + 1] = input->label[j];
      input->rangemin[j + 1] = input->rangemin[j];
      input->rangemax[j + 1] = input->rangemax[j];
      input->rangeminabs[j + 1] = input->rangeminabs[j];
      input->rangemaxabs[j + 1] = input->rangemaxabs[j];
      input->precision[j + 1] = input->precision[j];
    }
  input->label[j + 1] = (char *) xmlStrdup ((xmlChar *) input->label[j]);
  input->rangemin[j + 1] = input->rangemin[j];
  input->rangemax[j + 1] = input->rangemax[j];
  input->rangeminabs[j + 1] = input->rangeminabs[j];
  input->rangemaxabs[j + 1] = input->rangemaxabs[j];
  input->precision[j + 1] = input->precision[j];
  switch (window_get_algorithm ())
    {
    case ALGORITHM_SWEEP:
      input->nsweeps = (unsigned int *) g_realloc
        (input->nsweeps, (input->nvariables + 1) * sizeof (unsigned int));
      for (j = input->nvariables - 1; j > i; --j)
        input->nsweeps[j + 1] = input->nsweeps[j];
      input->nsweeps[j + 1] = input->nsweeps[j];
      break;
    case ALGORITHM_GENETIC:
      input->nbits = (unsigned int *) g_realloc
        (input->nbits, (input->nvariables + 1) * sizeof (unsigned int));
      for (j = input->nvariables - 1; j > i; --j)
        input->nbits[j + 1] = input->nbits[j];
      input->nbits[j + 1] = input->nbits[j];
    }
  ++input->nvariables;
  g_signal_handler_block (window->entry_variable, window->id_variable_label);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), i + 1);
  g_signal_handler_unblock (window->entry_variable, window->id_variable_label);
  window_update ();
#if DEBUG
  fprintf (stderr, "window_add_variable: end\n");
#endif
}

void
window_label_variable ()
{
  unsigned int i;
  const char *buffer;
#if DEBUG
  fprintf (stderr, "window_label_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  buffer = gtk_entry_get_text (window->entry_variable);
  g_signal_handler_block (window->combo_variable, window->id_variable);
  gtk_combo_box_text_remove (window->combo_variable, i);
  gtk_combo_box_text_insert_text (window->combo_variable, i, buffer);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), i);
  g_signal_handler_unblock (window->combo_variable, window->id_variable);
#if DEBUG
  fprintf (stderr, "window_label_variable: end\n");
#endif
}

void
window_precision_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_precision_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  input->precision[i]
    = (unsigned int) gtk_spin_button_get_value_as_int (window->spin_precision);
  gtk_spin_button_set_digits (window->spin_min, input->precision[i]);
  gtk_spin_button_set_digits (window->spin_max, input->precision[i]);
  gtk_spin_button_set_digits (window->spin_minabs, input->precision[i]);
  gtk_spin_button_set_digits (window->spin_maxabs, input->precision[i]);
#if DEBUG
  fprintf (stderr, "window_precision_variable: end\n");
#endif
}

void
window_rangemin_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_rangemin_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  input->rangemin[i] = gtk_spin_button_get_value (window->spin_min);
```

```
#if DEBUG
  fprintf (stderr, "window_rangemin_variable: end\n");
#endif
}

void
window_rangemax_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_rangemax_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  input->rangemax[i] = gtk_spin_button_get_value (window->spin_max);
#if DEBUG
  fprintf (stderr, "window_rangemax_variable: end\n");
#endif
}

void
window_rangeminabs_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_rangeminabs_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  input->rangeminabs[i] = gtk_spin_button_get_value (window->spin_minabs);
#if DEBUG
  fprintf (stderr, "window_rangeminabs_variable: end\n");
#endif
}

void
window_rangemaxabs_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_rangemaxabs_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  input->rangemaxabs[i] = gtk_spin_button_get_value (window->spin_maxabs);
#if DEBUG
  fprintf (stderr, "window_rangemaxabs_variable: end\n");
#endif
}

void
window_update_variable ()
{
  unsigned int i;
#if DEBUG
  fprintf (stderr, "window_update_variable: start\n");
#endif
  i = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_variable));
  switch (window_get_algorithm ())
    {
    case ALGORITHM_SWEEP:
      input->nsweeps[i]
        = gtk_spin_button_get_value_as_int (window->spin_sweeps);
      break;
    case ALGORITHM_GENETIC:
      input->nbits[i] = gtk_spin_button_get_value_as_int (window->spin_bits);
    }
#if DEBUG
  fprintf (stderr, "window_update_variable: end\n");
#endif
}

int
window_read (char *filename)
{
  unsigned int i;
  char *buffer, *directory, *name;
#if DEBUG
  fprintf (stderr, "window_read: start\n");
#endif
  directory = name = NULL;
  if (input->directory) directory = g_strdup (input->directory);
  if (input->name) name = g_strdup (input->name);
  input_free ();
  if (!input_open (filename))
    {
#if DEBUG
          fprintf (stderr, "window_read: error reading input file\n");
#endif
      buffer = g_build_filename (directory, name, NULL);
      if (!input_open (buffer))
        {
#if DEBUG
          fprintf (stderr, "window_read: error reading backup file\n");
#endif
          g_free (buffer);
          g_free (name);
          g_free (directory);
#if DEBUG
          fprintf (stderr, "window_read: end\n");
#endif
          return 0;
        }
      g_free (buffer);
    }
  g_free (name);
  g_free (directory);
  buffer = g_build_filename (input->directory, input->simulator, NULL);
  puts (buffer);
  gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
                                 (window->button_simulator), buffer);
  g_free (buffer);
  gtk_toggle_button_set_active (GTK_TOGGLE_BUTTON (window->check_evaluator),
                                (size_t) input->evaluator);
  if (input->evaluator)
    {
      buffer = g_build_filename (input->directory, input->evaluator, NULL);
      gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
                                     (window->button_evaluator), buffer);
      g_free (buffer);
    }
  gtk_toggle_button_set_active
    (GTK_TOGGLE_BUTTON (window->button_algorithm[input->
algorithm]), TRUE);
  switch (input->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      gtk_spin_button_set_value (window->spin_simulations,
                                 (gdouble) input->nsimulations);
    case ALGORITHM_SWEEP:
      gtk_spin_button_set_value (window->spin_iterations,
                                 (gdouble) input->niterations);
      gtk_spin_button_set_value (window->spin_bests, (gdouble) input->
nbest);
      gtk_spin_button_set_value (window->spin_tolerance, input->
tolerance);
      break;
    default:
      gtk_spin_button_set_value (window->spin_population,
                                 (gdouble) input->nsimulations);
      gtk_spin_button_set_value (window->spin_generations,
                                 (gdouble) input->niterations);
      gtk_spin_button_set_value (window->spin_mutation, input->
mutation_ratio);
      gtk_spin_button_set_value (window->spin_reproduction,
                                 input->reproduction_ratio);
      gtk_spin_button_set_value (window->spin_adaptation,
                                 input->adaptation_ratio);
    }
  g_signal_handler_block (window->combo_experiment, window->
id_experiment);
  g_signal_handler_block (window->button_experiment,
                          window->id_experiment_name);
  gtk_combo_box_text_remove_all (window->combo_experiment);
  for (i = 0; i < input->nexperiments; ++i)
    gtk_combo_box_text_append_text (window->combo_experiment,
                                    input->experiment[i]);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  g_signal_handler_unblock (window->combo_experiment, window->
id_experiment);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), 0);
  g_signal_handler_block (window->combo_variable, window->
id_variable);
  g_signal_handler_block (window->entry_variable, window->
id_variable_label);
  gtk_combo_box_text_remove_all (window->combo_variable);
  for (i = 0; i < input->nvariables; ++i)
    gtk_combo_box_text_append_text (window->combo_variable, input->
label[i]);
  g_signal_handler_unblock (window->entry_variable, window->
id_variable_label);
  g_signal_handler_unblock (window->combo_variable, window->
id_variable);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), 0);
  window_set_variable ();
  window_update ();
#if DEBUG
  fprintf (stderr, "window_read: end\n");
#endif
  return 1;
}

void
window_open ()
{
  char *buffer;
  GtkFileChooserDialog *dlg;
  dlg = (GtkFileChooserDialog *)
    gtk_file_chooser_dialog_new (gettext ("Open input file"),
                                 window->window,
                                 GTK_FILE_CHOOSER_ACTION_OPEN,
                                 gettext ("_Cancel"), GTK_RESPONSE_CANCEL,
                                 gettext ("_OK"), GTK_RESPONSE_OK, NULL);
  if (gtk_dialog_run (GTK_DIALOG (dlg)) == GTK_RESPONSE_OK)
    {
      buffer = gtk_file_chooser_get_filename (GTK_FILE_CHOOSER (dlg));
      if (!window_read (buffer))
        gtk_main_quit ();
      g_free (buffer);
    }
  gtk_widget_destroy (GTK_WIDGET (dlg));
}

void
window_new ()
{
  unsigned int i;
  char *buffer, *buffer2, buffer3[64];
  GtkViewport *viewport;
  char *label_algorithm[NALGORITHMS] = {
    "_Monte-Carlo", gettext ("_Sweep"), gettext ("_Genetic")
  };

  // Creating the window
  window->window = (GtkWindow *) gtk_window_new (GTK_WINDOW_TOPLEVEL);

  // Finish when closing the window
  g_signal_connect (window->window, "delete-event", gtk_main_quit, NULL);

  // Setting the window title
  gtk_window_set_title (window->window, PROGRAM_INTERFACE);

  // Creating the open button
  window->button_open = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("document-open",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Open"));
  g_signal_connect (window->button_open, "clicked", window_open, NULL);

  // Creating the save button
  window->button_save = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("document-save",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Save"));
  g_signal_connect (window->button_save, "clicked", (void (*))
window_save,
                    NULL);

  // Creating the run button
  window->button_run = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("system-run",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Run"));
  g_signal_connect (window->button_run, "clicked", window_run, NULL);

  // Creating the options button
  window->button_options = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("preferences-system",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Options"));
  g_signal_connect (window->button_options, "clicked", options_new, NULL);

  // Creating the help button
  window->button_help = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("help-browser",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Help"));
  g_signal_connect (window->button_help, "clicked", window_help, NULL);

  // Creating the about button
  window->button_about = (GtkToolButton *) gtk_tool_button_new
```

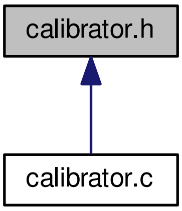
```
    (gtk_image_new_from_icon_name ("help-about",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("About"));
  g_signal_connect (window->button_about, "clicked", window_about, NULL);

  // Creating the exit button
  window->button_exit = (GtkToolButton *) gtk_tool_button_new
    (gtk_image_new_from_icon_name ("application-exit",
                                   GTK_ICON_SIZE_LARGE_TOOLBAR),
     gettext ("Exit"));
  g_signal_connect (window->button_exit, "clicked", gtk_main_quit, NULL);

  // Creating the buttons bar
  window->bar_buttons = (GtkToolbar *) gtk_toolbar_new ();
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_open), 0);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_save), 1);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_run), 2);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_options), 3);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_help), 4);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_about), 5);
  gtk_toolbar_insert
    (window->bar_buttons, GTK_TOOL_ITEM (window->button_exit), 6);
  gtk_toolbar_set_style (window->bar_buttons, GTK_TOOLBAR_BOTH);

  // Creating the simulator program label and entry
  window->label_simulator
    = (GtkLabel *) gtk_label_new (gettext ("Simulator program"));
  window->button_simulator = (GtkFileChooserButton *)
    gtk_file_chooser_button_new (gettext ("Simulator program"),
                                 GTK_FILE_CHOOSER_ACTION_OPEN);
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->button_simulator),
                               gettext ("Simulator program executable file"));

  // Creating the evaluator program label and entry
  window->check_evaluator = (GtkCheckButton *)
    gtk_check_button_new_with_mnemonic (gettext ("_Evaluator program"));
  g_signal_connect (window->check_evaluator, "toggled",
window_update, NULL);
  window->button_evaluator = (GtkFileChooserButton *)
    gtk_file_chooser_button_new (gettext ("Evaluator program"),
                                 GTK_FILE_CHOOSER_ACTION_OPEN);
  gtk_widget_set_tooltip_text
    (GTK_WIDGET (window->button_evaluator),
     gettext ("Optional evaluator program executable file"));

