

User Manual for OpenArray Version 1.0 (Lite version)

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Table of Contents

1. Overview	2
2. Installation.....	3
2.1 Installation on Linux	4
2.2 Installation on Mac OS	6
3. Operators and Functions	8
3.1 Array Creation.....	9
3.2 Arithmetic Operation.....	11
3.3 Array Operation.....	12
3.4 Stencil Operation.....	16
3.5 I/O Operation	17
3.6 Other functions.....	17
4. Examples and Applications	19
4.1 Four benchmark kernel cases	19
4.1.1 Continuity Equation	19
4.1.2 Heat Diffusion Equation	20
4.1.3 Hotspot2D	20
4.1.4 Hotspot3D	20
4.2 A three-dimensional ocean model	21
4.2.1 Introduction.....	21
4.2.2 Installation.....	21

1. Overview

OpenArray is a simple operator library for the decoupling of ocean modelling and parallel computing. It has been in development for the past three years with close collaboration between oceanographers and computer scientists. The library is promoted as a development tool for the future numerical models to make complex parallel programming transparent.

The main OpenArray features are easy-to-use, high efficiency and portability. Users can write simple operator expressions in Fortran to solve partial differential equations

(PDEs) in parallel. Performance of the programs implemented by OpenArray is similar to that of original parallel program manually optimized by experienced programmers. In addition to CPU platform, the current version of OpenArray supports the Sunway TaihuLight system. The GPU version of is under development.

This User Manual summarily describes the OpenArray Version 1.0, the Reference Manual including more details is currently under preparation. As the new version of OpenArray is being developed, these documents will be continuously enhanced and updated. For the latest version of the documents, please visit OpenArray's repository at https://github.com/hxmhuang/OpenArray_CXX.

The main reference for OpenArray v1.0 is:

Xiaomeng Huang, Xing Huang, Dong Wang, Qi Wu, et al., 2019, OpenArray v1.0: A Simple Operator Library for the Decoupling of Ocean Modelling and Parallel Computing. <https://www.geosci-model-dev-discuss.net/gmd-2019-28/>.

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2. Installation

Before compiling OpenArray, the following software and libraries are required:

- 1) Fortran 90 or Fortran 95 compiler.
- 2) gcc/g++ compiler version 6.1.0 or higher.
- 3) Intel icc/icpc compiler version 2017 or higher.
- 4) GNU make version 3.81 or higher.
- 5) Message Passing Interface (MPI) library.
- 6) Parallel NetCDF library version 1.7.0 or higher.
- 7) Armadillo, a C++ library for linear algebra & scientific computing, version 8.200.2 or higher.
- 8) Boost C++ Libraries, version 1.65.1 or higher.

OpenArray has been successfully installed on Linux and Mac OS. The following is a detailed installation guide on both operating systems.

2.1 Installation on Linux

- Step 1. Make sure the gcc/g++/gfortran compiler (version 6.1.0 or higher) and Intel icc/icpc compiler (version 2017 or higher) have been installed already. Use the following commands to check the compiler versions.

```
gcc -v
g++ -v
gfortran -v
icc -v
icpc -v
```

- Step 2. Create a new folder as the working directory, for example *"/home/user/OA"*.

```
mkdir -p /home/user/OA
```

- Step 3. Install Parallel NetCDF(version 1.7.0 or higher)

% Create a new folder in the working directory and enter the folder:

```
mkdir /home/user/OA/pnetcdf
cd /home/user/OA/pnetcdf
```

% Download Parallel NetCDF, and extract it:

```
wget http://cucis.ece.northwestern.edu/projects/PnetCDF/Release/parallel-netcdf-1.7.0.tar.gz
tar zxvf parallel-netcdf-1.7.0.tar.gz
```

% Configure:

```
cd /home/user/OA/pnetcdf/parallel-netcdf-1.7.0
MPIF90=mpiifort MPICXX=mpiicpc MPICC=mpiicc ./configure --prefix=/home/user/OA/pnetcdf
```

% Make and install:

```
make
make install
```

% Add the environment variables in *~/.bashrc*:

```
echo "export PATH=/home/user/OA/pnetcdf/bin:$PATH" >> ~/.bashrc
echo "export CPLUS_INCLUDE_PATH=/home/user/OA/pnetcdf/include:$CPLUS_INCLUDE_PATH" >> ~/.bashrc
echo "export C_INCLUDE_PATH=/home/user/OA/pnetcdf/include:$C_INCLUDE_PATH" >> ~/.bashrc
echo "export LD_LIBRARY_PATH=/home/user/OA/pnetcdf/lib:$LD_LIBRARY_PATH" >> ~/.bashrc
echo "export LIBRARY_PATH=/home/user/OA/pnetcdf/lib:$LIBRARY_PATH" >> ~/.bashrc
source ~/.bashrc
```

% Check if the installation of PnetCDF is successful:

```
pnetcdf_version
```

- Step 4. Install Armadillo(version 8.200.2 or higher)

% Create a new folder in the working directory and enter the folder:

```
mkdir /home/user/OA/Armadillo
cd /home/user/OA/Armadillo
```

% Download Armadillo and extract it:

```
wget https://jaist.dl.sourceforge.net/project/arma/armadillo-8.200.2.tar.xz
xz -d armadillo-8.200.2.tar.xz
tar xvf armadillo-8.200.2.tar
```

