TABLE OF CONTENTS

Preface..........................................................................................................................................................xi

Audience Description...................................................................................................................................xi

Compatibility and Conformance to Standards..........................................................................................xi

Organization.............................................................................................................................................xii

Hardware and Software Constraints.........................................................................................................xiii

Conventions...............................................................................................................................................xiii

Terms......................................................................................................................................................xiv

Related Publications...............................................................................................................................xv

Chapter 1. Fortran, C, and C++ Data Types.................................................................................................1

1.1. Fortran Data Types................................................................................................................................1

1.1.1. Fortran Scalars...............................................................................................................................1

1.1.2. FORTRAN real(2)........................................................................................................................3

1.1.3. FORTRAN 77 Aggregate Data Type Extensions...........................................................................3

1.1.4. Fortran 90 Aggregate Data Types (Derived Types).......................................................................4

1.2. C and C++ Data Types.....................................................................................................................5

1.2.1. C and C++ Scalars.........................................................................................................................5

1.2.2. C and C++ Aggregate Data Types...............................................................................................6

1.2.3. Class and Object Data Layout......................................................................................................7

1.2.4. Aggregate Alignment....................................................................................................................7

1.2.5. Bit-field Alignment........................................................................................................................8

1.2.6. Other Type Keywords in C and C++............................................................................................9

Chapter 2. Command-Line Options Reference ..........................................................................................10

2.1. HPC Compilers Option Summary......................................................................................................10

2.1.1. Build-Related NVIDIA Options..................................................................................................11

2.1.2. HPC Debug-Related Compiler Options.......................................................................................13

2.1.3. HPC Optimization-Related Compiler Options............................................................................14

2.1.4. NVIDIA Linking and Runtime-Related Compiler Options...........................................................14

2.2. Generic HPC Compiler Options........................................................................................................15

2.2.1. -#...............................................................................................................................................15

2.2.2. -###............................................................................................................................................16

2.2.3. The -acc option............................................................................................................................16

2.2.4. -Bdynamic...................................................................................................................................17

2.2.5. -Bstatic.......................................................................................................................................18

2.2.6. -Bstatic_nv................................................................................................................................18

2.2.7. -byteswapio..................................................................................................................................19

2.2.8. -C..............................................................................................................................................20

2.2.9. -c...............................................................................................................................................20

2.2.10. -d<arg>.................................................................................................................................21

2.2.11. -D.............................................................................................................................................22

2.2.12. -dryrun.................................................................................................................................23
2.2.13. -drystdinc.............................................................................................................................. 23
2.2.14. -E................................................................................................................................................. 24
2.2.15. -F.................................................................................................................................................. 24
2.2.16. -fast.............................................................................................................................................. 24
2.2.17. -fastsse....................................................................................................................................... 25
2.2.18. --flagcheck.............................................................................................................................. 25
2.2.19. -flags......................................................................................................................................... 26
2.2.20. -fpic.............................................................................................................................................. 26
2.2.21. -fPIC........................................................................................................................................... 27
2.2.22. -g.................................................................................................................................................. 27
2.2.23. -gopt............................................................................................................................................ 28
2.2.24. -g77libs..................................................................................................................................... 28
2.2.25. -help................................................................................................................................ .......... 29
2.2.26. -I.................................................................................................................................................. 31
2.2.27. -i2, -i4, -i8................................................................................................................................. 32
2.2.28. -K<flag>..................................................................................................................................... 32
2.2.29. --keepInk................................................................................................................................. 34
2.2.30. -L.................................................................................................................................................. 34
2.2.31. -l<library>................................................................................................................................. 35
2.2.32. -M................................................................................................................................................ 36
2.2.33. -m................................................................................................................................................ 36
2.2.34. -m64............................................................................................................................................ 36
2.2.35. -M<pgflag>................................................................................................................................. 37
2.2.36. -mcmodel=medium................................................................................................................... 43
2.2.37. -module <moduledir>.............................................................................................................. 44
2.2.38. -mp.............................................................................................................................................. 44
2.2.39. -noswitcherror......................................................................................................................... 45
2.2.40. -O<level>................................................................................................................................. 46
2.2.41. -o................................................................................................................................................ 48
2.2.42. -pc.............................................................................................................................................. 48
2.2.43. --pedantic................................................................................................................................. 51
2.2.44. -pg.............................................................................................................................................. 51
2.2.45. -pgc++libs............................................................................................................................... 52
2.2.46. -pgf77libs................................................................................................................................. 52
2.2.47. -pgf90libs................................................................................................................................. 53
2.2.48. -R<directory>.......................................................................................................................... 53
2.2.49. -r................................................................................................................................................. 54
2.2.50. -r4 and -r8............................................................................................................................... 54
2.2.51. -rc................................................................................................................................................ 54
2.2.52. -s................................................................................................................................................. 55
2.2.53. -S.................................................................................................................................................. 56
2.2.54. -shared...................................................................................................................................... 56
2.2.55. -show......................................................................................................................................... 57
2.2.56. -silent
2.2.57. -soname
2.2.58. -stack
2.2.59: The -gpu option
2.2.60. -time
2.2.61. -tp <target>[,target...]
2.2.62. -[no]traceback...
2.2.63. -u
2.2.64. -U
2.2.65. -V[release_number]
2.2.66. -v
2.2.67. -W
2.2.68. -w
2.2.69. -Xs
2.2.70. -Xt
2.2.71. -Xlinker
2.3. C and C++ -specific Compiler Options
2.3.1. -A
2.3.2. -a
2.3.3. -alias
2.3.4. --[no]alternative_tokens
2.3.5. -B
2.3.6. -b
2.3.7. -b3
2.3.8. --[no]bool
2.3.9. --[no]builtin
2.3.10. --cfront_2.1
2.3.11. --cfront_3.0
2.3.12. --[no]compress_names
2.3.13. --create_pch filename
2.3.14. --diag_error <number>
2.3.15. --diag_remak <number>
2.3.16. --diag_suppress <number>
2.3.17. --diag_warning <number>
2.3.18. --display_error_number
2.3.19. -e<number>
2.3.20. --no_exceptions
2.3.21. -fvisibility=visibility
2.3.22. --gnu_version <num>
2.3.23. --[no]lalign
2.3.24. -M
2.3.25. -MD
2.3.26. --optk_allow_dollar_in_id_chars
### NVIDIA Proprietary Fortran Directive and C/C++ Pragma Summary

<table>
<thead>
<tr>
<th>Directive/Pragma</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>altcde [noaltcode]</td>
<td>116</td>
</tr>
<tr>
<td>assoc [noassoc]</td>
<td>117</td>
</tr>
<tr>
<td>bounds [nobounds]</td>
<td>117</td>
</tr>
<tr>
<td>cncll [nocncll]</td>
<td>117</td>
</tr>
<tr>
<td>concur [noconcur]</td>
<td>117</td>
</tr>
<tr>
<td>depchk [nodepchk]</td>
<td>118</td>
</tr>
<tr>
<td>eqvchk [noeqvchk]</td>
<td>118</td>
</tr>
<tr>
<td>icn [nofcon]</td>
<td>118</td>
</tr>
<tr>
<td>invarif [noinvarif]</td>
<td>118</td>
</tr>
<tr>
<td>ivdep</td>
<td>118</td>
</tr>
<tr>
<td>lstval [nolstval]</td>
<td>118</td>
</tr>
<tr>
<td>opt</td>
<td>119</td>
</tr>
<tr>
<td>prefetch</td>
<td>119</td>
</tr>
<tr>
<td>safe [nosafe]</td>
<td>119</td>
</tr>
<tr>
<td>safe_lastval</td>
<td>120</td>
</tr>
<tr>
<td>safeptr [nosafeptr]</td>
<td>121</td>
</tr>
<tr>
<td>single [nosingle]</td>
<td>121</td>
</tr>
<tr>
<td>tp</td>
<td>122</td>
</tr>
<tr>
<td>unroll [nounroll]</td>
<td>122</td>
</tr>
<tr>
<td>vector [novector]</td>
<td>122</td>
</tr>
<tr>
<td>vintr [novintr]</td>
<td>123</td>
</tr>
</tbody>
</table>

### Chapter 3. C++ Name Mangling

### Chapter 4. Directives and Pragmas Reference

<table>
<thead>
<tr>
<th>Directive/Pragma</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>prefetch</td>
<td>119</td>
</tr>
<tr>
<td>opt</td>
<td>119</td>
</tr>
<tr>
<td>safe [nosafe]</td>
<td>119</td>
</tr>
<tr>
<td>safe_lastval</td>
<td>120</td>
</tr>
<tr>
<td>safeptr [nosafeptr]</td>
<td>121</td>
</tr>
<tr>
<td>single [nosingle]</td>
<td>121</td>
</tr>
<tr>
<td>tp</td>
<td>122</td>
</tr>
<tr>
<td>unroll [nounroll]</td>
<td>122</td>
</tr>
<tr>
<td>vector [novector]</td>
<td>122</td>
</tr>
<tr>
<td>vintr [novintr]</td>
<td>123</td>
</tr>
</tbody>
</table>

---

**Note:** The page numbers provided are placeholders and do not reflect the actual page numbers in the document. The actual page numbers should be used for navigation purposes.
7.5.7. shell32..................................................................................................................................... 197
7.5.8. user32..................................................................................................................................... 197
7.5.9. winver...................................................................................................................................... 202
7.5.10. wsock32.................................................................................................................................. 202

Chapter 8. C/C++ MMX/SSE Intrinsics................................................................................................. 203
8.1. Using Intrinsic functions............................................................................................................... 203
8.1.1. Required Header File............................................................................................................. 203
8.1.2. Intrinsic Data Types............................................................................................................... 204
8.1.3. Intrinsic Example.................................................................................................................... 204
8.2. MMX Intrinsics............................................................................................................................... 205
8.3. SSE Intrinsics............................................................................................................................... 206
8.4. ABM Intrinsics............................................................................................................................... 210
8.5. AVX Intrinsics............................................................................................................................... 210

Chapter 9. Messages................................................................................................................................ 212
9.1. Diagnostic Messages.................................................................................................................... 212
9.2. Phase Invocation Messages......................................................................................................... 213
9.3. Fortran Compiler Error Messages............................................................................................... 213
9.3.1. Message Format.................................................................................................................... 213
9.3.2. Message List........................................................................................................................... 213
9.4. Fortran Run-time Error Messages.............................................................................................. 249
9.4.1. Message Format.................................................................................................................... 249
9.4.2. Message List........................................................................................................................... 249

Chapter 10. Contact Information............................................................................................................. 252
LIST OF FIGURES

Figure 1 Internal Padding in a Structure ................................................................................................. 8
Figure 2 Tail Padding in a Structure .......................................................................................................... 9
Figure 3 Floating-point Registers as Part of Vector Scalar Registers .................................................. 131
Figure 4 Vector Registers as Part of Vector Scalar Registers .............................................................. 131
Figure 5 Stack Frame Organization ....................................................................................................... 133
LIST OF TABLES

Table 1 NVIDIA HPC Compilers and Commands ................................................................. xiv
Table 2 Representation of Fortran Data Types ........................................................................ 1
Table 3 Real Data Type Ranges ............................................................................................ 2
Table 4 Scalar Type Alignment ............................................................................................ 2
Table 5 C/C++ Scalar Data Types ....................................................................................... 5
Table 6 Scalar Alignment ...................................................................................................... 6
Table 7 NVIDIA Build-Related Compiler Options ............................................................... 11
Table 8 HPC Debug-Related Compiler Options ................................................................... 13
Table 9 Optimization-Related HPC Compiler Options ......................................................... 14
Table 10 Linking and Runtime-Related NVIDIA Compiler Options ..................................... 14
Table 11 Subgroups for -help Option .................................................................................... 30
Table 12 -M Options Summary ............................................................................................. 37
Table 13 Optimization and -O, -g, -Mvect, and -Mconcur Options ....................................... 47
Table 14 IGNORE_TKR Example .......................................................................................... 124
Table 15 Register Allocation .............................................................................................. 129
Table 16 Standard Stack Frame .......................................................................................... 132
Table 17 Register Allocation for Example A-2 ..................................................................... 148
Table 18 Linux86-64 OpenPOWER Fortran Fundamental Types ............................................ 150
Table 19 Fortran and C/C++ Data Type Compatibility ......................................................... 152
Table 20 Fortran and C/C++ Representation of the COMPLEX Type ..................................... 153
Table 21 Register Allocation .............................................................................................. 155
Table 22 Standard Stack Frame .......................................................................................... 156
Table 23 Register Allocation for Example A-4 ..................................................................... 159
Table 24 Win64 Fortran Fundamental Types ....................................................................... 161
Table 25 Fortran and C/C++ Data Type Compatibility ................................................................. 163
Table 26 Fortran and C/C++ Representation of the COMPLEX Type ........................................ 164
Table 27 Fortran Data Type Mappings ....................................................................................... 176
Table 28 DFLIB Function Summary ......................................................................................... 177
Table 29 LIBM Functions ......................................................................................................... 178
Table 30 DFPRT Functions ....................................................................................................... 179
Table 31 MMX Intrinsics (mmintrin.h) ..................................................................................... 205
Table 32 SSE Intrinsics (xmmintrin.h) ...................................................................................... 206
Table 33 SSE2 Intrinsics (emmintrin.h) .................................................................................... 207
Table 34 SSE3 Intrinsics (pmmintrin.h) .................................................................................... 209
Table 35 SSSE3 Intrinsics (tmmintrin.h) .................................................................................. 209
Table 36 SSE4a Intrinsics (ammintrin.h) .................................................................................. 209
Table 37 ABM Intrinsics (intrin.h) .......................................................................................... 210
Table 38 AVX Intrinsics (immintrin.h) .................................................................................... 210
This guide is part of a set of manuals that describe how to use the HPC Fortran, C, and C++ compilers and program development tools. These compilers and tools include the PGFORTRAN, PGC++, PGCC ANSI C compilers, and the NVIDIA profiler. They work in conjunction with an x64 OpenPOWER assembler and linker. You can use the HPC compilers and tools to compile, optimize, and profile serial and parallel applications for x64 OpenPOWER processor-based systems.

The HPC Compiler Reference Manual is the reference companion to the HPC Compiler User’s Guide which provides operating instructions for the NVIDIA command-level development environment. It also contains details concerning the HPC compilers’ interpretation of the Fortran language, implementation of Fortran language extensions, and command-level compilation. Users are expected to have previous experience with or knowledge of the Fortran programming language. Neither guide teaches the Fortran programming language.

Audience Description

This manual is intended for scientists and engineers using the NVIDIA HPC compilers. To use these compilers, you should be aware of the role of high-level languages, such as Fortran, C++ and C as well as parallel programming models such as CUDA, OpenACC and OpenMP in the software development process, and you should have some level of understanding of programming. The NVIDIA HPC compilers are available on a variety of NVIDIA GPUs and x86-64, OpenPOWER and Arm CPU-based platforms and operating systems. You need to be familiar with the basic commands available on your system.

Compatibility and Conformance to Standards

Your system needs to be running a properly installed and configured version of the NVIDIA HPC compilers. For information on installing NVIDIA HPC compilers, refer to the Release Notes and Installation Guide included with your software.

For further information, refer to the following:

Organization

Users typically begin by wanting to know how to use a product and often then find that they need more information and facts about specific areas of the product. Knowing how as well as why you might use certain options or perform certain tasks is key to using the HPC compilers and tools effectively and efficiently. However, once you have this knowledge and understanding, you very likely might find yourself wanting to know much more about specific areas or specific topics.

To facilitate ease of use, this manual contains detailed reference information about specific aspects of the compiler, such as the details of compiler options, directives, and more. This guide contains these sections:
Fortran, C, and C++ Data Types describes the data types that are supported by the HPC Fortran, C, and C++ compilers.

Command-Line Options Reference provides a detailed description of each command-line option.

C++ Name Mangling describes the name mangling facility and explains the transformations of names of entities to names that include information on aspects of the entity’s type and a fully qualified name.

Directives and Pragmas Reference contains detailed descriptions of HPC’s proprietary directives and pragmas.

Runtime Environment describes the programming model supported for compiler code generation, including register conventions and calling conventions for x64/OpenPOWER processor-based systems.

C++ Dialect Supported lists more details of the version of the C++ language that PGC++ supports.

C/C++ MMX/SSE Intrinsics provides tables that list the MMX Inline Intrinsics (mmintrin.h), the SSE1 inline intrinsics (xmmmintrin.h), and SSE2 inline intrinsics (emmintrin.h).

Messages provides a list of compiler error messages.

Hardware and Software Constraints

This guide describes versions of the NVIDIA HPC compilers that target NVIDIA GPUs and x86-64, OpenPOWER and Arm CPUs. Details concerning environment-specific values and defaults and system-specific features or limitations are presented in the release notes delivered with the NVIDIA HPC compilers.

Conventions

This guide uses the following conventions:

- *italic* is used for emphasis.

- **Constant Width** is used for filenames, directories, arguments, options, examples, and for language statements in the text, including assembly language statements.

- **Bold** is used for commands.

- [item1] in general, square brackets indicate optional items. In this case item1 is optional. In the context of p/t-sets, square brackets are required to specify a p/t-set.

- {item2 | item3} braces indicate that a selection is required. In this case, you must select either item2 or item3.
filename ...
  ellipsis indicate a repetition. Zero or more of the preceding item may occur. In this example, multiple filenames are allowed.

FORTRAN
  Fortran language statements are shown in the text of this guide using a reduced fixed point size.

C++ and C
  C++ and C language statements are shown in the text of this guide using a reduced fixed point size.

Terms
A number of terms related to systems, processors, compilers and tools are used throughout this guide. For example:

<table>
<thead>
<tr>
<th>Accelerator</th>
<th>FMA</th>
<th>Shared Library</th>
</tr>
</thead>
<tbody>
<tr>
<td>AVX</td>
<td>host</td>
<td>SIMD</td>
</tr>
<tr>
<td>CUDA</td>
<td>hyperthreading (HT)</td>
<td>MPI</td>
</tr>
<tr>
<td>Device</td>
<td>large arrays</td>
<td>MPICH</td>
</tr>
<tr>
<td>Driver</td>
<td>linux86-64</td>
<td>NUMA</td>
</tr>
<tr>
<td>Dwarf</td>
<td>LLVM</td>
<td>OpenPOWER</td>
</tr>
<tr>
<td>Dynamic Library</td>
<td>Multicore</td>
<td>ppc64le</td>
</tr>
</tbody>
</table>

For a complete definition of these terms and other terms in this guide with which you may be unfamiliar, please refer to the NVIDIA HPC compilers online glossary.

The following table lists the NVIDIA HPC compilers and their corresponding commands:

<table>
<thead>
<tr>
<th>Compiler or Tool</th>
<th>Language or Function</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVFORTRAN</td>
<td>ISO/ANSI Fortran 2003</td>
<td>nvfortran</td>
</tr>
<tr>
<td>NVC++</td>
<td>ISO/ANSI C++17 with GNU compatibility</td>
<td>nvc++</td>
</tr>
<tr>
<td>NVC</td>
<td>ISO/ANSI C11 and K&amp;R C</td>
<td>nvc</td>
</tr>
</tbody>
</table>

In general, the designation NVIDIA Fortran is used to refer to the NVIDIA Fortran compiler, and nvfortran is used to refer to the command that invokes the compiler. A similar convention is used for each of the NVIDIA HPC compilers.

For simplicity, examples of command-line invocation of the compilers generally reference the nvfortran command, and most source code examples are written in Fortran. Use of NVC++ and NVC is consistent with NVFORTRAN, though there are command-line options and features of these compilers that do not apply to NVFORTRAN, and vice versa.
There are a wide variety of x86-64 CPUs in use. Most of these CPUs are forward-compatible, but not backward-compatible, meaning that code compiled to target a given processor will not necessarily execute correctly on a previous-generation processor.

A table listing the processor options that NVIDIA HPC compilers support is available in the Release Notes. The table also includes the features utilized by the compilers that distinguish them from a compatibility standpoint.

In this manual, the convention is to use "x86-64" to specify the group of CPUs that are x86-compatible, 64-bit enabled, and run a 64-bit operating system. x86-64 processors can differ in terms of their support for various prefetch, SSE and AVX instructions. Where such distinctions are important with respect to a given compiler option or feature, it is explicitly noted in this manual.

Related Publications

The following documents contain additional information related to the NVIDIA HPC compilers.

- System V Application Binary Interface X86-64 Architecture Processor Supplement.
- Programming in VAX Fortran, Version 4.0, Digital Equipment Corporation (September, 1984).
- IBM VS Fortran, IBM Corporation, Rev. GC26-4119.
- The C Programming Language by Kernighan and Ritchie (Prentice Hall).
Chapter 1.
FORTRAN, C, AND C++ DATA TYPES

This section describes the scalar and aggregate data types recognized by the NVIDIA Fortran, C, and C++ compilers, the format and alignment of each type in memory, and the range of values each type can have on 64-bit operating systems.

1.1. Fortran Data Types

1.1.1. Fortran Scalars

A scalar data type holds a single value, such as the integer value 42 or the real value 112.6. The next table lists scalar data types, their size, format and range. Table 3 shows the range and approximate precision for Fortran real data types. Table 4 shows the alignment for different scalar data types. The alignments apply to all scalars, whether they are independent or contained in an array, a structure or a union.

Table 2 Representation of Fortran Data Types

<table>
<thead>
<tr>
<th>Fortran Data Type</th>
<th>Format</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>2’s complement integer</td>
<td>(-2^{31} \text{ to } 2^{31}-1)</td>
</tr>
<tr>
<td>INTEGER*2</td>
<td>2’s complement integer</td>
<td>(-32768 \text{ to } 32767)</td>
</tr>
<tr>
<td>INTEGER*4</td>
<td>2’s complement integer</td>
<td>(-2^{31} \text{ to } 2^{31}-1)</td>
</tr>
<tr>
<td>INTEGER*8</td>
<td>2’s complement integer</td>
<td>(-2^{63} \text{ to } 2^{63}-1)</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>32-bit value</td>
<td>true or false</td>
</tr>
<tr>
<td>LOGICAL*1</td>
<td>8-bit value</td>
<td>true or false</td>
</tr>
<tr>
<td>LOGICAL*2</td>
<td>16-bit value</td>
<td>true or false</td>
</tr>
<tr>
<td>LOGICAL*4</td>
<td>32-bit value</td>
<td>true or false</td>
</tr>
<tr>
<td>LOGICAL*8</td>
<td>64-bit value</td>
<td>true or false</td>
</tr>
<tr>
<td>BYTE</td>
<td>2’s complement</td>
<td>(-128 \text{ to } 127)</td>
</tr>
<tr>
<td>REAL</td>
<td>Single-precision floating point</td>
<td>(10^{-37} \text{ to } 10^{38} )</td>
</tr>
</tbody>
</table>
Fortran, C, and C++ Data Types

### Table 3 Real Data Type Ranges

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Binary Range</th>
<th>Decimal Range</th>
<th>Digits of Precision</th>
</tr>
</thead>
<tbody>
<tr>
<td>REAL</td>
<td>(-2^{126} ) to (2^{128})</td>
<td>(10^{-37} ) to (10^{38}) (^{(1)})</td>
<td>7–8</td>
</tr>
<tr>
<td>REAL*2</td>
<td>(-2^{14} ) to (2^{16})</td>
<td>(10^{-4} ) to (10^{5}) (^{(1)})</td>
<td>3–4</td>
</tr>
<tr>
<td>REAL*8</td>
<td>(-2^{1022} ) to (2^{1024})</td>
<td>(10^{-307} ) to (10^{308}) (^{(1)})</td>
<td>15–16</td>
</tr>
</tbody>
</table>

\((1)\) Approximate value

The logical constants .TRUE. and .FALSE. are all ones and all zeroes, respectively. Internally, the value of a logical variable is true if the least significant bit is one and false otherwise. When the option \(-Munixlogical\) is set, a logical variable with a non-zero value is true and with a zero value is false.

A variable of logical type may appear in an arithmetic context, and the logical type is then treated as an integer of the same size.

### Table 4 Scalar Type Alignment

<table>
<thead>
<tr>
<th>This Type...</th>
<th>...Is aligned on this size boundary</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL*1</td>
<td>1-byte</td>
</tr>
<tr>
<td>LOGICAL*2</td>
<td>2-byte</td>
</tr>
<tr>
<td>LOGICAL*4</td>
<td>4-byte</td>
</tr>
<tr>
<td>LOGICAL*8</td>
<td>8-byte</td>
</tr>
<tr>
<td>BYTE</td>
<td>1-byte</td>
</tr>
<tr>
<td>INTEGER*2</td>
<td>2-byte</td>
</tr>
<tr>
<td>INTEGER*4</td>
<td>4-byte</td>
</tr>
<tr>
<td>INTEGER*8</td>
<td>8-byte</td>
</tr>
<tr>
<td>REAL*2</td>
<td>2-byte</td>
</tr>
<tr>
<td>REAL*4</td>
<td>4-byte</td>
</tr>
<tr>
<td>This Type...</td>
<td>...Is aligned on this size boundary</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>REAL*8</td>
<td>8-byte</td>
</tr>
<tr>
<td>COMPLEX*8</td>
<td>4-byte</td>
</tr>
<tr>
<td>COMPLEX*16</td>
<td>8-byte</td>
</tr>
</tbody>
</table>

1.1.2. FORTRAN real(2)

The NVFORTRAN compiler supports `real(2)` data type which makes it possible to declare and use data in half precision floating point. It is explicitly required to use the `kind` attribute with value of 2 on `real` data type to take advantage of this support. The following operators are supported for this data type: `+`, `-`, `*`, `/`, `.lt.`, `.le.`, `.gt.`, `.ge.`, `.eq.`, `.ne.`.

There are several ways to create `real(2)` constants:

```fortran
! Using kind attribute of 2 by appending _2 to the floating point value:
real(2) :: val1 = 2.0_2
! Using a hexadecimal constant:
real(2) :: val2 = z'4000'
! Explicitly calling real() intrinsic with the value to be converted:
real(2) :: val3 = real(2, kind=2)
! Implicitly relying on compiler to convert value to real(2):
real(2) :: val4 = 2d0
```

Half precision native support is not available on all of the architecture targets that NVFORTRAN supports. It is still possible to use this type, but be aware that implementation relies on conversion to `real(4)`, handling operation in `real(4)`, and then converting back to `real(2)`. NVIDIA GPUs which support CUDA Compute Capability 6.0 and above implement operations natively and do not rely on conversion.

Half precision is represented as IEEE 754 binary16. Out of the 16-bits available to represent the floating point value, one bit is used for sign, five bits are used for exponent, and ten bits are used for significand. When encountering values that cannot be precisely represented in the format, such as when adding two `real(2)` numbers, IEEE 754 defines rounding rules. In the case of `real(2)`, the default rule is round-to-nearest with ties-to-even property which is described in detail in the IEEE 754-2008 standard in section 4.3.1. This format has a small dynamic range and thus values greater than 65520 are rounded to infinity.

1.1.3. FORTRAN 77 Aggregate Data Type Extensions

The NVFORTRAN compiler supports de facto standard extensions to FORTRAN 77 that allow for aggregate data types. An aggregate data type consists of one or more scalar data type objects. You can declare the following aggregate data types:

- An **array** consists of one or more elements of a single data type placed in contiguous locations from first to last.
- A **structure** can contain different data types. The members are allocated in the order they appear in the definition but may not occupy contiguous locations.
A **union** is a single location that can contain any of a specified set of scalar or aggregate data types. A union can have only one value at a time. The data type of the union member to which data is assigned determines the data type of the union after that assignment.

The alignment of an array, a structure or union (an aggregate) affects how much space the object occupies and how efficiently the processor can address members. Arrays use the alignment of their members.

**Array types**

align according to the alignment of the array elements. For example, an array of **INTEGER*2** data aligns on a 2-byte boundary. The exception to this rule is that alignment of **REAL*2** arrays is on a 4-byte boundary.

**Structures and Unions**

align according to the alignment of the most restricted data type of the structure or union. In the next example, the union aligns on a 4-byte boundary since the alignment of **c**, the most restrictive element, is four.

```
STRUCTURE /astr/
  UNION
  MAP
    INTEGER*2 a ! 2 bytes
    END MAP
  MAP
    BYTE b ! 1 byte
    END MAP
  MAP
    INTEGER*4 c ! 4 bytes
    END MAP
  END MAP
END UNION
END STRUCTURE
```

Structure alignment can result in unused space called *padding*. Padding between members of the structure is called *internal padding*. Padding between the last member and the end of the space is called *tail padding*.

The offset of a structure member from the beginning of the structure is a multiple of the member’s alignment. For example, since an **INTEGER*2** aligns on a 2-byte boundary, the offset of an **INTEGER*2** member from the beginning of a structure is a multiple of two bytes.

### 1.1.4. Fortran 90 Aggregate Data Types (Derived Types)

The Fortran 90 standard added formal support for aggregate data types. The **TYPE** statement begins a derived type data specification or declares variables of a specified user-defined type. For example, the following would define a derived type ATTENDEE:

```
TYPE ATTENDEE
  CHARACTER (LEN=30) NAME
  CHARACTER (LEN=30) ORGANIZATION
  CHARACTER (LEN=30) EMAIL
END TYPE ATTENDEE
```

In order to declare a variable of type ATTENDEE and access the contents of such a variable, code such as the following would be used:

```
TYPE (ATTENDEE) ATTLIST(100)
  ATTLIST(1)%NAME = 'JOHN DOE'
```
1.2. C and C++ Data Types

1.2.1. C and C++ Scalars

Table 5 lists C and C++ scalar data types, providing their size and format. The alignment of a scalar data type is equal to its size. Table 6 shows scalar alignments that apply to individual scalars and to scalars that are elements of an array or members of a structure or union. Wide characters are supported (character constants prefixed with an L). The size of each wide character is 4 bytes.

### Table 5 C/C++ Scalar Data Types

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Size [bytes]</th>
<th>Format</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>unsigned char</td>
<td>1</td>
<td>ordinal</td>
<td>0 to 255</td>
</tr>
<tr>
<td>signed char</td>
<td>1</td>
<td>2’s complement integer</td>
<td>-128 to 127</td>
</tr>
<tr>
<td>char</td>
<td>1</td>
<td>2’s complement integer</td>
<td>-128 to 127</td>
</tr>
<tr>
<td>char</td>
<td>1</td>
<td>ordinal</td>
<td>0 to 255</td>
</tr>
<tr>
<td>unsigned short</td>
<td>2</td>
<td>ordinal</td>
<td>0 to 65535</td>
</tr>
<tr>
<td>[signed] short</td>
<td>2</td>
<td>2’s complement integer</td>
<td>-32768 to 32767</td>
</tr>
<tr>
<td>unsigned int</td>
<td>4</td>
<td>ordinal</td>
<td>0 to $2^{32}$ - 1</td>
</tr>
<tr>
<td>[signed] int</td>
<td>4</td>
<td>2’s complement integer</td>
<td>-$2^{31}$ to $2^{31}$ - 1</td>
</tr>
<tr>
<td>[signed] long [int] [win64]</td>
<td>4</td>
<td>2’s complement integer</td>
<td>-$2^{31}$ to $2^{31}$ - 1</td>
</tr>
<tr>
<td>[signed] long [int] [linux86-64]</td>
<td>8</td>
<td>2’s complement integer</td>
<td>-$2^{63}$ to $2^{63}$ - 1</td>
</tr>
<tr>
<td>unsigned long [int] [win64]</td>
<td>4</td>
<td>ordinal</td>
<td>0 to $2^{32}$ - 1</td>
</tr>
<tr>
<td>unsigned long [int] [linux86-64]</td>
<td>8</td>
<td>ordinal</td>
<td>0 to $2^{64}$ - 1</td>
</tr>
<tr>
<td>[signed] long long [int]</td>
<td>8</td>
<td>2’s complement integer</td>
<td>-$2^{63}$ to $2^{63}$ - 1</td>
</tr>
<tr>
<td>unsigned long long [int]</td>
<td>8</td>
<td>ordinal</td>
<td>0 to $2^{64}$ - 1</td>
</tr>
<tr>
<td>float</td>
<td>4</td>
<td>IEEE single-precision floating-point</td>
<td>$10^{-31}$ to $10^{38}$ (1)</td>
</tr>
<tr>
<td>double</td>
<td>8</td>
<td>IEEE double-precision floating-point</td>
<td>$10^{-307}$ to $10^{308}$ (1)</td>
</tr>
<tr>
<td>long double</td>
<td>16</td>
<td>IEEE extended-precision floating-point</td>
<td>$10^{-4931}$ to $10^{4932}$ (1)</td>
</tr>
<tr>
<td>long double</td>
<td>16</td>
<td>IBM double-double</td>
<td>$10^{-307}$ to $10^{308}$ (1)</td>
</tr>
<tr>
<td>bit field$^{[2]}$ (unsigned value)</td>
<td>1 to 32 bits</td>
<td>ordinal</td>
<td>0 to $2^{\text{size}}$ - 1, where size is the number of bits in the bit field</td>
</tr>
<tr>
<td>bit field$^{[2]}$ (signed value)</td>
<td>1 to 32 bits</td>
<td>2’s complement integer</td>
<td>-$2^{\text{size}}$ - 1 to $2^{\text{size}}$ - 1, where size is the number of bits in the bit field</td>
</tr>
<tr>
<td>Data Type</td>
<td>Size [bytes]</td>
<td>Format</td>
<td>Range</td>
</tr>
<tr>
<td>---------------------------</td>
<td>--------------</td>
<td>-------------------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>pointer (32-bit operating system)</td>
<td>4</td>
<td>address</td>
<td>0 to $2^{32}-1$</td>
</tr>
<tr>
<td>pointer</td>
<td>8</td>
<td>address</td>
<td>0 to $2^{64}-1$</td>
</tr>
<tr>
<td>enum</td>
<td>4</td>
<td>2’s complement integer</td>
<td>-2^{31} to 2^{31}-1</td>
</tr>
</tbody>
</table>

(1) Approximate value
(2) Bit fields occupy as many bits as you assign them, up to 4 bytes, and their length need not be a multiple of 8 bits (1 byte)

Table 6 Scalar Alignment

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Alignment on this size boundary</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>1-byte boundary, signed or unsigned.</td>
</tr>
<tr>
<td>short</td>
<td>2-byte boundary, signed or unsigned.</td>
</tr>
<tr>
<td>int</td>
<td>4-byte boundary, signed or unsigned.</td>
</tr>
<tr>
<td>enum</td>
<td>4-byte boundary.</td>
</tr>
<tr>
<td>pointer</td>
<td>8-byte boundary.</td>
</tr>
<tr>
<td>float</td>
<td>4-byte boundary.</td>
</tr>
<tr>
<td>double</td>
<td>8-byte boundary.</td>
</tr>
<tr>
<td>long double</td>
<td>8-byte boundary.</td>
</tr>
<tr>
<td>long double (64-bit operating system)</td>
<td>16-byte boundary.</td>
</tr>
<tr>
<td>long [int] 32-bit on Win64</td>
<td>4-byte boundary, signed or unsigned.</td>
</tr>
<tr>
<td>long [int] linux86-64</td>
<td>8-byte boundary, signed or unsigned.</td>
</tr>
<tr>
<td>long [long [int]]</td>
<td>8-byte boundary, signed or unsigned.</td>
</tr>
</tbody>
</table>

1.2.2. C and C++ Aggregate Data Types

An aggregate data type consists of one or more scalar data type objects. You can declare the following aggregate data types:

**array**

consists of one or more elements of a single data type placed in contiguous locations from first to last.

**class**

(C++ only) is a class that defines an object and its member functions. The object can contain fundamental data types or other aggregates including other classes. The class members are allocated in the order they appear in the definition but may not occupy contiguous locations.

**struct**

is a structure that can contain different data types. The members are allocated in the order they appear in the definition but may not occupy contiguous locations. When a
struct is defined with member functions, its alignment rules are the same as those for a class.

union
is a single location that can contain any of a specified set of scalar or aggregate data types. A union can have only one value at a time. The data type of the union member to which data is assigned determines the data type of the union after that assignment.

1.2.3. Class and Object Data Layout

Class and structure objects with no virtual entities and with no base classes, that is just direct data field members, are laid out in the same manner as C structures. The following section describes the alignment and size of these C-like structures. C++ classes (and structures as a special case of a class) are more difficult to describe. Their alignment and size is determined by compiler generated fields in addition to user-specified fields. The following paragraphs describe how storage is laid out for more general classes. The user is warned that the alignment and size of a class (or structure) is dependent on the existence and placement of direct and virtual base classes and of virtual function information. The information that follows is for informational purposes only, reflects the current implementation, and is subject to change. Do not make assumptions about the layout of complex classes or structures.

All classes are laid out in the same general way, using the following pattern (in the sequence indicated):

- First, storage for all of the direct base classes (which implicitly includes storage for non-virtual indirect base classes as well):
  - When the direct base class is also virtual, only enough space is set aside for a pointer to the actual storage, which appears later.
  - In the case of a non-virtual direct base class, enough storage is set aside for its own non-virtual base classes, its virtual base class pointers, its own fields, and its virtual function information, but no space is allocated for its virtual base classes.
- Next, storage for the class’s own fields.
- Next, storage for virtual function information (typically, a pointer to a virtual function table).
- Finally, storage for its virtual base classes, with space enough in each case for its own non-virtual base classes, virtual base class pointers, fields, and virtual function information.

1.2.4. Aggregate Alignment

The alignment of an array, a structure or union (an aggregate) affects how much space the object occupies and how efficiently the processor can address members.

Arrays
align according to the alignment of the array elements. For example, an array of short data type aligns on a 2-byte boundary.
Structures and Unions

align according to the most restrictive alignment of the enclosing members. In the following example, the union un1 aligns on a 4-byte boundary since the alignment of c, the most restrictive element, is four:

```fortran
union un1 {
  short a; /* 2 bytes */
  char b; /* 1 byte */
  int c; /* 4 bytes */
};
```

Structure alignment can result in unused space, called padding. Padding between members of a structure is called internal padding. Padding between the last member and the end of the space occupied by the structure is called tail padding. Figure 1 illustrates structure alignment. Consider the following structure:

```fortran
struct strc1 {
  char a; /* occupies byte 0 */
  short b; /* occupies bytes 2 and 3 */
  char c; /* occupies byte 4 */
  int d; /* occupies bytes 8 through 11 */
};
```

![Figure 1 Internal Padding in a Structure]

Figure 2 shows how tail padding is applied to a structure aligned on a doubleword (8 byte) boundary.

```fortran
struct strc2{
  int m1[4]; /* occupies bytes 0 through 15 */
  double m2; /* occupies bytes 16 through 23 */
  short m3; /* occupies bytes 24 and 25 */
} st;
```

1.2.5. Bit-field Alignment

Bit-fields have the same size and alignment rules as other aggregates, with several additions to these rules:

- Bit-fields are allocated from right to left.
- A bit-field must entirely reside in a storage unit appropriate for its type. Bit-fields never cross unit boundaries.
- Bit-fields may share a storage unit with other structure/union members, including members that are not bit-fields.
- Unnamed bit-field’s types do not affect the alignment of a structure or union.
The void data type is neither a scalar nor an aggregate. You can use void or void* as the return type of a function to indicate the function does not return a value, or as a pointer to an unspecified data type, respectively.

The const and volatile type qualifiers do not in themselves define data types, but associate attributes with other types. Use const to specify that an identifier is a constant and is not to be changed. Use volatile to prevent optimization problems with data that can be changed from outside the program, such as memory-mapped I/O buffers.
Chapter 2. COMMAND-LINE OPTIONS REFERENCE

A command-line option allows you to specify specific behavior when a program is compiled and linked. Compiler options perform a variety of functions, such as setting compiler characteristics, describing the object code to be produced, controlling the diagnostic messages emitted, and performing some preprocessor functions. Most options that are not explicitly set take the default settings. This reference section describes the syntax and operation of each compiler option. For easy reference, the options are arranged in alphabetical order.

For an overview and tips on options usage and which options are best for which tasks, refer to the ‘Using Command-line Options’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf, which also provides summary tables of the different options.

This section uses the following notation:

[item]
Square brackets indicate that the enclosed item is optional.

[item | item]
Braces indicate that you must select one and only one of the enclosed items. A vertical bar (|) separates the choices.

...
Horizontal ellipses indicate that zero or more instances of the preceding item are valid.

2.1. HPC Compilers Option Summary

The following tables include all the HPC compiler options that are not language-specific. The options are separated by category for easier reference.

For a complete description of each option, refer to the detailed information later in this section.
2.1.1. Build-Related NVIDIA Options

The options included in the following table pertain to the initial building of your program or application.

Table 7 NVIDIA Build-Related Compiler Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-#</td>
<td>Display invocation information.</td>
</tr>
<tr>
<td>-###</td>
<td>Shows but does not execute the driver commands (same as the option -dryrun).</td>
</tr>
<tr>
<td>-acc</td>
<td>Enable OpenACC directives.</td>
</tr>
<tr>
<td>-Bdynamic</td>
<td>Compiles for and links to the shared object version of the NVIDIA runtime libraries.</td>
</tr>
<tr>
<td>-Bstatic_nv</td>
<td>Compiles for and links to the static version of the NVIDIA runtime libraries.</td>
</tr>
<tr>
<td>-c</td>
<td>Stops after the assembly phase and saves the object code in filename.o.</td>
</tr>
<tr>
<td>-D&lt;args&gt;</td>
<td>Defines a preprocessor macro.</td>
</tr>
<tr>
<td>-dryrun</td>
<td>Shows but does not execute driver commands.</td>
</tr>
<tr>
<td>-drystdinc</td>
<td>Displays the standard include directories and then exits the compiler.</td>
</tr>
<tr>
<td>-E</td>
<td>Stops after the preprocessing phase and displays the preprocessed file on the standard output.</td>
</tr>
<tr>
<td>-F</td>
<td>Stops after the preprocessing phase and saves the preprocessed file in filename.f. This option is only valid for the NVIDIA Fortran compilers.</td>
</tr>
<tr>
<td>--flagcheck</td>
<td>Simply return zero status if flags are correct.</td>
</tr>
<tr>
<td>-flags</td>
<td>Display valid driver options.</td>
</tr>
<tr>
<td>-fpic</td>
<td>(Linux only) Generate position-independent code.</td>
</tr>
<tr>
<td>-fPIC</td>
<td>(Linux only) Equivalent to -fpic.</td>
</tr>
<tr>
<td>-g77libs</td>
<td>(Linux only) Allow object files generated by g77 to be linked into NVIDIA main programs.</td>
</tr>
<tr>
<td>-help</td>
<td>Display driver help message.</td>
</tr>
<tr>
<td>-I&lt;dirname&gt;</td>
<td>Adds a directory to the search path for #include files.</td>
</tr>
<tr>
<td>-i2, -i4 and -i8</td>
<td>-i2: Treat INTEGER variables as 2 bytes. -i4: Treat INTEGER variables as 4 bytes. -i8: Treat INTEGER and LOGICAL variables as 8 bytes and use 64-bits for INTEGER*8 operations.</td>
</tr>
<tr>
<td>-K&lt;flag&gt;</td>
<td>Requests special compilation semantics with regard to conformance to IEEE 754.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>--keeplnk</td>
<td>If the compiler generates a temporary indirect file for a long linker command, preserves the temporary file instead of deleting it.</td>
</tr>
<tr>
<td>-L&lt;dirname&gt;</td>
<td>Specifies a directory to search for libraries.</td>
</tr>
<tr>
<td>-l&lt;library&gt;</td>
<td>Loads a library.</td>
</tr>
<tr>
<td>-m</td>
<td>Displays a link map on the standard output.</td>
</tr>
<tr>
<td>-M&lt;pgflag&gt;</td>
<td>Selects variations for code generation and optimization.</td>
</tr>
<tr>
<td>-m&lt;mcmodel=medium</td>
<td>Generate code which supports the medium memory model in the linux86-64 environment.</td>
</tr>
<tr>
<td>-module &lt;moduledir&gt;</td>
<td>(F90/F95 only) Save/search for module files in directory &lt;moduledir&gt;.</td>
</tr>
<tr>
<td>-mp[=all, align,bind,[no]numa]</td>
<td>Interpret and process user-inserted shared-memory parallel programming directives.</td>
</tr>
<tr>
<td>-noswitcherror</td>
<td>Ignore unknown command line switches after printing an warning message.</td>
</tr>
<tr>
<td>-o</td>
<td>Names the object file.</td>
</tr>
<tr>
<td>-pc &lt;val&gt;</td>
<td>[-tp px targets only] Set precision globally for x87 floating-point calculations; must be used when compiling the main program. &lt;val&gt; may be one of 32, 64 or 80.</td>
</tr>
<tr>
<td>-pedantic</td>
<td>Prints warnings from included &lt;system header files&gt;</td>
</tr>
<tr>
<td>-pg or -qp</td>
<td>Instrument the generated executable to produce a gprof-style gmon.out sample-based profiling trace file; -qp is equivalent to -pg.</td>
</tr>
<tr>
<td>-pgf77libs</td>
<td>Append PGF77 runtime libraries to the link line.</td>
</tr>
<tr>
<td>-pgf90libs</td>
<td>Append PGF90/PGF95/PGFORTRAN runtime libraries to the link line.</td>
</tr>
<tr>
<td>-R&lt;directory&gt;</td>
<td>(Linux only) Passed to the Linker. Hard code &lt;directory&gt; into the search path for shared object files.</td>
</tr>
<tr>
<td>-r</td>
<td>Creates a relocatable object file.</td>
</tr>
<tr>
<td>-r4 and -r8</td>
<td>-r4: Interpret DOUBLE PRECISION variables as REAL.</td>
</tr>
<tr>
<td></td>
<td>-r8: Interpret REAL variables as DOUBLE PRECISION.</td>
</tr>
<tr>
<td>-rc file</td>
<td>Specifies the name of the driver’s startup file.</td>
</tr>
<tr>
<td>-s</td>
<td>Strips the symbol-table information from the object file.</td>
</tr>
<tr>
<td>-S</td>
<td>Stops after the compiling phase and saves the assembly-language code in filename.s.</td>
</tr>
<tr>
<td>-shared</td>
<td>(Linux only) Passed to the linker. Instructs the linker to generate a shared object file. Implies -fpic.</td>
</tr>
<tr>
<td>-show</td>
<td>Display driver’s configuration parameters after startup.</td>
</tr>
<tr>
<td>-silent</td>
<td>Do not print warning messages.</td>
</tr>
<tr>
<td>-soname</td>
<td>Pass the soname option and its argument to the linker.</td>
</tr>
<tr>
<td>-time</td>
<td>Print execution times for the various compilation steps.</td>
</tr>
<tr>
<td>-tp &lt;target&gt; [,target...]</td>
<td>Specify the type(s) of the target processor(s).</td>
</tr>
</tbody>
</table>
### Option Description

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-u&lt;symbol&gt;</td>
<td>Initializes the symbol table with &lt;symbol&gt;, which is undefined for the linker. An undefined symbol triggers loading of the first member of an archive library.</td>
</tr>
<tr>
<td>-U&lt;symbol&gt;</td>
<td>Undefine a preprocessor macro.</td>
</tr>
<tr>
<td>-V[release_number]</td>
<td>Displays the version messages and other information, or allows invocation of a version of the compiler other than the default.</td>
</tr>
<tr>
<td>-v</td>
<td>Displays the compiler, assembler, and linker phase invocations.</td>
</tr>
<tr>
<td>-W</td>
<td>Passes arguments to a specific phase.</td>
</tr>
<tr>
<td>-w</td>
<td>Do not print warning messages.</td>
</tr>
<tr>
<td>-Xlinker &lt;option&gt;</td>
<td>Passes options to the linker.</td>
</tr>
</tbody>
</table>

### 2.1.2. HPC Debug-Related Compiler Options

The options included in the following table pertain to debugging your program or application.

#### Table 8 HPC Debug-Related Compiler Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-C</td>
<td>(Fortran only) Generates code to check array bounds.</td>
</tr>
<tr>
<td>-c</td>
<td>Instrument the generated executable to perform array bounds checking at runtime.</td>
</tr>
<tr>
<td>-E</td>
<td>Stops after the preprocessing phase and displays the preprocessed file on the standard output.</td>
</tr>
<tr>
<td>--flagcheck</td>
<td>Simply return zero status if flags are correct.</td>
</tr>
<tr>
<td>-flags</td>
<td>Display valid driver options.</td>
</tr>
<tr>
<td>-g</td>
<td>Includes debugging information in the object module; sets the optimization level to zero unless a -O option is present on the command line.</td>
</tr>
<tr>
<td>-gopt</td>
<td>Includes debugging information in the object module, but forces assembly code generation identical to that obtained when -gopt is not present on the command line.</td>
</tr>
<tr>
<td>-K&lt;flag&gt;</td>
<td>Requests special compilation semantics with regard to conformance to IEEE 754.</td>
</tr>
<tr>
<td>--keeplnk</td>
<td>If the compiler generates a temporary indirect file for a long linker command, preserves the temporary file instead of deleting it.</td>
</tr>
<tr>
<td>-M&lt;pgflag&gt;</td>
<td>Selects variations for code generation and optimization.</td>
</tr>
<tr>
<td>-pc &lt;val&gt;</td>
<td>{&lt;tp px/p5/p6/piii targets only} Set precision globally for x87 floating-point calculations; must be used when compiling the main program. <code>&lt;val&gt;</code> may be one of 32, 64 or 80.</td>
</tr>
<tr>
<td>-{no]traceback</td>
<td>Adds debug information for runtime traceback for use with the environment variable NVCOMPILER_TERM.</td>
</tr>
</tbody>
</table>
2.1.3. HPC Optimization-Related Compiler Options

The options included in the following table pertain to optimizing your program or application code.

Table 9 Optimization-Related HPC Compiler Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-fast</td>
<td>Generally optimal set of flags.</td>
</tr>
<tr>
<td>-fastsse</td>
<td>Generally optimal set of flags for targets that include SSE/SSE2 capability.</td>
</tr>
<tr>
<td>-M&lt;pgflag&gt;</td>
<td>Selects variations for code generation and optimization.</td>
</tr>
<tr>
<td>-mp[=all, align,bind,[no]numa]</td>
<td>Interpret and process user-inserted shared-memory parallel programming directives.</td>
</tr>
<tr>
<td>-O&lt;level&gt;</td>
<td>Specifies code optimization level where &lt;level&gt; is 0, 1, 2, 3, or 4.</td>
</tr>
<tr>
<td>-pc &lt;val&gt;</td>
<td>(-tp px/p5/p6/piii targets only) Set precision globally for x87 floating-point calculations; must be used when compiling the main program. &lt;val&gt; may be one of 32, 64 or 80.</td>
</tr>
</tbody>
</table>

2.1.4. NVIDIA Linking and Runtime-Related Compiler Options

The options included in the following table pertain to defining parameters related to linking and running your program or application.

Table 10 Linking and Runtime-Related NVIDIA Compiler Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-Bdynamic</td>
<td>Compiles for and links to the DLL version of the NVIDIA runtime libraries.</td>
</tr>
<tr>
<td>-Bstatic_nv</td>
<td>Compiles for and links to the static version of the NVIDIA runtime libraries.</td>
</tr>
<tr>
<td>-byteswapio</td>
<td>(Fortran only) Swap bytes from big-endian to little-endian or vice versa on input/output of unformatted data.</td>
</tr>
<tr>
<td>-fpic</td>
<td>(Linux only) Generate position-independent code.</td>
</tr>
<tr>
<td>-fPIC</td>
<td>(Linux only) Equivalent to -fpic.</td>
</tr>
<tr>
<td>-g77libs</td>
<td>(Linux only) Allow object files generated by g77 to be linked into NVIDIA main programs.</td>
</tr>
<tr>
<td>-i2, -i4 and -i8</td>
<td>-i2: Treat INTEGER variables as 2 bytes.</td>
</tr>
<tr>
<td></td>
<td>-i4: Treat INTEGER variables as 4 bytes.</td>
</tr>
<tr>
<td></td>
<td>-i8: Treat INTEGER and LOGICAL variables as 8 bytes and use 64-bits for INTEGER*8 operations.</td>
</tr>
</tbody>
</table>
## 2.2. Generic HPC Compiler Options

The following descriptions are for all the HPC options. For easy reference, the options are arranged in alphabetical order. For a list of options by tasks, refer to the tables in the beginning of this section.

### 2.2.1. -#

Displays the invocations of the compiler, assembler and linker.

**Default**

The compiler does not display individual phase invocations.

**Usage**

The following command-line requests verbose invocation information.

```
$ pgfortran -# prog.f
```

**Description**

The -# option displays the invocations of the compiler, assembler and linker. These invocations are command-lines created by the driver from your command-line input and the default value.

**Related options**

- `-Minfo[=option [,option,...]], -V[release_number], -v`
2.2.2. -###

Displays the invocations of the compiler, assembler and linker, but does not execute them.

Default

The compiler does not display individual phase invocations.

Usage

The following command-line requests verbose invocation information.

```
$ pgfortran -### myprog.f
```

Description

Use the -### option to display the invocations of the compiler, assembler and linker but not to execute them. These invocations are command lines created by the compiler driver from the rc files and the command-line options.

Related options

-#, -dryrun, -Minfo[=option [,option,...]], -V[release_number]

2.2.3. The -acc option

Enable OpenACC directives. The following suboptions may be used following an equals sign ("="), with multiple sub-options separated by commas:

- **gpu**
  - (default) OpenACC directives are compiled for GPU execution only.
- **host**
  - Compile for serial execution on the host CPU.
- **multicore**
  - Compile for parallel execution on the host CPU.
- **legacy**
  - Suppress warnings about deprecated NVIDIA accelerator directives.
- **[no]autopar**
  - Enable [disable] loop autotparallelization within acc parallel. The default is to autotparallelize, that is, to enable loop autotparalization.
- **[no]routineseq**
  - Compile every routine for the devicee. The default behavior is to not treat every routine as a seq directive.
- **strict**
  - Instructs the compiler to issue warnings for non-OpenACC accelerator directives.
**sync**
Ignore async clauses

**verystrict**
Instructs the compiler to fail with an error for any non-OpenACC accelerator directive.

**[no]wait**
Wait for each device kernel to finish. Kernel launching is blocked by default unless the async clause is used.

**Usage**

The following command-line requests that OpenACC directives be enabled and that an error be issued for any non-OpenACC accelerator directive.

```
$ nvfortran -acc=verystrict prog.f
```

### 2.2.4. -Bdynamic

Compiles for and links to the shared object version of the HPC Compilers runtime libraries.

**Default**

Dynamic linking is the default behavior for Linux, static linking for Windows.

**Usage**

On Windows, you can create the DLL `obj1.dll` and its import library `obj1.lib` using the following series of commands:

```
% pgfortran -Bdynamic -c object1.f
% pgfortran -Mmakedll object1.obj -o obj1.dll
```

Then compile the main program using this command:

```
$ pgfortran -# prog.f
```

For a complete example in Windows, refer to the example: ‘Build a DLL: Fortran’ in the ‘Creating and Using Libraries’ section of the HPC Compilers User’s Guide.

**Description**

Use this option to compile for and link to the shared object version of the HPC Compilers runtime libraries. This flag is required when linking with any DLL built by the HPC compilers. For Windows, this flag corresponds to the `/MD` flag used by Microsoft's `cl` compilers.

On Windows, `-Bdynamic` must be used for both compiling and linking.
When you use the HPC compiler flag `-Bdynamic` to create an executable that links to the shared object form of the runtime, the executable built is smaller than one built without `-Bdynamic`. The HPC Compilers runtime shared object(s), however, must be available on the system where the executable is run. The `-Bdynamic` flag must be used when an executable is linked against a shared object built by the HPC compilers.

Related options
- `-Bstatic`, `-Mmakedll`

### 2.2.5. `-Bstatic`
Statically link all libraries, including the HPC Compilers runtime.

Default
Dynamic linking is the default behavior for Linux, static linking for Windows.

Usage
The following command line explicitly compiles for and links to the static version of the HPC Compilers runtime libraries:

```
$ pgfortran -Bstatic -c object1.f
```

Description
You can use this option to explicitly compile for and link to the static version of the HPC Compilers runtime libraries.

On Windows, `-Bstatic` must be used for both compiling and linking.

For more information on using static libraries on Windows, refer to ‘Creating and Using Static Libraries on Windows’ in the ‘Creating and Using Libraries’ section of the HPC Compiler User’s Guide.

Related options
- `-Bdynamic`, `-Bstatic_nv`

### 2.2.6. `-Bstatic_nv`
Linux only. Compile and statically link only to the HPC Compilers runtime libraries. Other libraries are dynamically linked to. Implies `-Mnorpath`.

Default
The compiler uses static libraries.
Usage

The following command line explicitly compiles for and links to the static version of the HPC Compilers runtime libraries:

```bash
% pgfortran -Bstatic -c object1.f
```

Description

You can use this option to explicitly compile for and link to the static version of the HPC Compilers runtime libraries.

On Linux, `-Bstatic_nv` results in code that runs on most Linux systems without requiring a Portability package.


Related options

- `-Bdynamic`, `-Bstatic`

### 2.2.7. `-byteswapio`

Swaps the byte-order of data in unformatted Fortran data files on input/output.

Default

The compiler does not byte-swap data on input/output.

Usage

The following command-line requests that byte-swapping be performed on input/output.

```bash
$ pgfortran -byteswapio myprog.f
```

Description

Use the `-byteswapio` option to swap the byte-order of data in unformatted Fortran data files on input/output. When this option is used, the order of bytes is swapped in both the data and record control words; the latter occurs in unformatted sequential files.

You can use this option to convert big-endian format data files produced by most legacy RISC workstations to the little-endian format used on x86-64/x64 or OpenPOWER systems on the fly during file reads/writes.

This option assumes that the record layouts of unformatted sequential access and direct access files are the same on the systems. It further assumes that the IEEE representation
is used for floating-point numbers. In particular, the format of unformatted data files produced by HPC Fortran compilers is identical to the format used on Sun and SGI workstations; this format allows you to read and write unformatted Fortran data files produced on those platforms from a program compiled for an x86-64/x64 or OpenPOWER platform using the -byteswapio option.

Related options
None.

2.2.8. -C

(Fortran only) Generates code to check array bounds.

Default
The compiler does not enable array bounds checking.

Usage
In this example, the compiler instruments the executable produced from myprog.f to perform array bounds checking at runtime:
$ pgfortran -C myprog.f

Description
Use this option to enable array bounds checking. If an array is an assumed size array, the bounds checking only applies to the lower bound. If an array bounds violation occurs during execution, an error message describing the error is printed and the program terminates. The text of the error message includes the name of the array, the location where the error occurred (the source file and the line number in the source), and information about the out of bounds subscript (its value, its lower and upper bounds, and its dimension).

Related options
-Mbounds, -Mnobounds

2.2.9. -c

Halts the compilation process after the assembling phase and writes the object code to a file.

Default
The compiler produces an executable file and does not use the -c option.
Usage

In this example, the compiler produces the object file `myprog.o` in the current directory.

```
$ pgfortran -c myprog.f
```

Description

Use the `-c` option to halt the compilation process after the assembling phase and write the object code to a file. If the input file is `filename.f`, the output file is `filename.o`.