  // Creating the algorithm properties
  window->label_simulations = (GtkLabel *) gtk_label_new
    (gettext ("Simulations number"));
  window->spin_simulations
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e12, 1.);
  window->label_iterations = (GtkLabel *)
    gtk_label_new (gettext ("Iterations number"));
  window->spin_iterations
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e6, 1.);
  g_signal_connect
    (window->spin_iterations, "value-changed", window_update, NULL);
  window->label_tolerance = (GtkLabel *) gtk_label_new (gettext ("Tolerance"));
  window->spin_tolerance
    = (GtkSpinButton *) gtk_spin_button_new_with_range (0., 1., 0.001);
  window->label_bests = (GtkLabel *) gtk_label_new (gettext ("Bests number"));
  window->spin_bests
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e6, 1.);
  window->label_population
    = (GtkLabel *) gtk_label_new (gettext ("Population number"));
  window->spin_population
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e12, 1.);
  window->label_generations
    = (GtkLabel *) gtk_label_new (gettext ("Generations number"));
  window->spin_generations
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e6, 1.);
  window->label_mutation
    = (GtkLabel *) gtk_label_new (gettext ("Mutation ratio"));
  window->spin_mutation
    = (GtkSpinButton *) gtk_spin_button_new_with_range (0., 1., 0.001);
  window->label_reproduction
    = (GtkLabel *) gtk_label_new (gettext ("Reproduction ratio"));
  window->spin_reproduction
    = (GtkSpinButton *) gtk_spin_button_new_with_range (0., 1., 0.001);
  window->label_adaptation
    = (GtkLabel *) gtk_label_new (gettext ("Adaptation ratio"));
  window->spin_adaptation
    = (GtkSpinButton *) gtk_spin_button_new_with_range (0., 1., 0.001);

  // Creating the array of algorithms
  window->grid_algorithm = (GtkGrid *) gtk_grid_new ();
  window->button_algorithm[0] = (GtkRadioButton *)
    gtk_radio_button_new_with_mnemonic (NULL, label_algorithm[0]);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->button_algorithm[0]), 0, 0, 1, 1);
  g_signal_connect (window->button_algorithm[0], "clicked",
                    window_set_algorithm, NULL);
  for (i = 0; ++i < NALGORITHMS;)
    {
      window->button_algorithm[i] = (GtkRadioButton *)
        gtk_radio_button_new_with_mnemonic
        (gtk_radio_button_get_group (window->button_algorithm[0]),
         label_algorithm[i]);
      gtk_grid_attach (window->grid_algorithm,
                       GTK_WIDGET (window->button_algorithm[i]), 0, i, 1, 1);
      g_signal_connect (window->button_algorithm[i], "clicked",
                        window_set_algorithm, NULL);
    }
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_simulations), 0,
                   NALGORITHMS, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_simulations), 1, NALGORITHMS, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_iterations), 0,
                   NALGORITHMS + 1, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_iterations), 1,
                   NALGORITHMS + 1, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_tolerance), 0,
                   NALGORITHMS + 2, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_tolerance), 1,
                   NALGORITHMS + 2, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_bests), 0, NALGORITHMS + 3, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_bests), 1, NALGORITHMS + 3, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_population), 0,
                   NALGORITHMS + 4, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_population), 1,
                   NALGORITHMS + 4, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_generations), 0,
                   NALGORITHMS + 5, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_generations), 1,
                   NALGORITHMS + 5, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_mutation), 0,
                   NALGORITHMS + 6, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_mutation), 1,
                   NALGORITHMS + 6, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_reproduction), 0,
                   NALGORITHMS + 7, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_reproduction), 1,
                   NALGORITHMS + 7, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->label_adaptation), 0,
                   NALGORITHMS + 8, 1, 1);
  gtk_grid_attach (window->grid_algorithm,
                   GTK_WIDGET (window->spin_adaptation), 1,
                   NALGORITHMS + 8, 1, 1);
  window->frame_algorithm = (GtkFrame *) gtk_frame_new (gettext ("Algorithm"));
  gtk_container_add (GTK_CONTAINER (window->frame_algorithm),
                     GTK_WIDGET (window->grid_algorithm));

  // Creating the variable widgets
  window->combo_variable = (GtkComboBoxText *) gtk_combo_box_text_new ();
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->combo_variable),
                               gettext ("Variables selector"));
  window->id_variable = g_signal_connect
    (window->combo_variable, "changed", window_set_variable, NULL);
  window->button_add_variable
    = (GtkButton *) gtk_button_new_from_icon_name ("list-add",
                                                   GTK_ICON_SIZE_BUTTON);
  g_signal_connect
    (window->button_add_variable, "clicked",
window_add_variable, NULL);
  gtk_widget_set_tooltip_text (GTK_WIDGET
                               (window->button_add_variable),
                               gettext ("Add variable"));
  window->button_remove_variable
    = (GtkButton *) gtk_button_new_from_icon_name ("list-remove",
                                                   GTK_ICON_SIZE_BUTTON);
  g_signal_connect
    (window->button_remove_variable, "clicked",
window_remove_variable, NULL);
  gtk_widget_set_tooltip_text (GTK_WIDGET
                               (window->button_remove_variable),
                               gettext ("Remove variable"));
  window->label_variable = (GtkLabel *) gtk_label_new (gettext ("Name"));
  window->entry_variable = (GtkEntry *) gtk_entry_new ();
  window->id_variable_label = g_signal_connect
    (window->entry_variable, "changed", window_label_variable, NULL);
  window->label_min = (GtkLabel *) gtk_label_new (gettext ("Minimum"));
  window->spin_min = (GtkSpinButton *) gtk_spin_button_new_with_range
    (-G_MAXDOUBLE, G_MAXDOUBLE, precision[DEFAULT_PRECISION]);
  viewport = (GtkViewport *) gtk_viewport_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (viewport), GTK_WIDGET (window->spin_min));
  window->scrolled_min
    = (GtkScrolledWindow *) gtk_scrolled_window_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (window->scrolled_min),
                     GTK_WIDGET (viewport));
  g_signal_connect (window->spin_min, "value-changed",
                    window_rangemin_variable, NULL);
  window->label_max = (GtkLabel *) gtk_label_new (gettext ("Maximum"));
  window->spin_max = (GtkSpinButton *) gtk_spin_button_new_with_range
    (-G_MAXDOUBLE, G_MAXDOUBLE, precision[DEFAULT_PRECISION]);
  viewport = (GtkViewport *) gtk_viewport_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (viewport), GTK_WIDGET (window->spin_max));
  window->scrolled_max
    = (GtkScrolledWindow *) gtk_scrolled_window_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (window->scrolled_max),
                     GTK_WIDGET (viewport));
  g_signal_connect (window->spin_max, "value-changed",
                    window_rangemax_variable, NULL);
  window->check_minabs = (GtkCheckButton *)
    gtk_check_button_new_with_mnemonic (gettext ("_Absolute minimum"));
  g_signal_connect (window->check_minabs, "toggled", window_update, NULL);
  window->spin_minabs = (GtkSpinButton *) gtk_spin_button_new_with_range
    (-G_MAXDOUBLE, G_MAXDOUBLE, precision[DEFAULT_PRECISION]);
  viewport = (GtkViewport *) gtk_viewport_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (viewport),
                     GTK_WIDGET (window->spin_minabs));
  window->scrolled_minabs
    = (GtkScrolledWindow *) gtk_scrolled_window_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (window->scrolled_minabs),
                     GTK_WIDGET (viewport));
  g_signal_connect (window->spin_minabs, "value-changed",
                    window_rangeminabs_variable, NULL);
  window->check_maxabs = (GtkCheckButton *)
    gtk_check_button_new_with_mnemonic (gettext ("_Absolute maximum"));
  g_signal_connect (window->check_maxabs, "toggled", window_update, NULL);
  window->spin_maxabs = (GtkSpinButton *) gtk_spin_button_new_with_range
    (-G_MAXDOUBLE, G_MAXDOUBLE, precision[DEFAULT_PRECISION]);
  viewport = (GtkViewport *) gtk_viewport_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (viewport),
                     GTK_WIDGET (window->spin_maxabs));
  window->scrolled_maxabs
    = (GtkScrolledWindow *) gtk_scrolled_window_new (NULL, NULL);
  gtk_container_add (GTK_CONTAINER (window->scrolled_maxabs),
                     GTK_WIDGET (viewport));
  g_signal_connect (window->spin_maxabs, "value-changed",
                    window_rangemaxabs_variable, NULL);
  window->label_precision
    = (GtkLabel *) gtk_label_new (gettext ("Precision digits"));
  window->spin_precision = (GtkSpinButton *)
    gtk_spin_button_new_with_range (0., (gdouble) DEFAULT_PRECISION, 1.);
  g_signal_connect (window->spin_precision, "value-changed",
                    window_precision_variable, NULL);
  window->label_sweeps = (GtkLabel *) gtk_label_new (gettext ("Sweeps number"));
  window->spin_sweeps
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 1.e12, 1.);
  g_signal_connect
    (window->spin_sweeps, "value-changed", window_update_variable, NULL);
  window->label_bits = (GtkLabel *) gtk_label_new (gettext ("Bits number"));
  window->spin_bits
    = (GtkSpinButton *) gtk_spin_button_new_with_range (1., 64., 1.);
  g_signal_connect
    (window->spin_bits, "value-changed", window_update_variable, NULL);
  window->grid_variable = (GtkGrid *) gtk_grid_new ();
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->combo_variable), 0, 0, 2, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->button_add_variable), 2, 0, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->button_remove_variable), 3, 0, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_variable), 0, 1, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->entry_variable), 1, 1, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_min), 0, 2, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->scrolled_min), 1, 2, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_max), 0, 3, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->scrolled_max), 1, 3, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->check_minabs), 0, 4, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->scrolled_minabs), 1, 4, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->check_maxabs), 0, 5, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->scrolled_maxabs), 1, 5, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_precision), 0, 6, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->spin_precision), 1, 6, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_sweeps), 0, 7, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->spin_sweeps), 1, 7, 3, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->label_bits), 0, 8, 1, 1);
  gtk_grid_attach (window->grid_variable,
                   GTK_WIDGET (window->spin_bits), 1, 8, 3, 1);
  window->frame_variable = (GtkFrame *) gtk_frame_new (gettext ("Variable"));
  gtk_container_add (GTK_CONTAINER (window->frame_variable),
                     GTK_WIDGET (window->grid_variable));

  // Creating the experiment widgets
  window->combo_experiment = (GtkComboBoxText *) gtk_combo_box_text_new ();
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->combo_experiment),
                               gettext ("Experiment selector"));
  window->id_experiment = g_signal_connect
    (window->combo_experiment, "changed", window_set_experiment, NULL)
;
  window->button_add_experiment
    = (GtkButton *) gtk_button_new_from_icon_name ("list-add",
                                                   GTK_ICON_SIZE_BUTTON);
  g_signal_connect
    (window->button_add_experiment, "clicked",
window_add_experiment, NULL);
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->button_add_experiment),
                               gettext ("Add experiment"));
  window->button_remove_experiment
    = (GtkButton *) gtk_button_new_from_icon_name ("list-remove",
                                                   GTK_ICON_SIZE_BUTTON);
  g_signal_connect (window->button_remove_experiment, "clicked",
                    window_remove_experiment, NULL);
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->button_remove_experiment),
                               gettext ("Remove experiment"));
  window->label_experiment
    = (GtkLabel *) gtk_label_new (gettext ("Experimental data file"));
  window->button_experiment = (GtkFileChooserButton *)
    gtk_file_chooser_button_new (gettext ("Experimental data file"),
                                 GTK_FILE_CHOOSER_ACTION_OPEN);
  gtk_widget_set_tooltip_text (GTK_WIDGET (window->button_experiment),
                               gettext ("Experimental data file"));
  window->id_experiment_name
    = g_signal_connect (window->button_experiment, "selection-changed",
                        window_name_experiment, NULL);
  window->label_weight = (GtkLabel *) gtk_label_new (gettext ("Weight"));
  window->spin_weight
    = (GtkSpinButton *) gtk_spin_button_new_with_range (0., 1., 0.001);
  gtk_widget_set_tooltip_text
    (GTK_WIDGET (window->spin_weight),
     gettext ("Weight factor to build the objective function"));
  g_signal_connect
    (window->spin_weight, "value-changed", window_weight_experiment,
NULL);
  window->grid_experiment = (GtkGrid *) gtk_grid_new ();
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->combo_experiment), 0, 0, 2, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->button_add_experiment), 2, 0, 1, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->button_remove_experiment), 3, 0, 1, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->label_experiment), 0, 1, 1, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->button_experiment), 1, 1, 3, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->label_weight), 0, 2, 1, 1);
  gtk_grid_attach (window->grid_experiment,
                   GTK_WIDGET (window->spin_weight), 1, 2, 3, 1);
  for (i = 0; i < MAX_NINPUTS; ++i)
    {
      snprintf (buffer3, 64, "%s %u", gettext ("Input template"), i + 1);
      window->check_template[i] = (GtkCheckButton *)
        gtk_check_button_new_with_label (buffer3);
      window->id_template[i]
        = g_signal_connect (window->check_template[i], "toggled",
                            window_inputs_experiment, NULL);
      gtk_grid_attach (window->grid_experiment,
                       GTK_WIDGET (window->check_template[i]), 0, 3 + i, 1, 1);
      window->button_template[i] = (GtkFileChooserButton *)
        gtk_file_chooser_button_new (gettext ("Input template"),
                                     GTK_FILE_CHOOSER_ACTION_OPEN);
      gtk_widget_set_tooltip_text
        (GTK_WIDGET (window->button_template[i]),
         gettext ("Experimental input template file"));
      window->id_input[i]
        = g_signal_connect_swapped (window->button_template[i],
                                    "selection-changed",
                                    (void (*)) window_template_experiment,
                                    (void *) (size_t) i);
      gtk_grid_attach (window->grid_experiment,
                       GTK_WIDGET (window->button_template[i]), 1, 3 + i, 3, 1);
    }
  window->frame_experiment
    = (GtkFrame *) gtk_frame_new (gettext ("Experiment"));
  gtk_container_add (GTK_CONTAINER (window->frame_experiment),
                     GTK_WIDGET (window->grid_experiment));