% Add the environment variables in **~/.bashrc**:

```
echo "export CPLUS_INCLUDE_PATH=/home/user/OA/Armadillo/armadillo-8.200.2/include:$CPLUS_INCLUDE_PATH" >> ~/.bashrc
echo "C_INCLUDE_PATH=/home/user/OA/Armadillo/armadillo-8.200.2/include:$C_INCLUDE_PATH" >> ~/.bashrc
source ~/.bashrc
```

- Step 5. Install Boost(version 1_65_1 or higher)

% Create a new folder in the working directory for Boost:

```
mkdir /home/user/OA/boost
cd /home/user/OA/boost
```

% Download Boost, and extract it:

```
wget https://dl.bintray.com/boostorg/release/1.65.1/source/boost_1_65_1.tar.gz
tar zxvf boost_1_65_1.tar.gz
```

% Configure:

```
cd /home/user/OA/boost/boost_1_65_1
./bootstrap.sh --prefix=/home/user/OA/boost
```

% Make and install:

```
./b2 --prefix=/home/user/OA/boost
./b2 install
```

% Add the environment variables in **~/.bashrc**:

```
echo "export CPLUS_INCLUDE_PATH=/home/user/OA/boost/include:$CPLUS_INCLUDE_PATH" >> ~/.bashrc
echo "export C_INCLUDE_PATH=/home/user/OA/boost/include:$C_INCLUDE_PATH" >> ~/.bashrc
echo "export LD_LIBRARY_PATH=/home/user/OA/boost/lib:$LD_LIBRARY_PATH" >> ~/.bashrc
echo "export LIBRARY_PATH=/home/user/OA/boost/lib:$LIBRARY_PATH" >> ~/.bashrc
source ~/.bashrc
```

- Step 6. Install OpenArray

% Download OpenArray from GitHub:

```
cd /home/user/OA
git clone https://github.com/hxmhuang/OpenArray_CXX.git
```

% Enter OpenArray folder and switch to **dev** branch:

```
cd /home/user/OA/OpenArray_CXX
git checkout dev
```

% Run the precompile:

```
./test.sh
```

% Enter the build folder and compile:

```
cd build
make -f makefile.intel oalib_obj
```

% Lastly, check if *libopenarray.a* and *openarray.mod* are generated:

```
ls -lrt
```

If *libopenarray.a* and *openarray.mod* exist, OpenArray has been successfully installed.

2.2 Installation on Mac OS

Step 1. Install brew package manager and update the formulae and Homebrew. Create a new folder as the working directory, for example *"/Users/user/OA"*:

```
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
brew update
mkdir -p /Users/user/OA
```

- Step 2. Install or update gcc/g++/gfortran compiler:

```
brew install gcc or brew reinstall gcc
gcc -v
```

% At present, the gcc version is 8.3.0. Add the alias in *~/bashrc*:

```
echo "alias gcc='gcc-8'" >> ~/.bashrc
echo "alias g++='g++-8'" >> ~/.bashrc
echo "alias gfortran='gfortran-8'" >> ~/.bashrc
source ~/.bashrc
```

- Step 3. Install or update Open-MPI:

```
brew install open-mpi or brew reinstall open-mpi
```

% Add the environment variables in *~/bashrc*:

```
echo "export OMPI_MPICC=gcc-8" >> ~/.bashrc
echo "export OMPI_MPICXX=g++-8" >> ~/.bashrc
echo "export OMPI_MPIF90=gfortran-8" >> ~/.bashrc
source ~/.bashrc
```

- Step 4. Install Armadillo:

```
brew install armadillo
```

% Add the environment variables in *~/.bashrc*:

```
echo "export CPLUS_INCLUDE_PATH=/usr/local/Cellar/armadillo/9.300.2/include:$CPLUS_INCLUDE_PATH" >> ~/.bashrc
echo "export C_INCLUDE_PATH=/usr/local/Cellar/armadillo/9.300.2/include:$C_INCLUDE_PATH" >> ~/.bashrc
source ~/.bashrc
```

- Step 5. Install Parallel NetCDF(version 1.7.0 or higher)

% Create a new folder in the working directory and enter the folder:

```
mkdir -p /Users/user/OA/pnetcdf
cd /Users/user/OA/pnetcdf
```

% Download Parallel NetCDF, and extract it:

```
wget http://cucis.ece.northwestern.edu/projects/PnetCDF/Release/parallel-netcdf-1.7.0.tar.gz
tar zxvf parallel-netcdf-1.7.0.tar.gz
```

% Configure:

```
cd /Users/user/OA/pnetcdf/parallel-netcdf-1.7.0
MPIF90=mpif90 MPICXX=mpicxx MPICC=mpicc ./configure --prefix=/Users/user/OA/pnetcdf
```

% Make and install:

```
make
make install
```

% Add the environment variables in *~/.bashrc*:

```
echo "export PATH=/Users/user/OA/pnetcdf/bin:$PATH" >> ~/.bashrc
echo "export CPLUS_INCLUDE_PATH=/Users/user/OA/pnetcdf/include:$CPLUS_INCLUDE_PATH" >> ~/.bashrc
echo "export C_INCLUDE_PATH=/Users/user/OA/pnetcdf/include:$C_INCLUDE_PATH" >> ~/.bashrc
echo "export LD_LIBRARY_PATH=/Users/user/OA/pnetcdf/lib:$LD_LIBRARY_PATH" >> ~/.bashrc
echo "export LIBRARY_PATH=/Users/user/OA/pnetcdf/lib:$LIBRARY_PATH" >> ~/.bashrc
source ~/.bashrc
```