Related options

- `E`, `-Mkeepasm`, `-o`, `-S`

2.2.10. `-d<arg>`

Prints additional information from the preprocessor. [Valid only for `c (pgcc)`]

Default

No additional information is printed from the preprocessor.

Syntax

```
-d[D|I|M|N]
-dD
 - Print macros and values from source files.
-dI
 - Print include file names.
-dM
 - Print macros and values, including predefined and command-line macros.
-dN
 - Print macro names from source files.
```

Usage

In the following example, the compiler prints macro names from the source file.

```
$ pgfortran -dN myprog.f
```

Description

Use the `-d<arg>` option to print additional information from the preprocessor.

Related options

- `E`, `-D`, `-U`
2.2.11. -D

Creates a preprocessor macro with a given value.

You can use the -D option more than once on a compiler command line. The number of active macro definitions is limited only by available memory.

Syntax

-Dname[=value]

Where name is the symbolic name and value is either an integer value or a character string.

Default

If you define a macro name without specifying a value, the preprocessor assigns the string 1 to the macro name.

Usage

In the following example, the macro PATHLENGTH has the value 256 until a subsequent compilation. If the -D option is not used, PATHLENGTH is set to 128.

```
$ pgfortran -DPATHLENGTH=256 myprog.F
```

The source text in myprog.F is this:

```
#ifndef PATHLENGTH
#define PATHLENGTH 128
#endif  SUBROUTINE SUB  CHARACTER*PATHLENGTH path
... END
```

Description

Use the -D option to create a preprocessor macro with a given value. The value must be either an integer or a character string.

You can use macros with conditional compilation to select source text during preprocessing. A macro defined in the compiler invocation remains in effect for each module on the command line, unless you remove the macro with an #undef preprocessor directive or with the -U option. The compiler processes all of the -U options in a command line after processing the -D options.

Related options

-U
2.2.12. -dryrun

Displays the invocations of the compiler, assembler, and linker but does not execute them.

Default

The compiler does not display individual phase invocations.

Usage

The following command line requests verbose invocation information.

```bash
$ pgfortran -dryrun myprog.f
```

Description

Use the -dryrun option to display the invocations of the compiler, assembler, and linker but not have them executed. These invocations are command lines created by the compiler driver from the rc files and the command-line supplied with -dryrun.

Related options

-Minfo[=option [,option,...]], -V[release_number], -##

2.2.13. -drystdinc

Displays the standard include directories and then exits the compiler.

Default

The compiler does not display standard include directories.

Usage

The following command line requests a display for the standard include directories.

```bash
$ pgfortran -drystdinc myprog.f
```

Description

Use the -drystdinc option to display the standard include directories and then exit the compiler.

Related options

None.
2.2.14. -E

Halts the compilation process after the preprocessing phase and displays the preprocessed output on the standard output.

Default

The compiler produces an executable file.

Usage

In the following example the compiler displays the preprocessed `myprog.f` on the standard output.

```
$ pgfortran -E myprog.f
```

Description

Use the -E option to halt the compilation process after the preprocessing phase and display the preprocessed output on the standard output.

Related options

- -C, -c, -Mkeepasm, -o, -F, -S

2.2.15. -F

Stops compilation after the preprocessing phase.

Default

The compiler produces an executable file.

Usage

In the following example the compiler produces the preprocessed file `myprog.f` in the current directory.

```
$ pgfortran -F myprog.F
```

Description

Use the -F option to halt the compilation process after preprocessing and write the preprocessed output to a file. If the input file is `filename.F`, then the output file is `filename.f`.

Related options

- -c, -E, -Mkeepasm, -o, -S
2.2.16. -fast

Enables vectorization with SIMD instructions, cache alignment, and flushz for 64-bit targets.

Default

The compiler enables vectorization with SIMD instructions, cache alignment, and flushz.

Usage

In the following example the compiler produces vector SIMD code when targeting a 64-bit machine.

```
$ pgfortran -fast vadd.f95
```

Description

When you use this option, a generally optimal set of options is chosen for targets that support SIMD capability. In addition, the appropriate `-tp` option is automatically included to enable generation of code optimized for the type of system on which compilation is performed. This option enables vectorization with SIMD instructions, cache alignment, and flushz.

- Auto-selection of the appropriate `-tp` option means that programs built using the `-fastsse` option on a given system are not necessarily backward-compatible with older systems.
- C/C++ compilers enable `-Mautoinline` with `-fast`.

Related options


2.2.17. -fastsse

Synonymous with `-fast`.

2.2.18. --flagcheck

Causes the compiler to check that flags are correct and then exit without any compilation occurring.
Default
The compiler begins a compile without the additional step to first validate that flags are correct.

Usage
In the following example the compiler checks that flags are correct, and then exits.

$ pgfortran --flagcheck myprog.f

Description
Use this option to make the compiler check that flags are correct and then exit. If flags are all correct then the compiler returns a zero status. No compilation occurs.

Related options
None.

2.2.19. -flags
Displays valid driver options on the standard output.

Default
The compiler does not display the driver options.

Usage
In the following example the user requests information about the known switches.

$ pgfortran -flags

Description
Use this option to display driver options on the standard output. When you use this option with -v, in addition to the valid options, the compiler lists options that are recognized and ignored.

Related options
-#, -###, -v

2.2.20. -fPIC
( Linux only) Generates position-independent code suitable for inclusion in shared object (dynamically linked library) files.
Default

The compiler does not generate position-independent code.

Usage

In the following example the resulting object file, myprog.o, can be used to generate a shared object.

```
$ pgfortran -fpic myprog.f
```

(Linux only) Use the -fpic option to generate position-independent code suitable for inclusion in shared object (dynamically linked library) files.

Related options

-`-shared,-fPIC,-R<directory>`

2.2.21. `-fPIC`

(Linux only) Equivalent to `-fpic`. Provided for compatibility with other compilers.

2.2.22. `-g`

Instructs the compiler to include symbolic debugging information in the object module; sets the optimization level to zero unless a `-O` option is present on the command line.

Default

The compiler does not put debugging information into the object module.

Usage

In the following example, the object file `myprog.o` contains symbolic debugging information.

```
$ pgfortran -c -g myprog.f
```

Description

Use the `-g` option to instruct the compiler to include symbolic debugging information in the object module. Debuggers require symbolic debugging information in the object module to display and manipulate program variables and source code.

If you specify the `-g` option on the command-line, the compiler sets the optimization level to `-O0` (zero), unless you specify the `-O` option. For more information on the interaction between the `-g` and `-O` options, refer to the `-O` entry. Symbolic debugging may give confusing results if an optimization level other than zero is selected.

Including symbolic debugging information increases the size of the object module.
Related options
-O<level>, -gopt

2.2.23. -gopt

Instructs the compiler to include symbolic debugging information in the object file, and to generate optimized code identical to that generated when -g is not specified.

Default
The compiler does not put debugging information into the object module.

Usage
In the following example, the object file myprog.o contains symbolic debugging information.

```bash
$ pgfortran -c -gopt myprog.f
```

Description
Using -g alters how optimized code is generated in ways that are intended to enable or improve debugging of optimized code. The -gopt option instructs the compiler to include symbolic debugging information in the object file, and to generate optimized code identical to that generated when -g is not specified.

Related options
-g, -M<pgflag>

2.2.24. -g77libs

(Linux only) Used on the link line, this option instructs the pgfortran driver to search the necessary g77 support libraries to resolve references specific to g77 compiled program units.

The g77 compiler must be installed on the system on which linking occurs in order for this option to function correctly.

Default
The compiler does not search g77 support libraries to resolve references at link time.

Usage
The following command-line requests that g77 support libraries be searched at link time:

```bash
$ pgfortran -g77libs myprog.f g77_object.o
```
Description

(Linux only) Use the -g77libs option on the link line if you are linking g77-compiled program units into a pgfortran-compiled main program using the pgfortran driver. When this option is present, the pgfortran driver searches the necessary g77 support libraries to resolve references specific to g77 compiled program units.

Related options

-pgf77libs

2.2.25. -help

Used with no other options, -help displays options recognized by the driver on the standard output. When used in combination with one or more additional options, usage information for those options is displayed to standard output.

Default

The compiler does not display usage information.

Usage

In the following example, usage information for -Minline is printed to standard output.

```
$ pgcc -help -Minline
-Minline[=lib:<inlib>|<maxsize>|<func>|except:<func>|name:<func>|maxsize:<n>|
totalsize:<n>|smallsize:<n>|reshape]
```

- Enable function inlining
- lib:<inlib> Use extracted functions from inlib
- <maxsize> Set maximum function size to inline
- <func> Inline function func
- except:<func> Do not inline function func
- name:<func> Inline function func
- maxsize:<n> Inline only functions smaller than n
- totalsize:<n> Limit inlining to total size of n
- smallsize:<n> Always inline functions smaller than n
- reshape Allow inlining in Fortran even when array shapes do not match
- -Minline Inline all functions that were extracted

In the following example, usage information for -help shows how groups of options can be listed or examined according to function.

```
$ pgcc -help -help
-help[=groups|asm|debug|language|linker|opt|other|
overall|phase|prepro|suffix|switch|target|variable]
```

Description

Use the -help option to obtain information about available options and their syntax. You can use -help in one of three ways:
Use `-help` with no parameters to obtain a list of all the available options with a brief one-line description of each.

Add a parameter to `-help` to restrict the output to information about a specific option. The syntax for this usage is this:

```bash
-help <command line option>
```

Add a parameter to `-help` to restrict the output to a specific set of options or to a building process. The syntax for this usage is this:

```bash
-help=<subgroup>
```

The following table lists and describes the subgroups available with `-help`.

### Table 11 Subgroups for `-help` Option

<table>
<thead>
<tr>
<th>Use this <code>-help</code> option</th>
<th>To get this information...</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>-help=asm</code></td>
<td>A list of options specific to the assembly phase.</td>
</tr>
<tr>
<td><code>-help=debug</code></td>
<td>A list of options related to debug information generation.</td>
</tr>
<tr>
<td><code>-help=groups</code></td>
<td>A list of available switch classifications.</td>
</tr>
<tr>
<td><code>-help=language</code></td>
<td>A list of language-specific options.</td>
</tr>
<tr>
<td><code>-help=linker</code></td>
<td>A list of options specific to link phase.</td>
</tr>
<tr>
<td><code>-help=opt</code></td>
<td>A list of options specific to optimization phase.</td>
</tr>
<tr>
<td><code>-help=other</code></td>
<td>A list of other options, such as ANSI conformance pointer aliasing for C.</td>
</tr>
<tr>
<td><code>-help=overall</code></td>
<td>A list of options generic to any HPC compiler.</td>
</tr>
<tr>
<td><code>-help=phase</code></td>
<td>A list of build process phases and to which compiler they apply.</td>
</tr>
<tr>
<td><code>-help=prepro</code></td>
<td>A list of options specific to the preprocessing phase.</td>
</tr>
<tr>
<td><code>-help=suffix</code></td>
<td>A list of known file suffixes and to which phases they apply.</td>
</tr>
<tr>
<td><code>-help=switch</code></td>
<td>A list of all known options; this is equivalent to usage of <code>-help</code> without any parameter.</td>
</tr>
<tr>
<td><code>-help=target</code></td>
<td>A list of options specific to target processor.</td>
</tr>
<tr>
<td><code>-help=variable</code></td>
<td>A list of all variables and their current value. They can be redefined on the command line using syntax VAR=VALUE.</td>
</tr>
</tbody>
</table>

For more examples of `-help`, refer to 'Help with Command-line Options.'

Related options

`-#, -###, -show, -V[release_number], -flags`
2.2.26. -I

Adds a directory to the search path for files that are included using either the INCLUDE statement or the preprocessor directive #include.

Default

The compiler searches only certain directories for included files.

- For gcc-lib includes: /usr/lib64/gcc-lib
- For system includes: /usr/include

Syntax

```
-I directory
```

Where directory is the name of the directory added to the standard search path for include files.

Usage

In the following example, the compiler first searches the directory `mydir` and then searches the default directories for include files.

```
$ pgfortran -I mydir
```

Description

Adds a directory to the search path for files that are included using the INCLUDE statement or the preprocessor directive #include. Use the -I option to add a directory to the list of where to search for the included files. The compiler searches the directory specified by the -I option before the default directories.

The Fortran INCLUDE statement directs the compiler to begin reading from another file. The compiler uses two rules to locate the file:

- If the file name specified in the INCLUDE statement includes a path name, the compiler begins reading from the file it specifies.
- If no path name is provided in the INCLUDE statement, the compiler searches (in order):
  1. Any directories specified using the -I option (in the order specified)
  2. The directory containing the source file
  3. The current directory

For example, the compiler applies rule (1) to the following statements:

```
INCLUDE '/bob/include/file1' (absolute path name)
INCLUDE '../../file1' (relative path name)
```
and rule (2) to this statement:

```
INCLUDE 'file1'
```

Related options
-Mnostdinc

2.2.27. -i2, -i4, -i8

Treat INTEGER and LOGICAL variables as either two, four, or eight bytes.

Default
The compiler treats INTEGER and LOGICAL variables as four bytes.

Usage
In the following example, using the -i8 switch causes the integer variables to be treated as 64 bits.

```
$ pgfortran -i8 int.f
```

```
int.f is a function similar to this:
```
```
int.f
   print *, "Integer size:", bit_size(i)
end
```

Description
Use this option to treat INTEGER and LOGICAL variables as either two, four, or eight bytes. INTEGER*8 values not only occupy 8 bytes of storage, but operations use 64 bits, instead of 32 bits.

- -i2: Treat INTEGER variables as 2 bytes.
- -i4: Treat INTEGER variables as 4 bytes.
- -i8: Treat INTEGER and LOGICAL variables as 8 bytes and use 64-bits for INTEGER*8 operations.

Related options
None.

2.2.28. -K<flag>

Requests that the compiler provide special compilation semantics with regard to conformance to IEEE 754.
Default

The default is -Knoieee and the compiler does not provide special compilation semantics.

Syntax

-K<flag>

Where flag is one of the following:

- **ieee**
  Perform floating-point operations in strict conformance with the IEEE 754 standard. Some optimizations are disabled, and on some systems a more accurate math library is linked if -Kieee is used during the link step.

- **noieee**
  Default flag. Use the fastest available means to perform floating-point operations, link in faster non-IEEE libraries if available, and disable underflow traps.

- **PIC or pic**
  (Linux only) Generate position-independent code. Equivalent to -fpic. Provided for compatibility with other compilers.

- **trap=option**, [option]...
  Controls the behavior of the processor when floating-point exceptions occur. Possible options include:
  
  - **fp**
  - **align** (ignored)
  - **inv**
  - **denorm**
  - **divz**
  - **ovf**
  - **unf**
  - **inexact**

Usage

In the following example, the compiler performs floating-point operations in strict conformance with the IEEE 754 standard

```bash
$ pgfortran -Kieee myprog.f
```

Description

Use -K to instruct the compiler to provide special compilation semantics.

-Ktrap is only processed by the compilers when compiling main functions or programs. The options inv, denorm, divz, ovf, unf, and inexact correspond to the processor’s exception mask bits: invalid operation, denormalized operand, divide-by-zero, overflow, underflow, and precision, respectively.
Normally, the processor’s exception mask bits are on, meaning that floating-point exceptions are masked – the processor recovers from the exceptions and continues. If a floating-point exception occurs and its corresponding mask bit is off, or "unmasked", execution terminates with an arithmetic exception (C’s SIGFPE signal).

-Ktrap=fp is equivalent to -Ktrap=inv,divz,ovf.

The HPC compilers do not support exception-free execution for -Ktrap=inexact. The purpose of this hardware support is for those who have specific uses for its execution, along with the appropriate signal handlers for handling exceptions it produces. It is not designed for normal floating point operation code support.

Related options
None.

2.2.29. --keeplnk
(Windows only.) Preserves the temporary file when the compiler generates a temporary indirect file for a long linker command.

Usage
In the following example the compiler preserves each temporary file rather than deleting it.

$ pgfortran --keeplnk myprog.f

Description
If the compiler generates a temporary indirect file for a long linker command, use this option to instruct the compiler to preserve the temporary file instead of deleting it.

Related options
None.

2.2.30. -L
Specifies a directory to search for libraries.

Multiple -L options are valid. However, the position of multiple -L options is important relative to -l options supplied.

Default
The compiler searches the standard library directory.
Syntax
-`L`directory

Where directory is the name of the library directory.

Usage
In the following example, the library directory is `/lib` and the linker links in the standard libraries required by PGFORTRAN from this directory.

```
$ pgfortran -L/lib myprog.f
```

In the following example, the library directory `/lib` is searched for the library file libx.a and both the directories `/lib` and `/libz` are searched for liby.a.

```
$ pgfortran -L/lib -lx -L/libz -ly myprog.f
```

Description
Use the `-L` option to specify a directory to search for libraries. Using `-L` allows you to add directories to the search path for library files.

Related options
-`I`

2.2.31. `-l<library>`

Instructs the linker to load the specified library. The linker searches `<library>` in addition to the standard libraries.

```
The linker searches the libraries specified with `-l` in order of appearance before searching the standard libraries.
```

Syntax
-`l`library

Where library is the name of the library to search.

Usage: In the following example, if the standard library directory is `/lib` the linker loads the library `/lib/libmylib.a`, in addition to the standard libraries.

```
$ pgfortran myprog.f -lmylib
```

Description
Use this option to instruct the linker to load the specified library. The compiler prepends the characters `lib` to the library name and adds the `.a` extension following the library name. The linker searches each library specified before searching the standard libraries.
Related options
-L

2.2.32. -M
Generate make dependence lists. You can use -MD, filename (pgc++ only) to generate make dependence lists and print them to the specified file.

2.2.33. -m
Displays a link map on the standard output.

Default
The compiler does display the link map and does not use the -m option.

Usage
When the following example is executed on Windows, pgfortran creates a link map in the file myprog.map.

$ pgfortran -m myprog.f

Description
Use this option to display a link map. The map is written to std out.

- On Linux, the map is written to std out.
- On Windows, the map is written to a .map file whose name depends on the executable. If the executable is myprog.f, the map file is in myprog.map.

Related options
-c, -o, -s, -u

2.2.34. -m64
Use the 64-bit compiler for the default processor type.

Usage
When the following example is executed, pgfortran uses the 64-bit compiler for the default processor type.

$ pgfortran -m64 myprog.f

Description
Use this option to specify the 64-bit compiler as the default processor type.
2.2.35. `-M<pgflag>`

Selects options for code generation. The options are divided into the following categories:

- **Code generation**
- **Fortran Language Controls**
- **Optimization**
- **Environment**
- **C/C++ Language Controls**
- **Miscellaneous**
- **Inlining**

The following table lists and briefly describes the options alphabetically and includes a field showing the category. For more details about the options as they relate to these categories, refer to ‘-M Options by Category’ on page 113.

**Table 12 -M Options Summary**

<table>
<thead>
<tr>
<th>pgflag</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>allocatable=95</td>
<td>03</td>
<td>Controls whether to use Fortran 95 or Fortran 2003 semantics in allocatable array assignments.</td>
</tr>
<tr>
<td>anno</td>
<td>Annotate the assembly code with source code.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>[no]autoinline</td>
<td>When a C/C++ function is declared with the inline keyword, inline it at -O2.</td>
<td>Inlining</td>
</tr>
<tr>
<td>[no]asmkeyword</td>
<td>Specifies whether the compiler allows the asm keyword in C/C++ source files (pgcc and pgc++ only).</td>
<td>C/C++ Language</td>
</tr>
<tr>
<td>[no]backslash</td>
<td>Determines how the backslash character is treated in quoted strings (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]bounds</td>
<td>Specifies whether array bounds checking is enabled or disabled.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>--[no_]builtin</td>
<td>Do/don't compile with math subroutine builtin support, which causes selected math library routines to be inlined (pgcc and pgc++ only).</td>
<td>Optimization</td>
</tr>
<tr>
<td>byteswapio</td>
<td>Swap byte-order (big-endian to little-endian or vice versa) during I/O of Fortran unformatted data.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>cache_align</td>
<td>Where possible, align data objects of size greater than or equal to 16 bytes on cache-line boundaries.</td>
<td>Optimization</td>
</tr>
<tr>
<td>chkfpstk</td>
<td>Check for internal consistency of the x87 FP stack in the prologue of a function and after returning from a function or subroutine call (-tp px/p5/p6/piii targets only).</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>pgflag</td>
<td>Check for NULL pointers [pgf95, pgfortran only].</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>chkptr</td>
<td>Check the stack for available space upon entry to and before the start of a parallel region. Useful when many private variables are declared.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>concur</td>
<td>Enable auto-concurrentization of loops. Multiple processors or cores will be used to execute parallelizable loops.</td>
<td>Optimization</td>
</tr>
<tr>
<td>cpp</td>
<td>Run the NVIDIA cpp-like preprocessor without performing subsequent compilation steps.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>cray</td>
<td>Force Cray Fortran [CF77] compatibility [Fortran only].</td>
<td>Optimization</td>
</tr>
<tr>
<td>cuda</td>
<td>Enables CUDA Fortran.</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]daz</td>
<td>Do/don’t treat denormalized numbers as zero.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]dclchk</td>
<td>Determines whether all program variables must be declared [Fortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]defaultunit</td>
<td>Determines how the asterisk character (‘*’) is treated in relation to standard input and standard output, regardless of the status of I/O units 5 and 6. [Fortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]depchk</td>
<td>Checks for potential data dependencies.</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]dse</td>
<td>Enables [disables] dead store elimination phase for programs making extensive use of function inlining.</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]dlines</td>
<td>Determines whether the compiler treats lines containing the letter “D” in column one as executable statements [Fortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>dll</td>
<td>Link with the DLL version of the runtime libraries [Windows only].</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>dollar, char</td>
<td>Specifies the character to which the compiler maps the dollar sign code [Fortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]dwarf</td>
<td>Specifies not to add DWARF debug information.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>dwarf1</td>
<td>When used with -g, generate DWARF1 format debug information.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>dwarf2</td>
<td>When used with -g, generate DWARF2 format debug information.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>pgflag</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>dwarf3</td>
<td>When used with -g, generate DWARF3 format debug information.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>extend</td>
<td>Instructs the compiler to accept 132-column source code; otherwise it accepts 72-column code (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>extract</td>
<td>invokes the function extractor.</td>
<td>Inlining</td>
</tr>
<tr>
<td>[no]f[=option]</td>
<td>Perform certain floating point intrinsic functions using relaxed precision.</td>
<td>Optimization</td>
</tr>
<tr>
<td>fixed</td>
<td>Instructs the compiler to assume F77FORTRAN-style fixed format source code [pgf95, pgfortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]flushz</td>
<td>Do/don’t set SSESIMD flush-to-zero mode</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]fapprox</td>
<td>Specifies not to use low-precision fp approximation operations.</td>
<td>Optimization</td>
</tr>
<tr>
<td>free</td>
<td>Instructs the compiler to assume F90-style free format source code [pgf95, pgfortran only].</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>func32</td>
<td>The compiler aligns all functions to 32-byte boundaries.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>gccbug[s]</td>
<td>Matches behavior of certain gcc bugs</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>info</td>
<td>Prints informational messages regarding optimization and code generation to standard output as compilation proceeds.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>inform</td>
<td>Specifies the minimum level of error severity that the compiler displays.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>inline</td>
<td>Invokes the function inliner.</td>
<td>Inlining</td>
</tr>
<tr>
<td>[no]iomutex</td>
<td>Determines whether critical sections are generated around Fortran I/O calls (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]ipa</td>
<td>Invokes interprocedural analysis and optimization.</td>
<td>Optimization</td>
</tr>
<tr>
<td>keepasm</td>
<td>Instructs the compiler to keep the assembly file.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>largeaddressaware</td>
<td>[Win64 only] Generates code that allows for addresses greater than 2GB, using RIP-relative addressing.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]large_arrays</td>
<td>Enables support for 64-bit indexing and single static data objects of size larger than 2GB.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>list</td>
<td>Specifies whether the compiler creates a listing file.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>[no]loop32</td>
<td>Aligns [does not align] innermost loops on 32-byte boundaries.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]lre</td>
<td>Enable [disable] loop-carried redundancy elimination.</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]m128</td>
<td>Recognizes [ignores] __m128, __m128d, and __m128i datatypes. (C only)</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]m128</td>
<td>Instructs the compiler to treat floating-point constants as float data types (pgcc and pgc++ only).</td>
<td>C/C++ Language</td>
</tr>
<tr>
<td>makedll</td>
<td>Generate a dynamic link library [DLL]. (Windows only).</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>makeimplib</td>
<td>Passes the -def switch to the librarian without a deffile, when used without -def:deffile. (Windows only)</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>mpi=option</td>
<td>Link to MPI libraries: MPICH, SGI, or Microsoft MPI libraries</td>
<td>Code Generation</td>
</tr>
<tr>
<td>neginfo</td>
<td>Instructs the compiler to produce information on why certain optimizations are not performed.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>noframe</td>
<td>Eliminates operations that set up a true stack frame pointer for functions.</td>
<td>Optimization</td>
</tr>
<tr>
<td>anoi4</td>
<td>Determines how the compiler treats INTEGER variables (Fortran only).</td>
<td>Optimization</td>
</tr>
<tr>
<td>nomain</td>
<td>When the link step is called, don’t include the object file that calls the Fortran main program. (Fortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>noopenmp</td>
<td>When used in combination with the -mp option, the compiler ignores OpenMP parallelization directives or pragmas, but still processes SGI-style parallelization directives or pragmas.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>nopgdllmain</td>
<td>Do not link the module containing the default DllMain() into the DLL. (Windows only).</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>norpath</td>
<td>On Linux, do not add -rpath paths to the link line.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>nosgimp</td>
<td>When used in combination with the -mp option, the compiler ignores SGI-style parallelization directives or pragmas, but still processes OpenMP directives or pragmas.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>[no]stdafx</td>
<td>Instructs the compiler to not recognize the standard preprocessor macros.</td>
<td>Environment</td>
</tr>
<tr>
<td>pgflag</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>-----------</td>
<td>------------------------------------------------------------------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>nostdinc</td>
<td>Instructs the compiler to not search the standard location for include files.</td>
<td>Environment</td>
</tr>
<tr>
<td>nostdlib</td>
<td>Instructs the linker to not link in the standard libraries.</td>
<td>Environment</td>
</tr>
<tr>
<td>[no]onetrip</td>
<td>Determines whether each DO loop executes at least once (Fortran only).</td>
<td>Language</td>
</tr>
<tr>
<td>novintr</td>
<td>Disable idiom recognition and generation of calls to optimized vector functions.</td>
<td>Optimization</td>
</tr>
<tr>
<td>pfi</td>
<td>Instrument the generated code and link in libraries for dynamic collection of profile and data information at runtime.</td>
<td>Optimization</td>
</tr>
<tr>
<td>pre</td>
<td>Read a pgfi.out trace file and use the information to enable or guide optimizations.</td>
<td>Optimization</td>
</tr>
<tr>
<td>preprocess</td>
<td>Perform cpp-like preprocessing on assembly language and Fortran input source files.</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>prof</td>
<td>Enable Compiler feedback and modify DWARF sections.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]r8</td>
<td>Determines whether the compiler promotes REAL variables and constants to DOUBLE PRECISION (Fortran only).</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]r8intrinsics</td>
<td>Determines how the compiler treats the intrinsics CMPLX and REAL (Fortran only).</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]recursive</td>
<td>Allocate [do not allocate] local variables on the stack; this allows recursion. SAVED, data-initialized, or namelist members are always allocated statically, regardless of the setting of this switch (Fortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]reentrant</td>
<td>Specifies whether the compiler avoids optimizations that can prevent code from being reentrant.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]ref_externals</td>
<td>Do [do not] force references to names appearing in EXTERNAL statements (Fortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>safeptr</td>
<td>Instructs the compiler to override data dependencies between pointers and arrays (pgcc and pgc++ only).</td>
<td>Optimization</td>
</tr>
<tr>
<td>pgflag</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>safe_lastval</td>
<td>In the case where a scalar is used after a loop, but is not defined on every iteration of the loop, the compiler does not by default parallelize the loop. However, this option tells the compiler it is safe to parallelize the loop. For a given loop, the last value computed for all scalars make it safe to parallelize the loop.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]save</td>
<td>Determines whether the compiler assumes that all local variables are subject to the SAVE statement (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]scalarsse</td>
<td>Do [do not] use SSE/SSE2 instructions to perform scalar floating-point arithmetic.</td>
<td>Optimization</td>
</tr>
<tr>
<td>schar</td>
<td>Specifies signed char for characters (pgcc and pgc++ only – also see uchar).</td>
<td>C/C++ Language</td>
</tr>
<tr>
<td>[no]second_underscore</td>
<td>Do [do not] add the second underscore to the name of a Fortran global if its name already contains an underscore (Fortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]signextend</td>
<td>Do [do not] extend the sign bit, if it is set.</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]single</td>
<td>Do [do not] convert float parameters to double parameter characters (pgcc and pgc++ only).</td>
<td>C/C++ Language</td>
</tr>
<tr>
<td>[no]smartalloc[=huge]</td>
<td>huge:&lt;n&gt;</td>
<td>hugebss]  Add a call to the routine malloc in the main routine. Supports large TLBs on Linux and Windows.</td>
</tr>
<tr>
<td>standard</td>
<td>Causes the compiler to flag source code that does not conform to the ANSI standard (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]stride0</td>
<td>Do [do not] generate alternate code for a loop that contains an induction variable whose increment may be zero (Fortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>uchar</td>
<td>Specifies unsigned char for characters (pgcc and pgc++ only – also see schar).</td>
<td>C/C++ Language</td>
</tr>
</tbody>
</table>
### pgflag

<table>
<thead>
<tr>
<th>pgflag</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>[no]unixlogical</td>
<td>Determines how the compiler treats logical values. (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>[no]unroll</td>
<td>Controls loop unrolling.</td>
<td>Optimization</td>
</tr>
<tr>
<td>[no]upcase</td>
<td>Determines whether the compiler preserves uppercase letters in identifiers. (Fortran only).</td>
<td>Fortran Language</td>
</tr>
<tr>
<td>varargs</td>
<td>Forces Fortran program units to assume calls are to C functions with a varargs type interface (pgf77, pgf95, and pgfortran only).</td>
<td>Code Generation</td>
</tr>
<tr>
<td>[no]vect</td>
<td>Do [do not] invoke the code vectorizer.</td>
<td>Optimization</td>
</tr>
</tbody>
</table>

### 2.2.36. `-mcmodel=medium`

(For use only on 64-bit Linux targets) Generates code for the medium memory model in the linux86-64 execution environment. Implies `-Mlarge_arrays`.

Default: The compiler generates code for the small memory model.

#### Usage

The following command line requests position independent code be generated, and the option `-mcmodel=medium` be passed to the assembler and linker:

```bash
$ pgfortran -mcmodel=medium myprog.f
```

#### Description

The default small memory model of the linux86-64 environment limits the combined area for a user’s object or executable to 1GB, with the Linux kernel managing usage of the second 1GB of address for system routines, shared libraries, stacks, and so on. Programs are started at a fixed address, and the program can use a single instruction to make most memory references.

The medium memory model allows for larger than 2GB data areas, or .bss sections. Program units compiled using either `-mcmodel=medium` or `-fpic` require additional instructions to reference memory. The effect on performance is a function of the data-use of the application. The `-mcmodel=medium` switch must be used at both compile time and link time to create 64-bit executables. Program units compiled for the default small memory model can be linked into medium memory model executables as long as they are compiled with the option `-fpic`, or position-independent.

The linux86-64 environment provides static `libxxx.a` archive libraries, that are built both with and without `-fpic`, and dynamic `libxxx.so` shared object libraries that are compiled with `-fpic`. Using the link switch `-mcmodel=medium` implies the `-fpic` switch and utilizes the shared libraries by default. The directory `$/NVIDIA/`
linux86-64/<rel>/lib contains the libraries for building small memory model codes; and the directory $NVIDIA/linux86-64/<rel>/libso contains shared libraries for building both -fpic and -mcmode=medium executables.

-mcmode=medium -fpic is not allowed to create shared libraries. However, you can create static archive libraries [.a] that are -fpic.

Related options

-Mlarge_arrays

2.2.37. -module <moduledir>

Allows you to specify a particular directory in which generated intermediate .mod files should be placed.

Default

The compiler places .mod files in the current working directory, and searches only in the current working directory for pre-compiled intermediate .mod files.

Usage

The following command line requests that any intermediate module file produced during compilation of myprog.f be placed in the directory mymods; specifically, the file ./mymods/myprog.mod is used.

$ pgfortran -module mymods myprog.f

Description

Use the -module option to specify a particular directory in which generated intermediate .mod files should be placed. If the -module <moduledir> option is present, and USE statements are present in a compiled program unit, then <moduledir> is searched for .mod intermediate files prior to a search in the default local directory.

Related options

None.

2.2.38. -mp

Instructs the compiler to interpret user-inserted OpenMP shared-memory parallel programming directives and pragmas, and to generate an executable file which will utilize multiple processors in a shared-memory parallel system.
Default

The compiler interprets user-inserted shared-memory parallel programming directives and pragmas when linking. To disable this option, use the -nomp option when linking.

Usage

The following command line requests processing of any shared-memory directives present in `myprog.f`:

```
$ pgfortran -mp myprog.f
```

Description

Use the -mp option to instruct the compiler to interpret user-inserted OpenMP shared-memory parallel programming directives and to generate an executable file which utilizes multiple processors in a shared-memory parallel system.

The suboptions are one or more of the following:

- **align**
  Forces loop iterations to be allocated to OpenMP processes using an algorithm that maximizes alignment of vector sub-sections in loops that are both parallelized and vectorized for SSE. This allocation can improve performance in program units that include many such loops. It can also result in load-balancing problems that significantly decrease performance in program units with relatively short loops that contain a large amount of work in each iteration. The numa suboption uses libnuma on systems where it is available.

- **allcores**
  Instructs the compiler to target all available cores. You specify this suboption at link time.

- **bind**
  Instructs the compiler to bind threads to cores. You specify this suboption at link time.

- **[no]numa**
  Uses [does not use] libnuma on systems where it is available.

For a detailed description of this programming model and the associated directives and pragmas, refer to Section 9, ‘Using OpenMP’ of the HPC Compiler User's Guide.

Related options

- `-Mconcur=[option [,option,...]]`, `-M[no]vect=[option [,option,...]]`

2.2.39. **-noswitcherror**

Issues warnings instead of errors for unknown switches. Ignores unknown command line switches after printing a warning message.
Default

The compiler prints an error message and then halts.

Usage

In the following example, the compiler ignores unknown command line switches after printing a warning message.

```$ pgfortran -noswitcherror myprog.f```

Description

Use this option to instruct the compiler to ignore unknown command line switches after printing a warning message.

Tip You can configure this behavior in the `siterc` file by adding: `set NOSWITCHERROR=1`.

Related options

None.

2.2.40. `-O<level>`

Invokes code optimization at the specified level.

Default

The compiler optimizes at level 2.

Syntax

```
-O [level]
```

Where level is an integer from 0 to 4.

Usage

In the following example, since no `-O` option is specified, the compiler sets the optimization to level 1.

```$ pgfortran myprog.f```

In the following example, since no optimization level is specified and a `-O` option is specified, the compiler sets the optimization to level 2.

```$ pgfortran -O myprog.f```
Description

Use this option to invoke code optimization. Using the NVIDIA compiler commands with the -Olevel option (the capital O is for Optimize), you can specify any of the following optimization levels:

- **-O0**
  Level zero specifies no optimization. A basic block is generated for each language statement.

- **-O1**
  Level one specifies local optimization. Scheduling of basic blocks is performed. Register allocation is performed.

- **-O**
  When no level is specified, level two global optimizations are performed, including traditional scalar optimizations, induction recognition, and loop invariant motion. No SIMD vectorization is enabled.

- **-O2**
  Level two specifies global optimization. This level performs all level-one local optimization as well as level-two global optimization described in -O. In addition, this level enables more advanced optimizations such as SIMD code generation, cache alignment, and partial redundancy elimination.

- **-O3**
  Level three specifies aggressive global optimization. This level performs all level-one and level-two optimizations and enables more aggressive hoisting and scalar replacement optimizations that may or may not be profitable.

- **-O4**
  Level four performs all level-one, level-two, and level-three optimizations and enables hoisting of guarded invariant floating point expressions.

The following table shows the interaction between the -O option, -g option, -Mvect, and -Mconcur options.

**Table 13 Optimization and -O, -g, -Mvect, and -Mconcur Options**

<table>
<thead>
<tr>
<th>Optimize Option</th>
<th>Debug Option</th>
<th>-M Option</th>
<th>Optimization Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>none</td>
<td>none</td>
<td>1</td>
</tr>
<tr>
<td>none</td>
<td>none</td>
<td>-Mvect</td>
<td>2</td>
</tr>
<tr>
<td>none</td>
<td>none</td>
<td>-Mconcur</td>
<td>2</td>
</tr>
<tr>
<td>none</td>
<td>-g</td>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>-O</td>
<td>none or -g</td>
<td>none</td>
<td>2</td>
</tr>
<tr>
<td>-Olevel</td>
<td>none or -g</td>
<td>none</td>
<td>level</td>
</tr>
<tr>
<td>-Olevel &lt; 2</td>
<td>none or -g</td>
<td>-Mvect</td>
<td>2</td>
</tr>
</tbody>
</table>
Unoptimized code compiled using the option `-O0` can be significantly slower than code generated at other optimization levels. Like the `-Mvect` option, the `-Munroll` option sets the optimization level to level-2 if no `-O` or `-g` options are supplied. The `-gopt` option is recommended for generation of debug information with optimized code. For more information on optimization, refer to the ‘Optimizing and Parallelizing’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

Related options

- `g`, `-M<pgflag>`, `-gopt`

2.2.41. `-o`

Names the executable file. Use the `-o` option to specify the filename of the compiler object file. The final output is the result of linking.

Default

The compiler creates executable filenames as needed. If you do not specify the `-o` option, the default filename is the linker output file `a.out`.

Syntax

`-o filename`

Where `filename` is the name of the file for the compilation output. The `filename` should not have a `.f` extension.

Usage

In the following example, the executable file is `myprog` instead of the default `a.out myprog.exe`.

```
$ pgfortran myprog.f -o myprog
```

Related options

- `-c`, `-E`, `-F`, `-S`

2.2.42. `-pc`

This option is available only for `-tp px/p5/p6/piii` targets.
Allows you to control the precision of operations performed using the x87 floating point unit, and their representation on the x87 floating point stack.

**Syntax**

```
-pc { 32 | 64 | 80 }
```

**Usage**

```
$ pgfortran -pc 64 myprog.f
```

**Description**

The x87 architecture implements a floating-point stack using eight 80-bit registers. Each register uses bits 0–63 as the significant, bits 64–78 for the exponent, and bit 79 is the sign bit. This 80-bit real format is the default format, called the extended format. When values are loaded into the floating point stack they are automatically converted into extended real format. The precision of the floating point stack can be controlled, however, by setting the precision control bits (bits 8 and 9) of the floating control word appropriately. In this way, you can explicitly set the precision to standard IEEE double-precision using 64 bits, or to single precision using 32 bits.

According to Intel documentation, this only affects the x87 operations of add, subtract, multiply, divide, and square root. In particular, it does not appear to affect the x87 transcendental instructions.

The default precision is system dependent. To alter the precision in a given program unit, the main program must be compiled with the same `-pc` option. The command line option `-pc val` lets the programmer set the compiler's precision preference.

**Valid values for val are:**

- 32 single precision
- 64 double precision
- 80 extended precision

**Extended Precision Option** – Operations performed exclusively on the floating-point stack using extended precision, without storing into or loading from memory, can cause problems with accumulated values within the extra 16 bits of extended precision values. This can lead to answers, when rounded, that do not match expected results.

For example, if the argument to `sin` is the result of previous calculations performed on the floating-point stack, then an 80-bit value used instead of a 64-bit value can result in slight discrepancies. Results can even change sign due to the sin curve being too close to an x-intercept value when evaluated. To maintain consistency in this case, you can assure that the compiler generates code that calls a function. According to the x86 ABI, a function call must push its arguments on the stack (in this way memory is guaranteed to be accessed, even if the argument is an actual constant). Thus, even if the called function simply performs the inline expansion, using the function call as a wrapper to sin has the effect of trimming the argument precision down to the expected size. Using the `-Mnobuiltin` option on the command line for C accomplishes this task by resolving...
all math routines in the library libm, performing a function call of necessity. The other method of generating a function call for math routines, but one that may still produce the inline instructions, is by using the -Kieee switch.

A second example illustrates the precision control problem using a section of code to determine machine precision:

```fortran
program find_precision
  w = 1.0
  100 w=w+w
  y=w+1
  z=y-w
  if (z .gt. 0) goto 100
  c now w is just big enough that |((w+1)-w)-1| >= 1
  ...
  print*,w
end
```

In this case, where the variables are implicitly real*4, operations are performed on the floating-point stack where optimization removes unnecessary loads and stores from memory. The general case of copy propagation being performed follows this pattern:

```fortran
a = x
y = 2.0 + a
```

Instead of storing x into a, then loading a to perform the addition, the value of x can be left on the floating-point stack and added to 2.0. Thus, memory accesses in some cases can be avoided, leaving answers in the extended real format. If copy propagation is disabled, stores of all left-hand sides will be performed automatically and reloaded when needed. This will have the effect of rounding any results to their declared sizes.

The find_precision program has a value of 1.8446744E+19 when executed using default (extended) precision. If, however, -Kieee is set, the value becomes 1.6777216E+07 (single precision.) This difference is due to the fact that -Kieee disables copy propagation, so all intermediate results are stored into memory, then reloaded when needed. Copy propagation is only disabled for floating-point operations, not integer. With this particular example, setting the -pc switch will also adjust the result.

The -Kieee switch also has the effect of making function calls to perform all transcendental operations. Except when the -Mnobuiltin switch is set in C, the function still produces the x86 machine instruction for computation, and arguments are passed on the stack, which results in a memory store and load.

Finally, -Kieee also disables reciprocal division for constant divisors. That is, for a/b with unknown a and constant b, the expression is usually converted at compile time to a*(1/b), thus turning an expensive divide into a relatively fast scalar multiplication. However, numerical discrepancies can occur when this optimization is used.

Understanding and correctly using the -pc, -Mnobuiltin, and -Kieee switches should enable you to produce the desired and expected precision for calculations which utilize floating-point operations.
Related options

-K<flag>, Mnobuiltin

2.2.43. --pedantic

Prints warnings from included <system header files>.

Default

The compiler prints the warnings from the included system header files.

Usage

In the following example, the compiler prints the warnings from the included system header files.

$ pgc++ --power myprog.cc

Related options

None.

2.2.44. -pg

(Linux only) Instructs the compiler to instrument the generated executable for gprof-style gmon.out sample-based profiling trace file.

Default

The compiler does not instrument the generated executable for gprof-style profiling.

Usage:

In the following example the program is compiled for profiling using pgdbg or gprof.

$ pgfortran -pg myprog.c

Description

Use this option to instruct the compiler to instrument the generated executable for gprof-style sample-based profiling. You must use this option at both the compile and link steps. A gmon.out style trace is generated when the resulting program is executed, and can be analyzed using gprof.

Related options

None.
2.2.45. **-pgc++libs**

Instructs the compiler to append C++ runtime libraries to the link line for programs built using either PGF77 or PGF90 PGFORTRAN.

**Default**

The C/C++ compilers do not append the C++ runtime libraries to the link line.

**Usage**

In the following example the C++ runtime libraries are linked with an object file compiled with `pgf77` `pgfortran`.

```
$ pgf90pgfortran main.f90 mycpp.o -pgc++libs
```

**Description**

Use this option to instruct the compiler to append C++ runtime libraries to the link line for programs built using either PGF77 or PGF90 PGFORTRAN.

**Related options**

`-pgf90libs`, `-pgf77libs`

2.2.46. **-pgf77libs**

Instructs the compiler to append PGF77 runtime libraries to the link line.

**Default**

The C/C++ compilers do not append the PGF77 runtime libraries to the link line.

**Usage**

In the following example a `.c` main program is linked with an object file compiled with `pgf77`.

```
$ pgcc main.c myf77.o -pgf77libs
```

**Description**

Use this option to instruct the compiler to append PGF77 runtime libraries to the link line.

**Related options**

`-pgc++libs`, `-pgf90libs`
2.2.47. -pgf90libs

Instructs the compiler to append PGF90/PGF95/PGFORTRAN runtime libraries to the link line.

Default
The C/C++ compilers do not append the PGF90/PGF95/PGFORTRAN runtime libraries to the link line.

Usage
In the following example a .c main program is linked with an object file compiled with pgfortran.

```
$ pgcc main.c myf95.o -pgf90libs
```

Description
Use this option to instruct the compiler to append PGF90/PGF95/PGFORTRAN runtime libraries to the link line.

Related options
-`pgc++libs`, `-pgf77libs`

2.2.48. -R<directory>

(Linux only) Instructs the linker to hard-code the pathname <directory> into the search path for generated shared object (dynamically linked library) files.

```
There cannot be a space between R and <directory>.
```

Usage
In the following example, at runtime the a.out executable searches the specified directory, in this case `/home/Joe/myso`, for shared objects.

```
$ pgfortran -R/home/Joe/myso myprog.f
```

Description
Use this option to instruct the compiler to pass information to the linker to hard-code the pathname <directory> into the search path for shared object (dynamically linked library) files.
Related options
-fpic, -shared

2.2.49. -r

Linux only. Creates a relocatable object file.

Default

The compiler does not create a relocatable object file and does not use the -r option.

Usage

In this example, pgfortran creates a relocatable object file.

$ pgfortran -r myprog.f

Description

Use this option to create a relocatable object file.

Related options

-C, -O<level>, -S, -U

2.2.50. -r4 and -r8

Interprets DOUBLE PRECISION variables as REAL (-r4), or interprets REAL variables as DOUBLE PRECISION (-r8).

Usage

In this example, the double precision variables are interpreted as REAL.

$ pgfortran -r4 myprog.f

Description

Interpret DOUBLE PRECISION variables as REAL (-r4) or REAL variables as DOUBLE PRECISION (-r8).

Related options

-i2, -i4, -i8, -Mnor8

2.2.51. -rc

Specifies the name of the driver startup configuration file. If the file or pathname supplied is not a full pathname, the path for the configuration file loaded is relative
to the $DRIVER path (the path of the currently executing driver). If a full pathname is supplied, that file is used for the driver configuration file.

Syntax

`-rc [path] filename`

Where path is either a relative pathname, relative to the value of $DRIVER, or a full pathname beginning with "/". Filename is the driver configuration file.

Usage

In the following example, the file `.pgfortranrctest`, relative to `/usr/nv/linux86-64/bin /usr/nv/linuxpower/bin`, the value of $DRIVER, is the driver configuration file.

```
$ pgfortran -rc .pgfortranrctest myprog.f
```

Description

Use this option to specify the name of the driver startup configuration file. If the file or pathname supplied is not a full pathname, the path for the configuration file loaded is relative to the $DRIVER path – the path of the currently executing driver. If a full pathname is supplied, that file is used for the driver configuration file.

Related options

- `show`

2.2.52. -s

(Linux only) Strips the symbol-table information from the executable file.

Default

The compiler includes all symbol-table information and does not use the -s option.

Usage

In this example, pgfortran strips symbol-table information from the `a.out` executable file.

```
$ pgfortran -s myprog.f
```

Description

Use this option to strip the symbol-table information from the executable.

Related options

- `-c`, `-o`, `-u`
2.2.53. -S

Stops compilation after the compiling phase and writes the assembly-language output to a file.

Default

The compiler does not retain a .s file.

Usage

In this example, pgfortran produces the file myprog.s in the current directory.

$ pgfortran -S myprog.f

Description

Use this option to stop compilation after the compiling phase and then write the assembly-language output to a file. If the input file is filename.f, then the output file is filename.s.

Related options

-c, -E, -F, -Mkeepasm, -o

2.2.54. -shared

(Linux only) Instructs the compiler to pass information to the linker to produce a shared object (dynamically linked library) file.

Default

The compiler does not pass information to the linker to produce a shared object file.

Usage

In the following example the compiler passes information to the linker to produce the shared object file: myso.so.

$ pgfortran -shared myprog.f -o myso.so

Description

Use this option to instruct the compiler to pass information to the linker to produce a shared object (dynamically linked library) file.

Related options

-fpic, -R<directory>
2.2.55. -show

Produces driver help information describing the current driver configuration.

Default
The compiler does not show driver help information.

Usage
In the following example, the driver displays configuration information to the standard output after processing the driver configuration file.

```
$ pgfortran -show myprog.f
```

Description
Use this option to produce driver help information describing the current driver configuration.

Related options
- -V[release_number], -v, -###, -help, -rc

2.2.56. -silent

Do not print warning messages.

Default
The compiler prints warning messages.

Usage
In the following example, the driver does not display warning messages.

```
$ pgfortran -silent myprog.f
```

Description
Use this option to suppress warning messages.

Related options
- -v, -V[release_number], -w

2.2.57. -soname

(Linux only) The compiler recognizes the -soname option and passes it through to the linker.
Default

The compiler does not recognize the -soname option.

Usage

In the following example, the driver passes the soname option and its argument through to the linker.

```
$ pgfortran -soname library.so myprog.f
```

Description

Use this option to instruct the compiler to recognize the -soname option and pass it through to the linker.

Related options

None.

2.2.58. -stack

(Windows only) Allows you to explicitly set stack properties for your program.

Default

If -stack is not specified, then the defaults are as followed:

**Win64**

- No default setting

Syntax

```
-stack={ (reserved bytes) [, (committed bytes)] } [, [no]check }
```

Usage

The following example demonstrates how to reserve 524,288 stack bytes (512KB), commit 262,144 stack bytes for each routine (256KB), and disable the stack initialization code with the nocheck argument.

```
$ pgfortran -stack=524288,262144,nocheck myprog.f
```

Description

Use this option to explicitly set stack properties for your program. The -stack option takes one or more arguments: (reserved bytes), (committed bytes), [no]check.

**reserved bytes**

- Specifies the total stack bytes required in your program.
committed bytes
   Specifies the number of stack bytes that the Operating System will allocate for each routine in your program. This value must be less than or equal to the stack reserved bytes value.

   Default for this argument is 4096 bytes.

[no]check
   Instructs the compiler to generate or not to generate stack initialization code upon entry of each routine. Check is the default, so stack initialization code is generated.

Stack initialization code is required when a routine’s stack exceeds the committed bytes size. When your committed bytes is equal to the reserved bytes or equal to the stack bytes required for each routine, then you can turn off the stack initialization code using the -stack=nocheck compiler option. If you do this, the compiler assumes that you are specifying enough committed stack space; and therefore, your program does not have to manage its own stack size.

For more information on determining the amount of stack required by your program, refer to -Mchkstk compiler option, described in ‘Miscellaneous Controls’.

-stack=(reserved bytes),(committed bytes) are linker options.
-stack=[no]check is a compiler option.
   If you specify -stack=(reserved bytes),(committed bytes) on your compile line, it is only used during the link step of your build. Similarly, -stack=[no]check can be specified on your link line, but it’s only used during the compile step of your build.

Related options
-Mchkstk

2.2.59. The -gpu option

Select specific options for GPU code generation. The following suboptions may be used following an equals sign ("="), with multiple sub-options separated by commas:

ccXY
   Generate code for a device with compute capability X.Y. Multiple compute capabilities can be specified, and one version will be generated for each. By default, the compiler will detect the compute capability for each installed GPU. Use -help -gpu to see the valid compute capabilities for your installation.

call
   Generate code for all compute capabilities supported by this platform and by the selected or default CUDA Toolkit.
cudaX.Y
  Use CUDA X.Y Toolkit compatibility, where installed
[no]debug
  Enable [disable] debug information generation in device code
deeppcopy
  Enable full deep copy of aggregate data structures in OpenACC; Fortran only
fastmath
  Use routines from the fast math library
[no]flushz
  Enable [disable] flush-to-zero mode for floating point computations on the GPU
[no]fma
  Generate [do not generate] fused multiply-add instructions; default at -O3
keep
  Keep the kernel files (.bin, .ptx, source)
[no]lineinfo
  Enable [disable] GPU line information generation
loadcache:{L1|L2}
  Choose what hardware level cache to use for global memory loads; options include
  the default, L1, or L2
managed
  Use CUDA Managed Memory
maxregcount:n
  Specify the maximum number of registers to use on the GPU; leaving this blank
  indicates no limit
pinned
  Use CUDA Pinned Memory
[no]rdc
  Generate [do not generate] relocatable device code.
safecache
  Allow variable-sized array sections in cache directives; compiler assumes they fit into
  CUDA shared memory
[no]unroll
  Enable [disable] automatic inner loop unrolling; default at -O3
zeroinit
  Initialize allocated device memory with zero
autocompare
  Automatically compare CPU/GPU results: implies redundant
redundant
  Redundant CPU/GPU execution
Usage

In the following example, tesla is the accelerator target architecture and the accelerator generates code for compute capabilities 6.0 and 7.0.

```
$ nvfortran -ta=tesla:cc60,cc70
```

The compiler automatically invokes the necessary software tools to create the kernel code and embeds the kernels in the object file.

To access GPU libraries, you must link an OpenACC program with the `-acc` flag.

DWARF Debugging Formats

Use the `-g` option to enable generation of DWARF information on both the host and device; in the absence of other optimization flags, `-g` sets the optimization level to zero. If a `-O` option raises the optimization level to one or higher, only GPU line information is generated in device code even when `-g` is specified. To enforce full DWARF generation for device code at optimization levels above zero, use the `debug` sub-option to `-gpu`. Conversely, to prevent the generation of dwarf information for device code, use the `nodebug` sub-option to `-gpu`. Both `debug` and `nodebug` can be used independently of `-g`.

**2.2.60. -time**

Print execution times for various compilation steps.

Default

The compiler does not print execution times for compilation steps.

Usage

In the following example, pgfortran prints the execution times for the various compilation steps.

```
$ pgfortran -time myprog.f
```

Description

Use this option to print execution times for various compilation steps.

Related options

- `#`

**2.2.61. -tp <target>[,target...]**

Sets the target processor.
Default

The HPC compilers produce code specifically targeted to the type of processor on which the compilation is performed. In particular, the default is to use all supported instructions wherever possible when compiling on a given system.

The default target processor is auto-selected depending on the processor on which the compilation is performed. You can specify a target processor to compile for a different processor type, such as to select a more generic processor, allowing the code to run on more system types. Specifying two or more target processors enables unified binary code generation, where two or more versions of each function may be generated, each version optimized for the specific instruction set available in each target processor.

Executables created on a given system without the $\texttt{-tp}$ flag may not be usable on previous generation systems. For example, executables created on an Intel Skylake processor may use instructions that are not available on earlier Intel Sandy Bridge systems.

Usage

In the following example, \texttt{pgfortran} sets the target processor to an Intel Skylake Xeon processor:

\begin{verbatim}
$ pgfortran -tp=skylake myprog.f
\end{verbatim}

Description

Use this option to set the target architecture. By default, the HPC compiler uses all supported instructions wherever possible when compiling on a given system.

Processor-specific optimizations can be specified or limited explicitly by using the $\texttt{-tp}$ option. Thus, it is possible to create executables that are usable on previous-generation systems.

The following list contains the possible suboptions for $\texttt{-tp}$ and the processors that each suboption is intended to target.

- \texttt{px} generate code that is usable on any x86-64 processor-based system.
- \texttt{bulldozer} generate code for AMD Bulldozer and compatible processors.
- \texttt{piledriver} generate code that is usable on any AMD Piledriver processor-based system.
- \texttt{zen} generate code that is usable on any AMD Zen processor-based system (Epyc, Ryzen).
- \texttt{sandybridge} generate code for Intel Sandy Bridge and compatible processors.
- \texttt{haswell} generate code that is usable on any Intel Haswell processor-based system.
**knl**

generate code that is usable on any Intel Knights Landing processor-based system.

**skylake**

generate code that is usable on an Intel Skylake Xeon processor-based system.

Refer to the HPC Compilers Release Notes for a concise list of the features of these processors that distinguish them as separate targets when using the HPC compilers and tools.

**Using -tp to Generate a Unified Binary**

Different processors have differences, some subtle, in hardware features such as instruction sets and cache size. The compilers make architecture-specific decisions about such things as instruction selection, instruction scheduling, and vectorization. Any of these decisions can have significant effects on performance and compatibility. HPC Compilers unified binaries provide a low-overhead means for a single program to run well on a number of hardware platforms.

You can use the `-tp` option to produce HPC Compilers Unified Binary programs. The compilers generate, and combine into one executable, multiple binary code streams, each optimized for a specific platform. At runtime, this one executable senses the environment and dynamically selects the appropriate code stream.

The target processor switch, `-tp`, accepts a comma-separated list of targets and will generate code optimized for each listed target. For example, the following switch generates optimized code for three targets: zen, sandybridge, and skylake.

**Syntax for optimizing for multiple targets:**

```
-tp zen,sandybridge,skylake
```

The `-tp zen` option results in generation of code supported on and optimized for AMD Zen processors, while the `-tp sandybridge` and `skylake` options result in generation of code that is supported on and optimized for Intel Sandy Bridge and Skylake processors.

For more information on unified binaries, refer to Processor-Specific Optimization and the Unified Binary section in the HPC Compiler User's Guide.

**Related options**

All `-M<pgflag>` options that control environments, as listed in Environment Controls

**2.2.62. -[no]traceback**

Adds debug information for runtime traceback for use with the environment variable `NVIDIA_TERM`. 
2.2.62. -traceback

Default

The compiler enables traceback for FORTRAN and disables traceback for C and C++.

Syntax

```
-traceback
```

Usage

In this example, pgfortran enables traceback for the program `myprog.f`.

```
$ pgfortran -traceback myprog.f
```

Description

Use this option to enable or disable runtime traceback information for use with the environment variable `NVIDIA_TERM`.

Setting `setTRACEBACK=OFF;` in `siterc` or `.mypg*rc` also disables default traceback.

Using `ON` instead of `OFF` enables default traceback.

Related options

None.

2.2.63. -u

Initializes the symbol-table with `<symbol>`, which is undefined for the linker. An undefined symbol triggers loading of the first member of an archive library.

Default

The compiler does not use the `-u` option.

Syntax

```
-usymbol
```

Where `symbol` is a symbolic name.

Usage

In this example, pgfortran initializes symbol-table with `test`.

```
$ pgfortran -utest myprog.f
```

Description

Use this option to initialize the symbol-table with `<symbol>`, which is undefined for the linker. An undefined symbol triggers loading of the first member of an archive library.
Related options

-`c`, `-o`, `-s`

2.2.64. `-U`
Undefines a preprocessor macro.

Syntax

```
-Usymbol
```

Where `symbol` is a symbolic name.

Usage

The following examples undefine the macro *test*.

```
$ pgfortran -Utest myprog.F
$ pgfortran -Dtest -Utest myprog.F
```

Description

Use this option to undefine a preprocessor macro. You can also use the `#undef` preprocessor directive to undefine macros.

Related options

-`-D`, `Mnostddef`

2.2.65. `-V[release_number]`
Displays additional information, including version messages. Further, if a `release_number` is appended, the compiler driver attempts to compile using the specified release instead of the default release.