  // Creating the grid and attaching the widgets to the grid
  window->grid = (GtkGrid *) gtk_grid_new ();
  gtk_grid_attach (window->grid, GTK_WIDGET (window->bar_buttons), 0, 0, 6, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->label_simulator), 0, 1, 1, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->button_simulator), 1, 1, 1, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->check_evaluator), 2, 1, 1, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->button_evaluator), 3, 1, 1, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->frame_algorithm), 0, 2, 2, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->frame_variable), 2, 2, 2, 1);
  gtk_grid_attach (window->grid,
                   GTK_WIDGET (window->frame_experiment), 4, 2, 2, 1);
  gtk_container_add (GTK_CONTAINER (window->window), GTK_WIDGET (window->grid));

  // Setting the window logo
  window->logo = gdk_pixbuf_new_from_xpm_data (logo);
  gtk_window_set_icon (window->window, window->logo);

  // Showing the window
  gtk_widget_show_all (GTK_WIDGET (window->window));

  // In Windows the default scrolled size is wrong
#ifdef G_OS_WIN32
  gtk_widget_set_size_request (GTK_WIDGET (window->scrolled_min), -1, 40);
  gtk_widget_set_size_request (GTK_WIDGET (window->scrolled_max), -1, 40);
  gtk_widget_set_size_request (GTK_WIDGET (window->scrolled_minabs), -1, 40);
  gtk_widget_set_size_request (GTK_WIDGET (window->scrolled_maxabs), -1, 40);
#endif

  // Reading initial example
  input_new ();
  buffer2 = g_get_current_dir ();
  buffer = g_build_filename (buffer2, "tests", "test1", INPUT_FILE, NULL);
  g_free (buffer2);
  window_read (buffer);
  g_free (buffer);
}

#endif

int
cores_number ()
{
#ifdef G_OS_WIN32
```

```
  SYSTEM_INFO sysinfo;
  GetSystemInfo (&sysinfo);
  return sysinfo.dwNumberOfProcessors;
#else
  return (int) sysconf (_SC_NPROCESSORS_ONLN);
#endif
}

int
main (int argn, char **argc)
{
  // Starting pseudo-random numbers generator
  calibrate->rng = gsl_rng_alloc (gsl_rng_taus2);
  calibrate->seed = DEFAULT_RANDOM_SEED;

  // Allowing spaces in the XML data file
  xmlKeepBlanksDefault (0);

  // Starting MPI
#if HAVE_MPI
  MPI_Init (&argn, &argc);
  MPI_Comm_size (MPI_COMM_WORLD, &ntasks);
  MPI_Comm_rank (MPI_COMM_WORLD, &calibrate->mpi_rank);
  printf ("rank=%d tasks=%d\n", calibrate->mpi_rank, ntasks);
#else
  ntasks = 1;
#endif

#if HAVE_GTK

  // Getting threads number
  nthreads = cores_number ();

  // Setting local language and international floating point numbers notation
  setlocale (LC_ALL, "");
  setlocale (LC_NUMERIC, "C");
  window->application_directory = g_get_current_dir ();
  bindtextdomain (PROGRAM_INTERFACE,
                  g_build_filename (window->application_directory,
                                    LOCALE_DIR, NULL));
  bind_textdomain_codeset (PROGRAM_INTERFACE, "UTF-8");
  textdomain (PROGRAM_INTERFACE);

  // Initing GTK+
  gtk_disable_setlocale ();
  gtk_init (&argn, &argc);

  // Opening the main window
  window_new ();
  gtk_main ();

  // Freeing memory
  gtk_widget_destroy (GTK_WIDGET (window->window));
  g_free (window->application_directory);

#else

  // Checking syntax
  if (!(argn == 2 || (argn == 4 && !strcmp (argc[1], "-nthreads"))))
    {
      printf ("The syntax is:\ncalibratorbin [-nthreads x] data_file\n");
      return 1;
    }

  // Getting threads number
  if (argn == 2)
    nthreads = cores_number ();
  else
    nthreads = atoi (argc[2]);
  printf ("nthreads=%u\n", nthreads);

  // Making calibration
  input_new ();
  if (input_open (argc[argn - 1]))
    calibrate_new ();

  // Freeing memory
  calibrate_free ();

#endif

  // Closing MPI
#if HAVE_MPI
  MPI_Finalize ();
#endif

  // Freeing memory
  gsl_rng_free (calibrate->rng);

  // Closing
  return 0;
}
```

5.3 calibrator.h File Reference

Header file of the calibrator.

This graph shows which files directly or indirectly include this file:



Data Structures

- struct Input

  Struct to define the calibration input file.
- struct Calibrate

  Struct to define the calibration data.
- struct ParallelData

  Struct to pass to the GThreads parallelized function.

Enumerations

- enum Algorithm { ALGORITHM_MONTE_CARLO = 0, ALGORITHM_SWEEP = 1, ALGORITHM_GENETIC = 2 }

  Enum to define the algorithms.

Functions

- void show_message (char ∗title, char ∗msg, int type)

  Function to show a dialog with a message.
- void show_error (char ∗msg)

  Function to show a dialog with an error message.
- int xml_node_get_int (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

  Function to get an integer number of a XML node property.
- unsigned int xml_node_get_uint (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

  Function to get an unsigned integer number of a XML node property.
- double xml_node_get_float (xmlNode ∗node, const xmlChar ∗prop, int ∗error_code)

Function to get a floating point number of a XML node property.

- void xml_node_set_int (xmlNode ∗node, const xmlChar ∗prop, int value)

  Function to set an integer number in a XML node property.
- void xml_node_set_uint (xmlNode ∗node, const xmlChar ∗prop, unsigned int value)

  Function to set an unsigned integer number in a XML node property.
- void xml_node_set_float (xmlNode ∗node, const xmlChar ∗prop, double value)

  Function to set a floating point number in a XML node property.
- void input_new ()

  Function to create a new Input struct.
- void input_free ()

  Function to free the memory of the input file data.
- int input_open (char ∗filename)

  Function to open the input file.
- void calibrate_input (unsigned int simulation, char ∗input, GMappedFile ∗template)

  Function to write the simulation input file.
- double calibrate_parse (unsigned int simulation, unsigned int experiment)

  Function to parse input files, simulating and calculating the \ objective function.
- void calibrate_print ()

  Function to print the results.
- void calibrate_save_variables (unsigned int simulation, double error)

  Function to save in a file the variables and the error.
- void calibrate_best_thread (unsigned int simulation, double value)

  Function to save the best simulations of a thread.
- void calibrate_best_sequential (unsigned int simulation, double value)

  Function to save the best simulations.
- void ∗ calibrate_thread (ParallelData ∗data)

  Function to calibrate on a thread.
- void calibrate_sequential ()

  Function to calibrate sequentially.
- void calibrate_merge (unsigned int nsaveds, unsigned int ∗simulation_best, double ∗error_best)

  Function to merge the 2 calibration results.
- void calibrate_synchronise ()

  Function to synchronise the calibration results of MPI tasks.
- void calibrate_sweep ()

  Function to calibrate with the sweep algorithm.
- void calibrate_MonteCarlo ()

  Function to calibrate with the Monte-Carlo algorithm.
- double calibrate_genetic_objective (Entity ∗entity)

  Function to calculate the objective function of an entity.
- void calibrate_genetic ()

  Function to calibrate with the genetic algorithm.
- void calibrate_save_old ()

  Function to save the best results on iterative methods.
- void calibrate_merge_old ()

  Function to merge the best results with the previous step best results on iterative methods.
- void calibrate_refine ()

  Function to refine the search ranges of the variables in iterative algorithms.
- void calibrate_iterate ()

  Function to iterate the algorithm.
- void calibrate_new ()

  Function to open and perform a calibration.

5.3.1 Detailed Description

Header file of the calibrator.

Authors

Javier Burguete.

Copyright

Copyright 2012-2015, all rights reserved.

Definition in file calibrator.h.

5.3.2 Enumeration Type Documentation

5.3.2.1 enum Algorithm

Enum to define the algorithms.

Enumerator

ALGORITHM_MONTE_CARLO Monte-Carlo algorithm.

ALGORITHM_SWEEP Sweep algorithm.

ALGORITHM_GENETIC Genetic algorithm.

Definition at line 43 of file calibrator.h.

```
00044 {
00045   ALGORITHM_MONTE_CARLO = 0,
00046   ALGORITHM_SWEEP = 1,
00047   ALGORITHM_GENETIC = 2
00048 };
```

5.3.3 Function Documentation

5.3.3.1 void calibrate_best_sequential (unsigned int *simulation,* double *value*)

Function to save the best simulations.

Parameters

simulation	Simulation number.
value	Objective function value.

Definition at line 1266 of file calibrator.c.

```
01267 {
01268   unsigned int i, j;
01269   double e;
01270 #if DEBUG
01271   fprintf (stderr, "calibrate_best_sequential: start\n");
01272 #endif
01273   if (calibrate->nsaveds < calibrate->nbest
01274       || value < calibrate->error_best[calibrate->nsaveds - 1])
01275     {
01276       if (calibrate->nsaveds < calibrate->nbest)
01277         ++calibrate->nsaveds;
01278       calibrate->error_best[calibrate->nsaveds - 1] = value;
01279       calibrate->simulation_best[calibrate->
      nsaveds - 1] = simulation;
01280       for (i = calibrate->nsaveds; --i;)
01281         {
01282           if (calibrate->error_best[i] < calibrate->
      error_best[i - 1])
01283             {
01284               j = calibrate->simulation_best[i];
01285               e = calibrate->error_best[i];
01286               calibrate->simulation_best[i] = calibrate->
      simulation_best[i - 1];
01287               calibrate->error_best[i] = calibrate->
      error_best[i - 1];
01288               calibrate->simulation_best[i - 1] = j;
01289               calibrate->error_best[i - 1] = e;
01290             }
01291           else
01292             break;
01293         }
01294     }
01295 #if DEBUG
01296   fprintf (stderr, "calibrate_best_sequential: end\n");
01297 #endif
01298 }
```

5.3.3.2 void calibrate_best_thread (unsigned int *simulation*, double *value*)

Function to save the best simulations of a thread.

Parameters

simulation	Simulation number.
value	Objective function value.

Definition at line 1221 of file calibrator.c.

```
01222 {
01223   unsigned int i, j;
01224   double e;
01225 #if DEBUG
01226   fprintf (stderr, "calibrate_best_thread: start\n");
01227 #endif
01228   if (calibrate->nsaveds < calibrate->nbest
01229       || value < calibrate->error_best[calibrate->nsaveds - 1])
01230     {
01231       g_mutex_lock (mutex);
01232       if (calibrate->nsaveds < calibrate->nbest)
01233         ++calibrate->nsaveds;
01234       calibrate->error_best[calibrate->nsaveds - 1] = value;
01235       calibrate->simulation_best[calibrate->
      nsaveds - 1] = simulation;
01236       for (i = calibrate->nsaveds; --i;)
01237         {
01238           if (calibrate->error_best[i] < calibrate->
      error_best[i - 1])
01239             {
01240               j = calibrate->simulation_best[i];
01241               e = calibrate->error_best[i];
01242               calibrate->simulation_best[i] = calibrate->
      simulation_best[i - 1];
01243               calibrate->error_best[i] = calibrate->
      error_best[i - 1];
01244               calibrate->simulation_best[i - 1] = j;
01245               calibrate->error_best[i - 1] = e;
01246             }
01247           else
01248             break;
01249         }
01250       g_mutex_unlock (mutex);
01251     }
01252 #if DEBUG
01253   fprintf (stderr, "calibrate_best_thread: end\n");
01254 #endif
01255 }
```

5.3.3.3 double calibrate_genetic_objective (Entity ∗ *entity*)

Function to calculate the objective function of an entity.

Parameters

entity	entity data.

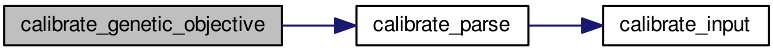
Returns

objective function value.

Definition at line 1575 of file calibrator.c.