% Check if the installation is successful:

```
pnetcdf_version
```

- Step 6. Install OpenArray

% Download OpenArray from GitHub:

```
cd /home/user/OA
git clone https://github.com/hxmhuang/OpenArray_CXX.git
```

% Enter OpenArray folder and switch to *dev* branch:

```
cd /home/user/OA/OpenArray_CXX
git checkout dev
```

% Run the precompile:

```
./test.sh
```

% Enter the build folder and compile OpenArray:

```
cd build
make -f makefile.osx oalib_obj
```

% Lastly, check if *libopenarray.a* and *openarray.mod* are generated:

```
ls -lrt
```

If *libopenarray.a* and *openarray.mod* exist, OpenArray has been successfully installed.

Important notes:

- 1). The version of gcc/g++/gfortran compiler must be 6.1.0 or higher, since OpenArray requires the C++ 11 standard.
- 2). Installing OpenArray and the required software or libraries with different version of compilers may cause errors during the link step.
- 3). If you have any question while installing OpenArray, please do not hesitate to submit issues on GitHub, we will deal with the problems as soon as possible.

3. Operators and Functions

For simplicity, functions in OpenArray are divided into 6 classes for introduction (Table 1). The functions are written in a style similar with Matlab, to smooth the learning curve.

Table 1: Major functions provided in OpenArray

Classes	Function	Description
Array Creation	zeros(m,n,k)	Create array of all zeros
	ones(m,n,k)	Create array of all ones
	rands(m,n,k)	Create an array with random number
	seqs(m,n,k)	Create a sequence integer array starting from 0
Arithmetic Operation	+, -, *, /	Basic arithmetic operators
	>, <, >=, <=, /=, ==	Comparison operators
	.or., .and.	Logical operators
	sin, cos, tan, asin, acos, atan, abs, rcp, exp, log, log10, tanh, sinh, cosh, **	Basic math functions
Array Operation	sub	Get a sub slice of Array
	shift	Shift Array in a given direction
	sum	Sum Array in a given direction
	csum	Cumulative sum
	max, max_at	Get maximum value or position
	min, min_at	Get minimum value or position
	rep	Repeat array in a given direction
	set	Array assignment
Stencil Operation	AXB, AXF, AYB, AYF, AZB, AZF	Averaging stencil operators
	DXB, DXF,	Differential stencil operators

	DYB, DYF, DZB, DZF	
I/O Operation	save(A,...)	Save array into file
	A=load(...)	Load array from file
Other functions	display(A)	Display array
	tic, toc, show_timer	Calculate and print the execution time
	grid_init('C', dx, dy, dz)	Initialize the Arakawa C-grid with a set of grid increments, dx, dy, dz
	grid_bind(A, pos)	Bind Array A to the pos point

The following examples are provided to illustrate the usage of the functions. You can get the complete source code of all the examples in oa_main.F90.

Outline of the main program for the following examples:

```

program main
  use mpi
  use oa_test    ! import example module
  implicit none
  integer :: step
  integer :: i, nt, nx, ny, nz
  ! initialize OpenArray, no split in z-direction
  call oa_init(MPI_COMM_WORLD, [-1, -1, 1])

  call array_creation()
  call arithmetic_operation()
  ...
  call show_timer()
  call oa_finalize()    ! finalize the OpenArray
end program main

```

How to run:

```

// compile and link
make -f makefile.intel oalib_obj
make -f makefile.intel manual_main
./manual_main

```

3.1 Array Creation

This class creates *Array* type variables. *Array* is a new derived data type that comprises a series of information, including a 3-dimensional array to store data, a pointer to the computational grid, a Message Passing Interface (MPI) communicator, the size of the halo region and other information about the data distribution.

Syntax:

$X = \text{zeros}(m, n, k)$ returns a m -by- n -by- k *Array* of zeros, where m, n, k indicate the size of each dimension.

$X = \text{ones}(m, n, k)$ returns a m -by- n -by- k *Array* of ones, where m, n, k indicate the size of each dimension.

$X = \text{seqs}(m, n, k)$ returns a m -by- n -by- k *Array* of sequence numbers starting from $[0, 0, 0]$, where m, n, k indicate the size of each dimension.

$X = \text{rands}(m, n, k)$ returns a m -by- n -by- k *Array* of random numbers, where m, n, k indicate the size of each dimension.