```
There can be no space between `-V` and `release_number`.
```

Default

The compiler does not display version information and uses the release specified by your path to compile.

Usage

The following command-line shows the output using the `-V` option.

```
$ pgfortran -V myprog.f
```
The following command-line causes pgcc to compile using the 5.2 release instead of the default release.

\% pgcc -V5.2 myprog.c

Description

Use this option to display additional information, including version messages or, if a release_number is appended, to instruct the compiler driver to attempt to compile using the specified release instead of the default release.

The specified release must be co-installed with the default release, and must have a release number greater than or equal to 4.1, which was the first release that supported this functionality.

Related options

-Minfo[=option [,option,...]], -v

2.2.66. -v

Displays the invocations of the compiler, assembler, and linker.

Default

The compiler does not display individual phase invocations.

Usage

In the following example you use -v to see the commands sent to compiler tools, assembler, and linker.

\$ pgfortran -v myprog.f90

Description

Use the -v option to display the invocations of the compiler, assembler, and linker. These invocations are command lines created by the compiler driver from the files and the -W options you specify on the compiler command-line.

Related options

-dryrun, -Minfo[=option [,option,...]], -V[release_number], -W

2.2.67. -W

Passes arguments to a specific phase.
Syntax

-W{0 | a | l },option[,option...]  

You cannot have a space between the -W and the single-letter pass identifier, between the identifier and the comma, or between the comma and the option.

0
(the number zero) specifies the compiler.

a
specifies the assembler.

l
(lowercase letter l) specifies the linker.

option
is a string that is passed to and interpreted by the compiler, assembler or linker.
Options separated by commas are passed as separate command line arguments.

Usage

In the following example the linker loads the text segment at address `0xffff0000` and the data segment at address `0xffe00000`.

```bash
$ pgfortran -Wl,-k,-t,0xffff0000,-d,0xffe00000 myprog.f
```

Description

Use this option to pass arguments to a specific phase. You can use the -W option to specify options for the assembler, compiler, or linker.

A given HPC compiler command invokes the compiler driver, which parses the command-line, and generates the appropriate commands for the compiler, assembler, and linker.

Related options

-Minfo[=option [,option,...]], -V[release_number], -v

2.2.68. -w

Do not print warning messages.

Default

The compiler prints warning messages.

Usage

In the following example no warning messages are printed.

```bash
$ pgfortran -w myprog.f
```
Description
Use the -w option to not print warning messages. Sometimes the compiler issues many warning in which you may have no interest. You can use this option to not issue those warnings.

Related options
-silent

2.2.69. -Xs
Use legacy standard mode for C and C++.

Default
None.

Usage
In the following example the compiler uses legacy standard mode.

$ pgcc -Xs myprog.c

Description
Use this option to use legacy standard mode for C and C++. Further, this option implies -alias=traditional.

Related options
-alias, -Xt

2.2.70. -Xt
Use legacy transitional mode for C and C++.

Default
None.

Usage
In the following example the compiler uses legacy transitional mode.

$ pgcc -Xt myprog.c

Description
Use this option to use legacy transitional mode for C and C++. Further, this option implies -alias=traditional.
Related options
-alias, -Xs

2.2.71. -Xlinker

Pass options to the linker.

Syntax
-Xlinker option[,option...]

Default
None.

Usage
In the following example the option --trace-symbol=foo is passed to the linker, which will cause the Linux linker to list all the files that reference symbol foo.

$ pgcc -Xlinker --trace-symbol=foo myprog.c

Description
Use this option pass options to the linker. This is useful when the link step needs to be customized but the compiler doesn't understand the necessary linker options. The options supported by the linker are platform dependent and are not listed here. This option has the same effect as -Wl.

Related options
-W

2.3. C and C++ -specific Compiler Options

There are a large number of compiler options specific to the PGCC and PGC++ compilers, especially PGC++. This section provides the details of several of these options, but is not exhaustive. For a complete list of available options, including an exhaustive list of PGC++ options, use the -help command-line option. For further detail on a given option, use -help and specify the option explicitly

2.3.1. -A

(pgc++ only) Instructs the PGC++ compiler to accept code conforming to the ISO C++ standard, issuing errors for non-conforming code.
Default

By default, the compiler accepts code conforming to the standard C++ Annotated Reference Manual.

Usage

The following command-line requests ISO conforming C++.

```
$ pgc++ -A hello.cc
```

Description

Use this option to instruct the PGC++ compiler to accept code conforming to the ISO C++ standard and to issues errors for non-conforming code.

Related options

- `a`, `-p`

2.3.2. **-a**

(pgc++ only) Instructs the PGC++ compiler to accept code conforming to the ISO C++ standard, issuing warnings for non-conforming code.

Default

By default, the compiler accepts code conforming to the standard C++ Annotated Reference Manual.

Usage

The following command-line requests ISO conforming C++, issuing warnings for non-conforming code.

```
$ pgc++ -a hello.cc
```

Description

Use this option to instruct the PGC++ compiler to accept code conforming to the ISO C++ standard and to issues warnings for non-conforming code.

Related options

- `A`, `-b`

2.3.3. **-alias**

select optimizations based on type-based pointer alias rules in C and C++.
Syntax
-alias=[ansi|traditional]

Default
None.

Usage
The following command-line enables optimizations.

```
$ pgc++ -alias=ansi hello.cc
```

Description
Use this option to select optimizations based on type-based pointer alias rules in C and C++.

ansi
Enable optimizations using ANSI C type-based pointer disambiguation

traditional
Disable type-based pointer disambiguation

Related options

-Xt

2.3.4. --[no_]alternative_tokens

(pgc++ only) Enables or disables recognition of alternative tokens. These are tokens that make it possible to write C++ without the use of the comma (,), [], #, &, ^, and characters. The alternative tokens include the operator keywords (e.g., and, bitand, etc.) and digraphs.

Default
The default behavior is --no_alternative_tokens, that is, to disable recognition of alternative tokens.

Usage
The following command-line enables alternative token recognition.

```
$ pgc++ --alternative_tokens hello.cc
```

(pgc++ only) Use this option to enable or disable recognition of alternative tokens. These tokens make it possible to write C++ without the use of the comma (,), [], #, &, ^, and characters. The alternative tokens include digraphs and the operator keywords, such as and, bitand, and so on. The default behavior is disabled recognition of alternative tokens: --no_alternative_tokens.
Related options
None.

2.3.5. -B
(pgcc and pgc++ only) Enables use of C++ style comments starting with // in C program units.

Default
The PGCC ANSI and K&R C compiler does not allow C++ style comments.

Usage
In the following example the compiler accepts C++ style comments.
$ pgcc -B myprog.cc

Description
Use this option to enable use of C++ style comments starting with // in C program units.

Related options
-Mcpp=option [,option,...]

2.3.6. -b
(pgcc++ only) Enables compilation of C++ with cfront 2.1 compatibility and acceptance of anachronisms.

Default
The compiler does not accept cfront language constructs that are not part of the C++ language definition.

Usage
In the following example the compiler accepts cfront constructs.
$ pgc++ -b myprog.cc

Description
Use this option to enable compilation of C++ with cfront 2.1 compatibility. The compiler then accepts language constructs that, while not part of the C++ language definition, are accepted by the AT&T C++ Language System (cfront release 2.1).
This option also enables acceptance of anachronisms.
Related options

--cfront_2.1,-b3,--cfront_3.0,—+p,—A

2.3.7. -b3

(pgc++ only) Enables compilation of C++ with cfront 3.0 compatibility and acceptance of anachronisms.

Default

The compiler does not accept cfront language constructs that are not part of the C++ language definition.

Usage

In the following example, the compiler accepts cfront constructs.

```bash
$ pgc++ -b3 myprog.cc
```

Description

Use this option to enable compilation of C++ with cfront 3.0 compatibility. The compiler then accepts language constructs that, while not part of the C++ language definition, are accepted by the AT&T C++ Language System (cfront release 3.0).

This option also enables acceptance of anachronisms.

Related options

--cfront_2.1,-b,--cfront_3.0,—+p,—A

2.3.8. --[no_]bool

(pgc++ only) Enables or disables recognition of bool.

Default

The compile recognizes bool: --bool.

Usage

In the following example, the compiler does not recognize bool.

```bash
$ pgc++ --no_bool myprog.cc
```

Description

Use this option to enable or disable recognition of bool.
2.3.9. --[no_]builtin

Compile with or without math subroutine builtin support.

Default

The default is to compile with math subroutine support: --builtin.

Usage

In the following example, the compiler does not build with math subroutine support.

```
$ pgc++ --no_builtin myprog.cc
```

Description

Use this option to enable or disable compiling with math subroutine builtin support. When you compile with math subroutine builtin support, the selected math library routines are inlined.

Related options

None.

2.3.10. --cfront_2.1

(pgcc only) Enables compilation of C++ with cfront 2.1 compatibility and acceptance of anachronisms.

Default

The compiler does not accept cfront language constructs that are not part of the C++ language definition.

Usage

In the following example, the compiler accepts cfront constructs.

```
$ pgc++ --cfront_2.1 myprog.cc
```

Description

Use this option to enable compilation of C++ with cfront 2.1 compatibility. The compiler then accepts language constructs that, while not part of the C++ language definition, are accepted by the AT&T C++ Language System (cfront release 2.1).

This option also enables acceptance of anachronisms.
2.3.11. --cfront_3.0

(pgc++ only) Enables compilation of C++ with cfront 3.0 compatibility and acceptance of anachronisms.

Default

The compiler does not accept cfront language constructs that are not part of the C++ language definition.

Usage

In the following example, the compiler accepts cfront constructs.

```bash
$ pgc++ --cfront_3.0 myprog.cc
```

Description

Use this option to enable compilation of C++ with cfront 3.0 compatibility. The compiler then accepts language constructs that, while not part of the C++ language definition, are accepted by the AT&T C++ Language System (cfront release 3.0).

This option also enables acceptance of anachronisms.

Related options

--cfront_2.1,-b,-b3,-+p,-A

2.3.12. --[no_]compress_names

Compresses long function names in the file.

Default

The compiler does not compress names: --no_compress_names.

Usage

In the following example, the compiler compresses long function names.

```bash
$ pgc++ --compress_names myprog.cc
```

Description

Use this option to specify to compress long function names. Highly nested template parameters can cause very long function names. These long names can cause problems for older assemblers. Users encountering these problems should compile all C++ code,
including library code with --compress_names. Libraries supplied by PGI work with
--compress_names.

Related options
None.

2.3.13. --create_pch filename

(pgc++ only) If other conditions are satisfied, create a precompiled header file with the
specified name.

If --pch (automatic PCH mode) appears on the command line following this option, its
effect is erased.

Default
The compiler does not create a precompiled header file.

Usage
In the following example, the compiler creates a precompiled header file, hdr1.

$ pgc++ --create_pch hdr1 myprog.cc

Description
If other conditions are satisfied, use this option to create a precompiled header file with
the specified name.

Related options
--pch

2.3.14. --diag_error <number>

(pgc++ only) Overrides the normal error severity of the specified diagnostic messages.

Default
The compiler does not override normal error severity.

Description
Use this option to override the normal error severity of the specified diagnostic
messages. The message(s) may be specified using a mnemonic error tag or using an error
number.
Related options
--diag_remark <number>,--diag_suppress <number>,--diag_warning <number>,--display_error_number

2.3.15. --diag_remark <number>

(pgc++ only) Overrides the normal error severity of the specified diagnostic messages.

Default
The compiler does not override normal error severity.

Description
Use this option to override the normal error severity of the specified diagnostic messages. The message(s) may be specified using a mnemonic error tag or using an error number.

Related options
--diag_error <number>,--diag_suppress <number>,--diag_warning <number>,--display_error_number

2.3.16. --diag_suppress <number>

(pgc++ only) Overrides the normal error severity of the specified diagnostic messages.

Default
The compiler does not override normal error severity.

Usage
In the following example, the compiler overrides the normal error severity of the specified diagnostic messages.

```
$ pgc++ --diag_suppress error_tag prog.cc
```

Description
Use this option to override the normal error severity of the specified diagnostic messages. The message(s) may be specified using a mnemonic error tag or using an error number.

Related options
--diag_error <number>,--diag_remark <number>,--diag_warning <number>,--display_error_number
2.3.17. --diag_warning <number>

(pgc++ only) Overrides the normal error severity of the specified diagnostic messages.

Default
The compiler does not override normal error severity.

Usage
In the following example, the compiler overrides the normal error severity of the specified diagnostic messages.

```
$ pgc++ --diag_suppress an_error_tag myprog.cc
```

Description
Use this option to override the normal error severity of the specified diagnostic messages. The message(s) may be specified using a mnemonic error tag or using an error number.

Related options
--diag_error <number>,--diag_remark <number>,--diag_suppress <number>,--display_error_number

2.3.18. --display_error_number

(pgc++ only) Displays the error message number in any diagnostic messages that are generated. The option may be used to determine the error number to be used when overriding the severity of a diagnostic message.

Default
The compiler does not display error message numbers for generated diagnostic messages.

Usage
In the following example, the compiler displays the error message number for any generated diagnostic messages.

```
$ pgc++ --display_error_number myprog.cc
```

Description
Use this option to display the error message number in any diagnostic messages that are generated. You can use this option to determine the error number to be used when overriding the severity of a diagnostic message.
Related options

--diag_error <number>,--diag_remark <number>,--diag_suppress <number>,--diag_warning <number>

2.3.19. -e<number>
(pgc++ only) Set the C++ front-end error limit to the specified <number>.

2.3.20. --no_exceptions
(pgc++ only) Disables exception handling support.

Default
Exception handling support is enabled.

Usage

In the following example, the compiler does not provide exception handling support.

$ pgc++ --no_exceptions myprog.cc

Description

Use this option to disable exception handling support. When exception handling is turned off, any try/catch blocks or throw expressions in the code will result in a compilation error, and any exception specifications will be ignored.

2.3.21. -fvisibility=<visibility>
(pgc++ only) Sets the visibility of ELF symbols.

Default
Sets the visibility of ELF symbols.

Usage

All symbols are marked with global visibility unless overridden with this switch or with the visibility attribute.

$ pgc++ -fvisibility=default hello.cp

Description

The visibility argument can take on one of four values: default, internal, hidden, or protected.
2.3.22. --gnu_version <num>

(pgc++ only) Sets the GNU C++ compatibility version.

Default
The compiler uses the latest version.

Usage
In the following example, the compiler sets the GNU version to 4.3.4.

```
$ pgc++ --gnu_version 4.3.4 myprog.cc
```

Description
Use this option to set the GNU C++ compatibility version to use when you compile.

2.3.23. --[no]llalign

(pgc++ only) Enables or disables alignment of long long integers on long long boundaries.

Default
The compiler aligns long long integers on long long boundaries: --llalign.

Usage
In the following example, the compiler does not align long long integers on long long boundaries.

```
$ pgc++ --nollalign myprog.cc
```

Description
Use this option to allow enable or disable alignment of long long integers on long long boundaries.

Related options
-Mipa=<option>[,<option>[,...]]=align-noalign

2.3.24. -M

Generates a list of make dependencies and prints them to stdout.

The compilation stops after the preprocessing phase.
The compiler does not generate a list of make dependencies.

In the following example, the compiler generates a list of make dependencies.
```
$ pgc++ -M myprog.cc
```

Use this option to generate a list of make dependencies and print them to stdout.

Related options
- **-MD,-P**

2.3.25. **-MD**
Generates a list of make dependencies and prints them to a file.

The compiler does not generate a list of make dependencies.

In the following example, the compiler generates a list of make dependencies and prints them to the file `myprog.d`.
```
$ pgc++ -MD myprog.cc
```

Use this option to generate a list of make dependencies and print them to a file. The name of the file is determined by the name of the file under `compilation.dependencies_file<file>`.

Related options
- **-M,-P**

2.3.26. **--optk_allow_dollar_in_id_chars**
(pgc++ only) Accepts dollar signs ($) in identifiers.

The compiler does not accept dollar signs ($) in identifiers.
Usage

In the following example, the compiler allows dollar signs ($) in identifiers.

```
$ pgc++ -optk_allow_dollar_in_id_chars myprog.cc
```

Description

Use this option to instruct the compiler to accept dollar signs ($) in identifiers.

2.3.27. -P

Halts the compilation process after preprocessing and writes the preprocessed output to a file.

Default

The compiler produces an executable file.

Usage

In the following example, the compiler produces the preprocessed file `myprog.i` in the current directory.

```
$ pgc++ -P myprog.cc
```

Description

Use this option to halt the compilation process after preprocessing and write the preprocessed output to a file. If the input file is `filename.c` or `filename.cc`, then the output file is `filename.i`.

Related options

- `C`, `c`, `-e<number>`, `-Mkeepasm`, `-o`, `-S`

2.3.28. -+p

(pgc++ only) Disallow all anachronistic constructs.

Default

The compiler disallows all anachronistic constructs.

Usage

In the following example, the compiler disallows all anachronistic constructs.

```
$ pgc++ -+p myprog.cc
```
Description
Use this option to disallow all anachronistic constructs.

Related options
None.

2.3.29. --pch

(pgc++ only) Automatically use and/or create a precompiled header file.

If --use_pch or --create_pch (manual PCH mode) appears on the command line following this option, this option has no effect.

Default
The compiler does not automatically use or create a precompiled header file.

Usage
In the following example, the compiler automatically uses a precompiled header file.

$ pgc++ --pch myprog.cc

Description
Use this option to automatically use and/or create a precompiled header file.

Related options
--create_pch filename, --pch_dir directoryname, --use_pch filename

2.3.30. --pch_dir directoryname

(pgc++ only) Specifies the directory in which to search for and/or create a precompiled header file.

The compiler searches your PATH for precompiled header files / use or create a precompiled header file.

Usage
In the following example, the compiler searches in the directory myhdrdir for a precompiled header file.

$ pgc++ --pch_dir myhdrdir myprog.cc
Description

Use this option to specify the directory in which to search for and/or create a precompiled header file. You may use this option with automatic PCH mode (--pch) or manual PCH mode (--create_pch or --use_pch).

Related options

--create_pch filename,--pch,--use_pch filename

2.3.31. --[no_]pch_messages

(pgc++ only) Enables or disables the display of a message indicating that the current compilation used or created a precompiled header file.

The compiler displays a message when it uses or creates a precompiled header file.

In the following example, no message is displayed when the precompiled header file located in myhdrdir is used in the compilation.

$ pgc++ --pch_dir myhdrdir --no_pch_messages myprog.cc

Description

Use this option to enable or disable the display of a message indicating that the current compilation used or created a precompiled header file.

Related options

--pch_dir directoryname

2.3.32. --preinclude=<filename>

(pgc++ only) Specifies the name of a file to be included at the beginning of the compilation.

In the following example, the compiler includes the file incl_file.c at the beginning of the compilation.

$ pgc++ --preinclude=incl_file.c myprog.cc

Description

Use this option to specify the name of a file to be included at the beginning of the compilation. For example, you can use this option to set system-dependent macros and types.

Related options

None.
2.3.33. **--use_pch filename**

(pgc++ only) Uses a precompiled header file of the specified name as part of the current compilation.

If --pch (automatic PCH mode) appears on the command line following this option, its effect is erased.

**Default**

The compiler does not use a precompiled header file.

In the following example, the compiler uses the precompiled header file, hdr1 as part of the current compilation.

```
$ pgc++ --use_pch hdr1 myprog.cc
```

Use a precompiled header file of the specified name as part of the current compilation. If --pch (automatic PCH mode) appears on the command line following this option, its effect is erased.

**Related options**

--create_pch filename,--pch_dir directoryname,--[no_]pch_messages

2.3.34. **--[no_]using_std**

(pgc++ only) Enables or disables implicit use of the std namespace when standard header files are included.

**Default**

The compiler uses std namespace when standard header files are included: --using_std.

**Usage**

The following command-line disables implicit use of the std namespace:

```
$ pgc++ --no_using_std hello.cc
```

**Description**

Use this option to enable or disable implicit use of the std namespace when standard header files are included in the compilation.

**Related options**

-M[no]stddef
2.3.35. -Xfilename

(pgc++ only) Generates cross-reference information and places output in the specified file.

Syntax:

-Xfoo

where \texttt{foo} is the specified file for the cross reference information.

Default

The compiler does not generate cross-reference information.

Usage

In the following example, the compiler generates cross-reference information, placing it in the file: \texttt{xreffile}.

\$ pgc++ -Xxreffile myprog.cc

Description

Use this option to generate cross-reference information and place output in the specified file. This is an EDG option.

Related options

None.

2.4. -M Options by Category

This section describes each of the options available with -M by the categories:

<table>
<thead>
<tr>
<th>Code Generation</th>
<th>Fortran Language Controls</th>
<th>Optimization</th>
<th>Environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>C/C++ Language Controls</td>
<td>Inlining</td>
<td></td>
<td>Miscellaneous</td>
</tr>
</tbody>
</table>

The following sections provide detailed descriptions of several, but not all, of the -M<pgflag> options. For a complete alphabetical list of all the options, refer to Table 12. These options are grouped according to categories and are listed with exact syntax, defaults, and notes concerning similar or related options.

For the latest information and description of a given option, or to see all available options, use the -help command-line option, described in -help.

2.4.1. Code Generation Controls

This section describes the -M<pgflag> options that control code generation.
**Default:** For arguments that you do not specify, the default code generation controls are these:

```
- nodaz
- norecursive
- nosecond_underscore
- noflushz
- noreentrant
- nostride0
- largeaddressaware
- noref_externals
- signextend
```

**Related options:** `-D, -I, -L, -l, -U`.

The following list provides the syntax for each `-M<pgflag>` option that controls code generation. Each option has a description and, if appropriate, any related options.

- **-Mdaz**
  
  Set IEEE denormalized input values to zero; there is a performance benefit but misleading results can occur, such as when dividing a small normalized number by a denormalized number. To take effect, this option must be set for the main program.

- **-Mnodaz**
  
  Do not treat denormalized numbers as zero. To take effect, this option must be set for the main program.

- **-Mnodwarf**
  
  Specifies not to add DWARF debug information. To take effect, this option must be used in combination with `-g`.

- **-Mdwarf1**
  
  Generate DWARF1 format debug information. To take effect, this option must be used in combination with `-g`.

- **-Mdwarf2**
  
  Generate DWARF2 format debug information. To take effect, this option must be used in combination with `-g`.

- **-Mdwarf3**
  
  Generate DWARF3 format debug information. To take effect, this option must be used in combination with `-g`.

- **-Mflushz**
  
  Set SSESIMD flush-to-zero mode; if a floating-point underflow occurs, the value is set to zero. To take effect, this option must be set for the main program.

- **-Mnoflushz**
  
  Do not set SSESIMD flush-to-zero mode; generate underflows. To take effect, this option must be set for the main program.

- **-Mfunc32**
  
  Align functions on 32-byte boundaries.

- **-Minstrument[=functions] (linux86-64 only)**
  
  Generate additional code to enable instrumentation of functions. The option `-Minstrument=functions` is the same as `-Minstrument`. Implies `-Mframe`.

- **-Mlargeaddressaware[=no]**
  
  [Win64 only] Generates code that allows for addresses greater than 2 GB, using RIP-relative addressing. Use `-Mlargeaddressaware=no` for a direct addressing mechanism that restricts the total addressable memory.

> Do not use `-Mlargeaddressaware=no` if the object file will be placed in a DLL.
If -Mlargeaddressaware=no is used to compile any object file, it must also be used when linking.

-Mlarge_arrays
Enable support for 64-bit indexing and single static data objects larger than 2 GB in size. This option is the default in the presence of -mcmodel=medium. It can be used separately together with the default small memory model for certain 64-bit applications that manage their own memory space. For more information, refer to the ‘Programming Considerations for 64-Bit Environments’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf

-Mnolarge_arrays
Disable support for 64-bit indexing and single static data objects larger than 2 GB in size. When this option is placed after -mcmodel=medium on the command line, it disables use of 64-bit indexing for applications that have no single data object larger than 2 GB. For more information, refer to the ‘Programming Considerations for 64-Bit Environments’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

-Mnomain
Instructs the compiler not to include the object file that calls the Fortran main program as part of the link step. This option is useful for linking programs in which the main program is written in C/C++ and one or more subroutines are written in Fortran (Fortran only).

-Mmpi=option
-mpi adds the include and library options to the compile and link commands necessary to build an MPI application using MPI header files and libraries. To use -Mmpi, you must have a version of MPI installed on your system. This option tells the compiler to use the headers and libraries for the specified version of MPI. The -Mmpi options are as specified:

- -Mmpi=mpich – Selects the default MPICH v3 libraries on Linux.
- -Mmpi=mpich1 – This option has been deprecated. It continues to direct the compiler to include the appropriate MPICH1 header files and to link against the correct MPICH1 libraries but only if you set the environment variable MPIDIR to the root of an MPICH1 installation.
- -Mmpi=mpich2 – This option has been deprecated. It continues to direct the compiler to include the appropriate MPICH2 header files and to link against the correct MPICH2 libraries but only if you set the environment variable MPIDIR to the root of an MPICH2 installation.
- -Mmpi=mvapich1 – This option has been deprecated. It continues to direct the compiler to include the appropriate MVAPICH1 header files and to link against the correct MVAPICH1 libraries but only if you set the environment variable MPIDIR to the root of an MVAPICH1 installation.

For more information, refer to the ‘Programming Considerations for 64-Bit Environments’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

On Linux, you can set the environment variable MPIDIR to override the default locations that the compiler looks to find the MPI directory.
-M[no]movnt
   Instructs the compiler to generate nontemporal move and prefetch instructions even in cases where the compiler cannot determine statically at compile-time that these instructions will be beneficial.

- M[no]pre
   enables [disables] partial redundancy elimination.

- Mrecursive
   instructs the compiler to allow Fortran subprograms to be called recursively.

- Mnorecursive
   Fortran subprograms may not be called recursively.

- Mref_externals
   force references to names appearing in **EXTERNAL** statements (Fortran only).

- Mnoref_externals
   do not force references to names appearing in **EXTERNAL** statements (Fortran only).

- Mreentrant
   instructs the compiler to avoid optimizations that can prevent code from being reentrant.

- Mnoreentrant
   instructs the compiler not to avoid optimizations that can prevent code from being reentrant.

- Msecond_underscore
   instructs the compiler to add a second underscore to the name of a Fortran global symbol if its name already contains an underscore. This option is useful for maintaining compatibility with object code compiled using `g77pgfortran`, which uses this convention by default (Fortran only).

- Mnsecond_underscore
   instructs the compiler not to add a second underscore to the name of a Fortran global symbol if its name already contains an underscore (Fortran only).

- Msafe_lastval
   When a scalar is used after a loop, but is not defined on every iteration of the loop, the compiler does not by default parallelize the loop. However, this option tells the compiler it’s safe to parallelize the loop. For a given loop, the last value computed for all scalars makes it safe to parallelize the loop.

- Msignextend
   instructs the compiler to extend the sign bit that is set as a result of converting an object of one data type to an object of a larger signed data type.

- Mnosignextend
   instructs the compiler not to extend the sign bit that is set as the result of converting an object of one data type to an object of a larger data type.

- Mstack_arrays
   places automatic arrays on the stack.

- Mnostack_arrays
   allocates automatic arrays on the heap. -Mnostack_arrays is the default and what traditionally has been the approach used.

- Mstride0
   instructs the compiler to inhibit certain optimizations and to allow for stride 0 array references. This option may degrade performance and should only be used if zero-stride induction variables are possible.
-Mnostride0
instructs the compiler to perform certain optimizations and to disallow for stride 0 array references.

-Mvarargs
force Fortran program units to assume procedure calls are to C functions with a varargs-type interface (pgf77, pgf95, and pgfortran only).

2.4.2. C/C++ Language Controls

This section describes the -M<pgflag> options that affect C/C++ language interpretations by the PGI C and C++ compilers. These options are only valid to the pgcc and pgc++ compiler drivers.

Default: For arguments that you do not specify, the defaults are as follows:

noasmkeyword nosingle
dollar_ schar

Usage:

In this example, the compiler allows the asm keyword in the source file.

$ pgcc -Masmkeyword myprog.c

In the following example, the compiler maps the dollar sign to the dot character.

$ pgcc -Mdollar, myprog.c

In the following example, the compiler treats floating-point constants as float values.

$ pgcc -Mfcon myprog.c

In the following example, the compiler does not convert float parameters to double parameters.

$ pgcc -Msingle myprog.c

Without -Muchar or with -Mschar, the variable ch is a signed character:

char ch;
signed char sch;

If -Muchar is specified on the command line:

$ pgcc -Muchar myprog.c

char ch in the preceding declaration is equivalent to:

unsigned char ch;

The following list provides the syntax for each -M<pgflag> option that controls code generation in C/C++. Each option has a description and, if appropriate, any related options.

-Masmkeyword
instructs the compiler to allow the asm keyword in C source files. The syntax of the asm statement is as follows:

asm("statement");
Where statement is a legal assembly-language statement. The quote marks are required.

The current default is to support gcc’s extended asm, where the syntax of extended asm includes asm strings. The \texttt{-M[no]asmkeyword} switch is useful only if the target device is a Pentium 3 or older cpu type \{-tp\ piii|p6|k7|athlon|athlonxp|px\}.

\textbf{-Mnoasmkeyword}  
instructs the compiler not to allow the asm keyword in C source files. If you use this option and your program includes the asm keyword, unresolved references are generated.

\textbf{-Mdollar,char}  
char specifies the character to which the compiler maps the dollar sign ($). The PGCC compiler allows the dollar sign in names; ANSI C does not allow the dollar sign in names.

\textbf{-M[no]eh_frame}  
instructs the linker to keep eh_frame call frame sections in the executable.

The eh_frame option is available only on newer Linux systems that supply the system unwind libraries.

\textbf{-Mfcon}  
instructs the compiler to treat floating-point constants as float data types, instead of double data types. This option can improve the performance of single-precision code.

\textbf{-M[no]m128}  
instructs the compiler to recognize \texttt{__m128, __m128d, and __m128i} datatypes. floating-point constants as float data types, instead of double data types. This option can improve the performance of single-precision code.

\textbf{-Mschar}  
specifies signed char characters. The compiler treats "plain" char declarations as signed char.

\textbf{-Msingle}  
do not to convert float parameters to double parameters in non-prototyped functions. This option can result in faster code if your program uses only float parameters. However, since ANSI C specifies that routines must convert float parameters to double parameters in non-prototyped functions, this option results in non-ANSI conformant code.

\textbf{-Mnosingle}  
instructs the compiler to convert float parameters to double parameters in non-prototyped functions.

\textbf{-Muchar}  
instructs the compiler to treat "plain" char declarations as unsigned char.

**2.4.3. Environment Controls**

This section describes the \texttt{-M<pgflag>} options that control environments.

\textbf{Default}: For arguments that you do not specify, the default environment option depends on your configuration.
The following list provides the syntax for each -M<pgflag> option that controls environments. Each option has a description and, if appropriate, a list of any related options.

-Mnostartup
instructs the linker not to link in the standard startup routine that contains the entry point (_start) for the program.

- M[no]smartalloc[=huge|huge:<n>|hugebss|nohuge]
adds a call to the routine mallopt in the main routine. This option supports large TLBs on Linux and Windows. This option must be used to compile the main routine to enable optimized malloc routines. The option arguments can be any of the following:

huge
Link in the huge page runtime library. Enables large 2-megabyte pages to be allocated. The effect is to reduce the number of TLB entries required to execute a program. This option is most effective on newer architectures; older architectures do not have enough TLB entries for this option to be beneficial. By itself, the huge suboption tries to allocate as many huge pages as required.

huge:<n>
Link the huge page runtime library and allocate n huge pages. Use this suboption to limit the number of huge pages allocated to n. You can also limit the pages allocated by using the environment variable NVIDIA_HUGE_PAGES.

hugebss
(64-bit only) Puts the BSS section in huge pages; attempts to put a program's uninitialized data section into huge pages.

nohuge
Overrides a previous -Msmartalloc=huge setting.

Tip To be effective, this switch must be specified when compiling the file containing the Fortran, C, or C++ main program.

- M[no]hugetlb
links in the huge page runtime library. Enables large 2-megabyte pages to be allocated. The effect is to reduce the number of TLB entries required to execute a program. This option is most effective on newer architectures; older architectures do not have enough TLB entries for this option to be beneficial. By itself, the huge suboption tries to allocate as many huge pages as required. You can also limit the pages allocated by using the environment variable NVIDIA_HUGE_PAGES.

-M[no]stddef
instructs the compiler not to predefine any macros to the preprocessor when compiling a C program.
-Mnostdinc
instructs the compiler to not search the standard location for include files.

-Mnostdlib
instructs the linker not to link in the standard libraries libpgfntnrtl.a, libm.a, libc.a, and libpgc.a in the library directory lib within the standard directory. You can link in your own library with the -l option or specify a library directory with the -L option.

2.4.4. Fortran Language Controls

This section describes the -M<pgflag> options that affect Fortran language interpretations by the NVIDIA Fortran compilers. These options are valid only for the Fortran compiler drivers.

Default: Before looking at all the options, let's look at the defaults. For arguments that you do not specify, the defaults are as follows:

nobackslash nobackslash nobackslash nobackslash
nodefaultunit nodefaultunit nodefaultunit nodefaultunit
dollar_ _ dollar_ _ dollar_ _ dollar_ _
noonetrip noonetrip noonetrip noonetrip
nounixlogical nounixlogical nounixlogical nounixlogical
nodclchk nodclchk nodclchk nodclchk
nodlines nodlines nodlines nodlines
noiomutex noiomutex noiomutex noiomutex
nosave nosave nosave nosave
noupcase noupcase noupcase noupcase

The following list provides the syntax for each -M<pgflag> option that affect Fortran language interpretations. Each option has a description and, if appropriate, a list of any related options.

-Mallocatable=95|03
controls whether Fortran 95 or Fortran 2003 semantics are used in allocatable array assignments. The default behavior is to use Fortran 95 semantics; the 03 option instructs the compiler to use Fortran 2003 semantics.

-Mbackslash
instructs the compiler to treat the backslash as a normal character, and not as an escape character in quoted strings.

-Mnbackslash
instructs the compiler to recognize a backslash as an escape character in quoted strings (in accordance with standard C usage).

-Mcuda
instructs the compiler to enable CUDA Fortran. If more than one option is on the command line, all the specified options occur.

The following suboptions exist:

ccXY
Generate code for a device with compute capability X.Y. Multiple compute capabilities can be specified, and one version will be generated for each. By default, the compiler will detect the compute capability for each installed GPU. Use -help -Mcuda to see the valid compute capabilities for your installation.

call
Generate code for all compute capabilities supported by this platform and by the selected or default CUDA Toolkit.

cudaX.Y
Use CUDA X.Y Toolkit compatibility, where installed.
7.5, 8.0, 9.0, 9.1
Support for the X.Y suboption has been removed. Use the cudaX.Y suboption instead.

fastmath
Use routines from the fast math library.

[no]flushz
Enable[disable] flush-to-zero mode for floating point computations in the GPU code generated for CUDA Fortran kernels.

generate rdc
Generate relocatable device code

keepbin
Keep the generated binary (.bin) file for CUDA Fortran.

keepgpu
Keep the generated GPU code for CUDA Fortran.

keepptx
Keep the portable assembly (.ptx) file for the GPU code.

kepler
is equivalent to -Mcuda,cc3x

llvm
Generate code using the llvm-based back-end.

[no]debug
Enable[disable] GPU debug information generation.

[no]lineinfo
Enable[disable] GPU line information generation.

maxregcount:n
Specify the maximum number of registers to use on the GPU. Leaving this blank indicates no limit.

nofma
Do not generate fused multiply-add instructions.

noL1
Prevent the use of L1 hardware data cache to cache global variables.

ptxinfo
Show PTXAS informational messages during compilation.

rdc
Enable CUDA Fortran separate compilation and linking of device routines, including device routines in Fortran modules. To enable separate compilation and linking, include the command line option -Mcuda=rdc on both the compile and the link steps.

-Mdclchk
instructs the compiler to require that all program variables be declared.

-Mnodeclchk
instructs the compiler not to require that all program variables be declared.

-Mdefaultunit
instructs the compiler to treat "*" as a synonym for standard input for reading and standard output for writing.

-Mnodefaultunit
instructs the compiler to treat "*" as a synonym for unit 5 on input and unit 6 on output.
-Mdlines
  instructs the compiler to treat lines containing "D" in column 1 as executable statements (ignoring the "D").

-Mnodlines
  instructs the compiler not to treat lines containing "D" in column 1 as executable statements. The compiler does not ignore the "D".

-Mdollar, char
  char specifies the character to which the compiler maps the dollar sign. The compiler allows the dollar sign in names.

-Mextend
  instructs the compiler to accept 132-column source code; otherwise it accepts 72-column code.

-Mfixed
  instructs the compiler to assume input source files are in FORTRAN 77-style fixed form format.

-Mfree
  instructs the compiler to assume input source files are in Fortran 90/95 freeform format.

-Miomutex
  instructs the compiler to generate critical section calls around Fortran I/O statements.

-Mnoiomutex
  instructs the compiler not to generate critical section calls around Fortran I/O statements.

-Monetrip
  instructs the compiler to force each DO loop to execute at least once. This option is useful for programs written for earlier versions of Fortran.

-Mnoonetrip
  instructs the compiler not to force each DO loop to execute at least once.

-Msave
  instructs the compiler to assume that all local variables are subject to the SAVE statement. This may allow older Fortran programs to run, but it can greatly reduce performance.

-Mnosave
  instructs the compiler not to assume that all local variables are subject to the SAVE statement.

-Mstandard
  instructs the compiler to flag non-ANSI-conforming source code.

-Munixlogical
  directs the compiler to treat logical values as true if the value is non-zero and false if the value is zero (UNIX F77FORTRAN convention). When -Munixlogical is enabled, a logical value or test that is non-zero is .TRUE., and a value or test that is zero is .FALSE.. In addition, the value of a logical expression is guaranteed to be one (1) when the result is .TRUE..

-Mnounixlogical
  directs the compiler to use the VMS convention for logical values for true and false. Even values are true and odd values are false.

-Mupcase
  instructs the compiler to preserve uppercase letters in identifiers. With -Mupcase, the identifiers "X" and "x" are different. Keywords must be in lower case. This selection
affects the linking process. If you compile and link the same source code using
-Mupcase on one occasion and -Mnoupcase on another, you may get two different
executables – depending on whether the source contains uppercase letters. The
standard libraries are compiled using the default -Mnoupcase.

-Mnoupcase
instructs the compiler to convert all identifiers to lower case. This selection affects
the linking process. If you compile and link the same source code using -Mupcase
on one occasion and -Mnoupcase on another, you may get two different executables,
depending on whether the source contains uppercase letters. The standard libraries
are compiled using -Mnoupcase.

2.4.5. Inlining Controls

This section describes the -M<pgflag> options that control function inlining.

Usage: Before looking at all the options, let’s look at a couple examples. In the following
example, the compiler extracts functions that have 500 or fewer statements from the
source file myprog.f and saves them in the file extract.il.

$ pgfortran -Mextract=500 -o extract.il myprog.f

In the following example, the compiler inlines functions with fewer than approximately
100 statements in the source file myprog.f.

$ pgfortran -Minline=maxsize:100 myprog.f

Related options: -o, -Mextract

The following list provides the syntax for each -M<pgflag> option that controls function
inlining. Each option has a description and, if appropriate, a list of any related options.

- M[no]autoinline[=option[,...]]
instructs the compiler to inline [not to inline] a C/C++ function at -O2, where the
option can be any of these:

maxsize:n
instructs the compiler not to inline functions of size > n. The default size is 100.
totalsize:n
instructs the compiler to stop inlining when the size equals n. The default size is
800.

-Mextract[=option[,...]]
Extracts functions from the file indicated on the command line and creates or
appends to the specified extract directory where option can be any of the following:

name:func
instructs the extractor to extract function func from the file.

size:number
instructs the extractor to extract functions with number or fewer statements from
the file.

lib:filename.ext
instructs the extractor to use directory filename.ext as the extract directory,
which is required to save and re-use inline libraries.

If you specify both name and size, the compiler extracts functions that match func,
or that have number or fewer statements. For examples of extracting functions,

-\texttt{Minline[=option[,option,...]]}
  instructs the compiler to pass options to the function inliner, where the option can be any of the following:

  \texttt{except:func}
  \hspace{1em} Inlines all eligible functions except \texttt{func}, a function in the source text. You can use a comma-separated list to specify multiple functions.

  \texttt{[name:func}}
  \hspace{1em} Inlines all functions in the source text whose name matches \texttt{func}. You can use a comma-separated list to specify multiple functions.

  The function name should be a non-numeric string that does not contain a period. You can also use a \texttt{name:} prefix followed by the function name. If \texttt{name:} is specified, what follows is always the name of a function.

  \texttt{[maxsize:number}}
  \hspace{1em} A numeric option is assumed to be a size. Functions of size \texttt{number} or less are inlined. If both \texttt{number} and \texttt{func} are specified, then functions matching the given name(s) or meeting the size requirements are inlined.

  The size \texttt{number} need not exactly equal the number of statements in a selected function; the size parameter is merely a rough gauge.

  \texttt{[no]reshape}
  \hspace{1em} instructs the inliner to allow [disallow] inlining in Fortran even when array shapes do not match. The default is \texttt{-Minline=noreshape}, except with \texttt{-Mconcur} or \texttt{-mp}, where the default is \texttt{-Minline=reshape,=reshape}.

  \texttt{smallsize:number}
  \hspace{1em} Always inline functions of size smaller than \texttt{number} regardless of other size limits.

  \texttt{totalsize:number}
  \hspace{1em} Stop inlining in a function when the function’s total inlined size reaches the \texttt{number} specified.

  \texttt{[lib:]filename.ext}}
  \hspace{1em} instructs the inliner to inline the functions within the library file \texttt{filename.ext}. The compiler assumes that a \texttt{filename.ext} option containing a period is a library file.

  \vspace{1em}
  Tip Create the library file using the \texttt{-Mextract} option. You can also use a \texttt{lib:} prefix followed by the library name.
  \begin{itemize}
  \item If \texttt{lib:} is specified, no period is necessary in the library name. Functions from the specified library are inlined.
  \item If no library is specified, functions are extracted from a temporary library created during an extract prepass.
  \end{itemize}

  If you specify both \texttt{func} and \texttt{number}, the compiler inlines functions that match the function name or have \texttt{number} or fewer statements.

  Inlining can be disabled with \texttt{-Mnoinline}. 
For examples of inlining functions, refer to ‘Using Function Inlining’ in the NVIDIA Compiler User’s Guide.

2.4.6. Optimization Controls

This section describes the -M<pgflag> options that control optimization.

Default: Before looking at all the options, let’s look at the defaults. For arguments that you do not specify, the default optimization control options are as follows:

- depchk
- noipa
- nounroll
- nor8
- i4
- nolre
- novect
- nor8intrinsics
- noprelaxed
- noprefetch

If you do not supply an option to -Mvect, the compiler uses defaults that are dependent upon the target system.

Usage: In this example, the compiler invokes the vectorizer with use of packed SS SIMD instructions enabled.

```
>$ pgfortran -Mvect=sse -Mcache_align myprog.f
>$ pgfortran -Mvect=simd -Mcache_align myprog.f
```

Related options: -g, -O

The following list provides the syntax for each -M<pgflag> option that controls optimization. Each option has a description and, if appropriate, a list of any related options.

- **-Mcache_align**
  Align unconstrained objects of length greater than or equal to 16 bytes on cache-line boundaries. An unconstrained object is a data object that is not a member of an aggregate structure or common block. This option does not affect the alignment of allocatable or automatic arrays. To effect cache-line alignment of stack-based local variables, the main program or function must be compiled with -Mcache_align.

- **-Mconcur=[option [,option,...]]**
  Instructs the compiler to enable auto-concurrentization of loops. If -Mconcur is specified, multiple processors will be used to execute loops that the compiler determines to be parallelizable. option is one of the following:
  - **allcores**
    Instructs the compiler to use all available cores. Use this option at link time.
  - **[no]altcoden**
    Instructs the parallelizer to generate alternate serial code for parallelized loops.
      - If altcode is specified without arguments, the parallelizer determines an appropriate cutoff length and generates serial code to be executed whenever the loop count is less than or equal to that length.
      - If altcoden is specified, the serial altcode is executed whenever the loop count is less than or equal to n.
      - If noaltcode is specified, the parallelized version of the loop is always executed regardless of the loop count.
cncall
Indicates that calls in parallel loops are safe to parallelize. Loops containing calls are candidates for parallelization. Also, no minimum loop count threshold must be satisfied before parallelization will occur, and last values of scalars are assumed to be safe.

[no]innermost
Instructs the parallelizer to enable parallelization of innermost loops. The default is not to parallelize innermost loops, since it is usually not profitable on dual-core processors.

noassoc
Instructs the parallelizer to disable parallelization of loops with reductions. When linking, the -Mconcur switch must be specified or unresolved references result. The NCPUS environment variable controls how many processors or cores are used to execute parallelized loops.

This option applies only on shared-memory multi-processor (SMP) or multicore processor-based systems.

-Mcray[=option[,option,...]]
(Fortran only) Force Cray Fortran (CF77) compatibility with respect to the listed options. Possible values of option include:

pointer
For purposes of optimization, it is assumed that pointer-based variables do not overlay the storage of any other variable.

-Mdelpchk
Instructs the compiler to assume unresolved data dependencies actually conflict.

-Mnodepchk
Instructs the compiler to assume potential data dependencies do not conflict. However, if data dependencies exist, this option can produce incorrect code.

-Mdse
Enables a dead store elimination phase that is useful for programs that rely on extensive use of inline function calls for performance. This is disabled by default.

-Mnodse
Disables the dead store elimination phase. This is the default.

-M[no]fpapprox[=option]
Perform certain floating point operations using low-precision approximation.
-Mnofpapprox specifies not to use low-precision fp approximation operations. By default -Mfpapprox is not used. If -Mfpapprox is used without suboptions, it defaults to use approximate div, sqrt, and rsqrt. The available suboptions are these:

div
Approximate floating point division

sqrt
Approximate floating point square root

rsqrt
Approximate floating point reciprocal square root
-M[nofpmsalign]
Instructs the compiler to allow (not allow) vector arithmetic instructions with memory operands that are not aligned on 16-byte boundaries. The default is -Mnofpmsalign on all processors.

-M[nofprelaxed]=option
Instructs the compiler to use [not use] relaxed precision in the calculation of some intrinsic functions. Can result in improved performance at the expense of numerical accuracy. The possible values for option are:

- div
  Perform divide using relaxed precision.

- intrinsic
  Enables use of relaxed precision intrinsics.

- noorder
  Do not allow expression reordering or factoring.

- order
  Allow expression reordering, including factoring.

- recip
  Perform reciprocal using relaxed precision.

- rsqrt
  Perform reciprocal square root (1/sqrt) using relaxed precision.

- sqrt
  Perform square root with relaxed precision.

With no options, -Mfprelaxed generates relaxed precision code for those operations that generate a significant performance improvement, depending on the target processor. The default is -Mnofpms which instructs the compiler to not use relaxed precision in the calculation of intrinsic functions.

-Mi4
(Fortran only) instructs the compiler to treat INTEGER variables as INTEGER*4.

-Mipa=<option>[,<option>[,...]]
Pass options to the interprocedural analyzer. Note: -Mipa is not compatible with parallel make environments (e.g., pmake). -Mipa implies -O2, and the minimum optimization level that can be specified in combination with -Mipa is -O2. For example, if you specify -Mipa -O1 on the command line, the optimization level is automatically elevated to -O2 by the compiler driver. Typically, as recommended, you would use -Mipa=fast.

The -Mipa option is not enabled on Windows.

Many of the following suboptions can be prefaced with no, which reverses or disables the effect of the suboption if it’s included in an aggregate suboption such as -Mipa=fast. The choices of option are:

- [no]align
  recognize when targets of a pointer dummy are aligned. The default is noalign.

- [no]arg
  remove arguments replaced by const, ptr. The default is noarg.

- [no]cg
  generate call graph information for viewing using the nvcc command-line utility. The default is nocg.
[no]const
   perform interprocedural constant propagation. The default is const.
except:<func>
   used with inline to specify functions which should not be inlined. The default is
to inline all eligible functions according to internally defined heuristics. Valid only
immediately following the inline suboption.

[no]f90ptr
   F90/F95 pointer disambiguation across calls. The default is nof90ptr.
fast
   choose IPA options generally optimal for the target. To see settings for -Mipa=fast
on a given target, use -help.
force
   force all objects to re-compile regardless of whether IPA information has changed.
[no]globals
   optimize references to global variables. The default is noglobals.
inline[:n]
   perform automatic function inlining. If the optional :n is provided, limit inlining
to at most n levels. IPA-based function inlining is performed from leaf routines
upward.
ipofile
   save IPA information in an .ipo file rather than incorporating it into the object
file.
jobs[:n]
   recompile n jobs in parallel and print source file names as they are compiled.
[no]keepobj
   keep the optimized object files, using file name mangling, to reduce re-compile
time in subsequent builds. The default is keepobj.
[no]libc
   optimize calls to certain standard C library routines. The default is nolibc.
[no]libinline
   allow inlining of routines from libraries; implies -Mipa=inline. The default is
nolibinline.
[no]libopt
   allow recompiling and optimization of routines from libraries using IPA
information. The default is nolibopt.
[no]localarg
   equivalent to arg plus externalization of local pointer targets. The default is
nolocalarg.
main:<func>
   specify a function to appear as a global entry point. May appear multiple times
and it disables linking.
reaggregation
   Enables IPA-guided structure reaggregation, which automatically attempts to
reorder elements in a struct, or to split structs into sub structs to improve memory
locality and cache utilization.
rsqrt
   Perform reciprocal square root (1/\sqrt{x}) using relaxed precision.
[no]pfo

enable profile feedback information. The nopfo option is valid only immediately following the inline suboption. -Mipa=inline,nopfo tells IPA to ignore PFO information when deciding what functions to inline, if PFO information is available.

[no]ptr

enable pointer disambiguation across procedure calls. The default is noptr.

[no]pure

pure function detection. The default is nopure.

required

return an error condition if IPA is inhibited for any reason, rather than the default behavior of linking without IPA optimization.

[no]reshape

enable [disable] Fortran inline with mismatched array shapes. Valid only immediately following the inline suboption.

safe:[<function>|<library>]

declares that the named function, or all functions in the named library, are safe. A safe procedure does not call back into the known procedures and does not change any known global variables. Without -Mipa=safe, any unknown procedures cause IPA to fail.

[no]safeall

declares that all unknown procedures are safe. The default is nosafeall. For more information, refer to -Mipa=safe.

[no]shape

perform Fortran 90 array shape propagation. The default is noshape.

summary

only collect IPA summary information when compiling. This option prevents IPA optimization of this file, but allows optimization for other files linked with this file.

[no]vestigial

remove uncalled (vestigial) functions. The default is novestigial. If you use -Mipa=vestigial in combination with -Mipa=libopt with PGCC, you may encounter unresolved references at link time. These unresolved references are a result of erroneous removal of functions by the vestigial sub-option to -Mipa. You can work around this problem by listing specific sub-options to -Mipa, not including vestigial.

-Mlre[=array | assoc | noassoc]

Enables loop-carried redundancy elimination, an optimization that can reduce the number of arithmetic operations and memory references in loops. The available suboptions are:

array

treat individual array element references as candidates for possible loop-carried redundancy elimination. The default is to eliminate only redundant expressions involving two or more operands.

assoc

allow expression re-association. Specifying this suboption can increase opportunities for loop-carried redundancy elimination but may alter numerical results.

noassoc

disallow expression re-association.
-Mnolre
Disable loop-carried redundancy elimination.

-Mnoframe
Eliminate operations that set up a true stack frame pointer for every function. With this option enabled, you cannot perform a traceback on the generated code and you cannot access local variables.

-Mnoi4
(Fortran only) instructs the compiler to treat INTEGER variables as INTEGER*2.

-Mpre
Enables partial redundancy elimination.

-Mprefetch[=option [,option...]]
enables generation of prefetch instructions on processors where they are supported. Possible values for option include:

  d:m
  set the fetch-ahead distance for prefetch instructions to m cache lines.

  n:p
  set the maximum number of prefetch instructions to generate for a given loop to p.

  nta
  use the prefetch instruction.

  plain
  use the prefetch instruction (default).

  t0
  use the prefetcht0 instruction.

  w
  use the AMD-specific prefetchw instruction.

-Mnoprefetch
Disables generation of prefetch instructions.

-M[no]propcond
Enables or disables constant propagation from assertions derived from equality conditionals. The default is enabled.

-Mr8
(Fortran only) The compiler promotes REAL variables and constants to DOUBLE PRECISION variables and constants, respectively. DOUBLE PRECISION elements are 8 bytes in length.

-Mnor8
(Fortran only) The compiler does not promote REAL variables and constants to DOUBLE PRECISION. REAL variables will be single precision (4 bytes in length).

-Mrsintrinsics
(pgf77, pgf95, and pgfortran only) The compiler treats the intrinsics CMPLX and REAL as DCMPLX and DBLE, respectively.

-Mnor8intrinsics
(pgf77, pgf95, and pgfortran only) The compiler does not promote the intrinsics CMPLX and REAL to DCMPLX and DBLE, respectively.

-Msafeptr[=option[,option,...]]
(pgcc and pgc++ only) instructs the C/C++ compiler to override data dependencies between pointers of a given storage class. Possible values of option include:
all
  assume all pointers and arrays are independent and safe for aggressive
  optimizations, and in particular that no pointers or arrays overlap or conflict with
  each other.

arg
  instructs the compiler to treat arrays and pointers with the same copyin and
  copyout semantics as Fortran dummy arguments.

global
  instructs the compiler that global or external pointers and arrays do not overlap or
  conflict with each other and are independent.

local/auto
  instructs the compiler that local pointers and arrays do not overlap or conflict with
  each other and are independent.

static
  instructs the compiler that static pointers and arrays do not overlap or conflict
  with each other and are independent.

-Mscalarsse
  Use SSE/SSE2 instructions to perform scalar floating-point arithmetic.

-Mnoscalarsse
  Do not use SSE/SSE2 instructions to perform scalar floating-point arithmetic; use x87
  instructions instead (on applicable platforms only).

-Mnosmart
  instructs the compiler not to invoke an AMD64-specific post-pass assembly
  optimization utility.

-M[nol]target_temps
  instructs the compiler to enable [disable] a temporary when passing an array for a
callee assumed-shape variable with the target attribute.

-Munroll[=option [,option...]]
  invokes the loop unroller to execute multiple instances of the loop during each
  iteration. This also sets the optimization level to 2 if the level is set to less than 2, or if
  no -O or -g options are supplied. The option is one of the following:

  c:m
    instructs the compiler to completely unroll loops with a constant loop count less
    than or equal to m, a supplied constant. If this value is not supplied, the m count is
    set to 1.

  m:<n>
    instructs the compiler to unroll multi-block loops n times. This option is useful for
    loops that have conditional statements. If n is not supplied, then the default value
    is 1. The default setting is not to enable -Munroll=m.

  n:<n>
    instructs the compiler to unroll single-block loops n times, a loop that is not
    completely unrolled, or has a non-constant loop count. If n is not supplied, the
    unroller computes the number of times a candidate loop is unrolled.

-Mnounroll
  instructs the compiler not to unroll loops.

-M[n]vect[=option [,option,...]]
  enable [disable] the code vectorizer, where option is one of the following:
altcode
Instructs the vectorizer to generate alternate code (altcode) for vectorized loops when appropriate. For each vectorized loop the compiler decides whether to generate altcode and what type or types to generate, which may be any or all of: altcode without iteration peeling, altcode with non-temporal stores and other data cache optimizations, and altcode based on array alignments calculated dynamically at runtime. The compiler also determines suitable loop count and array alignment conditionals for executing the altcode. This option is enabled by default.

noaltcode
Instructs the vectorizer to disable alternate code generation for vectorized loops.

assoc
Instructs the vectorizer to enable certain associativity conversions that can change the results of a computation due to roundoff error. A typical optimization is to change an arithmetic operation to an arithmetic operation that is mathematically correct, but can be computationally different, due to round-off error.

noassoc
Instructs the vectorizer to disable associativity conversions.

cachesize:n
Instructs the vectorizer, when performing cache tiling optimizations, to assume a cache size of n. The default is set per processor type, either using the -tp switch or auto-detected from the host computer.

[gno]gather
Instructs the vectorizer to vectorize loops containing indirect array references, such as this one:

```
sum = 0.d0
do k=d(j),d(j+1)-1
   sum = sum + a(k)*b(c(k))
enddo
```

The default is gather.

partial
Instructs the vectorizer to enable partial loop vectorization through innermost loop distribution.

prefetch
Instructs the vectorizer to search for vectorizable loops and, wherever possible, make use of prefetch instructions.

[gno]short
Instructs the vectorizer to enable [disable] short vector operations. -Mvect=short enables generation of packed SIMD instructions for short vector operations that arise from scalar code outside of loops or within the body of a loop iteration.

[gno]sizelimit
Instructs the vectorizer to generate vector code for all loops where possible regardless of the number of statements in the loop. This overrides a heuristic in the vectorizer that ordinarily prevents vectorization of loops with a number of statements that exceeds a certain threshold. The default is nosizelimit.

smallvect[:n]
Instructs the vectorizer to assume that the maximum vector length is less than or equal to n. The vectorizer uses this information to eliminate generation of the
stripmine loop for vectorized loops wherever possible. If the size n is omitted, the default is 100.

No space is allowed on either side of the colon (:).

[no]sse
Instructs the vectorizer to search for vectorizable loops and, wherever possible, make use of SSE, SSE2, SIMD and prefetch instructions. The default is nosse.

[no]uniform
Instructs the vectorizer to perform the same optimizations in the vectorized and residual loops.

This option may affect the performance of the residual loop.

-Mnovect
instructs the compiler not to perform vectorization. You can use this option to override a previous instance of -Mvect on the command-line, in particular for cases in which -Mvect is included in an aggregate option such as -fastsse.

-Mvect=[option]
instructs the compiler to enable loop vectorization, where option is one of the following:
- partial
  Enable partial loop vectorization through innermost loop distribution.
- [no]short
  Enable [disable] short vector operations. Enables [disables] generation of packed SIMD instructions for short vector operations that arise from scalar code outside of loops or within the body of a loop iteration.
- simd[:{128|256}]
  Specifies to vectorize using SIMD instructions and data, either 128 bits or 256 bits wide, on processors where there is a choice.
- tile
  Enable tiling/blocking over multiple nested loops for more efficient cache utilization.

-Mnovintr
instructs the compiler not to perform idiom recognition or introduce calls to hand-optimized vector functions.

2.4.7. Miscellaneous Controls

This section describes the -M<pgflag> options that do not easily fit into one of the other categories of -M<pgflag> options.

Default: Before looking at all the options, let’s look at the defaults. For arguments that you do not specify, the default miscellaneous options are as follows:

inform nobounds nolist warn

Related options: -m, -S, -V, -v
Usage: In the following example, the compiler includes Fortran source code with the assembly code.