```
{
  unsigned int j;
  double objective;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: start\n");
#endif
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      calibrate->value[entity->id * calibrate->nvariables + j]
        = genetic_get_variable (entity, calibrate->genetic_variable + j);
    }
  for (j = 0, objective = 0.; j < calibrate->nexperiments; ++j)
    objective += calibrate_parse (entity->id, j);
  g_mutex_lock (mutex);
  for (j = 0; j < calibrate->nvariables; ++j)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[j]]);
      fprintf (calibrate->file_variables, buffer,
               genetic_get_variable (entity, calibrate->genetic_variable + j));
    }
  fprintf (calibrate->file_variables, "%.14le\n", objective);
  g_mutex_unlock (mutex);
#if DEBUG
  fprintf (stderr, "calibrate_genetic_objective: end\n");
#endif
  return objective;
}
```

Here is the call graph for this function:



5.3.3.4 void calibrate_input (unsigned int *simulation,* char ∗ *input,* GMappedFile ∗ *template*)

Function to write the simulation input file.

Parameters

simulation	Simulation number.
input	Input file name.
template	Template of the input file name.

Definition at line 970 of file calibrator.c.

```
{
  unsigned int i;
  char buffer[32], value[32], *buffer2, *buffer3, *content;
  FILE *file;
  gsize length;
  GRegex *regex;

#if DEBUG
  fprintf (stderr, "calibrate_input: start\n");
#endif

  // Checking the file
  if (!template)
    goto calibrate_input_end;

  // Opening template
  content = g_mapped_file_get_contents (template);
  length = g_mapped_file_get_length (template);
#if DEBUG
  fprintf (stderr, "calibrate_input: length=%lu\ncontent:\n%s", length,
           content);
#endif
  file = fopen (input, "w");

  // Parsing template
  for (i = 0; i < calibrate->nvariables; ++i)
    {
#if DEBUG
      fprintf (stderr, "calibrate_input: variable=%u\n", i);
#endif
      snprintf (buffer, 32, "@variable%u@", i + 1);
      regex = g_regex_new (buffer, 0, 0, NULL);
      if (i == 0)
        {
          buffer2 = g_regex_replace_literal (regex, content, length, 0,
                                             calibrate->label[i], 0, NULL);
#if DEBUG
          fprintf (stderr, "calibrate_input: buffer2\n%s", buffer2);
#endif
        }
      else
        {
          length = strlen (buffer3);
          buffer2 = g_regex_replace_literal (regex, buffer3, length, 0,
                                             calibrate->label[i], 0, NULL);
          g_free (buffer3);
        }
      g_regex_unref (regex);
      length = strlen (buffer2);
      snprintf (buffer, 32, "@value%u@", i + 1);
      regex = g_regex_new (buffer, 0, 0, NULL);
      snprintf (value, 32, format[calibrate->precision[i]],
                calibrate->value[simulation * calibrate->nvariables + i]);

#if DEBUG
      fprintf (stderr, "calibrate_input: value=%s\n", value);
#endif
      buffer3 = g_regex_replace_literal (regex, buffer2, length, 0, value,
                                         0, NULL);
      g_free (buffer2);
      g_regex_unref (regex);
    }

  // Saving input file
  fwrite (buffer3, strlen (buffer3), sizeof (char), file);
  g_free (buffer3);
  fclose (file);

calibrate_input_end:
#if DEBUG
  fprintf (stderr, "calibrate_input: end\n");
#endif
  return;
}
```

5.3.3.5 void calibrate_merge (unsigned int *nsaveds*, unsigned int ∗ *simulation_best*, double ∗ *error_best*)

Function to merge the 2 calibration results.

Parameters

nsaveds	Number of saved results.

simulation_best	Array of best simulation numbers.
error_best	Array of best objective function values.

Definition at line 1382 of file calibrator.c.

```
{
  unsigned int i, j, k, s[calibrate->nbest];
  double e[calibrate->nbest];
#if DEBUG
  fprintf (stderr, "calibrate_merge: start\n");
#endif
  i = j = k = 0;
  do
    {
      if (i == calibrate->nsaveds)
        {
          s[k] = simulation_best[j];
          e[k] = error_best[j];
          ++j;
          ++k;
          if (j == nsaveds)
            break;
        }
      else if (j == nsaveds)
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
          if (i == calibrate->nsaveds)
            break;
        }
      else if (calibrate->error_best[i] > error_best[j])
        {
          s[k] = simulation_best[j];
          e[k] = error_best[j];
          ++j;
          ++k;
        }
      else
        {
          s[k] = calibrate->simulation_best[i];
          e[k] = calibrate->error_best[i];
          ++i;
          ++k;
        }
    }
  while (k < calibrate->nbest);
  calibrate->nsaveds = k;
  memcpy (calibrate->simulation_best, s, k * sizeof (unsigned int));
  memcpy (calibrate->error_best, e, k * sizeof (double));
#if DEBUG
  fprintf (stderr, "calibrate_merge: end\n");
#endif
}
```

5.3.3.6 double calibrate_parse (unsigned int *simulation*, unsigned int *experiment*)

Function to parse input files, simulating and calculating the \ objective function.

Parameters

simulation	Simulation number.
experiment	Experiment number.

Returns

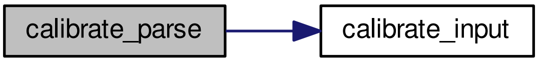
Objective function value.

Definition at line 1057 of file calibrator.c.

```
{
  unsigned int i;
  double e;
  char buffer[512], input[MAX_NINPUTS][32], output[32], result[32], *buffer2,
    *buffer3, *buffer4;
  FILE *file_result;

#if DEBUG
  fprintf (stderr, "calibrate_parse: start\n");
  fprintf (stderr, "calibrate_parse: simulation=%u experiment=%u\n", simulation,
           experiment);
#endif

  // Opening input files
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      snprintf (&input[i][0], 32, "input-%u-%u-%u", i, simulation, experiment);
#if DEBUG
      fprintf (stderr, "calibrate_parse: i=%u input=%s\n", i, &input[i][0]);
#endif
      calibrate_input (simulation, &input[i][0],
                       calibrate->file[i][experiment]);
    }
  for (; i < MAX_NINPUTS; ++i)
    strcpy (&input[i][0], "");
#if DEBUG
  fprintf (stderr, "calibrate_parse: parsing end\n");
#endif

  // Performing the simulation
  snprintf (output, 32, "output-%u-%u", simulation, experiment);
  buffer2 = g_path_get_dirname (calibrate->simulator);
  buffer3 = g_path_get_basename (calibrate->simulator);
  buffer4 = g_build_filename (buffer2, buffer3, NULL);
  snprintf (buffer, 512, "\"%s\" %s %s %s %s %s %s %s %s %s",
            buffer4, input[0], input[1], input[2], input[3], input[4], input[5],
            input[6], input[7], output);
  g_free (buffer4);
  g_free (buffer3);
  g_free (buffer2);
#if DEBUG
  fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
  system (buffer);

  // Checking the objective value function
  if (calibrate->evaluator)
    {
      snprintf (result, 32, "result-%u-%u", simulation, experiment);
      buffer2 = g_path_get_dirname (calibrate->evaluator);
      buffer3 = g_path_get_basename (calibrate->evaluator);
      buffer4 = g_build_filename (buffer2, buffer3, NULL);
      snprintf (buffer, 512, "\"%s\" %s %s %s",
                buffer4, output, calibrate->experiment[experiment], result);
      g_free (buffer4);
      g_free (buffer3);
      g_free (buffer2);
#if DEBUG
      fprintf (stderr, "calibrate_parse: %s\n", buffer);
#endif
      system (buffer);
      file_result = fopen (result, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }
  else
    {
      strcpy (result, "");
      file_result = fopen (output, "r");
      e = atof (fgets (buffer, 512, file_result));
      fclose (file_result);
    }

  // Removing files
#if !DEBUG
  for (i = 0; i < calibrate->ninputs; ++i)
    {
      if (calibrate->file[i][0])
        {
          snprintf (buffer, 512, RM " %s", &input[i][0]);
          system (buffer);
        }
    }
  snprintf (buffer, 512, RM " %s %s", output, result);
  system (buffer);
#endif

#if DEBUG
  fprintf (stderr, "calibrate_parse: end\n");
#endif

```

```
  // Returning the objective function
  return e * calibrate->weight[experiment];
}
```

Here is the call graph for this function:



5.3.3.7 void calibrate_save_variables (unsigned int *simulation,* double *error*)

Function to save in a file the variables and the error.

Parameters

simulation	Simulation number.
error	Error value.

Definition at line 1193 of file calibrator.c.

```
{
  unsigned int i;
  char buffer[64];
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: start\n");
#endif
  for (i = 0; i < calibrate->nvariables; ++i)
    {
      snprintf (buffer, 64, "%s ", format[calibrate->precision[i]]);
      fprintf (calibrate->file_variables, buffer,
               calibrate->value[simulation * calibrate->nvariables + i]);
    }
  fprintf (calibrate->file_variables, "%.14le\n", error);
#if DEBUG
  fprintf (stderr, "calibrate_save_variables: end\n");
#endif
}
```

5.3.3.8 void∗ calibrate_thread (ParallelData ∗ *data*)

Function to calibrate on a thread.

Parameters

data	Function data.

Returns

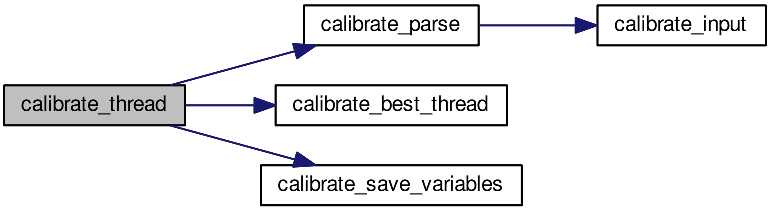
NULL

Definition at line 1308 of file calibrator.c.

```
{
  unsigned int i, j, thread;
  double e;
#if DEBUG
```

```
  fprintf (stderr, "calibrate_thread: start\n");
#endif
  thread = data->thread;
#if DEBUG
  fprintf (stderr, "calibrate_thread: thread=%u start=%u end=%u\n", thread,
           calibrate->thread[thread], calibrate->thread[thread + 1]);
#endif
  for (i = calibrate->thread[thread]; i < calibrate->thread[thread + 1]; ++i)
    {
      e = 0.;
      for (j = 0; j < calibrate->nexperiments; ++j)
        e += calibrate_parse (i, j);
      calibrate_best_thread (i, e);
      g_mutex_lock (mutex);
      calibrate_save_variables (i, e);
      g_mutex_unlock (mutex);
#if DEBUG
      fprintf (stderr, "calibrate_thread: i=%u e=%lg\n", i, e);
#endif
    }
#if DEBUG
  fprintf (stderr, "calibrate_thread: end\n");
#endif
  g_thread_exit (NULL);
  return NULL;
}
```

Here is the call graph for this function:



5.3.3.9 int input_open (char * *filename*)

Function to open the input file.

Parameters

filename	Input data file name.

Returns

1 on success, 0 on error.

Definition at line 471 of file calibrator.c.