Example

```
subroutine array_creation()
  implicit none
  type(array) :: A, B, C, D

  A = zeros(2, 2, 2)
  B = ones(2, 2, 2)
  C = seqs(2, 2, 2)
  D = rands(2, 2, 2)

  call display(A, "zeros = ")
  call display(B, "ones = ")
  call display(C, "seqs = ")
  call display(D, "rands = ")
end subroutine
```

// The output displays array's information and data, we only display zeros information, in other examples we will omit array information.

```
zeros =
  data type = float
  pos = -1
  is_pseudo = 0
  bitset = 111
  global_shape = [2, 2, 2]
  procs_shape = [1, 1, 1]
  bound_type = [0, 0, 0]
  stencil_type = 1
  stencil_width = 1
  lx = [2]
  ly = [2]
  lz = [2]
  clx = [0, 2]
  cly = [0, 2]
  clz = [0, 2]
[k = 0]
  j = 0
i = 0  0.0000000000000000  0.0000000000000000
i = 1  0.0000000000000000  0.0000000000000000
[k = 1]
  j = 0
i = 0  0.0000000000000000  0.0000000000000000
i = 1  0.0000000000000000  0.0000000000000000

ones =
[k = 0]
  j = 0
i = 0  1.0000000000000000  1.0000000000000000
i = 1  1.0000000000000000  1.0000000000000000
[k = 1]
  j = 0
i = 0  1.0000000000000000  1.0000000000000000
i = 1  1.0000000000000000  1.0000000000000000

seqs =
[k = 0]
  j = 0
i = 0  0.0000000000000000  2.0000000000000000
i = 1  1.0000000000000000  3.0000000000000000
[k = 1]
  j = 0
i = 0  4.0000000000000000  6.0000000000000000
i = 1  5.0000000000000000  7.0000000000000000

rands =
[k = 0]
  j = 0
i = 0  0.108893647789955  0.701414048671722
i = 1  0.520004570484161  0.738651990890503
[k = 1]
  j = 0
i = 0  0.133548513054848  0.721330642700195
```

$i = 1 \quad 0.041211254894733 \quad 0.591001868247986$

3.2 Arithmetic Operation

This class provides arithmetic operators, including basic arithmetic operators, comparison operators, logical operators, and mathematical functions.

Syntax:

- **Basic arithmetic operators**

$C = A + B$ adds *Array* A and B and returns the result in C.

- **Comparison operators**

$A == B$ returns a logical *Array* with elements set to logical 1 (true) where *Array* A and B are equal; otherwise, the element is logical 0 (false).

- **Logical operators**

$A .\text{and.} B$ performs a logical conjunction of *Array* A and B, and returns an *Array* with elements set to logical 1 or 0.

- **Mathematical functions**

$Y = \sin(X)$ returns the sine of the elements of *Array* X.

$Y = \exp(X)$ returns the exponential for each element in *Array* X.

Example

```
subroutine arithmetic_operation()
  implicit none
  type(array) :: A, B, C, D, E, ans

  ! basic arithmetic operators
  A = zeros(2, 2, 1)
  B = ones(2, 2, 1)
  C = seqs(2, 2, 1)
  D = rand(2, 2, 1)

  E = A + B * C
  call display(E, "E = ")
  E = E / 2.0
  call display(E, "E = ")

  ! comparison operators
  ans = B < C
  call display(ans, "ones < seqs = ")
  ans = A == C
  call display(ans, "ones == seqs = ")

  ! logical operators
  ans = A .or. C
  call display(ans, "zeros .or. seqs = ")
  ans = A .and. C
  call display(ans, "zeros .and. seqs = ")

  ! basic math functions
  E = consts_double(2, 2, 1, 2.0*atan(1.0))
  ans = sin(E)
  call display(ans, "sin(PI/2) = ")
  ans = exp(C)
  call display(ans, "exp(seqs) = ")
  ans = log(ans)
  call display(ans, "log(exp(seqs)) = ")
```

end subroutine

3.3 Array Operation

This class provides basic operations for *Array*.

- **sub**

Get a sub slice of *Array*.

Syntax:

$B = \text{sub}(A, [\text{stx}, \text{edx}], [\text{sty}, \text{edy}], [\text{stz}, \text{edz}])$ gets a slice of *Array* A and the result is a $(\text{edx}-\text{stx}+1)$ -by- $(\text{edy}-\text{sty}+1)$ -by- $(\text{edz}-\text{stz}+1)$ *Array*

$B = \text{sub}(A, [\text{stx}, \text{edx}], [\text{sty}, \text{edy}], [\text{stz}, \text{edz}])$ gets a slice of array A, starting from [stx, sty, stz] and ending at [edx, edy, edz]. The result is a $(\text{edx}-\text{stx}+1)$ -by- $(\text{edy}-\text{sty}+1)$ -by- $(\text{edz}-\text{stz}+1)$ array.

$B = \text{sub}(A, 1, 2)$ gets a slice of *Array* A and the result is a 1-by-1-by-k array, where k is the size of z-dimension of *Array* A

$B = \text{sub}(A, ':', ':', [2, 2])$ gets a slice of array A and the result is a m-by-n-by-1 array

Example

```
! get a sub slice of array
A = seqs(5, 5, 2)
call display(A, "A = ")
! sub function index start from 1
ans = sub(A, [2, 4], [2, 4], [1, 1])
call display(ans, "sub(A, [2, 4], [2, 4], [1, 1]) = ")
ans = sub(A, ':', ':', [2, 2])
call display(ans, "sub(A, ':', ':', [2, 2]) = ")
ans = sub(A, 1, 2)
call display(ans, "sub(A, 1, 2) = ")
```