```bash
$ pgfortran -Manno -S myprog.f
```

In the following example, the assembler does not delete the assembly file `myprog.s` after the assembly pass.

```bash
$ pgfortran -Mkeepasm myprog.f
```

In the following example, the compiler displays information about inlined functions with fewer than approximately 20 source lines in the source file `myprog.f`.

```bash
$ pgfortran -Minfo=inline -Minline=20 myprog.f
```

In the following example, the compiler creates the listing file `myprog.lst`.

```bash
$ pgfortran -Mlist myprog.f
```

In the following example, array bounds checking is enabled.

```bash
$ pgfortran -Mbounds myprog.f
```

The following list provides the syntax for each miscellaneous `-M<pgflag>` option. Each option has a description and, if appropriate, a list of any related options.

- **-Manno**
  annotate the generated assembly code with source code. Implies `-Mkeepasm`.

- **-Mbounds**
  enables array bounds checking.
  
  - If an array is an assumed size array, the bounds checking only applies to the lower bound.
  
  - If an array bounds violation occurs during execution, an error message describing the error is printed and the program terminates. The text of the error message includes the name of the array, the location where the error occurred (the source file and the line number in the source), and information about the out of bounds subscript (its value, its lower and upper bounds, and its dimension).
  
  The following is a sample error message:

  ```
  PGFTN=F-Subscript out of range for array a (a.f: 2)
  subscript=3, lower bound=1, upper bound=2, dimension=2
  ```

- **-Mnobounds**
  disables array bounds checking.

- **-Mbyteswapio**
  swap byte-order from big-endian to little-endian or vice versa upon input/output of Fortran unformatted data files.

- **-Mchkptr**
  instructs the compiler to check for pointers that are dereferenced while initialized to NULL (Fortran only).

- **-Mchkstk**
  instructs the compiler to check the stack for available space in the prologue of a function and before the start of a parallel region. Prints a warning message and aborts the program gracefully if stack space is insufficient. This option is useful when many local and private variables are declared in an OpenMP program. If the user also sets the `NVIDIA_STACK_USAGE` environment variable to any value, then the program
displays the stack space allocated and used after the program exits. For example, you might see something similar to the following message:

```
thread 0 stack: max 8180KB, used 48KB
```

This message indicates that the program used 48KB of a 8180KB allocated stack. This information is useful when you want to explicitly set a reserved and committed stack size for your programs, such as using the `-stack` option on Windows. For more information on the NVIDIA_STACK_USAGE, refer to ‘NVIDIA_STACK_USAGE’ in the NVIDIA Compiler User’s Guide.

-`Mcpp[=option [,option,...]]`
  run the NVIDIA cpp-like preprocessor without execution of any subsequent compilation steps. This option is useful for generating dependence information to be included in makefiles.

Only one of the m, md, mm or mmd options can be present; if multiple of these options are listed, the last one listed is accepted and the others are ignored.

The option is one or more of the following:

- `m`
  print makefile dependencies to stdout.

- `md`
  print makefile dependencies to filename.d, where filename is the root name of the input file being processed, ignoring system include files.

- `mm`
  print makefile dependencies to stdout, ignoring system include files.

- `mmd`
  print makefile dependencies to filename.d, where filename is the root name of the input file being processed, ignoring system include files.

- `[no]comment`
  do [do not] retain comments in output.

- `suffix: [<suff>]`
  use <suff> as the suffix of the output file containing makefile dependencies.

-`Mdll`
  This Windows-only flag has been deprecated. Refer to `-Bdynamic`. This flag was used to link with the DLL versions of the runtime libraries, and it was required when linking with any DLL built by any NVIDIA compilers. This option implied `-D_DLL`, which defines the preprocessor symbol `_DLL`.

-`Mgccbug[s]`
  instructs the compiler to match the behavior of certain gcc bugs.

-`Miface[=option]`
  adjusts the calling conventions for Fortran, where option is one of the following:

  - `cref`
    uses CREF calling conventions, no trailing underscores.

  - `mixed_str_len_arg`
    places the lengths of character arguments immediately after their corresponding argument. Has affect only with the CREF calling convention.

  - `nomixed_str_len_arg`
    places the lengths of character arguments at the end of the argument list. Has affect only with the CREF calling convention.
-Minfo=[=option [,option,...]]
  instructs the compiler to produce information on standard error, where option is one of the following:

  all
  instructs the compiler to produce all available -Minfo information. Implies a number of suboptions:
  -Mneginfo=accel,inline,ipa,loop,lre,mp,opt,par,vect

  accel
  instructs the compiler to enable accelerator information.

  ftn
  instructs the compiler to enable Fortran-specific information.

  inline
  instructs the compiler to display information about extracted or inlined functions. This option is not useful without either the -Mextract or -Minline option.

  intensity
  instructs the compiler to provide informational messages about the intensity of the loop. Specify <n> to get messages on nested loops.
  ▶ For floating point loops, intensity is defined as the number of floating point operations divided by the number of floating point loads and stores.
  ▶ For integer loops, the loop intensity is defined as the total number of integer arithmetic operations, which may include updates of loop counts and addresses, divided by the total number of integer loads and stores.
  ▶ By default, the messages just apply to innermost loops.

  ipa
  instructs the compiler to display information about interprocedural optimizations.

  loop
  instructs the compiler to display information about loops, such as information on vectorization.

  lre
  instructs the compiler to enable LRE, loop-carried redundancy elimination, information.

  mp
  instructs the compiler to display information about parallelization.

  opt
  instructs the compiler to display information about optimization.

  par
  instructs the compiler to enable parallelizer information.

  pfo
  instructs the compiler to enable profile feedback information.

  time
  instructs the compiler to display compilation statistics.

  unroll
  instructs the compiler to display information about loop unrolling.

  vect
  instructs the compiler to enable vectorizer information.
-Minform=level
  instructs the compiler to display error messages at the specified and higher levels,
  where level is one of the following:
  fatal
      instructs the compiler to display fatal error messages.
  [no]file
      instructs the compiler to print or not print source file names as they are compiled.
      The default is to print the names: -Minform=file.
  inform
      instructs the compiler to display all error messages (inform, warn, severe and
      fatal).
  severe
      instructs the compiler to display severe and fatal error messages.
  warn
      instructs the compiler to display warning, severe and fatal error messages.
-Minstrumentation=option
  specifies the level of instrumentation calls generated. This option implies -Mframe.
  option is one of the following:
  level
      specifies the level of instrumentation calls generated.
  function (default)
      generates instrumentation calls for entry and exit to functions. Just after function
      entry and just before function exit, the following profiling functions are called with
      the address of the current function and its call site. (linux86-64 only).

  void __cyg_profile_func_enter (void *this_fn, void *call_site);
  void __cyg_profile_func_exit (void *this_fn, void *call_site);

  In these calls, the first argument is the address of the start of the current function.
-Mkeepasm
  instructs the compiler to keep the assembly file as compilation continues. Normally,
  the assembler deletes this file when it is finished. The assembly file has the same
  filename as the source file, but with a .s extension.
-Mlist
  instructs the compiler to create a listing file. The listing file is filename.lst, where
  the name of the source file is filename.f.
-MMakedll
  (Windows only) generate a dynamic link library (DLL).
-MMakeimplib
  (Windows only) generate an import library for a DLL without creating the DLL.
  When used without -def:deffile, passes the switch -def to the librarian without a
  deffile.
-Mnames=lowercase|uppercase
  specifies the case for the names of Fortran externals.
  ▶ lowercase - Use lowercase for Fortran externals.
  ▶ uppercase - Use uppercase for Fortran externals.
-Mneginfo=[\(\text{option [\text{,...}]}\)]
  instructs the compiler to produce information on standard error, where option is one of the following:
  all
    instructs the compiler to produce all available information on why various optimizations are not performed.
  accel
    instructs the compiler to enable accelerator information.
  concur
    instructs the compiler to produce all available information on why loops are not automatically parallelized. In particular, if a loop is not parallelized due to potential data dependence, the variable(s) that cause the potential dependence are listed in the messages that you see when using the option -Mneginfo.
  ftn
    instructs the compiler to enable Fortran-specific information.
  inline
    instructs the compiler to display information about extracted or inlined functions. This option is not useful without either the -Mextract or -Minline option.
  ipa
    instructs the compiler to display information about interprocedural optimizations.
  loop
    instructs the compiler to display information about loops, such as information on vectorization.
  lre
    instructs the compiler to enable LRE, loop-carried redundancy elimination, information.
  mp
    instructs the compiler to display information about parallelization.
  opt
    instructs the compiler to display information about optimization.
  par
    instructs the compiler to enable parallelizer information.
  pfo
    instructs the compiler to enable profile feedback information.
  vect
    instructs the compiler to enable vectorizer information.

-Mnolist
  the compiler does not create a listing file. This is the default.

-Mnopenmp
  when used in combination with the -mp option, the compiler ignores OpenMP parallelization directives or pragmas, but still processes SGI-style parallelization directives or pragmas.

-Mnosgimp
  when used in combination with the -mp option, the compiler ignores SGI-style parallelization directives or pragmas, but still processes OpenMP parallelization directives or pragmas.

-Mnopgdllmain
  (Windows only) do not link the module containing the default DllMain() into the DLL. This flag applies to building DLLs with the PGFORTRAN compilers. If you
want to replace the default DllMain() routine with a custom DllMain(), use this flag and add the object containing the custom DllMain() to the link line. The latest version of the default DllMain() used by PGFORTRAN is included in the Release Notes for each release. The PGFORTRAN-specific code in this routine must be incorporated into the custom version of DllMain() to ensure the appropriate function of your DLL.

-Mnorpath
   (Linux only) Do not add -rpath to the link line.

-Mpreprocess
   instruct the compiler to perform cpp-like preprocessing on assembly and Fortran input source files.

-Mwritable_strings
   stores string constants in the writable data segment.

Options -Xs and -Xst include -Mwritable_strings.
Chapter 3.
C++ NAME MANGLING

Name mangling transforms the names of entities so that the names include information on aspects of the entity’s type and fully qualified name. This ability is necessary since the intermediate language into which a program is translated contains fewer and simpler name spaces than there are in the C++ language; specifically:

- Overloaded function names are not allowed in the intermediate language.
- Classes have their own scopes in C++, but not in the generated intermediate language. For example, an entity x from inside a class must not conflict with an entity x from the file scope.
- External names in the object code form a completely flat name space. The names of entities with external linkage must be projected onto that name space so that they do not conflict with one another. A function f from a class A, for example, must not have the same external name as a function f from class B.
- Some names are not names in the conventional sense of the word, they’re not strings of alphanumeric characters, for example: operator=.

There are two main problems here:

1. Generating external names that will not clash.
2. Generating alphanumeric names for entities with strange names in C++.

Name mangling solves these problems by generating external names that will not clash, and alphanumeric names for entities with strange names in C++. It also solves the problem of generating hidden names for some behind-the-scenes language support in such a way that they match up across separate compilations.

You see mangled names if you view files that are translated by PGC++ or PGCC, and you do not use tools that demangle the C++ names. Intermediate files that use mangled names include the assembly and object files created by the PGC++ command. To view demangled names, use the tool `pggdecode`, which takes input from stdin. `pggdecode` demangles PGC++ names.

```
prompt> pggdecode
 ZN1A1gEf
 A::g(float)
```
The name mangling algorithm for the PGC++ compiler is IA-64 ABI compliant and is described at http://mentorembedded.github.io/cxx-abi. Refer to this document for a complete description of the name mangling algorithm.
HPC Fortran compilers support proprietary directives and pragmas. These directives and pragmas override corresponding command-line options. For usage information such as the scope and related command-line options, refer to the HPC Compilers User Guide.

This section contains detailed descriptions of NVIDIA’s proprietary directives and pragmas.

4.1. NVIDIA Proprietary Fortran Directive and C/C++ Pragma Summary

Directives (Fortran comments) and C/C++ pragmas may be supplied by the user in a source file to provide information to the compiler. Directives and pragmas alter the effects of certain command line options or default behavior of the compiler. They provide pragmatic information that control the actions of the compiler in a particular portion of a program without affecting the program as a whole. That is, while a command line option affects the entire source file that is being compiled, directives and pragmas apply, or disable, the effects of a command line option to selected subprograms or to selected loops in the source file, for example, to optimize a specific area of code. Use directives and pragmas to tune selected routines or loops.

The Fortran directives may have any of the following forms:

```
!nv$g directive
!nv$r directive
!nv$l directive
!nv$ directive
```

where the scope indicator follows the $ and is either g (global), r (routine), or l (loop). This indicator controls the scope of the directive, though some directives ignore the scope indicator.

If the input is in fixed format, the comment character, !, *, or C, must begin in column 1.
Directives and pragmas override corresponding command-line options. For usage information such as the scope and related command-line options, refer to the ‘Using Directives and Pragmas’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

4.1.1. altcode (noaltcode)

The `altcode` directive or pragma instructs the compiler to generate alternate code for vectorized or parallelized loops.

The `noaltcode` directive or pragma disables generation of alternate code.

**Scope:** This directive or pragma affects the compiler only when `-Mvect=sse -Mvect=simd` or `-Mconcur` is enabled on the command line.

`!$nvf altcode`

Enables alternate code (altcode) generation for vectorized loops. For each loop the compiler decides whether to generate altcode and what type(s) to generate, which may be any or all of: altcode without iteration peeling, altcode with non-temporal stores and other data cache optimizations, and altcode based on array alignments calculated dynamically at runtime. The compiler also determines suitable loop count and array alignment conditions for executing the alternate code.

`!$nvf altcode alignment`

For a vectorized loop, if possible, generates an alternate vectorized loop containing additional aligned moves which is executed if a runtime array alignment test is passed.

`!$nvf altcode [(n)] concur`

For each auto-parallelized loop, generates an alternate serial loop to be executed if the loop count is less than or equal to n. If n is omitted or n is 0, the compiler determines a suitable value of n for each loop.

`!$nvf altcode [(n)] concurreduction`

Sets the loop count threshold for parallelization of reduction loops to n. For each auto-parallelized reduction loop, generate an alternate serial loop to be executed if the loop count is less than or equal to n. If n is omitted or n is 0, the compiler determines a suitable value of n for each loop.

`!$nvf altcode [(n)] nontemporal`

For a vectorized loop, if possible, generates an alternate vectorized loop containing non-temporal stores and other cache optimizations to be executed if the loop count is greater than n. If n is omitted or n is 1, the compiler determines a suitable value of n for each loop. The alternate code is optimized for the case when the data referenced in the loop does not all fit in level 2 cache.

`!$nvf altcode [(n)] nopeel`

For a vectorized loop where iteration peeling is performed by default, if possible, generates an alternate vectorized loop without iteration peeling to be executed if the loop count is less than or equal to n. If n is omitted or n is 1, the compiler determines
a suitable value of n for each loop, and in some cases it may decide not to generate an alternate unpeeled loop.

**!$nvf altcode (n) vector**

For each vectorized loop, generates an alternate scalar loop to be executed if the loop count is less than or equal to n. If n is omitted or n is 1, the compiler determines a suitable value of n for each loop.

**!$nvf noaltcode**

Sets the loop count thresholds for parallelization of all innermost loops to 0, and disables alternate code generation for vectorized loops.

### 4.1.2. assoc (noassoc)

This directive or pragma toggles the effects of the `-Mvect=noassoc` command-line option, an optimization `-M` control.

**Scope:** This directive or pragma affects the compiler only when `-Mvect=sse` `-Mvect=simd` is enabled on the command line.

By default, when scalar reductions are present the vectorizer may change the order of operations, such as dot product, so that it can generate better code. Such transformations may change the result of the computation due to roundoff error. The noassoc directive disables these transformations.

### 4.1.3. bounds (nobounds)

This directive or pragma alters the effects of the `-Mbounds` command line option. This directive enables the checking of array bounds when subscripted array references are performed. By default, array bounds checking is not performed.

### 4.1.4. cnccall (nocnccall)

This directive or pragma indicates that loops within the specified scope are considered for parallelization, even if they contain calls to user-defined subroutines or functions. A nocnccall directive cancels the effect of a previous cnccall.

### 4.1.5. concur (noconcur)

This directive or pragma alters the effects of the `-Mconcur` command-line option. The directive instructs the auto-parallelizer to enable auto-concurrentization of loops.

**Scope:** This directive or pragma affects the compiler only when `-Mconcur` is enabled on the command line.

If concur is specified, the compiler uses multiple processors to execute loops which the auto-parallelizer determines to be parallelizable. The noconcur directive disables these transformations; however, use of concur overrides previous noconcur statements.
4.1.6. depchk (nodepchk)

This directive or pragma alters the effects of the -Mdepchk command line option. When potential data dependencies exist, the compiler, by default, assumes that there is a data dependence that in turn may inhibit certain optimizations or vectorizations. nodepchk directs the compiler to ignore unknown data dependencies.

4.1.7. eqvchk (noeqvchk)

The eqvchk directive or pragma specifies to check dependencies between EQUIVALENCE associated elements. When examining data dependencies, noeqvchk directs the compiler to ignore any dependencies between variables appearing in EQUIVALENCE statements.

4.1.8. fcon (nofcon)

This C/C++ pragma alters the effects of the -Mfcon (a -M Language control) command-line option.

The pragma instructs the compiler to treat non-suffixed floating-point constants as float rather than double. By default, all non-suffixed floating-point constants are treated as double.

Only routine or global scopes are allowed for this C/C++ pragma.

4.1.9. invarif (noinvarif)

This directive or pragma has no corresponding command-line option. Normally, the compiler removes certain invariant if constructs from within a loop and places them outside of the loop. The directive noinvarif directs the compiler not to move such constructs. The directive invarif toggles a previous noinvarif.

4.1.10. ivdep

The ivdep directive assists the compiler's dependence analysis and is equivalent to the directive nodepchk.

4.1.11. lstval (nolstval)

This directive or pragma has no corresponding command-line option. The compiler determines whether the last values for loop iteration control variables and promoted scalars need to be computed. In certain cases, the compiler must assume that the last values of these variables are needed and therefore computes their last values. The directive nolstval directs the compiler not to compute the last values for those cases.
4.1.12. opt

The opt directive or pragma overrides the value specified by the `-On` command line option.

The syntax of this directive or pragma is:

```
!$nvf<scope> opt=<level>
```

where the optional `<scope>` is `r` or `g` and `<level>` is an integer constant representing the optimization level to be used when compiling a subprogram (routine scope) or all subprograms in a file (global scope).

4.1.13. prefetch

The prefetch directive or pragma the compiler emits prefetch instructions whereby elements are fetched into the data cache prior to first use. By varying the prefetch distance, it is sometimes possible to reduce the effects of main memory latency and improve performance.

The syntax of this directive or pragma is:

```
!$mem prefetch <var1>[,<var2>[,...]]
```

where `<var>` is any valid variable, member, or array element reference.

4.1.14. safe (nosafe)

This C/C++ pragma has no corresponding command-line option. By default, the compiler assumes that all pointer arguments are unsafe. That is, the storage located by the pointer can be accessed by other pointers.

The formats of the safe pragma are:

```
#pragma [scope] [no]safe
#pragma safe (variable [, variable]...)
```

where scope is either global or routine.

- When the pragma safe is not followed by a variable name or a list of variable names:
  - If the scope is routine, then the compiler treats all pointer arguments appearing in the routine as safe.
  - If the scope is global, then the compiler treats all pointer arguments appearing in all routines as safe.
- When the pragma safe is followed by a variable name or a list of variable names, each name is the name of a pointer argument in the current function, and the compiler considers that named argument to be safe.

If only one variable name is specified, you may omit the surrounding parentheses.
4.1.15. safe_lastval

During parallelization, scalars within loops need to be privatized. Problems are possible if a scalar is accessed outside the loop. If you know that a scalar is assigned on the last iteration of the loop, making it safe to parallelize the loop, you use the safe_lastval directive or pragma to let the compiler know the loop is safe to parallelize.

For example, use the following Fortran directive or C pragma to tell the compiler that for a given loop the last value computed for all scalars make it safe to parallelize the loop:

```
!$nvfl safe_lastval
#pragma loop safe_lastval
```

The command-line option -Msafe_lastval provides the same information for all loops within the routines being compiled, essentially providing global scope.

In the following example, the value of t may not be computed on the last iteration of the loop.

```
do i = 1, N
   if( f(x(i)) > 5.0) then
      t = x(i)
   endif
endo
v = t
```

If a scalar assigned within a loop is used outside the loop, we normally save the last value of the scalar. Essentially the value of the scalar on the "last iteration" is saved, in this case when i=N.

If the loop is parallelized and the scalar is not assigned on every iteration, it may be difficult to determine on what iteration t is last assigned, without resorting to costly critical sections. Analysis allows the compiler to determine if a scalar is assigned on every iteration, thus the loop is safe to parallelize if the scalar is used later. An example loop is:

```
do i = 1, N
   if( x(i) > 0.0 ) then
      t = 2.0
   else
      t = 3.0
   endif
   ... 
   y(i) = t
   ...
endo
v = t
```

where t is assigned on every iteration of the loop. However, there are cases where a scalar may be privatizable. If it is used after the loop, it is unsafe to parallelize. Examine this loop:

```
do i = 1, N
   if( x(i) > 0.0 ) then
      t = x(i)
   ... 
   y(i) = t
   ...
```

where each use of \( t \) within the loop is reached by a definition from the same iteration. Here \( t \) is privatizable, but the use of \( t \) outside the loop may yield incorrect results since the compiler may not be able to detect on which iteration of the parallelized loop \( t \) is assigned last.

The compiler detects these cases. When a scalar is used after the loop, but is not defined on every iteration of the loop, parallelization does not occur.

### 4.1.16. safeptr (nosafeptr)

The pragma safeptr directs the compiler to treat pointer variables of the indicated storage class as safe. The pragma nosafeptr directs the compiler to treat pointer variables of the indicated storage class as unsafe. This pragma alters the effects of the `-Msafeptr` command-line option.

The syntax of this pragma is:

```
!$nvf[] [no]safeptr={arg|local|auto|global|static|all},...
#pragma [scope] [no]safeptr={arg|local|auto|global|static|all},...
```

where scope is one of `global`, `routine`, or `loop`. and the values `local` and `auto` are equivalent.

- all – All pointers are safe
- arg – Argument pointers are safe
- local – local pointers are safe
- global – global pointers are safe
- static – static local pointers are safe

In a file containing multiple functions, the command-line option `-Msafeptr` might be helpful for one function, but can't be used because another function in the file would produce incorrect results. In such a file, the safeptr pragma, used with routine scope could improve performance and produce correct results.

### 4.1.17. single (nosingle)

The pragma single directs the compiler not to implicitly convert float values to double non-prototyped functions. This can result in faster code if the program uses only float parameters.

Since ANSI C specifies that floats must be converted to double, this pragma results in non-ANSI conforming code. Valid only for routine or global scope.
4.1.18. tp

You use the directive or pragma `tp` to specify one or more processor targets for which to generate code.

```nvhf
!$nvf tp [target]...
```

The `tp` directive or pragma can only be applied at the routine or global level. For more information about these levels, refer to the ‘Scope of C/C++ Pragmas and Command-Line Options’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

Refer to `-tp <target>[,...]` for a list of targets that can be used as parameters to the `tp` directive.

4.1.19. unroll (nounroll)

The unroll directive or pragma enables loop unrolling while nounroll disables loop unrolling.

```nvhf
The unroll directive or pragma has no effect on vectorized loops.
```

The unroll directive or pragma takes arguments `c`, `n` and `m`.

- `c` specifies that complete unrolling should be turned on or off.
- `n` specifies single block loop unrolling.
- `m` specifies multi-block loop unrolling.

In addition, a constant may be specified for the `c`, `n` and `m` arguments.

- `c:v` sets the threshold to which `c` unrolling applies. `v` is a constant; and a loop whose constant loop count is less than or equal to (<=) `v` is completely unrolled.
  ```nvhf
  !$nvf unroll = c:v
  ```
- `n:v` unrolls single block loops `v` times.
  ```nvhf
  !$nvf unroll = n:v
  ```
- `m:v` unrolls single block loops `v` times.
  ```nvhf
  !$nvf unroll = m:v
  ```

The directives `unroll` and `nounroll` only apply if `-Munroll` is selected on the command line.

4.1.20. vector (novector)

The directive or pragma `novector` disables vectorization. The directive or pragma `vector` re-enables vectorization after a previous `novector` directive. The directives `vector` and `novector` only apply if `-Mvect` has been selected on the command line.
4.1.21. vintr (novintr)

The directive or pragma novintr directs the vectorizer to disable recognition of vector intrinsics. The directive vintr is re-enables recognition of vector intrinsics after a previous novintr directive. The directives vintr and novintr only apply if -Mvect has been selected on the command line.

4.2. Prefetch Directives and Pragmas

Prefetch instructions can increase the speed of an application substantially by bringing data into cache so that it is available when the processor needs it. The HPC Compilers prefetch directive takes the form:

The syntax of a prefetch directive in Fortran is as follows:

```fortran
!$mem prefetch <var1>[,<var2>[,...]]
```

where `<varn>` is any valid variable, member, or array element reference.

The syntax of a prefetch pragma in C/C++ is as follows:

```c
#pragma mem prefetch <var1>[,<var2>[,...]]
```

where `<varn>` is any valid variable, member, or array element reference.

For examples on how to use the prefetch directive or pragma, refer to the Prefetch Directives and Pragmas section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

4.3. !$PRAGMA C

When programs are compiled using the NVIDIA Fortran compiler on Linux an Win64 systems, an underscore is appended to Fortran global names, including names of functions, subroutines, and common blocks. This mechanism distinguishes Fortran name space from C/C++ name space.

4.4. IGNORE_TKR Directive

This directive indicates to the compiler to ignore the type, kind, and/or rank (/TKR/) of the specified dummy arguments in an interface of a procedure. The compiler also ignores the type, kind, and/or rank of the actual arguments when checking all the specifics in a generic call for ambiguities.

4.4.1. IGNORE_TKR Directive Syntax

The syntax for the IGNORE_TKR directive is this:

```fortran
!DIR$ IGNORE_TKR [ [(<letter>) <dummy_arg> ] ... ]
```
is one or any combination of the following:

\[ \begin{align*}
T & \rightarrow \text{type} \\
K & \rightarrow \text{kind} \\
R & \rightarrow \text{rank}
\end{align*} \]

For example, KR indicates to ignore both kind and rank rules and TKR indicates to ignore the type, kind, and rank arguments.

if specified, indicates the dummy argument for which TKR rules should be ignored. If not specified, TKR rules are ignored for all dummy arguments in the procedure that contains the directive.

4.4.2. IGNORE_TKR Directive Format Requirements

The following rules apply to this directive:

- IGNORE_TKR must not specify dummy arguments that are allocatable, Fortran 90 pointers, or assumed-shape arrays.
- IGNORE_TKR may appear in the body of an interface block or in the body of a module procedure, and may specify dummy argument names only.
- IGNORE_TKR may appear before or after the declarations of the dummy arguments it specifies.
- If dummy argument names are specified, IGNORE_TKR applies only to those particular dummy arguments.
- If no dummy argument names are specified, IGNORE_TKR applies to all dummy arguments except those that are allocatable objects, Fortran 90 pointers, or assumed-shape arrays.

4.4.3. Sample Usage of IGNORE_TKR Directive

Consider this subroutine fragment:

```fortran
subroutine example(A,B,C,D)
!DIR$ IGNORE_TKR A, (R) B, (TK) C, (K) D
```

Table 14  IGNORE_TKR Example

<table>
<thead>
<tr>
<th>Dummy Argument</th>
<th>Ignored Rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Type, Kind and Rank</td>
</tr>
<tr>
<td>B</td>
<td>Only rank</td>
</tr>
<tr>
<td>C</td>
<td>Type and Kind</td>
</tr>
<tr>
<td>D</td>
<td>Only Kind</td>
</tr>
</tbody>
</table>

Notice that no letters were specified for A, so all type, kind, and rank rules are ignored.
4.5. !DEC$ Directives

HPC Fortran compilers for Microsoft Windows support directives that help with inter-language calling and importing and exporting routines to and from DLLs. These directives all take the form:

!DEC$ directive

For specific format requirements, refer to the section ‘!DEC$ Directives’ in the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

4.5.1. ALIAS Directive

This directive specifies an alternative name with which to resolve a routine.

The syntax for the ALIAS directive is either of the following:

!DEC$ ALIAS routine_name , external_name
!DEC$ ALIAS routine_name : external_name

In this syntax, external_name is used as the external name for the specified routine_name.

If external_name is an identifier name, the name (in uppercase) is used as the external name for the specified routine_name. If external_name is a character constant, it is used as-is; the string is not changed to uppercase, nor are blanks removed.

You can also supply an alias for a routine using the ATTRIBUTES directive, described in the next section:

!DEC$ ATTRIBUTES ALIAS : 'alias_name' :: routine_name

This directive specifies an alternative name with which to resolve a routine, as illustrated in the following code fragment that provides external names for three routines. In this fragment, the external name for sub1 is name1, for sub2 is name2, and for sub3 is name3.

subroutine sub
!DEC$ alias sub1 , 'name1'
!DEC$ alias sub2 : 'name2'
!DEC$ attributes alias : 'name3' :: sub3

4.5.2. ATTRIBUTES Directive

This directive lets you specify properties for data objects and procedures.

The syntax for the ATTRIBUTES directive is this:

!DEC$ ATTRIBUTES <list>

where <list> is one of the following:

ALIAS : 'alias_name' :: routine_name
  Specifies an alternative name with which to resolve routine_name.

C :: routine_name
  Specifies that the routine routine_name will have its arguments passed by value.
  When a routine marked C is called, arguments, except arrays, are sent by value.
characters, only the first character is passed. The standard Fortran calling convention is pass by reference.

**DLLEXPORT :: name**
Specifies that name is being exported from a DLL.

**DLLIMPORT :: name**
Specifies that name is being imported from a DLL.

**NOMIXED_STR_LEN_ARG**
Specifies that hidden lengths are placed in sequential order at the end of the list.

This attribute only applies to routines that are compiled with `-Miface=cref` or that use the default Windows calling conventions.

**REFERENCE :: name**
Specifies that the argument name is being passed by reference. Often this attribute is used in conjunction with STDCALL, where STDCALL refers to an entire routine; then individual arguments are modified with REFERENCE.

**STDCALL :: routine_name**
Specifies that routine routine_name will have its arguments passed by value. When a routine marked STDCALL is called, arguments (except arrays and characters) will be sent by value. The standard Fortran calling convention is pass by reference.

**VALUE :: name**
Specifies that the argument 'name' is being passed by value.

### 4.5.3. DECORATE Directive

The DECORATE directive specifies that the name specified in the ALIAS directive should have the prefix and postfix decorations performed on it that are associated with the calling conventions that are in effect. These declarations are the same ones performed on the name when ALIAS is not specified.

The syntax for the DECORATE directive is this:
```
!DEC$ DECORATE
```

When ALIAS is not specified, this directive has no effect.

### 4.5.4. DISTRIBUTE Directive

This directive is front-end based, and tells the compiler at what point within a loop to split into two loops.

The syntax for the DISTRIBUTE directive is either of the following:
```
!DEC$ DISTRIBUTE POINT
!DEC$ DISTRIBUTE POINT
```

Example:
```fortran
subroutine dist(a,b,n)
    integer i
    integer n
    integer a(*)
```
integer b(*)
do i = 1,n
  a(i) = a(i)+2
!DEC$ DISTRIBUTE POINT
  b(i) = b(i)*4
  enddo
end subroutine
Chapter 5.
RUNTIME ENVIRONMENT

This section describes the programming model supported for compiler code generation, including register conventions and calling conventions for x64OpenPOWER processor-based systems. It addresses these conventions for processors running linux86-64 operating systems and for processors running Win64 operating systems.

In this section we sometimes refer to word, halfword, and double word. The equivalent byte information is word [4 byte], halfword [2 byte], and double word [8 byte].

5.1. Linux86-64 Programming Model

This section defines compiler and assembly language conventions for the use of certain aspects of an x86-64OpenPOWER processor running a linux86-64 operating system. These standards must be followed to guarantee that compilers, application programs, and operating systems written by different people and organizations will work together. The conventions supported by the PGCC ANSI C compiler implement the application binary interface (ABI) as defined in the System V Application Binary Interface: AMD64 Architecture Processor Supplement and the System V Application Binary InterfaceOpenPOWER for Linux Supplement, Power Architecture 64-Bit ELF V2 ABI Specification, listed in the Related Publications section in the Preface.

The programming model used for Win64 differs from the Linux86-64 model. For more information, refer to Win64 Programming Model.

5.1.1. Function Calling Sequence

This section describes the standard function calling sequence, including the stack frame, register usage, and parameter passing.

Register Usage Conventions

The following table defines the standard for register allocation. The x86-64OpenPOWER Architecture provides a variety of registers. All the general purpose registers, XMM
registers, and x87 registers vector scalar registers, and vector registers are visible to all procedures in a running program.

In the 64-bit OpenPOWER Architecture, there are always 32 general-purpose registers, each 64 bits wide. Throughout this document the symbol rN is used, where N is a register number, to refer to general-purpose register N.

Table 15 Register Allocation

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>%rax</td>
<td>1st return register</td>
</tr>
<tr>
<td></td>
<td>%rbx</td>
<td>callee-saved; optional base pointer</td>
</tr>
<tr>
<td></td>
<td>%rcx</td>
<td>pass 4th argument to functions</td>
</tr>
<tr>
<td></td>
<td>%rdx</td>
<td>pass 3rd argument to functions; 2nd return register</td>
</tr>
<tr>
<td></td>
<td>%rsp</td>
<td>stack pointer</td>
</tr>
<tr>
<td></td>
<td>%rbp</td>
<td>callee-saved; optional stack frame pointer</td>
</tr>
<tr>
<td></td>
<td>%rsi</td>
<td>pass 2nd argument to functions</td>
</tr>
<tr>
<td></td>
<td>%rdi</td>
<td>pass 1st argument to functions</td>
</tr>
<tr>
<td></td>
<td>%r8</td>
<td>pass 5th argument to functions</td>
</tr>
<tr>
<td></td>
<td>%r9</td>
<td>pass 6th argument to functions</td>
</tr>
<tr>
<td></td>
<td>%r10</td>
<td>temporary register; pass a function’s static chain pointer</td>
</tr>
<tr>
<td></td>
<td>%r11</td>
<td>temporary register</td>
</tr>
<tr>
<td></td>
<td>%r12-r15</td>
<td>callee-saved registers</td>
</tr>
<tr>
<td>XMM</td>
<td>%xmm0-%xmm1</td>
<td>pass and return floating point arguments</td>
</tr>
<tr>
<td></td>
<td>%xmm2-%xmm7</td>
<td>pass floating point arguments</td>
</tr>
<tr>
<td></td>
<td>%xmm8-%xmm15</td>
<td>temporary registers</td>
</tr>
<tr>
<td>x87</td>
<td>%st[0]</td>
<td>temporary register; return long double arguments</td>
</tr>
<tr>
<td></td>
<td>%st[1]</td>
<td>temporary register; return long double arguments</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
<th>Preservation Rules</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>General</td>
<td>r0</td>
<td>Volatile</td>
<td>Optional use in function linkage. Used in function prologues.</td>
</tr>
<tr>
<td>Type</td>
<td>Name</td>
<td>Preservation Rules</td>
<td>Purpose</td>
</tr>
<tr>
<td>--------------</td>
<td>------</td>
<td>--------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>r1</td>
<td>Nonvolatile</td>
<td>Stack frame pointer.</td>
</tr>
<tr>
<td></td>
<td>r2</td>
<td>Nonvolatile(^1)</td>
<td>TOC pointer.</td>
</tr>
<tr>
<td></td>
<td>r3–r10</td>
<td>Volatile</td>
<td>Parameter and return values.</td>
</tr>
<tr>
<td></td>
<td>r11</td>
<td>Volatile</td>
<td>Optional use in function linkage. Used as an environment pointer</td>
</tr>
<tr>
<td></td>
<td>r12</td>
<td>Volatile</td>
<td>Optional use in function linkage. Function entry address at the global</td>
</tr>
<tr>
<td></td>
<td>r13</td>
<td>Reserved</td>
<td>Thread pointer.</td>
</tr>
<tr>
<td></td>
<td>r14–r31(^2)</td>
<td>Nonvolatile</td>
<td>Local variables.</td>
</tr>
<tr>
<td>Floating-point</td>
<td>f0</td>
<td>Volatile</td>
<td>Local variables.</td>
</tr>
<tr>
<td></td>
<td>f1–f13</td>
<td>Volatile</td>
<td>Used for parameter passing and return values of binary float types.</td>
</tr>
<tr>
<td></td>
<td>f14–f31</td>
<td>Nonvolatile</td>
<td>Local variables.</td>
</tr>
<tr>
<td>Vector</td>
<td>v0–v1</td>
<td>Volatile</td>
<td>Local variables.</td>
</tr>
<tr>
<td></td>
<td>v2–v13</td>
<td>Volatile</td>
<td>Used for parameter passing and return values.</td>
</tr>
<tr>
<td></td>
<td>v14–v19</td>
<td>Volatile</td>
<td>Local variables.</td>
</tr>
<tr>
<td></td>
<td>v20–v31</td>
<td>Nonvolatile</td>
<td>Local variables.</td>
</tr>
</tbody>
</table>

\(^1\) Register r2 is nonvolatile with respect to calls between functions in the same compilation unit. It is saved and restored by code inserted by the linker resolving a call to an external function.

\(^2\) If a function needs a frame pointer, assigning r31 to the role of the frame pointer is recommended.

In OpenPOWER-compliant processors, floating-point and vector functions are implemented using a unified vector-scalar model. As shown in Figure 3 and Figure 4, there are 64 vector-scalar registers; each is 128 bits wide.

The vector-scalar registers can be addressed with vector-scalar instructions, for vector and scalar processing of all 64 registers, or with the “classic” Power floating-point instructions to refer to a 32-register subset of 64 bits per register. They can also be addressed with VMX instructions to refer to a 32-register subset of 128-bit wide registers.
The classic floating-point repertoire consists of 32 floating-point registers, each 64 bits wide, and an associated special-purpose register to provide floating-point status and control. Throughout this document, the symbol fN is used, where N is a register number, to refer to floating-point register N.

For the purpose of function calls, the right half of VSX registers, corresponding to the classic floating-point registers (that is, vsr0–vsr31), is volatile.

Single-precision and double-precision shall be passed in the floating-point registers. Single-precision decimal floating-point shall occupy the lower half of a floating-point register. When a floating-point register is skipped during input parameter allocation, words in the corresponding GPR or memory doubleword in the parameter list are not skipped.
The OpenPOWER vector-category instruction repertoire provides the ability to reference 32 vector registers, each 128 bits wide, of the vector-scalar register file, and a special-purpose register VSCR. Throughout this document, the symbol vN is used, where N is a register number, to refer to vector register N.

Parameters in the long double format with a pair of two double-precision floating-point values shall be passed in two successive floating-point registers.

If only one value can be passed in a floating-point register, the second parameter will be passed in a GPR or in memory in accordance with the parameter passing rules for structure aggregates.

In addition to the registers, each function has a frame on the run-time stack. This stack grows downward from high addresses. Table 16 shows the stack frame organization, in which the white areas indicate an optional save area of the stack frame. For a description of the optional save areas described by this ABI, see Optional Save Areas.

Table 16  Standard Stack Frame

<table>
<thead>
<tr>
<th>Position</th>
<th>Contents</th>
<th>Frame</th>
</tr>
</thead>
<tbody>
<tr>
<td>8n+16 (%rbp)</td>
<td>argument eightbyte n</td>
<td>previous</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16 (%rbp)</td>
<td>argument eightbyte 0</td>
<td></td>
</tr>
<tr>
<td>8 (%rbp)</td>
<td>return address</td>
<td>current</td>
</tr>
<tr>
<td>0 (%rbp)</td>
<td>caller’s %rbp</td>
<td>current</td>
</tr>
<tr>
<td>-8 (%rbp)</td>
<td>unspecified</td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0 (%rsp)</td>
<td>variable size</td>
<td></td>
</tr>
<tr>
<td>-128 (%rsp)</td>
<td>red zone</td>
<td></td>
</tr>
</tbody>
</table>
Key points concerning the stack frame:

- The end of the input argument area is aligned on a 16-byte boundary.
- The 128-byte area beyond the location of %rsp is called the red zone and can be used for temporary local data storage. This area is not modified by signal or interrupt handlers.
- A call instruction pushes the address of the next instruction (the return address) onto the stack. The return instruction pops the address off the stack and effectively continues execution at the next instruction after the call instruction. A function must preserve non-volatile registers, a register whose contents must be preserved across subroutine calls. Additionally, the called function must remove the return address from the stack, leaving the stack pointer (%rsp) with the value it had before the call instruction was executed.
- The stack shall be quadword aligned.
The minimum stack frame size shall be 32 bytes. A minimum stack frame consists of the first 4 doublewords (back-chain doubleword, CR save word and reserved word, LR save doubleword, and TOC pointer doubleword), with padding to meet the 16-byte alignment requirement.

There is no maximum stack frame size defined.

Padding shall be added to the Local Variable Space of the stack frame to maintain the defined stack frame alignment.

The stack pointer, r1, shall always point to the lowest address doubleword of the most recently allocated stack frame.

The stack shall start at high addresses and grow downward toward lower addresses.

The lowest address doubleword (the back-chain word in Table 16) shall point to the previously allocated stack frame when a back chain is present. As an exception, the first stack frame shall have a value of 0 (NULL).

If required, the stack pointer shall be decremented in the called function’s prologue and restored in the called function’s epilogue.

The stack pointer shall be updated atomically so that, at all times, it points to a valid back-chain doubleword if a back chain is maintained.

Before a function calls any other functions, it shall save the value of the LR register into the LR save doubleword of the caller’s stack frame.

Back Chain Doubleword

When a back chain is not present, alternate information compatible with the ABI unwind framework to unwind a stack must be provided by the compiler, for all languages, regardless of language features. A compiler that does not provide such system-compatible unwind information must generate a back chain. All compilers shall generate back chain information by default, and default libraries shall contain a back chain.

CR Save Word

If a function changes the value in any nonvolatile field of the condition register, it shall first save at least the value of those nonvolatile fields of the condition register, to restore before function exit. The caller frame CR Save Word may be used as the save location. This location in the current frame may be used as temporary storage, which is volatile over function calls.

Reserved Word

This word is reserved for system functions. Modifications of the value contained in this word are prohibited unless explicitly allowed by future ABI amendments.

LR Save Doubleword

If a function changes the value of the link register, it must first save the old value to restore before function exit. The caller frame LR Save Doubleword may be used as the save location. This location in the current frame may be used as temporary storage, which is volatile over a function call.
TOC Pointer Doubleword

If a function changes the value of the TOC pointer register, it shall first save it in the TOC pointer doubleword.

Optional Save Areas

This ABI provides a stack frame with a number of optional save areas. These areas are always present, but may be of size 0. This section indicates the relative position of these save areas in relation to each other and the primary elements of the stack frame.

Because the back-chain word of a stack frame must maintain quadword alignment, a reserved word is introduced above the CR save word to provide a quadword-aligned minimal stack frame and align the doublewords within the fixed stack frame portion at doubleword boundaries.

An optional alignment padding to a quadword-boundary element might be necessary above the Vector Register Save Area to provide 16-byte alignment, as shown in Table 16.

Floating-Point Register Save Area

If a function changes the value in any nonvolatile floating-point register fN, it shall first save the value in fN in the Floating-Point Register Save Area and restore the register upon function exit.

The Floating-Point Register Save Area is always doubleword aligned. The size of the Floating-Point Register Save Area depends upon the number of floating-point registers that must be saved. If no floating-point registers are to be saved, the Floating-Point Register Save Area has a zero size.

General-Purpose Register Save Area

If a function changes the value in any nonvolatile general-purpose register rN, it shall first save the value in rN in the General-Purpose Register Save Area and restore the register upon function exit.

The General-Purpose Register Save Area is always doubleword aligned. The size of the General-Purpose Register Save Area depends upon the number of general registers that must be saved. If no general-purpose registers are to be saved, the General-Purpose Register Save Area has a zero size.

Vector Register Save Area

If a function changes the value in any nonvolatile vector register vN, it shall first save the value in vN in the Vector Register Save Area and restore the register upon function exit.

The Vector Register Save Area is always quadword aligned. If necessary to ensure suitable alignment of the vector save area, a padding doubleword may be introduced between the vector register and General-Purpose Register Save Areas, and/or the Local Variable Space may be expanded to the next quadword boundary. The size of the Vector Register Save Area depends upon the number of vector registers that must be saved. It
ranges from 0 bytes to a maximum of 192 bytes (12 × 16). If no vector registers are to be saved, the Vector Register Save Area has a zero size.

Local Variable Space

The Local Variable Space is used for allocation of local variables. The Local Variable Space is located immediately above the Parameter Save Area, at a higher address. There is no restriction on the size of this area.

Sometimes a register spill area is needed. It is typically positioned above the Local Variable Space.

The Local Variable Space also contains any parameters that need to be assigned a memory address when the function's parameter list does not require a save area to be allocated by the caller.

Parameter Save Area

The Parameter Save Area shall be allocated by the caller for function calls unless a prototype is provided for the callee indicating that all parameters can be passed in registers. (This requires a Parameter Save Area to be created for functions where the number and type of parameters exceeds the registers available for parameter passing in registers, for those functions where the prototype contains an ellipsis to indicate a variadic function, and functions are declared without prototype.)

When the caller allocates the Parameter Save Area, it will always be automatically quadword aligned because it must always start at SP + 32. It shall be at least 8 doublewords in length. If a function needs to pass more than 8 doublewords of arguments, the Parameter Save Area shall be large enough to spill all register-based parameters and to contain the arguments that the caller stores in it.

The calling function cannot expect that the contents of this save area are valid when returning from the callee.

The Parameter Save Area, which is located at a fixed offset of 32 bytes from the stack pointer, is reserved in each stack frame for use as an argument list when an in-memory argument list is required. For example, a Parameter Save Area must be allocated by the caller when calling functions with the following characteristics:

- Prototyped functions where the parameters cannot be contained in the parameter registers
- Prototyped functions with variadic arguments
- Functions without a suitable declaration available to the caller to determine the called function’s characteristics (for example, functions in C without a prototype in scope).

Under these circumstances, a minimum of 8 doublewords are always reserved. The size of this area must be sufficient to hold the longest argument list being passed by
the function that owns the stack frame. Although not all arguments for a particular call are located in storage, when an in-memory parameter list is required, consider the parameters to be forming a list in this area. Each argument occupies one or more doublewords.

More arguments might be passed than can be stored in the parameter registers. In that case, the remaining arguments are stored in the Parameter Save Area. The values passed on the stack are identical to the values placed in registers. Therefore, the stack contains register images for the values that are not placed into registers.

This ABI uses a simple va_list type for variable lists to point to the memory location of the next parameter. Therefore, regardless of type, variable arguments must always be in the same location so that they can be found at runtime. The first 8 doublewords are located in general registers r3–r10. Any additional doublewords are located in the stack Parameter Save Area. Alignment requirements such as those for vector types may require the va_list pointer to first be aligned before accessing a value.

Follow these rules for parameter passing:

- Map each argument to enough doublewords in the Parameter Save Area to hold its value.
- Map single-precision floating-point values to the least-significant word in a single doubleword.
- Map double-precision floating-point values to a single doubleword.
- Map simple integer types (char, short, int, long, enum) to a single doubleword. Sign or zero extend values shorter than a doubleword to a doubleword based on whether the source data type is signed or unsigned.
- When 128-bit integer types are passed by value, map each to two consecutive GPRs, two consecutive doublewords, or a GPR and a doubleword. The required alignment of int128 data types is 16 bytes. Therefore, by-value parameters must be copied to a new location in the local variable area of the callee’s stack frame before the address of the type can be provided (for example, using the address-of operator, or when the variable is to be passed by reference), when the incoming parameter is not aligned at a 16-byte boundary.
- Map long double to two consecutive doublewords. The required alignment of long double data types is 16 bytes. Therefore, by-value parameters must be copied to a new location in the local variable area of the callee’s stack frame before the address of the type can be provided (for example, using the address-of operator, or when the variable is to be passed by reference), when the incoming parameter is not aligned at a 16-byte boundary.
- Map complex floating-point and complex integer types as if the argument was specified as separate real and imaginary parts.
- Map pointers to a single doubleword.
- Map vectors to a single quadword, quadword aligned. This might result in skipped doublewords in the Parameter Save Area.
Map fixed-size aggregates and unions passed by value to as many doublewords of the Parameter Save Area as the value uses in memory. Align aggregates and unions as follows:

- Aggregates that contain qualified floating-point or vector arguments are normally aligned at the alignment of their base type. For more information about qualified arguments, see Parameter Passing in Registers.
- Other aggregates are normally aligned in accordance with the aggregate’s defined alignment.
- The alignment will never be larger than the stack frame alignment (16 bytes).

This might result in doublewords being skipped for alignment. When a doubleword in the Parameter Save Area (or its GPR copy) contains at least a portion of a structure, that doubleword must contain all other portions mapping to the same doubleword. (That is, a doubleword can either be completely valid, or completely invalid, but not partially valid and invalid, except in the last doubleword where invalid padding may be present.)

- Pad an aggregate or union smaller than one doubleword in size so that it is in the least-significant bits of the doubleword. Pad all others, if necessary, at their tail. Variable size aggregates or unions are passed by reference.
- Map other scalar values to the number of doublewords required by their size.
- Future data types that have an architecturally defined quadword-required alignment will be aligned at a quadword boundary.
- If the callee has a known prototype, arguments are converted to the type of the corresponding parameter when loaded to their parameter registers or when being mapped into the Parameter Save Area. For example, if a long is used as an argument to a float double parameter, the value is converted to double precision and mapped to a doubleword in the Parameter Save Area.

Protected Zone

The 288 bytes below the stack pointer are available as volatile program storage that is not preserved across function calls. Interrupt handlers and any other functions that might run without an explicit call must take care to preserve a protected zone, also referred to as the red zone, of 512 bytes that consists of:

- The 288-byte volatile program storage region that is used to hold saved registers and local variables
- An additional 224 bytes below the volatile program storage region that is set aside as a volatile system storage region for system functions

If a function does not call other functions and does not need more stack space than is available in the volatile program storage region (that is, 288 bytes), it does not need to have a stack frame. The 224-byte volatile system storage region is not available to compilers for allocation to saved registers and local variables.
Parameter Passing in Registers

For the OpenPOWER Architecture, it is more efficient to pass arguments to functions in registers rather than through memory. For more information about passing parameters through memory, see Parameter Save Area under Optional Save Areas. For the OpenPOWER ABI, the following parameters can be passed in registers:

- Up to eight arguments can be passed in general-purpose registers r3–r10.
- Up to thirteen qualified floating-point arguments can be passed in floating-point registers f1–f13 or up to twelve in vector registers v2–v13.
- Up to thirteen single-precision or double-precision decimal floating-point arguments can be passed in floating-point registers f1–f13.
- Up to six quad-precision decimal floating-point arguments can be passed in even-odd floating-point register pairs f2–f13.
- Up to 12 qualified vector arguments can be passed in v2–v13.

A qualified floating-point argument corresponds to:

- A scalar floating-point data type
- Each member of a complex floating-point type
- A member of a homogeneous aggregate of multiple like data types passed in up to eight floating-point registers

A homogeneous aggregate can consist of a variety of nested constructs including structures, unions, and array members, which shall be traversed to determine the types and number of members of the base floating-point type. (A complex floating-point data type is treated as if two separate scalar values of the base type were passed.)

Homogeneous floating-point aggregates can have up to four long double members or eight members of floating-point types. (Unions are treated as their largest member. For homogeneous unions, different union alternatives may have different sizes, provided that all union members are homogeneous with respect to each other.) They are passed in floating-point registers if parameters of that type would be passed in floating-point registers. They are passed in vector registers if parameters of that type would be passed in vector registers. They are passed as if each member was specified as a separate parameter.

A qualified vector argument corresponds to:

- A vector data type
- A member of a homogeneous aggregate of multiple like data types passed in up to eight vector registers
- Any future type requiring 16-byte alignment (see Optional Save Areas) or processed in vector registers
A homogeneous aggregate can consist of a variety of nested constructs including
structures, unions, and array members, which shall be traversed to determine
the types and number of members of the base vector type. Homogeneous vector
aggregates with up to eight members are passed in up to eight vector registers as
if each member was specified as a separate parameter. (Unions are treated as their
largest member. For homogeneous unions, different union alternatives may have
different sizes, provided that all union members are homogeneous with respect to
each other.)

Floating-point and vector aggregates that contain padding words and integer fields with
a width of 0 should not be treated as homogeneous aggregates.

A homogeneous aggregate is either a homogeneous floating-point aggregate or a
homogeneous vector aggregate. This ABI does not specify homogeneous aggregates for
integer types.

Long double numbers in are passed using two successive floating-point registers. A
floating-point register might be skipped to allocate an even/odd register pair when
necessary. When a floating-point register is skipped, no corresponding memory word
is skipped in the natural home location; that is, the corresponding GPR or memory
doubleword in the parameter list.

All other aggregates are passed in consecutive GPRs, in GPRs and in memory, or in
memory.

When a parameter is passed in a floating-point or vector register, a number of GPRs are
skipped, in allocation order, commensurate to the size of the corresponding in-memory
representation of the passed argument’s type.

Each parameter is allocated to at least one doubleword.

*Full doubleword rule:*

When a doubleword in the Parameter Save Area (or its GPR copy) contains at least a
portion of a structure, that doubleword must contain all other portions mapping to the
same doubleword. (That is, a doubleword can either be completely valid, or completely
invalid, but not partially valid and invalid, except in the last doubleword where invalid
padding may be present.)

Long Double

Long double parameters are passed as if they were a struct consisting of separate double
parameters.

Long double parameters shall be considered as a distinct type for the determination of
homogeneous aggregates.
If fewer arguments are needed, the unused registers defined previously will contain undefined values on entry to the called function.

If there are more arguments than registers or no function prototype is provided, a function must provide space for all arguments in its stack frame. When this happens, only the minimum storage needed to contain all arguments (including allocating space for parameters passed in registers) needs to be allocated in the stack frame.

General-purpose registers r3–r10 correspond to the allocation of parameters to the first 8 doublewords of the Parameter Save Area. Specifically, this requires a suitable number of general-purpose registers to be skipped to correspond to parameters passed in floating-point and vector registers.

If a parameter corresponds to an unnamed parameter that corresponds to the ellipsis, a caller shall promote float values to double. If a parameter corresponds to an unnamed parameter that corresponds to the ellipsis, the parameter shall be passed in a GPR or in the Parameter Save Area.

If no function prototype is available, the caller shall promote float values to double and pass floating-point parameters in both available floating-point registers and in the Parameter Save Area. If no function prototype is available, the caller shall pass vector parameters in both available vector registers and in the Parameter Save Area. (If the callee expects a float parameter, the result will be incorrect.)

It is the callee’s responsibility to allocate storage for the stored data in the local variable area. When the callee’s parameter list indicates that the caller must allocate the Parameter Save Area (because at least one parameter must be passed in memory or an ellipsis is present in the prototype), the callee may use the preallocated Parameter Save Area to save incoming parameters.

Parameter Passing Register Selection Algorithm

The following algorithm describes where arguments are passed for the C language. In this algorithm, arguments are assumed to be ordered from left (first argument) to right. The actual order of evaluation for arguments is unspecified.

- gr contains the number of the next available general-purpose register.
- fr contains the number of the next available floating-point register.
- vr contains the number of the next available vector register.

The following types refer to the type of the argument as declared by the function prototype. The argument values are converted (if necessary) to the types of the prototype arguments before passing them to the called function.

If a prototype is not present, or it is a variable argument prototype and the argument is after the ellipsis, the type refers to the type of the data objects being passed to the called function.
- **INITIALIZE**: If the function return type requires a storage buffer, set gr = 4; else set gr = 3.
  
  Set fr = 1
  Set vr = 2

- **SCAN**: If there are no more arguments, terminate. Otherwise, allocate as follows based on the class of the function argument:

  ```c
  switch(class(argument))
  
  integer:
  pointer:
    if gr > 10
      goto mem_argument
    pass (GPR, gr, argument);
    gr++
    break;
  
  aggregate:
    if (homogeneous(argument, float) and regs_needed(members(argument)) <= 8)
      n_fregs = n_fregs_for_type(member_type(argument, 0))
      agg_size = members(argument * n_fregs
      reg_size = min(agg_size, 15-fr)
      pass(FPR,fr,first_n_DW(argument,reg_size)
      fr += reg_size;
      gr += size_in_DW (first_n_DW(argument,reg_size))
      if remaining_members
        argument = after_n_DW(argument,reg_size)
        goto gpr_struct
      break;
  
  use_vrs:
    agg_size = members(argument)
    reg_size = min(agg_size, 14-vr)
    if (gr&1 = 0) // align vector in memory
      gr++
    pass(VR, vr, first_n_elements(argument, reg_size);
    vr += reg_size
    gr += size_in_DW (first_n_elements(argument,reg_size))
    if remaining_members
      argument = after_n_elements(argument,reg_size)
      goto gpr_struct
    break;
  
  if gr > 10
    goto mem_argument
  
  size = size_in_DW(argument)
  
  gpr_struct:
    reg_size = min(size, 11-gr)
    pass (GPR, gr, first_n_DW (argument, reg_size));
    gr += size_in_DW (first_n_DW (argument, reg_size))
    if remaining_members
      argument = after_n_DW(argument,reg_size)
      goto mem_argument
    break;
  ```
float:
// float is passed in one FPR.
// double is passed in one FPR.
    if (register_type_used (type (argument)) == vr)
        goto use_vr;
    if fr > 14
        goto mem_argument
    n_fregs = n_fregs_for_type(argument) // Assumes n_fregs_for_type == 2
    // for long double == 1 for float
    // or double
    pass(FPR,fr,argument)
    fr += n_fregs
    gr += size_in_DW(argument)
    break;

vector:
    Use vr:
        if vr > 13
            goto mem_argument
        if (gr&1 = 0) // align vector in memory
            gr++
        pass(VR,vr,argument)
        vr ++
        gr += 2
        break;
next argument;

mem_argument:
    need_save_area = TRUE
    pass (stack, gr, argument)
    gr += size_in_DW(argument)
next argument;

All complex data types are handled as if two scalar values of the base type were passed
as separate parameters.

If the callee takes the address of any of its parameters, values passed in registers are
stored to memory. It is the callee’s responsibility to allocate storage for the stored data
in the local variable area. When the callee’s parameter list indicates that the caller must
allocate the Parameter Save Area (because at least one parameter must be passed in
memory, or an ellipsis is present in the prototype), the callee may use the preallocated
Parameter Save Area to save incoming parameters. (If an ellipsis is present, using
the preallocated Parameter Save Area ensures that all arguments are contiguous.) If
the compilation unit for the caller contains a function prototype, but the callee has a
mismatching definition, this may result in the wrong values being stored.

If the declaration of a function that is used by the caller does not match the definition for
the called function, corruption of the caller’s stack space can occur.
Variable Argument Lists

C programs that are intended to be portable across different compilers and architectures must use the header file `<stdarg.h>` to deal with variable argument lists. This header file contains a set of macro definitions that define how to step through an argument list. The implementation of this header file may vary across different architectures, but the interface is the same.

C programs that do not use this header file for the variable argument list and assume that all the arguments are passed on the stack in increasing order on the stack are not portable, especially on architectures that pass some of the arguments in registers. The OpenPOWER Architecture is one of the architectures that passes some of the arguments in registers.

The parameter list may be zero length and is only allocated when parameters are spilled, when a function has unnamed parameters, or when no prototype is provided. When the Parameter Save Area is allocated, the Parameter Save Area must be large enough to accommodate all parameters, including parameters passed in registers.

Return Values

Functions that return a value shall place the result in the same registers as if the return value was the first named input argument to a function unless the return value is a nonhomogeneous aggregate larger than 2 doublewords or a homogeneous aggregate with more than eight registers.\(^1\) (Homogeneous aggregates are arrays, structs, or unions of a homogeneous floating-point or vector type and of a known fixed size.) Therefore, long double functions are returned in f1:f2.

Homogeneous floating-point or vector aggregate return values that consist of up to eight registers with up to eight elements will be returned in floating-point or vector registers that correspond to the parameter registers that would be used if the return value type were the first input parameter to a function.

Aggregates that are not returned by value are returned in a storage buffer provided by the caller. The address is provided as a hidden first input argument in general-purpose register r3.

Functions that return values of the following types shall place the result in register r3 as signed or unsigned integers, as appropriate, and sign extended or zero extended to 64 bits where necessary:

- char
- enum
- short
- int
- long

\(^1\) For a definition of homogeneous aggregates, see Parameter Passing in Registers.
pointer to any type
_Bool

All registers on an x86-64 system are visible to both a calling and a called function. Registers %rbx, %rsp, %rbp, %r12, %r13, %r14, and %r15 are non-volatile across function calls. Therefore, a function must preserve these registers' values for its caller. Remaining registers are volatile (scratch) registers, that is a register whose contents need not be preserved across subroutine calls. If a calling function wants to preserve such a register value across a function call, it must save its value explicitly.

Registers are used extensively in the standard calling sequence. The first six integer and pointer arguments are passed in these registers (listed in order): %rdi, %rsi, %rdx, %rcx, %r8, %r9. The first eight floating point arguments are passed in the first eight XMM registers: %xmm0, %xmm1, ..., %xmm7. The registers %rax and %rdx are used to return integer and pointer values. The registers %xmm0 and %xmm1 are used to return floating point values.

Additional registers with assigned roles in the standard calling sequence:

%rsp
The stack pointer holds the limit of the current stack frame, which is the address of the stack's bottom-most, valid word. The stack must be 16-byte aligned.

%rbp
The frame pointer holds a base address for the current stack frame. Consequently, a function has registers pointing to both ends of its frame. Incoming arguments reside in the previous frame, referenced as positive offsets from %rbp, while local variables reside in the current frame, referenced as negative offsets from %rbp. A function must preserve this register value for its caller.

RFLAGS
The flags register contains the system flags, such as the direction flag and the carry flag. The direction flag must be set to the "forward" (i.e., zero) direction before entry and upon exit from a function. Other user flags have no specified role in the standard calling sequence and are not preserved.

Floating Point Control Word
The control word contains the floating-point flags, such as the rounding mode and exception masking. This register is initialized at process initialization time and its value must be preserved.

Signals can interrupt processes. Functions called during signal handling have no unusual restriction on their use of registers. Moreover, if a signal handling function returns, the process resumes its original execution path with registers restored to their original values. Thus, programs and compilers may freely use all registers without danger of signal handlers changing their values.
5.1.2. Function Return Values

Functions Returning Scalars or No Value

- A function that returns an integral or pointer value places its result in the next available register of the sequence %rax, %rdx.
- A function that returns a floating point value that fits in the XMM registers returns this value in the next available XMM register of the sequence %xmm0, %xmm1.
- An X87 floating-point return value appears on the top of the floating point stack in %st(0) as an 80-bit X87 number. If this X87 return value is a complex number, the real part of the value is returned in %st(0) and the imaginary part in %st(1).
- A function that returns a value in memory also returns the address of this memory in %rax.
- Functions that return no value (also called procedures or void functions) put no particular value in any register.

Functions Returning Structures or Unions

A function can use either registers or memory to return a structure or union. The size and type of the structure or union determine how it is returned. If a structure or union is larger than 16 bytes, it is returned in memory allocated by the caller.

To determine whether a 16-byte or smaller structure or union can be returned in one or more return registers, examine the first eight bytes of the structure or union. The type or types of the structure or union’s fields making up these eight bytes determine how these eight bytes will be returned. If the eight bytes contain at least one integral type, the eight bytes will be returned in %rax even if non-integral types are also present in the eight bytes. If the eight bytes only contain floating point types, these eight bytes will be returned in %xmm0.

If the structure or union is larger than eight bytes but smaller than 17 bytes, examine the type or types of the fields making up the second eight bytes of the structure or union. If these eight bytes contain at least one integral type, these eight bytes will be returned in %rdx even if non-integral types are also present in the eight bytes. If the eight bytes only contain floating point types, these eight bytes will be returned in %xmm1.

If a structure or union is returned in memory, the caller provides the space for the return value and passes its address to the function as a "hidden" first argument in %rdi. This address will also be returned in %rax.
5.1.3. Argument Passing

Integral and Pointer Arguments

Integral and pointer arguments are passed to a function using the next available register of the sequence %rdi, %rsi, %rdx, %rcx, %r8, %r9. After this list of registers has been exhausted, all remaining integral and pointer arguments are passed to the function via the stack.

Floating-Point Arguments

Float and double arguments are passed to a function using the next available XMM register taken in the order from %xmm0 to %xmm7. After this list of registers has been exhausted, all remaining float and double arguments are passed to the function via the stack.

Structure and Union Arguments

Structure and union arguments can be passed to a function in either registers or on the stack. The size and type of the structure or union determine how it is passed. If a structure or union is larger than 16 bytes, it is passed to the function in memory.

To determine whether a 16-byte or smaller structure or union can be passed to a function in one or two registers, examine the first eight bytes of the structure or union. The type or types of the structure or union’s fields making up these eight bytes determine how these eight bytes will be passed. If the eight bytes contain at least one integral type, the eight bytes will be passed in the first available general purpose register of the sequence %rdi, %rsi, %rdx, %rcx, %r8, %r9 even if non-integral types are also present in the eight bytes. If the eight bytes only contain floating point types, these eight bytes will be passed in the first available XMM register of the sequence from %xmm0 to %xmm7.

If the structure or union is larger than eight bytes but smaller than 17 bytes, examine the type or types of the fields making up the second eight bytes of the structure or union. If the eight bytes contain at least one integral type, the eight bytes will be passed in the next available general purpose register of the sequence %rdi, %rsi, %rdx, %rcx, %r8, %r9 even if non-integral types are also present in the eight bytes. If these eight bytes only contain floating point types, these eight bytes will be passed in the next available XMM register of the sequence from %xmm0 to %xmm7.

If the first or second eight bytes of the structure or union cannot be passed in a register for some reason, the entire structure or union must be passed in memory.
Passing Arguments on the Stack

If there are arguments left after every argument register has been allocated, the remaining arguments are passed to the function on the stack. The unassigned arguments are pushed on the stack in reverse order, with the last argument pushed first.

Parameter Passing

Table 17 shows the register allocation and stack frame offsets for the function declaration and call shown in the following example. Both table and example are adapted from System V Application Binary Interface: AMD64 Architecture Processor Supplement.

typedef struct {
    int a, b;
    double d;
} structparam;

structparam s;

int e, f, g, h, i, j, k;

float flt;

double m, n;

extern void func(int e, int f, structparam s, int g, int h, float flt, double m, double n, int i, int j, int k);

void func2()
{
    func(e, f, s, g, h, flt, m, n, i, j, k);
}

Table 17  Register Allocation for Example A-2

<table>
<thead>
<tr>
<th>General Purpose Registers</th>
<th>Floating Point Registers</th>
<th>Stack Frame Offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi: e</td>
<td>%xmm0: s.d</td>
<td>0: j</td>
</tr>
<tr>
<td>%rsi: f</td>
<td>%xmm1: flt</td>
<td>8: k</td>
</tr>
<tr>
<td>%rdx: s,a,s,b</td>
<td>%xmm2: m</td>
<td></td>
</tr>
<tr>
<td>%rcx: g</td>
<td>%xmm3: n</td>
<td></td>
</tr>
<tr>
<td>%r8: h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>%r9: i</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Implementing a Stack

In general, compilers and programmers must maintain a software stack. The stack pointer, register %rsp, is set by the operating system for the application when the program is started. The stack must grow downwards from high addresses.

A separate frame pointer enables calls to routines that change the stack pointer to allocate space on the stack at run-time (e.g. alloca). Some languages can also return values from a routine allocated on stack space below the original top-of-stack pointer. Such a routine prevents the calling function from using %rsp-relative addressing for values on the stack. If the compiler does not call routines that leave %rsp in an altered
state when they return, a frame pointer is not needed and may not be used if the compiler option -Mnoframe is specified.

The stack must be kept aligned on 16-byte boundaries.

Variable Length Parameter Lists

Parameter passing in registers can handle a variable number of parameters. The C language uses a special method to access variable-count parameters. The stdarg.h and varargs.h files define several functions to access these parameters. A C routine with variable parameters must use the va_start macro to set up a data structure before the parameters can be used. The va_arg macro must be used to access the successive parameters.

For calls that use varargs or stdargs, the register %rax acts as a hidden argument whose value is the number of XMM registers used in the call.

C Parameter Conversion

In C, for a called prototyped function, the parameter type in the called function must match the argument type in the calling function. If the called function is not prototyped, the calling convention uses the types of the arguments but promotes char or short to int, and unsigned char or unsigned short to unsigned int and promotes float to double, unless you use the -Msingle option. For more information on the -Msingle option, refer to -M Options by Category.

Calling Assembly Language Programs

The following example shows a C program calling an assembly-language routine sum_3.

C Program Calling an Assembly-language Routine

```c
/* File: testmain.c */
#include <stdio.h>
int
main() {
    long l_para1 = 2;
    float f_para2 = 1.0;
    double d_para3 = 0.5;
    float f_return;
    extern float sum_3(long para1, float para2, double para3);
    f_return = sum_3(l_para1, f_para2, d_para3);
    printf("Parameter one, type long = %ld\n", l_para1);
    printf("Parameter two, type float = %f\n", f_para2);
    printf("Parameter three, type double = %f\n", d_para3);
    printf("The sum after conversion = %f\n", f_return);
    return 0;
}
```

```assembly
# File: sum_3.s
# Computes ( para1 + para2 ) + para3
.text
.align 16
.globl sum_3
sum_3:
    pushq %rbp
```
movq %rsp, %rbp
cvtsi2ss %rdi, %xmm2
addss %xmm0, %xmm2
cvtsd2ss %xmm2, %xmm2
addsd %xmm1, %xmm2
cvtsd2ss %xmm2, %xmm2
movaps %xmm2, %xmm0
popq %rbp
ret
.type sum_3, @function
.size sum_3,.size -sum_3

5.1.4. Linux 86-64 OpenPOWER Fortran Supplement

Sections A2.4.1 through A2.4.4 of the ABI for x64 Linux defines the Fortran supplement. The register usage conventions set forth in that document remain the same for Fortran.

Fortran Fundamental Types

Table 18 Linux 86-64 OpenPOWER Fortran Fundamental Types

<table>
<thead>
<tr>
<th>Fortran Type</th>
<th>Size (bytes)</th>
<th>Alignment (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER*2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER*4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL*2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL*4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>BYTE</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>CHARACTER*n</td>
<td>n</td>
<td>1</td>
</tr>
<tr>
<td>REAL</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>REAL*4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>REAL*8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE PRECISION</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>COMPLEX</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>Fortran Type</td>
<td>Size (bytes)</td>
<td>Alignment (bytes)</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>COMPLEX*8</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>COMPLEX*16</td>
<td>16</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td>16</td>
<td>8</td>
</tr>
</tbody>
</table>

A logical constant is one of:

- `.TRUE.`
- `.FALSE.`

The logical constants `.TRUE.` and `.FALSE.` are defined to be the four-byte values -1 and 0 respectively. A logical expression is defined to be `.TRUE.` if its least significant bit is 1 and `.FALSE.` otherwise.

Note that the value of a character is not automatically NULL-terminated.

Naming Conventions

By default, all globally visible Fortran symbol names (subroutines, functions, common blocks) are converted to lower-case. In addition, an underscore is appended to Fortran global names to distinguish the Fortran name space from the C/C++ name space.

Argument Passing and Return Conventions

Arguments are passed by reference (i.e., the address of the argument is passed, rather than the argument itself). In contrast, C/C++ arguments are passed by value.

When passing an argument declared as Fortran type CHARACTER, an argument representing the length of the CHARACTER argument is also passed to the function. This length argument is a four-byte integer passed by value, and is passed at the end of the parameter list following the other formal arguments. A length argument is passed for each CHARACTER argument; the length arguments are passed in the same order as their respective CHARACTER arguments.

A Fortran function, returning a value of type CHARACTER, adds two arguments to the beginning of its argument list. The first additional argument is the address of the area created by the caller for the return value; the second additional argument is the length of the return value. If a Fortran function is declared to return a character value of constant length, for example CHARACTER*4 FUNCTION CHF(), the second extra parameter representing the length of the return value must still be supplied.

A Fortran complex function returns its value in memory in the same manner as complex functions. The caller provides space for the return value and passes the address of this storage as if it were the first argument to the function.
Alternate return specifiers of a Fortran function are not passed as arguments by the caller. The alternate return function passes the appropriate return value back to the caller in %raxr1.

The handling of the following Fortran 90 features is implementation-defined: internal procedures, pointer arguments, assumed-shape arguments, functions returning arrays, and functions returning derived types.

Inter-language Calling

Inter-language calling between Fortran and C/C++ is possible if function/subroutine parameters and return values match types.

- If a C/C++ function returns a value, call it from Fortran as a function, otherwise, call it as a subroutine.
- If a Fortran function has type CHARACTER or COMPLEX, call it from C/C++ as a void function.
- If a Fortran subroutine has alternate returns, call it from C/C++ as a function returning int; the value of such a subroutine is the value of the integer expression specified in the alternate RETURN statement.
- If a Fortran subroutine does not contain alternate returns, call it from C/C++ as a void function.

Fortran 2003 also provides a mechanism to support interoperability with C. This mechanism includes the ISO_C_BINDING intrinsic module, binding labels, and the BIND attribute.

**Table 19** provides the C/C++ data type corresponding to each Fortran data type.

### Table 19  Fortran and C/C++ Data Type Compatibility

<table>
<thead>
<tr>
<th>Fortran Type</th>
<th>C/C++ Type</th>
<th>Size (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARACTER*n x</td>
<td>char x[n]</td>
<td>n</td>
</tr>
<tr>
<td>REAL x</td>
<td>float x</td>
<td>4</td>
</tr>
<tr>
<td>REAL*4 x</td>
<td>float x</td>
<td>4</td>
</tr>
<tr>
<td>REAL*8 x</td>
<td>double x</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE PRECISION x</td>
<td>double x</td>
<td>8</td>
</tr>
<tr>
<td>INTEGER x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*1 x</td>
<td>signed char x</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER*2 x</td>
<td>short x</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER*4 x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>Fortran Type</td>
<td>C/C++ Type</td>
<td>Size (bytes)</td>
</tr>
<tr>
<td>--------------------</td>
<td>---------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>INTEGER*8 x</td>
<td>long x, or long long x</td>
<td>8</td>
</tr>
<tr>
<td>LOGICAL x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*1 x</td>
<td>char x</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL*2 x</td>
<td>short x</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL*4 x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*8 x</td>
<td>long x, or long long x</td>
<td>8</td>
</tr>
</tbody>
</table>

Table 20 Fortran and C/C++ Representation of the COMPLEX Type

<table>
<thead>
<tr>
<th>Fortran Type (lower case)</th>
<th>C/C++ Type</th>
<th>Size (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>complex x</td>
<td>struct {float r,i;} x;</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>float complex x;</td>
<td></td>
</tr>
<tr>
<td>complex*8 x</td>
<td>struct {float r,i;} x;</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>float complex x;</td>
<td></td>
</tr>
<tr>
<td>double complex x</td>
<td>struct {double dr,di;} x;</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>double complex x;</td>
<td></td>
</tr>
<tr>
<td>complex *16 x</td>
<td>struct {double dr,di;} x;</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>double complex x;</td>
<td></td>
</tr>
</tbody>
</table>

For C/C++, the complex type implies C99 or later.

Arrays

C/C++ arrays and Fortran arrays use different default initial array index values. By default, C/C++ arrays start at 0 and Fortran arrays start at 1. A Fortran array can be declared to start at zero.

Another difference between Fortran and C/C++ arrays is the storage method used. Fortran uses column-major order and C/C++ use row-major order. For one-dimensional arrays, this poses no problems. For two-dimensional arrays, where there are an equal number of rows and columns, row and column indexes can simply be reversed. Inter-language function mixing is not recommended for arrays other than single dimensional arrays and square two-dimensional arrays.
Structures, Unions, Maps, and Derived Types

Fields within Fortran structures and derived types, and multiple map declarations within a Fortran union, conform to the same alignment requirements used by C structures.

Common Blocks

A named Fortran common block can be represented in C/C++ by a structure whose members correspond to the members of the common block. The name of the structure in C/C++ must have the added underscore.

For example, the Fortran common block:

```
INTEGER I, J
COMPLEX C
DOUBLE COMPLEX CD
DOUBLE PRECISION D
COMMON /COM/ i, j, c, cd, d
```

is represented in C with the following equivalent:

```
extern struct {
    int i;
    int j;
    struct {float real, imag;} c;
    struct {double real, imag;} cd;
    double d;
} com_;
```

and in C++ with the following equivalent:

```
extern "C" struct {
    int i;
    int j;
    struct {float real, imag;} c;
    struct {double real, imag;} cd;
    double d;
} com_;
```

The compiler-provided name of the BLANK COMMON block is implementation specific.

Calling Fortran COMPLEX and CHARACTER functions from C/C++ is not as straightforward as calling other types of Fortran functions. Additional arguments must be passed to the Fortran function by the C/C++ caller. A Fortran COMPLEX function returns its value in memory; the first argument passed to the function must contain the address of the storage for this value. A Fortran CHARACTER function adds two arguments to the beginning of its argument list. The following example of calling a Fortran CHARACTER function from C/C++ illustrates these caller-provided extra parameters:

```
CHARACTER*(*) FUNCTION CHF(C1, I)
CHARACTER*(*) C1
INTEGER I
END

extern void chf_();
char tmp[10];
```
char c1[9];
int i;
chf_ (tmp, 10, c1, &i, 9);

The extra parameters tmp and 10 are supplied for the return value, while 9 is supplied as
the length of c1. Refer to Argument Passing, for additional information.

5.2. Win64 Programming Model

This section defines compiler and assembly language conventions for the use of certain
aspects of an x64 processor running a Win64 operating system. These standards must
be followed to guarantee that compilers, application programs, and operating systems
written by different people and organizations will work together. The conventions
supported by the PGCC ANSI C compiler implement the Visual C++ calling conventions
for x64 processors.

5.2.1. Function Calling Sequence

This section describes the standard function calling sequence, including the stack frame,
register usage, and parameter passing.

Register Usage Conventions

Table 21 defines the standard for register allocation. The 64-bit AMD64 and Intel 64
architectures provide a number of registers. All the general purpose registers, XMM
registers, and x87 registers are global to all procedures in a running program.

Table 21 Register Allocation

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>General</td>
<td>%rax</td>
<td>return value register</td>
</tr>
<tr>
<td></td>
<td>%rbx</td>
<td>callee-saved</td>
</tr>
<tr>
<td></td>
<td>%rcx</td>
<td>pass 1st argument to functions</td>
</tr>
<tr>
<td></td>
<td>%rdx</td>
<td>pass 2nd argument to functions</td>
</tr>
<tr>
<td></td>
<td>%rsp</td>
<td>stack pointer</td>
</tr>
<tr>
<td></td>
<td>%rbp</td>
<td>callee-saved; optional stack frame pointer</td>
</tr>
<tr>
<td></td>
<td>%rsi</td>
<td>callee-saved</td>
</tr>
<tr>
<td></td>
<td>%rdi</td>
<td>callee-saved</td>
</tr>
<tr>
<td></td>
<td>%r8</td>
<td>pass 3rd argument to functions</td>
</tr>
<tr>
<td></td>
<td>%r9</td>
<td>pass 4th argument to functions</td>
</tr>
<tr>
<td></td>
<td>%r10-%r11</td>
<td>temporary registers; used in syscall/sysret instructions</td>
</tr>
</tbody>
</table>
In addition to the registers, each function has a frame on the run-time stack. This stack grows downward from high addresses. Table 22 shows the stack frame organization.

Table 22  Standard Stack Frame

<table>
<thead>
<tr>
<th>Position</th>
<th>Contents</th>
<th>Frame</th>
</tr>
</thead>
<tbody>
<tr>
<td>8n-120 (%rbp)</td>
<td>argument eightbyte n</td>
<td>previous</td>
</tr>
<tr>
<td></td>
<td>...</td>
<td></td>
</tr>
<tr>
<td>-80 (%rbp)</td>
<td>argument eightbyte 5</td>
<td></td>
</tr>
<tr>
<td>-88 (%rbp)</td>
<td>%r9 home</td>
<td></td>
</tr>
<tr>
<td>-96 (%rbp)</td>
<td>%r8 home</td>
<td></td>
</tr>
<tr>
<td>-104 (%rbp)</td>
<td>%rdx home</td>
<td></td>
</tr>
<tr>
<td>-112 (%rbp)</td>
<td>%rcx home</td>
<td></td>
</tr>
<tr>
<td>-120 (%rbp)</td>
<td>return address</td>
<td>current</td>
</tr>
<tr>
<td>-128 (%rbp)</td>
<td>caller’s %rbp</td>
<td></td>
</tr>
<tr>
<td></td>
<td>...</td>
<td></td>
</tr>
<tr>
<td>0 (%rsp)</td>
<td>variable size</td>
<td></td>
</tr>
</tbody>
</table>

Key points concerning the stack frame:

- The parameter area at the bottom of the stack must contain enough space to hold all the parameters needed by any function call. Space must be set aside for the four register parameters to be "homed" to the stack even if there are less than four register parameters used in a given call.

- Sixteen-byte alignment of the stack is required except within a function’s prolog and within leaf functions.
All registers on an x64 system are global and thus visible to both a calling and a called function. Registers %rbx, %rsp, %rbp, %rsi, %rdi, %r12, %r13, %r14, and %r15 are non-volatile. Therefore, a called function must preserve these registers’ values for its caller. Remaining registers are scratch. If a calling function wants to preserve such a register value across a function call, it must save a value in its local stack frame.

Registers are used in the standard calling sequence. The first four arguments are passed in registers. Integral and pointer arguments are passed in these general purpose registers (listed in order): %rcx, %rdx, %r8, %r9. Floating point arguments are passed in the first four XMM registers: %xmm0, %xmm1, %xmm2, %xmm3. Registers are assigned using the argument’s ordinal position in the argument list. For example, if a function’s first argument is an integral type and its second argument is a floating-point type, the first argument will be passed in the first general purpose register (%rcx) and the second argument will be passed in the second XMM register (%xmm1); the first XMM register and second general purpose register are ignored. Arguments after the first four are passed on the stack.

Integral and pointer type return values are returned in %rax. Floating point return values are returned in %xmm0.

Additional registers with assigned roles in the standard calling sequence:

%rsp
The stack pointer holds the limit of the current stack frame, which is the address of the stack’s bottom-most, valid word. The stack pointer should point to a 16-byte aligned area unless in the prolog or a leaf function.

%rbp
The frame pointer, if used, can provide a way to reference the previous frames on the stack. Details are implementation dependent. A function must preserve this register value for its caller.

MXCSR
The flags register MXCSR contains the system flags, such as the direction flag and the carry flag. The six status flags (MXCSR[0:5]) are volatile; the remainder of the register is nonvolatile.

x87 - Floating Point Control Word (FPCSR)
The control word contains the floating-point flags, such as the rounding mode and exception masking. This register is initialized at process initialization time and its value must be preserved.

Signals can interrupt processes. Functions called during signal handling have no unusual restriction on their use of registers. Moreover, if a signal handling function returns, the process resumes its original execution path with registers restored to their original values. Thus, programs and compilers may freely use all registers without danger of signal handlers changing their values.
5.2.2. Function Return Values

Functions Returning Scalars or No Value

- A function that returns an integral or pointer value that fits in 64 bits places its result in %rax.
- A function that returns a floating point value that fits in the XMM registers returns this value in %xmm0.
- A function that returns a value in memory via the stack places the address of this memory (passed to the function as a "hidden" first argument in %rcx) in %rax.
- Functions that return no value (also called procedures or void functions) put no particular value in any register.
- A call instruction pushes the address of the next instruction (the return address) onto the stack. The return instruction pops the address off the stack and effectively continues execution at the next instruction after the call instruction. A function that returns a scalar or no value must preserve the caller’s registers as previously described. Further, the called function must remove the return address from the stack, leaving the stack pointer (%rsp) with the value it had before the call instruction was executed.

Functions Returning Structures or Unions

A function can use either registers or the stack to return a structure or union. The size and type of the structure or union determine how it is returned. A structure or union is returned in memory if it is larger than 8 bytes or if its size is 3, 5, 6, or 7 bytes. A structure or union is returned in %rax if its size is 1, 2, 4, or 8 bytes.

If a structure or union is to be returned in memory, the caller provides space for the return value and passes its address to the function as a "hidden" first argument in %rcx. This address will also be returned in %rax.

5.2.3. Argument Passing

Integral and Pointer Arguments

Integral and pointer arguments are passed to a function using the next available register of the sequence %rcx, %rdx, %r8, %r9. After this list of registers has been exhausted, all remaining integral and pointer arguments are passed to the function via the stack.

Floating-Point Arguments

Float and double arguments are passed to a function using the next available XMM register of the sequence %xmm0, %xmm1, %xmm2, %xmm3. After this list of registers
has been exhausted, all remaining XMM floating-point arguments are passed to the function via the stack.

Array, Structure, and Union Arguments

Arrays and strings are passed to functions using a pointer to caller-allocated memory. Structure and union arguments of size 1, 2, 4, or 8 bytes will be passed as if they were integers of the same size. Structures and unions of other sizes will be passed as a pointer to a temporary, allocated by the caller, and whose value contains the value of the argument. The caller-allocated temporary memory used for arguments of aggregate type must be 16-byte aligned.

Passing Arguments on the Stack

Registers are assigned using the argument’s ordinal position in the argument list. For example, if a function’s first argument is an integral type and its second argument is a floating-point type, the first argument will be passed in the first general purpose register (%rcx) and the second argument will be passed in the second XMM register (%xmm1); the first XMM register and second general purpose register are ignored. Arguments after the first four are passed on the stack; they are pushed on the stack in reverse order, with the last argument pushed first.

Parameter Passing

Table 23 shows the register allocation and stack frame offsets for the function declaration and call shown in the following example.

```c
typedef struct {
    int i;  float f;
} struct1;

int i;  float f;  double d;  long l;  long long ll;  struct1 s1;

extern void
func (int i, float f, struct1 s1, double d, long long ll, long l);

func (i, f, s1, d, ll, l);
```

Table 23 Register Allocation for Example A-4

<table>
<thead>
<tr>
<th>General Purpose Registers</th>
<th>Floating Point Registers</th>
<th>Stack Frame Offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rcx: i</td>
<td>%xmm0: &lt;ignored&gt;</td>
<td>32: ll</td>
</tr>
<tr>
<td>%rdx: &lt;ignored&gt;</td>
<td>%xmm1: f</td>
<td>40: l</td>
</tr>
<tr>
<td>%r8: s1.i, s1.f</td>
<td>%xmm2: &lt;ignored&gt;</td>
<td></td>
</tr>
<tr>
<td>%r9: &lt;ignored&gt;</td>
<td>%xmm3: d</td>
<td></td>
</tr>
</tbody>
</table>
Implementing a Stack

In general, compilers and programmers must maintain a software stack. The stack pointer, register %rsp, is set by the operating system for the application when the program is started. The stack must grow downwards from high addresses.

A separate frame pointer enables calls to routines that change the stack pointer to allocate space on the stack at run-time (e.g. alloca). Some languages can also return values from a routine allocated on stack space below the original top-of-stack pointer. Such a routine prevents the calling function from using %rsp-relative addressing to get at values on the stack. If the compiler does not call routines that leave %rsp in an altered state when they return, a frame pointer is not needed and is not used if the compiler option -Mnoframe is specified.

The stack must always be 16-byte aligned except within the prolog and within leaf functions.

Variable Length Parameter Lists

Parameter passing in registers can handle a variable number of parameters. The C language uses a special method to access variable-count parameters. The stdarg.h and varargs.h files define several functions to access these parameters. A C routine with variable parameters must use the va_start macro to set up a data structure before the parameters can be used. The va_arg macro must be used to access the successive parameters.

For unprototyped functions or functions that use varargs, floating-point arguments passed in registers must be passed in both an XMM register and its corresponding general purpose register.

C Parameter Conversion

In C, for a called prototyped function, the parameter type in the called function must match the argument type in the calling function.

- If the called function is not prototyped, the calling convention uses the types of the arguments but promotes char or short to int, and unsigned char or unsigned short to unsigned int and promotes float to double, unless you use the -Msingle option.
  
  For more information on the -Msingle option, refer to -M Options by Category.

- If the called function is prototyped, the unused bits of a register containing a char or short parameter are undefined and the called function must extend the sign of the unused bits when needed.

Calling Assembly Language Programs

C Program Calling an Assembly-language Routine

```c
/* File: testmain.c */
main() {
    long l_para1 = 0x3f800000;
```
5.2.4. Win64 Fortran Supplement

Sections A3.4.1 through A3.4.4 of the AMD64 Software Conventions for Win64 define the Fortran supplement. The register usage conventions set forth in that document remain the same for Fortran.

Fortran Fundamental Types

Table 24  Win64 Fortran Fundamental Types

<table>
<thead>
<tr>
<th>Fortran Type</th>
<th>Size (bytes)</th>
<th>Alignment (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER*2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER*4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL*2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL*4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*8</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>
Fortran Type | Size (bytes) | Alignment (bytes)
---|---|---
BYTE | 1 | 1
CHARACTER*n | n | 1
REAL | 4 | 4
REAL*4 | 4 | 4
REAL*8 | 8 | 8
DOUBLE PRECISION | 8 | 8
COMPLEX | 8 | 4
COMPLEX*8 | 8 | 4
COMPLEX*16 | 16 | 8
DOUBLE COMPLEX | 16 | 8

A logical constant is one of:

- .TRUE.
- .FALSE.

The logical constants .TRUE. and .FALSE. are defined to be the four-byte value 1 and 0 respectively. A logical expression is defined to be .TRUE. if its least significant bit is 1 and .FALSE. otherwise.

Note that the value of a character is not automatically NULL-terminated.

Fortran Naming Conventions

By default, all globally visible Fortran symbol names (subroutines, functions, common blocks) are converted to lower-case. In addition, an underscore is appended to Fortran global names to distinguish the Fortran name space from the C/C++ name space.

Fortran Argument Passing and Return Conventions

Arguments are passed by reference, meaning the address of the argument is passed rather than the argument itself. In contrast, C/C++ arguments are passed by value.

When passing an argument declared as Fortran type CHARACTER, an argument representing the length of the CHARACTER argument is also passed to the function. This length argument is a four-byte integer passed by value, and is passed at the end of the parameter list following the other formal arguments. A length argument is passed for each CHARACTER argument; the length arguments are passed in the same order as their respective CHARACTER arguments.
A Fortran function, returning a value of type CHARACTER, adds two arguments to the beginning of its argument list. The first additional argument is the address of the area created by the caller for the return value; the second additional argument is the length of the return value. If a Fortran function is declared to return a character value of constant length, for example `CHARACTER*4 FUNCTION CHF()`, the second extra parameter representing the length of the return value must still be supplied.

A Fortran complex function returns its value in memory. The caller provides space for the return value and passes the address of this storage as if it were the first argument to the function.

Alternate return specifiers of a Fortran function are not passed as arguments by the caller. The alternate return function passes the appropriate return value back to the caller in %rax.

The handling of the following Fortran 90 features is implementation-defined: internal procedures, pointer arguments, assumed-shape arguments, functions returning arrays, and functions returning derived types.

Inter-language Calling

Inter-language calling between Fortran and C/C++ is possible if function/subroutine parameters and return values match types. If a C/C++ function returns a value, call it from Fortran as a function, otherwise, call it as a subroutine. If a Fortran function has type CHARACTER or COMPLEX, call it from C/C++ as a void function. If a Fortran subroutine has alternate returns, call it from C/C++ as a function returning int; the value of such a subroutine is the value of the integer expression specified in the alternate RETURN statement. If a Fortran subroutine does not contain alternate returns, call it from C/C++ as a void function.

Table 25 provides the C/C++ data type corresponding to each Fortran data type.

Table 25  Fortran and C/C++ Data Type Compatibility

<table>
<thead>
<tr>
<th>Fortran Type</th>
<th>C/C++ Type</th>
<th>Size (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARACTER*n x</td>
<td>char x[n]</td>
<td>n</td>
</tr>
<tr>
<td>REAL x</td>
<td>float x</td>
<td>4</td>
</tr>
<tr>
<td>REAL*4 x</td>
<td>float x</td>
<td>4</td>
</tr>
<tr>
<td>REAL*8 x</td>
<td>double x</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE PRECISION x</td>
<td>double x</td>
<td>8</td>
</tr>
<tr>
<td>INTEGER x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*1 x</td>
<td>signed char x</td>
<td>1</td>
</tr>
<tr>
<td>Fortran Type</td>
<td>C/C++ Type</td>
<td>Size (bytes)</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>INTEGER*2 x</td>
<td>short x</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER*4 x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER*8 x</td>
<td>long long x</td>
<td>8</td>
</tr>
<tr>
<td>LOGICAL x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*1 x</td>
<td>char x</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL*2 x</td>
<td>short x</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL*4 x</td>
<td>int x</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL*8 x</td>
<td>long long x</td>
<td>8</td>
</tr>
</tbody>
</table>

The HPC Compiler User’s Guide contains a table that provides the Fortran and C/C++ representation of the COMPLEX type.

Table 26  Fortran and C/C++ Representation of the COMPLEX Type

<table>
<thead>
<tr>
<th>Fortran Type (lower case)</th>
<th>C/C++ Type</th>
<th>Size (bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>complex x</td>
<td>struct {float r;i;} x;</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>float complex x;</td>
<td>8</td>
</tr>
<tr>
<td>complex*8 x</td>
<td>struct {float r;i;} x;</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>float complex x;</td>
<td>8</td>
</tr>
<tr>
<td>double complex x</td>
<td>struct {double dr;di;} x;</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>double complex x;</td>
<td>16</td>
</tr>
<tr>
<td>complex *16 x</td>
<td>struct {double dr;di;} x;</td>
<td>16</td>
</tr>
<tr>
<td></td>
<td>double complex x;</td>
<td>16</td>
</tr>
</tbody>
</table>

For C/C++, the complex type implies C99 or later.

Arrays

For a number of reasons inter-language function mixing is not recommended for arrays other than single dimensional arrays and square two-dimensional arrays.

- C/C++ arrays and Fortran arrays use different default initial array index values. By default, C/C++ arrays start at 0 and Fortran arrays start at 1. However, a Fortran array can be declared to start at zero.
Fortran and C/C++ arrays use different storage methods. Fortran uses column-major order and C/C++ use row-major order. For one-dimensional arrays, this poses no problems. For two-dimensional arrays, where there are an equal number of rows and columns, row and column indexes can simply be reversed.

Structures, Unions, Maps, and Derived Types.

Fields within Fortran structures and derived types, and multiple map declarations within a Fortran union, conform to the same alignment requirements used by C structures.

Common Blocks

A named Fortran common block can be represented in C/C++ by a structure whose members correspond to the members of the common block. The name of the structure in C/C++ must have the added underscore. Here is an example.

Fortran common block:

```fortran
INTEGER I, J
COMPLEX C
DOUBLE COMPLEX CD
DOUBLE PRECISION D
COMMON /COM/ i, j, c, cd, d
```

C equivalent:

```c
extern struct {
  int i;
  int j;
  struct {float real, imag;} c;
  struct {double real, imag;} cd;
  double d;
  } com_
```

C++ equivalent:

```c++
extern "C" struct {
  int i;
  int j;
  struct {float real, imag;} c;
  struct {double real, imag;} cd;
  double d;
  } com_
```

The compiler-provided name of the BLANK COMMON block is implementation-specific.

Calling Fortran COMPLEX and CHARACTER functions from C/C++ is not as straightforward as calling other types of Fortran functions. Additional arguments must be passed to the Fortran function by the C/C++ caller. A Fortran COMPLEX function returns its value in memory; the first argument passed to the function must contain the address of the storage for this value. A Fortran CHARACTER function adds two arguments to the beginning of its argument list. The following example of calling a
Fortran CHARACTER function from C/C++ illustrates these caller-provided extra parameters:

```fortran
CHARACTER(*) FUNCTION CHF(C1, I)
CHARACTER(*) C1
INTEGER I
END
```

```c
extern void chf_();
char tmp[10];
char c1[9];
int i;
chf_(tmp, 10, c1, &i, 9);
```

The extra parameters tmp and 10 are supplied for the return value, while 9 is supplied as the length of c1.

Command-line options provide full support of many C++ variants, including strict standard conformance. PGC++ provides command line options that enable the user to specify whether anachronisms and/or cfront 2.1/3.0 compatibility features should be accepted. C++11 and C++14 are also supported via command line options.

6.1. Extensions Accepted in Normal C++ Mode

The following extensions are accepted in all modes, except when strict ANSI violations are diagnosed as errors, described in the -A option:

- A friend declaration for a class may omit the class keyword:
  ```cpp
class A {
    friend B; // Should be "friend class B"
};
```

- Constants of scalar type may be defined within classes:
  ```cpp
class A {
    const int size = 10;
    int a[size];
};
```

- In the declaration of a class member, a qualified name may be used:
  ```cpp
struct A{
  int A::f(); // Should be int f();
}
```

- The preprocessing symbol c_plusplus is defined in addition to the standard __cplusplus.

- An assignment operator declared in a derived class with a parameter type matching one of its base classes is treated as a "default" assignment operator—that is, such a declaration blocks the implicit generation of a copy assignment operator. (This is cfront behavior that is known to be relied upon in at least one widely used library.)

Here’s an example:

```cpp
struct A { }; 
struct B : public A {
  B& operator=(A&);
};
```
By default, as well as in cfront-compatibility mode, there will be no implicit declaration of B::operator=(const B&), whereas in strict-ANSI mode B::operator=(A&) is not a copy assignment operator and B::operator=(const B&) is implicitly declared.

Implicit type conversion between a pointer to an extern "C" function and a pointer to an extern "C++" function is permitted. Here's an example:

```cpp
extern "C" void f();  // f's type has extern "C" linkage
void (*pf) ()         // pf points to an extern "C++" function = &f;
// error unless implicit conv is allowed
```

### 6.2. cfront 2.1 Compatibility Mode

The following extensions are accepted in cfront 2.1 compatibility mode in addition to the extensions listed in the following section. These things were corrected in the 3.0 release of cfront:

- The dependent statement of an if, while, do-while, or for is not considered to define a scope. The dependent statement may not be a declaration. Any objects constructed within the dependent statement are destroyed at exit from the dependent statement.
- Implicit conversion from integral types to enumeration types is allowed.
- A non-const member function may be called for a const object. A warning is issued.
- A const void * value may be implicitly converted to a void * value, e.g., when passed as an argument.
- When, in determining the level of argument match for overloading, a reference parameter is initialized from an argument that requires a non-class standard conversion, the conversion counts as a user-defined conversion. (This is an outright bug, which unfortunately happens to be exploited in some class libraries.)
- When a builtin operator is considered alongside overloaded operators in overload resolution, the match of an operand of a builtin type against the builtin type required by the builtin operator is considered a standard conversion in all cases (e.g., even when the type is exactly right without conversion).
- A reference to a non-const type may be initialized from a value that is a const-qualified version of the same type, but only if the value is the result of selecting a member from a const class object or a pointer to such an object.
- A cast to an array type is allowed; it is treated like a cast to a pointer to the array element type. A warning is issued.
- When an array is selected from a class, the type qualifiers on the class object (if any) are not preserved in the selected array. (In the normal mode, any type qualifiers on the object are preserved in the element type of the resultant array.)
- An identifier in a function is allowed to have the same name as a parameter of the function. A warning is issued.
- An expression of type void may be supplied on the return statement in a function with a void return type. A warning is issued.
- cfront has a bug that causes a global identifier to be found when a member of a class or one of its base classes should actually be found. This bug is not emulated in cfront compatibility mode.
A parameter of type "const void *" is allowed on operator delete; it is treated as equivalent to "void *".

A period (".") may be used for qualification where ":::" should be used. Only ":::" may be used as a global qualifier. Except for the global qualifier, the two kinds of qualifier operators may not be mixed in a given name (i.e., you may say A::B::C or A.B.C but not A::B:C or A.B::C). A period may not be used in a vacuous destructor reference nor in a qualifier that follows a template reference such as A<T>::B.

cfront 2.1 does not correctly look up names in friend functions that are inside class definitions. In this example function f should refer to the functions and variables (e.g., f1 and a1) from the class declaration. Instead, the global definitions are used.

```cpp
int a1;
int e1;
void f1();
class A {
    int a1;
    void f1();
    friend void f()
    {
        int i1 = a1;  // cfront uses global a1
        f1();         // cfront uses global f1
    }
};
```

Only the innermost class scope is (incorrectly) skipped by cfront as illustrated in the following example.

```cpp
int a1;
int b1;
struct A {
    static int a1;
    class B {
        static int b1;
        friend void f()
        {
            int i1 = a1;  // cfront uses A::a1
            int j1 = b1;  // cfront uses global b1
        }
    }
};
```

operator= may be declared as a nonmember function. (This is flagged as an anachronism by cfront 2.1)

A type qualifier is allowed (but ignored) on the declaration of a constructor or destructor. For example:

```cpp
class A {
    A() const;  // No error in cfront 2.1 mode
};
```

### 6.3. cfront 2.1/3.0 Compatibility Mode

The following extensions are accepted in both cfront 2.1 and cfront 3.0 compatibility mode (i.e., these are features or problems that exist in both cfront 2.1 and 3.0):

- Type qualifiers on this parameter may to be dropped in contexts such as this example:

```cpp
struct A {
    void f() const;
};
```
```c++
void (A::*fp)() = &A::f;
```

This is actually a safe operation. A pointer to a const function may be put into a pointer to non-const, because a call using the pointer is permitted to modify the object and the function pointed to will actually not modify the object. The opposite assignment would not be safe.

- Conversion operators specifying conversion to void are allowed.
- A nonstandard friend declaration may introduce a new type. A friend declaration that omits the elaborated type specifier is allowed in default mode, but in cfront mode the declaration is also allowed to introduce a new type name.

```c++
struct A {
    friend B;
};
```

- The third operator of the ? operator is a conditional expression instead of an assignment expression.
- A reference to a pointer type may be initialized from a pointer value without use of a temporary even when the reference pointer type has additional type qualifiers above those present in the pointer value. For example,

```c++
int *p;
const int *&r = p;
// No temporary use
```

- A reference may be initialized with a null.

### 6.4. Extensions accepted in GNU compatibility mode (pgc++)

New GNU C++ features are added as needed, with priority given to features used in system headers. Because the GNU compiler frequently changes behavior between releases, PGC++ is configured to emulate the specific release currently on the user’s system. The most recent versions of GCC implement some C++14 features that the front end does not yet implement.

A few GCC extensions that are likely not going to be supported in the foreseeable future are these:

- The forward declaration of function parameters (so they can participate in variable-length array parameters).
- GNU-style complex integral types (complex floating-point types are supported)
- Nested functions
- Local structs with variable-length array fields. Such fields are treated (with a warning) as zero-length arrays.

### 6.5. C++11 Language Features Accepted

The following features added in the C++11 standard are enabled in C++11 mode. This mode can be combined with the option for strict standard conformance. Several of these features are also enabled in default (nonstrict) C++ mode.
A ‘right shift token’ (>>) can be treated as two closing angle brackets. For example:

```
template<typename T> struct S {}
S<S<int>> s;  // Okay.
// No whitespace needed between closing angle brackets.
```

The static_;assert construct is supported. For example:

```
template<typename T> struct S {
    static_;assert(sizeof(T) > 1, "Type T too small");
};
S<char[2]> s1;  // Okay.
S<char> s2;     // Instantiation error due to failing static_;assert
```

The friend class syntax is extended to allow nonclass types as well as class types expressed through a typedef or without an elaborated type name. For example:

```
typedef struct S ST;
class C {
    friend S;        // Okay (requires S to be in scope).
    friend ST;       // Okay (same as "friend S;").
    friend int;      // Okay (no effect).
    friend S const;  // Error: cv-qualifiers cannot appear directly.
};
```

Mixed string literal concatenations are accepted, a feature carried over from C99 preprocessor extensions. For example:

```
wchar_t *str = "a" L"b";  // Okay, same as L"ab".
```

Variadic macros and empty macro arguments are accepted, as in C99.

In function bodies, the reserved identifier __func__ refers to a predefined array containing a string representing the function’s name (a feature carried over from C99).

A trailing comma in the definition of an enumeration type is silently accepted (a feature carried over from C99):

```
enum E { e, };
```

The type long long is accepted. Unsuffixed integer literals that cannot be represented by type long, but could potentially be represented by type unsigned long, have type long long instead (this matches C99, but not the treatment of the long long extension in C89 or default C++ mode).

An explicit instantiation directive may be prefixed with the extern keyword to suppress the instantiation of the specified entity.

The keyword typename followed by a qualified-id can appear outside a template declaration.

```
struct S { struct N {}; };  
typename S::N *p; // Silently accepted in C++11 mode.
```

The keyword auto can be used as a type specifier in the declaration of a variable or reference. In such cases, the actual type is deduced from the associated initializer. This feature can be used for variable declarations, for inclass declarations of static const members, and for new-expressions.

```
auto x = 3.0;      // Same as "double x = 3.0;"
auto p = new auto(x);         // Same as "double *p = new double(x);"
struct S {
    static auto const m = 3;  // Same as "static int const m = 3;"
};
```

By default, auto is no longer accepted as a storage class specifier (but an option is available to re-enable it).
- The keyword `decltype` is supported: It allows types to be described in terms of expressions. For example:

```cpp
template< typename T > struct S {
    decltype(f(T())) *p; // A pointer to the return type of f.
};
```

- The constraints on the code points implied by universal character names (UCNs) are slightly different: UCNs for surrogate code points (0xD000 through 0xDFFF) are never permitted, and UCNs corresponding to control characters or to characters in the basic source character set are permitted in string literals.

- Scoped enumeration types (defined with the keyword sequence `enum class`) and explicit underlying integer types for enumeration types are supported. For example:

```cpp
class Primary { red, green, blue };  
class Danger { green, yellow, red }; // No conflict on "red".
class Code: unsigned char { yes, no, maybe }; 
void f() {
    Primary p = Primary::red; // Enum-qualifier is required to access
    // scoped enumerator filepaths.
    Code c = Code::maybe;     // Enum qualifier is allowed (but not
    required)                    // for unscoped enumeration types.
}
```

- Lambdas are supported. For example:

```cpp
template<class F> int z(F f) { return f(0); }
int g() {
    int v = 7;
    return z([v](int x)->int { return x+v; });
}
```

- The C99-style `_Pragma` operator is supported.

- Rvalue references are supported. For example:

```cpp
int f(int);  
int &&rr = f(3);
```

- Functions can be `deleted`. For example:

```cpp
int f(int) = delete;  
short f(short);  
int x = f(3);         // Error: selected function is deleted.  
int y = f((short)3);  // Okay.
```

- Special member functions can be explicitly `defaulted` (i.e., given a default definition). For example:

```cpp
struct S { S(S const&) = default; };  
struct T { T(T const&)}; };  
T::T(T const&) = default;
```

- The operand of `sizeof`, `typeid`, or `decltype` can refer directly to a non-static data member of a class without using a member access expression. For example:

```cpp
struct S {  
    int i;
};  
decltype(S::i) j = sizeof(S::i);
```

- The keyword `nullptr`, conventionally known by its standard typedef `std::nullptr_t`, can be used as both a null pointer and a null pointer-to-member filepath. Variables and other expressions whose type is that of the `nullptr` keyword can also be used as null pointer(-to-member) filepaths, although they are only filepath expressions if they otherwise would be. For example:

```cpp
#include <cstddef>  // to get std::nullptr_t
struct S { };  
template <int *> struct X { };  
std::nullptr_t null();
```
C++ Dialect Supported

void f() {
void *p = nullptr
int S::* mp = nullptr
p = null();
X<nullptr> xnull0; //
x<null()> xnull1
//

‣

‣

‣

‣

‣

‣

‣

‣

}

// Initializes p to null pointer
// Initializes mp to null ptr-to-member
// Sets p to null pointer
Instantiates X with null int * value
Error: templeate argument not a
// filepath expression

Attributes delimited by double square brackets ([[...]]) are accepted in declarations.
The standard attributes noreturn and carries_;dependency are supported. For
example:
[[noreturn]] void f();

The context-sensitive keyword final is accepted on class types, to indicate they
cannot be derived from, and on virtual member functions, to indicate they cannot
be overridden. The context-sensitive keyword override can be specified on virtual
member functions to assert that they override a corresponding base class member.
Alias and alias template declarations are supported. For example:
using X = int;
X x;
// equivalent to `int x'
template <typename T> using Y = T*
Y<int> yi; // equivalent to `int* yi'

Variadic templates are supported. For example:
template<class ...T> void f(T ...args)
int i = sizeof...(args);
}
int main() {
f(1, 2, 3, 4);
}

{

U-literals as well as the char16_;t and char32_;t keywords are supported. For
example:
char16_;t *str = U'A 16-bit character string';
char32_;t ch = U'\U00012345'; // A 32-bit character string literal

Substitution Failure is Not An Error (SFINAE) for expressions. Many errors in
expression that arise during the substitution of template parameters in function
templates are now treated as deduction failures rather than definite errors. This
approach may result in a valid program if another (overloaded) function template
allows the substitution. In the original C++ standard (1998, 2003) SFINAE was
mostly limited to simple type substitutions.
Access checking of names used as base classes is done in the context of the class
being defined. For example:
class B {protected: class N {} };
class D: B;;N, B {};
// now allowed

Inline namespaces are supported. For example:
namespace N {
template <class T> struct A {};
template <class T> void g(T){}
inline namespace M {
template <class T> void f(T){}
template <> void f(A,int>);
struct B;
}
}
template <> void N;;f(a<int>){} // specialized as if member of N
struct N:: B {};
// defined as if member of N
int main()
{
N::A<int> na;

NVIDIA HPC Compilers Reference Guide

Version 20.7 | 173


Initializer lists are supported. These are brace-enclosed lists used as variable initializes and call arguments, and in casts, mem-initializers, default arguments, range-based ‘for’ statements, and return statements. For example:

```cpp
struct A { int a1; double a2; };
struct B { B(int, double); };
A a1(1, 2.0);
B b1(1, 2.0);
B b2 = B{1, 2.0};
```

The `noexcept` specifier and operator are supported. For example:

```cpp
void f(int) noexcept;       // never throws
const int version = 5;
void f(float) noexcept(version >=;5);  // does not throw if expr true
int main()  {
    int arr[noexcept(f(1.0f))];        // operator is true if expression
    // cannot throw, so true in this case
}
```

In strict mode, implicit exception specifications are generated for destructors and deallocation functions declared without an explicit exception specification. This can also be enabled in nonstrict modes using the command line option `--implicit_;noexcept`.

Range-based ‘for’ loops are supported. For example:

```cpp
int f()  {
    auto x = {1, 2, 3};
    int sum = 0;
    for (auto i | x) sum += i;
    return sum;
}
```

6.6. C++14 Language Features Accepted

The following features added in the C++14 standard are enabled in C++14 mode. This mode can be combined with the option for strict standard conformance. Several of these features are also enabled in default (nonstrict) C++ mode.

- The implicit conversion rules are modified to allow multiple conversion functions in a class type such as a smart pointer, with the best match for the context chosen by overload resolution. Previous versions of the standard required a single conversion function in such classes.
- Binary literals such as `0b0110` are accepted.
- Function return types can be deduced from the return statements of the function definition, and the `decl-type(auto)` specifier is supported. For example:
  ```cpp
  auto f() { return 5; }    // return type is int
  ```
- Lambdas can specify expressions, not just local variables, to be captured. For example:
  ```cpp
  auto l = [x = 42]{ return x + 1; };
  ```
- Class aggregates can have member initializers. For example:
  ```cpp
  struct S { int i = 3; } s{};    // s.i has value 3
  ```
Generic lambdas are accepted, allowing `auto` parameters to define a call operator template. For example:

```cpp
auto l = [](auto p) { return p*2; };
```

The deprecated standard attribute is accepted.

The apostrophe is accepted in numeric literals as a digit separator. For example:

```cpp
long l = 123'456'789;    // Equivalent to 123456789
```

### 6.7. C++17 Language Features Accepted

The PGI release 18.1 C++ compiler introduced partial support for the C++17 language standard. Enable this support by compiling with `--c++17` or `-std=c++17`.

Supported C++17 core language features are available on Linux (requires GCC 7 or later).

The following C++17 language features are partially supported with 2018 PGI releases:

- Structured bindings
- Selection statements with initializers
- Compile-time conditional statements, a.k.a. `constexpr if`
- Fold expressions
- Inline variables
- Constexpr lambdas
- Lambda capture of `*this` by value

The following C++17 language features are only available in 2019 PGI releases:

- Class template deduction
- Auto non-type template parameters
- Guaranteed copy elision

The PGI products do not include a C++ standard library, so support for C++17 additions to the standard library depends on the C++ library provided on your system. On Linux, GCC 7 is the first GCC release with significant C++17 support.

The following C++ library changes are supported when building against GCC 7:

- `std::string_view`
- `std::optional`
- `std::variant`
- `std::any`
- Variable templates for metafunctions

The following C++ library changes are not yet available with any existing PGI release:

- Parallel algorithms
- Filesystem support
- Polymorphic allocators and memory resources
Chapter 7.
FORTRAN MODULE/LIBRARY INTERFACES FOR WINDOWS

NVIDIA Fortran for Windows provides access to a number of libraries that export C interfaces by using Fortran modules. NVIDIA uses this mechanism to support the Win32 API and Unix/Linux portability libraries. This section describes the Fortran module library interfaces that NVIDIA supports, describing each property available.

7.1. Source Files

All routines described in this section have their prototypes and interfaces described in source files that are included in the NVIDIA Windows compiler installation. The location of these files depends on your operating system version and the NVIDIA release version that you have installed. These files are typically located in this directory:

C:/Program Files/PGI/win64/[release_version]/src

For example, if you have installed the x64 version of the 20.7 release, look for your files in this location:

C:/Program Files/PGI/win64/20.7/src

7.2. Data Types

Because the Win32 API and Portability interfaces resolve to C language libraries, it is important to understand how the data types compare within the two languages. Here is a table summarizing how C types correspond with Fortran types for some of the more common data types:

Table 27 Fortran Data Type Mappings

<table>
<thead>
<tr>
<th>Windows Data Type</th>
<th>Fortran Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOL</td>
<td>LOGICAL(4)</td>
</tr>
<tr>
<td>BYTE</td>
<td>BYTE</td>
</tr>
</tbody>
</table>
### Windows Data Type

<table>
<thead>
<tr>
<th>Windows Data Type</th>
<th>Fortran Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHAR</td>
<td>CHARACTER</td>
</tr>
<tr>
<td>SHORT, WORD</td>
<td>INTEGER[2]</td>
</tr>
<tr>
<td>DWORD, INT, LONG</td>
<td>INTEGER[4]</td>
</tr>
<tr>
<td>LONG LONG</td>
<td>INTEGER[8]</td>
</tr>
<tr>
<td>FLOAT</td>
<td>REAL[4]</td>
</tr>
<tr>
<td>DOUBLE</td>
<td>REAL[8]</td>
</tr>
<tr>
<td>x64 Pointers</td>
<td>INTEGER[8]</td>
</tr>
</tbody>
</table>

For more information on data types, refer to [Fortran, C, and C++ Data Types](#).

### 7.3. Using DFLIB, LIBM, and DFPORT

NVIDIA includes Fortran module interfaces to libraries supporting some standard C library, C math library, and Unix/Linux system call functionality. These functions are provided by the DFLIB, LIBM, and DFPORT modules. To utilize these modules, add the appropriate `USE` statement:

```fortran
use dflib
use libm
use dfport
```

### 7.3.1. DFLIB

Table 28 lists the functions that DFLIB includes. In the table [Generic] refers to a generic routine. To view the prototype and interfaces, look in the location described in Source Files.

#### Table 28 DFLIB Function Summary

<table>
<thead>
<tr>
<th>Routine</th>
<th>Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>commitqq</td>
<td>LOGICAL*4</td>
<td>Executes any pending write operations for the file associated with the specified unit to the file’s physical device.</td>
</tr>
<tr>
<td>delfilesqq</td>
<td>INTEGER*4</td>
<td>Deletes the specified files in a specified directory.</td>
</tr>
<tr>
<td>findfileqq</td>
<td>INTEGER*4</td>
<td>Searches for a file in the directories specified in the PATH environment variable.</td>
</tr>
<tr>
<td>fullpathqq</td>
<td>INTEGER*4</td>
<td>Returns the full path for a specified file or directory.</td>
</tr>
<tr>
<td>getdat</td>
<td>INTEGER*2,*4,*8</td>
<td>[Generic] Returns the date.</td>
</tr>
<tr>
<td>getdrivedirqq</td>
<td>INTEGER*4</td>
<td>Returns the current drive and directory path.</td>
</tr>
<tr>
<td>getenvqq</td>
<td>INTEGER*4</td>
<td>Returns a value from the current environment.</td>
</tr>
<tr>
<td>getfileinfoqq</td>
<td>INTEGER*4</td>
<td>Returns information about files with names that match the specified string.</td>
</tr>
<tr>
<td>Routine</td>
<td>Result</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>getfileinfoqi8</td>
<td>INTEGER*4</td>
<td>Returns information about files with names that match the specified string.</td>
</tr>
<tr>
<td>gettim</td>
<td>INTEGER*2,*4,*8</td>
<td>[Generic] Returns the time.</td>
</tr>
<tr>
<td>makedirq</td>
<td>INTEGER*4</td>
<td>Creates a new directory.</td>
</tr>
<tr>
<td>packtimeqq</td>
<td>INTEGER*4</td>
<td>Packs the time and date values for use by setfiletimeqq.</td>
</tr>
<tr>
<td>renamefileqq</td>
<td>LOGICAL*4</td>
<td>Renames the specified file.</td>
</tr>
<tr>
<td>runqq</td>
<td>INTEGER*2</td>
<td>Calls another program and waits for it to execute.</td>
</tr>
<tr>
<td>setenvqq</td>
<td>LOGICAL*4</td>
<td>Sets the values of an existing environment variable or adds a new one.</td>
</tr>
<tr>
<td>setfileaccessqq</td>
<td>LOGICAL*4</td>
<td>Sets the file access mode for the specified file.</td>
</tr>
<tr>
<td>setfiletimeqq</td>
<td>LOGICAL*4</td>
<td>Sets the modification time for the specified file.</td>
</tr>
<tr>
<td>signalqq</td>
<td>INTEGER*8</td>
<td>Controls signal handling.</td>
</tr>
<tr>
<td>sleepqq</td>
<td>None</td>
<td>Delays execution of the program for a specified time.</td>
</tr>
<tr>
<td>splitpathqq</td>
<td>LOGICAL*4</td>
<td>Breaks a full path into components.</td>
</tr>
<tr>
<td>systemqq</td>
<td>LOGICAL*4</td>
<td>Executes a command by passing a command string to the operating system's command interpreter.</td>
</tr>
<tr>
<td>unpacktimeqq</td>
<td>Multiple INTEGERS</td>
<td>Unpacks a file’s packed time and date value into its component parts.</td>
</tr>
</tbody>
</table>

### 7.3.2. LIBM

A Fortran module called `libm` is available to declare interfaces to many of the routines in the standard C math library. Table 29 lists the `LIBM` routines that are available. To view the prototype and interfaces, look in the location described in Source Files.

Some `libm` routine names conflict with Fortran intrinsics. These routines are not listed in this table because they resolve to Fortran intrinsics.

- `asin`  
- `acos`  
- `atan2`  
- `cos`  
- `cosh`  
- `exp`  
- `log`  
- `log10`  
- `sin`  
- `sinh`  
- `sqrt`  
- `tan`  
- `tanh`  

You can also use `libm` routines in CUDA Fortran global and device subprograms, in CUF kernels, and in OpenACC compute regions. When targeting NVIDIA devices, the `libm` routines translate to the corresponding `libm` device routine.

### Table 29 LIBM Functions

<table>
<thead>
<tr>
<th>acosf</th>
<th>erfc</th>
<th>frexp</th>
<th>log1p</th>
<th>remquo</th>
</tr>
</thead>
<tbody>
<tr>
<td>acosh</td>
<td>erf</td>
<td>frexpf</td>
<td>log1pf</td>
<td>remquof</td>
</tr>
<tr>
<td>acoshf</td>
<td>erfcf</td>
<td>i_log</td>
<td>log2</td>
<td>rint</td>
</tr>
<tr>
<td>asinf</td>
<td>expf</td>
<td>i_logbf</td>
<td>log2f</td>
<td>rintf</td>
</tr>
</tbody>
</table>
Table 30 lists the functions that **DFPORT** includes. In the table *[Generic]* refers to a generic routine. To view the prototype and interfaces, look in the location described in Source Files.

### Table 30  DFPORT Functions

<table>
<thead>
<tr>
<th>Routine</th>
<th>Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>abort</td>
<td>None</td>
<td>Immediately terminates the program. If the operating system supports a core dump, abort produces one that can be used for debugging.</td>
</tr>
<tr>
<td>access</td>
<td>INTEGER*4</td>
<td>Determines access mode or existence of a file.</td>
</tr>
<tr>
<td>alarm</td>
<td>INTEGER*4</td>
<td>Executes a routine after a specified time.</td>
</tr>
<tr>
<td>besj0</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the first kind of order 0 of X, where X is real.</td>
</tr>
<tr>
<td>besj1</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the first kind of order 1 of X, where X is real.</td>
</tr>
<tr>
<td>besjn</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the first kind of order N of X, where N is an integer and X is real.</td>
</tr>
<tr>
<td>besy0</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the second kind of order 0 of X, where X is real.</td>
</tr>
<tr>
<td>besy1</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the second kind of order 1 of X, where X is real.</td>
</tr>
<tr>
<td>besyn</td>
<td>REAL*4</td>
<td>Computes the BESSEL function of the second kind of order N of X, where N is an integer and X is real.</td>
</tr>
<tr>
<td>Routine</td>
<td>Result</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>----------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>chdir</td>
<td>INTEGER*4</td>
<td>Changes the current directory to the directory specified. Returns 0 if successful.</td>
</tr>
<tr>
<td>chmod</td>
<td>INTEGER*4</td>
<td>Changes the mode of a file by setting the access permissions of the specified file to the specified mode. Returns 0 if successful.</td>
</tr>
<tr>
<td>ctime</td>
<td>STRING(24)</td>
<td>Converts and returns the specified time and date as a string.</td>
</tr>
<tr>
<td>date</td>
<td>STRING</td>
<td>Returns the date as a character string: dd-mm-yy.</td>
</tr>
<tr>
<td>dbesj0</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the first kind of order 0 of X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>dbesj1</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the first kind of order 1 of X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>dbesjn</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the first kind of order N of X, where N is an integer and X is a double-precision argument.</td>
</tr>
<tr>
<td>dbesy0</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the second kind of order 0 of X, where X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>dbesy1</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the second kind of order 1 of X, where X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>dbesyn</td>
<td>REAL*8</td>
<td>Computes the double-precision BESSEL function of the second kind of order N of X, where N is an integer and X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>derf</td>
<td>REAL*8</td>
<td>Computes the double-precision error function of X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>derfc</td>
<td>REAL*8</td>
<td>Computes the complementary double-precision error function of X, where X is a double-precision argument.</td>
</tr>
<tr>
<td>dffrac</td>
<td>REAL*8</td>
<td>Returns fractional accuracy of a REAL*8 floating-point value.</td>
</tr>
<tr>
<td>dftmax</td>
<td>REAL*8</td>
<td>Returns the maximum positive REAL*8 floating-point value.</td>
</tr>
<tr>
<td>dftmin</td>
<td>REAL*8</td>
<td>Returns the minimum positive REAL*8 floating-point value.</td>
</tr>
<tr>
<td>drandm</td>
<td>REAL*8</td>
<td>Generates a REAL*8 random number.</td>
</tr>
<tr>
<td>dsecnds</td>
<td>REAL*8</td>
<td>Returns the number of real time seconds since midnight minus the supplied argument value.</td>
</tr>
<tr>
<td>dtime</td>
<td>REAL*4</td>
<td>Returns the elapsed user and system time in seconds since the last call to dtime.</td>
</tr>
<tr>
<td>erf</td>
<td>REAL*4</td>
<td>Computes the error function of X, where X is Real.</td>
</tr>
<tr>
<td>erfc</td>
<td>REAL</td>
<td>Computes the complementary error function of X, where X is Real.</td>
</tr>
<tr>
<td>etime</td>
<td>REAL*4</td>
<td>Returns the elapsed time in seconds since the start of program execution.</td>
</tr>
<tr>
<td>exit</td>
<td>None</td>
<td>Immediately terminates the program and passes a status to the parent process.</td>
</tr>
<tr>
<td>fdate</td>
<td>STRING</td>
<td>Returns the current date and time as an ASCII string.</td>
</tr>
<tr>
<td>Routine</td>
<td>Result</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ffrac</td>
<td>REAL*4</td>
<td>Returns the fractional accuracy of a REAL*4 floating-point value.</td>
</tr>
<tr>
<td>fgetc</td>
<td>INTEGER*4</td>
<td>Gets a character or word from an input stream. Returns the next byte or integer</td>
</tr>
<tr>
<td>flmax</td>
<td>REAL*4</td>
<td>Returns the maximum positive REAL*4 value.</td>
</tr>
<tr>
<td>flush</td>
<td>None</td>
<td>Writes the output to a logical unit.</td>
</tr>
<tr>
<td>fputc</td>
<td>INTEGER*4</td>
<td>Writes a character or word from an input stream to a logical unit. Returns 0 if successful or an error.</td>
</tr>
<tr>
<td>free</td>
<td>None</td>
<td>Frees memory previously allocated by MALLOC[]. Intended for users compiling legacy code. Use DEALLOCATE for newer code.</td>
</tr>
<tr>
<td>fseek</td>
<td>INTEGER*4</td>
<td>Repositions the file pointer associated with the specified file. Returns 0 if successful, 1 otherwise.</td>
</tr>
<tr>
<td>fseek64</td>
<td>INTEGER*4</td>
<td>Repositions the file pointer associated with the specified stream. Returns 0 if successful, 1 otherwise.</td>
</tr>
<tr>
<td>fstat</td>
<td>INTEGER*4</td>
<td>Returns file status information about the referenced open file or shared memory object.</td>
</tr>
<tr>
<td>fstat64</td>
<td>INTEGER*4</td>
<td>Returns information in a 64-bit structure about the referenced open file or shared memory object.</td>
</tr>
<tr>
<td>ftell</td>
<td>INTEGER*4</td>
<td>Returns the current value of the file pointer associated with the specified stream.</td>
</tr>
<tr>
<td>ftell64</td>
<td>INTEGER*8</td>
<td>Returns the current value of the file pointer associated with the specified stream.</td>
</tr>
<tr>
<td>gerror</td>
<td>STRING</td>
<td>Writes system error messages.</td>
</tr>
<tr>
<td>getarg</td>
<td>STRING</td>
<td>Returns the list of parameters that were passed to the current process when it was started.</td>
</tr>
<tr>
<td>getc</td>
<td>INTEGER*4</td>
<td>Retrieves the character at the front of the specified character list, or -1 if empty</td>
</tr>
<tr>
<td>getcwd</td>
<td>INTEGER*4</td>
<td>Retrieves the pathname of the current working directory or null if fails.</td>
</tr>
<tr>
<td>getenv</td>
<td></td>
<td>Returns the value of the specified environment variable(s).</td>
</tr>
<tr>
<td>getfd</td>
<td>INTEGER*4</td>
<td>Returns the file descriptor associated with a Fortran logical unit.</td>
</tr>
<tr>
<td>getgid</td>
<td>INTEGER*4</td>
<td>Returns the numerical group ID of the current process.</td>
</tr>
<tr>
<td>getlog</td>
<td>STRING</td>
<td>Stores the user’s login name in NAME. If the login name is not found, then NAME is filled with blanks.</td>
</tr>
<tr>
<td>getpid</td>
<td>INTEGER*4</td>
<td>Returns the process numerical identifier of the current process.</td>
</tr>
<tr>
<td>getuid</td>
<td>INTEGER*4</td>
<td>Returns the numerical user ID of the current process.</td>
</tr>
<tr>
<td>gmtime</td>
<td>INTEGER*4</td>
<td>Converts and returns the date and time formats to GM (Greenwich) time as month, day, and so on.</td>
</tr>
<tr>
<td>iargc</td>
<td>INTEGER*4</td>
<td>Returns an integer representing the number of arguments for the last program entered on the command line.</td>
</tr>
<tr>
<td>idate</td>
<td>INTEGER*4</td>
<td>Returns the date in numerical form, day, month, year.</td>
</tr>
<tr>
<td>Routine</td>
<td>Result</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ierrno</td>
<td>INTEGER*4</td>
<td>Returns the system error number for the last error.</td>
</tr>
<tr>
<td>inmax</td>
<td>INTEGER*4</td>
<td>Returns the maximum positive integer value.</td>
</tr>
<tr>
<td>ioinit</td>
<td>None</td>
<td>Establishes the properties of file I/O for files opened after the call to ioinit, such as whether to recognize carriage control, how to treat blanks and zeros, and whether to open files at the beginning or end of the file.</td>
</tr>
<tr>
<td>irand1</td>
<td>INTEGER*4</td>
<td>Generates pseudo-random integer in the range of 0 through ((2^{31})-1), or ((2^{15})-1) if called with no argument.</td>
</tr>
<tr>
<td>irand2</td>
<td>INTEGER*4</td>
<td>Generates pseudo-random integer in the range of 0 through ((2^{31})-1), or ((2^{15})-1) if called with no argument.</td>
</tr>
<tr>
<td>irandm</td>
<td>INTEGER*4</td>
<td>Generates pseudo-random integer in the range of 0 through ((2^{31})-1), or ((2^{15})-1) if called with no argument.</td>
</tr>
<tr>
<td>isatty</td>
<td>LOGICAL</td>
<td>Finds the name of a terminal port. Returns TRUE if the specified unit is a terminal.</td>
</tr>
<tr>
<td>itime</td>
<td>numerical form of time</td>
<td>Fills and returns TARRAY with numerical values at the current local time, with elements 1, 2, and 3 of TARRAY being the hour (1-24), minute [1-60] and seconds [1-60].</td>
</tr>
<tr>
<td>kill</td>
<td>INTEGER*4</td>
<td>Sends the specified signal to the specified process or group of processes. Returns 0 if successful, -1 otherwise.</td>
</tr>
<tr>
<td>link</td>
<td>INTEGER*4</td>
<td>Creates an additional directory entry for the specified existing file.</td>
</tr>
<tr>
<td>lnblnk</td>
<td>INTEGER*4</td>
<td>Returns the position of the last non-blank string character in the specified string.</td>
</tr>
<tr>
<td>loc</td>
<td>INTEGER*4</td>
<td>Returns the address of an object.</td>
</tr>
<tr>
<td>long</td>
<td>INTEGER*4</td>
<td>Converts INTEGER<em>2 to INTEGER</em>4.</td>
</tr>
<tr>
<td>lstat</td>
<td>INTEGER*4</td>
<td>Obtains information about the referenced open file or shared memory object in a large-file enables programming environment.</td>
</tr>
<tr>
<td>lstat64</td>
<td>INTEGER*4</td>
<td>Obtains information in a 64-bit structure about the referenced open file or shared memory object in a large-file enables programming environment.</td>
</tr>
<tr>
<td>ltime</td>
<td>Array of INTEGER*4</td>
<td>Converts the system time from seconds into TARRAY, which contains GMT for the current local time zone.</td>
</tr>
<tr>
<td>malloc</td>
<td>INTEGER*8</td>
<td>Allocates SIZE bytes of dynamic memory, returning the address of the allocated memory. Intended for users compiling legacy code. Use ALLOCATE for newer code.</td>
</tr>
<tr>
<td>mclock</td>
<td>INTEGER*4</td>
<td>Returns time accounting information about the current process and its child processes in 1/100 or second units of measure. The returned value is the sum of the current process’s user time and system time of all child processes.</td>
</tr>
<tr>
<td>outstr</td>
<td>INTEGER*4</td>
<td>Outputs the value of the specified character to the standard output file.</td>
</tr>
<tr>
<td>perror</td>
<td>None</td>
<td>Writes a message to standard error output that describes the last error encountered by a system call or library subroutine.</td>
</tr>
<tr>
<td>Routine</td>
<td>Result</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><code>putc</code></td>
<td>INTEGER*4</td>
<td>Puts the specified character at the end of the character list.</td>
</tr>
<tr>
<td><code>putenv</code></td>
<td>INTEGER*4</td>
<td>Sets the value of the specified environment variable or creates a new environment variable.</td>
</tr>
<tr>
<td><code>qsort</code></td>
<td>INTEGER*4</td>
<td>Uses quick-sort algorithm to sort a table of data.</td>
</tr>
<tr>
<td><code>rand1</code></td>
<td>REAL*4</td>
<td>Provides a method for generating a random number that can be used as the starting point for the <code>rand</code> procedure.</td>
</tr>
<tr>
<td><code>rand2</code></td>
<td>REAL*4</td>
<td>Provides a random value between 0 and 1, which is generated using the specified seed value, and computed for each returned row when used in the select list.</td>
</tr>
<tr>
<td><code>random</code></td>
<td>REAL*4</td>
<td>Uses a non-linear additive feedback random-number generator to return pseudo-random numbers in the range of 0 to (2^{31}-1).</td>
</tr>
<tr>
<td><code>rename</code></td>
<td>INTEGER*4</td>
<td>Renames the specified directory or file.</td>
</tr>
<tr>
<td><code>rindex</code></td>
<td>INTEGER*4</td>
<td>Returns the index of the last occurrence of a specific string of characters in a specified string.</td>
</tr>
<tr>
<td><code>rtc</code></td>
<td>REAL*8</td>
<td>Returns the real-time clock value expressed as a number of clock ticks.</td>
</tr>
<tr>
<td><code>secnds</code></td>
<td>REAL*4</td>
<td>Gets the time in seconds from the real-time system clock. If the value is zero, the time in seconds from midnight is used.</td>
</tr>
<tr>
<td><code>short</code></td>
<td>INTEGER*2</td>
<td>Converts INTEGER<em>4 to INTEGER</em>2.</td>
</tr>
<tr>
<td><code>signal</code></td>
<td>INTEGER*4</td>
<td>Specifies the action to take upon delivery of a signal.</td>
</tr>
<tr>
<td><code>sleep</code></td>
<td>None</td>
<td>Puts the calling kernel thread to sleep, requiring it to wait for a wakeup to be issued to continue to run. Provided for compatibility with older code and should not be used with new code.</td>
</tr>
<tr>
<td><code>srand1</code></td>
<td>None</td>
<td>Sets the seed for the pseudo-random number generation that <code>rand1</code> provides.</td>
</tr>
<tr>
<td><code>srand2</code></td>
<td>None</td>
<td>Sets the seed for the pseudo-random number generation that <code>rand2</code> provides.</td>
</tr>
<tr>
<td><code>stat</code></td>
<td>INTEGER*4</td>
<td>Obtains information about the specified file.</td>
</tr>
<tr>
<td><code>stat64</code></td>
<td>INTEGER*4</td>
<td>Obtains information in a 64-bit structure about the specified file.</td>
</tr>
<tr>
<td><code>stime</code></td>
<td>INTEGER*4</td>
<td>Sets the current value of the specified parameter for the system-wide timer.</td>
</tr>
<tr>
<td><code>symlnk</code></td>
<td>INTEGER*4</td>
<td>Creates a symbolic link with the specified name to the specified file.</td>
</tr>
<tr>
<td><code>system</code></td>
<td>INTEGER*4</td>
<td>Runs a shell command.</td>
</tr>
<tr>
<td><code>time</code></td>
<td>INTEGER*4</td>
<td>Returns the time in seconds since January 1, 1970.</td>
</tr>
<tr>
<td><code>timef</code></td>
<td>REAL*8</td>
<td>Returns the elapsed time in milliseconds since the first call to <code>timef</code>.</td>
</tr>
<tr>
<td><code>times</code></td>
<td>INTEGER*4</td>
<td>Fills the specified structure with time-accounting information.</td>
</tr>
<tr>
<td><code>ttynam</code></td>
<td>STRING[100]</td>
<td>Either gets the path name of the terminal or determines if the device is a terminal.</td>
</tr>
</tbody>
</table>
### 7.4. Using the DFWIN module

The **DFWIN** module includes all the modules needed to access the Win32 API. You can use modules supporting specific portions of the Win32 API separately, but **DFWIN** is the only module you need to use the Fortran interfaces to the Win32 API. To use this module, add the following line to your Fortran code:

```fortran
use dfwin
```

To utilize any of the Win32 API interfaces, you can add a Fortran `use` statement for the specific library or module that includes it. For example, to use user32.lib, add the following Fortran `use` statement:

```fortran
use user32
```

Function calls made through the module interfaces ultimately resolve to C Language interfaces, so some accommodation for inter-language calling conventions must be made in the Fortran application. These accommodations include:

- On 64-bit platforms, pointers and pointer types such as `HANDLE`, `HINSTANCE`, `WPARAM`, and `HWND` must be treated as 8-byte quantities (`INTEGER(8)`).
- In general, C makes calls by value while Fortran makes calls by reference.
- When doing Windows development one must sometimes provide callback functions for message processing, dialog processing, etc. These routines are called by the Windows system when events are processed. To provide the expected function signature for a callback function, the user may need to use the `STDCALL` attribute directive `(!DEC$ ATTRIBUTE::STDCALL)` in the declaration.

For information on the arguments and functionality of a given routine, refer to Microsoft's Windows API documentation.

### 7.5. Supported Libraries and Modules

The following tables provide lists of the functions in each library or module that NVIDIA supports in **DFWIN**.

For information on the interfaces associated with these functions, refer to the files located here:

```plaintext
C:\Program Files\PGI\win64\20.7\src
```
### 7.5.1. advapi32

The following table lists the functions that `advapi32` includes:

<table>
<thead>
<tr>
<th>Function Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccessCheckAndAuditAlarm</td>
</tr>
<tr>
<td>AccessCheckByType</td>
</tr>
<tr>
<td>AccessCheckByTypeResultListAndAuditAlarm</td>
</tr>
<tr>
<td>AddAccessAllowedAce</td>
</tr>
<tr>
<td>AddAccessAllowedObjectAce</td>
</tr>
<tr>
<td>AddAccessDeniedAce</td>
</tr>
<tr>
<td>AddAccessDeniedAceEx</td>
</tr>
<tr>
<td>AddAce</td>
</tr>
<tr>
<td>AddAuditAccessAceEx</td>
</tr>
<tr>
<td>AdjustTokenGroups</td>
</tr>
<tr>
<td>AllocateAndInitializeSid</td>
</tr>
<tr>
<td>AreAllAccessesGranted</td>
</tr>
<tr>
<td>AreAnyAccessesGranted</td>
</tr>
<tr>
<td>BackupEventLog</td>
</tr>
<tr>
<td>ClearEventLog</td>
</tr>
<tr>
<td>CloseEventLog</td>
</tr>
<tr>
<td>CloseEventLog</td>
</tr>
<tr>
<td>CopySid</td>
</tr>
<tr>
<td>CreatePrivateObjectSecurity</td>
</tr>
<tr>
<td>CreateProcessAsUser</td>
</tr>
<tr>
<td>CreateProcessWithTokenW</td>
</tr>
<tr>
<td>CreateWellKnownSid</td>
</tr>
<tr>
<td>DeleteAce</td>
</tr>
<tr>
<td>DestroyPrivateObjectSecurity</td>
</tr>
<tr>
<td>DuplicateTokenEx</td>
</tr>
<tr>
<td>EqualDomainSid</td>
</tr>
<tr>
<td>EqualPrefixSid</td>
</tr>
<tr>
<td>EqualSid</td>
</tr>
<tr>
<td>FindFirstFreeAce</td>
</tr>
<tr>
<td>GetAce</td>
</tr>
<tr>
<td>GetCurrentHwProfile</td>
</tr>
<tr>
<td>GetFileSecurity</td>
</tr>
<tr>
<td>GetLengthSid</td>
</tr>
<tr>
<td>GetOldestEventLogRecord</td>
</tr>
<tr>
<td>GetSecurityDescriptorControl</td>
</tr>
<tr>
<td>GetSecurityDescriptorGroup</td>
</tr>
<tr>
<td>GetSecurityDescriptorOwner</td>
</tr>
<tr>
<td>GetSecurityDescriptorSacl</td>
</tr>
<tr>
<td>GetSidLengthRequired</td>
</tr>
<tr>
<td>GetActInformation</td>
</tr>
<tr>
<td>GetEventLogInformation</td>
</tr>
<tr>
<td>GetKernelObjectSecurity</td>
</tr>
<tr>
<td>GetNumberOfEventLogRecords</td>
</tr>
<tr>
<td>GetPrivateObjectSecurity</td>
</tr>
<tr>
<td>GetSecurityDescriptorDacl</td>
</tr>
<tr>
<td>GetSecurityDescriptorLength</td>
</tr>
<tr>
<td>GetSecurityDescriptorRMControl</td>
</tr>
<tr>
<td>GetSidIdentifierAuthority</td>
</tr>
<tr>
<td>GetSidSubAuthority</td>
</tr>
<tr>
<td>Function</td>
</tr>
<tr>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetSidSubAuthorityCount</td>
</tr>
<tr>
<td>GetUserName</td>
</tr>
<tr>
<td>ImpersonateAnonymousToken</td>
</tr>
<tr>
<td>ImpersonateNamedPipeClient</td>
</tr>
<tr>
<td>InitializeAcl</td>
</tr>
<tr>
<td>InitializeSid</td>
</tr>
<tr>
<td>IsTokenRestricted</td>
</tr>
<tr>
<td>IsValidAcl</td>
</tr>
<tr>
<td>IsValidSid</td>
</tr>
<tr>
<td>LogonUser</td>
</tr>
<tr>
<td>LookupAccountName</td>
</tr>
<tr>
<td>LookupPrivilegeDisplayName</td>
</tr>
<tr>
<td>LookupPrivilegeValue</td>
</tr>
<tr>
<td>MakeAbsoluteSD</td>
</tr>
<tr>
<td>MakeAbsoluteSD2</td>
</tr>
<tr>
<td>MapGenericMask</td>
</tr>
<tr>
<td>ObjectCloseAuditAlarm</td>
</tr>
<tr>
<td>ObjectDeleteAuditAlarm</td>
</tr>
<tr>
<td>ObjectOpenAuditAlarm</td>
</tr>
<tr>
<td>ObjectPrivilegeAuditAlarm</td>
</tr>
<tr>
<td>OpenBackupEventLog</td>
</tr>
<tr>
<td>OpenEventLog</td>
</tr>
<tr>
<td>OpenThreadToken</td>
</tr>
<tr>
<td>PrivilegedServiceAuditAlarm</td>
</tr>
<tr>
<td>ReadEventLog</td>
</tr>
<tr>
<td>ReportEvent</td>
</tr>
<tr>
<td>SetAclInformation</td>
</tr>
<tr>
<td>SetKernelObjectSecurity</td>
</tr>
<tr>
<td>SetPrivateObjectSecurityEx</td>
</tr>
<tr>
<td>SetSecurityDescriptorDacl</td>
</tr>
<tr>
<td>SetSecurityDescriptorGroup</td>
</tr>
<tr>
<td>SetSecurityDescriptorOwner</td>
</tr>
<tr>
<td>SetSecurityDescriptorSacl</td>
</tr>
<tr>
<td>SetTokenInformation</td>
</tr>
</tbody>
</table>

7.5.2. comdlg32

The following table lists the functions that `comdlg32` includes:

<table>
<thead>
<tr>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>AfxReplaceText</td>
</tr>
<tr>
<td>CommDlgExtendedError</td>
</tr>
<tr>
<td>GetOpenFileName</td>
</tr>
<tr>
<td>PrintDlg</td>
</tr>
<tr>
<td>ChooseColor</td>
</tr>
<tr>
<td>FindText</td>
</tr>
<tr>
<td>GetSaveFileName</td>
</tr>
<tr>
<td>PrintDlgEx</td>
</tr>
<tr>
<td>ChooseFont</td>
</tr>
<tr>
<td>GetFileTitle</td>
</tr>
<tr>
<td>PageSetupDlg</td>
</tr>
<tr>
<td>RevertToSelf</td>
</tr>
</tbody>
</table>

NVIDIA HPC Compilers Reference Guide
7.5.3. dfwbase

These are the functions that dfwbase includes:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>chartoint</td>
<td>LoByte</td>
</tr>
<tr>
<td>chartoreal</td>
<td>LoWord</td>
</tr>
<tr>
<td>CopyMemory</td>
<td>LoWord64</td>
</tr>
<tr>
<td>GetBlueValue</td>
<td>MakeIntAtom</td>
</tr>
<tr>
<td>GetGreenValue</td>
<td>MakeIntResource</td>
</tr>
<tr>
<td>GetRedValue</td>
<td>MakeLangID</td>
</tr>
<tr>
<td>HiByte</td>
<td>MakeLCID</td>
</tr>
<tr>
<td>HiWord</td>
<td>MakeLong</td>
</tr>
<tr>
<td>HiWord64</td>
<td>MakeLParam</td>
</tr>
<tr>
<td>inttochar</td>
<td>MakeLResult</td>
</tr>
<tr>
<td>MakeWord</td>
<td></td>
</tr>
<tr>
<td>MakeWparam</td>
<td></td>
</tr>
<tr>
<td>PaletteIndex</td>
<td></td>
</tr>
<tr>
<td>PaletteRGB</td>
<td></td>
</tr>
<tr>
<td>PrimaryLangID</td>
<td></td>
</tr>
<tr>
<td>RGB</td>
<td></td>
</tr>
<tr>
<td>RtICopyMemory</td>
<td>SortIDFromLCID</td>
</tr>
<tr>
<td>SubLangID</td>
<td></td>
</tr>
</tbody>
</table>

7.5.4. dfwinty

These are the functions that dfwinty includes:

<table>
<thead>
<tr>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>dwNumberOfFunctionKeys</td>
</tr>
<tr>
<td>rdFunction</td>
</tr>
</tbody>
</table>

7.5.5. gdi32

These are the functions that gdi32 includes:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AbortDoc</td>
<td>AbortPath</td>
</tr>
<tr>
<td>AddFontResource</td>
<td>AddFontResourceEx</td>
</tr>
<tr>
<td>AngleArc</td>
<td>AnimatePalette</td>
</tr>
<tr>
<td>ArcTo</td>
<td>BeginPath</td>
</tr>
<tr>
<td>CancelDC</td>
<td>CheckColorsInGamut</td>
</tr>
<tr>
<td>Chord</td>
<td>CloseEnhMetaFile</td>
</tr>
<tr>
<td>CloseMetaFile</td>
<td>ColorCorrectPalette</td>
</tr>
<tr>
<td>CombineRgn</td>
<td>CombineTransform</td>
</tr>
<tr>
<td>CopyMetaFile</td>
<td>CreateBitmap</td>
</tr>
<tr>
<td>CreateBrushIndirect</td>
<td>CreateColorSpace</td>
</tr>
<tr>
<td>CreateCompatibleDC</td>
<td>CreateDC</td>
</tr>
<tr>
<td>CreateDIBPatternBrush</td>
<td>CreateDIBPatternBrushPt</td>
</tr>
<tr>
<td>CreateDiscardableBitmap</td>
<td>CreateEllipticRgn</td>
</tr>
<tr>
<td>CreateEnhMetaFile</td>
<td>CreateFont</td>
</tr>
<tr>
<td>CreateFontIndirect</td>
<td>CreateHalftonePalette</td>
</tr>
<tr>
<td>CreateIC</td>
<td>CreateDIBSection</td>
</tr>
<tr>
<td>CreatePatternBrush</td>
<td>CreateDIBitmap</td>
</tr>
<tr>
<td>CreatePatternBrush</td>
<td>CreateEllipticRgnIndirect</td>
</tr>
<tr>
<td>CreatePalette</td>
<td>CreateFontIndirect</td>
</tr>
<tr>
<td>CreatePalette</td>
<td>CreateHatchBrush</td>
</tr>
<tr>
<td>CreatePen</td>
<td>CreatePenIndirect</td>
</tr>
<tr>
<td>Function Name</td>
<td></td>
</tr>
<tr>
<td>---------------</td>
<td></td>
</tr>
<tr>
<td>CreatePolygonRgn</td>
<td></td>
</tr>
<tr>
<td>CreateRectRgnIndirect</td>
<td></td>
</tr>
<tr>
<td>CreateSolidBrush</td>
<td></td>
</tr>
<tr>
<td>DeleteEnhMetaFile</td>
<td></td>
</tr>
<tr>
<td>DescribePixelFormat</td>
<td></td>
</tr>
<tr>
<td>DrawEscape</td>
<td></td>
</tr>
<tr>
<td>EndPage</td>
<td></td>
</tr>
<tr>
<td>EnumFontFamilies</td>
<td></td>
</tr>
<tr>
<td>EnumICMProfiles</td>
<td></td>
</tr>
<tr>
<td>EqualRgn</td>
<td></td>
</tr>
<tr>
<td>ExtCreatePen</td>
<td></td>
</tr>
<tr>
<td>ExtFloodFill</td>
<td></td>
</tr>
<tr>
<td>FillPath</td>
<td></td>
</tr>
<tr>
<td>FlattenPath</td>
<td></td>
</tr>
<tr>
<td>GdiComment</td>
<td></td>
</tr>
<tr>
<td>GdiSetBatchLimit</td>
<td></td>
</tr>
<tr>
<td>GetBitmapBits</td>
<td></td>
</tr>
<tr>
<td>GetBkMode</td>
<td></td>
</tr>
<tr>
<td>GetCharABCWidthsA</td>
<td></td>
</tr>
<tr>
<td>GetCharABCWidthsW</td>
<td></td>
</tr>
<tr>
<td>GetCharWidth32</td>
<td></td>
</tr>
<tr>
<td>GetClipBox</td>
<td></td>
</tr>
<tr>
<td>GetColorSpace</td>
<td></td>
</tr>
<tr>
<td>GetDCBrushColor</td>
<td></td>
</tr>
<tr>
<td>GetDeviceCaps</td>
<td></td>
</tr>
<tr>
<td>GetDIBits</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFileDescriptionA</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFilePaletteEntries</td>
<td></td>
</tr>
<tr>
<td>GetFontLanguageInfo</td>
<td></td>
</tr>
<tr>
<td>GetGlyphOutline</td>
<td></td>
</tr>
<tr>
<td>GetICMPackage</td>
<td></td>
</tr>
<tr>
<td>GetLogColorSpace</td>
<td></td>
</tr>
<tr>
<td>GetMetaFileBitsEx</td>
<td></td>
</tr>
<tr>
<td>GetNearestColor</td>
<td></td>
</tr>
<tr>
<td>GetObjectType</td>
<td></td>
</tr>
<tr>
<td>GetPath</td>
<td></td>
</tr>
<tr>
<td>GetPolyFillMode</td>
<td></td>
</tr>
<tr>
<td>GetRegionData</td>
<td></td>
</tr>
<tr>
<td>CreatePolyPolygonRgn</td>
<td></td>
</tr>
<tr>
<td>CreateRoundRectRgn</td>
<td></td>
</tr>
<tr>
<td>DeleteColorSpace</td>
<td></td>
</tr>
<tr>
<td>DeleteMetaFile</td>
<td></td>
</tr>
<tr>
<td>DeviceCapabilities</td>
<td></td>
</tr>
<tr>
<td>Ellipse</td>
<td></td>
</tr>
<tr>
<td>EndPath</td>
<td></td>
</tr>
<tr>
<td>EnumFontFamiliesEx</td>
<td></td>
</tr>
<tr>
<td>EnumMetaFile</td>
<td></td>
</tr>
<tr>
<td>Escape</td>
<td></td>
</tr>
<tr>
<td>ExtCreateRegion</td>
<td></td>
</tr>
<tr>
<td>ExtSelectClipRgn</td>
<td></td>
</tr>
<tr>
<td>FillRgn</td>
<td></td>
</tr>
<tr>
<td>FloodFill</td>
<td></td>
</tr>
<tr>
<td>GdiFlush</td>
<td></td>
</tr>
<tr>
<td>GetArcDirection</td>
<td></td>
</tr>
<tr>
<td>GetBitmapDimensionEx</td>
<td></td>
</tr>
<tr>
<td>GetBoundsRect</td>
<td></td>
</tr>
<tr>
<td>GetCharABCWidthsFloat</td>
<td></td>
</tr>
<tr>
<td>GetCharacterPlacement</td>
<td></td>
</tr>
<tr>
<td>GetCharWidthFloat</td>
<td></td>
</tr>
<tr>
<td>GetClipRgn</td>
<td></td>
</tr>
<tr>
<td>GetCurrentObject</td>
<td></td>
</tr>
<tr>
<td>GetDCOrgEx</td>
<td></td>
</tr>
<tr>
<td>GetDeviceGammaRamp</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFile</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFileDescriptionW</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFilePixelFormat</td>
<td></td>
</tr>
<tr>
<td>GetFontData</td>
<td></td>
</tr>
<tr>
<td>GetGlyphIndices</td>
<td></td>
</tr>
<tr>
<td>GetGraphicsMode</td>
<td></td>
</tr>
<tr>
<td>GetKerningPairs</td>
<td></td>
</tr>
<tr>
<td>GetMapMode</td>
<td></td>
</tr>
<tr>
<td>GetMetaRgn</td>
<td></td>
</tr>
<tr>
<td>GetNearestPaletteIndex</td>
<td></td>
</tr>
<tr>
<td>GetOutlineTextMetrics</td>
<td></td>
</tr>
<tr>
<td>GetPixel</td>
<td></td>
</tr>
<tr>
<td>GetRandomRgn</td>
<td></td>
</tr>
<tr>
<td>GetRgnBox</td>
<td></td>
</tr>
<tr>
<td>CreateRectRgn</td>
<td></td>
</tr>
<tr>
<td>CreateScalableFontResource</td>
<td></td>
</tr>
<tr>
<td>DeleteDC</td>
<td></td>
</tr>
<tr>
<td>DeleteObject</td>
<td></td>
</tr>
<tr>
<td>DPtoLP</td>
<td></td>
</tr>
<tr>
<td>EndDoc</td>
<td></td>
</tr>
<tr>
<td>EnumEnhMetaFile</td>
<td></td>
</tr>
<tr>
<td>EnumFonts</td>
<td></td>
</tr>
<tr>
<td>EnumObjects</td>
<td></td>
</tr>
<tr>
<td>ExcludeClipRect</td>
<td></td>
</tr>
<tr>
<td>ExtEscape</td>
<td></td>
</tr>
<tr>
<td>ExtTextOut</td>
<td></td>
</tr>
<tr>
<td>FixBrushOrgEx</td>
<td></td>
</tr>
<tr>
<td>FrameRgn</td>
<td></td>
</tr>
<tr>
<td>GdiGetBatchLimit</td>
<td></td>
</tr>
<tr>
<td>GetAspectRatioFilterEx</td>
<td></td>
</tr>
<tr>
<td>GetBkColor</td>
<td></td>
</tr>
<tr>
<td>GetCharABCWidthsI</td>
<td></td>
</tr>
<tr>
<td>GetCharWidth</td>
<td></td>
</tr>
<tr>
<td>GetCharWidthI</td>
<td></td>
</tr>
<tr>
<td>GetColorAdjustment</td>
<td></td>
</tr>
<tr>
<td>GetCurrentAdjustment</td>
<td></td>
</tr>
<tr>
<td>GetDCPenColor</td>
<td></td>
</tr>
<tr>
<td>GetDIBColorTable</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFileBits</td>
<td></td>
</tr>
<tr>
<td>GetEnhMetaFileHeader</td>
<td></td>
</tr>
<tr>
<td>GetFontData</td>
<td></td>
</tr>
<tr>
<td>GetGlyphIndices</td>
<td></td>
</tr>
<tr>
<td>GetICMPackageA</td>
<td></td>
</tr>
<tr>
<td>GetLayout</td>
<td></td>
</tr>
<tr>
<td>GetMetaFile</td>
<td></td>
</tr>
<tr>
<td>GetMiterLimit</td>
<td></td>
</tr>
<tr>
<td>GetObject</td>
<td></td>
</tr>
<tr>
<td>GetPaletteEntries</td>
<td></td>
</tr>
<tr>
<td>GetPixelFormat</td>
<td></td>
</tr>
<tr>
<td>GetRasterizerCaps</td>
<td></td>
</tr>
<tr>
<td>GetROP2</td>
<td></td>
</tr>
</tbody>
</table>
GetStockObject
GetSystemPaletteUse
GetTextCharset
GetTextExtentExPoint
GetTextExtentPoint32
GetTextMetrics
GetWindowExtEx
GetWorldTransform
InvertRgn
LPtoDP
MoveToEx
OffsetViewportOrgEx
PatBlt
PlayEnhMetaFile
PlayMetaFileRecord
PolyBezierTo
Polyline
PolyPolyline
PtVisible
RectInRegion
RemoveFontResource
ResizePalette
SaveDC
SelectClipPath
SelectPalette
SetBitmapBits
SetBkMode
SetColorAdjustment
SetDCPenColor
SetDIBits
SetGraphicsMode
SetLayout
SetMetaFileBitsEx
SetPaletteEntries
SetPixel
SetRop2
SetTextAlign
SetTextJustification
GetStretchBltMode
GetTextAlign
GetTextCharsetInfo
GetTextExtentExPointI
GetTextExtentPointI
GetViewportExtEx
GetWindowOrgEx
GradientFill
LineDD
MaskBit
OffsetClipRgn
OffsetWindowOrgEx
PathToRegion
PlayEnhMetaFileRecord
PlgBlt
PolyDraw
PolylineTo
PolyTextOut
RealizePalette
RectVisible
RemoveFontResourceEx
RestoreDC
ScaleViewportExtEx
SelectClipRgn
SelectObject
SelectPalette
SetAbortProc
SetArcDirection
SetBitmapDimensionEx
SetBkColor
SetBkMode
SetBoundsRect
SetColorSpace
SetDIBitsToDevice
SetDeviceGammaRamp
SetDIBColorTable
SetEnhMetaFileBits
SetICMMode
SetICMProfile
SetLayout
SetMapperFlags
SetMetaRgn
SetMiterLimit
SetPaletteEntries
SetPixel
SetPolyFillMode
SetStretchBltMode
SetViewportExtEx
SetViewportOrgEx
GetSystemPaletteEntries
GetTextCharacterExtra
GetTextColor
GetTextExtentPoint
GetTextFace
GetViewportOrgEx
GetWinMetaFileBits
IntersectClipRect
LineTo
ModifyWorldTransform
OffsetRgn
PaintRgn
Pie
PlayMetaFile
PolyBezier
Polygon
PolyPolygon
PtInRegion
Rectangle
RemoveFontMemResourceEx
ResetDC
RoundRect
ScaleWindowExtEx
SelectObject
SetArcDirection
SetBkColor
SetBrushOrgEx
SetDIBrushColor
SetDIBColorTable
SetEnhMetaFileBits
SetICMProfile
SetMapperFlags
SetMiterLimit
SetPixelFormat
SetRectRgn
SetSystemPaletteUse
SetTextColor
SetViewportOrgEx

NVIDIA HPC Compilers Reference Guide
Version 20.7 | 189
<table>
<thead>
<tr>
<th>Function</th>
<th>Function</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetWindowExtEx</td>
<td>SetWindowOrgEx</td>
<td>SetWinMetaFileBits</td>
</tr>
<tr>
<td>SetWorldTransform</td>
<td>StartDoc</td>
<td>StartPage</td>
</tr>
<tr>
<td>StretchBlt</td>
<td>StretchDIBits</td>
<td>StrokeAndFillPath</td>
</tr>
<tr>
<td>SwapBuffers</td>
<td>TextOut</td>
<td></td>
</tr>
<tr>
<td>TranslateCharsetInfo</td>
<td>TransparentBlt</td>
<td>UnrealizeObject</td>
</tr>
<tr>
<td>UpdateColors</td>
<td>UpdateICMRegKey</td>
<td></td>
</tr>
<tr>
<td>wglCreateContext</td>
<td>wglCreateLayerContext</td>
<td>wglCopyContext</td>
</tr>
<tr>
<td>wglDescribeLayerPlane</td>
<td>wglGetCurrentContext</td>
<td>wglDeleteContext</td>
</tr>
<tr>
<td>wglGetLayerPaletteEntries</td>
<td>wglGetProcAddress</td>
<td>wglGetCurrentDC</td>
</tr>
<tr>
<td>wglRealizeLayerPalette</td>
<td>wglSetLayerPaletteEntries</td>
<td>wglMakeCurrent</td>
</tr>
<tr>
<td>wglSwapLayerBuffers</td>
<td>wglSwapMultipleBuffers</td>
<td>wglShareLists</td>
</tr>
<tr>
<td>wglUseFontOutlines</td>
<td>WidenPath</td>
<td></td>
</tr>
</tbody>
</table>

### 7.5.6. kernel32

These are the functions that `kernel32` includes:

<table>
<thead>
<tr>
<th>Function</th>
<th>Function</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActivateActCtx</td>
<td>AddAtom</td>
<td></td>
</tr>
<tr>
<td>AddConsoleAlias</td>
<td>AddRefActCtx</td>
<td></td>
</tr>
<tr>
<td>AddVectoredContinueHandler</td>
<td>AddVectoredExceptionHandler</td>
<td>AllocConsole</td>
</tr>
<tr>
<td>AllocateUserPhysicalPages</td>
<td>AssignProcessToJobObject</td>
<td></td>
</tr>
<tr>
<td>AreFileApisANSI</td>
<td>BackupRead</td>
<td></td>
</tr>
<tr>
<td>AttachConsole</td>
<td>BackupWrite</td>
<td></td>
</tr>
<tr>
<td>BackupSeek</td>
<td>BeginUpdateResource</td>
<td></td>
</tr>
<tr>
<td>Beep</td>
<td>BuildCommDCB</td>
<td></td>
</tr>
<tr>
<td>BindIoCompletionCallback</td>
<td>CallNamedPipe</td>
<td></td>
</tr>
<tr>
<td>BuildCommDCBAndTimeouts</td>
<td>CancelIo</td>
<td></td>
</tr>
<tr>
<td>CancelDeviceWakeupRequest</td>
<td>CancelTimerQueueTimer</td>
<td></td>
</tr>
<tr>
<td>CancelWaitableTimer</td>
<td>CancelWaitableObject</td>
<td></td>
</tr>
<tr>
<td>CheckNameLegalDOS8Dot3</td>
<td>CheckRemoteDebuggerPresent</td>
<td></td>
</tr>
<tr>
<td>ClearCommBreak</td>
<td>ClearCommError</td>
<td></td>
</tr>
<tr>
<td>CloseHandle</td>
<td>CommConfigDialog</td>
<td></td>
</tr>
<tr>
<td>CompareFileTime</td>
<td>ConnectNamedPipe</td>
<td></td>
</tr>
<tr>
<td>ContinueDebugEvent</td>
<td>ConvertFiberToThread</td>
<td></td>
</tr>
<tr>
<td>ConvertThreadToFiber</td>
<td>ConvertThreadToFiberEx</td>
<td></td>
</tr>
<tr>
<td>CopyFile</td>
<td>CopyFileEx</td>
<td></td>
</tr>
<tr>
<td>CreateActCtx</td>
<td>CreateConsoleScreenBuffer</td>
<td></td>
</tr>
<tr>
<td>CreateDirectory</td>
<td>CreateDirectoryEx</td>
<td></td>
</tr>
<tr>
<td>CreateEvent</td>
<td>CreateFiber</td>
<td></td>
</tr>
<tr>
<td>CreateFiberEx</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Function Name</td>
<td>Function Name</td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
<td></td>
</tr>
<tr>
<td>CreateFileMapping</td>
<td>CreateHardLink</td>
<td></td>
</tr>
<tr>
<td>CreateIoCompletionPort</td>
<td>CreateJobObject</td>
<td></td>
</tr>
<tr>
<td>CreateJobSet</td>
<td>CreateMailslot</td>
<td></td>
</tr>
<tr>
<td>CreateMemoryResourceNotification</td>
<td>CreateMutex</td>
<td></td>
</tr>
<tr>
<td>CreateNamedPipe</td>
<td>CreatePipe</td>
<td></td>
</tr>
<tr>
<td>CreateProcess</td>
<td>CreateRemoteThread</td>
<td></td>
</tr>
<tr>
<td>CreateSemaphore</td>
<td>CreateTapePartition</td>
<td></td>
</tr>
<tr>
<td>CreateThread</td>
<td>CreateTimerQueue</td>
<td></td>
</tr>
<tr>
<td>CreateTimerQueue</td>
<td>CreateWaitableTimer</td>
<td></td>
</tr>
<tr>
<td>DeactivateActCtx</td>
<td>DebugActiveProcess</td>
<td></td>
</tr>
<tr>
<td>DebugActiveProcess</td>
<td>DebugBreak</td>
<td></td>
</tr>
<tr>
<td>DebugActiveProcessStop</td>
<td>DebugSetProcessKillOnExit</td>
<td></td>
</tr>
<tr>
<td>DebugBreak</td>
<td>DecodeAtom</td>
<td></td>
</tr>
<tr>
<td>DebugBreakProcess</td>
<td>DecodeSystemPointer</td>
<td></td>
</tr>
<tr>
<td>DecodePointer</td>
<td>DeleteAtom</td>
<td></td>
</tr>
<tr>
<td>DefineDosDevice</td>
<td>DeleteCriticalSection</td>
<td></td>
</tr>
<tr>
<td>DeleteCriticalSection</td>
<td>DeleteFile</td>
<td></td>
</tr>
<tr>
<td>DeleteFile</td>
<td>DeleteSemaphore</td>
<td></td>
</tr>
<tr>
<td>DeleteSemaphore</td>
<td>DeviceControl</td>
<td></td>
</tr>
<tr>
<td>DeleteThreadLibraryCalls</td>
<td>DisconnectNamedPipe</td>
<td></td>
</tr>
<tr>
<td>DnsHostnameToComputerName</td>
<td>DosDateTimeToFileTime</td>
<td></td>
</tr>
<tr>
<td>DuplicateHandle</td>
<td>EncodePointer</td>
<td></td>
</tr>
<tr>
<td>EncodePointer</td>
<td>EncodeSystemPointer</td>
<td></td>
</tr>
<tr>
<td>EncodeSystemPointer</td>
<td>EnumResourceLanguages</td>
<td></td>
</tr>
<tr>
<td>EnumResourceLanguages</td>
<td>EnumResourceNames</td>
<td></td>
</tr>
<tr>
<td>EnumResourceNames</td>
<td>EnumSystemFirmwareTables</td>
<td></td>
</tr>
<tr>
<td>EnumSystemFirmwareTables</td>
<td>FindActCtxSectionGuid</td>
<td></td>
</tr>
<tr>
<td>FindActCtxSectionGuid</td>
<td>FindActCtxSectionString</td>
<td></td>
</tr>
<tr>
<td>FindActCtxSectionString</td>
<td>FindClose</td>
<td></td>
</tr>
<tr>
<td>FindClose</td>
<td>FindCloseChangeNotification</td>
<td></td>
</tr>
<tr>
<td>FindFirstChangeNotification</td>
<td>FindFirstFile</td>
<td></td>
</tr>
<tr>
<td>FindFirstFile</td>
<td>FindFirstFileEx</td>
<td></td>
</tr>
<tr>
<td>FindFirstFileEx</td>
<td>FindFirstVolume</td>
<td></td>
</tr>
<tr>
<td>FindFirstVolume</td>
<td>FindFirstVolumeMountPoint</td>
<td></td>
</tr>
<tr>
<td>FindFirstVolumeMountPoint</td>
<td>FindNextFile</td>
<td></td>
</tr>
<tr>
<td>FindNextFile</td>
<td>FindNextVolume</td>
<td></td>
</tr>
<tr>
<td>FindNextVolume</td>
<td>FindNextVolumeMountPoint</td>
<td></td>
</tr>
</tbody>
</table>
| FindNextVolumeMountPoint | }
FindResourceEx
FindVolumeClose
FindVolumeMountPointClose
FlsFree
FlsGetValue
FindVolumeOffset
FlushFileBuffers
FlushInstructionCache
FlushViewOfFile
FreeConsole
FreeEnvironmentStrings
FreeLibrary
FreeLibraryAndExitThread
FreeResource
GetAtomName
GenerateConsoleCtrlEvent
GetBinaryType
GetCommConfig
GetCommProperties
GetCommState
GetCompressedFileSize
GetConsoleAlias
GetConsoleAliases
GetConsoleAliasesLength
GetConsoleAliasExes
GetConsoleAliasExesLength
GetConsoleCursorInfo
GetConsoleDisplayMode
GetConsoleFont
GetConsoleFontSize
GetConsoleMode
GetConsoleOutputCP
GetConsoleProcessList
GetConsoleSelectionInfo
GetConsoleTitle
GetConsoleWindow
GetCurrentActCtx
GetCurrentConsoleFont
GetCurrentDirectory
GetCurrentProcess
GetCurrentProcessId
GetCurrentProcessorNumber
GetCurrentThread
GetDevicePowerState
GetDiskFreeSpace
GetDiskFreeSpaceEx
GetDriveType
GetEnvironmentStrings
GetExitCodeProcess
GetFileAttributes
GetFileAttributesEx
GetFileInformationByHandle
GetFileSize
GetFileSizeEx
GetFileTime
GetFileType
GetFullPathName
GetLargePageMinimum
GetLargestConsoleWindowSize
HeapReAlloc
HeapSize
HeapValidate
InitAtomTable
InitializeCriticalSectionAndSpinCount
InterlockedCompareExchange
InterlockedDecrement
InterlockedExchangeAdd
InterlockedIncrement
InterlockedPushEntrySList
IsBadHugeReadPtr
IsBadReadPtr
IsBadWritePtr
IsProcessInJob
IsSystemResumeAutomatic
LoadLibrary
LoadModule
LocalAlloc
LocalFileTimeToFileTime
LocalFree
LocalLock
LocalShrink
LocalUnlock
LockFileEx
lstrcat
lstrcmp
lstrcmpi
lstrcpy
lstrcpyn
lstrlen
MapUserPhysicalPages
MapViewOfFile
MoveFile
MoveFileWithProgress
NeedCurrentDirectoryForExePath
OpenFile
OpenJobObject
OpenProcess
OpenSemaphore
OpenThread
OutputDebugString
 PeekNamedPipe
HeapSetInformation
HeapUnlock
HeapWalk
InitializeCriticalSection
InitializeSListHead
InterlockedCompareExchange64
InterlockedExchange
InterlockedFlushSList
InterlockedPopEntrySList
IsBadCodePtr
IsBadHugeWritePtr
IsBadStringPtr
IsDebuggerPresent
IsProcessInJob
IsProcessorFeaturePresent
LeaveCriticalSection
LoadLibraryEx
LoadResource
LocalCompact
LocalFlags
LocalHandle
LocalReAlloc
LocalSize
LockFile
LockResource
lstrcmp
lstrncpy
lstrlen
MapUserPhysicalPagesScatter
MapViewOfFileEx
MoveFileEx
MulDiv
OpenEvent
OpenFileMapping
OpenMutex
OpenSemaphore
OpenWaitableTimer
PeekConsoleInput
PostQueuedCompletionStatus
PrepareTape
PulseEvent
QueryActCtxW
QueryDosDevice
QueryMemoryResourceNotification
QueryPerformanceFrequency
QueueUserWorkItem
ReadConsole
ReadConsoleOutput
ReadConsoleOutputCharacter
ReadFile
ReadFileScatter
RegisterWaitForSingleObject
ReleaseActCtx
ReleaseSemaphore
RemoveVectoredContinueHandler
ReOpenFile
RequestDeviceWakeup
ResetEvent
RestoreLastErrorCode
ScrollConsoleScreenBuffer
SetCommBreak
SetCommConfig
SetCommMask
SetCommTimeouts
SetComputerNameEx
SetConsoleCP
SetConsoleCursorInfo
SetConsoleMode
SetConsoleScreenBufferSize
SetConsoleTitle
SetCriticalSectionSpinCount
SetDefaultCommConfig
SetEndOfFile
SetEnvironmentVariable
SetEvent
SetFileApisToOEM
SetFilePointer
SetFileShortName
ProcessIdToSessionId
PurgeComm
QueryDepthSList
QueryInformationJobObject
QueryPerformanceCounter
QueueUserAPC
RaiseException
ReadConsoleInput
ReadConsoleOutputAttribute
ReadDirectoryChangesW
ReadFileEx
ReadProcessMemory
RegisterWaitForSingleObjectEx
ReleaseMutex
RemoveDirectory
RemoveVectoredExceptionHandler
ReplaceFile
RequestWaitForSingleObject
ResetWriteWatch
ResumeThread
SearchPath
SetCommConfig
SetCommState
SetComputerName
SetConsoleActiveScreenBuffer
SetConsoleCtrlHandler
SetConsoleCursorPosition
SetConsoleOutputCP
SetConsoleTextAttribute
SetConsoleWindowInfo
SetCurrentDirectory
SetDllDirectory
SetEndOfFile
SetEnvironmentStrings
SetErrorMode
SetFileApisToANSI
SetFileAttributes
SetFilePointerEx
SetFileNotFoundException
SetFileValidData
SetHandleCount
SetInformationJobObject
SetLocalTime
SetMessageWaitingIndicator
SetPriorityClass
SetProcessPriorityBoost
SetProcessWorkingSetSize
SetStdHandle
SetSystemTimeAdjustment
SetTapePosition
SetThreadContext
SetThreadIdealProcessor
SetThreadIdPriorityBoost
SetTimerQueueTimer
SetUnhandledExceptionFilter
SetVolumeLabel
SetWaitableTimer
SizeofResource
SleepEx
SwitchToFiber
SystemTimeToFileTime
TerminateJobObject
TerminateThread
TlsFree
TlsSetValue
TransmitCommChar
TzSpecificLocalTimeToSystemTime
UnlockFile
UnmapViewOfFile
UnregisterWaitEx
VerifyVersionInfo
VirtualAllocEx
VirtualFreeEx
VirtualProtect
VirtualQuery
VirtualUnlock
WaitForDebugEvent
SetFirmwareEnvironmentVariable
SetHandleInformation
SetLastError
SetMailslotInfo
SetNamedPipeHandleState
SetProcessAffinityMask
SetProcessShutdownParameters
SetProcessWorkingSetSizeEx
SetSystemTime
SetTapeParameters
SetThreadAffinityMask
SetThreadExecutionState
SetThreadPriority
SetThreadStackGuarantee
SetTimeZoneInformation
SetUnhandledExceptionFilter
SetupComm
SetVolumeMountPoint
SignalObjectAndWait
Sleep
SuspendThread
SwitchToThread
SystemTimeToTzSpecificLocalTime
TerminateProcess
TlsAlloc
TlsGetValue
TransactNamedPipe
TryEnterCriticalSection
UnhandledExceptionFilter
UnlockFileEx
UnregisterWait
UpdateResource
VirtualAlloc
VirtualFree
VirtualLock
VirtualProtectEx
VirtualQueryEx
WaitCommEvent
WaitForMultipleObjects
7.5.7. shell32

These are the functions that shell32 includes:

DoEnvironmentSubst
DragAcceptFiles
DragFinish
DragQueryFile
DragQueryPoint
DuplicateIcon
ExtractAssociatedIcon
ExtractIcon
ExtractIconEx
FindExecutable
IsLFNDrive
SHAppBarMessage
SHCreateProcessAsUserW
ShellAbout
ShellExecute
ShellExecuteEx
Shell_NotifyIcon
SHEmptyRecycleBin
SHFileOperation
SHFreeNameMappings
SHGetDiskFreeSpaceEx
SHGetFileInfo
SHGetNewLinkInfo
SHInvokePrinterCommand
SHIsFileAvailableOffline
SHLoadNonloadedIconOverlayIdentifiers
SHQueryRecycleBin
SHSetLocalizedName
WinExecError

7.5.8. user32

These are the functions that user32 includes:
<table>
<thead>
<tr>
<th>Function Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActivateKeyboardLayout</td>
</tr>
<tr>
<td>AllowSetForegroundWindow</td>
</tr>
<tr>
<td>AppendMenu</td>
</tr>
<tr>
<td>BeginDeferWindowPos</td>
</tr>
<tr>
<td>BroadcastSystemMessage</td>
</tr>
<tr>
<td>CallNextHookEx</td>
</tr>
<tr>
<td>ChangeClipboardChain</td>
</tr>
<tr>
<td>ChangeMenu</td>
</tr>
<tr>
<td>CharNext</td>
</tr>
<tr>
<td>CharPrevEx</td>
</tr>
<tr>
<td>CharUpper</td>
</tr>
<tr>
<td>CheckMenuItem</td>
</tr>
<tr>
<td>ChildWindowFromPoint</td>
</tr>
<tr>
<td>ClipCursor</td>
</tr>
<tr>
<td>CloseWindow</td>
</tr>
<tr>
<td>CopyCursor</td>
</tr>
<tr>
<td>CopyRect</td>
</tr>
<tr>
<td>CreateCaret</td>
</tr>
<tr>
<td>CreateDialogIndirectParam</td>
</tr>
<tr>
<td>CreateIconFromResource</td>
</tr>
<tr>
<td>CreateMDIWindow</td>
</tr>
<tr>
<td>CreateWindow</td>
</tr>
<tr>
<td>DeferWindowPos</td>
</tr>
<tr>
<td>DefRawInputProc</td>
</tr>
<tr>
<td>DeregisterShellHookWindow</td>
</tr>
<tr>
<td>DestroyCursor</td>
</tr>
<tr>
<td>DestroyIcon</td>
</tr>
<tr>
<td>DialogBoxParam2</td>
</tr>
<tr>
<td>DlgDirList</td>
</tr>
<tr>
<td>DlgDirSelectEx</td>
</tr>
<tr>
<td>DrawAnimatedRects</td>
</tr>
<tr>
<td>DrawFocusRect</td>
</tr>
<tr>
<td>DrawIconIndirect</td>
</tr>
<tr>
<td>DrawText</td>
</tr>
<tr>
<td>EnableMenuItem</td>
</tr>
<tr>
<td>EndDeferWindowPos</td>
</tr>
<tr>
<td>EndPaint</td>
</tr>
<tr>
<td>EnumClipboardFormats</td>
</tr>
<tr>
<td>AdjustWindowRect</td>
</tr>
<tr>
<td>AdjustWindowRectEx</td>
</tr>
<tr>
<td>AnimateWindow</td>
</tr>
<tr>
<td>AttachThreadInput</td>
</tr>
<tr>
<td>BeginPaint</td>
</tr>
<tr>
<td>BroadcastSystemMessageEx</td>
</tr>
<tr>
<td>CallWindowProc</td>
</tr>
<tr>
<td>ChangeDisplaySettings</td>
</tr>
<tr>
<td>CharLower</td>
</tr>
<tr>
<td>CharNextEx</td>
</tr>
<tr>
<td>CharToOem</td>
</tr>
<tr>
<td>CharUpperBuff</td>
</tr>
<tr>
<td>CheckMenuRadioItem</td>
</tr>
<tr>
<td>ChildWindowFromPointEx</td>
</tr>
<tr>
<td>CloseClipboard</td>
</tr>
<tr>
<td>CopyIcon</td>
</tr>
<tr>
<td>CountClipboardFormats</td>
</tr>
<tr>
<td>CreateAcceleratorTable</td>
</tr>
<tr>
<td>CreateCaret</td>
</tr>
<tr>
<td>CreateDialogParam</td>
</tr>
<tr>
<td>CreateIconFromResourceEx</td>
</tr>
<tr>
<td>CreateMenu</td>
</tr>
<tr>
<td>CreateMenu</td>
</tr>
<tr>
<td>CreatePopupMenu</td>
</tr>
<tr>
<td>CreateWindowEx</td>
</tr>
<tr>
<td>DefFrameProc</td>
</tr>
<tr>
<td>DefWindowProc</td>
</tr>
<tr>
<td>DestroyAcceleratorTable</td>
</tr>
<tr>
<td>DestroyIcon</td>
</tr>
<tr>
<td>DialogBoxParam1</td>
</tr>
<tr>
<td>DisableProcessWindowsGhosting</td>
</tr>
<tr>
<td>DlgDirListComboBox</td>
</tr>
<tr>
<td>DragDetect</td>
</tr>
<tr>
<td>DragCaption</td>
</tr>
<tr>
<td>DrawEdge</td>
</tr>
<tr>
<td>DrawFocusControl</td>
</tr>
<tr>
<td>DrawFrameControl</td>
</tr>
<tr>
<td>DlgDirSelectComboBoxEx</td>
</tr>
<tr>
<td>EndDialog</td>
</tr>
<tr>
<td>EndMenu</td>
</tr>
<tr>
<td>EnumChildWindows</td>
</tr>
<tr>
<td>EnumDesktops</td>
</tr>
<tr>
<td>EnumDesktopsWindows</td>
</tr>
<tr>
<td>AnyPopup</td>
</tr>
<tr>
<td>AttachThreadInput</td>
</tr>
<tr>
<td>BringWindowToTop</td>
</tr>
<tr>
<td>CallMsgFilter</td>
</tr>
<tr>
<td>CascadeWindows</td>
</tr>
<tr>
<td>ChangeDisplaySettingsEx</td>
</tr>
<tr>
<td>CharLowerBuff</td>
</tr>
<tr>
<td>CharToOemBuff</td>
</tr>
<tr>
<td>CheckRadioButton</td>
</tr>
<tr>
<td>ClientToScreen</td>
</tr>
<tr>
<td>CloseDesktop</td>
</tr>
<tr>
<td>CopyAcceleratorTable</td>
</tr>
<tr>
<td>CopyImage</td>
</tr>
<tr>
<td>CreateAcceleratorTable</td>
</tr>
<tr>
<td>CreateDesktop</td>
</tr>
<tr>
<td>CreateIcon</td>
</tr>
<tr>
<td>CreateIcon INDIRECT</td>
</tr>
<tr>
<td>CreateDialogParam</td>
</tr>
<tr>
<td>CreateMenu</td>
</tr>
<tr>
<td>CreatePopupMenu</td>
</tr>
<tr>
<td>CreateWindowEx</td>
</tr>
<tr>
<td>DefFrameProc</td>
</tr>
<tr>
<td>DefWindowProc</td>
</tr>
<tr>
<td>DestroyAcceleratorTable</td>
</tr>
<tr>
<td>DestroyMenu</td>
</tr>
<tr>
<td>DialogBoxParam1</td>
</tr>
<tr>
<td>DispatchMessage</td>
</tr>
<tr>
<td>DlgDirSelectComboBoxEx</td>
</tr>
<tr>
<td>DragObject</td>
</tr>
<tr>
<td>DragState</td>
</tr>
<tr>
<td>DrawIcon</td>
</tr>
<tr>
<td>EnableScrollBar</td>
</tr>
<tr>
<td>EmptyClipboard</td>
</tr>
<tr>
<td>EnableWindow</td>
</tr>
<tr>
<td>EndMenu</td>
</tr>
<tr>
<td>EnumChildWindows</td>
</tr>
<tr>
<td>EnumDesktops</td>
</tr>
<tr>
<td>EnumDesktopsWindows</td>
</tr>
<tr>
<td>Function</td>
</tr>
<tr>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>EnumDisplayDevices</td>
</tr>
<tr>
<td>EnumDisplaySettingsEx</td>
</tr>
<tr>
<td>EnumThreadWindows</td>
</tr>
<tr>
<td>EqualRect</td>
</tr>
<tr>
<td>FillRect</td>
</tr>
<tr>
<td>FlashWindow</td>
</tr>
<tr>
<td>GetActiveWindow</td>
</tr>
<tr>
<td>GetAsyncKeyState</td>
</tr>
<tr>
<td>GetCaretPos</td>
</tr>
<tr>
<td>GetClassLong</td>
</tr>
<tr>
<td>GetClassWord</td>
</tr>
<tr>
<td>GetClipboardFormatName</td>
</tr>
<tr>
<td>GetClipboardViewer</td>
</tr>
<tr>
<td>GetCursor</td>
</tr>
<tr>
<td>GetDC</td>
</tr>
<tr>
<td>GetDialogBaseUnits</td>
</tr>
<tr>
<td>GetDlgItemInt</td>
</tr>
<tr>
<td>GetFocus</td>
</tr>
<tr>
<td>GetGUIThreadInfo</td>
</tr>
<tr>
<td>GetKBCodePage</td>
</tr>
<tr>
<td>GetKeyboardLayoutList</td>
</tr>
<tr>
<td>GetKeyNameText</td>
</tr>
<tr>
<td>GetLastInputInfo</td>
</tr>
<tr>
<td>GetMenu</td>
</tr>
<tr>
<td>GetMenuContextHelpId</td>
</tr>
<tr>
<td>GetMenuItemCount</td>
</tr>
<tr>
<td>GetMenuRect</td>
</tr>
<tr>
<td>GetMessage</td>
</tr>
<tr>
<td>GetMessageTime</td>
</tr>
<tr>
<td>GetNextDlgGroupItem</td>
</tr>
<tr>
<td>GetParent</td>
</tr>
<tr>
<td>GetRawInputBuffer</td>
</tr>
<tr>
<td>GetRawInputDeviceList</td>
</tr>
<tr>
<td>GetScrollInfo</td>
</tr>
<tr>
<td>GetShellWindow</td>
</tr>
<tr>
<td>GetSysColorBrush</td>
</tr>
<tr>
<td>GetTabbedTextExtent</td>
</tr>
</tbody>
</table>

NVIDIA HPC Compilers Reference Guide
<table>
<thead>
<tr>
<th>Windows API Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetTopWindow</td>
</tr>
<tr>
<td>GetUserObjectInformation</td>
</tr>
<tr>
<td>GetWindowContextHelpId</td>
</tr>
<tr>
<td>GetWindowLong</td>
</tr>
<tr>
<td>GetWindowPlacement</td>
</tr>
<tr>
<td>GetWindowRgnBox</td>
</tr>
<tr>
<td>GetWindowThreadProcessId</td>
</tr>
<tr>
<td>HideCaret</td>
</tr>
<tr>
<td>InSendMessage</td>
</tr>
<tr>
<td>InsertMenuItem</td>
</tr>
<tr>
<td>InvalidateRect</td>
</tr>
<tr>
<td>IsCharAlpha</td>
</tr>
<tr>
<td>IsCharAlphaNumeric</td>
</tr>
<tr>
<td>IsChild</td>
</tr>
<tr>
<td>IsDialogMessage</td>
</tr>
<tr>
<td>IsHungAppWindow</td>
</tr>
<tr>
<td>IsRectEmpty</td>
</tr>
<tr>
<td>IsWindowUnicode</td>
</tr>
<tr>
<td>IsWow64Message</td>
</tr>
<tr>
<td>KillTimer</td>
</tr>
<tr>
<td>LoadCursor1</td>
</tr>
<tr>
<td>LoadIcon1</td>
</tr>
<tr>
<td>LoadKeyboardLayout</td>
</tr>
<tr>
<td>LoadMenuIndirect</td>
</tr>
<tr>
<td>LockWindowUpdate</td>
</tr>
<tr>
<td>LookupIconIdFromDirectoryEx</td>
</tr>
<tr>
<td>MapVirtualKey</td>
</tr>
<tr>
<td>MenuItemFromPoint</td>
</tr>
<tr>
<td>MessageBoxEx</td>
</tr>
<tr>
<td>ModifyMenu2</td>
</tr>
<tr>
<td>MonitorFromWindow</td>
</tr>
<tr>
<td>MsgWaitForMultipleObjects</td>
</tr>
<tr>
<td>OemKeyScan</td>
</tr>
<tr>
<td>OffsetRect</td>
</tr>
<tr>
<td>OpenIcon</td>
</tr>
<tr>
<td>PaintDesktop</td>
</tr>
<tr>
<td>PostQuitMessage</td>
</tr>
<tr>
<td>PrivateExtractIcons</td>
</tr>
<tr>
<td>RealGetWindowClass</td>
</tr>
<tr>
<td>GetUpdateRect</td>
</tr>
<tr>
<td>GetUserObjectSecurity</td>
</tr>
<tr>
<td>GetWindowDC</td>
</tr>
<tr>
<td>GetWindowLongPtr</td>
</tr>
<tr>
<td>GetWindowText</td>
</tr>
<tr>
<td>GetWindowRect</td>
</tr>
<tr>
<td>GetWindowTextText</td>
</tr>
<tr>
<td>GetWindowWord</td>
</tr>
<tr>
<td>GetWindowRgn</td>
</tr>
<tr>
<td>GetWindowTextLength</td>
</tr>
<tr>
<td>GrayString</td>
</tr>
<tr>
<td>InflateRect</td>
</tr>
<tr>
<td>InsertMenu</td>
</tr>
<tr>
<td>IntersectRect</td>
</tr>
<tr>
<td>InvertRect</td>
</tr>
<tr>
<td>IsCharLower</td>
</tr>
<tr>
<td>IsClipboardFormatAvailable</td>
</tr>
<tr>
<td>IsGUIThread</td>
</tr>
<tr>
<td>IsMenu</td>
</tr>
<tr>
<td>IsWindowEnabled</td>
</tr>
<tr>
<td>IsWinEventHookInstalled</td>
</tr>
<tr>
<td>keybd_event</td>
</tr>
<tr>
<td>LoadAccelerators</td>
</tr>
<tr>
<td>LoadBitmap</td>
</tr>
<tr>
<td>LoadCursor2</td>
</tr>
<tr>
<td>Loadicon2</td>
</tr>
<tr>
<td>LoadMenu1</td>
</tr>
<tr>
<td>LoadString</td>
</tr>
<tr>
<td>LockWorkStation</td>
</tr>
<tr>
<td>MapDialogRect</td>
</tr>
<tr>
<td>MapVirtualKeyEx</td>
</tr>
<tr>
<td>MessageBeep</td>
</tr>
<tr>
<td>MessageBoxIndirect</td>
</tr>
<tr>
<td>MonitorFromPoint</td>
</tr>
<tr>
<td>ModifyMenu1</td>
</tr>
<tr>
<td>MonitorFromRect</td>
</tr>
<tr>
<td>MoveWindow</td>
</tr>
<tr>
<td>NotifyWinEvent</td>
</tr>
<tr>
<td>OemToChar</td>
</tr>
<tr>
<td>OemToCharBuff</td>
</tr>
<tr>
<td>OpenClipboard</td>
</tr>
<tr>
<td>OpenInputDesktop</td>
</tr>
<tr>
<td>PeekMessage</td>
</tr>
<tr>
<td>PostThreadMessage</td>
</tr>
<tr>
<td>PtInRect</td>
</tr>
<tr>
<td>RedrawWindow</td>
</tr>
<tr>
<td>LRESULT</td>
</tr>
<tr>
<td>MapDialogRect</td>
</tr>
<tr>
<td>MessageBox</td>
</tr>
<tr>
<td>ModifyMenu1</td>
</tr>
<tr>
<td>MonitorFromRect</td>
</tr>
<tr>
<td>MoveWindow</td>
</tr>
<tr>
<td>NotifyWinEvent</td>
</tr>
<tr>
<td>OemToCharBuff</td>
</tr>
<tr>
<td>OpenDesktop</td>
</tr>
<tr>
<td>OpenWindowStation</td>
</tr>
<tr>
<td>PostMessage</td>
</tr>
<tr>
<td>PrintWindow</td>
</tr>
<tr>
<td>RealChildWindowFromPoint</td>
</tr>
<tr>
<td>RegisterClass</td>
</tr>
<tr>
<td>Function Name</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>RegisterClassEx</td>
</tr>
<tr>
<td>RegisterHotKey</td>
</tr>
<tr>
<td>RegisterWindowMessage</td>
</tr>
<tr>
<td>RemoveMenu</td>
</tr>
<tr>
<td>ScreenToClient</td>
</tr>
<tr>
<td>ScrollWindowEx</td>
</tr>
<tr>
<td>SendMessage</td>
</tr>
<tr>
<td>SendNotifyMessage</td>
</tr>
<tr>
<td>SetClassBlinkTime</td>
</tr>
<tr>
<td>SetClassLong</td>
</tr>
<tr>
<td>SetClipboardViewer</td>
</tr>
<tr>
<td>SetDebugErrorLevel</td>
</tr>
<tr>
<td>SetDoubleClickTime</td>
</tr>
<tr>
<td>SetKeyboardState</td>
</tr>
<tr>
<td>SetMenu</td>
</tr>
<tr>
<td>SetMenuInfo</td>
</tr>
<tr>
<td>SetMenuExtralInfo</td>
</tr>
<tr>
<td>SetProcessDefaultLayout</td>
</tr>
<tr>
<td>SetRect</td>
</tr>
<tr>
<td>SetScrollPos</td>
</tr>
<tr>
<td>SetSystemCursor</td>
</tr>
<tr>
<td>SetUserObjectInformation</td>
</tr>
<tr>
<td>SetWindowLong</td>
</tr>
<tr>
<td>SetWindowPos</td>
</tr>
<tr>
<td>SetWindowsHookEx</td>
</tr>
<tr>
<td>SetWinEventHook</td>
</tr>
<tr>
<td>ShowCaret</td>
</tr>
<tr>
<td>ShowScrollBar</td>
</tr>
<tr>
<td>SwitchDesktop</td>
</tr>
<tr>
<td>TabbedTextOut</td>
</tr>
<tr>
<td>ToAscii</td>
</tr>
<tr>
<td>TrackMouseEvent</td>
</tr>
<tr>
<td>TranslateAccelerator</td>
</tr>
<tr>
<td>UnhookWindowsHook</td>
</tr>
<tr>
<td>UnionRect</td>
</tr>
<tr>
<td>UnregisterDeviceNotification</td>
</tr>
<tr>
<td>UpdateLayeredWindowIndirect</td>
</tr>
<tr>
<td>ValidateRect</td>
</tr>
<tr>
<td>RegisterClipboardFormat</td>
</tr>
<tr>
<td>RegisterRawInputDevices</td>
</tr>
<tr>
<td>ReleaseCapture</td>
</tr>
<tr>
<td>RemoveProp</td>
</tr>
<tr>
<td>ScrollDC</td>
</tr>
<tr>
<td>SendDlgItemMessage</td>
</tr>
<tr>
<td>SendMessageCallback</td>
</tr>
<tr>
<td>SetActiveWindow</td>
</tr>
<tr>
<td>SetCaretPos</td>
</tr>
<tr>
<td>SetClassWord</td>
</tr>
<tr>
<td>SetDlgItemInt</td>
</tr>
<tr>
<td>SetDeviceInfo</td>
</tr>
<tr>
<td>SetMenuItemBitmaps</td>
</tr>
<tr>
<td>SetMenuItemInfo</td>
</tr>
<tr>
<td>SetMenuDefaultItem</td>
</tr>
<tr>
<td>SetMenuContextHelpId</td>
</tr>
<tr>
<td>SetMenuContextHelpId</td>
</tr>
<tr>
<td>SetProcessWindowStation</td>
</tr>
<tr>
<td>SetRectEmpty</td>
</tr>
<tr>
<td>SetScrollRange</td>
</tr>
<tr>
<td>SetThreadDesktop</td>
</tr>
<tr>
<td>SetUserObjectSecurity</td>
</tr>
<tr>
<td>SetWindowLongPtr</td>
</tr>
<tr>
<td>SetWindowRgn</td>
</tr>
<tr>
<td>SetWindowText</td>
</tr>
<tr>
<td>ShowInput</td>
</tr>
<tr>
<td>SwapMouseButton</td>
</tr>
<tr>
<td>SwitchToThisWindow</td>
</tr>
<tr>
<td>TileWindows</td>
</tr>
<tr>
<td>ToUnicode</td>
</tr>
<tr>
<td>TrackPopupMenu</td>
</tr>
<tr>
<td>TranslateMDISysAccel</td>
</tr>
<tr>
<td>UnhookWindowsHookEx</td>
</tr>
<tr>
<td>UnloadKeyboardLayout</td>
</tr>
<tr>
<td>UnregisterHotKey</td>
</tr>
<tr>
<td>UpdateLayeredWindow</td>
</tr>
<tr>
<td>UserHandleGrantAccess</td>
</tr>
<tr>
<td>ValidateRgn</td>
</tr>
<tr>
<td>RegisterDeviceNotification</td>
</tr>
<tr>
<td>RegisterShellHookWindow</td>
</tr>
<tr>
<td>ReleaseDC</td>
</tr>
<tr>
<td>ReplyMessage</td>
</tr>
<tr>
<td>ScrollWindow</td>
</tr>
<tr>
<td>SendInput</td>
</tr>
<tr>
<td>SendMessageTimeout</td>
</tr>
<tr>
<td>SetCapture</td>
</tr>
<tr>
<td>SetClassLongData</td>
</tr>
<tr>
<td>SetClipBoardData</td>
</tr>
<tr>
<td>SetCursorPos</td>
</tr>
<tr>
<td>SetDlgItemText</td>
</tr>
<tr>
<td>SetLayeredWindowAttributes</td>
</tr>
<tr>
<td>SetMenuDefaultItem</td>
</tr>
<tr>
<td>SetParent</td>
</tr>
<tr>
<td>SetProp</td>
</tr>
<tr>
<td>SetScrollInfo</td>
</tr>
<tr>
<td>SetSysColors</td>
</tr>
<tr>
<td>SetTimer</td>
</tr>
<tr>
<td>SetWindowContextHelpId</td>
</tr>
<tr>
<td>SetWindowPlacement</td>
</tr>
<tr>
<td>SetWindowsHook</td>
</tr>
<tr>
<td>ShowWindow</td>
</tr>
<tr>
<td>SwapMouseButton</td>
</tr>
<tr>
<td>SystemParametersInfo</td>
</tr>
<tr>
<td>ToAsciiEx</td>
</tr>
<tr>
<td>ToUnicodeEx</td>
</tr>
<tr>
<td>TrackPopupMenuEx</td>
</tr>
<tr>
<td>TranslateMessage</td>
</tr>
<tr>
<td>UnhookWinEvent</td>
</tr>
<tr>
<td>UnregisterClass</td>
</tr>
<tr>
<td>UpdateLayeredWindow</td>
</tr>
<tr>
<td>UnregisterDeviceNotification</td>
</tr>
<tr>
<td>UpdateLayeredWindowIndirect</td>
</tr>
<tr>
<td>ValidateRect</td>
</tr>
<tr>
<td>VkKeyScan</td>
</tr>
<tr>
<td>ValidateRgn</td>
</tr>
<tr>
<td>UnregisterDeviceNotification</td>
</tr>
<tr>
<td>UpdateLayeredWindow</td>
</tr>
<tr>
<td>UserHandleGrantAccess</td>
</tr>
<tr>
<td>VkKeyScan</td>
</tr>
</tbody>
</table>
7.5.9. winver

These are the functions that winver includes:

- GetFileVersionInfo
- VerFindFile
- VerLanguageName
- GetFileVersionInfoSize
- VerInstallFile
- VerQueryValue

7.5.10. wsock32

These are the functions that wsock32 includes:

- accept
- closesocket
- getpeername
- getprotobynumber
- getsockname
- htons
- ioctlsocket
- ntohs
- send
- shutdown
- WSAAsyncGetHostName
- WSAAsyncGetServByName
- WSAAsyncGetServByPort
- WSACancelAsyncRequest
- WSAGetLastError
- WSASetBlockingHook
- AcceptEx
- connect
- gethostname
- getservbyname
- getsockopt
- inet_addr
- listen
- recv
- socket
- sendto
- TransmitFile
- GetAcceptExSockAddrs
- getprotobyname
- getservbyport
- htonl
- inet_ntoa
- ntohl
- select
- setsockopt
- TransmitFile
- WSAAsyncGetProtoByName
- WSAAsyncGetProtoByNumber
- WSASocket
- WSACancelBlockingCall
- WSACloseHandle
- WSARecvEx
- WSAStartup
Chapter 8.
C/C++ MMX/SSE INTRINSICS

An intrinsic is a function available in a given language whose implementation is handled specifically by the compiler. Typically, an intrinsic substitutes a sequence of automatically-generated instructions for the original function call. Since the compiler has an intimate knowledge of the intrinsic function, it can better integrate it and optimize it for the situation.

NVIDIA provides support for MMX and SSE/SSE2/SSE3/SSSE3/SSE4a/ABM intrinsics in C/C++ programs.

Intrinsics make the use of processor-specific enhancements easier because they provide a C/C++ language interface to assembly instructions. In doing so, the compiler manages things that the user would normally have to be concerned with, such as register names, register allocations, and memory locations of data.

This section contains these seven tables associated with inline intrinsics:

- A table of MMX inline intrinsics (mmintrin.h)
- A table of SSE inline intrinsics (xmmmintrin.h)
- A table of SSE2 inline intrinsics (emmintrin.h)
- A table of SSE3 inline intrinsics (pmmintrin.h)
- A table of SSSE3 inline intrinsics (tmmintrin.h)
- A table of SSE4a inline intrinsics (ammintrin.h)
- A table of ABM inline intrinsics (intrin.h)
- A table of AVX inline intrinsics (immintrin.h)

8.1. Using Intrinsic functions

The definitions of the intrinsics are provided in the corresponding header files.

8.1.1. Required Header File

To call these intrinsic functions from a C/C++ source, you must include the corresponding header file – one of the following:

- For MMX, use mmintrin.h
- For SSSE3 use tmmintrin.h
8.1.2. Intrinsic Data Types

The following table describes the data types that are defined for intrinsics:

<table>
<thead>
<tr>
<th>Data Types</th>
<th>Defined in</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>__m64</td>
<td>mmmintrin.h</td>
<td>For use with MMX intrinsics, this 64-bit data type stores one 64-bit or two 32-bit integer values.</td>
</tr>
<tr>
<td>__m128</td>
<td>xmmintrin.h</td>
<td>For use with SSE intrinsics, this 128-bit data type, aligned on 16-byte boundaries, stores four single-precision floating point values.</td>
</tr>
<tr>
<td>__m128d</td>
<td>emmintrin.h</td>
<td>For use with SSE2/SSE3 intrinsics, this 128-bit data type, aligned on 16-byte boundaries, stores two double-precision floating point values.</td>
</tr>
<tr>
<td>__m128i</td>
<td>emmintrin.h</td>
<td>For use with SSE2/SSE3 intrinsics, this 128-bit data type, aligned on 16-byte boundaries, stores two 64-bit integer values.</td>
</tr>
<tr>
<td>__m256</td>
<td>immintrin.h</td>
<td>For use with AVX intrinsics, this 256-bit data type, aligned on 31-byte boundaries, stores eight single-precision floating point values.</td>
</tr>
<tr>
<td>__m256d</td>
<td>immintrin.h</td>
<td>For use with AVX intrinsics, this 256-bit data type, aligned on 32-byte boundaries, stores four double-precision floating point values.</td>
</tr>
<tr>
<td>__m256i</td>
<td>immintrin.h</td>
<td>For use with AVX intrinsics, this 256-bit data type, aligned on 16-byte boundaries, stores four 64-bit integer values.</td>
</tr>
</tbody>
</table>

8.1.3. Intrinsic Example

The MMX/SSE intrinsics include functions for initializing variables of the types defined in the preceding table. The following sample program, example.c, illustrates the use of the SSE intrinsics _mm_add_ps and _mm_set_ps.