```
{
  char buffer2[64];
  xmlDoc *doc;
  xmlNode *node, *child;
  xmlChar *buffer;
  char *msg;
  int error_code;
  unsigned int i;

#if DEBUG
  fprintf (stderr, "input_new: start\n");
#endif

```

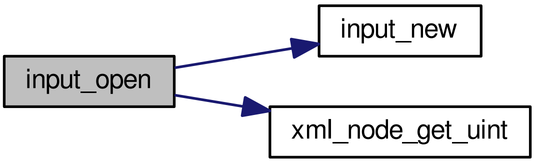
```
  // Resetting input data
  input_new ();

  // Parsing the input file
  doc = xmlParseFile (filename);
  if (!doc)
    {
      msg = gettext ("Unable to parse the input file");
      goto exit_on_error;
    }

  // Getting the root node
  node = xmlDocGetRootElement (doc);
  if (xmlStrcmp (node->name, XML_CALIBRATE))
    {
      msg = gettext ("Bad root XML node");
      goto exit_on_error;
    }

  // Opening simulator program name
  input->simulator = (char *) xmlGetProp (node, XML_SIMULATOR);
  if (!input->simulator)
    {
      msg = gettext ("Bad simulator program");
      goto exit_on_error;
    }

  // Opening evaluator program name
  input->evaluator = (char *) xmlGetProp (node, XML_EVALUATOR);

  // Obtaining pseudo-random numbers generator seed
  if (!xmlHasProp (node, XML_SEED))
    input->seed = DEFAULT_RANDOM_SEED;
  else
    {
      input->seed = xml_node_get_uint (node, XML_SEED, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad pseudo-random numbers generator seed");
          goto exit_on_error;
        }
    }

  // Opening algorithm
  buffer = xmlGetProp (node, XML_ALGORITHM);
  if (!xmlStrcmp (buffer, XML_MONTE_CARLO))
    {
      input->algorithm = ALGORITHM_MONTE_CARLO;

      // Obtaining simulations number
      input->nsimulations
        = xml_node_get_int (node, XML_NSIMULATIONS, &error_code);
      if (error_code)
        {
          msg = gettext ("Bad simulations number");
          goto exit_on_error;
        }
    }
  else if (!xmlStrcmp (buffer, XML_SWEEP))
    input->algorithm = ALGORITHM_SWEEP;
  else if (!xmlStrcmp (buffer, XML_GENETIC))
    {
      input->algorithm = ALGORITHM_GENETIC;

      // Obtaining population
      if (xmlHasProp (node, XML_NPOPULATION))
        {
          input->nsimulations
            = xml_node_get_uint (node, XML_NPOPULATION, &error_code);
          if (error_code || input->nsimulations < 3)
            {
              msg = gettext ("Invalid population number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No population number");
          goto exit_on_error;
        }

      // Obtaining generations
      if (xmlHasProp (node, XML_NGENERATIONS))
        {
          input->niterations
            = xml_node_get_uint (node, XML_NGENERATIONS, &error_code);
          if (error_code || !input->niterations)
```

```
            {
              msg = gettext ("Invalid generations number");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No generations number");
          goto exit_on_error;
        }

      // Obtaining mutation probability
      if (xmlHasProp (node, XML_MUTATION))
        {
          input->mutation_ratio
            = xml_node_get_float (node, XML_MUTATION, &error_code);
          if (error_code || input->mutation_ratio < 0.
              || input->mutation_ratio >= 1.)
            {
              msg = gettext ("Invalid mutation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No mutation probability");
          goto exit_on_error;
        }

      // Obtaining reproduction probability
      if (xmlHasProp (node, XML_REPRODUCTION))
        {
          input->reproduction_ratio
            = xml_node_get_float (node, XML_REPRODUCTION, &error_code);
          if (error_code || input->reproduction_ratio < 0.
              || input->reproduction_ratio >= 1.0)
            {
              msg = gettext ("Invalid reproduction probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No reproduction probability");
          goto exit_on_error;
        }

      // Obtaining adaptation probability
      if (xmlHasProp (node, XML_ADAPTATION))
        {
          input->adaptation_ratio
            = xml_node_get_float (node, XML_ADAPTATION, &error_code);
          if (error_code || input->adaptation_ratio < 0.
              || input->adaptation_ratio >= 1.)
            {
              msg = gettext ("Invalid adaptation probability");
              goto exit_on_error;
            }
        }
      else
        {
          msg = gettext ("No adaptation probability");
          goto exit_on_error;
        }

      // Checking survivals
      i = input->mutation_ratio * input->nsimulations;
      i += input->reproduction_ratio * input->nsimulations;
      i += input->adaptation_ratio * input->nsimulations;
      if (i > input->nsimulations - 2)
        {
          msg = gettext
            ("No enough survival entities to reproduce the population");
          goto exit_on_error;
        }
    }
  else
    {
      msg = gettext ("Unknown algorithm");
      goto exit_on_error;
    }

  if (input->algorithm == ALGORITHM_MONTE_CARLO
      || input->algorithm == ALGORITHM_SWEEP)
    {

      // Obtaining iterations number
      input->niterations
        = xml_node_get_int (node, XML_NITERATIONS, &error_code);
      if (error_code == 1)
        input->niterations = 1;
      else if (error_code)
        {
          msg = gettext ("Bad iterations number");
          goto exit_on_error;
        }

      // Obtaining best number
      if (xmlHasProp (node, XML_NBEST))
        {
          input->nbest = xml_node_get_uint (node, XML_NBEST, &error_code);
          if (error_code || !input->nbest)
            {
              msg = gettext ("Invalid best number");
              goto exit_on_error;
            }
        }
      else
        input->nbest = 1;

      // Obtaining tolerance
      if (xmlHasProp (node, XML_TOLERANCE))
        {
          input->tolerance
            = xml_node_get_float (node, XML_TOLERANCE, &error_code);
          if (error_code || input->tolerance < 0.)
            {
              msg = gettext ("Invalid tolerance");
              goto exit_on_error;
            }
        }
      else
        input->tolerance = 0.;
    }

  // Reading the experimental data
  for (child = node->children; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_EXPERIMENT))
        break;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
      if (xmlHasProp (child, XML_NAME))
        {
          input->experiment
            = g_realloc (input->experiment,
                         (1 + input->nexperiments) * sizeof (char *));
          input->experiment[input->nexperiments]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No experiment file name");
          goto exit_on_error;
        }
#if DEBUG
      fprintf (stderr, "input_new: experiment=%s\n",
               input->experiment[input->nexperiments]);
#endif
      input->weight = g_realloc (input->weight,
                                 (1 + input->nexperiments) * sizeof (double));
      if (xmlHasProp (child, XML_WEIGHT))
        {
          input->weight[input->nexperiments]
            = xml_node_get_float (child, XML_WEIGHT, &error_code);
          if (error_code)
            {
              msg = gettext ("Bad weight");
              goto exit_on_error;
            }
        }
      else
        input->weight[input->nexperiments] = 1.;
#if DEBUG
      fprintf (stderr, "input_new: weight=%lg\n",
               input->weight[input->nexperiments]);
#endif
      if (!input->nexperiments)
        input->ninputs = 0;
#if DEBUG
```

```
      fprintf (stderr, "input_new: template[0]\n");
#endif
      if (xmlHasProp (child, XML_TEMPLATE1))
        {
          input->template[0]
            = (char **) g_realloc (input->template[0],
                                   (1 + input->nexperiments) * sizeof (char *));
          input->template[0][input->nexperiments]
            = (char *) xmlGetProp (child, template[0]);
#if DEBUG
          fprintf (stderr, "input_new: experiment=%u template1=%s\n",
                   input->nexperiments,
                   input->template[0][input->nexperiments]);
#endif
          if (!input->nexperiments)
            ++input->ninputs;
#if DEBUG
          fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
        }
      else
        {
          msg = gettext ("No experiment template");
          goto exit_on_error;
        }
      for (i = 1; i < MAX_NINPUTS; ++i)
        {
#if DEBUG
          fprintf (stderr, "input_new: template%u\n", i + 1);
#endif
          if (xmlHasProp (child, template[i]))
            {
              if (input->nexperiments && input->ninputs < 2)
                {
                  snprintf (buffer2, 64,
                            gettext ("Experiment %u: bad templates number"),
                            input->nexperiments + 1);
                  msg = buffer2;
                  goto exit_on_error;
                }
              input->template[i] = (char **)
                g_realloc (input->template[i],
                           (1 + input->nexperiments) * sizeof (char *));
              input->template[i][input->nexperiments]
                = (char *) xmlGetProp (child, template[i]);
#if DEBUG
              fprintf (stderr, "input_new: experiment=%u template%u=%s\n",
                       input->nexperiments, i + 1,
                       input->template[i][input->nexperiments]);
#endif
              if (!input->nexperiments)
                ++input->ninputs;
#if DEBUG
              fprintf (stderr, "input_new: ninputs=%u\n", input->ninputs);
#endif
            }
          else if (input->nexperiments && input->ninputs > 1)
            {
              snprintf (buffer2, 64, gettext ("No experiment %u template%u"),
                        input->nexperiments + 1, i + 1);
              msg = buffer2;
              goto exit_on_error;
            }
          else
            break;
        }
      ++input->nexperiments;
#if DEBUG
      fprintf (stderr, "input_new: nexperiments=%u\n", input->nexperiments);
#endif
    }
  if (!input->nexperiments)
    {
      msg = gettext ("No calibration experiments");
      goto exit_on_error;
    }

  // Reading the variables data
  for (; child; child = child->next)
    {
      if (xmlStrcmp (child->name, XML_VARIABLE))
        {
          msg = gettext ("Bad XML node");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_NAME))
        {
          input->label = g_realloc
            (input->label, (1 + input->nvariables) * sizeof (char *));
          input->label[input->nvariables]
            = (char *) xmlGetProp (child, XML_NAME);
        }
      else
        {
          msg = gettext ("No variable name");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MINIMUM))
        {
          input->rangemin = g_realloc
            (input->rangemin, (1 + input->nvariables) * sizeof (double));
          input->rangeminabs = g_realloc
            (input->rangeminabs, (1 + input->nvariables) * sizeof (double));
          input->rangemin[input->nvariables]
            = xml_node_get_float (child, XML_MINIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MINIMUM))
            {
              input->rangeminabs[input->nvariables]
                = xml_node_get_float (child, XML_ABSOLUTE_MINIMUM, &error_code);
            }
          else
            input->rangeminabs[input->nvariables] = -G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No minimum range");
          goto exit_on_error;
        }
      if (xmlHasProp (child, XML_MAXIMUM))
        {
          input->rangemax = g_realloc
            (input->rangemax, (1 + input->nvariables) * sizeof (double));
          input->rangemaxabs = g_realloc
            (input->rangemaxabs, (1 + input->nvariables) * sizeof (double));
          input->rangemax[input->nvariables]
            = xml_node_get_float (child, XML_MAXIMUM, &error_code);
          if (xmlHasProp (child, XML_ABSOLUTE_MAXIMUM))
            input->rangemaxabs[input->nvariables]
              = xml_node_get_float (child, XML_ABSOLUTE_MAXIMUM, &error_code);
          else
            input->rangemaxabs[input->nvariables] = G_MAXDOUBLE;
        }
      else
        {
          msg = gettext ("No maximum range");
          goto exit_on_error;
        }
      input->precision = g_realloc
        (input->precision, (1 + input->nvariables) * sizeof (unsigned int));
      if (xmlHasProp (child, XML_PRECISION))
        input->precision[input->nvariables]
          = xml_node_get_uint (child, XML_PRECISION, &error_code);
      else
        input->precision[input->nvariables] = DEFAULT_PRECISION;
      if (input->algorithm == ALGORITHM_SWEEP)
        {
          if (xmlHasProp (child, XML_NSWEEPS))
            {
              input->nsweeps = (unsigned int *)
                g_realloc (input->nsweeps,
                           (1 + input->nvariables) * sizeof (unsigned int));
              input->nsweeps[input->nvariables]
                = xml_node_get_uint (child, XML_NSWEEPS, &error_code);
            }
          else
            {
              msg = gettext ("No sweeps number");
              goto exit_on_error;
            }
#if DEBUG
          fprintf (stderr, "input_new: nsweeps=%u nsimulations=%u\n",
                   input->nsweeps[input->nvariables], input->nsimulations);
#endif
        }
      if (input->algorithm == ALGORITHM_GENETIC)
        {
          // Obtaining bits representing each variable
          if (xmlHasProp (child, XML_NBITS))
            {
              input->nbits = (unsigned int *)
```

```
                g_realloc (input->nbits,
                           (1 + input->nvariables) * sizeof (unsigned int));
              i = xml_node_get_uint (child, XML_NBITS, &error_code);
              if (error_code || !i)
                {
                  msg = gettext ("Invalid bit number");
                  goto exit_on_error;
                }
              input->nbits[input->nvariables] = i;
            }
          else
            {
              msg = gettext ("No bits number");
              goto exit_on_error;
            }
        }
      ++input->nvariables;
    }
  if (!input->nvariables)
    {
      msg = gettext ("No calibration variables");
      goto exit_on_error;
    }

  // Getting the working directory
  input->directory = g_path_get_dirname (filename);
  input->name = g_path_get_basename (filename);

  // Closing the XML document
  xmlFreeDoc (doc);

#if DEBUG
  fprintf (stderr, "input_new: end\n");
#endif
  return 1;

exit_on_error:
  show_error (msg);
  input_free ();
#if DEBUG
  fprintf (stderr, "input_new: end\n");
#endif
  return 0;
}
```

Here is the call graph for this function:



5.3.3.10 void show_error (char * *msg*)

Function to show a dialog with an error message.

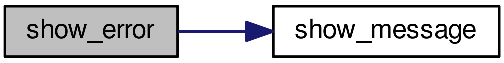
Parameters

msg	Error message.

Definition at line 245 of file calibrator.c.

```
{
  show_message (gettext ("ERROR!"), msg, ERROR_TYPE);
}
```

Here is the call graph for this function:



5.3.3.11 void show_message (char ∗ *title,* char ∗ *msg,* int *type*)

Function to show a dialog with a message.

Parameters

title	Title.
msg	Message.
type	Message type.

Definition at line 215 of file calibrator.c.