Output

```
A =
[k = 0]
      j = 0      j = 1      j = 2      j = 3
i = 0  0.0000000000000000  4.0000000000000000  8.0000000000000000  12.0000000000000000
i = 1  1.0000000000000000  5.0000000000000000  9.0000000000000000  13.0000000000000000
i = 2  2.0000000000000000  6.0000000000000000  10.0000000000000000  14.0000000000000000
i = 3  3.0000000000000000  7.0000000000000000  11.0000000000000000  15.0000000000000000

[k = 1]
      j = 0      j = 1      j = 2      j = 3
i = 0  16.0000000000000000  20.0000000000000000  24.0000000000000000  28.0000000000000000
i = 1  17.0000000000000000  21.0000000000000000  25.0000000000000000  29.0000000000000000
i = 2  18.0000000000000000  22.0000000000000000  26.0000000000000000  30.0000000000000000
i = 3  19.0000000000000000  23.0000000000000000  27.0000000000000000  31.0000000000000000

sub(A, [2, 4], [2, 4], [1, 1]) =
[k = 0]
      j = 0      j = 1      j = 2
i = 0  5.0000000000000000  9.0000000000000000  13.0000000000000000
i = 1  6.0000000000000000  10.0000000000000000  14.0000000000000000
i = 2  7.0000000000000000  11.0000000000000000  15.0000000000000000

sub(A, ':', ':', [2, 2]) =
[k = 0]
      j = 0      j = 1      j = 2      j = 3
i = 0  16.0000000000000000  20.0000000000000000  24.0000000000000000  28.0000000000000000
i = 1  17.0000000000000000  21.0000000000000000  25.0000000000000000  29.0000000000000000
i = 2  18.0000000000000000  22.0000000000000000  26.0000000000000000  30.0000000000000000
i = 3  19.0000000000000000  23.0000000000000000  27.0000000000000000  31.0000000000000000

sub(A, 1, 2) =
```

```

[k = 0]
      j = 0
i = 0  4.0000000000000000
[k = 1]
      j = 0
i = 0  20.0000000000000000

```

- **shift, circshift**

Shift an *Array* in a given direction.

Syntax:

B= shift(A, i, j, k) shifts the values in *Array* A by i, j, k positions along corresponding dimension.

The added elements are set to zeros.

B= circshift(A, i, j, k) circularly shifts the elements in *Array* A by i, j, k positions along corresponding dimensions.

Example

```

! shift array in a given direction
A = seqs(2, 2, 2)
call display(A, "A = ")
ans = shift(A, 1, 0, 0)
call display(ans, "shift(A, 1, 0, 0) = ")
ans = shift(A, 0, 1)
call display(ans, "shift(A, 0, 1) = ")
ans = shift(A, 0, -1, 0)
call display(ans, "shift(A, 0, -1, 0) = ")
ans = circshift(A, 0, 1)
call display(ans, "circshift(A, 0, 1) = ")

```

Output

```

A =
[k = 0]
      j = 0
i = 0  0.0000000000000000  2.0000000000000000
i = 1  1.0000000000000000  3.0000000000000000
[k = 1]
      j = 0
i = 0  4.0000000000000000  6.0000000000000000
i = 1  5.0000000000000000  7.0000000000000000

shift(A, 1, 0, 0) =
[k = 0]
      j = 0
i = 0  0.0000000000000000  0.0000000000000000
i = 1  0.0000000000000000  2.0000000000000000
[k = 1]
      j = 0
i = 0  0.0000000000000000  0.0000000000000000
i = 1  4.0000000000000000  6.0000000000000000

shift(A, 0, 1) =
[k = 0]
      j = 0
i = 0  0.0000000000000000  0.0000000000000000
i = 1  0.0000000000000000  1.0000000000000000
[k = 1]
      j = 0
i = 0  0.0000000000000000  4.0000000000000000
i = 1  0.0000000000000000  5.0000000000000000

shift(A, 0, -1, 0) =
[k = 0]
      j = 0
i = 0  2.0000000000000000  0.0000000000000000
i = 1  3.0000000000000000  0.0000000000000000
[k = 1]
      j = 0
i = 0  6.0000000000000000  0.0000000000000000
i = 1  7.0000000000000000  0.0000000000000000

```

```

circshift(A, 0, 1) =
[k = 0]
      j = 0      j = 1
i = 0  2.000000000000000  0.000000000000000
i = 1  3.000000000000000  1.000000000000000
[k = 1]
      j = 0      j = 1
i = 0  6.000000000000000  4.000000000000000
i = 1  7.000000000000000  5.000000000000000

```

- **sum, csum**

Syntax:

S = sum(A, dim) returns the sum along dim-dimension of Array A

S = csum(A, dim) returns the cumulative sum along dim-dimension of Array A

Example

```

! sum array in a given direction
A = seqs(2, 2, 2)
ans = sum(A, 1)
call display(ans, "sum(A, 1) = ")

! cumulative sum
ans = csum(A, 2)
call display(ans, "csum(A, 2) = ")

```

Output

```

sum(A, 1) =
[k = 0]
      j = 0      j = 1
i = 0  1.000000000000000  5.000000000000000
[k = 1]
      j = 0      j = 1
i = 0  9.000000000000000  13.000000000000000

csum(A, 2) =
[k = 0]
      j = 0      j = 1
i = 0  0.000000000000000  2.000000000000000
i = 1  1.000000000000000  4.000000000000000
[k = 1]
      j = 0      j = 1
i = 0  4.000000000000000  10.000000000000000
i = 1  5.000000000000000  12.000000000000000