```c
#include<xmmintrin.h>
int main(){
    __m128 A, B, result;
    A = _mm_set_ps(23.3, 43.7, 234.234, 98.746); /* initialize A */
    B = _mm_set_ps(15.4, 34.3, 4.1, 8.6); /* initialize B */
    result = _mm_add_ps(A, B);
    return 0;
}
```

To compile this program, use the following command:

```bash
$ pgcc example.c -o myprog
```
8.2. MMX Intrinsics

PGI supports a set of MMX Intrinsics which allow the use of the MMX instructions directly from C/C++ code, without writing the assembly instructions. The following table lists the MMX intrinsics that PGI supports.

<table>
<thead>
<tr>
<th>Intrinsics with a * are only available on 64-bit systems.</th>
</tr>
</thead>
</table>

Table 31 MMX Intrinsics (mmintrin.h)

<table>
<thead>
<tr>
<th>Intrinsics with a * are only available on 64-bit systems.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>_mm_empty</th>
<th>_m_empty</th>
<th>_m_padddd</th>
<th>_m_pslw</th>
<th>_m_pand</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_cvtsi32_si64</td>
<td>_mm_add_si64</td>
<td>_mm_slli_pi16</td>
<td>_mm_andnot_si64</td>
<td></td>
</tr>
<tr>
<td>_m_from_int</td>
<td>_mm_adds_pi8</td>
<td>_m_pslwi</td>
<td>_m_pandn</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64x_si64</td>
<td>_mm_paddsb</td>
<td>_m_slli_pi32</td>
<td>_mm_or_si64</td>
<td></td>
</tr>
<tr>
<td>_mm_set_pi64x*</td>
<td>_mm_adds_pi16</td>
<td>_m_pslld</td>
<td>_m_por</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64_si32</td>
<td>_mm_adds_pu8</td>
<td>_m_pslldi</td>
<td>_mm_xor_si64</td>
<td></td>
</tr>
<tr>
<td>_m_to_int</td>
<td>_m_paddusb</td>
<td>_m_slli_si64</td>
<td>_m_pxor</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64_si64x*</td>
<td>_mm_adds_pu16</td>
<td>_m_slli_si64</td>
<td>_mm_cmpeqb</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_pi16*</td>
<td>_m_paddsw</td>
<td>_m_sllq</td>
<td>_mm_cmpeq_p18</td>
<td></td>
</tr>
<tr>
<td>_m_packswwb</td>
<td>_mm_adds_pu16</td>
<td>_m_sllq</td>
<td>_mm_cmpeqb</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_p32</td>
<td>_m_psubb</td>
<td>_m_sllqi</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_packsdww</td>
<td>_mm_sub_pi16</td>
<td>_mm_sra_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_p16</td>
<td>_m_psubw</td>
<td>_mm_sra_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_packswb</td>
<td>_mm_sub_p32</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi8</td>
<td>_m_psubd</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhbw</td>
<td>_mm_sub_si64</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi16</td>
<td>_mm_subs_pi8</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhwd</td>
<td>_m_psubb</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi32</td>
<td>_mm_subs_p16</td>
<td>_m_psubsw</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhdq</td>
<td>_m_psubsw</td>
<td>_mm_srl_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp8</td>
<td>_m_psubb</td>
<td>_mm_srlw</td>
<td>_mm_setzero_si64</td>
<td></td>
</tr>
<tr>
<td>_m_punpckklbw</td>
<td>_m_psubb</td>
<td>_mm_srlw</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp16</td>
<td>_mm_subs_p16</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpckklwd</td>
<td>_m_psubsw</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp32</td>
<td>_m_madd_p16</td>
<td>_mm_srl_p32</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpclkldq</td>
<td>_m_pmmaddwd</td>
<td>_mm_srl_p32</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_add_p18</td>
<td>_mm_mult_p16</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi32_si64</td>
<td>_mm_adds_pi8</td>
<td>_m_pslw</td>
<td>_m_pand</td>
<td></td>
</tr>
<tr>
<td>_m_from_int</td>
<td>_mm_adds_pu8</td>
<td>_mm_slli_pi16</td>
<td>_mm_andnot_si64</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64x_si64</td>
<td>_mm_paddsb</td>
<td>_m_pslwi</td>
<td>_m_pandn</td>
<td></td>
</tr>
<tr>
<td>_mm_set_pi64x*</td>
<td>_mm_adds_pi16</td>
<td>_m_slli_pi32</td>
<td>_mm_or_si64</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64_si32</td>
<td>_mm_adds_pu8</td>
<td>_m_pslld</td>
<td>_m_por</td>
<td></td>
</tr>
<tr>
<td>_m_to_int</td>
<td>_m_paddusb</td>
<td>_m_slli_pi32</td>
<td>_mm_xor_si64</td>
<td></td>
</tr>
<tr>
<td>_mm_cvtsi64_si64x*</td>
<td>_mm_adds_pu16</td>
<td>_m_pslldi</td>
<td>_m_pxor</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_pi16*</td>
<td>_m_paddsw</td>
<td>_m_slli_si64</td>
<td>_mm_cmpeqb</td>
<td></td>
</tr>
<tr>
<td>_m_packswwb</td>
<td>_mm_adds_pu16</td>
<td>_m_sllq</td>
<td>_mm_cmpeq_p18</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_p32</td>
<td>_m_psubb</td>
<td>_m_sllqi</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_packsdww</td>
<td>_mm_sub_pi16</td>
<td>_mm_sra_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_packs_p16</td>
<td>_m_psubw</td>
<td>_mm_sra_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_packswb</td>
<td>_mm_sub_p32</td>
<td>_mm_sra_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi8</td>
<td>_m_psubd</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhbw</td>
<td>_mm_sub_si64</td>
<td>_mm_sra_pi32</td>
<td>_mm_cmpeq_p32</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi16</td>
<td>_mm_subs_pi8</td>
<td>_m_psubsw</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhwd</td>
<td>_m_psubb</td>
<td>_mm_srl_pi16</td>
<td>_mm_cmpeq_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackhpi32</td>
<td>_mm_subs_p16</td>
<td>_mm_srlw</td>
<td>_mm_setzero_si64</td>
<td></td>
</tr>
<tr>
<td>_m_punpckhdq</td>
<td>_m_psubsw</td>
<td>_mm_srlw</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp8</td>
<td>_m_psubb</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpckklbw</td>
<td>_m_psubb</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp16</td>
<td>_mm_subs_p16</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpckklwd</td>
<td>_m_psubsw</td>
<td>_mm_set_p16</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_unpackklp32</td>
<td>_m_madd_p16</td>
<td>_mm_srl_p32</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_m_punpclkldq</td>
<td>_m_pmmaddwd</td>
<td>_mm_srl_p32</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
<tr>
<td>_mm_add_p18</td>
<td>_mm_mult_p16</td>
<td>_mm_srl_p32</td>
<td>_mm_set_p16</td>
<td></td>
</tr>
</tbody>
</table>
8.3. SSE Intrinsics

PGI supports a set of SSE Intrinsics which allows the use of the SSE instructions directly from C/C++ code, without writing the assembly instructions. The following tables list the SSE intrinsics that PGI supports.

<table>
<thead>
<tr>
<th>Intrinsics</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_add_ss</td>
<td>Add single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_sub_ss</td>
<td>Subtract single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_mul_ss</td>
<td>Multiply single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_div_ss</td>
<td>Divide single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_sqrt_ss</td>
<td>Square root of single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_rcp_ss</td>
<td>Reciprocal of single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_rsqrt_ss</td>
<td>Reciprocal square root of single-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_add_ps</td>
<td>Add double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_sub_ps</td>
<td>Subtract double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_mul_ps</td>
<td>Multiply double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_div_ps</td>
<td>Divide double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_sqrt_ps</td>
<td>Square root of double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_rcp_ps</td>
<td>Reciprocal of double-precision floating-point numbers</td>
</tr>
<tr>
<td>_mm_rsqrt_ps</td>
<td>Reciprocal square root of double-precision floating-point numbers</td>
</tr>
</tbody>
</table>

**Intrinsics with a * are only available on 64-bit systems.**
Table 33 lists the SSE2 intrinsics that PGI supports and that are available in emmintrin.h.

Table 33  SSE2 Intrinsics (emmintrin.h)

<table>
<thead>
<tr>
<th>_mm_load_sd</th>
<th>_mm_cmpge_sd</th>
<th>_mm_cvtps_pd</th>
<th>_mm_srl_epi32</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_load1_pd</td>
<td>_mm_cmpneq_sd</td>
<td>_mm_cvtsd_si32</td>
<td>_mm_srl_epi64</td>
</tr>
<tr>
<td>_mm_load_pd</td>
<td>_mm_cmpnlt_sd</td>
<td>_mm_cvtsd_si64x*</td>
<td>_mm_slli_epi16</td>
</tr>
<tr>
<td>_mm_loadu_pd</td>
<td>_mm_cmpgne_sd</td>
<td>_mm_cvtsd_si32</td>
<td>_mm_slli_epi32</td>
</tr>
<tr>
<td>_mm_loadr_pd</td>
<td>_mm_cmpngt_sd</td>
<td>_mm_cvtsd_si64x*</td>
<td>_mm_slli_epi64</td>
</tr>
<tr>
<td>_mm_set_sd</td>
<td>_mm_cmpord_sd</td>
<td>_mm_cvtsi32_sd</td>
<td>_mm_srai_epi16</td>
</tr>
<tr>
<td>_mm_set1_pd</td>
<td>_mm_cmpunord_sd</td>
<td>_mm_cvtsi64x_sd*</td>
<td>_mm_srai_epi32</td>
</tr>
</tbody>
</table>

NVIDIA HPC Compilers Reference Guide
<table>
<thead>
<tr>
<th>Intrinsic</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_set_pd</td>
</tr>
<tr>
<td>_mm_set_zero_pd</td>
</tr>
<tr>
<td>_mm_store_sd</td>
</tr>
<tr>
<td>_mm_store1_pd</td>
</tr>
<tr>
<td>_mm_storeu_pd</td>
</tr>
<tr>
<td>_mm_storer_pd</td>
</tr>
<tr>
<td>_mm_move_sd</td>
</tr>
<tr>
<td>_mm_add_pd</td>
</tr>
<tr>
<td>_mm_add_sd</td>
</tr>
<tr>
<td>_mm_sub_pd</td>
</tr>
<tr>
<td>_mm_sub_sd</td>
</tr>
<tr>
<td>_mm_mul_pd</td>
</tr>
<tr>
<td>_mm_div_pd</td>
</tr>
<tr>
<td>_mm_sqrt_pd</td>
</tr>
<tr>
<td>_mm_sqrt_sd</td>
</tr>
<tr>
<td>_mm_min_pd</td>
</tr>
<tr>
<td>_mm_min_sd</td>
</tr>
<tr>
<td>_mm_max_pd</td>
</tr>
<tr>
<td>_mm_max_sd</td>
</tr>
<tr>
<td>_mm_and_pd</td>
</tr>
<tr>
<td>_mm_andnot_pd</td>
</tr>
<tr>
<td>_mm_or_pd</td>
</tr>
<tr>
<td>_mm_xor_pd</td>
</tr>
<tr>
<td>_mm_cmpeq_pd</td>
</tr>
<tr>
<td>_mm_cmpltd_pd</td>
</tr>
<tr>
<td>_mm_cmple_pd</td>
</tr>
<tr>
<td>_mm_cmpgt_pd</td>
</tr>
<tr>
<td>_mm_cmpge_pd</td>
</tr>
<tr>
<td>_mm_cmpneq_pd</td>
</tr>
<tr>
<td>_mm_cmpnlt_pd</td>
</tr>
<tr>
<td>_mm_cmpnle_pd</td>
</tr>
<tr>
<td>_mm_cmpgt_pd</td>
</tr>
</tbody>
</table>

**C/C++ MMX/SSE Intrinsics**
Table 34 lists the SSE3 intrinsics that PGI supports and that are available in pmmintrin.h.

Table 34  SSE3 Intrinsics (pmmintrin.h)

<table>
<thead>
<tr>
<th>Intrinsics</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_addsub_ps</td>
</tr>
<tr>
<td>_mm_moveldup_ps</td>
</tr>
<tr>
<td>_mm_loaddup_pd</td>
</tr>
<tr>
<td>_mm_mwait</td>
</tr>
<tr>
<td>_mm_hadd_ps</td>
</tr>
<tr>
<td>_mm_movedup_pd</td>
</tr>
<tr>
<td>_mm_hadd_ps</td>
</tr>
<tr>
<td>_mm_hadd_pd</td>
</tr>
<tr>
<td>_mm_laddqu_si128</td>
</tr>
<tr>
<td>_mm_movehdup_ps</td>
</tr>
<tr>
<td>_mm_hsub_pd</td>
</tr>
<tr>
<td>_mm_monitor</td>
</tr>
</tbody>
</table>

Table 35 lists the SSSE3 intrinsics that PGI supports and that are available in tmmintrin.h.

Table 35  SSSE3 Intrinsics (tmmintrin.h)

<table>
<thead>
<tr>
<th>Intrinsics</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_hadd_epi16</td>
</tr>
<tr>
<td>_mm_hsubs_pi16</td>
</tr>
<tr>
<td>_mm_sign_pi16</td>
</tr>
<tr>
<td>_mm_hadd_epi32</td>
</tr>
<tr>
<td>_mm_maddubs_epi16</td>
</tr>
<tr>
<td>_mm_sign_pi32</td>
</tr>
<tr>
<td>_mm_hadds_epi16</td>
</tr>
<tr>
<td>_mm_maddubs_epi16</td>
</tr>
<tr>
<td>_mm_alignr_epi8</td>
</tr>
<tr>
<td>_mm_hadd_pi16</td>
</tr>
<tr>
<td>_mm_mulhrs_epi16</td>
</tr>
<tr>
<td>_mm_alignr_pi8</td>
</tr>
<tr>
<td>_mm_hadd_pi32</td>
</tr>
<tr>
<td>_mm_mulhrs_pi16</td>
</tr>
<tr>
<td>_mm_abs_epi8</td>
</tr>
<tr>
<td>_mm_hadds_pi16</td>
</tr>
<tr>
<td>_mm_shuffle_epi8</td>
</tr>
<tr>
<td>_mm_abs_epi16</td>
</tr>
<tr>
<td>_mm_hsub_epi16</td>
</tr>
<tr>
<td>_mm_shuffle_epi8</td>
</tr>
<tr>
<td>_mm_abs_epi32</td>
</tr>
<tr>
<td>_mm_hsub_epi32</td>
</tr>
<tr>
<td>_mm_sign_epi8</td>
</tr>
<tr>
<td>_mm_abs_pi8</td>
</tr>
<tr>
<td>_mm_hsubs_epi16</td>
</tr>
<tr>
<td>_mm_sign_epi16</td>
</tr>
<tr>
<td>_mm_abs_pi16</td>
</tr>
<tr>
<td>_mm_hsub_pi16</td>
</tr>
<tr>
<td>_mm_sign_epi32</td>
</tr>
<tr>
<td>_mm_abs_pi32</td>
</tr>
<tr>
<td>_mm_hsub_pi32</td>
</tr>
<tr>
<td>_mm_sign_pi8</td>
</tr>
</tbody>
</table>

Table 36 lists the SSE4a intrinsics that PGI supports and that are available in ammintrin.h.

Table 36  SSE4a Intrinsics (ammintrin.h)

<table>
<thead>
<tr>
<th>Intrinsics</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm_stream_sd</td>
</tr>
<tr>
<td>_mm_extract_si64</td>
</tr>
<tr>
<td>_mm_insert_si64</td>
</tr>
<tr>
<td>_mm_stream_ss</td>
</tr>
<tr>
<td>_mm_extracti_si64</td>
</tr>
<tr>
<td>_mm_inserti_si64</td>
</tr>
</tbody>
</table>
8.4. ABM Intrinsics

PGI supports a set of ABM Intrinsics which allow the use of the ABM instructions directly from C/C++ code, without writing the assembly instructions. The following table lists the ABM intrinsics that PGI supports.

Table 37 ABM Intrinsics [intrin.h]

<table>
<thead>
<tr>
<th>__lzcnt16</th>
<th>__lzcnt64</th>
<th>__popcnt</th>
<th>__rdtscp</th>
</tr>
</thead>
<tbody>
<tr>
<td>__lzcnt</td>
<td>__repcnt16</td>
<td>__repcnt64</td>
<td></td>
</tr>
</tbody>
</table>

8.5. AVX Intrinsics

The following table lists the AVX intrinsics that PGI supports.

Table 38 AVX Intrinsics [immintrin.h]

<p>| _mm256_add_pd            | _mm256_add_ps           | _mm256_addsub_pd        |
| _mm256_addsub_ps         | _mm256_and_pd           | _mm256_and_ps           |
| _mm256_andnot_pd         | _mm256_andnot_ps        | _mm256_blendv_pd        |
| _mm256_blendv_ps         | _mm256_broadcast_pd     | _mm256_broadcast_ps     |
| _mm256_broadcast_sd      | _mm256_broadcast_ss     | _mm256_castps_si256     |
| _mm256_castps_si256      | _mm256_castpd256_pd128  | _mm256_castsi256        |
| _mm256_castps_SI256      | _mm256_cvtepi32_pd      | _mm256_cvtepi32         |
| _mm256_cvtepi32         | _mm256_cvteps_epi32    | _mm256_cvteps_epi32    |
| _mm256_div_pd           | _mm256_div_ps           | _mm256_hadd_ps          |
| _mm256_hadd_ps          | _mm256_hsub_pd          | _mm256_loadu_ps         |
| _mm256_load_pd          | _mm256_load_ps          | _mm256_maskload_ps      |
| _mm256_loadu_ps         | _mm256_maskload_ps      | _mm256_max_ps           |
| _mm256_maskstore_pd      | _mm256_maskstore_ps     | _mm256_min_ps           |
| _mm256_max_ps           | _mm256_min_pd           | _mm256_movemask_pd      |
| _mm256_movemask_pd      | _mm256_movemask_ps      | _mm256_mul_ps           |
| _mm256_mul_ps           | _mm256_or_pd            | _mm256_or_ps            |
| _mm256_rcp_ps           | _mm256_rsqrt_ps         | _mm256_set_pd           |
| _mm256_set_ps           | _mm256_setr_pd          | _mm256_setr_ps          |
| _mm256_set1_pd          | _mm256_set1_ps          | _mm256_set_epi32        |
| _mm256_set_epi64x       | _mm256_setzero_pd       | _mm256_setzero_ps       |</p>
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mm256_sqrt_pd</td>
<td>Double-precision square root</td>
</tr>
<tr>
<td>_mm256_sqrt_ps</td>
<td>Single-precision square root</td>
</tr>
<tr>
<td>_mm256_store_pd</td>
<td>Double-precision store</td>
</tr>
<tr>
<td>_mm256_storeu_pd</td>
<td>Double-precision storeu</td>
</tr>
<tr>
<td>_mm256_stream_pd</td>
<td>Double-precision stream</td>
</tr>
<tr>
<td>_mm256_stream_ps</td>
<td>Single-precision stream</td>
</tr>
<tr>
<td>_mm256_sub_pd</td>
<td>Double-precision subtract</td>
</tr>
<tr>
<td>_mm256_sub_ps</td>
<td>Single-precision subtract</td>
</tr>
<tr>
<td>_mm256_testz_pd</td>
<td>Double-precision testz</td>
</tr>
<tr>
<td>_mm256_testz_ps</td>
<td>Single-precision testz</td>
</tr>
<tr>
<td>_mm256_testnzc_pd</td>
<td>Double-precision testnzc</td>
</tr>
<tr>
<td>_mm256_testnzc_ps</td>
<td>Single-precision testnzc</td>
</tr>
<tr>
<td>_mm256_unpackkhi_pd</td>
<td>Double-precision unpackkhi</td>
</tr>
<tr>
<td>_mm256_unpackkhi_ps</td>
<td>Single-precision unpackkhi</td>
</tr>
<tr>
<td>_mm256_xor_pd</td>
<td>Double-precision xor</td>
</tr>
<tr>
<td>_mm256_xor_ps</td>
<td>Single-precision xor</td>
</tr>
<tr>
<td>_mm256_macc_pd</td>
<td>Double-precision macc</td>
</tr>
<tr>
<td>_mm256_macc_ps</td>
<td>Single-precision macc</td>
</tr>
<tr>
<td>_mm256_macc_sd</td>
<td>Double-precision macc (sd)</td>
</tr>
<tr>
<td>_mm256_macc_ss</td>
<td>Single-precision macc (ss)</td>
</tr>
<tr>
<td>_mm256_msub_pd</td>
<td>Double-precision msub</td>
</tr>
<tr>
<td>_mm256_msub_ps</td>
<td>Single-precision msub</td>
</tr>
<tr>
<td>_mm256_msub_sd</td>
<td>Double-precision msub (sd)</td>
</tr>
<tr>
<td>_mm256_msub_ss</td>
<td>Single-precision msub (ss)</td>
</tr>
<tr>
<td>_mm256_nmsub_pd</td>
<td>Double-precision nmsub</td>
</tr>
<tr>
<td>_mm256_nmsub_ps</td>
<td>Single-precision nmsub</td>
</tr>
<tr>
<td>_mm256_maddsub_pd</td>
<td>Double-precision maddsub</td>
</tr>
<tr>
<td>_mm256_maddsub_ps</td>
<td>Single-precision maddsub</td>
</tr>
<tr>
<td>_mm256_macc_sd</td>
<td>Double-precision macc (sd)</td>
</tr>
<tr>
<td>_mm256_macc_ss</td>
<td>Single-precision macc (ss)</td>
</tr>
<tr>
<td>_mm256_msub_sd</td>
<td>Double-precision msub (sd)</td>
</tr>
<tr>
<td>_mm256_msub_ss</td>
<td>Single-precision msub (ss)</td>
</tr>
<tr>
<td>_mm256_extractf128_ps</td>
<td>Extract 128-bit elements</td>
</tr>
<tr>
<td>_mm256_extractf128_sd</td>
<td>Extract 128-bit elements (sd)</td>
</tr>
<tr>
<td>_mm256_extractf128_ps</td>
<td>Extract 128-bit elements (ps)</td>
</tr>
<tr>
<td>_mm256_extractf128_sd</td>
<td>Extract 128-bit elements (sd)</td>
</tr>
<tr>
<td>_mm256_extractf128_ps</td>
<td>Extract 128-bit elements (ps)</td>
</tr>
<tr>
<td>_mm256_extractf128_si256</td>
<td>Extract 128-bit elements (si256)</td>
</tr>
<tr>
<td>_mm256_permute_ps</td>
<td>Permute 128-bit elements</td>
</tr>
<tr>
<td>_mm256_permute2f128_ps</td>
<td>Permute 256-bit elements</td>
</tr>
<tr>
<td>_mm256_permute2f128_si256</td>
<td>Permute 256-bit elements (si256)</td>
</tr>
<tr>
<td>_mm256_shuffle_pd</td>
<td>Shuffle 128-bit elements</td>
</tr>
<tr>
<td>_mm256_shuffle_ps</td>
<td>Shuffle 128-bit elements</td>
</tr>
<tr>
<td>_mm256_cmp_ps</td>
<td>Compare 128-bit elements</td>
</tr>
<tr>
<td>_mm256_cmp_sd</td>
<td>Compare 128-bit elements (sd)</td>
</tr>
<tr>
<td>_mm256_cmp_ss</td>
<td>Compare 128-bit elements (ss)</td>
</tr>
<tr>
<td>_mm256_insertf128_sd</td>
<td>Insert 128-bit elements (sd)</td>
</tr>
<tr>
<td>_mm256_insertf128_ss</td>
<td>Insert 128-bit elements (ss)</td>
</tr>
<tr>
<td>_mm256_insertf128_ps</td>
<td>Insert 128-bit elements (ps)</td>
</tr>
<tr>
<td>_mm256_insertf128_sd</td>
<td>Insert 128-bit elements (sd)</td>
</tr>
<tr>
<td>_mm256_insertf128_ss</td>
<td>Insert 128-bit elements (ss)</td>
</tr>
<tr>
<td>_mm256_insertf128_ps</td>
<td>Insert 128-bit elements (ps)</td>
</tr>
</tbody>
</table>
This section describes the various messages that the compiler produces. These messages include the sign-on message and diagnostic messages for remarks, warnings, and errors. The compiler always displays any error messages, along with the erroneous source line, on the screen. If you specify the -Mlist option, the compiler places any error messages in the listing file. You can also use the -v option to display more information about the compiler, assembler, and linker invocations and about the host system. For more information on the -Mlist and -v options, refer to ‘Using Command-line Options’ in the HPC Compiler User Guide.

9.1. Diagnostic Messages

Diagnostic messages provide syntactic and semantic information about your source text. Syntactic information includes information such as syntax errors. Semantic information includes information such as unreachable code, incorrect number of arguments specified for a call to a routine, illegal data type usage, etc.

You can specify that the compiler displays error messages at a certain level with the -Minform option.

The compiler messages refer to a severity level, a message number, and the line number where the error occurs.

The compiler can also display internal error messages on standard error. If your compilation produces any internal errors, please contact the NVIDIA technical reporting service, enterprisesupport@nvidia.com.

If you use the listing file option -Mlist, the compiler places diagnostic messages after the source lines in the listing file, in the following format:

```
PGFTN-etyp enum-message (filename: line)
```

Where:

- **etype** is a character signifying the severity level
- **enum** is the error number
message
  is the error message
filename
  is the source filename
line
  is the line number where the compiler detected an error.

9.2. Phase Invocation Messages

You can display compiler, assembler, and linker phase invocations by using the \texttt{-v} command line option. For further information about this option, refer to the ‘Using Command-line Options’ section of the HPC Compilers User Guide, docs.nvidia.com/hpc-sdk/compilers/pdf/hpc207ug.pdf.

9.3. Fortran Compiler Error Messages

This section presents the error messages generated by the PGF77, PGF95, and PGFORTRAN compilers. The compilers display error messages in the program listing and on standard output. They can also display internal error messages on standard error.

9.3.1. Message Format

Each message is numbered. Each message also lists the line and column number where the error occurs. A dollar sign ($) in a message represents information that is specific to each occurrence of the message.

9.3.2. Message List

Error message severities:

- \textbf{I} informative
- \textbf{W} warning
- \textbf{S} severe error
- \textbf{F} fatal error
- \textbf{V} variable
- V000 Internal compiler error. $$

This message indicates an error in the compiler, rather than a user error – although it may be possible for a user error to cause an internal error. The severity may vary; if it is informative or warning, correct object code was probably generated, but it is not safe to rely on this. Regardless of the severity or cause, internal errors should be reported to the NVIDIA technical reporting service, enterprisesupport@nvidia.com.
F001 Source input file name not specified
On the command line, source file name should be specified either before all the switches, or after them.

F002 Unable to open source input file: $
Source file name is misspelled, file is not in current working directory, or file is read protected.

F003 Unable to open listing file
This message typically occurs when the user does not have write permission for the current working directory.

F004 $
Generic message for file errors.

F005 Unable to open temporary file
Compiler uses directory "/usr/tmp" or "/tmp" in which to create temporary files. If neither of these directories is available on the node on which the compiler is being used, this error will occur.

S006 Input file empty
Source input file does not contain any Fortran statements other than comments or compiler directives.

F007 Subprogram too large to compile at this optimization level $
Internal compiler data structure overflow, working storage exhausted, or some other non-recoverable problem related to the size of the subprogram. If this error occurs at opt level 2, reducing the opt level to 1 may work around the problem. Moving the subprogram being compiled to its own source file may eliminate the problem. If this error occurs while compiling a subprogram of fewer than 2000, please report the problem to the NVIDIA technical reporting service, https://www.pgroup.com/support/support_request.php.

F008 Error limit exceeded
The compiler gives up because too many severe errors were issued; the error limit can be reset on the command line.

F009 Unable to open assembly file
This message typically occurs when the user does not have write permission for the current working directory.

F010 File write error occurred $
The file system may be full.

S011 Unrecognized command line switch: $
Refer to the HPC Compiler User Guide for a list of allowed compiler switches.

S012 Value required for command line switch: $
Certain switches require an immediately following value, such as "-opt 2".

S013 Unrecognized value specified for command line switch: $
S014 Ambiguous command line switch: $
Too short an abbreviation was used for one of the switches.
W015 Hexadecimal or octal constant truncated to fit data type
I016 Identifier, $, truncated to 63 chars
An identifier may be at most 63 characters in length; characters after the 63rd are ignored.
S017 Unable to open include file: $
File is missing, read protected, or maximum include depth (10) exceeded. Remember that the file name should be enclosed in quotes.
S018 Illegal label $
Used for label ‘field’ errors or illegal values. E.g., in fixed source form, the label field (first five characters) of the indicated line contains a non-numeric character.
S019 Illegally placed continuation line
A continuation line does not follow an initial line, or more than 99 continuation lines were specified.
S020 Unrecognized compiler directive
Refer to Directives and Pragmas Reference for list of allowed compiler directives.
S021 Label field of continuation line is not blank
The first five characters of a continuation line must be blank.
S022 Unexpected end of file - missing END statement
The source file is missing and END statement, or the file is truncated.
S023 Syntax error - unbalanced $
Unbalanced parentheses or brackets.
W024 CHARACTER or Hollerith constant truncated to fit data type
A character or hollerith constant was converted to a data type that was not large enough to contain all of the characters in the constant. This type conversion occurs when the constant is used in an arithmetic expression or is assigned to a non-character variable. The character or hollerith constant is truncated on the right, that is, if 4 characters are needed then the first 4 are used and the remaining characters are discarded.
W025 Illegal character ($) - ignored
The current line contains a character, possibly non-printing, which is not a legal Fortran character (characters inside of character or Hollerith constants cannot cause this error). As a general rule, all non-printing characters are treated as white space characters (blanks and tabs); no error message is generated when this occurs. If for some reason, a non-printing character is not treated as a white space character, its hex representation is printed in the form dd where each d is a hex digit.
S026 Unmatched quote
A character constant is missing a closing quote or the source file is truncated.
S027 Illegal integer constant: $
Integer constant is too large for 32 bit word.
S028 Illegal real or double precision constant: $

S029 Illegal $ constant: $

Illegal hexadecimal, octal, or binary constant. A hexadecimal constant consists of digits 0..9 and letters A..F or a..f; any other character in a hexadecimal constant is illegal. An octal constant consists of digits 0..7; any other digit or character in an octal constant is illegal. A binary constant consists of digits 0 or 1; any other digit or character in a binary constant is illegal.
S030 Explicit shape must be specified for $

A shape for an array expression is effected in this context.
S031 Illegal data type length specifier for $

The data type length specifier (e.g. 4 in INTEGER*4) is not a constant expression that is a member of the set of allowed values for this particular data type.
W032 Data type length specifier not allowed for $

The data type length specifier (e.g. 4 in INTEGER*4) is not allowed in the given syntax (e.g. DIMENSION A(10)*4).
S033 Illegal use of constant $

A constant was used in an illegal context, such as on the left side of an assignment statement or as the target of a data initialization statement.
S034 Syntax error at or near $

Illegal command specified.
I035 Predefined intrinsic $ loses intrinsic property

An intrinsic name was used in a manner inconsistent with the language definition for that intrinsic. The compiler, based on the context, will treat the name as a variable or an external function.
S036 Illegal implicit character range

First character must alphabetically precede second.
S037 Contradictory data type specified for $

The indicated identifier appears in more than one type specification statement and different data types are specified for it.
S038 Symbol, $, has not been explicitly declared

The indicated identifier must be declared in a type statement; this is required when the IMPLICIT NONE statement occurs in the subprogram.
W039 Symbol, $, appears illegally in a SAVE statement $

An identifier appearing in a SAVE statement must be a local variable or array.
S040 Illegal common variable $

Indicated identifier is a dummy variable, is already in a common block, or has previously been defined to be something other than a variable or array.
W041 Illegal use of dummy argument $
This error can occur in several situations. It can occur if dummy arguments were specified on a PROGRAM statement. It can also occur if a dummy argument name occurs in a DATA, COMMON, SAVE, or EQUIVALENCE statement. A program statement must have an empty argument list.

S042 $ is a duplicate dummy argument

Each dummy argument must have a unique name.

S043 Illegal attempt to redefine $ $

An attempt was made to define a symbol in a manner inconsistent with an earlier definition of the same symbol. This can happen for a number of reasons. The message attempts to indicate the situation that occurred.

intrinsic – An attempt was made to redefine an intrinsic function. A symbol that represents an intrinsic function may be redefined if that symbol has not been previously verified to be an intrinsic function. For example, the intrinsic $\text{sin}$ can be defined to be an integer array. If a symbol is verified to be an intrinsic function via the INTRINSIC statement or via an intrinsic function reference then it must be referred to as an intrinsic function for the remainder of the program unit.

symbol – An attempt was made to redefine a symbol that was previously defined. An example of this is to declare a symbol to be a PARAMETER which was previously declared to be a subprogram argument.

S044 Multiple declaration for symbol $ $

A redundant declaration of a symbol has occurred. For example, an attempt was made to declare a symbol as an ENTRY when that symbol was previously declared as an ENTRY.

S045 Data type of entry point $ $ disagrees with function $ $

The current function has entry points with data types inconsistent with the data type of the current function. For example, the function returns type character and an entry point returns type complex.

S046 Data type length specifier in wrong position

The CHARACTER data type specifier has a different position for the length specifier from the other data types. Suppose, we want to declare arrays ARRAYA and ARRAYB to have 8 elements each having an element length of 4 bytes. The difference is that ARRAYA is character and ARRAYB is integer. The declarations would be CHARACTER ARRAYA(8)*4 and INTEGER ARRAYB*4(8).

S047 More than seven dimensions specified for array

The compiler currently supports up to seven dimensions for arrays.

S048 Illegal use of ‘*’ in declaration of array $ $

An asterisk may be used only as the upper bound of the last dimension.

S049 Illegal use of ‘*’ in non-subroutine subprogram

The alternate return specifier ‘*’ is legal only in the subroutine statement. Programs, functions, and block data are not allowed to have alternate return specifiers.

S050 Assumed size array, $ $, is not a dummy argument
Arrays with ‘*’ in their dimension(s) may only be declared as dummy arguments.

S051 Unrecognized built-in % function

The allowable built-in functions are %VAL, %REF, %LOC, and %FILL. One was encountered that did not match one of these allowed forms.

S052 Illegal argument to %VAL or %LOC

S053 %REF or %VAL not legal in this context

The built-in functions %REF and %VAL can only be used as actual parameters in procedure calls.

W054 Implicit character $ used in a previous implicit statement

An implicit character has been given an implied data type more than once. The implied data type for the implicit character is changed anyway.

W055 Multiple implicit none statements

The IMPLICIT NONE statement can occur only once in a subprogram.

W056 Implicit type declaration

The -Mdclchk switch and an implicit declaration following an IMPLICIT NONE statement will produce a warning message for IMPLICIT statements.

S057 Illegal equivalence of dummy variable, $

Dummy arguments may not appear in EQUIVALENCE statements.

S058 Equivalenced variables $ and $ not in same common block

A common block variable must not be equivalenced with a variable in another common block.

S059 Conflicting equivalence between $ and $

The indicated equivalence implies a storage layout inconsistent with other equivalences.

S060 Illegal equivalence of structure variable, $

STRUCTURE and UNION variables may not appear in EQUIVALENCE statements.

S061 Equivalence of $ and $ extends common block backwards

W062 Equivalence forces $ to be unaligned

EQUIVALENCE statements have defined an address for the variable which has an alignment not optimal for variables of its data type. This can occur when INTEGER and CHARACTER data are equivalenced, for instance.

I063 Gap in common block $ before $

S064 Illegal use of $ in DATA statement implied DO loop

The indicated variable is referenced where it is not an active implied DO index variable.

S065 Repeat factor less than zero

S066 Too few data constants in initialization statement

S067 Too many data constants in initialization statement
S068 Numeric initializer for CHARACTER $ out of range 0 through 255
A CHARACTER*1 variable or character array element can be initialized to an integer, octal, or hexadecimal constant if that constant is in the range 0 through 255.

S069 Illegal implied DO expression
The only operations allowed within an implied DO expression are integer +, -, *, and /.

S070 Incorrect sequence of statements $
The statement order is incorrect. For instance, an IMPLICIT NONE statement must precede a specification statement which in turn must precede an executable statement.

S071 Executable statements not allowed in block data

S072 Assignment operation illegal to $$
The destination of an assignment operation must be a variable, array reference, or vector reference. The assignment operation may be by way of an assignment statement, a data statement, or the index variable of an implied DO-loop. The compiler has determined that the identifier used as the destination is not a storage location. The error message attempts to indicate the type of entity used.

**entry point** – An assignment to an entry point that was not a function procedure was attempted.

**external procedure** – An assignment to an external procedure or a Fortran intrinsic name was attempted. If the identifier is the name of an entry point that is not a function, an external procedure.

S073 Intrinsic or predeclared, $, cannot be passed as an argument

S074 Illegal number or type of arguments to $$
The indicated symbol is an intrinsic or generic function, or a predeclared subroutine or function, requiring a certain number of arguments of a fixed data type.

S075 Subscript, substring, or argument illegal in this context for $
This can happen if you try to doubly index an array such as ra(2)(3). This also applies to substring and function references.

S076 Subscripts specified for non-array variable $

S077 Subscripts omitted from array $

S078 Wrong number of subscripts specified for $

S079 Keyword form of argument illegal in this context for $$

S080 Subscript for array $ is out of bounds

S081 Illegal selector $ $

S082 Illegal substring expression for variable $
Substring expressions must be of type integer and if constant must be greater than zero.

S083 Vector expression used where scalar expression required
A vector expression was used in an illegal context. For example, `iscalar = iarray`, where a scalar is assigned the value of an array. Also, character and record references are not vectorizable.

S084 Illegal use of symbol $$

This message is used for many different errors.

S085 Incorrect number of arguments to statement function $

S086 Dummy argument to statement function must be a variable

S087 Non-constant expression where constant expression required

S088 Recursive subroutine or function call of $

A function may not call itself.

S089 Illegal use of symbol $, with character length = *

Symbols of type `CHARACTER(*)` must be dummy variables and must not be used as statement function dummy parameters and statement function names. Also, a dummy variable of type `CHARACTER(*)` cannot be used as a function.

S090 Hollerith constant more than 4 characters

In certain contexts, Hollerith constants may not be more than 4 characters long.

S091 Constant expression of wrong data type

S092 Illegal use of variable length character expression

A character expression used as an actual argument, or in certain contexts within I/O statements, must not consist of a concatenation involving a passed length character variable.

W093 Type conversion of expression performed

An expression of some data type appears in a context which requires an expression of some other data type. The compiler generates code to convert the expression into the required type.

S094 Variable $ is of wrong data type $

The indicated variable is used in a context which requires a variable of some other data type.

S095 Expression has wrong data type

An expression of some data type appears in a context which requires an expression of some other data type.

S096 Illegal complex comparison

The relations .LT., .GT., .GE., and .LE. are not allowed for complex values.

S097 Statement label $ has been defined more than once

More than one statement with the indicated statement number occurs in the subprogram.

S098 Divide by zero
S099 Illegal use of $

Aggregate record references may only appear in aggregate assignment statements, unformatted I/O statements, and as parameters to subprograms. They may not appear, for example, in expressions. Also, records with differing structure types may not be assigned to one another.

S100 Expression cannot be promoted to a vector

An expression was used that required a scalar quantity to be promoted to a vector illegally. For example, the assignment of a character constant string to a character array. Records, too, cannot be promoted to vectors.

S101 Vector operation not allowed on $

Record and character typed entities may only be referenced as scalar quantities.

S102 Arithmetic IF expression has wrong data type

The parenthetical expression of an arithmetic if statement must be an integer, real, or double precision scalar expression.

S103 Type conversion of subscript expression for $

The data type of a subscript expression must be integer. If it is not, it is converted.

S104 Illegal control structure $

This message is issued for a number of errors involving IF-THEN statements, DO loops, and directives. You may see one of the following messages:

PGF90-S-0104-Illegal control structure - unterminated PARALLEL directive
PGF90-S-0104-Illegal control structure - unterminated block IF

If the line number specified is the last line (END statement) of the subprogram, the error is probably an unterminated DO loop or IF-THEN statement. If the message contains unterminated PARALLEL directive, it is likely you are missing the required !$omp end parallel directive.

S105 Unmatched ELSEIF, ELSE or ENDIF statement

An ELSEIF, ELSE, or ENDIF statement cannot be matched with a preceding IF-THEN statement.

S106 DO index variable must be a scalar variable

The DO index variable cannot be an array name, a subscripted variable, a PARAMETER name, a function name, a structure name, etc.

S107 Illegal assigned goto variable $

S108 Illegal variable, $, in NAMELIST group $

A NAMELIST group can only consist of arrays and scalars.

I109 Overflow in $ constant $, constant truncated at left

A non-decimal (hexadecimal, octal, or binary) constant requiring more than 64-bits produces an overflow. The constant is truncated at left (e.g. ‘1234567890abcdef1’x will be ‘234567890abcdef1’x).

I110 <reserved message number>
I111 Underflow of real or double precision constant
I112 Overflow of real or double precision constant
S113 Label $ is referenced but never defined
S114 Cannot initialize $
W115 Assignment to DO variable $ in loop
S116 Illegal use of pointer-based variable $
S117 Statement not allowed within a $ definition
The statement may not appear in a STRUCTURE or derived type definition.
S118 Statement not allowed in DO, IF, or WHERE block
I119 Redundant specification for $
Data type of indicated symbol specified more than once.
I120 Label $ is defined but never referenced
I121 Operation requires logical or integer data types
   An operation in an expression was attempted on data having a data type incompatible
   with the operation. For example, a logical expression can consist of only logical elements
   of type integer or logical. Real data would be invalid.
I122 Character string truncated
Character string or Hollerith constant appearing in a DATA statement or PARAMETER
statement has been truncated to fit the declared size of the corresponding identifier.
W123 Hollerith length specification too big, reduced
The length specifier field of a hollerith constant specified more characters than were
present in the character field of the hollerith constant. The length specifier was reduced
to agree with the number of characters present.
S124 Relational expression mixes character with numeric data
A relational expression is used to compare two arithmetic expressions or two character
expressions. A character expression cannot be compared to an arithmetic expression.
I125 Dummy procedure $ not declared EXTERNAL
A dummy argument which is not declared in an EXTERNAL statement is used as the
subprogram name in a CALL statement, or is called as a function, and is therefore
assumed to be a dummy procedure. This message can result from a failure to declare a
dummy array.
I126 Name $ is not an intrinsic function
I127 Optimization level for $ changed to opt 1 $
W128 Integer constant truncated to fit data type: $
An integer constant will be truncated when assigned to data types smaller than 32-bits,
such as a BYTE.
I129 Floating point overflow. Check constants and constant expressions
I130 Floating point underflow. Check constants and constant expressions
I131 Integer overflow. Check floating point expressions cast to integer
I132 Floating pt. invalid oprnd. Check constants and constant expressions
I133 Divide by 0.0. Check constants and constant expressions
S134 Illegal attribute $$
W135 Missing STRUCTURE name field
A STRUCTURE name field is required on the outermost structure.
W136 Field-namelist not allowed
The field-namelist field of the STRUCTURE statement is disallowed on the outermost
structure.
W137 Field-namelist is required in nested structures
W138 Multiply defined STRUCTURE member name $$
A member name was used more than once within a structure.
W139 Structure $$ in RECORD statement not defined
A RECORD statement contains a reference to a STRUCTURE that has not yet been
defined.
S140 Variable $$ is not a RECORD
S141 RECORD required on left of $$
S142 $$ is not a member of this RECORD
S143 $$ requires initializer
W144 NEED ERROR MESSAGE $$
This is used as a temporary message for compiler development.
W145 %FILL only valid within STRUCTURE block
The %FILL special name was used outside of a STRUCTURE multiline statement. It
is only valid when used within a STRUCTURE multiline statement even though it is
ignored.
S146 Expression must be character type
S147 Character expression not allowed in this context
S148 Reference to $$ required
An aggregate reference to a record was expected during statement compilation but
another data type was found instead.
S149 Record where arithmetic value required
An aggregate record reference was encountered when an arithmetic expression was expected.
S150 Structure, Record, derived type, or member $ not allowed in this context
A structure, record, or member reference was found in a context which is not supported.
S151 Empty TYPE, STRUCTURE, UNION, or MAP
TYPE - ENDTYPE, STRUCTURE - ENDSTRUCTURE, UNION - ENDUNION or MAP - ENDMAP declaration contains no members.
S152 All dimension specifiers must be ‘:’
S153 Array objects are not conformable $
S154 DISTRIBUTE target, $, must be a processor
S155 $
S156 Number of colons and triplets must be equal in ALIGN $ with $
S157 Illegal subscript use of ALIGN dummy $ - $
S158 Alternate return not specified in SUBROUTINE or ENTRY
An alternate return can only be used if alternate return specifiers appeared in the SUBROUTINE or ENTRY statements.
S159 Alternate return illegal in FUNCTION subprogram
An alternate return cannot be used in a FUNCTION.
S160 ENDSTRUCTURE, ENDUNION, or ENDMAP does not match top
S161 Vector subscript must be rank-one array
W162 Not equal test of loop control variable $ replaced with < or > test.
S163 <reserved message number>
S164 Overlapping data initializations of $
An attempt was made to data initialize a variable or array element already initialized.
S165 $ appeared more than once as a subprogram
A subprogram name appeared more than once in the source file. The message is applicable only when an assembly file is the output of the compiler.
S166 $ cannot be a common block and a subprogram
A name appeared as a common block name and a subprogram name. The message is applicable only when an assembly file is the output of the compiler.
I167 Inconsistent size of common block $
A common block occurs in more than one subprogram of a source file and its size is not identical. The maximum size is chosen. The message is applicable only when an assembly file is the output of the compiler.
S168 Incompatible size of common block $
A common block occurs in more than one subprogram of a source file and is initialized in one subprogram. Its initialized size was found to be less than its size in the other subprogram(s). The message is applicable only when an assembly file is the output of the compiler.

W169 Multiple data initializations of common block $ 

A common block is initialized in more than one subprogram of a source file. Only the first set of initializations apply. The message is applicable only when an assembly file is the output of the compiler.

W170 HPC Fortran extension: $$ 

Use of a nonstandard feature. A description of the feature is provided.

W171 HPC Fortran extension: nonstandard statement type $ 

W172 HPC Fortran extension: numeric initialization of CHARACTER $ 

A CHARACTER*1 variable or array element was initialized with a numeric value.

W173 HPC Fortran extension: nonstandard use of data type length specifier 

W174 HPC Fortran extension: type declaration contains data initialization 

W175 HPC Fortran extension: IMPLICIT range contains nonalpha characters 

W176 HPC Fortran extension: nonstandard operator $ 

W177 HPC Fortran extension: nonstandard use of keyword argument $ 

W178 <reserved message number> 

W179 HPC Fortran extension: use of structure field reference $ 

W180 HPC Fortran extension: nonstandard form of constant 

W181 HPC Fortran extension: & alternate return 

W182 HPC Fortran extension: mixed non-character and character elements in COMMON $ 

W183 HPC Fortran extension: mixed non-character and character EQUIVALENCE ($,$) 

W184 Mixed type elements (numeric and/or character types) in COMMON $ 

W185 Mixed numeric and/or character type EQUIVALENCE ($,$) 

S186 Argument missing for formal argument $ 

S187 Too many arguments specified for $ 

S188 Argument number $ to $: type mismatch 

S189 Argument number $ to $: association of scalar actual argument to array dummy argument 

S190 Argument number $ to $: non-conformable arrays
S191 Argument number $ to $ cannot be an assumed-size array

S192 Argument number $ to $ must be a label

W193 Argument number $ to $ does not match INTENT (OUT)

W194 INTENT(IN) argument cannot be defined - $

S195 Statement may not appear in an INTERFACE block $

S196 Deferred-shape specifiers are required for $

S197 Invalid qualifier or qualifier value (/$) in OPTIONS statement

An illegal qualifier was found or a value was specified for a qualifier which does not
expect a value. In either case, the qualifier for which the error occurred is indicated in
the error message.

S198 $ $ in ALLOCATE/DEALLOCATE

W199 Unaligned memory reference

A memory reference occurred whose address does not meet its data alignment
requirement.

S200 Missing UNIT/FILE specifier

S201 Illegal I/O specifier - $

S202 Repeated I/O specifier - $

S203 FORMAT statement has no label

S204 $ $

Miscellaneous I/O error.

S205 Illegal specification of scale factor

The integer following + or - has been omitted, or P does not follow the integer value.

S206 Repeat count is zero

S207 Integer constant expected in edit descriptor

S208 Period expected in edit descriptor

S209 Illegal edit descriptor

S210 Exponent width not used in the Ew.dEe or Gw.dEe edit descriptors

S211 Internal I/O not allowed in this I/O statement

S212 Illegal NAMELIST I/O

Namelist I/O cannot be performed with internal, unformatted, formatted, and list-
directed I/O. Also, I/O lists must not be present.

S213 $ is not a NAMELIST group name
S214 Input item is not a variable reference

S215 Assumed sized array name cannot be used as an I/O item or specifier
An assumed size array was used as an item to be read or written or as an I/O specifier (i.e., FMT = array-name). In these contexts the size of the array must be known.

S216 STRUCTURE/UNION cannot be used as an I/O item

S217 ENCODE/DECODE buffer must be a variable, array, or array element

S218 Statement labeled $$

S219 <reserved message number>

S220 Redefining predefined macro $

S221 #elif after #else
A preprocessor #elif directive was found after a #else directive; only #endif is allowed in this context.

S222 #else after #else
A preprocessor #else directive was found after a #else directive; only #endif is allowed in this context.

S223 #if-directives too deeply nested
Preprocessor #if directive nesting exceeded the maximum allowed (currently 10).

S224 Actual parameters too long for $
The total length of the parameters in a macro call to the indicated macro exceeded the maximum allowed (currently 2048).

W225 Argument mismatch for $
The number of arguments supplied in the call to the indicated macro did not agree with the number of parameters in the macro’s definition.

F226 Can’t find include file $
The indicated include file could not be opened.

S227 Definition too long for $
The length of the macro definition of the indicated macro exceeded the maximum allowed (currently 2048).

S228 EOF in comment
The end of a file was encountered while processing a comment.

S229 EOF in macro call to $
The end of a file was encountered while processing a call to the indicated macro.

S230 EOF in string
The end of a file was encountered while processing a quoted string.

S231 Formal parameters too long for $
The total length of the parameters in the definition of the indicated macro exceeded the maximum allowed (currently 2048).
S232 Identifier too long
The length of an identifier exceeded the maximum allowed (currently 2048).
S233 <reserved message number>
W234 Illegal directive name
The sequence of characters following a # sign was not an identifier.
W235 Illegal macro name
A macro name was not an identifier.
S236 Illegal number $
The indicated number contained a syntax error.
F237 Line too long
The input source line length exceeded the maximum allowed (currently 2048).
W238 Missing #endif
End of file was encountered before a required #endif directive was found.
W239 Missing argument list for $
A call of the indicated macro had no argument list.
S240 Number too long
The length of a number exceeded the maximum allowed (currently 2048).
W241 Redefinition of symbol $
The indicated macro name was redefined.
I242 Redundant definition for symbol $
A definition for the indicated macro name was found that was the same as a previous definition.
F243 String too long
The length of a quoted string exceeded the maximum allowed (currently 2048).
S244 Syntax error in #define, formal $ not identifier
A formal parameter that was not an identifier was used in a macro definition.
W245 Syntax error in #define, missing blank after name or arglist
There was no space or tab between a macro name or argument list and the macro’s definition.
S246 Syntax error in #if
A syntax error was found while parsing the expression following a #if or #elif directive.
S247 Syntax error in #include
The #include directive was not correctly formed.
W248 Syntax error in #line
A #line directive was not correctly formed.
W249 Syntax error in #module
A #module directive was not correctly formed.
W250 Syntax error in #undef
A #undef directive was not correctly formed.
W251 Token after #ifdef must be identifier
The #ifdef directive was not followed by an identifier.
W252 Token after #ifndef must be identifier
The #ifndef directive was not followed by an identifier.
S253 Too many actual parameters to $
The number of actual arguments to the indicated macro exceeded the maximum allowed (currently 31).
S254 Too many formal parameters to $
The number of formal arguments to the indicated macro exceeded the maximum allowed (currently 31).
F255 Too much pushback
The preprocessor ran out of space while processing a macro expansion. The macro may be recursive.
W256 Undefined directive $
The identifier following a # was not a directive name.
F257 POS value must be positive.
A value for POS <= 0 was encountered. Negative and 0 values are illegal for a position in a file.
S257 EOF in #include directive
End of file was encountered while processing a #include directive.
S258 Unmatched #elif
A #elif directive was encountered with no preceding #if or #elif directive.
S259 Unmatched #else
A #else directive was encountered with no preceding #if or #elif directive.
S260 Unmatched #endif
A #endif directive was encountered with no preceding #if, #ifdef, or #ifndef directive.
S261 Include files nested too deeply
The nesting depth of #include directives exceeded the maximum (currently 20).
S262 Unterminated macro definition for $
A newline was encountered in the formal parameter list for the indicated macro.
S263 Unterminated string or character constant
A newline with no preceding backslash was found in a quoted string.
I264 Possible nested comment
The characters /* were found within a comment.
S265 <reserved message number>
S266 <reserved message number>
S267 <reserved message number>
W268 Cannot inline subprogram; common block mismatch
W269 Cannot inline subprogram; argument type mismatch
This message may be severe if the compilation has gone too far to undo the inlining process.
F270 Missing -exlib option
W271 Can't inline $ - wrong number of arguments
I272 Argument of inlined function not used
S273 Inline library not specified on command line (-inlib switch)
F274 Unable to access file $/TOC
S275 Unable to open file $ while extracting or inlining
F276 Assignment to constant actual parameter in inlined subprogram
I277 Inlining of function $ may result in recursion
S278 <reserved message number>
W279 Possible use of $ before definition in $
The optimizer has detected the possibility that a variable is used before it has been assigned a value. The names of the variable and the function in which the use occurred are listed. The line number, if specified, is the line number of the basic block containing the use of the variable.
W280 Syntax error in directive $
Messages 280-300 reserved for directives handling
W281 Directive ignored - $ $
S300 Too few data constants in initialization of derived type $
S301 $ must be TEMPLATE or PROCESSOR
S302 Unmatched END$ statement
S303 END statement for $ required in an interface block
S304 EXIT/CYCLE statement must appear in a DO/DOWHILE loop$$
S305 $ cannot be named, $
S306 $ names more than one construct
S307 $ must have the construct name $
S308 DO may not terminate at an EXIT, CYCLE, RETURN, STOP, GOTO, or arithmetic IF
S309 Incorrect name, $, specified in END statement
S310 $
Generic message for MODULE errors.
W311 Non-replicated mapping for $ array, $, ignored
W312 Array $ should be declared SEQUENCE
W313 Subprogram $ called within INDEPENDENT loop not PURE
E314 IPA: actual argument $ is a label, but dummy argument $ is not an asterisk
The call passes a label to the subprogram; the corresponding dummy argument in the
subprogram should be an asterisk to declare this as the alternate return.
I315 IPA: routine $, $ constant dummy arguments
This many dummy arguments are being replaced by constants due to interprocedural
analysis.
I316 IPA: routine $, $ INTENT(IN) dummy arguments
This many dummy arguments are being marked as INTENT(IN) due to interprocedural
analysis.
I317 IPA: routine $, $ array alignments propagated
This many array alignments were propagated by interprocedural analysis.
I318 IPA: routine $, $ distribution formats propagated
This many array distribution formats were propagated by interprocedural analysis.
I319 IPA: routine $, $ distribution targets propagated
This many array distribution targets were propagated by interprocedural analysis.
I320 IPA: routine $, $ common blocks optimized
This many mapped common blocks were optimized by interprocedural analysis.
I321 IPA: routine $, $ common blocks not optimized
This many mapped common blocks were not optimized by interprocedural analysis,
either because they were declared differently in different routines, or they did not
appear in the main program.
I322 IPA: analyzing main program $
Interprocedural analysis is building the call graph and propagating information with the
named main program.
I323 IPA: collecting information for $
Interprocedural analysis is saving information for the current subprogram for
subsequent analysis and propagation.
W324 IPA file $ appears to be out of date
W325 IPA file $ is for wrong subprogram: $
W326 Unable to open file $ to propagate IPA information to $
I327 IPA: $ subprograms analyzed
I328 IPA: $ dummy arguments replaced by constants
I329 IPA: $ INTENT(IN) dummy arguments should be INTENT(INOUT)
I330 IPA: $ dummy arguments changed to INTENT(IN)
I331 IPA: $ inherited array alignments replaced
I332 IPA: $ transcriptive distribution formats replaced
I333 IPA: $ transcriptive distribution targets replaced
I334 IPA: $ descriptive/prescriptive array alignments verified
I335 IPA: $ descriptive/prescriptive distribution formats verified
I336 IPA: $ descriptive/prescriptive distribution targets verified
I337 IPA: $ common blocks optimized
I338 IPA: $ common blocks not optimized
S339 Bad IPA contents file: $
S340 Bad IPA file format: $
S341 Unable to create file $ while analyzing IPA information
S342 Unable to open file $ while analyzing IPA information
S343 Unable to open IPA contents file $
S344 Unable to create file $ while collecting IPA information
F345 Internal error in $: table overflow
Analysis failed due to a table overflowing its maximum size.
W346 Subprogram $ appears twice
The subprogram appears twice in the same source file; IPA will ignore the first appearance.
F347 Missing -ipalib option
Interprocedural analysis, enabled with the -ipacollect, -ipaanalyze, or -ipapropagate options, requires the -ipalib option to specify the library directory.
W348 Common /$/ $ has different distribution target
The array was declared in a common block with a different distribution target in another subprogram.

W349 Common /$/ $ has different distribution format

The array was declared in a common block with a different distribution format in another subprogram.

W350 Common /$/ $ has different alignment

The array was declared in a common block with a different alignment in another subprogram.

W351 Wrong number of arguments passed to $  
The subroutine or function statement for the given subprogram has a different number of dummy arguments than appear in the call.

W352 Wrong number of arguments passed to $ when bound to $  
The subroutine or function statement for the given subprogram has a different number of dummy arguments than appear in the call to the EXTERNAL name given.

W353 Subprogram $ is missing  
A call to a subroutine or function with this name appears, but it could not be found or analyzed.

I354 Subprogram $ is not called  
No calls to the given subroutine or function appear anywhere in the program.

W355 Missing argument in call to $  
A nonoptional argument is missing in a call to the given subprogram.

I356 Array section analysis incomplete  
Interprocedural analysis for array section arguments is incomplete; some information may not be available for optimization.

I357 Expression analysis incomplete  
Interprocedural analysis for expression arguments is incomplete; some information may not be available for optimization.

W358 Dummy argument $ is EXTERNAL, but actual is not subprogram  
The call statement passes a scalar or array to a dummy argument that is declared EXTERNAL.

W359 SUBROUTINE $ passed to FUNCTION dummy argument $  
The call statement passes a subroutine name to a dummy argument that is used as a function.

W360 FUNCTION $ passed to FUNCTION dummy argument $ with different result type  
The call statement passes a function argument to a function dummy argument, but the dummy has a different result type.

W361 FUNCTION $ passed to SUBROUTINE dummy argument $
The call statement passes a function name to a dummy argument that is used as a subroutine.

W362 Argument $ has a different type than dummy argument $

The type of the actual argument is different than the type of the corresponding dummy argument.

W363 Dummy argument $ is a POINTER but actual argument $ is not

The dummy argument is a pointer, so the actual argument must be also.

W364 Array or array expression passed to scalar dummy argument $

The actual argument is an array, but the dummy argument is a scalar variable.

W365 Scalar or scalar expression passed to array dummy argument $

The actual argument is a scalar variable, but the dummy argument is an array.

F366 Internal error: interprocedural analysis fails

An internal error occurred during interprocedural analysis; please report this to the compiler maintenance group. If user errors were reported when collecting IPA information or during IPA analysis, correcting them may avoid this error.

I367 Array $ bounds cannot be matched to formal argument

Passing a nonsequential array to a sequential dummy argument may require copying the array to sequential storage. The most common cause is passing an ALLOCATABLE array or array expression to a dummy argument that is declared with explicit bounds. Declaring the dummy argument as assumed shape, with bounds (:,:,:), will remove this warning.

W368 Array-valued expression passed to scalar dummy argument $

The actual argument is an array-valued expression, but the dummy argument is a scalar variable.

W369 Dummy argument $ has different rank than actual argument

The actual argument is an array or array-valued expression with a different rank than the dummy argument.

W370 Dummy argument $ has different shape than actual argument

The actual argument is an array or array-valued expression with a different shape than the dummy argument; this may require copying the actual argument into sequential storage.

W371 Dummy argument $ is INTENT(IN) but may be modified

The dummy argument was declared as INTENT(IN), but analysis has found that the argument may be modified; the INTENT(IN) declaration should be changed.

W372 Cannot propagate alignment from $ to $

The most common cause is when passing an array with an inherited alignment to a dummy argument with non-inherited alignment.

I373 Cannot propagate distribution format from $ to $

The most common cause is when passing an array with a transcriptive distribution format to a dummy argument with prescriptive or descriptive distribution format.
I374 Cannot propagate distribution target from $ to $

The most common cause is when passing an array with a transcriptive distribution target to a dummy argument with prescriptive or descriptive distribution target.

I375 Distribution format mismatch between $ and $

Usually this arises when the actual and dummy arguments are distributed in different dimensions.

I376 Alignment stride mismatch between $ and $

This may arise when the actual argument has a different stride in its alignment to its template than does the dummy argument.

I377 Alignment offset mismatch between $ and $

This may arise when the actual argument has a different offset in its alignment to its template than does the dummy argument.

I378 Distribution target mismatch between $ and $

This may arise when the actual and dummy arguments have different distribution target sizes.

I379 Alignment of $ is too complex

The alignment specification of the array is too complex for interprocedural analysis to verify or propagate; the program will work correctly, but without the benefit of IPA.

I380 Distribution format of $ is too complex

The distribution format specification of the array is too complex for interprocedural analysis to verify or propagate; the program will work correctly, but without the benefit of IPA.

I381 Distribution target of $ is too complex

The distribution target specification of the array is too complex for interprocedural analysis to verify or propagate; the program will work correctly, but without the benefit of IPA.

I382 IPA: $ subprograms analyzed

Interprocedural analysis succeeded in finding and analyzing this many subprograms in the whole program.

I383 IPA: $ dummy arguments replaced by constants

Interprocedural analysis has found this many dummy arguments in the whole program that can be replaced by constants.

I384 IPA: $ dummy arguments changed to INTENT(IN)

Interprocedural analysis has found this many dummy arguments in the whole program that are not modified and can be declared as INTENT(IN).

W385 IPA: $ INTENT(IN) dummy arguments should be INTENT(INOUT)

Interprocedural analysis has found this many dummy arguments in the whole program that were declared as INTENT(IN) but should be INTENT(INOUT).

I386 IPA: $ array alignments propagated
Interprocedural analysis has found this many array dummy arguments that could have the inherited array alignment replaced by a descriptive alignment.

I387 IPA: $ array alignments verified

Interprocedural analysis has verified that the prescriptive or descriptive alignments of this many array dummy arguments match the alignments of the actual argument.

I388 IPA: $ array distribution formats propagated

Interprocedural analysis has found this many array dummy arguments that could have the transcriptive distribution format replaced by a descriptive format.

I389 IPA: $ array distribution formats verified

Interprocedural analysis has verified that the prescriptive or descriptive distribution formats of this many array dummy arguments match the formats of the actual argument.

I390 IPA: $ array distribution targets propagated

Interprocedural analysis has found this many array dummy arguments that could have the transcriptive distribution target replaced by a descriptive target.

I391 IPA: $ array distribution targets verified

Interprocedural analysis has verified that the prescriptive or descriptive distribution targets of this many array dummy arguments match the targets of the actual argument.

I392 IPA: $ common blocks optimized

Interprocedural analysis has found this many common blocks that could be optimized.

I393 IPA: $ common blocks not optimized

Interprocedural analysis has found this many common blocks that could not be optimized, either because the common block was not declared in the main program, or because it was declared differently in different subprograms.

I394 IPA: $ replaced by constant value

The dummy argument was replaced by a constant as per interprocedural analysis.

I395 IPA: $ changed to INTENT(IN)

The dummy argument was changed to INTENT(IN) as per interprocedural analysis.

I396 IPA: array alignment propagated to $

The template alignment for the dummy argument was changed as per interprocedural analysis.

I397 IPA: distribution format propagated to $

The distribution format for the dummy argument was changed as per interprocedural analysis.

I398 IPA: distribution target propagated to $

The distribution target for the dummy argument was changed as per interprocedural analysis.

I399 IPA: common block $ not optimized
The given common block was not optimized by interprocedural analysis either because it was not declared in the main program, or because it was declared differently in different subprograms.

E400 IPA: dummy argument $ is an asterisk, but actual argument is not a label
The subprogram expects an alternate return label for this argument.
E401 Actual argument $ is a subprogram, but Dummy argument $ is not declared EXTERNAL
The call statement passes a function or subroutine name to a dummy argument that is a scalar variable or array.
E402 Actual argument $ is illegal
E403 Actual argument $ and formal argument $ have different ranks
The actual and formal array arguments differ in rank, which is allowed only if both arrays are declared with the HPF SEQUENCE attribute.
E404 Sequential array section of $ in argument $ is not contiguous
When passing an array section to a formal argument that has the HPF SEQUENCE attribute, the actual argument must be a whole array with the HPF SEQUENCE attribute, or an array section of such an array where the section is a contiguous sequence of elements.
E405 Array expression argument $ may not be passed to sequential dummy argument $
When the dummy argument has the HPF SEQUENCE attribute, the actual argument must be a whole array with the HPF SEQUENCE attribute or a contiguous array section of such an array, unless an INTERFACE block is used.
E406 Actual argument $ and formal argument $ have different character lengths
The actual and formal array character arguments have different character lengths, which is allowed only if both character arrays are declared with the HPF SEQUENCE attribute, unless an INTERFACE block is used.
W407 Argument $ has a different character length than dummy argument $
The character length of the actual argument is different than the length specified for the corresponding dummy argument.
W408 Specified main program $ is not a PROGRAM
The main program specified on the command line is a subroutine, function, or block data subprogram.
W409 More than one main program in IPA directory: $ and $
There is more than one main program analyzed in the IPA directory shown. The first one found is used.
W410 No main program found; IPA analysis fails.
The main program must appear in the IPA directory for analysis to proceed.
W411 Formal argument $ is DYNAMIC but actual argument is an expression
W412 Formal argument $ is DYNAMIC but actual argument $ is not
I413 Formal argument $ has two reaching distributions and may be a candidate for cloning

I414 $ and $ may be aliased and one of them is assigned

Interprocedural analysis has determined that two formal arguments may be aliased because the same variable is passed in both argument positions; or one formal argument and a global or COMMON variable may be aliased, because the global or COMMON variable is passed as an actual argument. If either alias is assigned in the subroutine, unexpected results may occur; this message alerts the user that this situation is disallowed by the Fortran standard.

F415 IPA fails: incorrect IPA file

Interprocedural analysis saves its information in special IPA files in the specified IPA directory. One of these files has been renamed or corrupted. This can arise when there are two files with the same prefix, such as a.hpf and a.f90.

E416 Argument $ has the SEQUENCE attribute, but the dummy parameter $ does not

When an actual argument is an array with the SEQUENCE attribute, the dummy parameter must have the SEQUENCE attribute or an INTERFACE block must be used.

E417 Interface block for $ is a SUBROUTINE but should be a FUNCTION

E418 Interface block for $ is a FUNCTION but should be a SUBROUTINE

E419 Interface block for $ is a FUNCTION has wrong result type

W420 Earlier $ directive overrides $ directive

W421 $ directive can only appear in a function or subroutine

E422 Nonconstant DIM= argument is not supported

E423 Constant DIM= argument is out of range

E424 Equivalence using substring or vector triplets is not allowed

E425 A record is not allowed in this context

E426 WORD type cannot be converted

E427 Interface block for $ has wrong number of arguments

E428 Interface block for $ should have $

E429 Interface block for $ should not have $

E430 Interface block for $ has wrong $

W431 Program is too large for Interprocedural Analysis to complete

W432 Illegal type conversion $

E433 Subprogram $ called within INDEPENDENT loop not LOCAL
W434 Incorrect home array specification ignored

W435 Array declared with zero size
An array was declared with a zero or negative dimension bound, as ‘real a(-1)’, or an upper bound less than the lower bound, as ‘real a(4:2)’.

W436 Independent loop not parallelized

W437 Type $ will be mapped to $
Where DOUBLE PRECISION is not supported, it is mapped to REAL, and similarly for COMPLEX(16) or COMPLEX*32.

E438 $ $ not supported on this platform
This construct is not supported by the compiler for this target.

S439 An internal subprogram cannot be passed as argument - $

S440 Defined assignment statements may not appear in WHERE statement or WHERE block

S441 $ may not appear in a FORALL block

E442 Adjustable-length character type not supported on this host - $$

S443 EQUIVALENCE of derived types not supported on this host - $

S444 Derived type in EQUIVALENCE statement must have SEQUENCE attribute - $
A variable or array with derived type appears in an EQUIVALENCE statement. The derived type must have the SEQUENCE attribute, but does not.

E445 Array bounds must be integer $$$
The expressions in the array bounds must be integer.

S446 Argument number $ to $: rank mismatch
The number of dimensions in the array or array expression does not match the number of dimensions in the dummy argument.

S447 Argument number $ to $ must be a subroutine or function name

S448 Argument number $ to $ must be a subroutine name

S449 Argument number $ to $ must be a function name

S450 Argument number $ to $: kind mismatch

S451 Arrays of derived type with a distributed member are not supported

S452 Assumed length character, $, is not a dummy argument

S453 Derived type variable with pointer member not allowed in IO - $$

S454 Subprogram $ is not a module procedure
Only names of module procedures declared in this module or accessed through USE association can appear in a MODULE PROCEDURE statement.
S455 A derived type array section cannot appear with a member array section - $

A reference like $A(:)%B(:)$, where ‘$A$’ is a derived type array and ‘$B$’ is a member array, is not allowed; a section subscript may appear after ‘$A$’ or after ‘$B$’, but not both.

S456 Unimplemented for data type for MATMUL

S457 Illegal expression in initialization

S458 Argument to NULL() must be a pointer

S459 Target of NULL() assignment must be a pointer

S460 ELEMENTAL procedures cannot be RECURSIVE

S461 Dummy arguments of ELEMENTAL procedures must be scalar

S462 Arguments and return values of ELEMENTAL procedures cannot have the POINTER attribute

S463 Arguments of ELEMENTAL procedures cannot be procedures

S464 An ELEMENTAL procedure cannot be passed as argument - $

S465 Functions returning a POINTER require an explicit interface

S466 Member $ of derived type $ has PRIVATE type

S467 Target of NULL() assignment must have the ALLOCATABLE attribute

W468 Argument to ISO_C_BINDING intrinsic must have TARGET attribute set

W469 Character argument to C_LOC intrinsic must have length of one

W470 Accelerator feature license not found; accelerator features disabled

W471 CUDA Fortran feature license not found; CUDA Fortran features disabled

E472 A Scalar element of a nonsequential array cannot be passed to a dummy array argument - $

A subroutine or function call may not pass an element of an array, like ‘$A(N)$’, to a dummy array argument if the array ‘$A$’ is not sequential. If the array is sequential, then Fortran sequence and storage association rules will treat the dummy argument as a new array equivalenced to the actual argument starting at the element passed. If the array is not sequential, then Fortran sequence and storage association rules do not apply.

W473 $ must have the PURE attribute

F474 This type EXTRINSIC is not yet implemented - $

Contact NVIDIA to ask when this EXTRINSIC type will be implemented.

E475 A dummy argument may not be distributed in a PURE interface - $

A dummy argument to a routine defined with a PURE interface may not have the DISTRIBUTED attribute.
E476 A dummy argument may only be aligned with another dummy in a PURE interface - $ 

E477 The device array section actual argument was not stride-1 in the leading dimension - $ 

A device (device, shared, or constant attribute) array passed as an array section to an assumed-shape dummy argument must be stride-1 in the leading dimension. 

E478 Invalid actual argument to REFLECTED dummy argument - $ 

The actual argument symbol or expression to a dummy argument with the Accelerator REFLECTED attribute must be a symbol that has a visible device copy. Expressions are not allowed. 

E479 The dummy argument $ is REFLECTED; the actual argument $ must have a visible device copy 

If a dummy argument has the Accelerator REFLECTED attribute, the actual argument must be a symbol with a visible device copy. This may be because the symbol appeared in a MIRROR, REFLECTED, COPYIN, COPYOUT, COPY or LOCAL declarative Accelerator directive, or because it appeared in a COPYIN, COPYOUT, COPY or LOCAL clause for an Accelerator DATA REGION or REGION surrounding the procedure call. 

E480 Argument $ is passed to dummy argument $, which is REFLECTED; the actual argument must not require runtime reshaping 

When an actual argument is an array section or pointer array section, sometimes the actual argument must be copied to a temporary array. This may occur if the dummy argument is not assumed-shape, and so must be contiguous in memory, or if the actual argument is not stride-1 in the leftmost (first) dimension. In these cases, the REFLECTED argument is not supported. 

F481 An ENTRY name must not appear as a dummy argument - $ 

The name of the subprogram or an ENTRY to the subprogram must not appear as a dummy argument to the subprogram. 

F482 COMMON /$/ is declared differently in two subprograms - $ 

The COMMON block name was declared with different distribution or alignment for one or more members in two different subprograms. 

E483 Storage association due to EQUIVALENCE($,$) causes HPF alignments and distributions to be ignored 

An EQUIVALENCE statement causes Fortran storage association between entries in this COMMON block. The storage association overrides the HPF alignments and distributions for the COMMON block members. 

E484 Datatype conflict in EQUIVALENCE between two distributed or aligned COMMON block members: $ and $ 

Two distributed COMMON block members that appear in a COMMON block must have the same datatype. 

E485 Datatype conflict in EQUIVALENCE between a distributed or aligned COMMON block member and another: $ and $
A distributed COMMON block member may not be EQUIVALENCEd with another COMMON member.

E486 The dummy argument $ is REFLECTED; an array element cannot be passed to a REFLECTED argument

An actual argument that is an array element cannot be passed to a REFLECTED dummy argument.

E487 Index variable $ does not appear in a subscript on the left hand side of the FORALL assignment

In a FORALL statement, each index variable in the FORALL must appear in some subscript of the left hand side of the FORALL assignment. Otherwise, the FORALL will assign the same left hand side elements for different values of that index.

I489 An ALLOCATE of a POINTER with transcriptive or inherited distribution causes replication - $

When an array with the POINTER attribute and with a distribution that is transcriptive or inherited is allocated, the alignment and distribution are ignored and the array pointer is treated as replicated, since there is no symbol from which to inherit a distribution.

E488 The function call in the FORALL does not have the PURE attribute - $

In a FORALL statement, all functions used must be PURE or ELEMENTAL. Otherwise, they cannot be called in parallel.

E490 An array section of $ is passed to the REFLECTED argument $, which is not supported

When an actual argument is an array section, the dummy argument must not have the REFLECTED attribute.

W491 EXTRINSIC($) subprograms require an explicit interface - $

An EXTRINSIC subprogram with the LOCAL or SERIAL attributes require an explicit interface, either through an INTERFACE block, or by being in the same MODULE as the caller, or being in a MODULE that is referenced with a USE statement.

E492 DYNAMIC distribution is only supported in HPF_GLOBAL subprograms - $

Variables with DYNAMIC distribution are not supported in EXTRINSIC(F77_LOCAL), EXTRINSIC(F77_SERIAL), EXTRINSIC(F90_LOCAL), EXTRINSIC(F90_SERIAL), EXTRINSIC(HPF_LOCAL) or EXTRINSIC(HPF_SERIAL) subprograms.

E493 $ arrays may not be aligned with ALLOCATABLE arrays - $

Static local arrays, common arrays, and dummy argument arrays may not be aligned with arrays that have the ALLOCATABLE attribute, since the allocatable alignee may not be allocated.

E494 COMMON arrays may not be aligned with dummy argument arrays - $

An array in a COMMON block may not specify an alignment with a dummy argument array.

W495 The SHADOW directive for CYCLIC distributed dimensions is ignored - $
A shadow boundary specified for array dimensions that are distributed with the CYCLIC distribution is ignored.

I496 A $ of an unused template is eliminated

The HPF executable REDISTRIBUTE or REALIGN directive appeared specifying an HPF TEMPLATE that is not used; the REDISTRIBUTE or REALIGN is eliminated.

E497 EXTRINSIC(F77_LOCAL) does not support distributed symbols of this datatype - $

This HPF implementation does not support distributed symbols of character or derived type in EXTRINSIC(F77_LOCAL) subprograms.

E498 Alignment cycle involving two or more arguments - $

This dummy argument appears in an HPF ALIGN directive specifying alignment to another dummy argument that is then aligned to this argument, or aligned to another dummy argument that is eventually aligned to this argument.

W499 The descriptive distribution or alignment for this dummy argument is treated as prescriptive - $

Even though the distribution or alignment for this dummy argument was specified as descriptive, it is treated as prescriptive.

E500 MODULE $ uses (directly or indirectly) MODULE $, which causes a USE cycle

If MODULE A has a USE statement for MODULE B, we say that MODULE A directly uses MODULE B. If MODULE B has a USE statement for MODULE C, we say that MODULE A indirectly uses MODULE C. If MODULE C then has a USE statement for MODULE A, then MODULE A indirectly uses itself, which is a USE cycle, and is not allowed.

E504 DIM argument out of range for this symbol - $

The DIM argument to this transformation intrinsic (CSHIFT, EOSHIFT, ...) must be between 1 and the rank of the array or expression being transformed.

E505 DIM argument out of range for this reduction - $

The DIM argument to this reduction intrinsic (SUM, PRODUCT, ...) must be between 1 and the rank of the expression being reduced.

E506 The argument to ASSOCIATED must be a pointer - $

The argument to the ASSOCIATED intrinsic function must be a variable or array with the POINTER attribute.

E507 The arguments to MOVE_ALLOC must be ALLOCATABLE - $

The arguments to the MOVE_ALLOC procedure must have the ALLOCATABLE attribute.

E508 The array objects in a call to an elemental function are not conformable - $

When calling an elemental function, the arguments must be scalars or conformable arrays or array expressions.

E509 Variables in a PURE subprogram may not have the SAVE attribute - $

PURE subprograms cannot refer to external, module, or COMMON data, and cannot save state in a SAVED variable.
E510 Only assignment statements are allowed in a WHERE construct

A WHERE construct is the WHERE statement and all the statements until the matching ENDWHERE. The body of the WHERE construct can only contain assignment statements.

E511 The WHERE mask expression and the array assignment do not conform

The assignment under control of a WHERE mask must have the same shape as the WHERE mask.

E512 The WHERE mask is not an array expression

The WHERE mask expression must be a logical array expression.

E513 The alignment or distribution target may not be a private variable - $

This is a HPF_CRAFT restriction.

E514 The alignment extends beyond the bounds of the template - $

When aligning to a template, the entire array must align to template elements that lie within the bounds of the template.

E515 Static variable aligned with allocatable symbol - $

A nonallocatable symbol cannot be aligned to an allocatable symbol.

E516 PURE subprograms may not have distributed variables - $

Distributed arrays are not allowed in PURE subprograms.

E517 Variables in HPF_LOCAL subprograms may not be distributed - $

Distributed arrays are not allowed in HPF_LOCAL subprograms.

W518 Function result could not be distributed; replicating - $

The compiler will replicate the function result.

E519 More than one device-resident object in assignment

Only one device-resident variable or array is allowed in an assignment.

E520 Host MODULE data cannot be used in a DEVICE or GLOBAL subprogram - $

CUDA Fortran DEVICE or GLOBAL subprograms cannot access host data directly.

E521 MODULE data cannot be used in a DEVICE or GLOBAL subprogram unless compiling for compute capability >= 2.0 - $

CUDA Fortran DEVICE or GLOBAL subprograms cannot access data from any MODULE except the MODULE containing the subprogram, unless they are being compiled for compute capability 2.0 or higher. This feature requires the unified memory system provided in compute capability 2.0.

E522 MODULE data cannot be used in a DEVICE or GLOBAL subprogram unless compiling with CUDA Toolkit 3.0 or later - $

CUDA Fortran DEVICE or GLOBAL subprograms cannot access data from any MODULE except the MODULE containing the subprogram, unless they are being compiled for compute capability 2.0 or higher with the CUDA Toolkit 3.0 or later. This feature requires the unified memory system provided in compute capability 2.0.
W523 MODULE data used in a DEVICE or GLOBAL subprogram forces compute capability >= 2.0 only - $

CUDA Fortran DEVICE or GLOBAL subprograms can access MODULE data only when compiled for compute capability 2.0 or greater.

E524 Dependency in assignment causes allocation of a temporary which is not supported in DEVICE or GLOBAL subprograms

The compiler has identified a possible dependency in an assignment statement which requires allocation of temporary storage to produce a correct result. Dynamic allocation of memory is not supported in subprograms that run on the device.

E525 Array reshaping is not supported for device subprogram calls: argument $ to subprogram $

Passing an array section or assumed-shape array to a non-assumed-shape dummy argument is not supported in global or device subprograms. This would require a run-time test and a possible run-time copy to a dynamically allocated temporary array.

W526 SHARED attribute ignored on dummy argument $

The SHARED attribute has no meaning when applied to a dummy argument.

E527 Argument number $ requires allocation of a temporary which is not supported in DEVICE or GLOBAL subprograms

Evaluation of the specified argument requires allocation of temporary storage for the result to be passed to the subprogram being called. Dynamic allocation of memory is not supported in subprograms that run on the device.

E528 Argument number $ to $: device attribute mismatch

Device attributes of the actual and formal arguments are not the same.

E529 PRINT and WRITE statements in device subprograms are only supported when compiling with CUDA Toolkit 4.0 or later

Support for PRINT * or WRITE(*,*) statements in CUDA Fortran device subprograms requires CUDA Toolkit 4.0 or later and compute capability 2.0 or higher.

E530 PRINT and WRITE statements in device subprograms are only supported with compute capability 2.0 or higher

Support for PRINT * or WRITE(*,*) statements in CUDA Fortran device subprograms requires CUDA Toolkit 4.0 or later and compute capability 2.0 or higher.

W531 HPC extension to OpenACC: $

This program is using a HPC extension to OpenACC.

W532 OpenACC feature not yet implemented: $

This OpenACC feature is not yet implemented. This program is using a HPC extension to OpenACC.

E533 Clause $ not allowed in $ directive

This clause is not allowed on the specified directive.

E534 A loop scheduling directive may not appear within a KERNEL loop
An accelerator or OpenACC loop directive that specifies a schedule, such as PARALLEL, VECTOR, WORKER or GANG, may not appear inside a loop that has an accelerator loop directive with the KERNEL clause. This clause is not allowed on the specified directive.

E535 Undeclared symbol $ used in directive

Symbols used in OpenACC directives must be declared.

S901 #elif after #else

A preprocessor #elif directive was found after a #else directive; only #endif is allowed in this context.

S902 #else after #else

A preprocessor #else directive was found after a #else directive; only #endif is allowed in this context.

W905 Argument mismatch for $

The number of arguments supplied in the call to the indicated macro did not agree with the number of parameters in the macro’s definition.

F906 Can’t find include file $

The indicated include file could not be opened.

S908 EOFin comment

The end of a file was encountered while processing a comment.

S909 EOFin macro call to $

The end of a file was encountered while processing a call to the indicated macro.

S912 Identifier too long

The length of an identifier exceeded the maximum allowed (currently 2048).

W914 Illegal directive name

The sequence of characters following a # sign was not an identifier.

W915 Illegal macro name

A macro name was not an identifier.

W918 Missing #endif

End of file was encountered before a required #endif directive was found.

W919 Missing argument list for $

A call of the indicated macro had no argument list.

S920 Number too long

The length of a number exceeded the maximum allowed (currently 2048).

W921 Redefinition of symbol $

The indicated macro name was redefined.

I922 Redundant definition for symbol $

A definition for the indicated macro name was found that was the same as a previous definition.
F923 String too long
The length of a quoted string exceeded the maximum allowed (currently 2048).
S924 Syntax error in #define, formal $ not identifier
A formal parameter that was not an identifier was used in a macro definition.
S926 Syntax error in #if
A syntax error was found while parsing the expression following a #if or #elif directive.
S927 Syntax error in #include
The #include directive was not correctly formed.
W928 Syntax error in #line
A #line directive was not correctly formed.
W929 Syntax error in #module
A #module directive was not correctly formed.
W930 Syntax error in #undef
A #undef directive was not correctly formed.
W931 Token after #ifdef must be identifier
The #ifdef directive was not followed by an identifier.
W932 Token after #ifndef must be identifier
The #ifndef directive was not followed by an identifier.
S933 Too many actual parameters to $
The number of actual arguments to the indicated macro exceeded the maximum allowed (currently 31).
S934 Too many formal parameters to $
The number of formal arguments to the indicated macro exceeded the maximum allowed (currently 31).
S935 Illegal context for __VA_ARGS__
W936 Undefined directive $
The identifier following a # was not a directive name.
S937 EOF in #include directive
End of file was encountered while processing a #include directive.
S938 Unmatched #elif
A #elif directive was encountered with no preceding #if or #elif directive.
S939 Unmatched #else
A #else directive was encountered with no preceding #if or #elif directive.
S940 Unmatched #endif
A #endif directive was encountered with no preceding #if, #ifdef, or #ifndef directive.
W941 Illegal token in directive, $
A directive token contains a illegal character.
S942 Unterminated macro definition for $

A newline was encountered in the formal parameter list for the indicated macro.
S943 Unterminated string or character constant

A newline with no preceding backslash was found in a quoted string.
I944 Possible nested comment

The characters /* were found within a comment.
I945 Redefining predefined macro $

I946 Undefining predefined macro $

W947 Can't redefine predefined macro $

W948 Can't undefine predefined macro $

F949 #error -- $

User defined preprocessor error message.
W950 #ident not followed by quoted string

W951 Extraneous tokens ignored following # directive

F952 Unexpected EOF following #directive

W953 Unexpected # ignored in #if expression

S954 Illegal number in directive

S955 Illegal token in #if expression

S956 Missing > in #include

W957 Arguments in macro $ are not unique

S959 ## directive occurs at beginning or end of macro definition

S960 $ is not an argument

W961 No macro replacement within a character constant

W962 Macro replacement within a character constant

W964 Macro replacement within a string literal

F965 Recursive include file $

W966 Null argument to macro

Argument to macro is a null value.
F967 #warning -- $

User defined preprocessor warning message.
9.4. Fortran Run-time Error Messages

This section presents the error messages generated by the run-time system. The run-time system displays error messages on standard output.

9.4.1. Message Format

The messages are numbered but have no severity indicators because they all terminate program execution.

9.4.2. Message List

Here are the run-time error messages:

201 illegal value for specifier
An improper specifier value has been passed to an I/O run-time routine. Example: within an OPEN statement, form='unknown'.

202 conflicting specifiers
Conflicting specifiers have been passed to an I/O run-time routine. Example: within an OPEN statement, form='unformatted', blank='null'.

203 record length must be specified
A recl specifier required for an I/O run-time routine has not been passed. Example: within an OPEN statement, access='direct' has been passed, but the record length has not been specified (recl=specifier).

204 illegal use of a readonly file
Self explanatory. Check file and directory modes for readonly status.

205 'SCRATCH' and 'SAVE'/"KEEP' both specified
In an OPEN statement, a file disposition conflict has occurred. Example: within an OPEN statement, status='scratch' and dispose='keep' have both been passed.

206 attempt to open a named file as 'SCRATCH'

207 file is already connected to another unit

208 'NEW' specified for file that already exists

209 'OLD' specified for file that does not exist

210 dynamic memory allocation failed
Memory allocation operations occur only in conjunction with namelist I/O. The most probable cause of fixed buffer overflow is exceeding the maximum number of simultaneously open file units.

211 invalid file name

212 invalid unit number

A file unit number less than or equal to zero has been specified.

215 formatted/unformatted file conflict

Formatted/unformatted file operation conflict.

217 attempt to read past end of file

219 attempt to read/write past end of record

For direct access, the record to be read/written exceeds the specified record length.

220 write after last internal record

221 syntax error in format string

A run-time encoded format contains a lexical or syntax error.

222 unbalanced parentheses in format string

223 illegal P or T edit descriptor - value missing

224 illegal Hollerith or character string in format

An unknown token type has been found in a format encoded at run-time.

225 lexical error -- unknown token type

226 unrecognized edit descriptor letter in format

An unexpected Fortran edit descriptor (FED) was found in a run-time format item.

228 end of file reached without finding group

229 end of file reached while processing group

230 scale factor out of range -128 to 127

Fortran P edit descriptor scale factor not within range of -128 to 127.

231 error on data conversion

233 too many constants to initialize group item

234 invalid edit descriptor

An invalid edit descriptor has been found in a format statement.

235 edit descriptor does not match item type
Data types specified by I/O list item and corresponding edit descriptor conflict.

236 formatted record longer than 2000 characters

237 quad precision type unsupported

238 tab value out of range

A tab value of less than one has been specified.

239 entity name is not member of group

240 no initial left parenthesis in format string

241 unexpected end of format string

242 illegal operation on direct access file

243 format parentheses nesting depth too great

244 syntax error - entity name expected

245 syntax error within group definition

246 infinite format scan for edit descriptor

248 illegal subscript or substring specification

249 error in format - illegal E, F, G or D descriptor

250 error in format - number missing after '.', '-', or '+'

251 illegal character in format string

252 operation attempted after end of file

253 attempt to read non-existent record (direct access)

254 illegal repeat count in format

255 illegal asynchronous I/O operation

256 POS can only be specified for a 'STREAM' file

257 POS value must be positive

258 NEWUNIT requires FILE or STATUS=SCRATCH
You can contact NVIDIA's HPC compilers and tools team at:

9030 NE Walker Road, Suite 100
Hillsboro, OR 97006

Or electronically using any of the following means:

Fax: +1-503-682-2637
Sales: sales@pgroup.com
WWW: https://docs.nvidia.com/hpc-sdk or docs.nvidia.com/hpc-sdk

The NVIDIA User Forum, docs.nvidia.com/hpc-sdk/userforum is monitored by members of the NVIDIA engineering and support teams as well as other NVIDIA customers. The forums contain answers to many commonly asked questions. Log in to the NVIDIA website, docs.nvidia.com/hpc-sdk/login to access the forums.

Many questions and problems can be resolved by following instructions and the information available in the NVIDIA frequently asked questions (FAQ), docs.nvidia.com/hpc-sdk/faq.

Submit support requests using the NVIDIA Technical Support Request form, docs.nvidia.com/hpc-sdk/support-request.
Notice

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS [TOGETHER AND SEPARATELY, “MATERIALS”] ARE BEING PROVIDED “AS IS.” NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication of otherwise under any patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all other information previously supplied. NVIDIA Corporation products are not authorized as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

Trademarks

NVIDIA, the NVIDIA logo, CUDA, CUDA-X, GPUDirect, HPC SDK, NGC, NVIDIA Volta, NVIDIA DGX, NVIDIA Nsight, NVLink, NVSwitch, and Tesla are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2013–2020 NVIDIA Corporation. All rights reserved.