```
{
#if HAVE_GTK
  GtkMessageDialog *dlg;

  // Creating the dialog
  dlg = (GtkMessageDialog *) gtk_message_dialog_new
    (window->window, GTK_DIALOG_MODAL, type, GTK_BUTTONS_OK, "%s", msg);

  // Setting the dialog title
  gtk_window_set_title (GTK_WINDOW (dlg), title);

  // Showing the dialog and waiting response
  gtk_dialog_run (GTK_DIALOG (dlg));

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));

#else
  printf ("%s: %s\n", title, msg);
#endif
}
```

5.3.3.12 double xml_node_get_float (xmlNode ∗ *node,* const xmlChar ∗ *prop,* int ∗ *error_code*)

Function to get a floating point number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Floating point number value.

Definition at line 324 of file calibrator.c.

```
{
  double x = 0.;
  xmlChar *buffer;
  buffer = xmlGetProp (node, prop);
  if (!buffer)
    *error_code = 1;
  else
    {
      if (sscanf ((char *) buffer, "%lf", &x) != 1)
        *error_code = 2;
      else
        *error_code = 0;
      xmlFree (buffer);
    }
  return x;
}
```

5.3.3.13 int xml_node_get_int (xmlNode * *node*, const xmlChar * *prop*, int * *error_code*)

Function to get an integer number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Integer number value.

Definition at line 262 of file calibrator.c.

```
{
  int i = 0;
  xmlChar *buffer;
  buffer = xmlGetProp (node, prop);
  if (!buffer)
    *error_code = 1;
  else
    {
      if (sscanf ((char *) buffer, "%d", &i) != 1)
        *error_code = 2;
      else
        *error_code = 0;
      xmlFree (buffer);
    }
  return i;
}
```

5.3.3.14 unsigned int xml_node_get_uint (xmlNode * *node*, const xmlChar * *prop*, int * *error_code*)

Function to get an unsigned integer number of a XML node property.

Parameters

node	XML node.
prop	XML property.
error_code	Error code.

Returns

Unsigned integer number value.

Definition at line 293 of file calibrator.c.

```
00294 {
00295   unsigned int i = 0;
00296   xmlChar *buffer;
00297   buffer = xmlGetProp (node, prop);
00298   if (!buffer)
00299     *error_code = 1;
00300   else
00301     {
00302       if (sscanf ((char *) buffer, "%u", &i) != 1)
00303         *error_code = 2;
00304       else
00305         *error_code = 0;
00306       xmlFree (buffer);
00307     }
00308   return i;
00309 }
```

5.3.3.15 void xml_node_set_float (xmlNode ∗ *node*, const xmlChar ∗ *prop*, double *value*)

Function to set a floating point number in a XML node property.

Parameters

node	XML node.
prop	XML property.
value	Floating point number value.

Definition at line 391 of file calibrator.c.

```
00392 {
00393   xmlChar buffer[64];
00394   snprintf ((char *) buffer, 64, "%.14lg", value);
00395   xmlSetProp (node, prop, buffer);
00396 }
```

5.3.3.16 void xml_node_set_int (xmlNode ∗ *node*, const xmlChar ∗ *prop*, int *value*)

Function to set an integer number in a XML node property.

Parameters

node	XML node.
prop	XML property.
value	Integer number value.

Definition at line 353 of file calibrator.c.

```
00354 {
00355   xmlChar buffer[64];
00356   snprintf ((char *) buffer, 64, "%d", value);
00357   xmlSetProp (node, prop, buffer);
00358 }
```

5.3.3.17 void xml_node_set_uint (xmlNode ∗ *node*, const xmlChar ∗ *prop*, unsigned int *value*)

Function to set an unsigned integer number in a XML node property.

Parameters

node	XML node.

prop	XML property.
value	Unsigned integer number value.

Definition at line 372 of file calibrator.c.

```
{
  xmlChar buffer[64];
  snprintf ((char *) buffer, 64, "%u", value);
  xmlSetProp (node, prop, buffer);
}
```

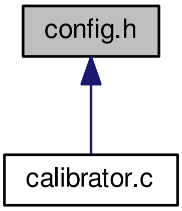
5.4 calibrator.h

```
/*
Calibrator: a software to make calibrations of empirical parameters.

AUTHORS: Javier Burguete and Borja Latorre.

Copyright 2012-2015, AUTHORS.

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
        documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY AUTHORS ``AS IS'' AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT
SHALL AUTHORS 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.
*/

#ifndef CALIBRATOR__H
#define CALIBRATOR__H 1

enum Algorithm
{
  ALGORITHM_MONTE_CARLO = 0,
  ALGORITHM_SWEEP = 1,
  ALGORITHM_GENETIC = 2
};

typedef struct
{
  char *simulator;
  char *evaluator;
  char **experiment;
  char **template[MAX_NINPUTS];
  char **label;
  char *directory;
  char *name;
  double *rangemin;
  double *rangemax;
  double *rangeminabs;
  double *rangemaxabs;
  double *weight;
  double tolerance;
  double mutation_ratio;
  double reproduction_ratio;
  double adaptation_ratio;
  unsigned long int seed;
  unsigned int nvariables;
  unsigned int nexperiments;
  unsigned int ninputs;
  unsigned int nsimulations;
  unsigned int algorithm;
  unsigned int *precision;
  unsigned int *nsweeps;
  unsigned int *nbits;
  unsigned int niterations;
  unsigned int nbest;
} Input;

typedef struct
{
  char *simulator;
  char *evaluator;
  char **experiment;
  char **template[MAX_NINPUTS];
  char **label;
  unsigned int nvariables;
  unsigned int nexperiments;
  unsigned int ninputs;
  unsigned int nsimulations;
  unsigned int algorithm;
  unsigned int *precision;
  unsigned int *nsweeps;
  unsigned int nstart;
  unsigned int nend;
  unsigned int *thread;
  unsigned int niterations;
  unsigned int nbest;
  unsigned int nsaveds;
  unsigned int *simulation_best;
  unsigned long int seed;
  double *value;
  double *rangemin;
  double *rangemax;
  double *rangeminabs;
  double *rangemaxabs;
  double *error_best;
  double *weight;
  double *value_old;
  double *error_old;
  double tolerance;
  double mutation_ratio;
  double reproduction_ratio;
  double adaptation_ratio;
  FILE *file_result;
  FILE *file_variables;
  gsl_rng *rng;
  GMappedFile **file[MAX_NINPUTS];
  GeneticVariable *genetic_variable;
#if HAVE_MPI
  int mpi_rank;
#endif
} Calibrate;

typedef struct
{
  unsigned int thread;
} ParallelData;

// Public functions
void show_message (char *title, char *msg, int type);
void show_error (char *msg);
int xml_node_get_int (xmlNode * node, const xmlChar * prop, int *error_code);
unsigned int xml_node_get_uint (xmlNode * node, const xmlChar * prop,
                                int *error_code);
double xml_node_get_float (xmlNode * node, const xmlChar * prop,
                           int *error_code);
void xml_node_set_int (xmlNode * node, const xmlChar * prop, int value);
void xml_node_set_uint (xmlNode * node, const xmlChar * prop,
                        unsigned int value);
void xml_node_set_float (xmlNode * node, const xmlChar * prop, double value);
void input_new ();
void input_free ();
int input_open (char *filename);
void calibrate_input (unsigned int simulation, char *input,
                      GMappedFile * template);
double calibrate_parse (unsigned int simulation, unsigned int experiment);
void calibrate_print ();
void calibrate_save_variables (unsigned int simulation, double error);
void calibrate_best_thread (unsigned int simulation, double value);
void calibrate_best_sequential (unsigned int simulation, double value);
void *calibrate_thread (ParallelData * data);
void calibrate_sequential ();
void calibrate_merge (unsigned int nsaveds, unsigned int *simulation_best,
                      double *error_best);
#if HAVE_MPI
void calibrate_synchronise ();
#endif
void calibrate_sweep ();
void calibrate_MonteCarlo ();
double calibrate_genetic_objective (Entity * entity);
void calibrate_genetic ();
void calibrate_save_old ();
void calibrate_merge_old ();
void calibrate_refine ();
void calibrate_iterate ();
void calibrate_new ();

#endif
```

5.5 config.h File Reference

Configuration header file.

This graph shows which files directly or indirectly include this file:



Macros

- #define MAX_NINPUTS 8

  Maximum number of input files in the simulator program.
- #define NALGORITHMS 3

  Number of algorithms.
- #define NPRECISIONS 15

  Number of precisions.
- #define DEFAULT_PRECISION (NPRECISIONS - 1)

  Default precision digits.
- #define DEFAULT_RANDOM_SEED 7007

  Default pseudo-random numbers seed.
- #define LOCALE_DIR "locales"

  Locales directory.
- #define PROGRAM_INTERFACE "calibrator"

  Name of the interface program.
- #define XML_ABSOLUTE_MINIMUM (const xmlChar∗)"absolute_minimum"

  absolute minimum XML label.
- #define XML_ABSOLUTE_MAXIMUM (const xmlChar∗)"absolute_maximum"

  absolute maximum XML label.
- #define XML_ADAPTATION (const xmlChar∗)"adaptation"

  adaption XML label.
- #define XML_ALGORITHM (const xmlChar∗)"algorithm"

  algoritm XML label.
- #define XML_CALIBRATE (const xmlChar∗)"calibrate"

  calibrate XML label.
- #define XML_EVALUATOR (const xmlChar∗)"evaluator"

evaluator XML label.

- #define XML_EXPERIMENT (const xmlChar∗)"experiment"

  experiment XML label.
- #define XML_GENETIC (const xmlChar∗)"genetic"

  genetic XML label.
- #define XML_MINIMUM (const xmlChar∗)"minimum"

  minimum XML label.
- #define XML_MAXIMUM (const xmlChar∗)"maximum"

  maximum XML label.
- #define XML_MONTE_CARLO (const xmlChar∗)"Monte-Carlo"

  Monte-Carlo XML label.
- #define XML_MUTATION (const xmlChar∗)"mutation"

  mutation XML label.
- #define XML_NAME (const xmlChar∗)"name"

  name XML label.
- #define XML_NBEST (const xmlChar∗)"nbest"

  nbest XML label.
- #define XML_NBITS (const xmlChar∗)"nbits"

  nbits XML label.
- #define XML_NGENERATIONS (const xmlChar∗)"ngenerations"

  ngenerations XML label.
- #define XML_NITERATIONS (const xmlChar∗)"niterations"

  niterations XML label.
- #define XML_NPOPULATION (const xmlChar∗)"npopulation"

  npopulation XML label.
- #define XML_NSIMULATIONS (const xmlChar∗)"nsimulations"

  nsimulations XML label.
- #define XML_NSWEEPS (const xmlChar∗)"nsweeps"

  nsweeps XML label.
- #define XML_PRECISION (const xmlChar∗)"precision"

  precision XML label.
- #define XML_REPRODUCTION (const xmlChar∗)"reproduction"

  reproduction XML label.
- #define XML_SIMULATOR (const xmlChar∗)"simulator"

  simulator XML label.
- #define XML_SEED (const xmlChar∗)"seed"

  seed XML label.
- #define XML_SWEEP (const xmlChar∗)"sweep"

  sweep XML label.
- #define XML_TEMPLATE1 (const xmlChar∗)"template1"

  template1 XML label.
- #define XML_TEMPLATE2 (const xmlChar∗)"template2"

  template2 XML label.
- #define XML_TEMPLATE3 (const xmlChar∗)"template3"

  template3 XML label.
- #define XML_TEMPLATE4 (const xmlChar∗)"template4"

  template4 XML label.
- #define XML_TEMPLATE5 (const xmlChar∗)"template5"

  template5 XML label.
- #define XML_TEMPLATE6 (const xmlChar∗)"template6"

  template6 XML label.

- #define XML_TEMPLATE7 (const xmlChar∗)"template7"

  template7 XML label.
- #define XML_TEMPLATE8 (const xmlChar∗)"template8"

  template8 XML label.
- #define XML_TOLERANCE (const xmlChar∗)"tolerance"

  tolerance XML label.
- #define XML_VARIABLE (const xmlChar∗)"variable"

  variable XML label.
- #define XML_WEIGHT (const xmlChar∗)"weight"

  weight XML label.

5.5.1 Detailed Description

Configuration header file.

Authors

Javier Burguete and Borja Latorre.

Copyright

Copyright 2012-2014, all rights reserved.

Definition in file config.h.

5.6 config.h

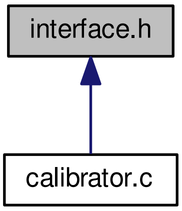
```
/* config.h.  Generated from config.h.in by configure.  */
/*
Calibrator: a software to make calibrations of empirical parameters.

AUTHORS: Javier Burguete and Borja Latorre.

Copyright 2012-2014, AUTHORS.