```

- **max, max_at, min, min_at**

Syntax:

M = max(A) returns the maximum element of an Array A

M = max_at(A) returns the position of maximum element of an Array A

M = max(A, B) returns the maximum value between Array A and B

Example

```

! get maximum value or its position
A = rand(2, 2, 1)
B = rand(2, 2, 1)
call display(A, "A = ")
call display(B, "B = ")
ans = max(A, B)
call display(ans, "max(A, B) = ")
mx = max(A)
print *, "max(A) = ", mx
pos = max_at(A)
print *, "max_at(A) = ", pos

! get minimum value or its position

```

```

ans = min(A, B)
call display(ans, "min(A, B) = ")
mx = min(A)
print *, "min(A) = ", mx

pos = min_at(A)
print *, "min_at(A) = ", pos

```

Output

```

A =
[k = 0]
      j = 0      j = 1
i = 0  0.232108786702156  0.777967989444733
i = 1  0.062826067209244  0.049972448498011

B =
[k = 0]
      j = 0      j = 1
i = 0  0.448162168264389  0.238313674926758
i = 1  0.337830632925034  0.033533636480570

max(A, B) =
[k = 0]
      j = 0      j = 1
i = 0  0.448162168264389  0.777967989444733
i = 1  0.337830632925034  0.049972448498011

max(A) =      0.7779680
max_at(A) =      1      2      1

min(A, B) =
[k = 0]
      j = 0      j = 1
i = 0  0.232108786702156  0.238313674926758
i = 1  0.062826067209244  0.033533636480570

min(A) =      4.9972448E-02
min_at(A) =      2      2      1

```

• rep

Syntax:

B = rep(A, i, j, k) returns an *Array* containing i*j*k copies of A, the size of B is size(A).*[i,j,k]

Example

```

! repeat array in a given direction
A = seqs(2, 2, 1)
ans = rep(A, 1, 2, 1)
call display(ans, "rep(A, 1, 2, 1) = ")

```

Output

```

rep(A, 1, 2, 1) =
[k = 0]
      j = 0      j = 1      j = 2      j = 3
i = 0  0.000000000000000  2.000000000000000  0.000000000000000  2.000000000000000
i = 1  1.000000000000000  3.000000000000000  1.000000000000000  3.000000000000000

```

• set

Syntax:

set(sub(A, [stx,edx],[sty,edy],[stz,edz]), const) sets slice of array A to value const

set(sub(A, [stx,edx],[sty,edy],[stz,edz]), farray) sets slice of array A to fortran array

Example

```

! array assignment
call set(sub(A, [1,2], [1,1], [1,1]), -0.5)
call display(A, "set(A) = ")

```

```

if(allocated(farray)) deallocate(farray)
allocate(farray(2, 1, 1))
farray(:, :, :) = 10
call set(sub(A, [1,2], [1,1], [1,1]), farray)
call display(A, "set with fortran array = ")

```

Output

```

set(A) =
[k = 0]
      j = 0      j = 1
i = 0  -0.5000000000000000  2.0000000000000000
i = 1  -0.5000000000000000  3.0000000000000000

set with fortran array =
[k = 0]
      j = 0      j = 1
i = 0  10.0000000000000000  2.0000000000000000
i = 1  10.0000000000000000  3.0000000000000000

```

3.4 Stencil Operation

OpenArray currently provides twelve basic stencil operations abstracted from PDEs. The naming of the operators (AXF, AXB, DXF, DXB, etc.) abbreviates the corresponding operations into three letters with the form [A|D][X|Y|Z][F|B]. The first letter contains two options, A or D, indicating an average or a differential operator. The second letter contains three options, X, Y or Z, representing the direction of operation. The last letter contains two options, F or B, representing forward or backward operation.

Syntax:

AXB(A) represents the Averaging of Array A in X direction with Forward step.

DZB(A) represents the Differential of Array A in Z direction with Backward step.

Example

```

A = seqs(2, 2, 2)

! averaging stencil operators
ans = AXB(A)
call display(ans, "AXB(A) = ")
ans = AZF(A)
call display(ans, "AZF(A) = ")

! differential stencil operators
ans = DXB(A)
call display(ans, "DXB(A) = ")
ans = DYF(A)

```

Output

```

AXB(A) =
[k = 0]
      j = 0      j = 1
i = 0  0.0000000000000000  0.0000000000000000
i = 1  0.5000000000000000  2.5000000000000000
[k = 1]
      j = 0      j = 1
i = 0  0.0000000000000000  0.0000000000000000
i = 1  4.5000000000000000  6.5000000000000000

AZF(A) =
[k = 0]
      j = 0      j = 1
i = 0  2.0000000000000000  4.0000000000000000

```



```

i = 1    3.000000000000000    5.000000000000000
[k = 1]
      j = 0                      j = 1
i = 0    0.000000000000000    0.000000000000000
i = 1    0.000000000000000    0.000000000000000

DXB(A) =
[k = 0]
      j = 0                      j = 1
i = 0    0.000000000000000    0.000000000000000
i = 1    1.000000000000000    1.000000000000000
[k = 1]
      j = 0                      j = 1
i = 0    0.000000000000000    0.000000000000000
i = 1    1.000000000000000    1.000000000000000

DYF(A) =
[k = 0]
      j = 0                      j = 1
i = 0    2.000000000000000    0.000000000000000
i = 1    2.000000000000000    0.000000000000000
[k = 1]
      j = 0                      j = 1
i = 0    2.000000000000000    0.000000000000000
i = 1    2.000000000000000    0.000000000000000

```

3.5 I/O Operation

The I/O functions are encapsulated based on the PnetCDF library.

save, load

Syntax:

save(variables, filename, data-name) saves variables into a NetCDF file.

A = load(filename, data-name) loads variable from a NetCDF file.

Example

```

A = ones(2, 2, 2)

! save array into file
call save(A, "test_io.nc", "a")

! load array from file
ans = load("test_io.nc", "a")
call display(ans, "load from file")

```

Output

```

load from file
[k = 0]
      j = 0                      j = 1
i = 0    1.000000000000000    1.000000000000000
i = 1    1.000000000000000    1.000000000000000
[k = 1]
      j = 0                      j = 1
i = 0    1.000000000000000    1.000000000000000
i = 1    1.000000000000000    1.000000000000000

```

3.6 Other functions

Syntax:

call display(A, "A = ") prints information and data of *array* A;

call tic("label") start stopwatch timer with a user-defined 'label';

call toc("label") read elapsed time from stopwatch started by the tic function with 'label';
call grid_init('C', dx, dy, dz) initializes the Arakawa C-grid with a set of grid increments, dx, dy, dz
call grid_bind(A, pos) binds array A to point pos;

Example

```
subroutine util_operation()
  implicit none
  type(array) :: A, ans, dx, dy, dz

  A = zeros(3, 3, 3, dt=OA_DOUBLE)
  dx = sub(A, ':', ':', 1) + 0.1D0
  dy = sub(A, ':', ':', 1) + 0.2D0
  dz = sub(A, 1, 1, ':') + 0.15D0

  call display(dx, 'dx = ')
  call display(dy, 'dy = ')
  call display(dz, 'dz = ')

  call tic("grid_init") ! start the timer
  call grid_init('C', dx, dy, dz) ! init grid C with dx, dy, dz
  call toc("grid_init") ! end the timer

  A = seqs(3, 3, 3, dt=OA_DOUBLE)
  ans = 1.0 * DXF(A)
  call display(ans, "DXF(A) = ")

  call grid_bind(A, 3) ! bind A to point 3
  ans = DXF(A)
  call display(ans, "after binding C grid at point 3, DXF(A) = ")
end subroutine
```

Output

```
DXF(A) =
[k = 0]
      j = 0      j = 1      j = 2
i = 0  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 1  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000
[k = 1]
      j = 0      j = 1      j = 2
i = 0  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 1  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000
[k = 2]
      j = 0      j = 1      j = 2
i = 0  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 1  1.0000000000000000  1.0000000000000000  1.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000

after binding C grid at point 3, DXF(A) =
[k = 0]
      j = 0      j = 1      j = 2
i = 0  20.0000000000000000  0.0000000000000000  0.0000000000000000
i = 1  10.0000000000000000  10.0000000000000000  10.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000
[k = 1]
      j = 0      j = 1      j = 2
i = 0  20.0000000000000000  0.0000000000000000  0.0000000000000000
i = 1  10.0000000000000000  10.0000000000000000  10.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000
[k = 2]
      j = 0      j = 1      j = 2
i = 0  20.0000000000000000  0.0000000000000000  0.0000000000000000
i = 1  10.0000000000000000  10.0000000000000000  10.0000000000000000
i = 2  0.0000000000000000  0.0000000000000000  0.0000000000000000
```

4. Examples and Applications

Here we present the examples and applications of OpenArray, including four benchmark kernel cases and a three-dimensional ocean model, all the source code included in manual/oa_main.F90 is available in the OpenArray's repository on the GitHub.

4.1 Four benchmark kernel cases

Four typical PDEs are chosen as benchmark suites to test the performance of OpenArray, including the 2D continuity equation, the 2D heat diffusion equation, the 2D Hotspot, and the 3D Hotspot.

Run the cases:

Complete source code of the four benchmark cases are also included in the oa_main.F90. Make sure the corresponding subroutines are called in the main program, then compile and run with the following command:

```
// compile and link
make -f makefile.intel oalib_obj
make -f makefile.intel manual_main
// run with a single process
mpirun -n 1 ./manual_main
// run with 2 processes
mpirun -n 2 ./manual_main
```

4.1.1 Continuity Equation

The operator expression form:

$$\eta_{t+1} = \eta_{t-1} - 2 * dt * \left(\delta_x^f(\bar{D}_x^b * U) + \delta_y^f(\bar{D}_y^b * V) \right)$$

Source code using OpenArray:

```
subroutine continuity(nt, nx, ny, nz)
  implicit none
  type(array) :: D, U, V, E
  real*8 :: dt
  integer,intent(in) :: nx, ny, nz, nt
  integer :: k

  ! initialize data with random numbers
  D = rands(nx, ny, nz, dt=OA_DOUBLE)
  U = D
  V = D
  E = D
  dt = 0.1

  call tic("continuity")
  do k=1,nt
    E = E - 2*dt*(DXF(AXB(D))*U)+DYF(AYB(D))*V)
  enddo
  call toc("continuity")
end subroutine
```