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
        documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY AUTHORS ``AS IS'' AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT
SHALL AUTHORS 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.
*/

#ifndef CONFIG__H
#define CONFIG__H 1

// Array sizes

#define MAX_NINPUTS 8
#define NALGORITHMS 3
#define NPRECISIONS 15

// Default choices

```

```
#define DEFAULT_PRECISION (NPRECISIONS - 1)
#define DEFAULT_RANDOM_SEED 7007

// Interface labels

#define LOCALE_DIR "locales"
#define PROGRAM_INTERFACE "calibrator"

// XML labels

#define XML_ABSOLUTE_MINIMUM (const xmlChar*)"absolute_minimum"
#define XML_ABSOLUTE_MAXIMUM (const xmlChar*)"absolute_maximum"
#define XML_ADAPTATION (const xmlChar*)"adaptation"
#define XML_ALGORITHM (const xmlChar*)"algorithm"
#define XML_CALIBRATE (const xmlChar*)"calibrate"
#define XML_EVALUATOR (const xmlChar*)"evaluator"
#define XML_EXPERIMENT (const xmlChar*)"experiment"
#define XML_GENETIC (const xmlChar*)"genetic"
#define XML_MINIMUM (const xmlChar*)"minimum"
#define XML_MAXIMUM (const xmlChar*)"maximum"
#define XML_MONTE_CARLO (const xmlChar*)"Monte-Carlo"
#define XML_MUTATION (const xmlChar*)"mutation"
#define XML_NAME (const xmlChar*)"name"
#define XML_NBEST (const xmlChar*)"nbest"
#define XML_NBITS (const xmlChar*)"nbits"
#define XML_NGENERATIONS (const xmlChar*)"ngenerations"
#define XML_NITERATIONS (const xmlChar*)"niterations"
#define XML_NPOPULATION (const xmlChar*)"npopulation"
#define XML_NSIMULATIONS (const xmlChar*)"nsimulations"
#define XML_NSWEEPS (const xmlChar*)"nsweeps"
#define XML_PRECISION (const xmlChar*)"precision"
#define XML_REPRODUCTION (const xmlChar*)"reproduction"
#define XML_SIMULATOR (const xmlChar*)"simulator"
#define XML_SEED (const xmlChar*)"seed"
#define XML_SWEEP (const xmlChar*)"sweep"
#define XML_TEMPLATE1 (const xmlChar*)"template1"
#define XML_TEMPLATE2 (const xmlChar*)"template2"
#define XML_TEMPLATE3 (const xmlChar*)"template3"
#define XML_TEMPLATE4 (const xmlChar*)"template4"
#define XML_TEMPLATE5 (const xmlChar*)"template5"
#define XML_TEMPLATE6 (const xmlChar*)"template6"
#define XML_TEMPLATE7 (const xmlChar*)"template7"
#define XML_TEMPLATE8 (const xmlChar*)"template8"
#define XML_TOLERANCE (const xmlChar*)"tolerance"
#define XML_VARIABLE (const xmlChar*)"variable"
#define XML_WEIGHT (const xmlChar*)"weight"

#endif
```

5.7 interface.h File Reference

Header file of the interface.

This graph shows which files directly or indirectly include this file:



Data Structures

- struct Experiment

  Struct to define experiment data.
- struct Variable

  Struct to define variable data.
- struct Options

  Struct to define the options dialog.
- struct Running

  Struct to define the running dialog.
- struct Window

  Struct to define the main window.

Macros

- #define MAX_LENGTH (DEFAULT_PRECISION + 8)

  Max length of texts allowed in GtkSpinButtons.

Functions

- void input_save (char *filename)

  Function to save the input file.
- void options_new ()

  Function to open the options dialog.
- void running_new ()

  Function to open the running dialog.
- int window_save ()

  Function to save the input file.
- void window_run ()

  Function to run a calibration.
- void window_help ()

  Function to show a help dialog.
- int window_get_algorithm ()

  Function to get the algorithm number.
- void window_update ()

  Function to update the main window view.
- void window_set_algorithm ()

  Function to avoid memory errors changing the algorithm.
- void window_set_experiment ()

  Function to set the experiment data in the main window.
- void window_remove_experiment ()

  Function to remove an experiment in the main window.
- void window_add_experiment ()

  Function to add an experiment in the main window.
- void window_name_experiment ()

  Function to set the experiment name in the main window.
- void window_weight_experiment ()

  Function to update the experiment weight in the main window.
- void window_inputs_experiment ()

  Function to update the experiment input templates number in the main window.

- void window_template_experiment (void ∗data)

  Function to update the experiment i-th input template in the main window.
- void window_set_variable ()

  Function to set the variable data in the main window.
- void window_remove_variable ()

  Function to remove a variable in the main window.
- void window_add_variable ()

  Function to add a variable in the main window.
- void window_label_variable ()

  Function to set the variable label in the main window.
- void window_precision_variable ()

  Function to update the variable precision in the main window.
- void window_rangemin_variable ()

  Function to update the variable rangemin in the main window.
- void window_rangemax_variable ()

  Function to update the variable rangemax in the main window.
- void window_rangeminabs_variable ()

  Function to update the variable rangeminabs in the main window.
- void window_rangemaxabs_variable ()

  Function to update the variable rangemaxabs in the main window.
- void window_update_variable ()

  Function to update the variable data in the main window.
- int window_read (char ∗filename)

  Function to read the input data of a file.
- void window_open ()

  Function to open the input data.
- void window_new ()

  Function to open the main window.
- int cores_number ()

  Function to obtain the cores number.

5.7.1 Detailed Description

Header file of the interface.

Authors

Javier Burguete.

Copyright

Copyright 2012-2015, all rights reserved.

Definition in file interface.h.

5.7.2 Function Documentation

5.7.2.1 int cores_number ( )

Function to obtain the cores number.

Returns

Cores number.

Definition at line 3775 of file calibrator.c.

```
{
#ifdef G_OS_WIN32
  SYSTEM_INFO sysinfo;
  GetSystemInfo (&sysinfo);
  return sysinfo.dwNumberOfProcessors;
#else
  return (int) sysconf (_SC_NPROCESSORS_ONLN);
#endif
}
```

5.7.2.2 void input_save (char ∗ *filename*)

Function to save the input file.

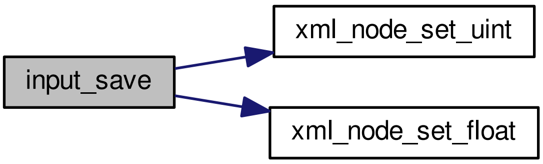
Parameters

filename	Input file name.

Definition at line 2075 of file calibrator.c.

```
{
  unsigned int i, j;
  char *buffer;
  xmlDoc *doc;
  xmlNode *node, *child;
  GFile *file, *file2;

  // Getting the input file directory
  input->name = g_path_get_basename (filename);
  input->directory = g_path_get_dirname (filename);
  file = g_file_new_for_path (input->directory);

  // Opening the input file
  doc = xmlNewDoc ((const xmlChar *) "1.0");

  // Setting root XML node
  node = xmlNewDocNode (doc, 0, XML_CALIBRATE, 0);
  xmlDocSetRootElement (doc, node);

  // Adding properties to the root XML node
  file2 = g_file_new_for_path (input->simulator);
  buffer = g_file_get_relative_path (file, file2);
  g_object_unref (file2);
  xmlSetProp (node, XML_SIMULATOR, (xmlChar *) buffer);
  g_free (buffer);
  if (input->evaluator)
    {
      file2 = g_file_new_for_path (input->evaluator);
      buffer = g_file_get_relative_path (file, file2);
      g_object_unref (file2);
      if (xmlStrlen ((xmlChar *) buffer))
        xmlSetProp (node, XML_EVALUATOR, (xmlChar *) buffer);
      g_free (buffer);
    }
  if (input->seed != DEFAULT_RANDOM_SEED)
    xml_node_set_uint (node, XML_SEED, input->seed);

  // Setting the algorithm
  buffer = (char *) g_malloc (64);
  switch (input->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      xmlSetProp (node, XML_ALGORITHM, XML_MONTE_CARLO);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NSIMULATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    case ALGORITHM_SWEEP:
      xmlSetProp (node, XML_ALGORITHM, XML_SWEEP);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NITERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->tolerance);
      xmlSetProp (node, XML_TOLERANCE, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->nbest);
      xmlSetProp (node, XML_NBEST, (xmlChar *) buffer);
      break;
    default:
      xmlSetProp (node, XML_ALGORITHM, XML_GENETIC);
      snprintf (buffer, 64, "%u", input->nsimulations);
      xmlSetProp (node, XML_NPOPULATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%u", input->niterations);
      xmlSetProp (node, XML_NGENERATIONS, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->mutation_ratio);
      xmlSetProp (node, XML_MUTATION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->reproduction_ratio);
      xmlSetProp (node, XML_REPRODUCTION, (xmlChar *) buffer);
      snprintf (buffer, 64, "%.3lg", input->adaptation_ratio);
      xmlSetProp (node, XML_ADAPTATION, (xmlChar *) buffer);
      break;
    }
  g_free (buffer);

  // Setting the experimental data
  for (i = 0; i < input->nexperiments; ++i)
    {
      child = xmlNewChild (node, 0, XML_EXPERIMENT, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->experiment[i]);
      if (input->weight[i] != 1.)
        xml_node_set_float (child, XML_WEIGHT, input->weight[i]);
      for (j = 0; j < input->ninputs; ++j)
        xmlSetProp (child, template[j], (xmlChar *) input->template[j][i]);
    }

  // Setting the variables data
  for (i = 0; i < input->nvariables; ++i)
    {
      child = xmlNewChild (node, 0, XML_VARIABLE, 0);
      xmlSetProp (child, XML_NAME, (xmlChar *) input->label[i]);
      xml_node_set_float (child, XML_MINIMUM, input->rangemin[i]);
      if (input->rangeminabs[i] != -G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MINIMUM, input->rangeminabs[i]);
      xml_node_set_float (child, XML_MAXIMUM, input->rangemax[i]);
      if (input->rangemaxabs[i] != G_MAXDOUBLE)
        xml_node_set_float (child, XML_ABSOLUTE_MAXIMUM, input->rangemaxabs[i]);
      if (input->precision[i] != DEFAULT_PRECISION)
        xml_node_set_uint (child, XML_PRECISION, input->precision[i]);
      if (input->algorithm == ALGORITHM_SWEEP)
        xml_node_set_uint (child, XML_NSWEEPS, input->nsweeps[i]);
      else if (input->algorithm == ALGORITHM_GENETIC)
        xml_node_set_uint (child, XML_NBITS, input->nbits[i]);
    }

  // Saving the XML file
  xmlSaveFormatFile (filename, doc, 1);

  // Freeing memory
  xmlFreeDoc (doc);
}
```

Here is the call graph for this function:



5.7.2.3 int window_get_algorithm ( )

Function to get the algorithm number.

Returns

Algorithm number.

Definition at line 2444 of file calibrator.c.

```
{
  unsigned int i;
  for (i = 0; i < NALGORITHMS; ++i)
    if (gtk_toggle_button_get_active
        (GTK_TOGGLE_BUTTON (window->button_algorithm[i])))
      break;
  return i;
}
```

5.7.2.4 int window_read (char ∗ *filename*)

Function to read the input data of a file.

Parameters

filename	File name.

Returns

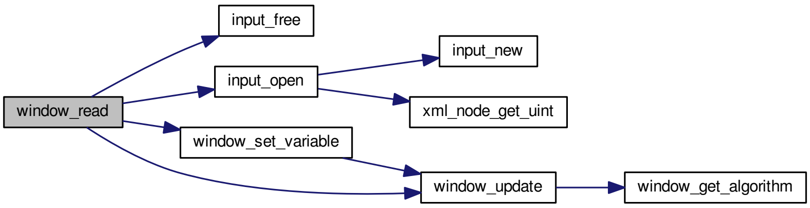
1 on succes, 0 on error.

Definition at line 3160 of file calibrator.c.

```
{
  unsigned int i;
  char *buffer, *directory, *name;
#if DEBUG
  fprintf (stderr, "window_read: start\n");
#endif
  directory = name = NULL;
  if (input->directory) directory = g_strdup (input->
directory);
  if (input->name) name = g_strdup (input->name);
  input_free ();
  if (!input_open (filename))
    {
#if DEBUG
```

```
          fprintf (stderr, "window_read: error reading input file\n");
#endif
      buffer = g_build_filename (directory, name, NULL);
      if (!input_open (buffer))
        {
#if DEBUG
          fprintf (stderr, "window_read: error reading backup file\n");
#endif
          g_free (buffer);
          g_free (name);
          g_free (directory);
#if DEBUG
          fprintf (stderr, "window_read: end\n");
#endif
          return 0;
        }
      g_free (buffer);
    }
  g_free (name);
  g_free (directory);
  buffer = g_build_filename (input->directory, input->simulator, NULL);
  puts (buffer);
  gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
                                 (window->button_simulator), buffer);
  g_free (buffer);
  gtk_toggle_button_set_active (GTK_TOGGLE_BUTTON (window->check_evaluator),
                                (size_t) input->evaluator);
  if (input->evaluator)
    {
      buffer = g_build_filename (input->directory, input->evaluator, NULL);
      gtk_file_chooser_set_filename (GTK_FILE_CHOOSER
                                     (window->button_evaluator), buffer);
      g_free (buffer);
    }
  gtk_toggle_button_set_active
    (GTK_TOGGLE_BUTTON (window->button_algorithm[input->algorithm]), TRUE);
  switch (input->algorithm)
    {
    case ALGORITHM_MONTE_CARLO:
      gtk_spin_button_set_value (window->spin_simulations,
                                 (gdouble) input->nsimulations);
    case ALGORITHM_SWEEP:
      gtk_spin_button_set_value (window->spin_iterations,
                                 (gdouble) input->niterations);
      gtk_spin_button_set_value (window->spin_bests, (gdouble) input->nbest);
      gtk_spin_button_set_value (window->spin_tolerance, input->tolerance);
      break;
    default:
      gtk_spin_button_set_value (window->spin_population,
                                 (gdouble) input->nsimulations);
      gtk_spin_button_set_value (window->spin_generations,
                                 (gdouble) input->niterations);
      gtk_spin_button_set_value (window->spin_mutation, input->mutation_ratio);
      gtk_spin_button_set_value (window->spin_reproduction,
                                 input->reproduction_ratio);
      gtk_spin_button_set_value (window->spin_adaptation,
                                 input->adaptation_ratio);
    }
  g_signal_handler_block (window->combo_experiment, window->id_experiment);
  g_signal_handler_block (window->button_experiment,
                          window->id_experiment_name);
  gtk_combo_box_text_remove_all (window->combo_experiment);
  for (i = 0; i < input->nexperiments; ++i)
    gtk_combo_box_text_append_text (window->combo_experiment,
                                    input->experiment[i]);
  g_signal_handler_unblock
    (window->button_experiment, window->id_experiment_name);
  g_signal_handler_unblock (window->combo_experiment, window->id_experiment);
  gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_experiment), 0);
  g_signal_handler_block (window->combo_variable, window->id_variable);
  g_signal_handler_block (window->entry_variable, window->id_variable_label);
  gtk_combo_box_text_remove_all (window->combo_variable);
  for (i = 0; i < input->nvariables; ++i)
    gtk_combo_box_text_append_text (window->combo_variable, input->label[i]);
  g_signal_handler_unblock (window->entry_variable, window->
      id_variable_label);
03249   g_signal_handler_unblock (window->combo_variable, window->
      id_variable);
03250   gtk_combo_box_set_active (GTK_COMBO_BOX (window->combo_variable), 0);
03251   window_set_variable ();
03252   window_update ();
03253 #if DEBUG
03254   fprintf (stderr, "window_read: end\n");
03255 #endif
03256   return 1;
03257 }
```

Here is the call graph for this function:



5.7.2.5 int window_save ( )

Function to save the input file.

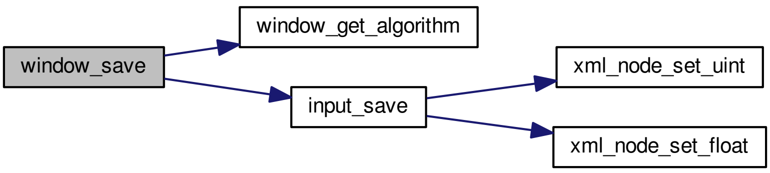
Returns

1 on OK, 0 on Cancel.

Definition at line 2263 of file calibrator.c.

```
02264 {
02265   char *buffer;
02266   GtkFileChooserDialog *dlg;
02267
02268 #if DEBUG
02269   fprintf (stderr, "window_save: start\n");
02270 #endif
02271
02272   // Opening the saving dialog
02273   dlg = (GtkFileChooserDialog *)
02274     gtk_file_chooser_dialog_new (gettext ("Save file"),
02275                                  window->window,
02276                                  GTK_FILE_CHOOSER_ACTION_SAVE,
02277                                  gettext ("_Cancel"),
02278                                  GTK_RESPONSE_CANCEL,
02279                                  gettext ("_OK"), GTK_RESPONSE_OK, NULL);
02280   gtk_file_chooser_set_do_overwrite_confirmation (GTK_FILE_CHOOSER (dlg), TRUE);
02281
02282   // If OK response then saving
02283   if (gtk_dialog_run (GTK_DIALOG (dlg)) == GTK_RESPONSE_OK)
02284     {
02285
02286       // Adding properties to the root XML node
02287       input->simulator = gtk_file_chooser_get_filename
02288         (GTK_FILE_CHOOSER (window->button_simulator));
02289       if (gtk_toggle_button_get_active
02290           (GTK_TOGGLE_BUTTON (window->check_evaluator)))
02291         input->evaluator = gtk_file_chooser_get_filename
02292           (GTK_FILE_CHOOSER (window->button_evaluator));
02293       else
02294         input->evaluator = NULL;
02295
02296       // Setting the algorithm
02297       switch (window_get_algorithm ())
02298         {
        case ALGORITHM_MONTE_CARLO:
          input->algorithm = ALGORITHM_MONTE_CARLO;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_simulations);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->spin_bests);
          break;
        case ALGORITHM_SWEEP:
          input->algorithm = ALGORITHM_SWEEP;
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_iterations);
          input->tolerance = gtk_spin_button_get_value (window->spin_tolerance);
          input->nbest = gtk_spin_button_get_value_as_int (window->spin_bests);
          break;
        default:
          input->algorithm = ALGORITHM_GENETIC;
          input->nsimulations
            = gtk_spin_button_get_value_as_int (window->spin_population);
          input->niterations
            = gtk_spin_button_get_value_as_int (window->spin_generations);
          input->mutation_ratio
            = gtk_spin_button_get_value (window->spin_mutation);
          input->reproduction_ratio
            = gtk_spin_button_get_value (window->spin_reproduction);
          input->adaptation_ratio
            = gtk_spin_button_get_value (window->spin_adaptation);
          break;
        }

      // Saving the XML file
      buffer = gtk_file_chooser_get_filename (GTK_FILE_CHOOSER (dlg));
      input_save (buffer);

      // Closing and freeing memory
      g_free (buffer);
      gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
      fprintf (stderr, "window_save: end\n");
#endif
      return 1;
    }

  // Closing and freeing memory
  gtk_widget_destroy (GTK_WIDGET (dlg));
#if DEBUG
  fprintf (stderr, "window_save: end\n");
#endif
  return 0;
}
```

Here is the call graph for this function:



5.7.2.6 void window_template_experiment (void * *data*)

Function to update the experiment i-th input template in the main window.

Parameters

data	Callback data (i-th input template).

Definition at line 2818 of file calibrator.c.

```
{
  unsigned int i, j;
  char *buffer;
  GFile *file1, *file2;
#if DEBUG
  fprintf (stderr, "window_template_experiment: start\n");
#endif
  i = (size_t) data;
  j = gtk_combo_box_get_active (GTK_COMBO_BOX (window->combo_experiment));
  file1
    = gtk_file_chooser_get_file (GTK_FILE_CHOOSER (window->button_template[i]));
  file2 = g_file_new_for_path (input->directory);
  buffer = g_file_get_relative_path (file2, file1);
  input->template[i][j] = (char *) xmlStrdup ((xmlChar *) buffer);
  g_free (buffer);
  g_object_unref (file2);
  g_object_unref (file1);
#if DEBUG
  fprintf (stderr, "window_template_experiment: end\n");
#endif
}
```

5.8 interface.h

```
/*
Calibrator: a software to make calibrations of empirical parameters.

AUTHORS: Javier Burguete and Borja Latorre.

Copyright 2012-2015, AUTHORS.

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
        documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY AUTHORS ``AS IS'' AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT
SHALL AUTHORS 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.
*/

#ifndef INTERFACE__H
#define INTERFACE__H 1

#define MAX_LENGTH (DEFAULT_PRECISION + 8)

typedef struct
{
  char *template[MAX_NINPUTS];
  char *name;
  double weight;
} Experiment;

typedef struct
{
  char *label;
  double rangemin;
  double rangemax;
  double rangeminabs;
  double rangemaxabs;
  unsigned int precision;
  unsigned int nsweeps;
  unsigned int nbits;
} Variable;
```

```

typedef struct
{
  GtkDialog *dialog;
  GtkGrid *grid;
  GtkLabel *label_processors;
  GtkSpinButton *spin_processors;
  GtkLabel *label_seed;
  GtkSpinButton *spin_seed;
} Options;

typedef struct
{
  GtkDialog *dialog;
  GtkLabel *label;
} Running;

typedef struct
{
  GtkWindow *window;
  GtkGrid *grid;
  GtkToolbar *bar_buttons;
  GtkToolButton *button_open;
  GtkToolButton *button_save;
  GtkToolButton *button_run;
  GtkToolButton *button_options;
  GtkToolButton *button_help;
  GtkToolButton *button_about;
  GtkToolButton *button_exit;
  GtkLabel *label_simulator;
  GtkFileChooserButton *button_simulator;
  GtkCheckButton *check_evaluator;
  GtkFileChooserButton *button_evaluator;
  GtkFrame *frame_algorithm;
  GtkGrid *grid_algorithm;
  GtkRadioButton *button_algorithm[NALGORITHMS];
  GtkLabel *label_simulations;
  GtkSpinButton *spin_simulations;
  GtkLabel *label_iterations;
  GtkSpinButton *spin_iterations;
  GtkLabel *label_tolerance;
  GtkSpinButton *spin_tolerance;
  GtkLabel *label_bests;
  GtkSpinButton *spin_bests;
  GtkLabel *label_population;
  GtkSpinButton *spin_population;
  GtkLabel *label_generations;
  GtkSpinButton *spin_generations;
  GtkLabel *label_mutation;
  GtkSpinButton *spin_mutation;
  GtkLabel *label_reproduction;
  GtkSpinButton *spin_reproduction;
  GtkLabel *label_adaptation;
  GtkSpinButton *spin_adaptation;
  GtkFrame *frame_variable;
  GtkGrid *grid_variable;
  GtkComboBoxText *combo_variable;
  GtkButton *button_add_variable;
  GtkButton *button_remove_variable;
  GtkLabel *label_variable;
  GtkEntry *entry_variable;
  GtkLabel *label_min;
  GtkSpinButton *spin_min;
  GtkScrolledWindow *scrolled_min;
  GtkLabel *label_max;
  GtkSpinButton *spin_max;
  GtkScrolledWindow *scrolled_max;
  GtkCheckButton *check_minabs;
  GtkSpinButton *spin_minabs;
  GtkScrolledWindow *scrolled_minabs;
  GtkCheckButton *check_maxabs;
  GtkSpinButton *spin_maxabs;
  GtkScrolledWindow *scrolled_maxabs;
  GtkLabel *label_precision;
  GtkSpinButton *spin_precision;
  GtkLabel *label_sweeps;
  GtkSpinButton *spin_sweeps;
  GtkLabel *label_bits;
  GtkSpinButton *spin_bits;
  GtkFrame *frame_experiment;
  GtkGrid *grid_experiment;
  GtkComboBoxText *combo_experiment;
  GtkButton *button_add_experiment;
  GtkButton *button_remove_experiment;
  GtkLabel *label_experiment;
  GtkFileChooserButton *button_experiment;
  GtkLabel *label_weight;
  GtkSpinButton *spin_weight;
  GtkCheckButton *check_template[MAX_NINPUTS];
  GtkFileChooserButton *button_template[MAX_NINPUTS];
  GdkPixbuf *logo;
  Experiment *experiment;
  Variable *variable;
  char *application_directory;
  gulong id_experiment;
  gulong id_experiment_name;
  gulong id_variable;
  gulong id_variable_label;
  gulong id_template[MAX_NINPUTS];
  gulong id_input[MAX_NINPUTS];
  unsigned int nexperiments;
  unsigned int nvariables;
} Window;

// Public functions
void input_save (char *filename);
void options_new ();
void running_new ();
int window_save ();
void window_run ();
void window_help ();
int window_get_algorithm ();
void window_update ();
void window_set_algorithm ();
void window_set_experiment ();
void window_remove_experiment ();
void window_add_experiment ();
void window_name_experiment ();
void window_weight_experiment ();
void window_inputs_experiment ();
void window_template_experiment (void *data);
void window_set_variable ();
void window_remove_variable ();
void window_add_variable ();
void window_label_variable ();
void window_precision_variable ();
void window_rangemin_variable ();
void window_rangemax_variable ();
void window_rangeminabs_variable ();
void window_rangemaxabs_variable ();
void window_update_variable ();
int window_read (char *filename);
void window_open ();
void window_new ();
int cores_number ();

#endif
```

Index