4.1.2 Heat Diffusion Equation

The operator expression form:

$$T_{t+1} = T + 2 * dt * alpha * ((\delta_x^f(T) - \delta_x^b(T))/dx^2 + (\delta_y^f(T) - \delta_y^b(T))/dy^2)$$

Source code:

```
subroutine heat_diffusion(nt, nx, ny, nz)
  implicit none
  type(array):: T
  real*8 :: dt, dx, dy, alpha
  integer, intent(in) :: nx, ny, nz, nt
  integer :: k

  dx = 0.1
  dy = 0.1
  dt = 0.1
  alpha = 0.1
  T = rand8(nx, ny, nz, dt=OA_DOUBLE)

  call tic("heat_diffusion")
  do k=1,nt
    T=T+dt*alpha*2*((DXF(T)-DXB(T))/(dx*dx)+(DYF(T)-DYB(T))/(dy*dy))
  enddo
  call toc("heat_diffusion")
end subroutine
```

4.1.3 Hotspot2D

The operator expression form:

$$T_{t+1} = T + cap * (P + (\delta_x^f(T) - \delta_x^b(T)) * Ry + (\delta_y^f(T) - \delta_y^b(T)) * Rx + (amb_temp - T) * Rz)$$

Source code:

```
subroutine hotspot2D(nt, nx, ny, nz)
  implicit none
  type(array) :: T, P

  ...
  ! The section of the coefficient initialization coefficient is omitted here. See source code in GitHub for details.
  ...

  T = consts_double(nx,ny,nz,233.3D0,1)
  P = consts_double(nx,ny,nz,233.3D0,1)

  call tic("hotspot2D")
  do i=1,nt
    T=T+cap*(P+(DXF(T)-DXB(T))*Ry+(DYF(T)-DYB(T))*Rx+(amb_temp-T)*Rz)
  enddo
  call toc("hotspot2D")
end subroutine
```

4.1.4 Hotspot3D

The operator expression form:

$$T_{t+1} = cx * (\bar{T}_x^f + \bar{T}_x^b) + cy * (\bar{T}_y^f + \bar{T}_y^b) + cz * (\bar{T}_z^f + \bar{T}_z^b) + (dt/Cap) * P$$

Source code:

```
subroutine hotspot3D(nt, nx, ny, nz)
  implicit none
```

```

type(array) :: T, P
...
! The section of the coefficient initialization coefficient is omitted here. See source code in github for details.
...

T = consts_double(nx,ny,nz,233.3D0,1)
P = consts_double(nx,ny,nz,233.3D0,1)

call tic("hotspot3D")
do i=1,nt
  T = cx*(AXF(T)+AXB(T)) + cy*(AYF(T)+AYB(T)) + cz*(AZF(T)+AZB(T))+(dt/Cap)*P &
    + cz*amb_temp
enddo
call toc("hotspot3D")
end subroutine

```

4.2 A three-dimensional ocean model

4.2.1 Introduction

To test the capability and efficiency of OpenArray, we further developed a three-dimensional (3D) ocean model based on the Princeton Ocean Model (POM, Blumberg and Mellor, 1987), The new model is called the Generalized Operator Model of the Ocean (GOMO). The source code is available in the GitHub repository named GOMO (<https://github.com/hxmhuang/GOMO>). GOMO features bottom-following, free-surface, mode-splitting, and staggered grid. The details of the continuous governing equations, the corresponding operator expression form and the descriptions of all the variables used in GOMO are located at *docs* folder in the same repository.

4.2.2 Installation

GOMO is composed of 42 Fortran files (.F90), a header file (.h), a single namelist file (.txt), and a makefile. GOMO are distributed with the following directory structure:

```

GOMO          ! Main directory
├── pre        ! Matlab pre-processing package directory
├── src        ! Source code directory
├── bin        ! Executable scripts and input data directory
├── docs       ! Documents directory
├── makefile   ! Makefile
├── LICENSE    ! License of GOMO
└── README.md  ! Readme file

```

Figure 1. The directory structure of GOMO

Before compiling GOMO, OpenArray is required, other required software and library

is the same with that of OpenArray (Shown as Section 2). After the installation of required software and OpenArray is done, it is fairly easy to compile GOMO, the basic steps are as follows:

- 1). Download GOMO from GitHub:

git clone <https://github.com/hxmhuang/GOMO.git>;

- 2). Set environment variables to specify path to the required software and library;
- 3). Change the directory into *GOMO* folder and create a *.lib* folder. Open *makefile* and set the path to the *libopenarray.a* and *openarray.mod* of OpenArray;
- 4). Make. According to the installation guide of OpenArray, makefiles for Linux and Mac OS are provided:

For Linux: make -f makefile.linux

For Mac OS: make -f makefile.macos

After compiling, the executable file *.bin/GOMO* will be generated. Within the directory *.bin* where GOMO and config.txt files exist, type *./GOMO* or *mpirun -np N ./GOMO* to run an application.

Pre-processing processing package written in Matlab is used to produce the input file for the ideal test--seamount. The default input file *seamount65_49_21.nc* is located at the directory *.bin/data*. If you want to set a new input file, just follow the commands:

- 1). Modify the parameters in the *init_constants.m* for your case.
- 2). Run the main function, *run_preprocess.m*.

After running, the output file *seamountim_jm_kb.nc* will be generated, then move the output file to the folder *.bin/data/* to start your own case.